

# MV-8800

## *PRODUCTION STUDIO*

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### Screen Guide

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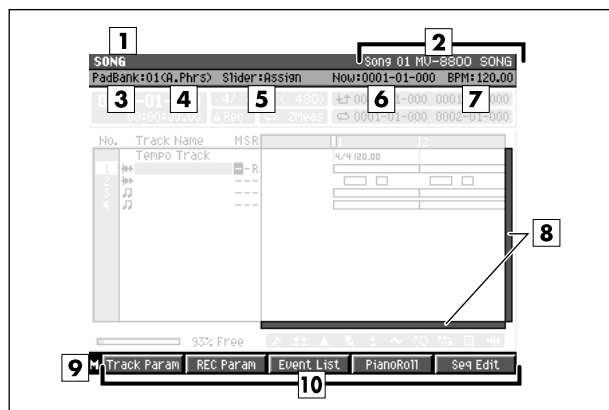
Roland International Web Site: <http://www.Roland.com>

# Common items in all screens

These items are common to all screens.

## Screen title / F (Function) buttons area

This area shows information such as the screen name, current time, and song name.



### MEMO

- The title area and function buttons area are the same for all screens ([1]–[10]).

## Explanation of each area

### [1] Screen name

The name of this screen.

### [2] Song number, song name/ Pattern number, Pattern name

In Song mode, this shows the number and name of the currently selected song (current song). In Pattern mode, this shows the number and name of the currently selected pattern (current pattern).

### [3] PadBank: (pad bank) number

This shows the pad bank number of the sound generator part you can play from the top panel VELOCITY PADS.

Sound Generator	Range
Audio Phrase	01–32
Instrument part	01–06
Pattern	01–08
Pix jam	01–06

### [4] Target played by the velocity pads

This shows what the velocity pads are assigned to play.

Display	Explanation
(A.Phrrs)	Audio phrase part
(Part01)–(Part16)	Instrument part 1–16
(Ptrn)	Pattern
(P.Jam)	Pix jam
(Multi)	Multi timber sampler mode

### [5] Slider:

This shows the name of the current function for the eight top panel sliders.

Value	Explanation
Audio	Audio mixer 1–8 level sliders
Part1–8	Instrument part mixer 1–8 level sliders
Part9–16	Instrument part mixer 9–16 level sliders
AUX/In	AUX, effect, audio phrase, and input mixer level sliders
Assign	Assignable slider

### [6] Now: (now time)

This indicates the current location (measure/beat/tick) of the sequencer.

### [7] BPM (Beats Per Minute / tempo)

This indicates the tempo of the sequencer.

### [8] Scroll bar

Indicates the approximate portion of the data (horizontal) and track (vertical) list that are visible.

### [9] Menu

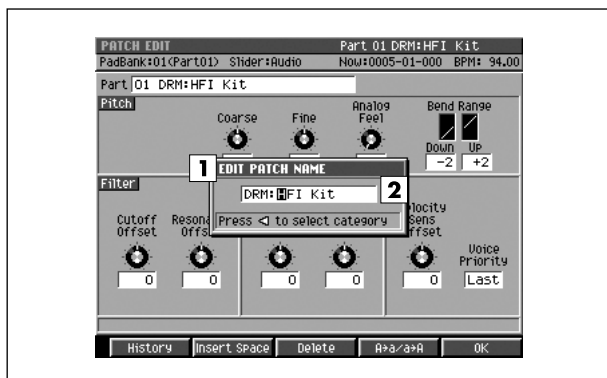
When “M” icon displays here, you can press [MENU] to display the MENU popup (e.g., p. 7) in the LCD.

### [10] F (function) buttons

The [F1] – [F5] buttons correspond to functions displayed at the bottom of the LCD.

## EDIT NAME popup

This screen lets you edit the name of a folder, file, library, pad, or track.



### Explanation of each area

#### 1 Popup name

The name of this popup. The popup name will depend on the type of name you are assigning.

Popup name	Explanation
EDIT SAMPLE NAME	Changes the sample name
EDIT PARTIAL NAME	Changes the partial name
EDIT PATCH NAME	Changes the audio phrase name
EDIT PAD BANK NAME	Changes the pad bank name
EDIT AUDIO PHRASE NAME	Changes the patch name
EDIT SONG NAME	Changes the song name
EDIT MIDI CLIP NAME	Changes the MIDI clip name
EDIT TRACK NAME	Changes the track name
EDIT LOCATOR NAME	Changes the locator name
EDIT MFX NAME	Changes the MFX library name
EDIT DELAY/ CHORUS NAME	Changes Delay/Chorus library name
EDIT REVERB NAME	Changes Reverb library name
EDIT MTK NAME	Changes the MTK library name
EDIT VOLUME LABEL	Changes the volume label
EDIT PATTEN NAME	Changes the pattern name
EDIT FOLDER NAME	* Changes the folder name
EDIT FILE NAME	* Changes the file name
EDIT PROJECT NAME	* Changes the project name
MIXDOWN FILE NAME	* Changes the Mixdown file name
MASTERING FILE NAME	* Changes the Mastering file name

#### MEMO

- When naming a file or folder (shown as \* in the operation overview above), you cannot assign a name that already exists within the same folder.
- You cannot input the space character to the volume label. The space character will replace to the “\_” (underscore).

#### 2 Name

You can edit the name.

For details on inputting characters, refer to “Inputting text” (Owner’s Manual; p. 33).

### F-buttons

#### • [F1](History)

Displays the HISTORY popup. You can recall (and re-input) up to the ten most recent names you input in the EDIT NAME popup since turning on the power. Selects the name at the cursor in the history list then press [F5](Select).

#### • [F2](Insert Space)

Inserts a space at the cursor location.

#### • [F3](Delete)

Deletes the character at the cursor location. Characters at the right of the cursor will be moved forward to fill the gap.

#### • [F4](A→a/a→A)

Switches the character at the cursor location between uppercase and lowercase.

#### • [F5](OK) / [F5](Execute)

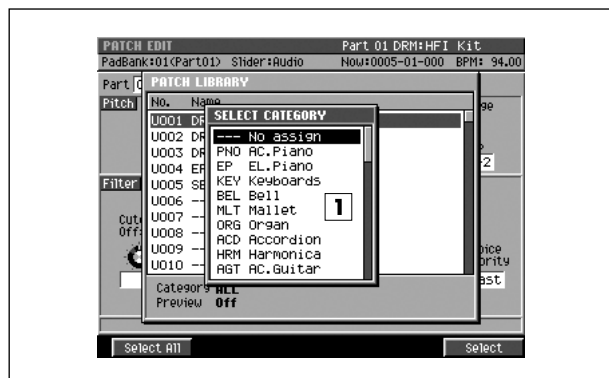
Finalizes the name and closes the EDIT NAME popup.

#### MEMO

- When the cursor is located at the first character, you can press the left cursor key to open the SELECT CATEGORY popup (p. 4). You can use this popup in the following popups.
  - EDIT SAMPLE NAME popup
  - EDIT PARTIAL NAME popup
  - EDIT PATCH NAME popup
  - EDIT AUDIO PHRASE NAME popup
  - EDIT MIDI CLIP NAME popup

## SELECT CATEGORY popup

This popup lets you select a category.



### To access this screen

- Accesses the EDIT NAME popup (p. 3) → **CURSOR** [◀] (Only for EDIT SAMPLE NAME, EDIT PARTIAL NAME, EDIT PATCH NAME, EDIT AUDIO PHRASE NAME, and EDIT MIDI CLIP NAME.)
- [INSTRUMENTS]** → **[F4](Library)** → **[F3](Category)**
- [SONG]** or **[PATTERN]** → **[F5](Seq Edit)** → select a MIDI track as the current track → **[MENU]** → Select "Paste MIDI Clip..." → **[F5](Select)** → **[F1](Category)**
- [PROJECT]** → move the cursor to the lower row of icons → **[F3](SmpMgr)** → **[MENU]** → Select "Category..." → **[F5](Select)**
- Accesses the SAMPLE LIST popup (p. 130) → **[F3](Category)**

## Explanation of each area

### 1 List

Displays a list of categories. The category name selected by the cursor is highlighted.

Category	Content
---	Not categorized
PNO	Acoustic piano
EP	Electric piano
KEY	Other keyboards (e.g., clavi, harpsichord)
BEL	Bell, bell pad
MLT	Mallet
ORG	Electric organ, church organ
ACD	Accordion
HRM	Harmonica, blues harp
AGT	Acoustic guitar
EGT	Electric guitar
DGT	Distortion guitar
BS	Acoustic bass, electric bass
SBS	Synth bass
STR	Strings
ORC	Orchestra ensemble
HIT	Orchestral hits, hits
WND	Wind instruments (e.g., oboe, clarinet)
FLT	Flute, piccolo
BRS	Acoustic brass
SBR	Synth brass
SAX	Sax
HLD	Synth lead (hard)
SLD	Synth lead (soft)
TEK	Techno synth
PLS	Pulsating sounds
FX	Synth FX (e.g., noise)
SYN	Poly synth
BPD	Synth pad (bright)
SPD	Synth pad (soft)

Category	Content
VOX	Voice, choir
PLK	Plucked instruments (e.g., harp, ethnic instruments)
ETH	Other ethnic instruments
FRT	Fretted plucked instruments (e.g., mandolin)
PRC	Percussion
SFX	Sound effects
BTS	Beats, grooves
DRM	Drum sets
CMB	Other patches using splits or layers
7X0	Roland S-700 series
AK	AKAI MPC series/S series

## F-buttons

### • [F1](Select All)

Displays the all categories.

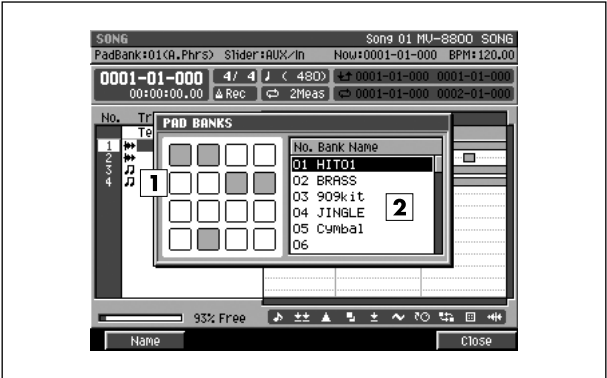
### MEMO

- The [F1](Select All) is valid if displays the follow screens.
  - PASTE MIDI CLIP popup (p. 47)
  - PATCH LIBRARY popup (p. 117)
  - SAMPLE LIST popup (p. 130)
- [F5](Select)**  
Finalize the category.



# PAD BANKS popup

Here you can select pad banks.



## ■ To access this screen

- [PADBANKS]

## Explanation of each area

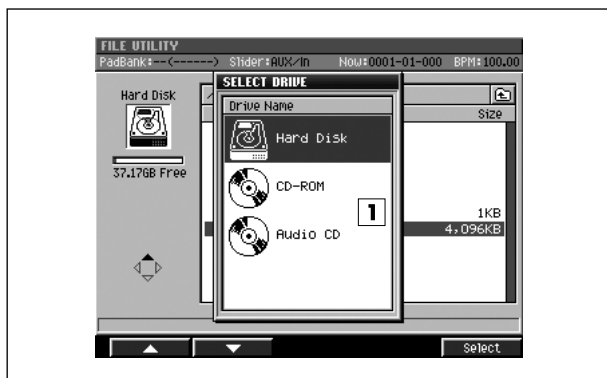
- 1 Velocity pads**  
Shows the state of the current pads. Red-colored velocity pads have data recorded in them.
- 2 Pad bank list**  
Lists the names of the pad banks. The pad bank selected by the cursor is highlighted.  
You can switch pad banks by using the VALUE dial or [INC]/[DEC].

## F-buttons

- [F1](Name)  
Displays the EDIT NAME popup (p. 3), allowing you to name the pad bank.
- [F5](Close)  
Closes the PAD BANKS popup (this popup).

## SELECT DRIVE popup

Here you can select the drive.





### ■ To access this screen

- Press [F1](Select Drive) shown in various screens, etc.

## Explanation of each area

### 1 Drive list

This area lists the drives that are installed in the MV-8800 (hard disk, CD-R/RW drive). The drive selected by the cursor is highlighted.

Icon	Explanation
	Hard disk drive
	CD-ROM/Audio CD drive

### MEMO

- The CD-ROM icon and Audio CD icon let you differentiate between types of media inserted in the drive.

## F-button

### • [F5](Select)

Selects the drive indicated by the cursor in the drive list.

## MENU popup / COMMAND popup

This page explains the operations that apply in common to any command or menu you access as a popup.



### ■ To access this screen

- [MENU]
- Press [F5](Command) shown in various screens, etc.

## F-buttons

- [F1](▲) / [F2](▼)

These buttons move the cursor between menu items or commands shown in the popup.

### MEMO

- You can also use [DEC]/[INC], the VALUE dial, or the cursor buttons to move the cursor.

- [F5](Select)

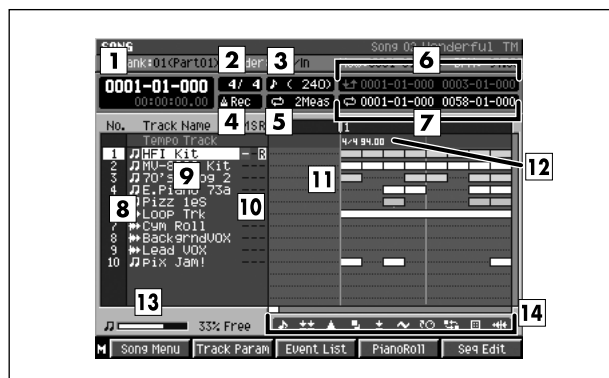
Executes the menu item or command that is selected by the cursor.

### MEMO

- You can also use [ENTER] buttons to execute the selected menu item or command.

## SONG screen

This is the basic screen where you play or record songs.



### ■ To access this screen

- [SONG]

## Explanation of each area

### 1 Now time

This indicates the current location (measure/beat/tick, time code) of the sequencer.

### 2 Time Signature

Displays the time sign of the current song.

### 3 Step Time

This is the unit by which the current time will move when you press STEP [◀]/[▶].

### 4 Metronome

Displays the metronome setting.

Icon	Explanation
	The metronome will not sound.
	The metronome will sound only during recording.
	The metronome will sound during playback and recording.
	The metronome will always sound.

### 5 Loop Quick Set Length

Displays the number of measures that are automatically specified as the loop length when you press [QUICK SET].

### 6 Region of Punch In/Out

Specifies the starting time and end time of the auto punch in recording. The following characters show the Punch In/Out status.

Characters	Explanation
	Punch In/Out function is Off.
	Punch In/Out function is On.

### 7 Region of Loop play

Specifies the starting time and end time of the loop. The following characters show the Loop status.

Characters	Explanation
	Loop function is Off.
	Loop function is On.

### 8 No. (track number and icon)

Shows the number of the each track recorded in the sequencer. The icon at the right of the track number shows the type of track.

Icon	Explanation
	MIDI track
	Audio track
	Pattern track

### MEMO

- The line of the track number selected by the cursor is highlighted. This track is called the "current track."

### 9 Track Name

Shows the name assigned to each track.

**10 Track Status (M/S/R)**

Sets the status of the track.

Indication	Explanation
M= Muted	This track will not play.
S= Solo	Only this track will play.
R=Record	Recording will occur on this track.

**MEMO**

- If you simultaneously turn on M (Mute) and S (Solo) for the same track, the S (Solo) setting will take priority.

**11 Play List**

The boxes show the existence of data recorded in each track.

A gray box is shown for data that contains no note events.

**12 Tempo Track**

This is a special track that records tempo data. This track always stays in this location. (Its location is not affected by scrolling.)

**MEMO**



- You can't record data on the tempo track.


**13 Sequence Memory meter/  
Wave Memory meter**

Displays the remaining number of events available for recording in the sequencer, or the remaining time available for recording audio tracks.

**14 View filter indicator**

Indicates the View Filter status you specified.

Icon	Explanation
	View Filter is off (Events displayed)
	View Filter is on (Events not displayed)

-  For details on View filter icons refer to VIEW FILTER popup (p. 53).

**F-buttons and menu**• **[F1](Song Menu)**

Displays the SONG MENU screen (p. 78).

• **[F2](Track Param)**

Displays the TRACK PARAMETER popup for the track selected by the cursor.

**MEMO**

- The TRACK PARAMETER popup that appears will depend on the type of the current track.

Current track	Popup
Audio track	TRACK PARAMETER popup (for an Audio track) (p. 14)
MIDI track	TRACK PARAMETER popup (for a MIDI track) (p. 11)
Pattern track	TRACK PARAMETER popup (for a Pattern track) (p. 15)

• **[F3](Event List)**

If the current track is a MIDI track, displays the EVENT LIST screen (p. 23).

**MEMO**

- If the current track is not a MIDI track, the indication "Current Track is not MIDI Track." will appear.

• **[F4](PianoRoll)**

If the current track is a MIDI track, displays the PIANO ROLL EDIT screen (p. 30).

**MEMO**

- If the current track is not a MIDI track, the indication "Current Track is not MIDI Track." will appear.

• **[F5](Seq Edit)**

Displays the SEQUENCE EDIT screen (p. 31).

• **[MENU]**

Displays the MENU popup.

## Menu items

### 1 Tempo Track

Displays the TEMPO TRACK screen (p. 52).

### 2 Mute Control Track

Displays the MUTE CONTROL TRACK screen (p. 71).

### 3 Add MIDI Tracks...

Displays the ADD MIDI TRACKS popup (p. 54).

### 4 Add Audio Tracks...

Displays the ADD AUDIO TRACKS popup (p. 55).

### 5 Add Pattern Track

Adds a Pattern track.

### 6 Delete Tracks...

Displays the DELETE TRACKS popup (p. 56).

### 7 Merge Tracks...

Displays the MERGE TRACKS popup (p. 69).

### 8 Track List

Displays the TRACK LIST (OUTPUT) screen (p. 50).

### 9 Track Name...

Displays the EDIT NAME popup (p. 3).

### 10 Erase All Events

Deletes the all events of current track. The message "Erase all events in track" will appear.

F-button	Explanation
[F1](No)	To cancel the operation.
[F5](Yes)	To delete the events of current track.

#### MEMO

- You can undo only once after executing Erase All Events.

### 11 Marker

Displays the MARKER popup (p. 57).

### 12 View Filter

Displays the VIEW FILTER popup (p. 53).

### 13 Step Time

Displays the STEP TIME popup (p. 58).

### 14 Recording Parameter

Displays the RECORDING PARAMETER (MIDI) popup (p. 16), the RECORDING PARAMETER (AUDIO) popup (p. 19), or the RECORDING PARAMETER (PATTERN) popup (p. 20).

#### MEMO

- The RECORDING PARAMETER popup that appears will depend on the type of the current track.

### 15 Metronome

Displays the METRONOME popup (p. 22).

### 16 Loop

Displays the LOOP popup (p. 48).

### 17 Save As User Template

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

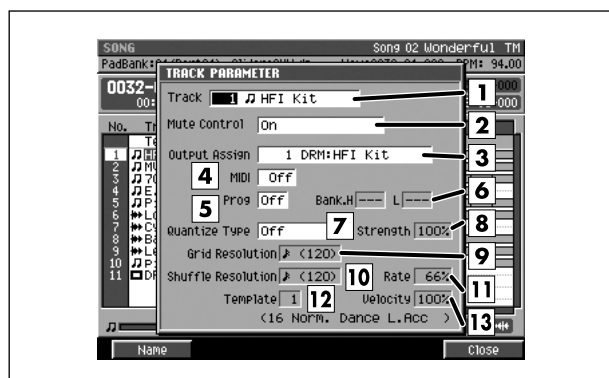
F-button	Explanation
[F1](No)	To cancel without saving.
[F5](Yes)	Save the track settings of the current song as a user template on the hard disk.

### 18 Drum Grid

Displays the DRUM GRID screen (p. 73).

## TRACK PARAMETER popup (for a MIDI track)

Here you can make detailed parameter settings for a MIDI track.



### To access this screen

- [SONG] or [PATTERN] → select a MIDI track as the current track → [F2](Track Param)

## Explanation of each area

### 1 Track (Track number and track name)

This is the number and name of the track you are editing.

#### MEMO

- You can press [F1](Name) to display the EDIT NAME popup (p. 3) and edit the name of the track.

### 2 Mute Control

Specifies whether the track will be muted by the Track Mute data recorded in the Mute Control track.

Value	Explanation
Off	The recorded mute data will be disabled. (Manual)
On	The recorded mute data will be enabled. (Automatic)
On (Default=Off)	The recorded mute data will be enabled. (Automatic) With this setting, moving to the beginning of the track will automatically defeat muting.
On (Default=On)	The recorded mute data will be enabled. (Automatic) With this setting, moving to the beginning of the track will automatically activate muting.

### 3 Output Assign

Specifies the output destination for the data recorded in the MIDI track.

Value	Explanation
Off	No output.
1–16	Instrument part 1–16
MFX	MFX (Analog modeling bass and effect parameter adjustments)
Pix Jam	Pix jam (Switch image clips)
Mixer AUX1–4	Mixer channel (AUX1–4)
Mixer DlyCho	Mixer channel (delay/chorus)
Mixer Reverb	Mixer channel (reverb)
Mixer A.Phrs	Mixer channel (audio phrase)
Mixer input	Mixer channel (input)
AMix	Mixer channel (audio track)

### 4 MIDI (MIDI output)

Specifies the MIDI connector and channel used for MIDI output of the data from the MIDI track.

Value	Explanation
Off	No output.
A-1–A-16	Output to the MIDI OUT A connector (MIDI channel 1–16)
B-1–B-16	Output to the MIDI OUT B connector (MIDI channel 1–16)
R-1–R-16	Output to the R-BUS connector (MIDI channel 1–16)

### 5 Prog (Program change)

Specifies the MIDI program change that will be transmitted each time you play back from the beginning of the song or pattern.

Range: Off, 1–128



## 6 Bank.H/L

A bank select message will be transmitted together with the program change message. If you set this to ---, a bank select message will not be transmitted. This setting is valid if the Prog parameter is set to anything other than Off.

Parameter	Value	Explanation
Bank.H	---, 0–127	Bank select MSB (CC#0) value
L	---, 0–127	Bank select LCB (CC#32) value

## 7 Quantize Type

Select the type of quantization (timing correction) that will be applied when the sequencer plays.

Value	Explanation
Off	Play Quantize will not be applied.
Grid	The data will be adjusted toward intervals of the beat specified by the Grid Quantize Resolution parameter.
Shuffle	Shuffle Quantization will be applied. Notes will be adjusted forward or backward toward intervals of the beat specified by the Shuffle Quantize Resolution parameter, by the amount specified by Shuffle Rate.  This adds a “shuffle” or “swing” character to the rhythm.
Template	A quantize template will be applied. By choosing one of 71 quantization settings, you can easily modify the beat in a wide variety of ways. In addition to various shuffle templates, these also include templates that use velocity to create a rhythm feel (Groove Quantize).

## 8 Strength (Quantize strength)

Sets the strength of quantization that will be applied to the notes specified by the Grid Quantize Resolution parameters. Higher value of this parameter will cause notes to be adjusted more closely toward the rhythmic intervals specified by Grid Quantize Resolution.

Range: 0%–100%

### MEMO

- A setting of 100 produces the strongest effect; at a setting of 0 no correction will be applied.

## 9 Resolution

Specifies the quantization timing. Choose the shortest note value that occurs in the region you want to quantize.

Quantize Type	Range
Grid	♩ (60), ♪ <sub>3</sub> (80), ♪ (120), ♪ <sub>3</sub> (160), ♩ (240), ♪ <sub>3</sub> (320), ♪ (480)
Shuffle	♪ (120), ♪ (240)

## 10 Rate

When Quantize Type=Shuffle, this specifies how far away the “backbeat” notes (relative to the Shuffle Quantize Resolution setting) will be from the downbeats. You can create a sense of swing by shifting the timing of the backbeats. With a setting of 50%, the backbeats will be exactly between the preceding and following downbeats. With a setting of 0%, the backbeats will be moved to the same timing as the preceding downbeat. With a setting of 100%, the backbeats will be moved to the same timing as the following downbeat.

Range: 0%–66%–100%

## 11 Template

When Quantize Type=Template, you can use the following quantize templates.

Dance		
01	16 Norm. Dance L.Acc	Low dynamics
02	16 Norm. Dance H.Acc	High dynamics
03	16 Norm. Dance L.Swg	Light swing
04	16 Norm. Dance H.Swg	Strong swing
05	16 Heavy Dance L.Acc	Low dynamics, dragging the beat
06	16 Heavy Dance H.Acc	High dynamics, dragging the beat
07	16 Heavy Dance L.Swg	Light swing, dragging the beat
08	16 Heavy Dance H.Swg	Strong swing, dragging the beat
09	16 Pushed Dance L.Acc	Low dynamics, rushing the beat
10	16 Pushed Dance H.Acc	High dynamics, rushing the beat
11	16 Pushed Dance L.Swg	Light swing, rushing the beat
12	16 Pushed Dance H.Swg	Strong swing, rushing the beat
Fusion		
13	16 Norm. Fusion L.Acc	Low dynamics
14	16 Norm. Fusion H.Acc	High dynamics
15	16 Norm. Fusion L.Swg	Light swing
16	16 Norm. Fusion H.Swg	Strong swing
17	16 Heavy Fusion L.Acc	Low dynamics, dragging the beat
18	16 Heavy Fusion H.Acc	High dynamics, dragging the beat
19	16 Heavy Fusion L.Swg	Light swing, dragging the beat
20	16 Heavy Fusion H.Swg	Strong swing, dragging the beat
21	16 Pushed Fusion L.Acc	Low dynamics, rushing the beat
22	16 Pushed Fusion H.Acc	High dynamics, rushing the beat
23	16 Pushed Fusion L.Swg	Light swing, rushing the beat
24	16 Pushed Fusion H.Swg	Strong swing, rushing the beat
Reggae		
25	16 Norm. Reggae L.Acc	Low dynamics
26	16 Norm. Reggae H.Acc	High dynamics
27	16 Norm. Reggae L.Swg	Light swing
28	16 Norm. Reggae H.Swg	Strong swing
29	16 Heavy Reggae L.Acc	Low dyndragging the beat
30	16 Heavy Reggae H.Acc	High dynamics, dragging the beat
31	16 Heavy Reggae L.Swg	Strong swing, dragging the beat
32	16 Heavy Reggae H.Swg	Strong swing, dragging the beat
33	16 Pushed Reggae L.Acc	Low dynamics, rushing the beat
34	16 Pushed Reggae H.Acc	High dynamics, rushing the beat
35	16 Pushed Reggae L.Swg	Light swing, rushing the beat
36	16 Pushed Reggae H.Swg	Strong swing, rushing the beat
Pops		
37	8 Norm. Pops L.Acc	Low dynamics
38	8 Norm. Pops H.Acc	High dynamics
39	8 Norm. Pops L.Swg	Light swing
40	8 Norm. Pops H.Swg	Strong swing
41	8 Heavy Pops L.Acc	Low dynamics, dragging the beat
42	8 Heavy Pops H.Acc	High dynamics, dragging the beat
43	8 Heavy Pops L.Swg	Light swing, dragging the beat
44	8 Heavy Pops H.Swg	Strong swing, dragging the beat
45	8 Pushed Pops L.Acc	Low dynamics, rushing the beat
46	8 Pushed Pops H.Acc	High dynamics, rushing the beat

47	8 Pushed Pops L.Swg	Light swing, rushing the beat
48	8 Pushed Pops H.Swg	Strong swing, rushing the beat
<b>Rhumba</b>		
49	8 Norm. Rhumba L.Acc	Low dynamics
50	8 Norm. Rhumba H.Acc	High dynamics
51	8 Norm. Rhumba L.Swg	Light swing
52	8 Norm. Rhumba H.Swg	Strong swing
53	8 Heavy Rhumba L.Acc	Low dynamics, dragging the beat
54	8 Heavy Rhumba H.Acc	High dynamics, dragging the beat
55	8 Heavy Rhumba L.Swg	Light swing, dragging the beat
56	8 Heavy Rhumba H.Swg	Strong swing, dragging the beat
57	8 Pushed Rhumba L.Acc	Low dynamics, rushing the beat
58	8 Pushed Rhumba H.Acc	High dynamics, rushing the beat
59	8 Pushed Rhumba L.Swg	Light swing, rushing the beat
60	8 Pushed Rhumba H.Swg	Strong swing, rushing the beat
<b>Other</b>		
61	Samba 1Panderero etc	Samba (for pandero, etc.)
62	Samba 2Surdo/Timba	Samba (for surdo and timbale, etc.)
63	Axe 1Caixa	Axe (for caixa)
64	Axe 2Surdo	Axe (for surdo)
65	Salsa 1Cascara	Salsa (for cascara)
66	Salsa 2Conga	Salsa (for conga)
67	Triplets	Triplets
68	Quintuplets	Pentuplets
69	Sextuplets	Sextuplets
70	7 Against 2 QuaterNo	Seven over two beats
71	Lagging Triplets	Lagging triplets

## 12 Velocity

When Quantize Type=Template, this specifies the strength of the velocity correction that will be applied by the Quantize Template you select. Higher settings will cause the velocities to be adjusted more closely toward the velocities of the template.

Range: 0–100%



- With a setting of 0, the velocities will not be adjusted at all.

## F-buttons

- **[F1](Name)**  
Displays the EDIT NAME popup (p. 3), where you can name the current track.
- **[F5](Close)**  
Closes the TRACK PARAMETER popup (for a MIDI track) (this popup).

SONG

PATTERN

INSTRUMENTS

AUDIO PHRASES

PROJECT

SYSTEM

DISK/USB

MASTERING

SAMPLING

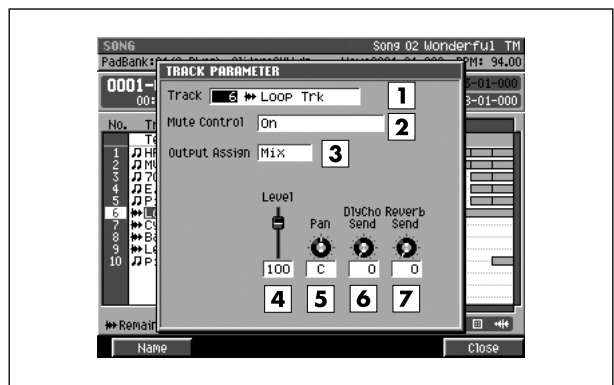
IMPORT

EFFECTS

MIXER

# TRACK PARAMETER popup (for an Audio track)

Here you can make detailed parameter settings for an audio track.



### To access this screen

- [SONG] or [PATTERN] → select an audio track as the current track → [F2](Track Param)

## Explanation of each area

### 1 Track (Track number and track name)

This is the number and name of the track you are editing.

#### MEMO

- You can press [F1](Name) to open the EDIT NAME popup (p. 3) and edit the track name.

### 2 Mute Control

Specifies whether the track will be muted by the Track Mute data recorded in the Mute Control track.

Value	Explanation
Off	The recorded mute data will be disabled. (Manual)
On	The recorded mute data will be enabled. (Automatic)
On (Default=Off)	The recorded mute data will be enabled. (Automatic) With this setting, moving to the beginning of the track will automatically defeat muting.
On (Default=On)	The recorded mute data will be enabled. (Automatic) With this setting, moving to the beginning of the track will automatically activate muting.

### 3 Output Assign

Specifies the output jack from which the audio recorded on the track will be output.

Value	Explanation
Mix	Mix bus
AUX1–AUX4	AUX bus 1–4
MLT1–MLT8	Multi output bus 1–8 (mono)
MLT1/2–MLT7/8	Multi output bus 1/2–7/8 (stereo)

### 4 Level

Specifies the volume of each part.

Range: 0–100–127

### 5 Pan

Specifies the panning at which the signal is sent to the bus.

Range: L63–C–R63

### 6 DlyCho Send

Specifies the amount of signal sent to the delay/chorus effect.

Range: 0–127

### 7 Reverb Send

Specifies the amount of signal sent to the reverb effect.

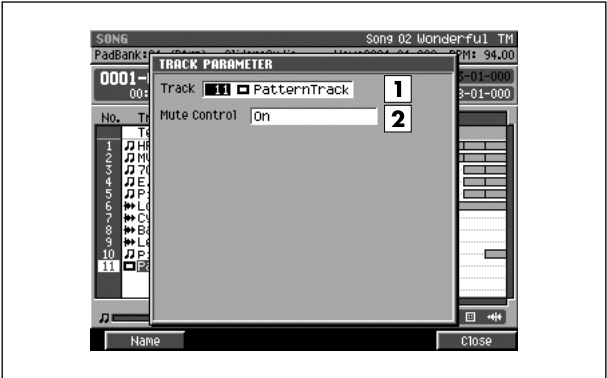
Range: 0–127

## F-buttons

- [F1](Name)  
Displays the EDIT NAME popup (p. 3), where you can name the current track.
- [F5](Close)  
Closes the TRACK PARAMETER popup (for an Audio track) (this popup).

# TRACK PARAMETER popup (for a Pattern track)

Make detailed parameter settings for the Pattern track.



## ■ To access this screen

- [SONG] → select a pattern track as the current track  
→ [F2](Track Param)

## Explanation of each area

- 1 Track (Track number and track name)**  
This is the number and name of the track you are editing.

### MEMO

- You can press [F1](Name) to open the EDIT NAME popup (p. 3) and edit the track name.

- 2 Mute Control**  
Specifies whether the track will be muted by the Track Mute data recorded in the Mute Control track.

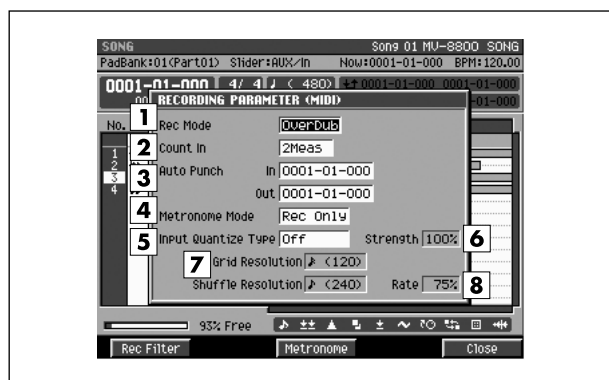
Value	Explanation
Off	The recorded mute data will be disabled. (Manual)
On	The recorded mute data will be enabled. (Automatic)
On (Default=Off)	The recorded mute data will be enabled. (Automatic) With this setting, moving to the beginning of the track will automatically defeat muting.
On (Default=On)	The recorded mute data will be enabled. (Automatic) With this setting, moving to the beginning of the track will automatically activate muting.

## F-buttons

- [F1](Name)  
Displays the EDIT NAME popup (p. 3), where you can name the current track.
- [F5](Close)  
Closes the TRACK PARAMETER popup (for a Pattern track) (this popup).

## RECORDING PARAMETER (MIDI) popup

Here you can set parameters for recording onto a MIDI track.



### ■ To access this screen

- [SONG] → select a MIDI track as the current track  
[MENU] → select “Recording Parameter” → [F5](Select)
- [STOP (■)] → [REC (●)]

## Explanation of each area

### 1 Rec Mode (Recording mode)

Specifies how recording will occur

Value	Explanation
Overdub1	Newly recorded data will be added to the previously-recorded data. By using this in conjunction with loop recording, you can repeatedly overdub a specified region. For example, you can use this method to record the individual instruments of a drum performance one by one, like this: bass drum → 123 snare drum → hi-hat.
Overdub2	If you enter an identical note event at the same timing as a previously entered note event, the velocity of the existing event will be replaced by the new velocity.
Replace	Newly recorded data will replace the previously-recorded data. Use this when you want to re-record.

### 2 Count In

Specifies how recording will start.

Value	Explanation
Off	Recording will begin the instant you press [PLAY (▶)]. (There will be no count.)
1 Meas	Recording will begin after a one-measure count.
2 Meas	Recording will begin after a two-measure count.
Wait Note	Recording will begin the moment one of the following occurs. <ul style="list-style-type: none"> <li>• A note message is received (you play a keyboard or other device connected to the MIDI IN connector)</li> <li>• You strike a velocity pad</li> <li>• You press [PLAY (▶)]</li> </ul>

### 3 Auto Punch In / Auto Punch Out

You can specify two time locations at which recording will automatically start and stop (“auto punch”).

Parameter	Value
Auto Punch In	0000-01-000-9999-**-***
Auto Punch Out	0000-01-000-9999-**-***

#### MEMO

- \*-\*\*\* will change according to the number of beats specified in “Time Signature” (p. 79).
- You cannot set Auto Punch In to a location after Auto Punch Out.

### 4 Metronome Mode

Specifies when the metronome signal will be output.

Value	Explanation
Off	The metronome will not sound.
Rec Only	The metronome will sound only during recording.
Play&Rec	The metronome will sound during playback and recording.
Always	The metronome will always sound.

**5 Input Quantize Type**

You can apply quantization while you record, so that the corrected data is recorded on the sequencer track.

Value	Explanation
Off	Input quantization will not be used.
Grid	The data will be adjusted to the timing intervals specified by the Grid Quantize Resolution parameter.
Shuffle	Shuffle quantization will be used. The data will be adjusted forward or backward relative to the timing intervals specified by Shuffle Quantize Resolution, by the amount specified by Shuffle Quantize Rate.  This can give the beat a bouncy feel, such as “shuffle” or “swing.”

**6 Strength (Quantize strength)**

Specifies the strength of synchronization applied to the notes specified by Grid Quantize Resolution or Shuffle Quantize Resolution. Higher values will adjust the notes further toward the locations specified by the Grid Quantize Resolution or Shuffle Quantize Resolution parameter.

Range: 0%–100%

**MEMO**

- A setting of 100 produces the strongest effect; a setting of 0 produces no adjustment at all.

**7 Quantize Resolution**

Specifies the quantization timing. Select the shortest note value that occurs in the region you are quantizing.

Input Quantize Type parameter	Value
Grid	♩(60), ♪ <sub>3</sub> (80), ♪ (120), ♪ <sub>3</sub> (160), ♪ (240), ♪ <sub>3</sub> (320), ♪ (480)
Shuffle	♪ (120), ♪ (240)

**8 Rate**

When Type=Shuffle, this specifies how far away the “backbeat” notes (relative to the Shuffle Quantize Resolution setting) will be from the downbeats. You can create a sense of swing by shifting the timing of the backbeats. With a setting of 50%, the backbeats will be exactly between the preceding and following downbeats. With a setting of 0%, the backbeats will be moved to the same timing as the preceding downbeat. With a setting of 100%, the backbeats will be moved to the same timing as the following downbeat.

Range: 0%–66%–100%

**MEMO**

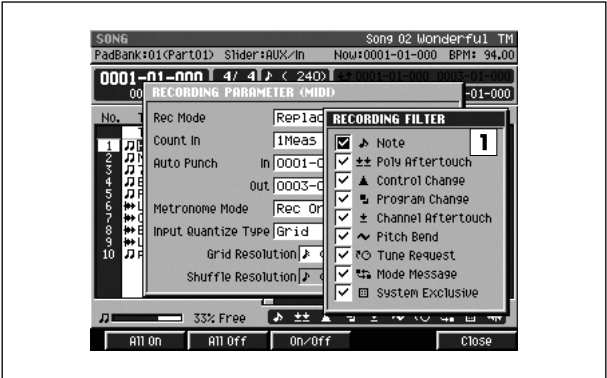
- The Shuffle Quantize Resolution parameter and Shuffle Quantize Timing parameter settings are valid when Type is set to Shuffle.

**F-buttons**

- [F1](Rec Filter)**  
Displays the RECORDING FILTER popup (p. 18).
- [F3](Metronome)**  
Displays the METRONOME popup (p. 22).
- [F5](Close)**  
Closes the RECORDING PARAMETER (MIDI) popup (this popup).

# RECORDING FILTER popup

Here you can restrict the data that will be recorded during MIDI sequence recording.



## To access this screen

- [SONG] or [PATTERN] → select a MIDI track as the current track → [MENU] → select “Recording Parameter” → [F5](Select) → [F1](Rec Filter)
- [STOP (■)] → [REC (●)] → [F1](Rec Filter)

## Explanation of each area

### 1 Filter

Messages with the ✓ mark will be recorded. If you remove the ✓ mark, those messages will not be recorded on the sequencer.

Parameter	Explanation
Note	Note messages. Data that plays notes.
Poly Aftertouch	Polyphonic aftertouch. Data that applies aftertouch independently to an individual key.
Control Change	Control changes. Data that applies various effects (e.g., modulation) according to the control number.
Program Change	Program changes. Data that selects sounds (patches).
Channel Aftertouch	Channel aftertouch. Data that applies aftertouch to an entire channel.
Pitch Bend	Pitch bend. Data that changes the pitch.
Tune Request	This MIDI message causes an analog synthesizer to tune itself.
Mode Message	MIDI Mode Message that changes the mode
System Exclusive	System exclusive messages.

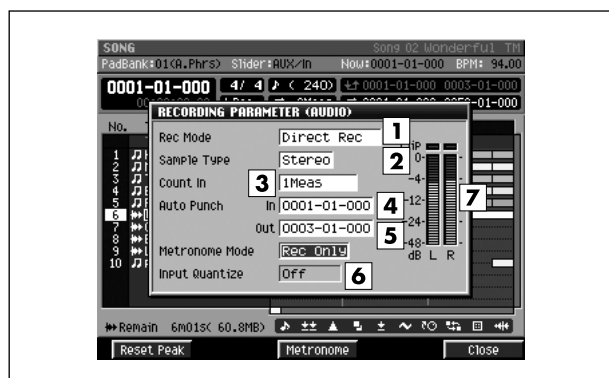
## F-buttons

- [F1](All On)  
Specifies all messages will be recorded.
- [F2](All Off)  
Specifies all messages will not be recorded.
- [F3](On/Off)  
Specifies whether the message at the cursor will be recorded.
- [F5](Close)  
Closes the RECORDING FILTER popup (this popup).



# RECORDING PARAMETER (AUDIO) popup

Here you can set recording parameters for an audio track.



## ■ To access this screen

- [SONG] → select an audio track as the current track  
[MENU] → select “Recording Parameter” → [F5](Select)
- [STOP (■)] → [REC (●)]

## Explanation of each area

### 1 Rec Mode (Recording mode)

Specifies how recording will occur.

Value	Explanation
Direct Rec	Record audio directly from the Input to the track (2-channels).
Resample Mix	Record the audio of the master out.
Event	Record the playback timing of audio phrases triggered from the velocity pads. Since only timing data will be recorded, this is a way to conserve the data size when recording the identical audio material on the track.

### 2 Sample Type

Specifies the number of input channels. This setting is valid if Rec Mode is set to anything other than Event.

Value	Explanation
Stereo	The audio will be recorded in stereo (2 channels).
Mono	The audio will be recorded in monaural (1 channel).

### 3 Count In

Specifies how recording will start.

Value	Explanation
Off	Recording will begin the instant you press [PLAY (▶)]. (There will be no count.)
1 Meas	Recording will begin after a one-measure count.
2 Meas	Recording will begin after a two-measure count.
Wait Note	Recording will begin the moment one of the following occurs. <ul style="list-style-type: none"> <li>• A note message is received (you play a keyboard or other device connected to the MIDI IN connector)</li> <li>• You strike a velocity pad</li> <li>• You press [PLAY (▶)]</li> </ul>

### 4 Auto Punch In / Auto Punch Out

You can specify two time locations at which recording will automatically start and stop (“auto punch”).

Parameter	Value
Auto Punch In	0000-01-000-9999-**-***
Auto Punch Out	0000-01-000-9999-**-***

#### MEMO

- \*-\*\*\* will change according to the number of beats specified in “Time Signature” (p. 79).
- You cannot set Auto Punch In to a location after Auto Punch Out.

### 5 Metronome Mode

Specifies when the metronome signal will be output.

Value	Explanation
Off	The metronome will not sound.
Rec Only	The metronome will sound only during recording.
Play&Rec	The metronome will sound during playback and recording.
Always	The metronome will always sound.

### 6 Input Quantize Type

You can apply quantization while you record into the sequencer when Rec Mode is “Event.”

Range: Off, ♩ (60), ♪ (80), ♪ (120), ♪ (160), ♪ (240), ♪ (320), ♪ (480)

### 7 Input level meter

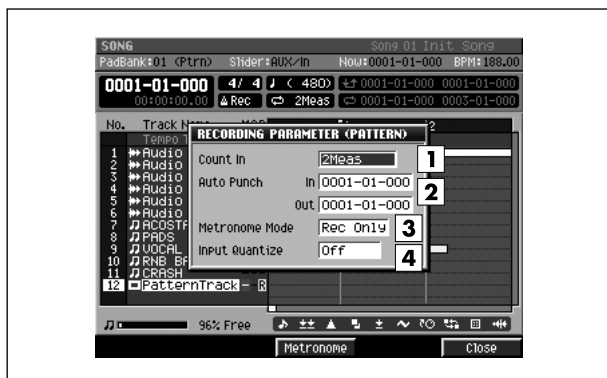
Indicates the input level.

## F-buttons

- [F1](Reset Peak)  
Clears the indicators of the peak hold in the Level meters.
- [F3](Metronome)  
Displays the METRONOME popup (p. 22).
- [F5](Close)  
Closes the RECORDING PARAMETER (AUDIO) popup (this popup).

## RECORDING PARAMETER (PATTERN) popup

Here you can set recording parameters for an pattern track.



### ■ To access this screen

- [SONG] → select a pattern track as the current track → [MENU] → select “Recording Parameter” → [F5](Select)
- [STOP (■)] → [REC (●)]

## Explanation of each area

### 1 Count In

Specifies how recording will start.

Value	Explanation
Off	Recording will begin the instant you press [PLAY (▶)].(There will be no count.)
1 Meas	Recording will begin after a one-measure count.
2 Meas	Recording will begin after a two-measure count.
Wait Note	Recording will begin the moment one of the following occurs. <ul style="list-style-type: none"> <li>• A note message is received (you play a keyboard or other device connected to the MIDI IN connector)</li> <li>• You strike a velocity pad</li> <li>• You press [PLAY (▶)]</li> </ul>

### 2 Auto Punch In / Auto Punch Out

You can specify two time locations at which recording will automatically start and stop (“auto punch”).

Parameter	Value
Auto Punch In	0000-01-000-9999-**-***
Auto Punch Out	0000-01-000-9999-**-***

#### MEMO

- \*-\*\*\* will change according to the number of beats specified in “Time Signature” (p. 79).
- You cannot set Auto Punch In to a location after Auto Punch Out.

### 3 Metronome Mode

Specifies when the metronome signal will be output.

Value	Explanation
Off	The metronome will not sound.
Rec Only	The metronome will sound only during recording.
Play&Rec	The metronome will sound during playback and recording.
Always	The metronome will always sound.

### 4 Input Quantize Type

You can apply quantization while you record into the sequencer when Rec Mode is “Event.”

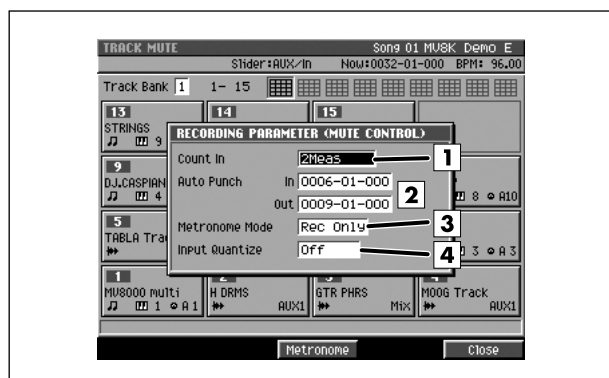
Range: Off, ♩ (60), ♪ (80), ♪ (120), ♪ (160), ♪ (240), ♪ (320), ♪ (480)

## F-buttons

- [F3](Metronome)  
Displays the METRONOME popup (p. 22).
- [F5](Close)  
Closes the RECORDING PARAMETER (PATTERN) popup (this popup).

## RECORDING PARAMETER (MUTE CONTROL) popup

Here you can set recording parameters for a mute control track.



### ■ To access this screen

- [SHIFT] + [PAD BANKS] → [REC (●)]

## Explanation of each area

### 1 Count In

Specifies how recording will start.

Value	Explanation
Off	Recording will begin the instant you press [PLAY (▶)]. (There will be no count.)
1 Meas	When you press [PLAY (▶)], a count (playback) will begin from one measure before the recording-start location, and recording will begin at the recording-start location.
2 Meas	When you press [PLAY (▶)], a count (playback) will begin from two measures before the recording-start location, and recording will begin at the recording-start location.
Wait Note	Recording will begin the moment one of the following occurs. <ul style="list-style-type: none"> <li>• A note message is received (you play a keyboard or other device connected to the MIDI IN connector)</li> <li>• You strike a velocity pad</li> <li>• You press [PLAY (▶)]</li> </ul>

### 2 Auto Punch In / Auto Punch Out

You can specify two time locations at which recording will automatically start and stop ("auto punch").

Parameter	Value
Auto Punch In	0000-01-000-9999-**-***
Auto Punch Out	0000-01-000-9999-**-***

### MEMO

- \*-\*\*\* will change according to the number of beats specified in "Time Signature" (p. 79).
- You cannot set Auto Punch In to a location after Auto Punch Out.

### 3 Metronome Mode

Specifies when the metronome signal will be output.

Value	Explanation
Off	The metronome will not sound.
Rec Only	The metronome will sound only during recording.
Play&Rec	The metronome will sound during playback and recording.
Always	The metronome will always sound.

### 4 Input Quantize Type

You can apply quantization while you record into the sequencer.

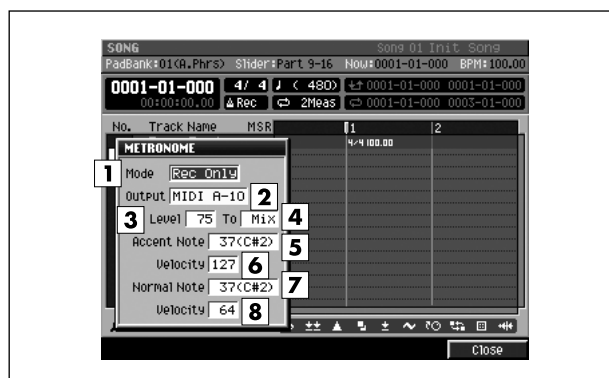
Range: Off, ♩ (60), ♩<sub>3</sub> (80), ♩ (120), ♩<sub>3</sub> (160), ♩ (240), ♩<sub>3</sub> (320), ♩ (480)

## F-buttons

- [F3](Metronome)  
Displays the METRONOME popup (p. 22).
- [F5](Close)  
Closes the RECORDING PARAMETER (MUTE CONTROL) popup (this popup).

## METRONOME popup

Here you can make metronome settings.



### ■ To access this screen

- [SONG] or [PATTERN] → [MENU] → select “Metronome” → [F5](Select)
- [STOP (■)] → [REC (●)] → [F3](Metronome)

## Explanation of each area

### 1 Mode (Metronome Mode)

Specifies when the metronome signal will be output.

Value	Explanation
Off	The metronome will not sound.
Rec Only	The metronome will sound only during recording.
Play&Rec	The metronome will sound during playback and recording.
Always	The metronome will always sound.

### 2 Output (Metronome Output)

Specifies the output destination for the metronome signal.

Value	Explanation
Click	Output the internal metronome sound (click).
Beep	Output the internal metronome sound (beep).
Part 1-16	Use an instrument part to sound the metronome.
MIDI A-1–A-16	Transmit a note message from MIDI OUT A.
MIDI B-1–B-16	Transmit a note message from MIDI OUT B.
MIDI R-1–R-16	Transmit a note message from R-BUS.

### 3 Level

Specifies the volume of the metronome.

Range: 1–50–127

#### MEMO

- The Metronome Level parameter is valid only when Metronome Output is set to Click or Beep.

### 4 To

Specifies the output destination of the metronome sound.

Value	Explanation
Mix	Mix bus
MLT1 –MLT8	Multi output bus (mono)
M1/2 – M7/8	Multi output bus (stereo)

#### MEMO

- The Metronome To parameter is valid only when Metronome Output is set to Click or Beep.

### 5 Accent Note

Specifies the note number for the strong beat (first beat).

Range: C-1–C#2–G9

### 6 Accent Velocity

Specifies the velocity for the strong beat (first beat). The Accent Note will be output with the specified velocity.

Range: 1–100–127

### 7 Normal Note

Specifies the note number for the weak beats (other than the first beat).

Range: C-1–C#2–G9

#### MEMO

- When using the metronome to play a drum set, you can select a desired percussion instrument by specifying the note number.

### 8 Normal Velocity

Specifies the velocity for the weak beats (other than the first beat). The Normal Note will be output with the specified velocity.

Range: 1–64–127

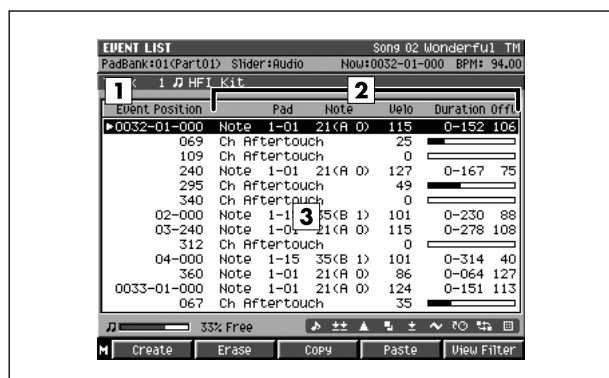
## F-button

- [F5](Close)

Closes the METRONOME popup (this popup).

## EVENT LIST screen

Here you can edit the MIDI messages recorded in a MIDI track.



### ■ To access this screen

- [SONG] or [PATTERN] → select a MIDI track as the current track → [F3](Event list)

## Explanation of each area

### 1 Event Position

Indicates the time location of the MIDI messages recorded in the current track.

### 2 Event parameters

Displays the parameters of the message selected by the cursor. The parameters shown will depend on the selected message, as follows.

Message	Displayed parameters	Explanation
Note	Pad	Pad number
	Note	Note number
	Velo	Velocity
	Duration	Duration
	OffV	Off-velocity
Poly Aftertouch	Pad	Pad number
	Note	Note number
	Value	Value
Control Change	Number	Control change number
	Value	Value
Program Change	Number	Program change number
	Name	Patch name on library
	Bank H	Program change bank number (upper)
	L	Program change bank number (lower)
Ch Aftertouch	Value	Value
Pitch Bend	Value	Value
Sys.Excl	Value	Value
Local Control	Value	Local Control On/Off
Mono Mode	Value	Number of channels

### 3 Event list

Lists the MIDI events recorded in the current track.

Use the cursor to select a MIDI event, and press the right cursor button to move the cursor to each event parameter. Press the left cursor button to move the cursor to the time location. If the MIDI event at the current location is a system exclusive message, the SYS-EX popup (p. 27) will appear.

### F-buttons and menu

- **[F1](Create)**  
Displays the CREATE EVENT popup (p. 25).
- **[F2](Erase)**  
Erases the event at the cursor location. The erased data will be held in the clipboard.
- **[F3](Copy)**  
Copies the event at the cursor location into the clipboard.
- **[F4](Paste)**  
Displays the PASTE EVENT popup (p. 26), allowing you to paste the event that was held in internal memory by the Erase or Copy command.
- **[F5](View Filter)**  
Display the VIEW FILTER popup (p. 53).
- **[MEMU]**  
Displays the MENU popup.

### Menu items

#### 1 Step Time

Displays the STEP TIME popup (p. 58).

#### 2 Track Parameter

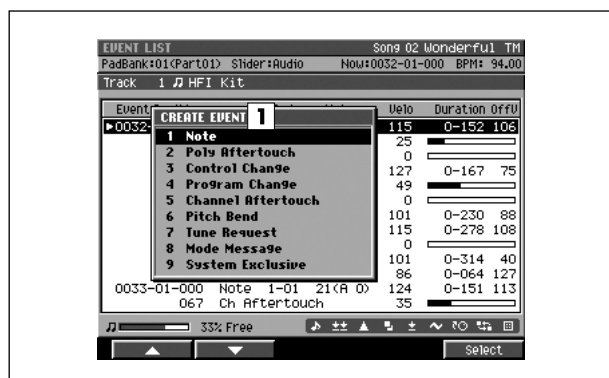
Displays the TRACK PARAMETER popup (for a MIDI track) (p. 11).

#### 3 Solo On/Off

Turns solo on/off for the current track.

## CREATE EVENT popup

This lets you add a new event to a MIDI track.



### ■ To access this screen

- [SONG] or [PATTERN] → select a MIDI track as the current track → [F3](Event List) → [F1](Create)

## Explanation of each area

### 1 Event

Specify the type of MIDI event you want to add.

Parameter	Explanation
Note	Note messages. Data that plays notes.
Poly Aftertouch	Program changes. Data that selects sounds (patches).
Control Change	Control changes. Data that applies various effects (e.g., modulation) according to the control number.
Program Change	Pitch bend. Data that changes the pitch.
Channel Aftertouch	Polyphonic aftertouch. Data that applies aftertouch independently to an individual key.
Pitch Bend	Channel aftertouch. Data that applies aftertouch to an entire channel.
Tune Request	This MIDI message causes an analog synthesizer to tune itself.
Mode Message	MIDI Mode Message that changes the mode
System Exclusive	System exclusive messages.

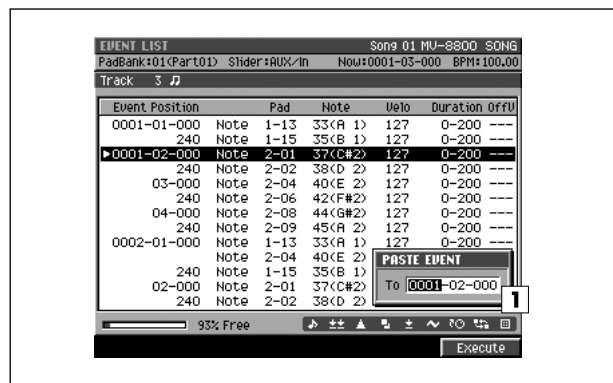
## F-buttons

- [F1](▲) / [F2](▼)  
These buttons move the cursor between commands shown in the popup.
- [F5](Select)  
Adds the MIDI event selected by the cursor.



# PASTE EVENT popup

An event temporarily stored in the event list clipboard can be “pasted” at the specified time location.



■ To access this screen

- [SONG] or [PATTERN] → [F3](Event List) → copy an event → [F4](Paste)

## Explanation of each area

1 To

Specifies the time location at which the MIDI event will be added.

Range: 0000-01-000-9999-\*\*-\*\*\*

MEMO

- \*\* will depend on the number of beats in the time signature selected in “Time Signature” (p.237).

## F-button

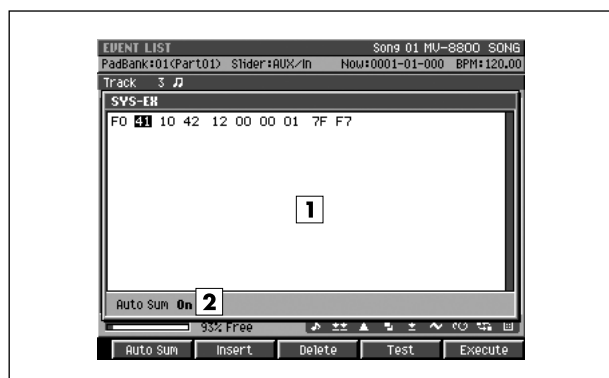
- [F5](Execute)  
Adds the event and closes the PASTE EVENT popup.

■ If the “Sequence memory full” message appears

The data cannot be created because the sequence memory is full.

## SYS-EX popup

Here you can edit a system exclusive message.



### ■ To access this screen

- [SONG] or [PATTERN] → [F3](Event list) → move the cursor in the event list to a system exclusive message → CURSOR [▶ ]
- [SONG] or [PATTERN] → [F3](Event list) → [F1](Create) → select "System Exclusive" → [F5](Select)

#### MEMO

- This screen will appear if the current track is a MIDI track.

## Explanation of each area

### 1 Message

This shows the system exclusive message. Input the message between F0 and F7. Use the VALUE dial or [DEC]/[INC] to specify the data.

### 2 Auto Sum

Make this indicator appear if you want the check-sum to be calculated automatically. Press [F1](Auto Sum) to switch this indicator on/off.

## F-buttons

### • [F1](Auto Sum)

When you are inputting a Roland system exclusive message, you can use Auto Check Sum to calculate the checksum automatically.

If Auto Sum is On, the data byte preceding the end of the message (F7) will be the checksum; the calculated result will be inserted here automatically.

If input is not successful, turn Auto Sum "Off" and then "On" again.

### • [F2](Insert)

Adds data at the cursor location. A value of "00" will be inserted; edit this value as desired.

### • [F3](Delete)

Deletes the data at the cursor location.

### • [F4](Test)

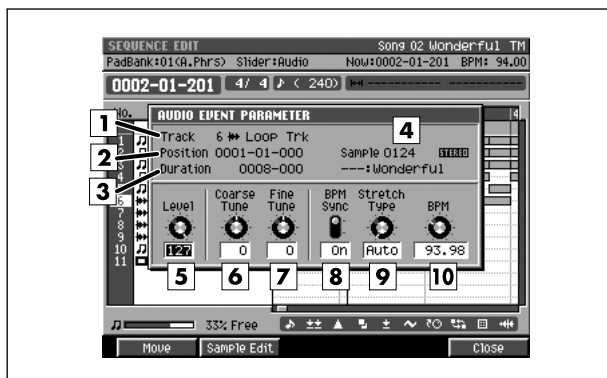
Transmits the currently-shown system exclusive message from the MIDI OUT connector.

### • [F5](Execute)

Finalizes the system exclusive message that you input.

## AUDIO EVENT PARAMETER popup

Here you can adjust the parameters of the event at the current time location within an audio track.



### ■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → select an audio track as the current track → [MENU] → select "Audio Event Parameter" → [F5](Select)

### Explanation of each area

- 1 Track (Track number and track name)**  
This is the number and name of the track you are editing.
- 2 Position**  
Displays the starting time of the event.
- 3 Duration**  
Specifies the length of the individual event.  
Range: 0000-01 (1 tick)–  
9999-\*\*\* (9999 beats \*\*\* ticks)
- 4 Sample**  
Indicates the sample number that exists at the current time location.
- 5 Level**  
Specifies the volume of the audio event.  
Range: 0–127
- 6 Coarse Tune**  
Adjusts the pitch of the audio event in semitone steps.  
Range: -48–0–+48 (+/-4 octaves)
- 7 Fine Tune**  
Adjusts the pitch of the audio event in one-cent steps.  
Range: -50–0–+50  
**MEMO**  
• One cent = 1/100th of a semitone
- 8 BPM Sync**  
Selects whether the playback speed of the audio event will be adjusted in realtime according to sequencer tempo changes. If this is On, tempo changes will shorten or lengthen the phrase in realtime.  
Range: Off, On

### 9 Stretch Type

If the BPM Sync parameter is On, this setting adjusts the audio quality with which the sample is stretched or shrunk (Time Stretch). The ideal setting will depend on the type of audio material. If you choose Auto, the appropriate setting will be automatically assigned based on the length of the sound and the BPM.

Range: Auto, 1–10

### 10 BPM

Specifies the tempo of audio event. When BPM Sync parameter is on, audio event played by this BPM setting.

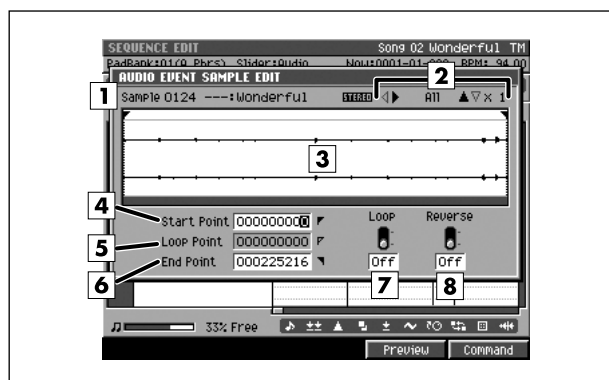
Range: 5.00–120.00–300.00

### F-button

- **[F1](Move)**  
Displays the MOVE AUDIO EVENT popup (p. 113). This allows you to modify the length of the audio event or move it to a different time location.
- **[F2](Sample Edit)**  
Displays the AUDIO EVENT SAMPLE EDIT popup (p. 29). This allows you to adjust the playback region of the sample used by the audio event.
- **[F5](Close)**  
Closes the AUDIO EVENT PARAMETER popup (this popup).

# AUDIO EVENT SAMPLE EDIT popup

Here you can adjust the samples of the event at the current time location within an audio track.

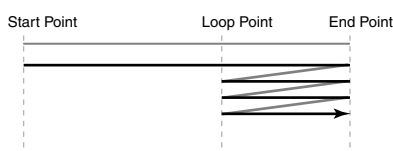


## To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → select an audio track as the current track → [MENU] → select "Audio Event Parameter" → [F5](Select) → [F2](Sample Edit)

## Explanation of each area

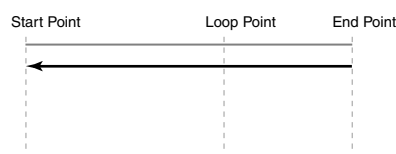
- 1 Sample**  
Indicates the sample number and sample name that you are editing.
- 2 Zoom level**  
Indicates the ratio at which the waveform shown in the wave window is being magnified or shrunk.
- 3 Wave window**  
Shows the audio event (waveform) that you are editing.
- 4 Start Point**  
The point at which playback will start. Set this to skip any unwanted portion of the waveform at the beginning of the sample, so that the sample will begin playing at the desired timing.
- 5 Loop Point**  
Specifies the point at which the playback will begin repeating (i.e., for the second and subsequent plays). Set this if you want the sample to loop from a point other than the Start Point.
- 6 End Point**  
Specifies the point at which playback will end. Set this to avoid playing any unwanted portion of the waveform at the end of the sample.
- 7 Loop**  
Loops the sample. If this is On, the sample will play from the Start Point to the End Point, and then continue playing repeatedly in the forward direction from the Loop Start Point to the End Point.  
Range: **On, Off**



## 8 Reverse

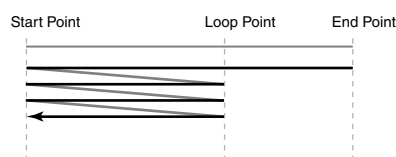
Plays the sample backward. If this is On, the sample will play only once from the End Point to the Start Point in the reverse direction.

Range: **Off, On**



## MEMO

- If you use this in conjunction with the Loop parameter, the sample will play from the End Point to the Start Point, and then continue playing repeatedly from the Loop Start Point to the Start Point in the reverse direction.

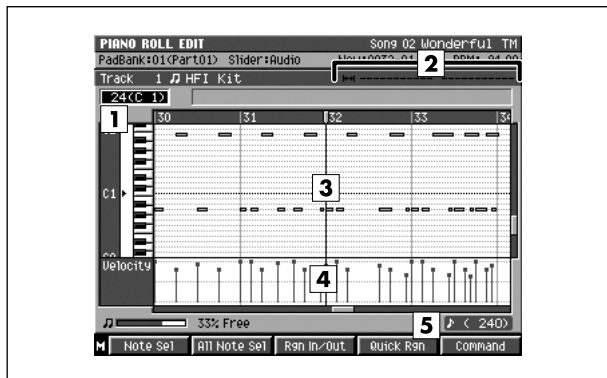


## F-buttons

- [F4](Preview)**  
The sample will play while you hold down the button.
- [F5](Command)**  
Displays the SELECT SAMPLE EDIT COMMAND popup (p. 132).

## PIANO ROLL EDIT screen

Here you can edit the MIDI messages that are recorded on a MIDI track. The piano roll graphically indicates the pitch, duration, and velocity.



### ■ To access this screen

- [SONG] or [PATTERN] → select a MIDI track as the current track → [F4](PianoRoll)

### Explanation of each area

- 1 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.
- 2 Editing Region**  
Displays the editing region (region in time—out time).
- 3 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.
- 4 Velocity**  
Indicates the velocity of the note event. The velocity is shown as a pair with the note event; a longer bar indicates a stronger velocity.
- 5 Step Time**  
This is the unit by which the current time will move when you press STEP [◀]/[▶].

### F-buttons

- **[F1](Note Sel)**  
Selects/de-selects the note number at the note cursor. If an In time and Out time are specified for the selected note number, the note numbers existing within that time range will be selected.
- **[F2](All Note Sel)**  
Selects/de-selects all note numbers. If all note numbers are selected, and an In time and Out time are specified, all note numbers existing in that time region will be selected.

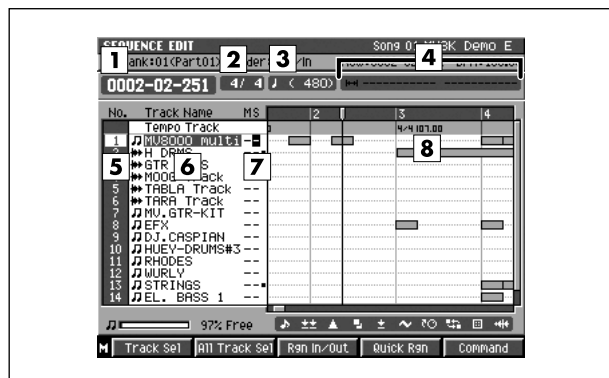
- **[F3] (Rgn In/Out)**  
Specifies the editing region. Press this once to set the beginning (In time) of the editing region, or once again to set the end (Out time) of the editing region. If you press it yet again, the beginning (In time) of the editing region will again be set.
- **[F4] (Quick Rgn)**  
Selects the data at which the current note and the current time location intersect.
- **[F5] (Command)**  
Displays the SELECT PIANO ROLL EDIT COMMAND popup (p. 33).
- **[MENU]**  
Displays the MENU popup.

### Menu items

- 1 Step Time**  
Displays the STEP TIME popup (p. 58).
- 2 Track Parameter**  
Displays the TRACK PARAMETER popup (for a MIDI track) (p. 11)
- 3 Solo On/Off**  
Turns solo on/off for the current track.

## SEQUENCE EDIT screen

Here you can perform a variety of editing operations on the specified region of the events recorded in each track.



### ■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit)

### Explanation of each area

- Now time**  
Indicates the current time (measure/beat/tick) in the sequencer.
- Time Sign**  
Indicates the time sign of the current song.
- Step Time**  
This is the unit by which the current time will move when you press STEP [◀]/[▶].
- Editing Region**  
Displays the editing region (region in time—out time).
- No. (Track number and icon)**  
This indicates the number of each track recorded in the sequencer. The icon at the right of the track number shows the type of track.

Icon	Explanation
	MIDI track
	Audio track
	Pattern track

#### MEMO

- The line of the track number selected by the cursor is highlighted. We refer to this track as the “current track.”

- Track Name**  
Shows the name assigned to each track.

### 7 Track status (M/S)

Switches the state of the track.

M column	S column
When displays “M,” mute is on. Sound will not be played back from this track.	When displays “S,” solo is on. Sound will be played back from only this track.
When Displays “-,” mute is off.	When displays “-,” solo is off.

#### MEMO

- If you simultaneously turn on M (Mute) and S (Solo) for the same track, the S (Solo) setting will take priority.

### 8 Play List


The boxes show the existence of data recorded in each track.

A gray box is shown for data that contains no note events.

## F-buttons and menu

- **[F1](Track Sel)**  
Selects/de-selects the current track. If an In time and Out time are specified for the selected tracks, track events existing in that time region will be selected (highlighted).
- **[F2](All Track Sel)**  
Selects/de-selects all tracks. If all tracks are selected, and an In time and Out time are specified, all track events existing in that time region will be selected (highlighted).
- **[F3](Rgn In/Out)**  
Specifies the editing region. Press this once to specify the current time location as the beginning (In time) of the editing region, or once again to specify it as the end (Out time) of the editing region. If you press it yet again, the current time location will once again be specified as the beginning (In time) of the editing region.
- **[F4](Quick Rgn)**  
Selects the data at which the current track and the current time location intersect.
- **[F5](Command)**  
Displays the SELECT SEQUENCE EDIT COMMAND popup (p. 34).
- **[MENU]**  
Displays the MENU popup.

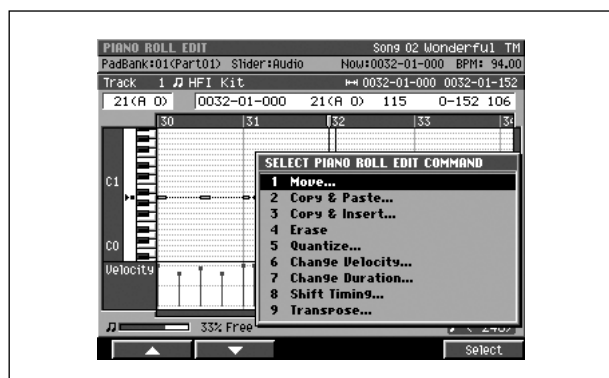
## Menu items

- 1 View Filter**  
Displays the VIEW FILTER popup (p. 53).
- 2 Step Time**  
Displays the STEP TIME popup (p. 58).
- 3 Insert Measure...**  
Displays the INSERT MEASURE popup (p. 64).
- 4 Delete Measure...**  
Displays the DELETE MEASURE popup (p. 65).
- 5 Audio Event Parameter**  
Displays the AUDIO EVENT PARAMETER popup (p. 28).
- 6 Copy As Audio Phrase...**  
Displays the COPY AS AUDIO PHRASE popup (p. 45).
- 7 Pattern Event Parameter**  
Displays the PATTERN EVENT PARAMETR popup (p. 112).  

  - This item is displayed only in Song mode.
- 8 Paste MIDI Clip...**  
Displays the PASTE MIDI CLIP popup (p. 47).
- 9 MIDI Clip Library**  
Displays the MIDI CLIP LIBRARY popup (p. 46).
- 10 Paste Pattern...**  
Displays the PASTE PATTERN popup (p. 106).



## SELECT PIANO ROLL EDIT COMMAND popup

You can execute editing commands on selected note events in the PIANO ROLL EDIT screen.



### ■ To access this screen

- [SONG] or [PATTERN] → select a MIDI track as the current track → [F4](PianoRoll) → specify the editing region and track → [F5](Command)

## Explanation of each area

### 1 Move...

Displays the MOVE popup (p. 36).

### 2 Copy&Paste...

Displays the COPY&PASTE popup (p. 35).

### 3 Copy&Insert...

Displays the COPY&INSERT popup (p. 37).

### 4 Erase

Deletes the data. The deleted region will be blank.

### 5 Quantize...

Displays the QUANTIZE popup (p. 38).

### 6 Change Velocity...

Displays the CHANGE VELOCITY popup (p. 39).

### 7 Change Duration...

Displays the CHANGE DURATION popup (p. 40).

### 8 Shift Timing...

Displays the SHIFT TIMING popup (p. 41).

### 9 Transpose...

Displays the TRANSPOSE popup (p. 43).

## F-buttons

- [F1](▲) / [F2](▼)

These buttons move the cursor between commands shown in the popup.

- [F5](Select)

Executes the menu item or command that is selected by the cursor.

## SELECT SEQUENCE EDIT COMMAND popup

You can execute editing commands on selected tracks in the SEQUENCE EDIT screen.



### ■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → specify the editing region and track → [F5](Command)

## Explanation of each area

### 1 Move...

Displays the MOVE popup (p. 36).

### 2 Copy&Paste...

Displays the COPY&PASTE popup (p. 35).

### 3 Copy&Insert...

Displays the COPY&INSERT popup (p. 37).

### 4 Erase

Deletes the data. The deleted region will be blank.

### 5 Cut

Deletes the data. Subsequent data will be moved forward.

### 6 Quantize...

Displays the QUANTIZE popup (p. 38).

### 7 Change Velocity...

Displays the CHANGE VELOCITY popup (p. 39).

### 8 Change Duration...

Displays the CHANGE DURATION popup (p. 40).

### 9 Shift Timing...

Displays the SHIFT TIMING popup (p. 41).

### 10 Data Thin...

Displays the DATA THIN popup (p. 42).

### 11 Transpose...

Displays the TRANSPOSE popup (p. 43).

### 12 Split Notes...

Displays the SPLIT NOTES popup (p. 66).

### 13 Change Continuous Data...

Displays the CHANGE CONTINUOUS DATA popup (p. 68).

### 14 Create Continuous Data...

Displays the CREATE CONTINUOUS DATA popup (p. 67).

### 15 Copy As MIDI Clip...

Displays the COPY AS MIDI CLIP popup (p. 44).

### 16 Copy As New Pattern...

Displays the COPY AS NEW PATTERN popup (p. 105).

## F-buttons

- [F1](▲) / [F2](▼)

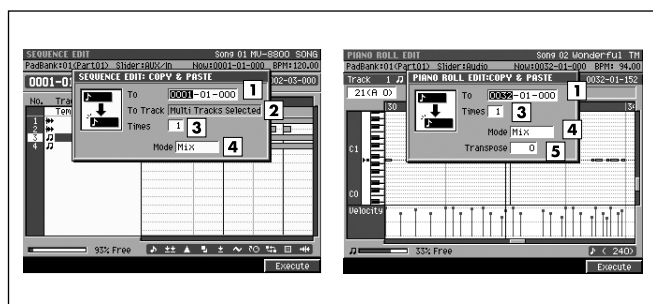
These buttons move the cursor between commands shown in the popup.

- [F5](Select)

Executes the menu item or command that is selected by the cursor.

# COPY&PASTE popup

This copies the data of the “In time–Out time” region to the specified location.



## ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) or **SELECT PIANO ROLL EDIT COMMAND** popup (p. 33) → select “Copy&Paste...” → [F5](Select)

### MEMO

- The parameters in the COPY&PASTE popup will differ according to whether you access it from PIANO ROLL EDIT or from SEQUENCE EDIT. In this page we describe all the parameters that might appear; ignore the ones that don't apply.

## Explanation of each area

### 1 To

Specifies the copy-destination time.

Range: 0001-01-000–9999-\*\*-\*\*\*

### MEMO

- \*-\*\*\* will change according to the number of beats specified in “Time Signature” (p. 79).

### 2 To Track

Specifies the copy-destination track number.

### MEMO

- To Track appears only if you are using SEQUENCE EDIT.
- If you've selected two or more tracks, you won't be able to select the To Track value. (The display will indicate “Multi tracks selected.”)

### 3 Times

Specifies the number of times the copy will be repeated.

Range: 1–99

### 4 Mode

Selects the way in which any data existing at the copy-destination will be handled.

Value	Explanation
Mix	The data will be combined with the data that exists at the copy-destination.
Replace	The data will replace (overwrite) the data that exists at the copy-destination.

### 5 Transpose

Specifies the amount of transposition in semitone steps. Specify a positive (+) value to raise the pitch, or a negative (-) value to lower the pitch. A setting of 0 produces no change.

Range: -127–0–127

### MEMO

- Transpose appears only if you are using PIANO ROLL EDIT.

## F-button

### • [F5](Execute)

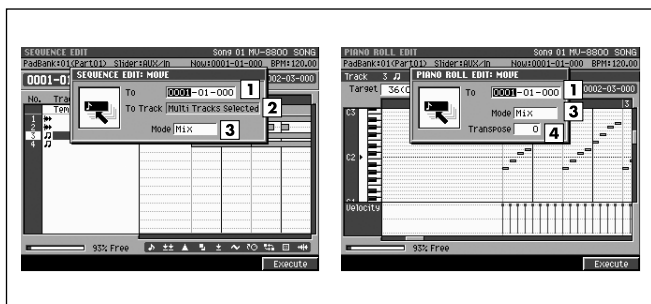
Executes the Copy operation.

### MEMO

- You can use the VIEW FILTER popup (p. 53) to limit the events that will be copied.

## MOVE popup

This moves the data of the “In time–Out time” region to the specified location.



### ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) or **SELECT PIANO ROLL EDIT COMMAND** popup (p. 33) → select “Move...” → [F5](Select)

#### MEMO

- The parameters in the MOVE popup will differ according to whether you access it from PIANO ROLL EDIT or from SEQUENCE EDIT. In this page we describe all the parameters that might appear; ignore the ones that don't apply.

## Explanation of each area

### 1 To

Specifies the move-destination time.

Range: 0001-01-000–9999-\*\*-\*\*\*

#### MEMO

- \*-\*\*\* will change according to the number of beats specified in “Time Signature” (p. 79).

### 2 To Track

Specifies the move-destination track number.

#### MEMO

- To Track appears only if you are using SEQUENCE EDIT.
- If you've selected two or more tracks, you won't be able to select the To Track value. (The display will indicate “Multi tracks selected.”)

### 3 Mode

Selects the way in which any data existing at the move-destination will be handled.

Value	Explanation
Mix	The data will be combined with the data that exists at the move-destination.
Replace	The data will replace (overwrite) the data that exists at the move-destination.

### 4 Transpose

Specifies the amount (in semitones) by which the data will be transposed when it is moved.

Specify a positive (+) value to raise the pitch, or a negative (-) value to lower the pitch. With a setting of 0, the data will not be transposed.

Range: -127–0–127

#### MEMO

- Transpose appears only if you are using PIANO ROLL EDIT.

## F-button

### • [F5](Execute)

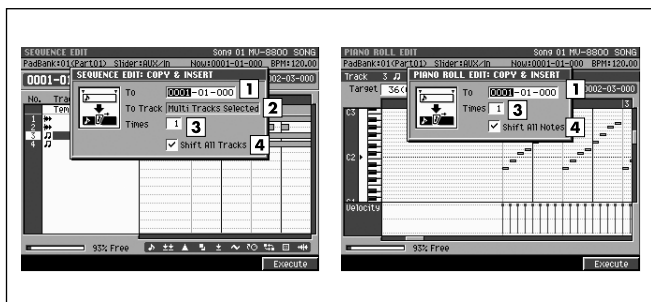
Executes the Move operation.

#### MEMO

- You can use the VIEW FILTER popup (p. 53) to limit the events that will be moved.

## COPY&INSERT popup

This inserts the data of the “In time–Out time” region into the current time location. Data at the insert-destination will not be overwritten; it will move backward in time (i.e., later in the song) by the corresponding distance.



### ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) or **SELECT PIANO ROLL EDIT COMMAND** popup (p. 33) → select “Copy&Insert...” → [F5](Select)

#### MEMO

- The parameters in the COPY&INSERT popup will differ according to whether you access it from PIANO ROLL EDIT or from SEQUENCE EDIT. In this page we describe all the parameters that might appear; ignore the ones that don't apply.

## Explanation of each area

### 1 To

Specifies the insert-destination time.

Range: 0001-01-000–9999-\*\*-\*\*\*

#### MEMO

- \*-\*\*\* will change according to the number of beats specified in “Time Signature” (p. 79).

### 2 To Track

Specifies the insert-destination track number.

#### MEMO

- To Track appears only if you are using SEQUENCE EDIT.
- If you've selected two or more tracks, you won't be able to select the To Track value. (The display will indicate “Multi tracks selected.”)

### 3 Times

Specifies the number of times the data will be inserted. The identical data will be inserted the specified number of times.

Range: 1–255

### 4 Shift All Tracks / Shift All Notes

Specifies whether the data of other tracks / notes will also be shifted backward in time following the insert-destination point.

Range: Off, On

- 📖 For details on Shift All Track and Shift All Notes refer to “Copying data and inserting it at another location (Copy & Insert)” (Owner's Manual; p. 190).

## F-button

### • [F5](Execute)

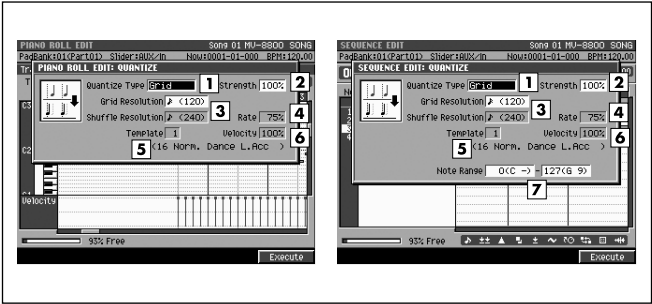
Executes the Copy&Insert operation.

#### MEMO

- You can use the VIEW FILTER popup (p. 53) to limit the events that will be copied.

# QUANTIZE popup

This adjusts the timing of MIDI note events in the way you specify.



■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) or **SELECT PIANO ROLL EDIT COMMAND** popup (p. 33) → select “Quantize...” → **[F5](Select)**

## Explanation of each area

**1 Quantize Type**

Selects the type of quantization.

Value	Explanation
Grid	The data will be adjusted toward intervals of the beat specified by the Resolution parameter.
Shuffle	Shuffle Quantization will be applied. Notes will be adjusted forward or backward toward intervals of the beat specified by the Resolution parameter, by the amount specified by Shuffle Quantize Rate. This adds a “shuffle” or “swing” character to the rhythm.
Template	A quantize template will be applied. By choosing one of 71 quantization settings, you can easily modify the beat in a wide variety of ways. In addition to various shuffle templates, these also include templates that use velocity to create a rhythm feel (Groove Quantize).

**2 Strength**

Sets the strength of quantization. Higher value of this parameter will cause notes to be adjusted more closely toward the rhythmic intervals specified by the Resolution parameter.

Range: 0–100



- A setting of 100 produces the strongest effect; at a setting of 0 no correction will be applied.

**3 Resolution**

Specifies the shortest interval to which the note timing will be quantized. The available values will depend on the Type parameter setting.

Quantize Type Parameter	Range
Grid	♩ (60), ♪ <sub>3</sub> (80), ♪ (120), ♪ <sub>3</sub> (160), ♪ (240), ♪ <sub>3</sub> (320), ♪ (480)
Shuffle	♪ (120), ♪ (240)

**4 Rate**

When Type=Shuffle, this specifies how far away the “backbeat” notes (relative to the Shuffle Quantize Resolution setting) will be from the downbeats. You can create a sense of swing by shifting the timing of the backbeats. With a setting of 50%, the backbeats will be exactly between the preceding and following downbeats. With a setting of 0%, the backbeats will be moved to the same timing as the preceding downbeat. With a setting of 100%, the backbeats will be moved to the same timing as the following downbeat.

Range: 0%–66%–100%

**5 Template**

A variety of quantization settings are provided.

- ☞ See **11** Template on TRACK PARAMETER popup (for a MIDI track) (p. 12).

**6 Velocity**

When Type=Template, this specifies the strength of the velocity correction that will be applied by the Quantize Template you select. Higher settings will cause the velocities to be adjusted more closely toward the velocities of the template.

Range: 0–100



- With a setting of 0, the velocities will not be adjusted at all.

**7 Note Range**

Specifies the range of note numbers that will be quantized.

Range: **0 (C-1)–127 (G 9)** (lower limit)  
**0 (C-1)–127 (G 9)** (upper limit)



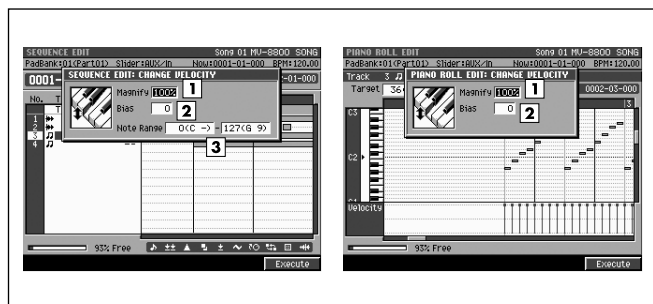
- Note Range appears only if you are using SEQUENCE EDIT.

## F-button

- **[F5](Execute)**  
Executes the Quantize operation.

## CHANGE VELOCITY popup

This changes the velocity of note events in the “In time–Out time” region.



### ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) or **SELECT PIANO ROLL EDIT COMMAND** popup (p. 33) → select “Change Velocity...” → [F5](Select)

## Explanation of each area

### 1 Magnify

Reduces or increases velocity differences between notes. Settings of 99 or lower will reduce the dynamic variation of the note data; settings of 101 or higher will make the dynamic variation broader. A setting of 100 will produce no change.

Range: 0%–100%–200%

### 2 Bias

Specifies a constant value that will be added to the current velocity. Use this to change all velocities in the same way.

Range: -99–0–+99

### 3 Note Range

Specifies the range of note numbers whose velocities will be modified.

Range: **C-1–G9** (lower limit)

**C-1–G9** (upper limit)



- Note Range appears only if you are using SEQUENCE EDIT.

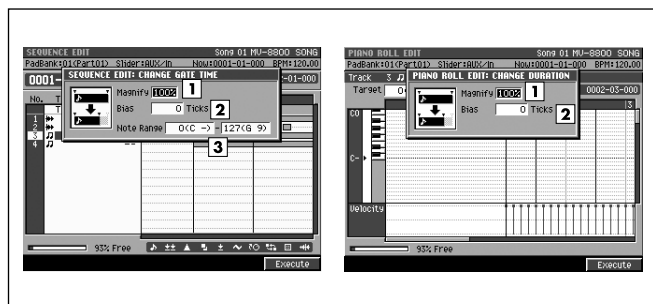
## F-button

- [F5](Execute)

Executes the Change Velocity operation.

## CHANGE DURATION popup

This changes the duration (note length) of note events in the “In time–Out time” region.



### ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) or **SELECT PIANO ROLL EDIT COMMAND** popup (p. 33) → select “Change Duration...” → [F5](Select)

## Explanation of each area

### 1 Magnify

Shortens or lengthens the duration of notes. Settings of 99 or lower will make the actual duration shorter than the rhythm value of the note; settings of 101 or higher will make the duration longer. A setting of 100 will produce no change.

Range: 0%–100%–200%

### 2 Bias

Specifies a constant value that will be added to the current duration. Use this to change all durations in the same way.

Range: -4800–0–+4800

### 3 Note Range

Specifies the range of note numbers whose duration will be modified.

Range: 0 (C-1)–127 (G 9) (lower limit)

0 (C-1)–127 (G 9) (upper limit)

### MEMO

- Note Range appears only if you are using SEQUENCE EDIT.

## F-button

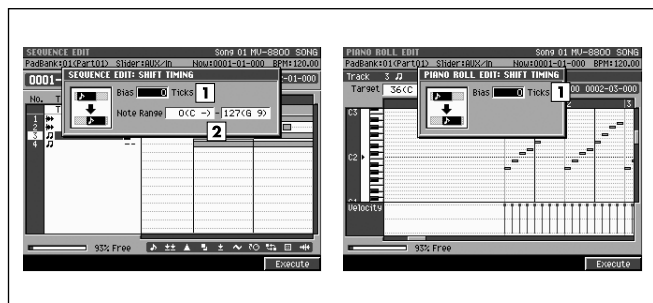
### • [F5](Execute)

Executes the Change Duration operation.



## SHIFT TIMING popup

This moves the events of the “In time–Out time” region forward or backward in units of one tick (1/480th of a quarter note).



### ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) or **SELECT PIANO ROLL EDIT COMMAND** popup (p. 33) → select “Shift Timing...” → [F5](Select)

## Explanation of each area

### 1 Bias

Adjusts the event timing forward or backward in units of one tick.

Range: -4800–0–+4800

### 2 Note Range

Specifies the range of note numbers that will be shifted.

Range: 0 (C-1)–127 (G 9) (lower limit)

0 (C-1)–127 (G 9) (upper limit)



- Note Range appears only if you are using SEQUENCE EDIT.

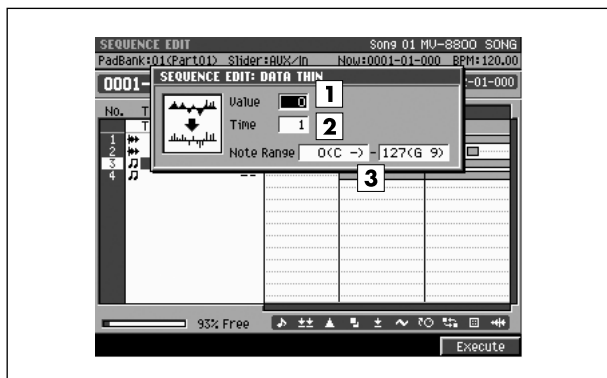
## F-button

- [F5](Execute)

Executes the Shift Timing operation.

## DATA THIN popup

This thins-out events of the “In time–Out time” region to reduce the amount of data. You can use this to decrease the amount of space occupied by continuous controller data you recorded, such as pitch bend and aftertouch.



### ■ To access this screen

- Accesses the SELECT SEQUENCE EDIT COMMAND popup (p. 34) → select “Data Thin...” → [F5](Select)

### Explanation of each area

#### 1 Value

Set this to a high value if you are thinning continuous data whose value changes significantly. If you don't want to thin the data very much even though the change is large, set this to a low value.

Range: 0–99

#### 2 Time

Set this to a high value if you are thinning continuous data that changes slowly. If you don't want to thin the data very much even though the change is slow, set this to a low value.

Range: 0–999

#### 3 Note Range

Specifies the range of note numbers for polyphonic aftertouch that will be thinned.

Range: 0 (C-1)–127 (G 9) (lower limit)

0 (C-1)–127 (G 9) (upper limit)

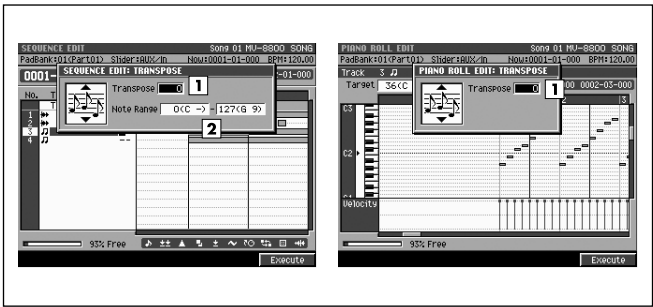
### F-button

- [F5](Execute)

Executes the Data Thin operation.

# TRANPOSE popup

This transposes the pitch of note events in the “In time–Out time” region, in units of a semitone.



## ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) or **SELECT PIANO ROLL EDIT COMMAND** popup (p. 33) → select “Transpose...” → [F5](Select)

## Explanation of each area

### 1 Transpose

Specifies the amount of transposition in semitone steps. Specify a positive (+) value to raise the pitch, or a negative (-) value to lower the pitch. A setting of 0 produces no change.  
Range: -127–0–+127



- If executing this Transpose operation would cause the note number to be higher than G9 or lower than C-1.

### 2 Note Range

Specifies the range of note numbers that will be transposed.  
Range: 0 (C-1)–127 (G 9) (lower limit)  
0 (C-1)–127 (G 9) (upper limit)



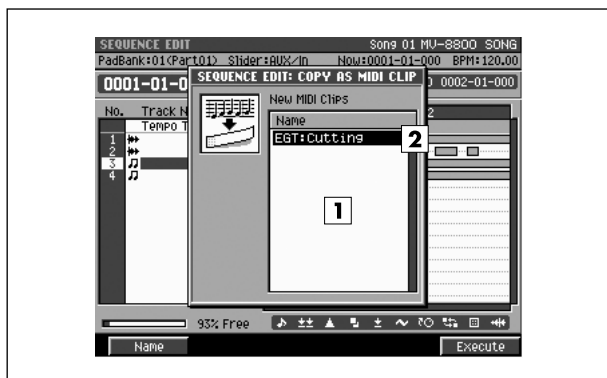
- Note Range appears only if you are using SEQUENCE EDIT.

## F-button

- [F5](Execute)  
Executes the Transpose operation.

## COPY AS MIDI CLIP popup

This adds the data in the “In time–Out time” region to the MIDI clip library.



### ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) → select “Copy As MIDI Clip...” → [F5](Select)

## Explanation of each area

### 1 List

Shows the clips you are adding to the MIDI clip library.

#### MEMO

- If you selected two or more tracks in the SEQUENCE EDIT (or PATTERN EDIT) screen, the data is displayed as two or more clips.

### 2 Clip name

Shows the name of the MIDI clips you are adding.

A provisional category name is automatically assigned in 2. The category is copied from the patch name, and the name is copied from the track name. If you've selected multiple tracks, a number will be added to the last two digits of the clip name so that the names do not conflict.

## F-buttons

### • [F1](Name)

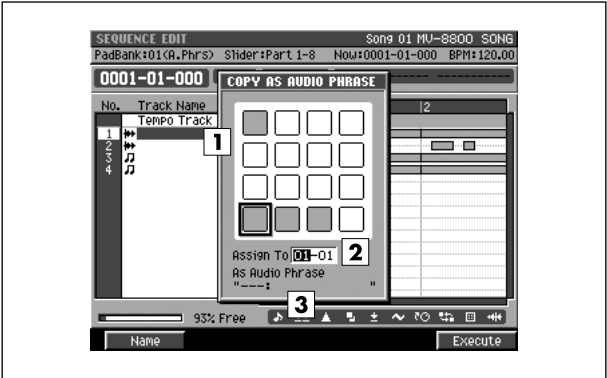
Displays the EDIT NAME popup (p. 3), allowing you to edit the clip name.

### • [F5](Execute)

Adds the MIDI clip to the MIDI clip library.

# COPY AS AUDIO PHRASE popup

This copies the Audio Event on the current time to a pad.



### ■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → select an audio track as the current track → move to the time location of the event that you want to use as an audio phrase → [MENU] → select “Copy As Audio Phrase...” → [F5](Select)

### Explanation of each area

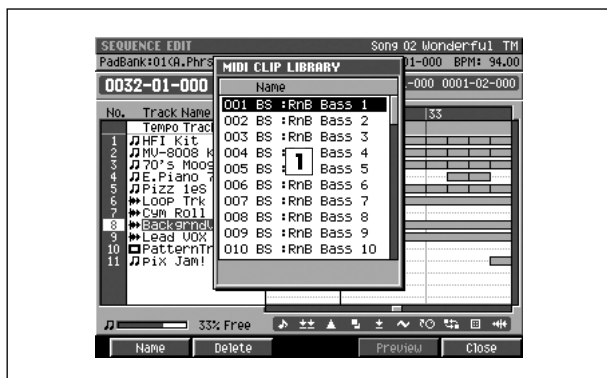
- 1 Pads**  
Shows the status of the current pads. Red-colored velocity pads have data recorded in them.
- 2 Assign To**  
Specifies the copy-destination pad.
- 3 As Audio Phrase**  
Shows the name of an audio phrase.

### F-buttons

- [F1](Name)  
Displays the EDIT NAME popup (p. 3), allowing you to edit the name of the audio phrase.
- [F5](Execute)  
Executes the Copy operation.

## MIDI CLIP LIBRARY popup

Here you can rename or delete items in the MIDI clip library.



### ■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → [MENU] → select "MIDI Clip Library" → [F5](Select)

## Explanation of each area

### 1 MIDI clip list

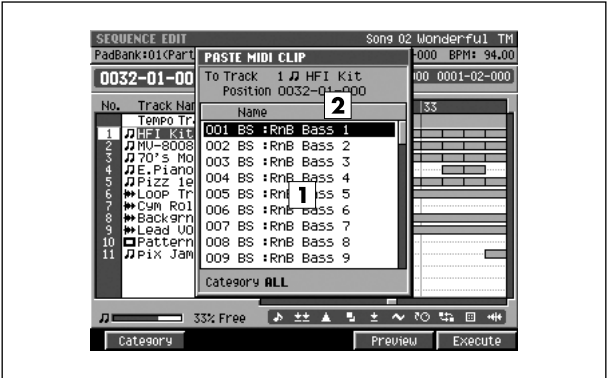
Lists the MIDI clips that are currently saved. The MIDI clip selected by the cursor is highlighted.

## F-buttons

- [F1](Name)  
Displays the EDIT NAME popup (p. 3), allowing you to edit the name of the clip.
- [F2](Delete)  
Deletes the MIDI clip from the MIDI clip library. Move the cursor to the MIDI clip you want to delete, and press [F2](Delete).
- [F4](Preview)  
Auditions the MIDI clip selected by the cursor, using the settings of the current track.
- [F5](Close)  
Closes the MIDI CLIP LIBRARY popup (this popup).

# PASTE MIDI CLIP popup

Here you can paste a MIDI clip from the MIDI clip library into the current MIDI track.



## To access this screen

- [SONG] or [PATTERN] → select a MIDI track as the current track → [F5](Seq Edit) → [MENU] → select “Paste MIDI Clip...” → [F5](Select)

## Explanation of each area

- 1 MIDI clip list**  
Lists the MIDI clips that are saved in the MIDI clip library.
- 2 Clip name**  
Shows the category and name of the MIDI clips.

## F-buttons

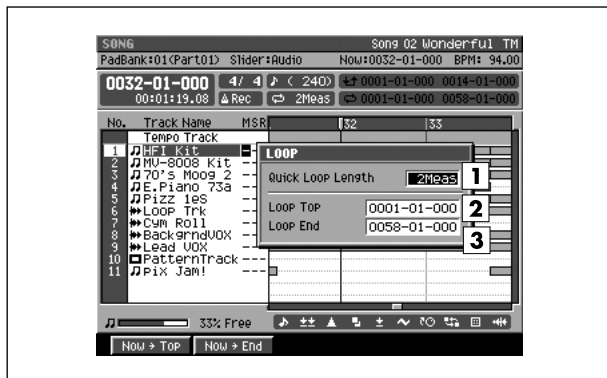
- [F1](Category)  
Displays the SELECT CATEGORY popup (p. 4).
- [F4](Preview)  
Auditions the MIDI clip selected by the cursor, using the settings of the current track.
- [F5](Execute)  
Pastes the MIDI clip at the cursor into the current track.

### MEMO

- The clip will be pasted at the current time location of the current track.

## LOOP popup

Here you can set parameters for loop playback.



### ■ To access this screen

- [SONG] → [MENU] → select "Loop" → [F5](Select)

## Explanation of each area

### 1 QUICK Loop Length

Specify the length of the loop that will be set when you press LOOP [QUICK SET].

Range: Marker, 1–2–32

#### MEMO

- If you choose Marker, the region between markers will be the loop region. However if not even one marker has been set, looping will not turn on.

### 2 Loop Top

Specifies the starting time of the loop.

Range: 0001-01-000–(Loop End)

### 3 Loop End

Specifies the end time of the loop (i.e., where it will return to the beginning).

Range: (Loop Top)–9999-\*\*-\*\*\*

#### MEMO

- \*-\*\*\* will change according to the number of beats specified in "Time Signature" (p. 79).
- Even if you set the Loop Start/End times, the Quick Loop Length will be used if you turn looping on in QUICK SET. (The Loop Start/End times will be lost.)
- Changing the Quick Loop Length does not adjust the Loop End time location.
- You cannot set Loop Start to a location after Loop End.

## F-buttons

### • [F1](Now→Top)

Assigns the current time as the value of the Loop Top parameter.

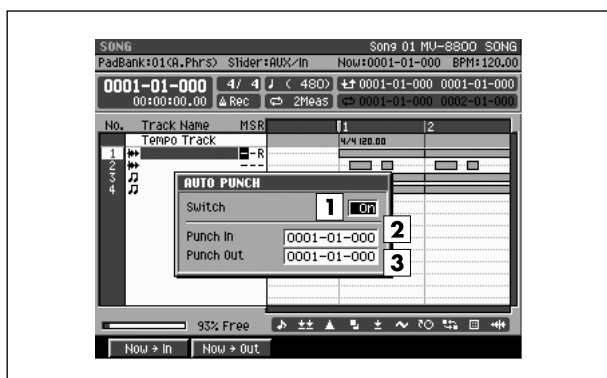
### • [F2](Now→End)

Assigns the current time as the value of the Loop End parameter.



## AUTO PUNCH popup

Here you can set the auto punch-in/out parameters.



### ■ To access this screen

- [SHIFT] + [AUTO PUNCH]

#### MEMO

- You can also make Auto Punch settings in the RECORDING PARAMETER (MIDI) popup (p. 16), or in the RECORDING PARAMETER (AUDIO) popup (p. 19).

## Explanation of each area

### 1 Switch

Specifies whether auto punch will be used.

Range: Off, On

#### MEMO

- You can also change this setting by directly pressing [AUTO PUNCH].

### 2 Punch In

Specifies the starting time of the auto punch recording.

Range: 0001-01-000–(Punch Out)

### 3 Punch Out

Specifies the end time of the auto punch recording.

Range: (Punch In)–9999-\*\*-\*\*\*

#### MEMO

- \*-\*\*\* will change according to the number of beats specified in “Time Signature” (p. 79).
- You cannot set Auto Punch In to a location after Auto Punch Out.

## F-buttons

### • [F1](Now→In)

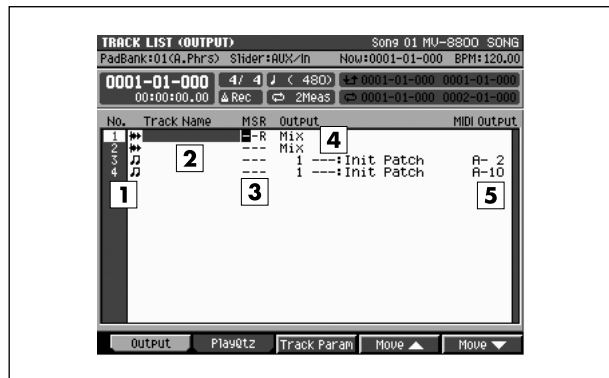
Assigns the current time as the value of the Punch In parameter.

### • [F2](Now→Out)

Assigns the current time as the value of the Punch Out parameter.

## TRACK LIST (OUTPUT) screen

This lists the parameters of each track. The TRACK LIST (OUTPUT) screen shows the output destination settings for the playback tracks.



### ■ To access this screen

- [SONG] or [PATTERN] → [MENU] → select “Track List” → [F5](Select)

### Explanation of each area

#### 1 No. (track number and icon)

Shows the number of the tracks recorded in the sequencer. The icon at the right of the track number shows the type of track.

Icon	Explanation
	Audio track
	MIDI track
	Pattern track

#### MEMO

- The line of the track number selected by the cursor is highlighted. This track is called the “current track.”

#### 2 Track Name

Shows the name assigned to each track.

#### 3 Track Status (M/S/R)

Sets the status of the track.

Indication	Explanation
M= Muted	This track will not play.
S= Solo	Only this track will play.
R=Record	Recording will occur on this track.

#### MEMO

- If you simultaneously turn on M (Mute) and S (Solo) for the same track, the S (Solo) setting will take priority.

#### 4 Output

Shows the Output Assign parameter setting of each track.

#### 5 MIDI Output

Shows the Output Assign MIDI parameter setting of MIDI tracks.

### F-buttons

- **[F1](Output)**  
Displays TRACK LIST (OUTPUT) screen (this screen).
- **[F2](PlayQtz)** Play Quantize  
Displays the TRACK LIST (PLAY QUANTIZE) screen (p. 51).
- **[F3](Track Param)**  
Displays the TRACK PARAMETER popup for the track selected by the cursor.

#### MEMO

- The TRACK PARAMETER popup that appears will depend on the type of the current track.

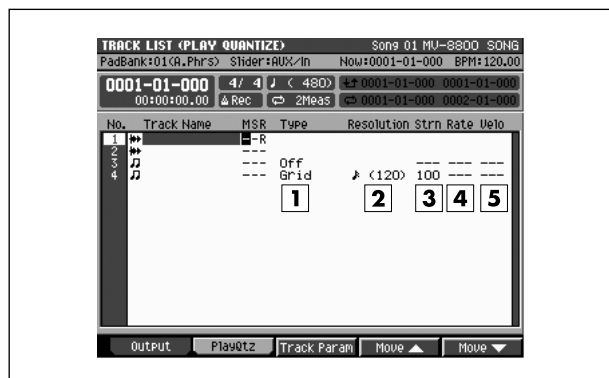
Current track	Popup
Audio track	TRACK PARAMETER popup (for an Audio track) (p. 14)
MIDI track	TRACK PARAMETER popup (for a MIDI track) (p. 11)
Pattern track	TRACK PARAMETER popup (for a Pattern track) (p. 15)

- **[F4](Move ▲) / [F5](Move ▼)**

These move the current track upward [F4](Move ▲) or downward [F5](Move ▼) within the displayed list of tracks.

## TRACK LIST (PLAY QUANTIZE) screen

This lists the parameters of each track. The TRACK LIST (PLAY QUANTIZE) screen shows settings related to Play Quantization.



### ■ To access this screen

- [SONG] or [PATTERN] → [MENU] → select "Track List" → F5](Select) → [F2](PlayQtz)

## Explanation of each area

### 1 Type (Quantize type)

Indicates the quantize type.

Type	Explanation
Off	Quantization will not be used
Grid	Grid quantize
Shuffle	Shuffle quantize
Template's name	Use a quantize template * The first 14 characters of the quantize template name are shown.

### 2 Resolution

Indicates the quantization timing.

### 3 Strn (Strength)

Indicates the strength of quantization.

### 4 Rate (Shuffle rate)

Indicates the time difference between the backbeats and downbeats of the note value specified by the Resolution parameter.

### 5 Velo (Template velocity)

When Type=Template, this specifies the strength of velocity adjustment that will be applied by the template selected by the Quantize Template parameter.

## F-buttons

- [F1](Output)  
Displays the TRACK LIST (OUTPUT) screen (p. 50).
- [F2](PlayQtz) Play Quantize  
Displays the TRACK LIST (PLAY QUANTIZE) screen (this screen).
- [F3](Track Param)  
Displays the TRACK PARAMETER popup for the track selected by the cursor.

### MEMO

- The TRACK PARAMETER popup that appears will depend on the type of the current track.

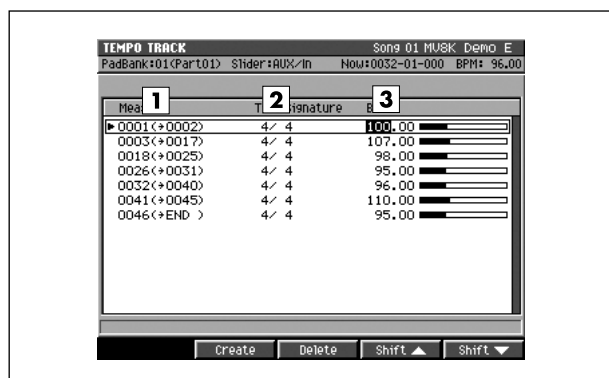
Current track	Popup
Audio track	TRACK PARAMETER popup (for an Audio track) (p. 14)
MIDI track	TRACK PARAMETER popup (for a MIDI track) (p. 11)
Pattern track	TRACK PARAMETER popup (for a Pattern track) (p. 15)

- [F4](Move ▲) / [F5](Move ▼)

These move the current track upward [F4](Move ▲) or downward [F5](Move ▼) within the displayed list of tracks.

## TEMPO TRACK screen

Here you can edit the tempo data and time signature data in the tempo track.



### ■ To access this screen

- [SONG] → [MENU] → select “Tempo Track” → [F5](Select)

### Explanation of each area

#### 1 Meas

Shows the locations at which the tempo will change, and the region of measures to which that tempo data will be applied.

#### 2 Time Signature

Sets the time signature.

Range: 1–4–32 / 2, 4, 8, 16

#### 3 BPM

Sets the tempo of the sequencer in units of BPM (quarter note beats per minute). In the example shown here, the five measures starting at the beginning (measure 1) will play at a time signature of 4/4 and a tempo of 120.0.

Range: 5.0–100.0–300.0

### F-buttons

#### • [F2](Create)

Creates tempo data at the first beat of the measure following the tempo data at the cursor.

#### MEMO

- If the message “Tempo/Time signature event full” is displayed, there is insufficient memory in the track that records tempo and time signature data. No further data can be recorded.

#### • [F3](Delete)

Deletes the tempo data at the cursor.

#### • [F4](Shift▲)

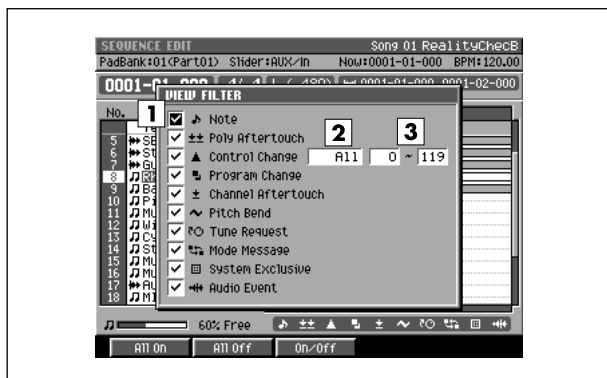
Moves the tempo data at the cursor and the tempo data of subsequent measures together to the preceding measure.

#### • [F5](Shift▼)

Moves the tempo data at the cursor and the tempo data of preceding measures together to the next measure.

## VIEW FILTER popup

Here you can select the MIDI events that you want to view or edit in the SONG, PATTERN, SEQUENCE EDIT, and EVENT LIST EDIT screens.



### ■ To access this screen

- [SONG] or [PATTERN] → [MENU] → select “View Filter” → [F5](Select)
- [SONG] or [PATTERN] → select a MIDI track as the current track → [F3](Event List) → [F5](View Filter)
- [SONG] or [PATTERN] → [F5](Seq Edit) → [MENU] → select “View Filter” → [F5](Select)

## Explanation of each area

### 1 Filter

MIDI data with a ✓ mark will be displayed. Your editing will affect only the displayed events. If you remove the ✓ mark, those events will not be displayed or edited.

Parameter	Explanation
Note	Note messages. Data that plays notes.
Poly Aftertouch	Polyphonic aftertouch. Data that applies aftertouch independently to an individual key.
Control Change	Control changes. Data that applies various effects (e.g., modulation) according to the control number.
Program Change	Program changes. Data that selects sounds (patches).
Channel Aftertouch	Channel aftertouch. Data that applies aftertouch to an entire channel.
Pitch Bend	Pitch bend. Data that changes the pitch.
Tune Request	This MIDI message causes an analog synthesizer to tune itself.
Mode Message	Mode Messages are messages that switch the MIDI channel mode.
System Exclusive	System exclusive messages.
Audio Event	Audio events (performance data of audio phrases, or audio data directly recorded) on audio tracks. They are displayed on the SONG screen, PATTERN screen and SEQUENCE EDIT screen.

### 2 Ctrl Change (Control change)

Of the control change messages, you can limit the range of control change numbers that will be displayed.

Value	Explanation
All	Accept all control change numbers.
Except	Accept all control changes except for the range specified by Range.
Only	Accept only the control changes in the specified Range.

### 3 Ctrl Change Range (Control change range)

This parameter lets you limit the control change values that will be received. This parameter works in conjunction with the Ctrl Change parameter.

Value (lower limit): 0–119

Value (upper limit): 0–119

#### MEMO

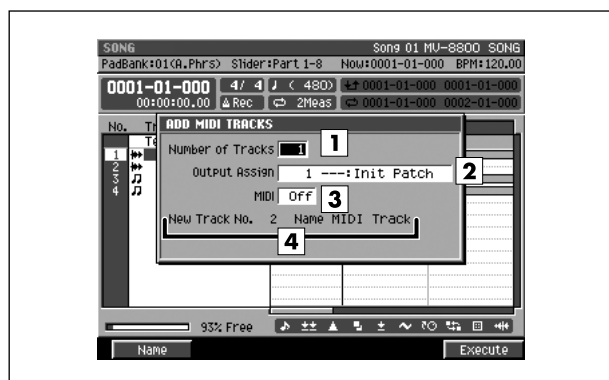
- The Ctrl Change parameter and Ctrl Change Range parameter are valid if there is a ✓ mark for the Filter parameter Ctrl Change.

## F-buttons

- [F1](All On)  
Turns the ✓ mark on for all parameters.
- [F2](All Off)  
Turns the ✓ mark off for all parameters.
- [F3](On/Off)  
Turns the ✓ mark on/off for an individual parameter.

## ADD MIDI TRACKS popup

This lets you add MIDI tracks.



### ■ To access this screen

- [SONG] or [PATTERN] → [MENU] → select “Add MIDI Tracks...” → [F5](Select)

### Explanation of each area

#### 1 Number of Tracks

Specifies the number of tracks that will be added. This lets you create more than one track at once.

Range: 1–128  
(in Pattern mode, the maximum is 64)

#### 2 Output Assign

Specifies the part to which MIDI data recorded on the track will be output.

Value	Explanation
Off	No output.
1–16	Instrument part 1–16
MFX	MFX (Analog modeling bass and effect parameter adjustments)
Pix Jam	Pix jam (Switch image clips)
Mixer AUX1–4	Mixer channel (AUX1–4)
Mixer DlyCho	Mixer channel (delay/chorus)
Mixer Reverb	Mixer channel (reverb)
Mixer A.Phrs	Mixer channel (audio phrase)
Mixer input	Mixer channel (input)
Mixer AMix	Mixer channel (audio track)

#### 3 MIDI

Specifies the MIDI connector and channel from which data recorded on the MIDI track will be output.

Range: Off, A-1–A-16, B-1–B-16, R-1–R-16

#### 4 New Track No.

Displays the track number that will be newly added, and the name assigned to the track.

### F-buttons

#### • [F1](Name)

Displays the EDIT NAME popup (p. 3), where you can edit the name of the current track.

#### • [F5](Execute)

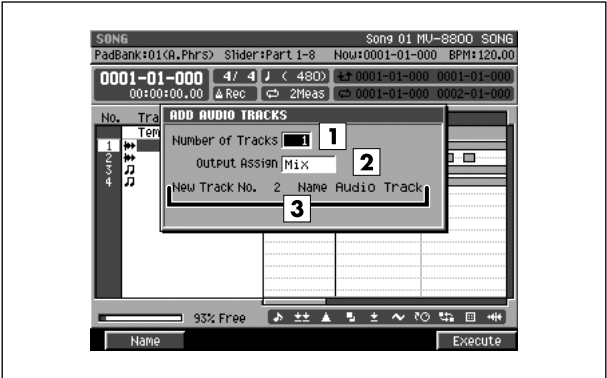
Adds the MIDI track(s).

#### MEMO

- The track(s) will be added below the current track.

# ADD AUDIO TRACKS popup

This lets you add audio tracks.



## ■ To access this screen

- [SONG] → [MENU] → select “Add Audio Tracks...” → [F5](Select)

## Explanation of each area

- 1

**Number of Tracks**  
Specifies the number of tracks that will be added. This lets you create more than one track at once.  
Range: 1–8
- 2

**Output Assign**  
Specifies the bus (audio signal route) to which audio events recorded on the track will be output.
- | Value         | Explanation                       |
|---------------|-----------------------------------|
| Mix           | No output.                        |
| AUX1–AUX4     | AUX bus 1–4                       |
| MLT1–MLT8     | Multi output bus 1–8 (mono)       |
| MLT1/2–MLT7/8 | Multi output bus 1/2–7/8 (stereo) |
- 3

**Track number and track name**  
Displays the number and name of the current track.

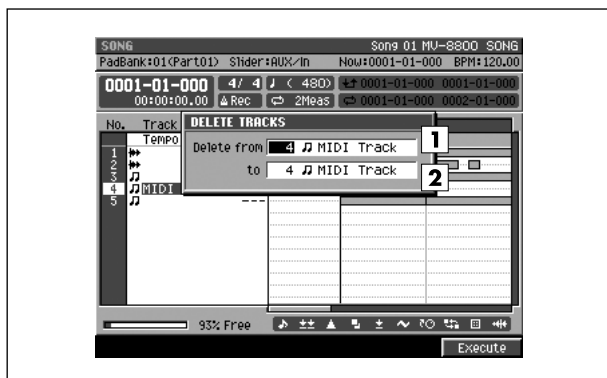
## F-buttons

- [F1](Name)  
Displays the EDIT NAME popup (p. 3), where you can edit the name of the current track.
- [F5](Execute)  
Adds the audio track(s).  

**MEMO**
  - The track(s) will be added below the current track.

## DELETE TRACKS popup

Specify the range of tracks that you want to delete.



### ■ To access this screen

- [SONG] or [PATTERN] → [MENU] → select “Delete Tracks...” → [F5](Select)

### Explanation of each area

#### 1 Delete From

#### 2 To

Specify the range of track(s) (Delete From—To) that you want to delete.

Range: 1–137

(in Pattern mode, the maximum is 65)

### F-button

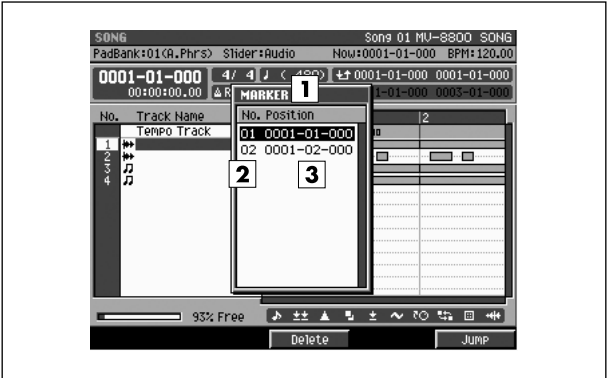
#### • [F5](Execute)

Deletes the specified track(s).



# MARKER popup

Here you can add or delete markers.



## ■ To access this screen

- [SONG] → [MENU] → select “Marker” → [F5](Select)

## Explanation of each area

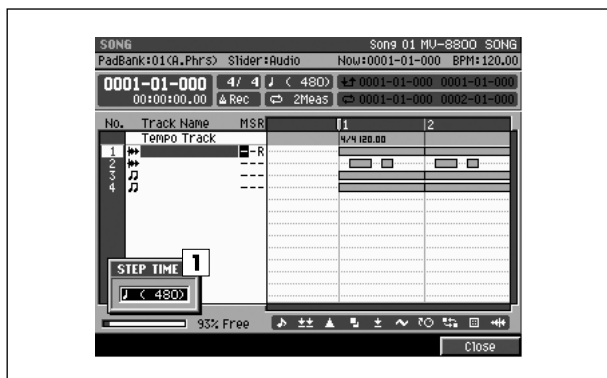
- 1 Marker list**  
Lists the markers in the song. The marker selected by the cursor is highlighted.
- 2 Marker number**  
Markers are numbered consecutively. You can use up to one hundred markers; 01–99.
- 3 Time location**  
Indicates the time location (measure/beat/tick) at which the marker is assigned.

## F-buttons

- [F3](Delete)  
Deletes the marker at the cursor from the marker list.
- [F5](Jump)  
Moves the current time to the location of the marker selected by the cursor in the marker list.

## STEP TIME popup

Here you can specify the interval by which STEP [ < ] [ > ] will change the time location.



### ■ To access this screen

- [SONG] or [PATTERN] → [MENU] → select “Step Time” → [F5](Select)

## Explanation of each area

### 1 Step Time

Specifies the unit of time by which STEP [ < ] [ > ] will move.

Range: ♩ (30), ♪<sub>3</sub> (40), ♪ (60), ♪<sub>3</sub> (80), ♪ (120),  
 ♪<sub>3</sub> (160), ♪ (240), ♪<sub>3</sub> (320), ♪ (480),  
 ♪<sub>3</sub> (640), ♪ (960), ○ (1920), ∞ (3840)

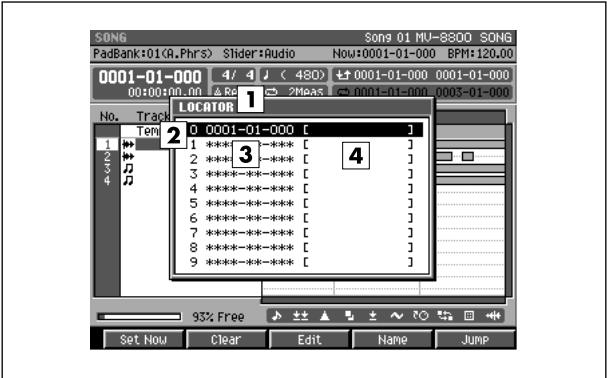
## F-button

### • [F5](Close)

Closes the STEP TIME popup (this popup).

# LOCATOR popup

Here you can manage locator points.



## ■ To access this screen

- [LOCATOR]

## Explanation of each area

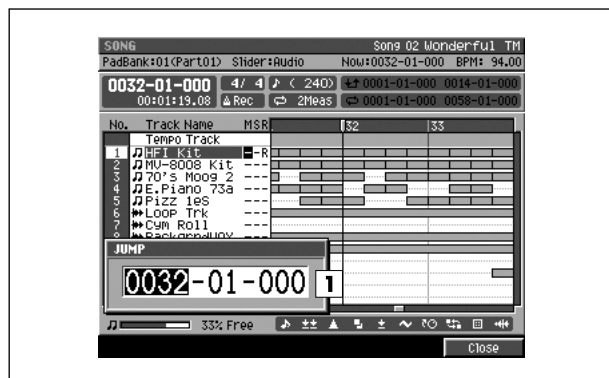
- 1 Locator list**  
Lists the locator points assigned in the song. The locator point selected by the cursor is highlighted.
- 2 Locator number**  
Locator points are displayed in numerical order. You can use ten points; 0–9.
- 3 Time**  
Displays the time location (measure/beat/tick) at which the locator point is assigned.
- 4 Locator name**  
Displays the name assigned to each locator point.

## F-buttons

- **[F1](Set Now)**  
Stores the current time to the locator number at the cursor. If you store to a locator number that already has been used, the previous time location will be overwritten.
- **[F2](Clear)**  
Deletes the locator at the cursor location from the locator list.
- **[F3](Edit)**  
Displays the EDIT LOCATOR popup. This allows you to edit the time location of an existing locator point.
- **[F4](Name)**  
Displays the EDIT NAME popup (p. 3), allowing you to edit the locator name.
- **[F5](Jump)**  
Moves the current time to the location of the locator point selected by the cursor in the list.

## JUMP popup

Here you can make the current time location jump directly to a location you specify.



### ■ To access this screen

- [SHIFT] + [JUMP]

## Explanation of each area

### 1 Jump

Input a time location (measure/beat/tick) and jump to that location.

#### MEMO

- You can edit the value highlighted by the cursor. In addition to using the VALUE dial, you can use [DEC]/[INC] or the numeric keys for input.
- You can use the [JUMP]+VALUE dial to move in steps of one tick.

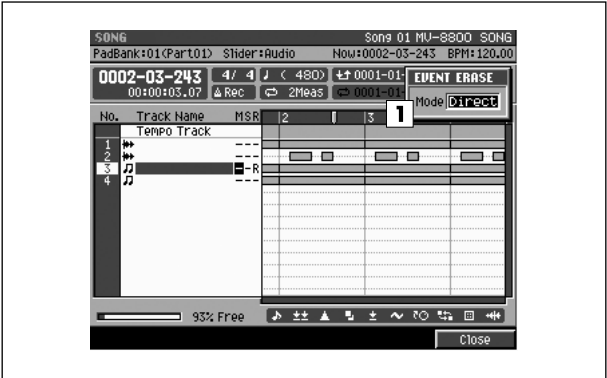
## F-button

- [F5](Close)

Closes the JUMP popup (this popup).

# EVENT ERASE popup

This lets you erase specific note events while recording.



■ To access this screen

- (Recording) [EVENT ERASE]

## Explanation of each area

1 Mode

Selects the way in which note events will be deleted.

Value	Explanation
Direct	Only the note events of the pads you hold down will be erased.
Range	Events will be erased for all pads between (and including) the pads you hold down.

MEMO

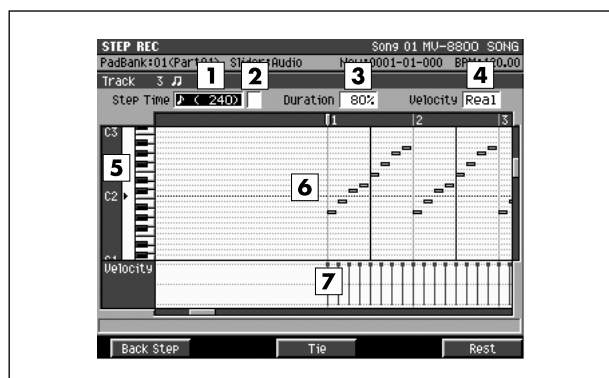
- During recording, you can hold down [EVENT ERASE] to switch to Event Erase mode. While holding down [EVENT ERASE], press and hold the pad(s) corresponding to the note event(s) you want to delete; note events that occur during this time will be deleted.

## F-button

- [F5](Close)  
Closes the EVENT ERASE popup (this popup).

## STEP REC screen

Here you can use the pads to record note data on a MIDI track.



### To access this screen

- select a MIDI track as the current track →  
[SHIFT] + [REC (●)]

## Explanation of each area

### 1 Step Time

Specifies the note value of the notes you will input.

Range: ♩ (30), ♪ (40), ♪ (60), ♪ (80), ♪ (120),  
♩ (160), ♪ (240), ♪ (320), ♪ (480),  
♩ (640), ♪ (960), ○ (1920), ♩ (3840)

#### MEMO

- You can change the step time by pressing [ ♪ (1) ] – [ ♪ (9) ] (numeric keys).

### 2 Dot (dotted note)

This lets you add a dot to the note value specified by the Step Time parameter.

Dot	Length relative to the specified Step Time value
None	1x (Step Time is used without change)
1(.)	1.5x (1.5 times the Step Time)
2(..)	1.75x (1.75 times the Step Time)

### 3 Duration

Specifies the actual length of the note, as a percentage of the note value you specified for Step Time.

Range: 1%–200%

### 4 Velocity

Specifies the strength of the note.

Range: Real, 1–127

### 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). The range of shown note changes by inputting the note number.

### 7 Velocity

Indicates the velocity of the note event. The velocity is shown as a pair with the note event; a longer bar indicates a stronger velocity.

## F-buttons

### • [F1](Back Step)

Reverts the preceding input.

### • [F3](Tie)

Connects (extends) the event at the current time to the next step.

### • [F5](Rest)

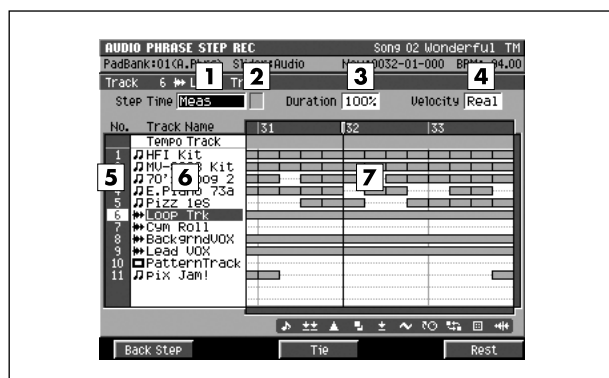
Inputs a rest (silence).

#### MEMO

- During step recording, you can press [REC (●)] to make the REC indicator (red) blink. In this state, pressing the pads will not record anything. This is a convenient way for you to check the sound produced by each pad.

## AUDIO PHRASE STEP REC screen

Here you can use the pads to record onto an audio track.



### ■ To access this screen

- select an audio track as the current track →  
[SHIFT] + [REC (●)]

## Explanation of each area

### 1 Step Time

Specifies the note value of the notes you will input.

Range: ♩ (30), ♪<sub>3</sub> (40), ♪ (60), ♪<sub>3</sub> (80), ♪ (120),  
♪<sub>3</sub> (160), ♪ (240), ♪<sub>3</sub> (320), ♪ (480), ♪<sub>3</sub> (640),  
♪ (960), ○ (1920), ∞ (3840), Meas, Phrase

#### MEMO

- You can change the step time by pressing [ ♪ (1) ] – [ ♪ (9) ] (numeric keys).

### 2 Dot (dotted note)

This lets you add a dot to the note value specified by the Step Time parameter.

Dot	Length relative to the specified Step Time value
None	1x (Step Time is used without change)
1(.)	1.5x (1.5 times the Step Time)
2(..)	1.75x (1.75 times the Step Time)

### 3 Duration

Specifies the actual length of the note, as a percentage of the note value you specified for Step Time.

Range: 1%–100%

### 4 Velocity

Specifies the strength of the note.

Range: Real, 1–127

### 5 No. (track number and icon)

Shows the number of the tracks recorded in the sequencer. The icon at the right of the track number shows the type of track.

Icon	Explanation
♪	MIDI track
⏮	Audio track
□	Pattern track

#### MEMO

- The line of the track number selected by the cursor is highlighted. This track is called the “current track.”

### 6 Track Name

Shows the name assigned to each track.

### 7 Play List

The boxes show the existence of data recorded in each track.

A gray box is shown for data that contains no note events.

## F-buttons

### • [F1](Back Step)

Reverts the preceding input.

### • [F3](Tie)

Connects (extends) the event at the current time to the next step.

### • [F5](Rest)

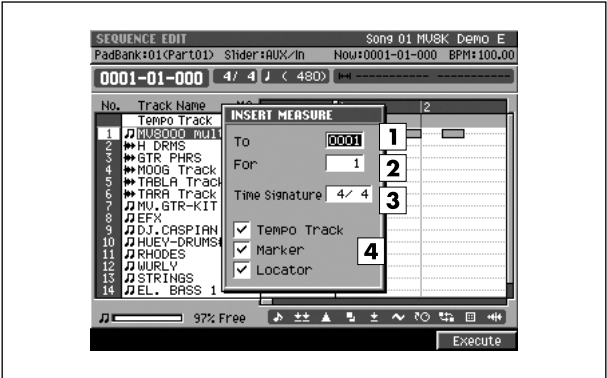
Inputs a rest (silence).

#### MEMO

- During step recording, you can press [REC (●)] to make the REC indicator (red) blink. In this state, pressing the pads will not record anything. This is a convenient way for you to check the sound produced by each pad.

# INSERT MEASURE popup

This lets you insert blank measures.



■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → [MENU] → select “Insert Measure...” → [F5](Select)

## Explanation of each area

- 1 To**  
Specify the measure number at which you want to insert measures.  
Range: current measure number–9999
- 2 For**  
Specify the number of blank measures.  
Range: 1–9999
- 3 Time Signature**  
Specify the time signature of the measures you want to insert.  
Range: The same time signature as the preceding measure, 1–32 / 2, 4, 8, 16
- 4 Tempo Track / Marker / Locator**  
Specify whether the Insert Measure operation will affect the tempo track, locators, and markers.

Value	Explanation
Off	The time location of tempo change events, markers, and locators will not change when you insert measures.
On (✓)	The time location of tempo change events, markers, and locators located after the point where you inserted the blank measures will change according to the number of measures you inserted.

**MEMO**

- The Tempo Track check box can be selected if the tempo track is enabled.
- To turn the tempo track on/off, press [BPM/TAP] to access the BPM/TAP popup window, and use [F5](T.Track On) [F5](T.Track Off) to switch the setting.
- You can't set these options in Pattern mode.

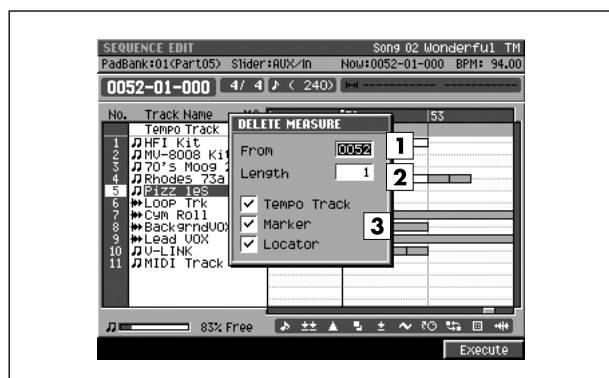
## F-button

- [F5](Execute)  
Insert the blank measures.



## DELETE MEASURE popup

This lets you delete measures.



### ■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → [MENU] → select "Delete Measure..." → [F5](Select)

### Explanation of each area

- 1 From**  
Specify the number of the first measure you want to delete.
- 2 Length**  
Specify the number of measures that you want to delete, starting with the measure specified by From.  
Range: 1–9999
- 3 Tempo Track / Marker / Locator**  
Specify whether the Insert Measure operation will affect the tempo track, locators, and markers.

Value	Explanation
Off	The time location of tempo change events, markers, and locators will not change when you insert measures.
On (✓)	The time location of tempo change events, markers, and locators located after the point where you inserted the blank measures will change according to the number of measures you inserted.

#### MEMO

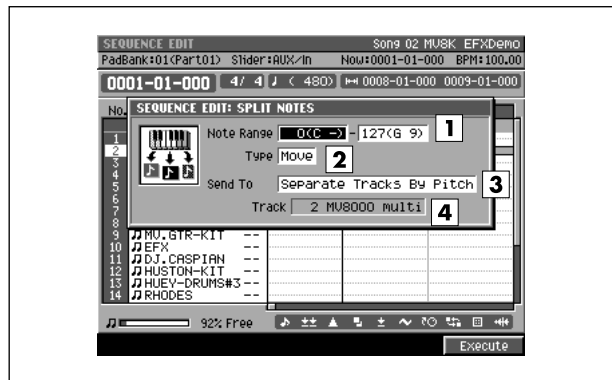
- The Tempo Track check box can be selected if the tempo track is enabled.
- To turn the tempo track on/off, press [BPM/TAP] to access the BPM/TAP popup window, and use [F5](T.Track On) [F5](T.Track Off) to switch the setting.
- You can't set these options in Pattern mode.

### F-button

- [F5](Execute)  
Delete the specified region of measures.

# SPLIT NOTES popup

This lets you extract specific note events from the note events recorded in a track, and move them to a different track.



■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → specify the editing region → [F5](Command) → select “Split Notes...” → [F5](Select)

## Explanation of each area

**1 Note Range**  
Specifies the range of note numbers that you want to extract.  
Range: 0 (C-)–127 (G 9)

**2 Type**  
Specifies how you want to handle the track from which the note events are extracted.

Value	Explanation
Move	The notes will be moved to the other track. Notes within the specified Note Range will be deleted from the source track.
Copy	The notes will be copied to the other track. The specified notes will remain in the source track.

**3 Send To**  
Specifies how the extracted note events will be stored.

Value	Explanation
Separate TracksByPitch	A track will be created for each identical note.
One Track	The extracted note events will be pasted into the track you specify by the Track parameter.
One New Track	A new track will be created, and the extracted note events will be pasted into it.

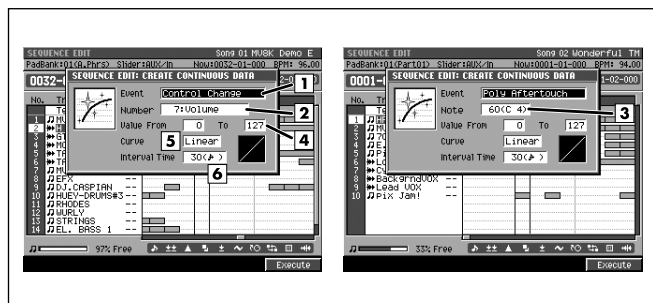
**4 Track**  
Specifies the track number into which the extracted note events will be placed. This is valid if the Send To parameter is set to One Track.  
Range: 1–current track–137  
(in Pattern mode, the maximum is 65)

## F-button

- [F5](Execute)  
Extracts the specified note events and pastes them into another track.

# CREATE CONTINUOUS DATA popup

This allows you to enter automation data that changes smoothly in a specified region (Owner's Manual; p. 219).



## ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) → select "Create Continuous Data..." → [F5](Select)

## Explanation of each area

### 1 Event

Specifies the type of data that you want to enter.

Range: **Control Change**, Channel Aftertouch, Poly Aftertouch, Pitch Bend

### 2 Number

Specifies the control change number that you want to enter. This is valid if the Event parameter is set to Control Change.

Range: 0:BankSel MSB–7:Volume–119:

### 3 Note

Specifies the note number to enter. This is valid if the Event parameter is set to Poly Aftertouch.

Range: 0 (C)–60 (C 4)–127 (G 9)

### 4 Value From

Specifies the initial value at the starting point of the continuous data. The range of this value will depend on your choice of Event parameter.

Value	Explanation
Control Change Channel Aftertouch Poly Aftertouch	0–127
Pitch Bend	-8192–0–8191

### 5 Value To

Specifies the final value at the ending point of the continuous data. The range of this value will depend on your choice of Event parameter.

Value	Explanation
Control Change Channel Aftertouch Poly Aftertouch	0–127
Pitch Bend	-8192–0–8191

### 6 Curve

Specifies how the value will change from the starting point to the ending point of the continuous data. The graph at the right of this parameter will change according to this setting.

Range: -3, -2, -1, **Linear**, +1, +2, +3

### 7 Interval Time

Specifies the interval at which the continuous data will be spaced. This is specified in units of ticks.

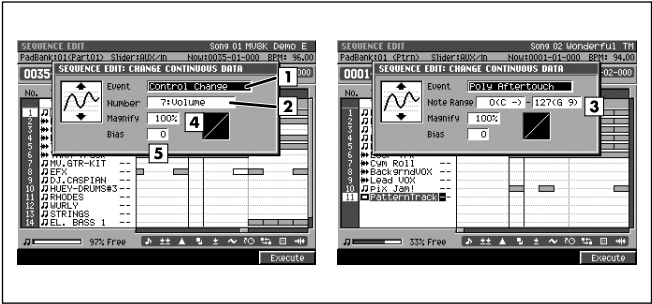
Range: 1 (--) –30 (♩)–999 (--)

## F-button

- [F5](Execute)  
Creates the continuous data.

# CHANGE CONTINUOUS DATA popup

This allows you to modify continuous data in the specified region.



■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND popup (p. 34)** → select “Change Continuous Data...” → **[F5](Select)**

## Explanation of each area

- 1 Event**

Specifies the type of data that you want to edit.

Range: **Control Change**, Channel Aftertouch, Poly Aftertouch, Pitch Bend
- 2 Number**

Specifies the control change number that you want to edit. This is valid if the Event parameter is set to Control Change.

Range: 0:BankSel MSB–7:Volume–119:
- 3 Note Range**

Specifies the range of note numbers that you want to edit. This is valid if the Event parameter is set to Poly Aftertouch.

Range (Lower limit): **0 (C-)–127 (G 9)**

Range (Upper limit): **0 (C-)–127 (G 9)**
- 4 Magnify**

This parameter lets you increase or decrease the upper and lower limits of the selected values. Settings of 101% or higher will increase the amount of change. Settings of 99% or lower will decrease the amount of change. If this parameter is set to 100%, the amount of change will stay the same. For example, you would set this parameter to 50% if you want the difference between the maximum and minimum data values to be half of their current state, or to 200% if you want the difference to be double the current state. Negative values for this parameter will invert the upper and lower limits.

Range: -200%–**100%**–200%

**5 Bias**

This parameter lets you increase or decrease the value for the data by a fixed Bias amount you specify. The range of this value will depend on your choice of Event parameter.

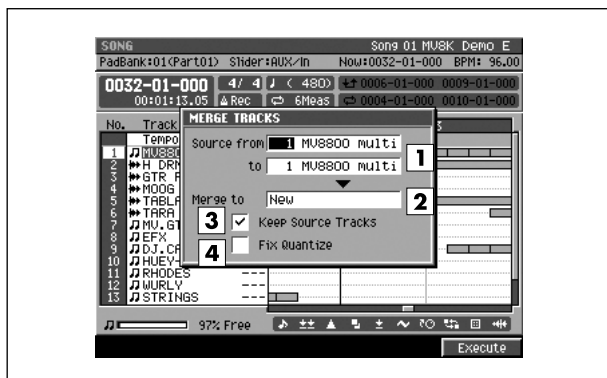
Value	Explanation
Control Change Channel Aftertouch Poly Aftertouch	-99– <b>0</b> –99
Pitch Bend	-999– <b>0</b> –999

## F-button

- **[F5](Execute)**  
Applies the change to the specified region of data.

## MERGE TRACKS popup

This merges (combines) the performance data recorded on multiple adjacent MIDI tracks into a single track.



### ■ To access this screen

- [SONG] or [PATTERN] → [MENU] → select “Merge Tracks...” → [F5](Select)

### Explanation of each area

#### 1 Source From / Source To

Specifies the first (Source From) and last (Source To) track numbers that you want to merge.

Range: 1–**current track**–137

(in Pattern mode, the maximum is 65)

#### 2 Merge To

Specifies the destination for the merged data.

Value	Explanation
New	A new track will be created, and the merged data will be placed in it.
1–137 *	The merged data will be placed in the track number you specify.

\* In Pattern mode, the maximum is 65.

#### 3 Keep Source Tracks

Specifies whether the performance data in the tracks specified by Source From/To will be preserved after the merge operation.

Value	Explanation
Off	The performance data will be deleted from the Source From/To tracks.
On (✓)	The performance data in the Source From/To tracks will be preserved.

#### 4 Fix Quantize

Specifies whether the Play Quantize settings of the merge-source tracks will be reflected when placing the data in the merge-destination track.

Value	Explanation
Off	The performance data of Source From/To will be placed in the destination track without change (Play Quantize will not be applied).
On (✓)	The Play Quantize settings will be applied to the performance data when placing it in the Merge To track.

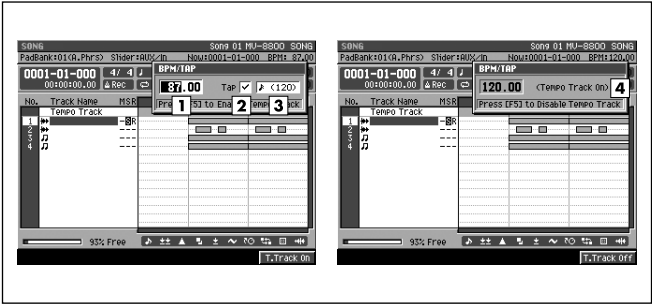
### F-button

- [F5](Execute)

Merges the data into the specified MIDI track.

# BPM/TAP popup

Here you can specify the tempo of the sequencer.



## To access this screen

- [BPM/TAP]

## Explanation of each area

- 1 BPM (Tempo)**  
Specifies the tempo of the sequencer in units of BPM (the number of beats per minute of playback).  
Range: 5.00–300.00

- 2 Tap**  
Specifies whether to use the Tap function.

Value	Explanation
Off	The Tap function will not be used.
On (✓)	When you successively strike [BPM/TAP] at the desired playback tempo, the sequencer will be set to the corresponding tempo.

- 3 Tap resolution**  
Specifies the note value corresponding to the interval at which you strike [BPM/TAP] when using the Tap function. The BPM (tempo) will be calculated according to the intervals at which you strike [BPM/TAP], taken as the note value you specify here.  
Range: ♪ (120), ♪ (240), ♪ (480)

- 4 Tempo Track On**  
The Tempo track is enabled if this indication is shown. You can't specify the tempo from this popup. In this case, use the TEMPO TRACK screen (p. 52) to specify the tempo.

## F-button

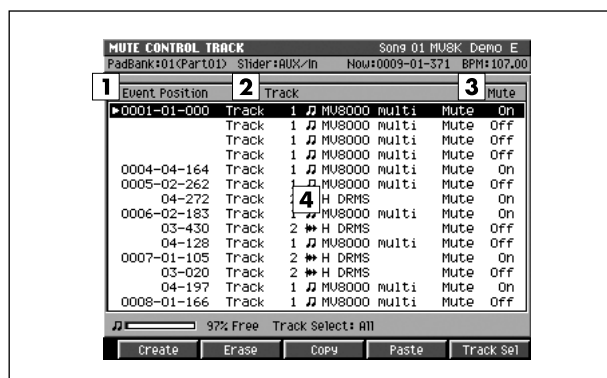
- [F5](T.Track On) / (T.Track Off)  
Turns the Tempo track on/off.  
When you press [F5](T.Track On), the Tempo track will be enabled and the sequencer will follow the settings in the Tempo track.  
If you press [F5](T.Track Off), the Tempo track will be disabled, and the sequencer will follow the setting you make in the BPM/TAP popup.

### MEMO

- In Pattern mode, this will be [F5] (Close), and the button will close the BPM/TAP popup (this popup).

## MUTE CONTROL TRACK screen

Here you can edit the track mute data recorded in the Mute Control track.



### ■ To access this screen

- [SONG] or [PATTERN] → [MENU] → select "Mute Control Track" → [F5](Select)
- [SHIFT] + [PAD BANKS] → [MENU] → select "Mute Control Track" → [F5](Select)

### Explanation of each area

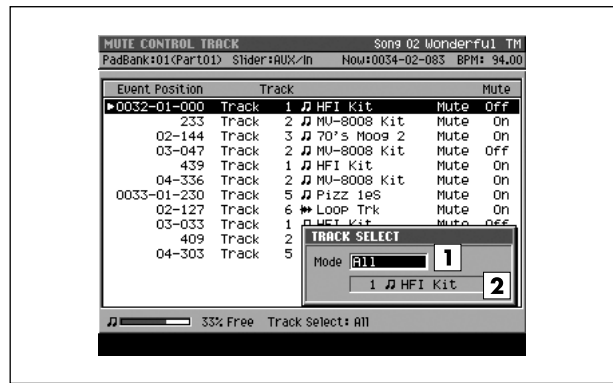
- 1 Event Position**  
Shows the time location of the recorded mute control events.
- 2 Track**  
Shows the track number of the recorded mute control events. Use the cursor to select a mute control event, and press the right cursor button to highlight the track number. Now you can change the track number.
- 3 Mute**  
Shows the status (on/off) of the recorded mute control events. Use the cursor to select a mute control event, and press the right cursor button twice to highlight the mute indication. Now you can change the mute setting.
- 4 Event list**  
Lists the mute control events recorded in the Mute Control track.  
Use the cursor to select a mute control event, and press the right cursor button to move the cursor to each parameter. Press the left cursor button to move the cursor to the time.

### F-buttons

- **[F1](Create)**  
Adds a mute control event.
- **[F2](Erase)**  
Erases the event at the cursor position. At this time the erased mute control event will be temporarily held in internal memory.
- **[F3](Copy)**  
Copies the mute control event at the cursor position temporarily into internal memory.
- **[F4](Paste)**  
Displays the PASTE EVENT popup (p. 26).  
This allows you to paste the mute control event that was stored in internal memory by the Erase or Copy operation.
- **[F5](Track Sel)**  
Displays the TRACK SELECT popup (p. 72).

# TRACK SELECT popup

Here you can specify the tracks for which the mute data recorded in the Mute Control track will be shown in the MUTE CONTROL TRACK screen (p. 71).



## To access this screen

- [SONG] → [MENU] → select “Mute Control Track” → [F5](Select) → [F5](Track Sel)
- [SHIFT]+[PAD BANKS] → [MENU] → select “Mute Control Track” → [F5](Select) → [F5](Track Sel)

## Explanation of each area

### 1 Mode

Specifies whether the MUTE CONTROL TRACK screen (p. 71) will show mute data for all tracks or for only the single track you specify.

Value	Explanation
All	Mute control messages of all tracks will be shown.
One Track	Limit the display to a single track.

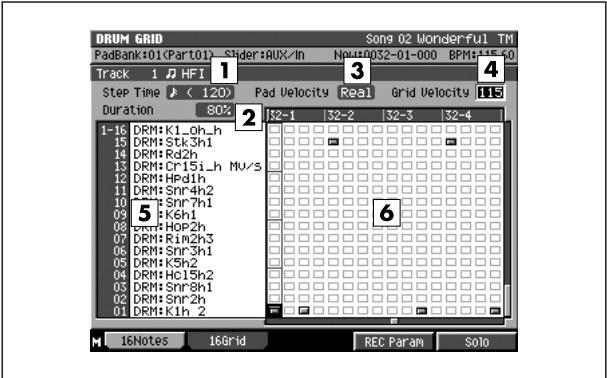
### 2 Track

Specifies the track that will be shown. This is valid if the Mode parameter is set to One Track.



# DRUM GRID screen

Here you can enter note events by note number (rows) and time (columns).



## To access this screen

- [SONG] or [PATTERN] → select a MIDI track as the current track → [MENU] → select “Drum Grid” → [F5](Select)

## Explanation of each area

- 1 Step Time**  
Indicates the time value of the notes you will enter.  
You can make this setting in the RECORDING PARAMETER popup (for the drum grid) (p. 74).
- 2 Duration**  
Indicates the actual duration (%) of the entered notes relative to the note value entered in Step Time.  
You can make this setting in the RECORDING PARAMETER popup (for the drum grid) (p. 74).
- 3 Pad Velocity**  
Indicates the strength of the notes entered by the velocity pads. With a setting of 1–127, the notes will be entered with the corresponding fixed velocity value. If you choose the Real setting, the notes will be entered with a velocity value corresponding to the force with which you actually strike the pad.  
You can make this setting in the RECORDING PARAMETER popup (for the drum grid) (p. 74).
- 4 Grid Velocity**  
Modifies the velocity of the note events you enter. If you set this to ---, that note event will not sound. (The note event will be deleted.)  
Range: ---, 1–127
- 5 1-01–6-16**  
Indicates the sound assigned to each velocity pad. The numbers shown indicate the pad bank number and the velocity pad number.

## 6 Drum grid

Here you can enter note events and their velocities. The indication will change according to the velocity of the note events you enter.

Velocity	0	1–42	43–84	85–126	127
Drum grid display					

## F-buttons

- [F1](16Notes)**  
Sets the input mode to 16Notes. Velocity pad numbers will correspond to different note numbers. This allows you to enter sixteen different note numbers at the selected time location.
- [F2](16Grid)**  
Sets the input mode to 16Grid. Velocity pad numbers will correspond to different step times. This allows you to enter events of a single note number at sixteen different steps.
- [F4](REC Param)**  
Displays the RECORDING PARAMETER popup (for the drum grid) (p. 74).
- [F5](Solo)**  
Turns the Solo setting on/off for the current track.
- [MENU]**  
Displays the MENU popup.

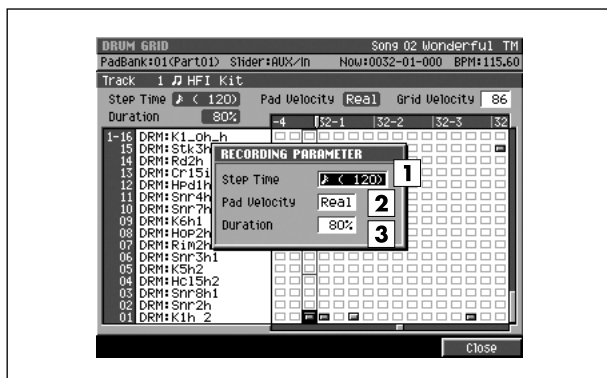
## Menu item

### 1 Track Parameter

Displays the TRACK PARAMETER popup (for a MIDI track) (p. 11).

## RECORDING PARAMETER popup (for the drum grid)

Here you can set parameters that specify how notes will be recorded in the drum grid.



### ■ To access this screen

- [SONG] or [PATTERN] → select a MIDI track as the current track → [MENU] → select “Drum Grid” → [F5](Select) → [F4](REC Param)

### Explanation of each area

#### 1 Step Time

Specifies the time value of the notes you will enter.

Range: ♩ (30), ♪<sub>3</sub> (40), ♪ (60), ♪<sub>3</sub> (80), ♪ (120),  
 ♪<sub>3</sub> (160), ♪ (240), ♪<sub>3</sub> (320), ♪ (480),  
 ♪<sub>3</sub> (640), ♪ (960), ○ (1920), ∞ (3840)

#### 2 Pad Velocity

Specifies the strength of the notes entered by the velocity pads.

With a setting of 1–127, the notes will be entered with the corresponding fixed velocity. If you choose the Real setting, the notes will be entered with a velocity value corresponding to the force with which you actually strike the pad.

Range: **Real**, 1–127

#### 3 Duration

Specifies the actual duration (%) of the entered notes relative to the Step Time.

Range: 1%–**80%**–200%

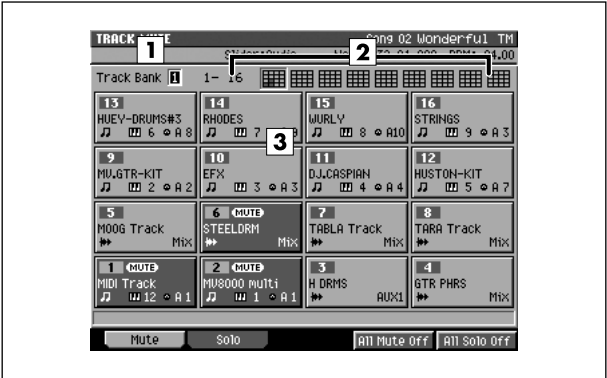
### F-button

#### • [F5](Close)

Closes the RECORDING PARAMETER popup (for the drum grid) (this popup).

# TRACK MUTE screen

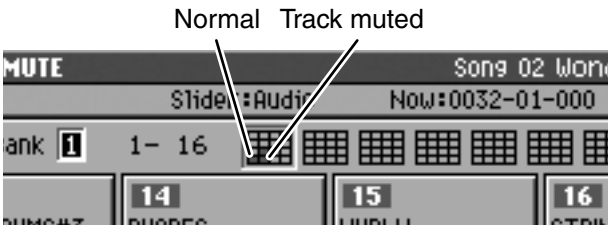
Here you can use the velocity pads to switch the Mute status of each track.



- To access this screen
- [SHIFT] + [PAD BANKS]

## Explanation of each area

- 1 Track Bank**  
The up to 137 tracks in a song and the up to 65 tracks in a pattern are divided into groups of sixteen tracks, called “track banks.” One track bank lets you switch the mute status for a bank of sixteen tracks.  
Range: 1–9 (song), 1–5 (pattern)
- 2 Track bank list**  
Shows the status of all tracks.



- 3 Velocity pads**  
Shows the mute/solo status.

Velocity Pad	Explanation
	Normal track.
	Track mute is on. The velocity pad is shown in dark grey, and the MUTE icon will appear.
	Track Solo is on. The velocity pads are shown in white, and the SOLO icon is displayed.
	Other tracks have been muted (silenced) by Solo playback. The velocity pads are shown in dark gray.

## F-buttons

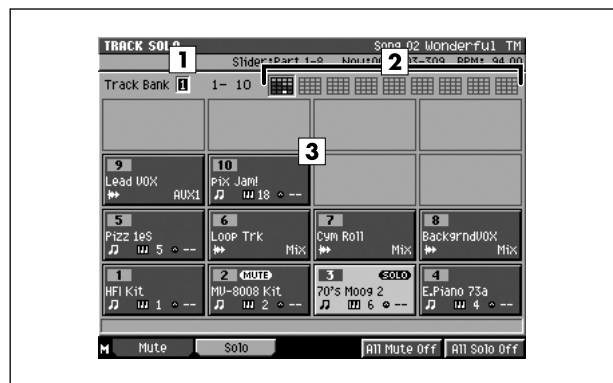
- [F1](Mute)  
Displays the TRACK MUTE screen (this screen).
- [F2](Solo)  
Displays the TRACK SOLO screen (p. 76).
- [F4](All Mute Off)  
Defeats muting for all tracks.
- [F5](All Solo Off)  
Defeats solo for all tracks.
- [MENU]  
Displays the MENU popup.

## Menu items

- 1 Track Mute Setup**  
Displays the TRACK MUTE SETUP popup (p. 77).
- 2 Mute Control Track**  
Displays the MUTE CONTROL TRACK screen (p. 71).

# TRACK SOLO screen

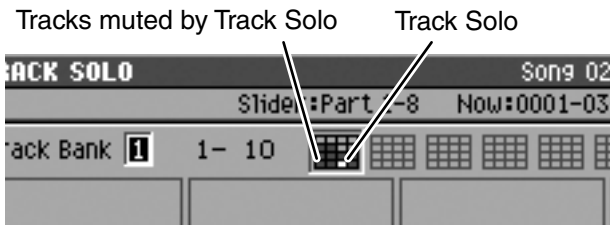
Here you can use the velocity pads to switch the Solo status of each track.



- To access this screen
- [SHIFT] + [PAD BANKS] → [F2](Solo)

## Explanation of each area

- 1 Track Bank**  
The up to 137 tracks in a song and the up to 65 tracks in a pattern are divided into groups of sixteen tracks, called “track banks.” One track bank lets you switch the solo status for a bank of sixteen tracks.  
Range: 1–9 (song), 1–5 (pattern)
- 2 Track bank list**  
Shows the status of all tracks.



- 3 Velocity pads**  
Shows the mute/solo status.

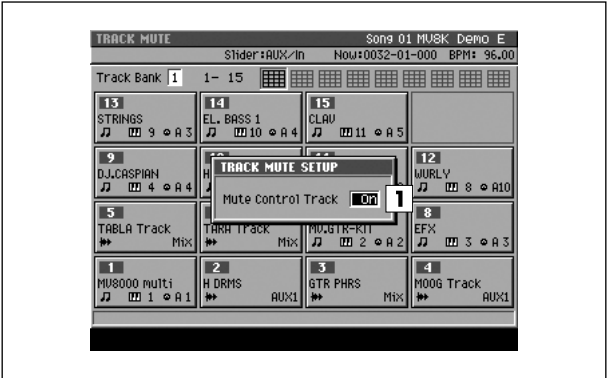
Velocity Pad	Explanation
	Normal track.
	Track mute is on. The velocity pad is shown in dark grey, and the MUTE icon will appear.
	Track Solo is on. The velocity pads are shown in white, and the SOLO icon is displayed.
	Other tracks have been muted (silenced) by Solo playback. The velocity pads are shown in dark gray.

## F-buttons

- **[F1](Mute)**  
Displays the TRACK MUTE screen (p. 75).
- **[F2](Solo)**  
Displays the TRACK SOLO screen (this screen).
- **[F3](All Mute Off)**  
Defeats muting for all tracks.
- **[F4](All Solo Off)**  
Defeats solo for all tracks.

# TRACK MUTE SETUP popup

Here you can make settings for the mute control track.



- To access this screen
  - [SHIFT] + [PAD BANKS] → [F1](Mute) → [MENU] → select "Track Mute Setup" → [F5](Select)

## Explanation of each area

- 1

**Mute Control Track**

Specifies whether to enable the dedicated track for controlling mute operations (the Mute Control track).

Range: Off, On

SONG

PATTERN

INSTRUMENTS

AUDIO PHRASES

PROJECT

SYSTEM

DISK/USB

MASTERING

SAMPLING

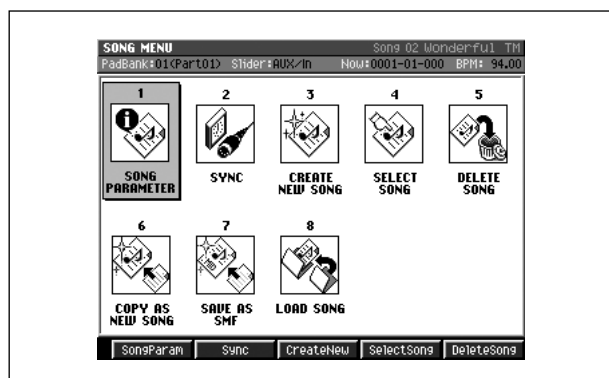
IMPORT

EFFECTS

MIXER

## SONG MENU screen

In this menu screen you can choose various song-related items.



### ■ To access this screen

- [SONG] → [F1](Song Menu)

### Explanation of each area

- 1 SONG PARAMETER**  
Displays the SONG PARAMETER screen (p. 79).
- 2 SYNC**  
Displays the SYNC screen (p. 81).
- 3 CREATE NEW SONG**  
Displays the CREATE NEW SONG screen (p. 83).
- 4 SELECT SONG**  
Displays the SELECT SONG screen (p. 85).
- 5 DELETE SONG**  
Displays the DELETE SONG screen (p. 86).
- 6 COPY AS NEW SONG**  
Displays the COPY AS NEW SONG popup (p. 87).
- 7 SAVE AS SMF**  
Displays the SAVE SONG AS SMF popup (p. 88).
- 8 LOAD SONG**  
Displays the LOAD SONG screen (p. 89).

### F-buttons

#### MEMO

- The F-buttons will change depending on the location of the cursor.

#### ■ If the cursor is in the upper line

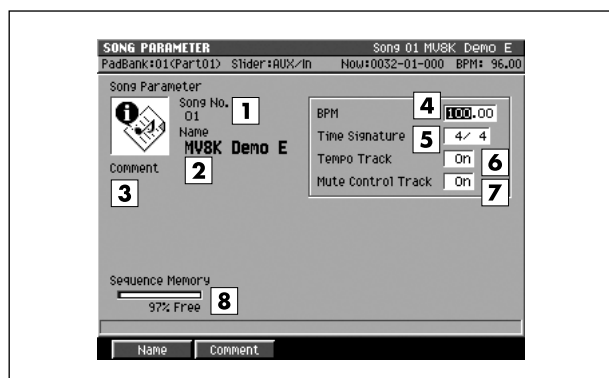
- **[F1](SongParam)**  
Displays the SONG PARAMETER screen (p. 79).
- **[F2](Sync)**  
Displays the SYNC screen (p. 81).
- **[F3](CreateNew)**  
Displays the CREATE NEW SONG screen (p. 83).
- **[F4](SelectSong)**  
Displays the SELECT SONG screen (p. 85).
- **[F5](DeleteSong)**  
Displays the DELETE SONG screen (p. 86).

#### ■ If the cursor is in the lower line

- **[F1](CopyAsNew)**  
Displays the COPY AS NEW SONG popup (p. 87).
- **[F2](SaveAsSMF)**  
Displays the SAVE SONG AS SMF popup (p. 88)
- **[F3](LoadSong)**  
Displays the LOAD SONG screen (p. 89).

## SONG PARAMETER screen

Here you can make settings for the current song.



### To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the upper line of icons → [F1](SongParam)

## Explanation of each area

### 1 Song No. (Song number)

This is the song number. The MV-8800 can have up to 16 songs in each project, and these songs are numbered 1–16.

### 2 Song Name

This is the name of the song.

### 3 Comment

This is a comment you can add to the song. You can add a comment of up to fifty characters to each song.

#### MEMO

- To input the Song Name, press [F1](Name) to access the EDIT NAME popup (p. 3). To input the Comment, press [F2](Comment) to access the EDIT COMMENT popup (p. 80).

### 4 BPM (Song tempo)

Specifies the tempo of the song.

Range: 5.00–100.00–300.00

### 5 Time Signature

Specifies the time signature of the song, in terms of the number of notes in a measure and their note value.

Value	Explanation
Number	1–4–32
Type	2 (half notes), 4 (quarter notes), 8 (eighth notes), 16 (sixteenth notes)

### 6 Tempo Track

Specifies whether the Tempo track (a track that contains tempo and time signature data) will be used.

Value	Explanation
Off	The Tempo & Time Signature track will not be used. The song will play according to the Song parameter settings BPM and Time Signature.
On	The Tempo & Time Signature track will be used. The BPM and time signature of the song will change according to the data in this track. * You can't use [BPM/TAP] to set the tempo.

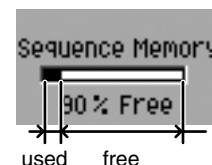
### 7 Mute Control Track

Enables or disables the special track that records mute operations (the Mute Control track).

Range: Off, On

### 8 Sequence Memory

Indicates the amount of memory available for recording data.

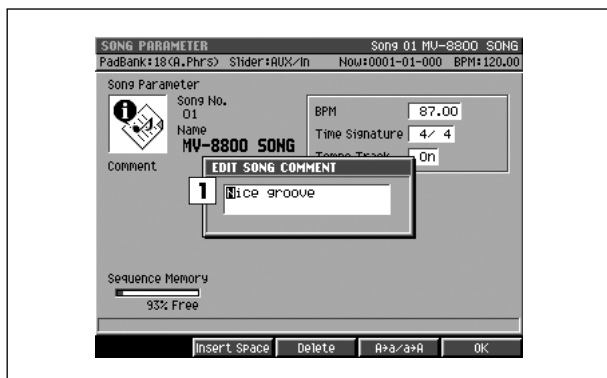


## F-buttons

- [F1](Name)  
Displays the EDIT NAME popup (p. 3).
- [F2](Comment)  
Displays the EDIT COMMENT popup (p. 80).

## EDIT COMMENT popup

Here you can add a comment to the current song.



### ■ To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the upper line of icons → [F1](SongParam) → [F2](Comment)

## Explanation of each area

### 1 Comment

Add a comment or note to the song. You can input a comment up to fifty characters long.

For details on inputting characters, refer to "Inputting text" (Owner's Manual; p. 33).

### MEMO

- You may omit the comment if you wish.

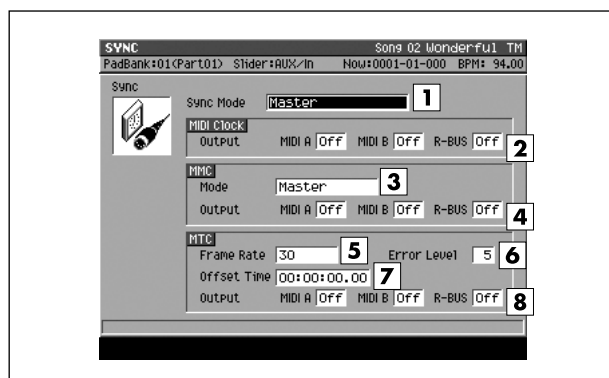
## F-buttons

- [F2](Insert Space)  
Inserts a space at the cursor location.
- [F3](Delete)  
Deletes the character at the cursor location.
- [F4](A→a/a→A)  
Switches the character at the cursor location between uppercase and lowercase.
- [F5](OK)  
Finalizes the comment and closes the EDIT COMMENT popup (this popup).



## SYNC screen

Here you can make synchronization settings.



### ■ To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the upper line of icons → [F2](Sync)

## Explanation of each area

### 1 Sync Mode

Specifies how external devices will synchronize with the MV-8800.

Parameters	Explanation
<b>MASTER</b>	The MV-8800 will operate according to its own internal clock (Master operation).
Slave-MIDI (MIDI)	The MV-8800 will receive MIDI clock data at its MIDI IN connector, and operate as a Slave.
Slave-MIDI (R-BUS)	The MV-8800 will receive MIDI clock data at its R-BUS connector, and operate as a Slave.
Slave-MTC (MIDI)	The MV-8800 will receive MTC data at its MIDI IN connector, and operate as a Slave.
Slave-MTC (R-BUS)	The MV-8800 will receive MTC data at its R-BUS connector, and operate as a Slave.
Remote (MIDI)	The MV-8800 will receive Start, Stop, and Continue messages at its MIDI IN connector, and will be remotely controlled by these messages.
Remote (R-BUS)	The MV-8800 will receive Start, Stop, and Continue messages at its R-BUS connector, and will be remotely controlled by these messages.

### 2 MIDI Clock Output

Specifies whether MIDI clock data will be transmitted from MIDI OUT A, MIDI OUT B, and R-BUS when Sync Mode = Master.

Parameters	Value
MIDI OUT A	<b>Off</b> (not transmitted) / On (transmitted)
MIDI OUT B	<b>Off</b> (not transmitted) / On (transmitted)
R-BUS	<b>Off</b> (not transmitted) / On (transmitted)

### 3 MMC Mode

Specifies the device that will be remotely controlled via MMC (MIDI Machine Control).

Value	Explanation
<b>Master</b>	The MV-8800 will transmit MMC to control other connected devices.
Slave (MIDI)	The MV-8800 will receive and be controlled by MMC transmitted by another connected device.
Slave (R-BUS)	

### 4 MMC Output

Specifies the connector from which MMC will be output (transmitted) when MMC Mode = Master.

Parameters	Value
MIDI OUT A	<b>Off</b> (not transmitted) / On (transmitted)
MIDI OUT B	<b>Off</b> (not transmitted) / On (transmitted)
R-BUS	<b>Off</b> (not transmitted) / On (transmitted)

### 5 MTC Frame Rate

Specifies the format of the MTC transmitted (output) by the MV-8800.

Value	Explanation
<b>30</b>	30 frames per second
29.97ND	29.97 frames per second, non-drop
29.97D	29.97 frames per second, drop-frame
25	25 frames per second
24	24 frames per second

## 6 Error Level

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

Range: 0–5–10 (increasing this setting lengthens the time interval between checking)

### MEMO

- Synchronized operation will halt if the reception status check determines that there is a communication problem. Increasing this setting may allow synchronized operation to continue even if slight problems occur with MTC reception.

## 7 Offset Time

Specifies the time difference between the sequencer time and the MTC timing when the MV-8800 is MTC-synchronized from an external device.

Range: **00h00m00s00f**–23h59m59s##f

### MEMO

- The equation is as follows.  
Setting = (MTC time) - (song time when MTC was received)  
  
If this calculation would result in a negative value, it will be performed as:  
Setting = (MTC time) + 24:00:00:00 - (song time when MTC was received)
- \*\* will depend on the setting of the MTC Frame Rate parameter.

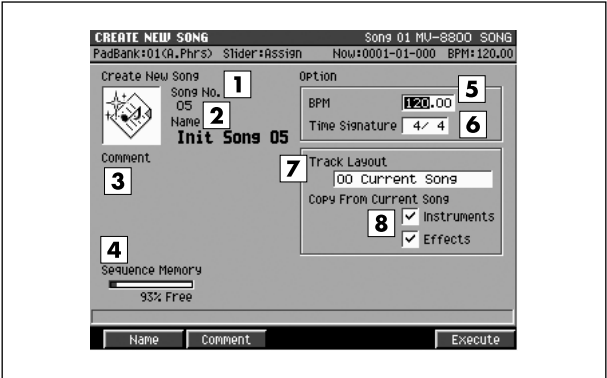
## 8 MTC Output

Specifies whether MTC will be transmitted from MIDI OUT A, MIDI OUT B, and R-BUS if the Sync Mode parameter is set to Master.

Parameters	Value
MIDI OUT A	<b>Off</b> (not transmitted) / On (transmitted)
MIDI OUT B	<b>Off</b> (not transmitted) / On (transmitted)
R-BUS	<b>Off</b> (not transmitted) / On (transmitted)

# CREATE NEW SONG screen

Here you can create a new song within the current project.



## ■ To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the upper line of icons → [F3](CreateNew)

## Explanation of each area

### 1 Song No. (Song number)

This is the song number. The MV-8800 can have up to sixteen songs in a project, and these are numbered 1–16. When you access this screen, the lowest unused song number will be assigned automatically.

### 2 Song Name

This is the song name. When you access this screen, an initial name of “Init Song ##” will be assigned as a provisional name. (## will be a number that does not conflict with an existing filename.)

### 3 Comment

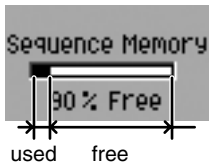
This is a comment you can add to the song. You can add a comment of up to fifty characters to each song.

#### MEMO

- To input the Song Name, press [F1](Name) to access the EDIT NAME popup (p. 3). To input the Comment, press [F2](Comment) to access the EDIT COMMENT popup (p. 80).

### 4 Sequence Memory

Indicates the amount of data stored in the DIMM, both numerically and as a graph.



### 5 BPM (Song tempo)

Specifies the tempo of the song in units of BPM (the number of quarter-note beats in one minute).

Range: 5.00–100.00–300.00

### 6 Time Signature

Specifies the time signature of the song, in terms of the number of notes in a measure and their note value.

Value	Explanation
Number	1–4–32
Type	2 (half notes), 4 (quarter notes), 8 (eighth notes), 16 (sixteenth notes)

### 7 Track Layout

Several basic track configurations are provided for your convenience. You can use these to create a new song.

Value	Explanation
00 Current Song	Create a song with the same track configuration as the current song.
01 Very Simple	Create a song with one MIDI track and one audio track.
02 MIDI Sequencer	Create a song with sixteen MIDI tracks.
03 Audio Recorder	Create a song with eight audio tracks.
04 Basic	Create a song with sixteen MIDI tracks and eight audio tracks.
05 User Template	A song will be created with the structure saved in the user track template. 📖 “Using a user track template to create a song” (Owner’s Manual; p. 147)

## 8 Copy From Current Song

You can copy parameters or data from the current song to a new song. Add a check mark ✓ to the parameters that you want to copy.

Value	Explanation
Instruments	Instrument settings and samples
Effects	Effect (MFX, Dly/Cho, Rev) settings

### MEMO

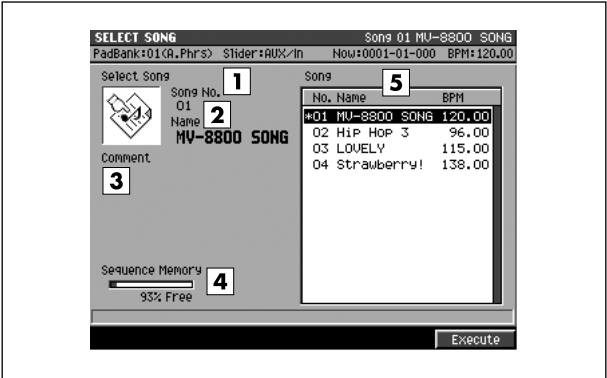
- If you create a song without checking Instruments, all of the instrument patches will be "Init Patch," and there will be no sound unless you change these settings.
- If you create the song without a check mark in Effects, the settings of preset number 1 will be loaded from each effect library.

## F-buttons

- **[F1](Name)**  
Displays the EDIT NAME popup (p. 3).
- **[F2](Comment)**  
Displays the EDIT COMMENT popup (p. 80).
- **[F5](Execute)**  
Creates a song according to the parameters you specified. The new song will become the current song, and the SONG screen (p. 8) will appear.

# SELECT SONG screen

Here you can change the current song by recalling the desired song.

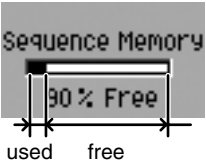


## ■ To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the upper line of icons → [F4](SelectSong)

## Explanation of each area

- 1 Song No. (Song number)**  
Shows the number of the song. The MV-8800 can have up to sixteen songs in a project, and these are numbered 1–16.
- 2 Song Name**  
Shows the song name.
- 3 Comment**  
Shows the memo assigned to the song.
- 4 Sequence Memory**  
Indicates the amount of data stored in the DIMM, both numerically and as a graph.
- 5 Song list**  
Lists the songs saved in the current project. The song selected by the cursor is highlighted.



### MEMO

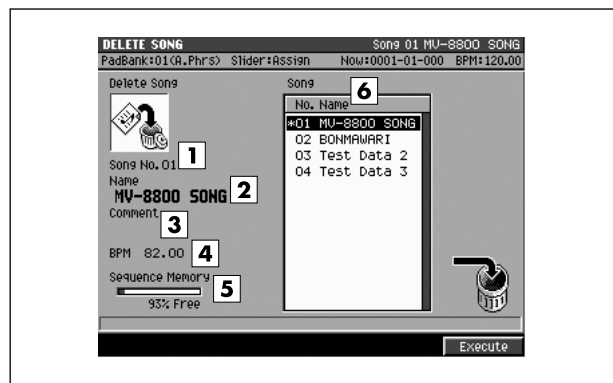
- The current song has an asterisk “\*” by its song name.

## F-button

- [F5](Execute)  
Selects the song at which the cursor is located in the song list, and the SONG screen (p. 8) will appear.

# DELETE SONG screen

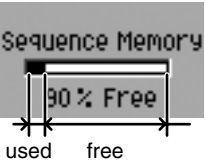
Here you can delete an unwanted song.



## To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the upper line of icons → [F5](DeleteSong)

## Explanation of each area

- Song No. (Song number)**  
Shows the number of the song. The MV-8800 can have up to sixteen songs in a project, and these are numbered 1–16.
- Song Name**  
Shows the song name.
- Comment**  
Shows the memo assigned to the song.
- BPM**  
Shows the tempo of the song selected by the cursor.
- Sequence Memory**  
Indicates the amount of data stored in the DIMM, both numerically and as a graph.  

- Song list**  
Lists the songs in the current project. The song selected by the cursor is highlighted.

### MEMO

- The current song has an asterisk “\*” by its name.

## F-button

- [F5](Execute)  
Deletes the song selected by the cursor in the song list.

### MEMO

- You cannot delete the current song (the song that has an asterisk “\*” by its name).

## If the display asks “Delete song ##### Are you sure?”

When you attempt to delete a song, a confirmation message of “Delete song ##### Are you sure?” will appear (##### is the song name selected by the cursor).

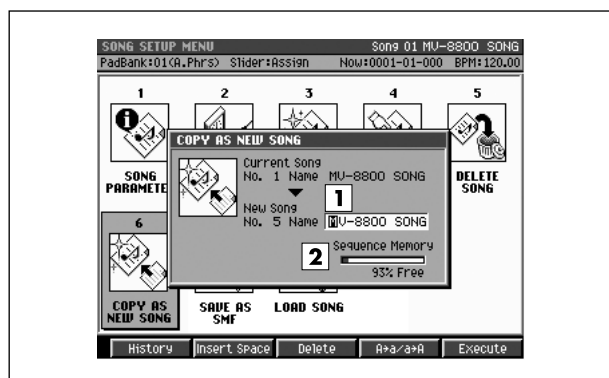
F-button	Explanation
[F1](No)	To cancel without deleting.
[F5](Yes)	To delete the song.

### NOTE

- There is no way for you to recover deleted data (unless you have previously made a backup of it). Roland accepts no responsibility for the recovery of lost data, nor for any damages that may result from such loss.

## COPY AS NEW SONG popup

Here you can copy the current song, and switch the current song to be the resulting copy.



### ■ To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the lower line of icons → [F1](CopyAsNew)

## Explanation of each area

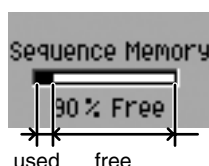
### 1 Name

Assign a name to the song. You can assign a name of up to twelve characters.

☞ For details on how to enter characters, refer to Owner's Manual "Inputting text" (p. 33).

### 2 Sequence Memory

Indicates the amount of data stored in the DIMM, both numerically and as a graph.



## F-buttons

### • [F1](History)

You can recall (and re-input) up to the ten most recent names you input in the EDIT NAME popup since turning on the power. Selects the name at the cursor in the history list then press [ENTER].

### • [F2](Insert Space)

Inserts a space at the cursor location.

### • [F3](Delete)

Deletes the character at the cursor location.

### • [F4](A→a/a→A)

Switches the character at the cursor location between uppercase/lowercase and numeral/symbol.

### • [F5](Execute)

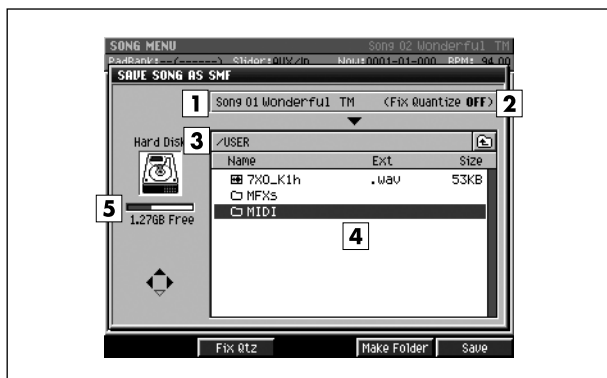
Copies the current song, and makes the resulting copy the current song. The SONG screen (p. 8) will appear.

### ■ If the message "Sequence memory full." appears

The song cannot be created because there is insufficient sequence memory for the newly created song.

## SAVE SONG AS SMF popup

Here you can save the current song as a SMF (Standard MIDI File) Format 1 data.



### ■ To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the lower line of icons → [F2](SaveAsAMF)

### Explanation of each area

- 1 Song number, Song name**  
Displays the number and name of the song which can be saved.
- 2 Fix Quantize**  
Indicates whether the Play Quantize settings of the MIDI track will be reflected in the data that is saved.  
If you want to save the song in a condition that reflects the Play Quantize settings, press [F2](Fix Qtz) to turn it On.
- 3 Current folder name**  
Displays the destination folder you want to save.  
Folder levels below the root folder (the top level folder in the hard disk) are shown by a slash "/" symbol.
- 4 File list**  
Displays the name of the files and folders saved in the current folder.
- 5 Drive capacity**  
Displays the free space of the hard disk.

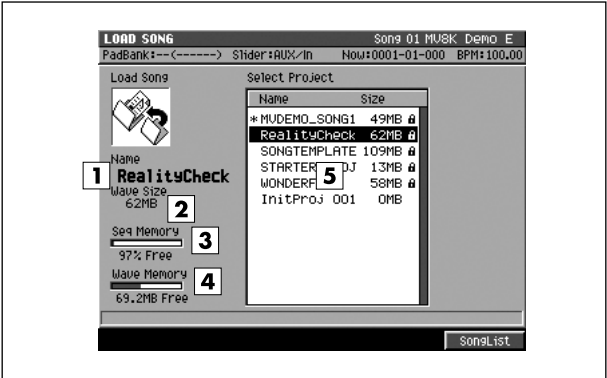
### F-buttons

- **[F2](Fix Qtz)**  
Switches the setting that specifies whether the Play Quantize settings of the MIDI track will be reflected in the data that is saved.
- **[F4](Make Folder)**  
Displays the EDIT NAME popup (p. 3), where you can create a new folder inside the current folder.
- **[F5](Save)**  
Saves the current song as a SMF format 1 data.  
Displays the EDIT NAME popup (p. 3), where you can specify the file name of the saved SMF data.



# LOAD SONG screen

Here you can load a song saved in another project into the current project.

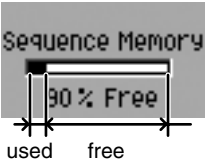


## To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the lower line of icons → [F3](LoadSong)

## Explanation of each area

- 1 Name**  
Shows the project name.
- 2 Wave Size**  
Shows the size of the wave data used by the selected project.
- 3 Sequence Memory**  
Shows the remaining amount of sequence memory available for recording in the current project.
- 4 Wave Memory**  
Shows the remaining amount of wave memory available for recording in the current project.
- 5 Select Project**  
Selects the project that contains the song you want to load.

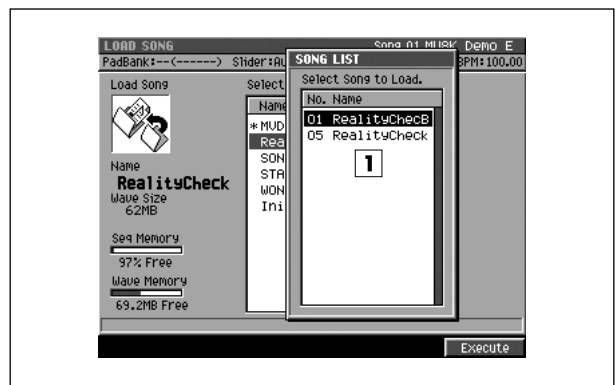


## F-button

- [F5](SongList)  
Displays the SONG LIST popup (p. 90).  
A list of the songs in the selected project will appear.

# SONG LIST popup

This lists the songs in some other project.



## ■ To access this screen

- [SONG] → [F1](Song Menu) → move the cursor to the lower line of icons → [F3](LoadSong) → select a project → [F5](SongList)

## Explanation of each area

### 1 SONG LIST

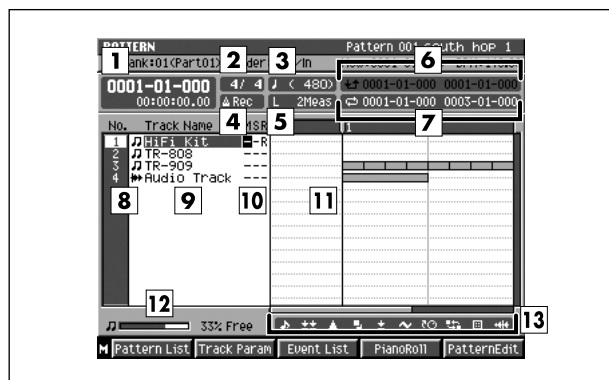
This is a list of the songs in the selected project. Select the song that you want to load.

## F-button

- [F5](Execute)  
Loads the song and wave data into the current project.

## PATTERN screen

Here you can record or play patterns.



### To access this screen

- [PATTERN]

### Explanation of each area

#### 1 Now time

This indicates the current location (measure/beat/tick, time code) of the sequencer.

#### 2 Time Signature

Displays the time sign of the current pattern.

#### 3 Step Time

This is the unit by which the current time will move when you press STEP [◀]/[▶].

#### 4 Metronome

Displays the metronome setting.

Icon	Explanation
	The metronome will not sound.
	The metronome will sound only during recording.
	The metronome will sound during playback and recording.
	The metronome will always sound.

#### 5 Pattern length

Records or plays the current pattern.

#### 6 Region of Punch In/Out

Specifies the starting time and end time of the auto punch in recording. The following characters show the Punch In/Out status.

Display	Explanation
	Punch In/Out function is Off.
	Punch In/Out function is On.

#### 7 Region of Loop play

Specifies the starting time and end time of the loop. The following characters show the Loop status.

Display	Explanation
	Loop function is Off.
	Loop function is On.

#### 8 No. (track number and icon)

Shows the number of the each track recorded in the pattern. The icon at the right of the track number shows the type of track.

Icon	Explanation
	MIDI track
	Audio track

#### MEMO

- The line of the track number selected by the cursor is highlighted. This track is called the "current track."

#### 9 Track Name

Shows the name assigned to each track.

#### 10 Track Status (M/S/R)

Sets the status of the track.

Display	Explanation
M (=Mute)	This track will not play.
S (=Solo)	Only this track will play.
R (=Rec)	Recording will occur on this track.

#### MEMO

- If you simultaneously turn on M (Mute) and S (Solo) for the same track, the S (Solo) setting will take priority.

## 11 Play List



The boxes indicate the presence or absence of performance data recorded in each track.  
A gray box is shown for data that contains no note events.


## 12 Sequence Memory meter/ Wave Memory meter

Displays the remaining number of events available for recording in the sequencer, or the remaining time available for recording audio tracks.

## 13 View filter indicator

Indicates the View Filter status you specified.

Icon	Explanation
	View Filter is off (Events displayed)
	View Filter is on (Events not displayed)

 For details on View filter icons refer to VIEW FILTER popup (p. 53)

## F-buttons

- **[F1](Pattern List)**  
Displays the PATTERN LIST screen (p. 96).

- **[F2](Track Param)**  
Displays the TRACK PARAMETER popup.

### MEMO

- The TRACK PARAMETER popup that appears will depend on the type of the current track.

Current track	Popup
Audio track	TRACK PRAMETER popup (for Audio track) (p. 14)
MIDI track	TRACK PRAMETER popup (for MIDI track) (p. 11)

- **[F3](Event List)**  
If the current track is a MIDI track, displays the EVENT LIST screen (p. 23).
- **[F4](PianoRoll)**  
If the current track is a MIDI track, displays the PIANO ROLL EDIT screen (p. 30).
- **[F5](Seq Edit)**  
Displays the SEQUENCE EDIT screen (p. 31).
- **[MENU]**  
Displays the MENU popup.

## Menu items

### 1 Pattern Parameter...

Displays the PATTERN PARAMETER popup (p. 99).

### 2 Mute Control Track

Displays the MUTE CONTROL TRACK screen (p. 71).

### 3 Add MIDI Tracks...

Displays the ADD MIDI TRACKS popup (p. 54).

### 4 Add Audio Track

Adds an Audio track.

### 5 Delete Tracks...

Displays the DELETE TRACKS popup (p. 56).

### 6 Merge Tracks...

Displays the MERGE TRACKS popup (p. 69).

### 7 Track List

Displays the TRACK LIST (OUTPUT) screen (p. 50).

### 8 Track Name...

Displays the EDIT NAME popup (p. 3).

### 9 Erase All Events

Deletes the all events of current track. The message "Erase all events in track" will appear.

F-button	Explanation
[F1](No)	To cancel the operation.
[F5](Yes)	To delete the events of current track.

#### MEMO

- You can undo only once after executing Erase All Events.

### 10 View Filter

Displays the VIEW FILTER popup (p. 53).

### 11 Step Time

Displays the STEP TIME popup (p. 58).

### 12 Recording Parameter

Displays the RECORDING PARAMETER (MIDI) popup (p. 16) or the RECORDING PARAMETER (AUDIO) popup (p. 19).

#### MEMO

- The RECORDING PARAMETER popup that appears will depend on the type of the current track.

### 13 Metronome

Displays the METRONOME popup (p. 22).

### 14 Pattern Sync

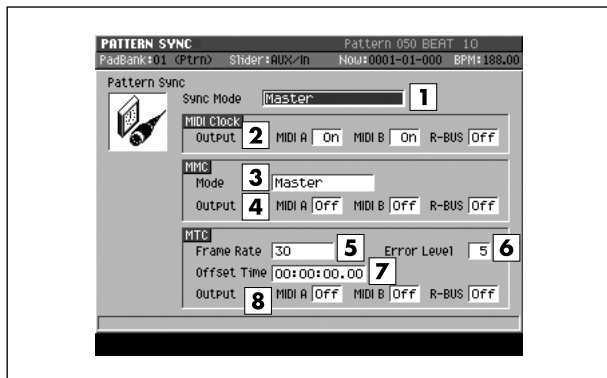
Displays the PATTERN SYNC screen (p. 94).

### 15 Drum Grid

Displays the DRUM GRID screen (p. 73).

## PATTERN SYNC screen

Here you can make synchronization setting of patterns.



### ■ To access this screen

- [PATTERN] → [MENU] → select “Pattern Sync” → [F5](Select)

## Explanation of each area

### 1 Sync Mode

Specifies how synchronization will occur when an external device and the MV-8800 are operated in synchronization.

Value	Explanation
Master	MV-8800 will use own internal clock and operate as a Master.
Slave-MIDI (MIDI)	MV-8800 will receive MIDI clock data from MIDI IN connector, and operate as a Slave.
Slave-MIDI (R-BUS)	MV-8800 will receive MIDI clock data from R-BUS connector, and operate as a Slave.
Slave-MTC (MIDI)	MV-8800 will receive MTC (MIDI time code) data from MIDI IN connector, and operate as a Slave.
Slave-MTC (R-BUS)	MV-8800 will receive MTC data from R-BUS connector, and operate as a Slave.
Remote (MIDI)	MV-8800 will receive Start, Stop and Continue message from MIDI IN connector, and will be recotely controlled.
Remote (R-BUS)	MV-8800 will receive Start, Stop and Continue message from R-BUS connector, and will be recotely controlled.

### 2 MIDI Clock Output

Specifies whether MIDI clock will be transmitted from MIDI OUT A, MIDI OUT B, and R-BUS if the Sync Mode parameter is set to Master.

Parameters	Value
OUT A	Off (not transmitted) / On (Transmitted) from MIDI OUT A
OUT B	Off (not transmitted) / On (Transmitted) from MIDI OUT B
R-BUS	Off (not transmitted) / On (Transmitted) from R-BUS

### 3 MMC Mode

Specifies how operation will occur when MMC (MIDI Machine Control) is used for remote control.

Value	Explanation
Master	The MV-8800 will transmit MMC to control other connected devices
Slave (MIDI)	The MV-8800 will receive MMC from MIDI IN connector and be controlled by another connected device.
Slave (R-BUS)	The MV-8800 will receive MMC from R-BUS connector and be controlled by another connected device.

### 4 MMC Output

Specifies whether MMC will be transmitted from MIDI OUT A, MIDI OUT B, and R-BUS if the Sync Mode parameter is set to Master.

Parameters	Value
OUT A	Off (not transmitted) / On (Transmitted) from MIDI OUT A
OUT B	Off (not transmitted) / On (Transmitted) from MIDI OUT B
R-BUS	Off (not transmitted) / On (Transmitted) from R-BUS

### 5 MTC Frame Rate

Specifies the MTC frame rate. Make sure the same frame rate is set in both master and slave devices.

Value	Explanation
30	30 frames per second
29.97ND	29.97 frames per second (non-drop)
29.97D	29.97 frames per second (drop)
25	25 frames per second
24	24 frames per second

**6 MTC Error Level**

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

Range: 0–5–10 (increasing this setting lengthens the time interval between checking)

**MEMO**

- Synchronized operation will halt if the reception status check determines that there is a communication problem. Increasing this setting may allow synchronized operation to continue even if slight problems occur with MTC reception.

**7 MTC Offset Time**

Specifies the time difference between the sequencer time and the MTC timing when the MV-8800 is MTC-synchronized from an external device.

Range: **00h00m00s00f**–23h59m59s##f

**MEMO**

- The equation is as follows.  

$$\text{Setting} = (\text{MTC time}) - (\text{song time when MTC was received})$$

If this calculation would result in a negative value, it will be performed as:

$$\text{Setting} = (\text{MTC time}) + 24:00:00:00 - (\text{song time when MTC was received})$$
- \*\* will depend on the setting of the MTC Frame Rate parameter.

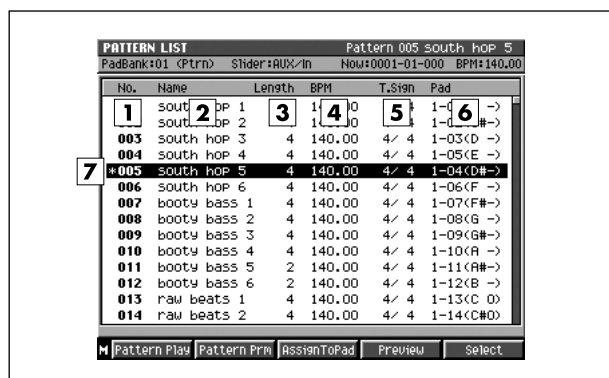
**8 MTC Output**

Specifies whether MTC will be transmitted from MIDI OUT A, MIDI OUT B, and R-BUS if the Sync Mode parameter is set to Master.

Parameters	Value
OUT A	Off (not transmitted) / On (Transmitted) from MIDI OUT A
OUT B	Off (not transmitted) / On (Transmitted) from MIDI OUT B
R-BUS	Off (not transmitted) / On (Transmitted) from R-BUS

## PATTERN LIST screen

Here you can assign or recall patterns.



### ■ To access this screen

- [PATTERN] → [F1](Pattern List)

### Explanation of each area

- 1 No. (Pattern number)**  
Indicates the assignment number of the pattern. You can register patterns 001–500.
- 2 Name**  
Indicates the name of the pattern.
- 3 Length**  
Indicates the length (number of measures) in each assigned pattern.
- 4 BPM**  
Indicates the tempo of each assigned pattern.
- 5 T.Sign (Time Signature)**  
Indicates the time signature of each assigned pattern.
- 6 Pad**  
These are the velocity pad numbers that play the patterns in the PATTERN PLAY screen. Patterns that are not assigned to a velocity pad are displayed as \*-\*\* (\*\*\*).

### F-buttons

- **[F1](Pattern Play)**  
Displays the PATTERN PLAY screen (p. 98).
- **[F2](Pattern Prm)**  
Displays the PATTERN PARAMETER popup (p. 99).
- **[F3](AssignToPad)**  
Displays the ASSIGN TO PAD popup (p. 100).
- **[F4](Preview)**  
Auditions the pattern selected by the cursor while you hold down the button.

### • [F5] (Select)

Selects the pattern highlighted by the cursor, and displays it in the PATTERN screen (p. 91).

### • [MENU]

Displays the MENU popup.

### Menu items

#### 1 Pattern Name...

Displays the EDIT NAME popup (p. 3).

#### 2 Copy Pattern...

Displays the COPY PATTERN popup (p. 97).

#### 3 Initialize Pattern

Removes the pattern selected by the cursor from the pattern list. The message “Initialize sure?” will appear.

F-button	Explanation
[F1](No)	Cancels the operation.
[F5](Yes)	Removes the pattern.

#### 4 Automatic Assign To Pad...

Displays the AUTOMATIC ASSIGN TO PAD popup (p. 108).

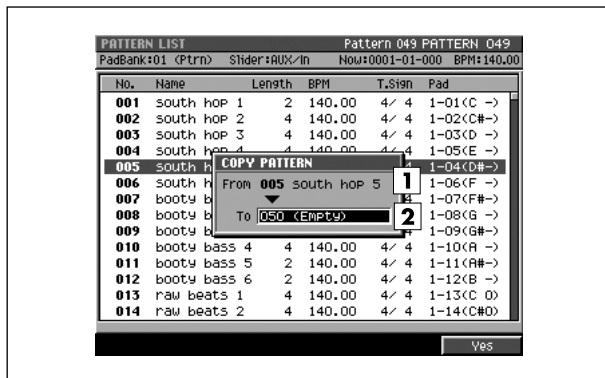
#### 5 Save As SMF...

Displays the SAVE PATTERN AS SMF popup (p. 109).



## COPY PATTERN popup

Here you can copy an assigned pattern to another assignment number.



### ■ To access this screen

- [PATTERN] → [F1](Pattern List) → [MENU] → select "Copy Pattern..." → [F5](Select)

## Explanation of each area

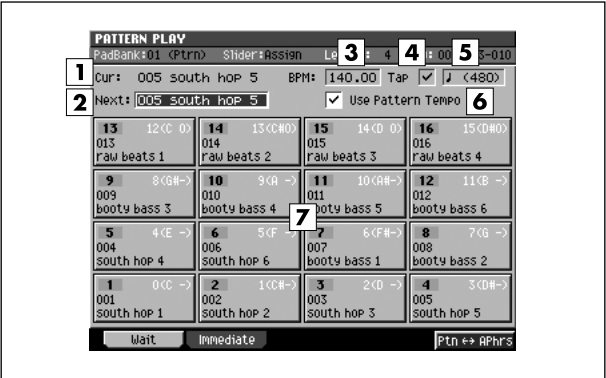
- 1 From**  
Indicates the assignment number of the pattern you want to copy.
- 2 To**  
Specifies the number of the copy-destination pattern.

## F-button

- [F5](Yes)  
Copies the pattern to the number specified by the To setting.

# PATTERN PLAY screen

Here you can play the assigned patterns.



## To access this screen

- [PATTERN] → [F1](Pattern List) → [F1](Pattern Play)

## Explanation of each area

- 1 Cur: (Current Pattern)**  
Indicates the pattern number that is currently playing.
- 2 Next: (Next Pattern)**  
Specifies the pattern that will be played next after the currently playing pattern has finished playing.  
Range: 001–500
- 3 BPM**  
Specifies the playback tempo of the pattern in units of BPM (Beats Per Minute of playback).  
Range: 5.00–300.00
- 4 Tap**  
Specifies whether the Tap function will be used.

Value	Explanation
Off	The Tap function will not be used.
On (✓)	When you repeatedly strike [BPM/TAP] at the desired playback tempo, the pattern playback tempo will be set to the corresponding speed.

- 5 Tap Resolution**  
Specifies the note value corresponding to the interval at which you strike [BPM/TAP] when using the Tap function. The BPM (tempo) will be calculated according to the intervals at which you strike [BPM/TAP], taken as the note value you specify here.  
Range: ♩ (120), ♪ (240), ♫ (480)

## 6 Use Pattern Tempo

Specifies whether the BPM parameter (pattern tempo) of the PATTERN PARAMETER popup (p. 99) will be used. The pattern tempo will be enabled if this setting is on, and the pattern playback will follow the tempo specified for each pattern. The pattern tempo will be disabled if this is off, and the pattern playback will follow the setting of the BPM parameter.

## 7 Velocity Pads

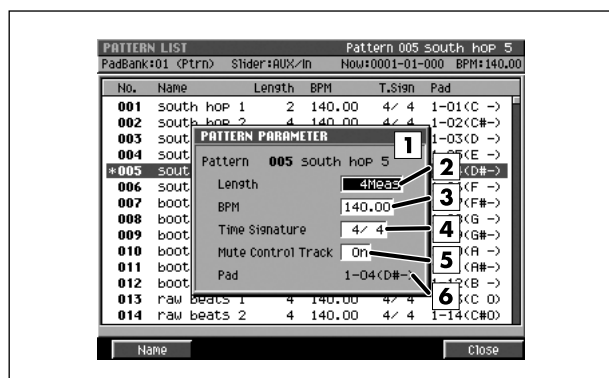
This area shows the patterns that you can currently play by striking the velocity pads. Use the velocity pads to specify the pattern you want to play. When you strike a velocity pad to which a pattern is assigned, that pattern will be specified as the setting of the Next: parameter.

## F-buttons

- **[F1](Wait)**  
Patterns will be played in Wait mode. When the pattern indicated by Cur: has finished playing, playback will switch to the Next: pattern.
- **[F2](Immediate)**  
Patterns will be played in Immediate mode. When you change the setting of the Next: parameter, the pattern will change immediately.
- **[F5](Ptn↔APhrs)**  
Selects whether the velocity pads will play patterns or audio phrases.  
PadBank indicates what the velocity pads will play.

## PATTERN PARAMETER popup

Here you can specify the length, tempo, time signature, and other settings for the pattern.



### ■ To access this screen

- [PATTERN] → [F1](Pattern List) → [F2](Pattern Prm)

## Explanation of each area

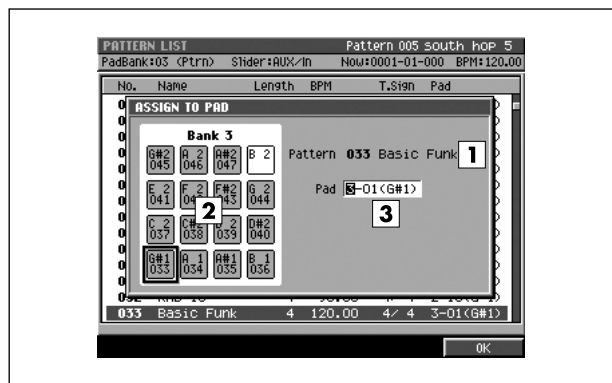
- 1 Pattern**  
Indicates the name of the selected pattern.
- 2 Length**  
Allows you to specify the length of the pattern.  
Range: 001–999 (Meas)
- 3 BPM**  
Specifies the playback tempo of the pattern.  
Range: 5.00–300.00
- 4 Time Signature**  
Allows you to specify the time signature.  
Range: 1–32 / 2, 4, 8, 16
- 5 Mute Control Track**  
Specifies whether to enable the dedicated track that automatically performs mute operations (the Mute Control track).  
Range: Off, On
- 6 Pad**  
Indicates the velocity pad to which the selected pattern is assigned.

## F-buttons

- [F1](Name)  
Displays the EDIT NAME popup (p. 3). Allows you to assign a name to the pattern.
- [F5](Close)  
Closes the PATTERN PARAMETER popup (this popup).

# ASSIGN TO PAD popup

Here you can assign patterns to velocity pads or cancel the assignments.



■ To access this screen

- [PATTERN] → [F1](Pattern List) → [F3](AssignToPad)

## Explanation of each area

- 1 Pattern**  
Indicates the name of the selected pattern.
- 2 Velocity Pads**  
This area indicates how patterns are assigned to the velocity pads.

Status	Explanation
	A pattern is assigned to the velocity pad.
	No pattern is assigned.

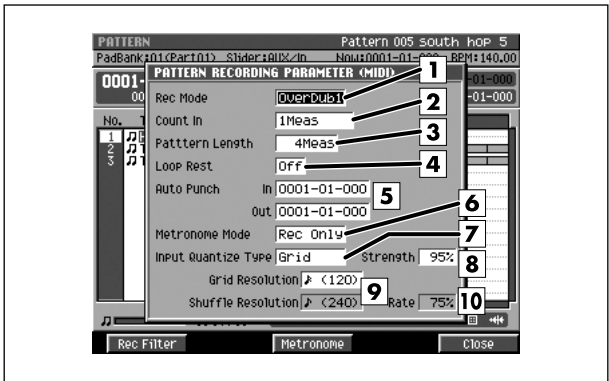
- 3 Pad**  
Specifies the number of the velocity pad to which you want to assign the pattern. If you specify \*-(\*\*\*), the assignment will be cancelled.  
Range: \*-(\*\*\*), 1-01 (C)—6-16 (G 9)

## F-button

- [F5](OK)  
Assigns the pattern to the velocity pad number specified by the Pad setting.

# PATTERN RECORDING PARAMETER (MIDI) popup

Here you can make settings that specify how performance data is recorded into a pattern.



## To access this screen

- [PATTERN] → select a MIDI track → [REC (●)]
- [PATTERN] → select a MIDI track → [MENU] → select "Recording Parameter" → [F5](Select)

## Explanation of each area

### 1 Rec Mode (Recording mode)

Specifies how recording will occur

Value	Explanation
Overdub1	Newly recorded data will be added to the previously-recorded data. By using this in conjunction with loop recording, you can repeatedly overdub a specified region. For example, you can use this method to record the individual instruments of a drum performance one by one, like this: bass drum → 123 snare drum → hi-hat.
Overdub2	If you enter an identical note event at the same timing as a previously entered note event, the velocity of the existing event will be replaced by the new velocity.
Replace	Newly recorded data will replace the previously-recorded data. Use this when you want to re-record.

### 2 Count In

Specifies how recording will start.

Value	Explanation
Off	Recording will begin the instant you press [PLAY (▶)]. (There will be no count.)
1 Meas	Recording will begin after a one-measure count.
2 Meas	Recording will begin after a two-measure count.
Wait Note	Recording will begin the moment one of the following occurs. <ul style="list-style-type: none"> <li>• A note message is received (you play a keyboard or other device connected to the MIDI IN connector)</li> <li>• You strike a velocity pad</li> <li>• You press [PLAY (▶)]</li> </ul>

### 3 Pattern Length

Specifies the length of the pattern to be recorded.

Range: 1–999

### 4 Loop Rest

Specifies what will happen immediately after looping.

Value	Explanation
Off	Looping will continue without stopping recording.
On	Immediately after the loop, there will be a waiting time of one measure. When the waiting time of one measure has elapsed, recording will continue. This is valid if the Rec Mode parameter is set to OverDub1 or OverDub2.

### 5 Auto Punch In / Auto Punch Out

You can specify two time locations at which recording will automatically start and stop ("auto punch").

Parameter	Value
Auto Punch In	0000-01-000–9999-**-***
Auto Punch Out	0000-01-000–9999-**-***

#### MEMO

- \*-\*\*\* will change according to the number of beats specified in "Time Signature" (p. 79).
- You cannot set Auto Punch In to a location after Auto Punch Out.

### 6 Metronome Mode

Specifies when the metronome signal will be output.

Value	Explanation
Off	The metronome will not sound.
Rec Only	The metronome will sound only during recording.
Play&Rec	The metronome will sound during playback and recording.
Always	The metronome will always sound.

## 7 Input Quantize Type

You can apply quantization while you record, so that the corrected data is recorded on the sequencer track.

Value	Explanation
Off	Input quantization will not be used.
Grid	The data will be adjusted to the timing intervals specified by the Grid Quantize Resolution parameter.
Shuffle	Shuffle quantization will be used. The data will be adjusted forward or backward relative to the timing intervals specified by Shuffle Quantize Resolution, by the amount specified by Shuffle Quantize Rate.  This can give the beat a bouncy feel, such as “shuffle” or “swing.”

## 8 Strength (Quantize strength)

Specifies the strength of synchronization applied to the notes specified by Grid Quantize Resolution or Shuffle Quantize Resolution. Higher values will adjust the notes further toward the locations specified by the Grid Quantize Resolution or Shuffle Quantize Resolution parameter.

Range: 0%–100%

### MEMO

- A setting of 100 produces the strongest effect; a setting of 0 produces no adjustment at all.

## 9 Grid Resolution/Shuffle Resolution

Specifies the quantization timing. Select the shortest note value that occurs in the region you are quantizing.

Input Quantize Type parameter	Value
Grid	♩(60), ♪ <sub>3</sub> (80), ♪ (120), ♪ <sub>3</sub> (160), ♪ (240), ♪ <sub>3</sub> (320), ♪ (480)
Shuffle	♪ (120), ♪ (240)

## 10 Rate

When Type=Shuffle, this specifies how far away the “backbeat” notes (relative to the Shuffle Quantize Resolution setting) will be from the downbeats. You can create a sense of swing by shifting the timing of the backbeats. With a setting of 50%, the backbeats will be exactly between the preceding and following downbeats. With a setting of 0%, the backbeats will be moved to the same timing as the preceding downbeat. With a setting of 100%, the backbeats will be moved to the same timing as the following downbeat.

Range: 0%–66%–100%

### MEMO

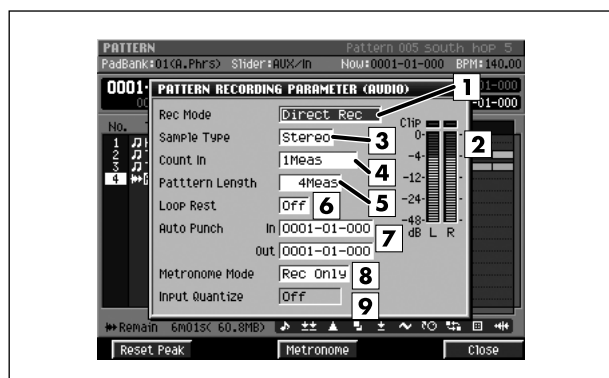
- The Shuffle Quantize Resolution parameter and Shuffle Quantize Timing parameter settings are valid when Type is set to Shuffle.

## F-buttons

- [F1](Rec Filter)**  
Displays the RECORDING FILTER popup (p. 18).
- [F3](Metronome)**  
Displays the EVENT LIST screen (p. 23).
- [F5](Close)**  
Closes the PATTERN RECORDING PARAMETER (MIDI) popup (this popup).

## PATTERN RECORDING PARAMETER (AUDIO) popup

Here you can make settings that specify how audio data is recorded into a pattern.



### ■ To access this screen

- [PATTERN] → select a Audio track → [REC (●)]
- [PATTERN] → select a Audio track → [MENU] → select "Recording Parameter" → [F5](Select)

## Explanation of each area

### 1 Rec Mode

Specifies how recording will occur.

Value	Explanation
Direct Rec	Record audio directly from the Input to the track (2-channels).
Resample Mix	Record the audio of the master out.
Event	Record the playback timing of audio phrases triggered from the velocity pads. Since only timing data will be recorded, this is a way to conserve the data size when recording the identical audio phrase on the track.

### 2 Level meter

Indicates the input level.

### 3 Sample Type

Specifies the number of input channels. This setting is valid if Rec Mode is set to anything other than Event.

Value	Explanation
Stereo	The audio will be recorded in stereo (2 channels).
Mono	The audio will be recorded in monaural (1 channel).

### 4 Count In

Specifies how recording will start.

Value	Explanation
Off	Recording will begin the instant you press [PLAY (▶)]. (There will be no count.)
1 Meas	Recording will begin after a one-measure count.
2 Meas	Recording will begin after a two-measure count.
Wait Note	Recording will begin the moment one of the following occurs. <ul style="list-style-type: none"> <li>• A note message is received (you play a keyboard or other device connected to the MIDI IN connector)</li> <li>• You strike a velocity pad</li> <li>• You press [PLAY (▶)]</li> </ul>

### 5 Pattern Length

Specifies the length of the pattern to be recorded.

Range: 1–999

### 6 Loop Rest

Specifies what will happen immediately after looping.

Value	Explanation
Off	Looping will continue without stopping recording.
On	Immediately after the loop, there will be a waiting time of one measure. When the waiting time of one measure has elapsed, recording will continue. This is valid if the Rec Mode parameter is set to OverDub1 or OverDub2.

### 7 Auto Punch In/Auto Punch Out

You can specify two time locations at which recording will automatically start and stop ("auto punch").

Parameter	Value
Auto Punch In	0000-01-000-9999-**-***
Auto Punch Out	0000-01-000-9999-**-***

### MEMO

- \*-\*\*\* will change according to the number of beats specified in "Time Signature" (p. 79).
- You cannot set Auto Punch In to a location after Auto Punch Out.

### 8 Metronome Mode

Specifies when the metronome signal will be output.

Value	Explanation
Off	The metronome will not sound.
Rec Only	The metronome will sound only during recording.
Play&Rec	The metronome will sound during playback and recording.
Always	The metronome will always sound.

## PATTERN

---

### 9 Input Quantize Type

You can apply quantization while you record into the sequencer when Rec Mode is “Event.”

Range: **Off**, ♩(60), ♩<sub>3</sub>(80), ♩ (120), ♩<sub>3</sub>(160), ♩ (240),  
♩<sub>3</sub>(320), ♩(480)

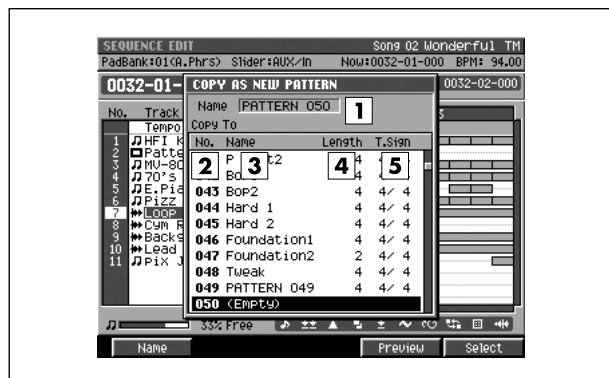
### F-buttons

- **[F1](Reset Peak)**  
Clears the indicators of the peak hold in the Level meters.
- **[F3](Metronome)**  
Displays the METRONOME popup (p. 22).
- **[F5](Close)**  
Closes the PATTERN RECORDNG PARAMETER (AUDIO) popup (this popup).



## COPY AS NEW PATTERN popup

Here you can copy a portion of the performance data from a song/pattern into the pattern list as a new pattern.



### ■ To access this screen

- Accesses the **SELECT SEQUENCE EDIT COMMAND** popup (p. 34) → select Copy As New Pattern... → [F5](Select)

### Explanation of each area

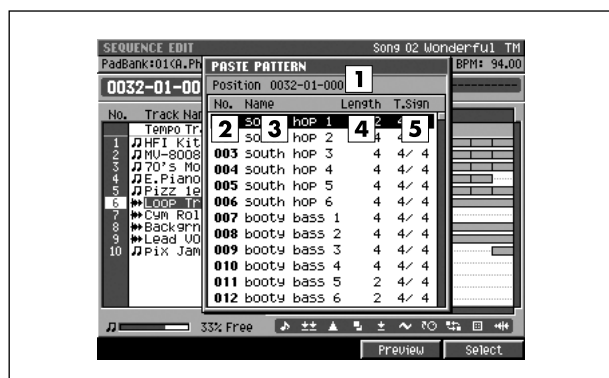
- 1 Name**  
Shows the pattern name selected by the cursor. If you've selected an empty pattern (Empty) for new assignment, a provisional pattern name of "PATTERN (pattern number)" will be automatically assigned.
- 2 No. (Pattern number)**  
Shows the pattern assignment number. You can assign patterns 001–500.
- 3 Pattern name**  
Shows the name of the pattern.
- 4 Length**  
Shows the length (number of measures) in each assigned pattern.
- 5 T.Sign (Time sign)**  
Shows the time signature of each assigned pattern.

### F-buttons

- **[F1](Name)**  
Displays the EDIT NAME popup (p. 3), allowing you to name the pattern.
- **[F4](Preview)**  
Auditions the pattern selected by the cursor while you hold down the button.
- **[F5](Select)**  
Assigns the pattern to the pattern number selected by the cursor.

## PASTE PATTERN popup

Here you can paste an assigned pattern into the current song or pattern.



### ■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → [MENU] → select "Paste Pattern..." → [F5](Select)

## Explanation of each area

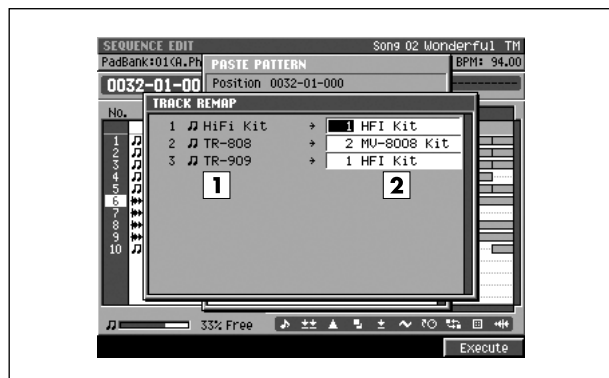
- 1 Position**  
Shows the time location (measure - beat - tick) at which the selected pattern will be pasted.
- 2 No. (Pattern number)**  
Shows the pattern assignment number. You can assign patterns 001–500.
- 3 Name**  
Shows the name of the pattern.
- 4 Length**  
Shows the length (number of measures) in each assigned pattern.
- 5 T.Sign (Time sign)**  
Shows the time signature of each assigned pattern.

## F-buttons

- [F4](Preview)  
Auditions the pattern selected by the cursor while you hold down the button.
- [F5](Select)  
Displays the TRACK REMAP popup (p. 107).

## TRACK REMAP popup

Here you can specify the tracks of the current song or pattern into which the pattern selected in the PASTE PATTERN popup (p. 106) will be pasted.



### ■ To access this screen

- [SONG] or [PATTERN] → [F5](Seq Edit) → [MENU] → select "Paste Pattern..." → [F5](Select) → select a pattern → [F5](Select)

### Explanation of each area

#### 1 Tracks in the paste-source pattern

This area shows the track structure of the pattern you'll be pasting. In the example shown in this illustration, the pattern consists of three tracks, all of them MIDI tracks.

#### 2 Tracks in the paste destination

Here you can select the paste-destination tracks in the current song or pattern. If you select the same tracks, the performance data will be mixed when it is pasted.

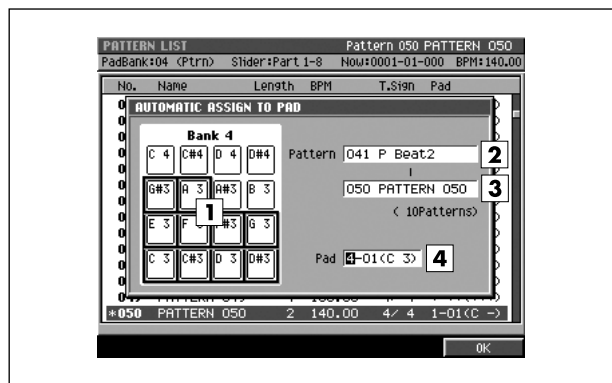
### F-button

#### • [F5](Execute)

Pastes the pattern selected in the PASTE PATTERN popup (p. 106) into the tracks you specify.

# AUTOMATIC ASSIGN TO PAD popup

Here you can assign multiple patterns to the velocity pads in a single operation.



■ To access this screen

- [PATTERN] → [F1](Pattern List) → [MENU] → select “Automatic Assign to Pad...” → [F5](Select)

## Explanation of each area

1 Velocity pads

This area shows how patterns are assigned to the velocity pads.

Status	Explanation
	A pattern is assigned to the velocity pad.
	No pattern is assigned.

2 Pattern

Specifies the range of patterns you want to assign.

3 Pad

Specifies the number of the first velocity pad to which you want to assign patterns. Patterns will be assigned successively, starting with the velocity pad number you specify as the Pad setting.

Range: \*-\*\* (\*\*\*), 1-01 (C -)-6-16 (G 9)

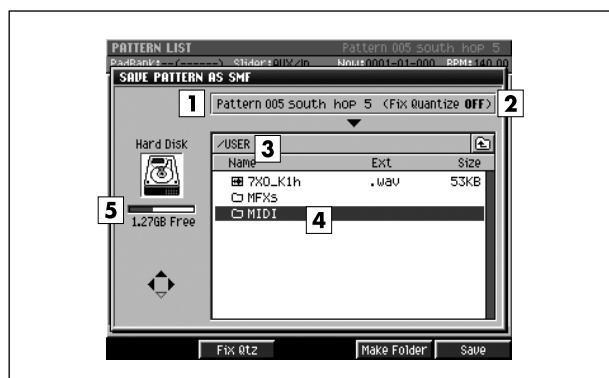
## F-button

- [F5](OK)

Assigns the patterns to the pads, starting with the velocity pad number you specify as the Pad setting.

## SAVE PATTERN AS SMF popup

Here you can save the pattern as a SMF (Standard MIDI File) Format 1 data.



### ■ To access this screen

- [PATTERN] → [F1](Pattern List) → [MENU] → select "Save As SMF..." → [F5](Select)

### Explanation of each area

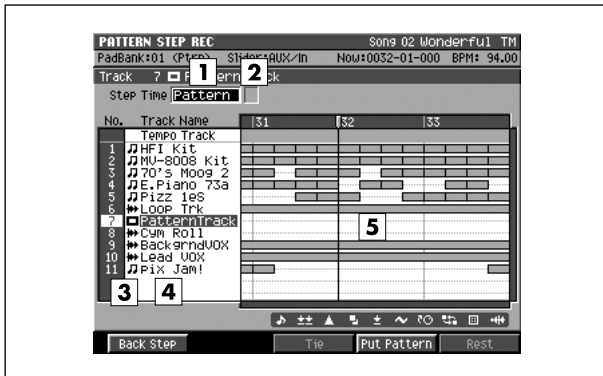
- 1 Pattern number, Pattern name**  
Displays the number and name of the pattern which can be saved.
- 2 Fix Quantize**  
Indicates whether the Play Quantize settings of the MIDI track will be reflected in the data that is saved.  
If you want to save the song in a condition that reflects the Play Quantize settings, press [F2](Fix Qtz) to turn it On.
- 3 Current folder name**  
Displays the destination folder you want to save.  
Folder levels below the root folder (the top level folder in the hard disk) are shown by a slash "/" symbol.
- 4 File list**  
Displays the name of the files and folders saved in the current folder.
- 5 Drive capacity**  
Displays the free space of the hard disk.

### F-buttons

- **[F2](Fix Qtz)**  
Switches the setting that specifies whether the Play Quantize settings of the MIDI track will be reflected in the data that is saved.
- **[F4](Make Folder)**  
Displays the EDIT NAME popup (p. 3), where you can create a new folder inside the current folder.
- **[F5](Save)**  
Saves the pattern as a SMF format 1 data.  
Displays the EDIT NAME popup (p. 3), where you can specify the file name of the saved SMF data.

## PATTERN STEP REC screen

Here you can construct a song by arranging patterns in a pattern track.



### ■ To access this screen

- [SONG] → with a pattern track as the current track → [SHIFT] + [REC (●)]

## Explanation of each area

### 1 Step Time

Specifies the note value of the notes you will input. If you choose the Pattern setting, the step time will equal the length of the entire pattern.

Range: ♩ (30), ♪<sub>3</sub> (40), ♪ (60), ♪<sub>3</sub> (80), ♪ (120),  
 ♪<sub>3</sub> (160), ♪ (240), ♪<sub>3</sub> (320), ♪ (480),  
 ♪<sub>3</sub> (640), ♪ (960), ○ (1920), ∞ (3840), Pattern

#### MEMO

- You can change the step time by pressing [ ♪ (1) ] – [ ♪ (9) ] (numeric keys).

### 2 Dot (dotted note)

This lets you add a dot to the note value specified by the Step Time parameter.

Dot	Length relative to the specified Step Time value
None	1x (Step Time is used without change)
1(.)	1.5x (1.5 times the Step Time)
2(..)	1.75x (1.75 times the Step Time)

### 3 No. (track number and icon)

Shows the number of the tracks recorded in the song. The icon at the right of the track number shows the type of track.

Icon	Explanation
♪	MIDI track
🔊	Audio track
□	Pattern track

#### MEMO

- The line of the track number selected by the cursor is highlighted. This track is called the “current track.”

### 4 Track name

Shows the name assigned to each track.

### 5 Play List

The boxes show the existence of data recorded in each track.

A gray box is shown for data that contains no note events.

## F-buttons

### • [F1](Back Step)

Reverts the preceding input.

### • [F3](Tie)

Connects (extends) the event at the current time to the next step.

### • [F4](Put Pattern)

Displays the PUT PATTERN popup (p. 111).

### • [F5](Rest)

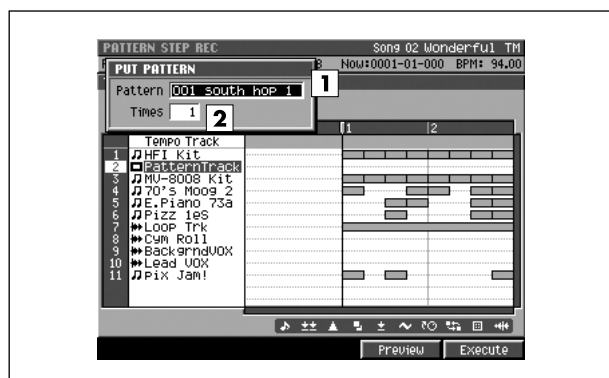
Inputs a rest (silence).

#### MEMO

- During step recording, you can press [REC (●)] to make the REC indicator (red) blink. In this state, pressing the pads will not record anything. This is a convenient way for you to check the sound produced by each pad.

## PUT PATTERN popup

Here you can select the patterns to be placed in the pattern track.



### ■ To access this screen

- [SONG] → with a pattern track as the current track → [SHIFT] + [REC (●)] → [F4](Put Pattern)

## Explanation of each area

### 1 Pattern

Select the pattern that you want to place in the pattern track.

Range: 001–500

### 2 Times

Specify the number of times the pattern will be successively placed.

Range: 1–999

## F-buttons

### • [F4](Preview)

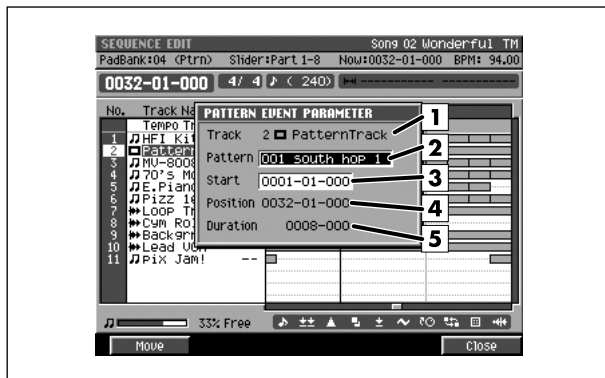
Auditions the pattern selected by the Pattern parameter while you hold down the button.

### • [F5](Execute)

Places the pattern selected by the Pattern parameter into the pattern track.

## PATTERN EVENT PARAMETR popup

Here you can make detailed settings for the pattern event that exists at the current time location.



### ■ To access this screen

- [SONG] → F5](Seq Edit) → with a pattern track as the current track → [MENU] → select "Pattern Event Parameter" → [F5](Select)

### Explanation of each area

- 1 Track number and track name**  
Shows the number and name of the pattern track.
- 2 Pattern**  
Selects a pattern. By changing this pattern you can replace the pattern at the current time with a different pattern.  
Range: 001–500
- 3 Start**  
Specifies the point from which the selected pattern will play. By changing this time setting you can make the pattern play from a point in the middle of the pattern. If you want the pattern to play from the beginning, set this to 0001-01-000 (default value).  
Range: 0001-01-000–(end time of the pattern)
- 4 Position**  
Shows the time location at which the selected pattern is placed. To change this time, use the MOVE PATTERN EVENT popup (p. 113).
- 5 Duration**  
Shows the length that the selected pattern will actually play. To change this length, use the MOVE PATTERN EVENT popup (p. 113).

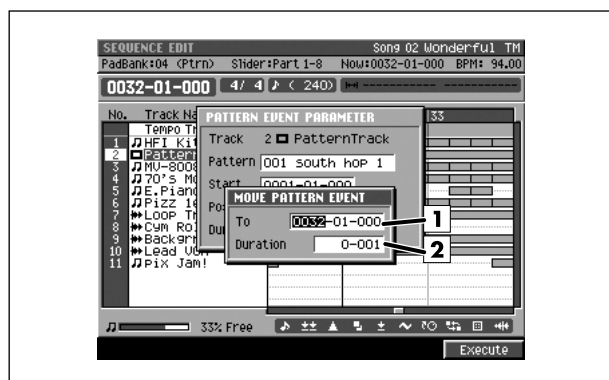
### F-buttons

- [F1](Move)  
Displays the MOVE PATTERN EVENT popup (p. 113).
- [F5](Close)  
Closes the PATTERN EVENT PARAMETR popup (this popup).



## MOVE PATTERN EVENT popup / MOVE AUDIO EVENT popup

Here you can change the position or length of the pattern event that exists at the current time location.



### ■ To access this screen

- [SONG] → F5](Seq Edit) → with a pattern track as the current track → [MENU] → select "Pattern Event Parameter" → [F5](Select) → [F1](Move)
- [SONG] or [PATTERN] → [F5](Seq Edit) → select an audio track as the current track → [MENU] → select "Audio Event Parameter" → [F5](Select) → [F1](Move)



- This screen is for the MOVE PATTERN EVENT popup. A similar popup will also appear for MOVE AUDIO EVENT.

### Explanation of each area

#### 1 To

Moves the pattern existing at the current time location to a different time.

Range: 0001-01-000-(current time)-9999-\*\*-\*\*\*

#### 2 Duration

Specifies the length that the selected pattern will actually play. By changing this length, you can make the pattern stop playing midway. If you want the pattern to play all the way to its end, set this to a value greater than the length of the selected pattern. This value is in units of "beats - ticks."

Range: 0-001-9999-\*\*\*

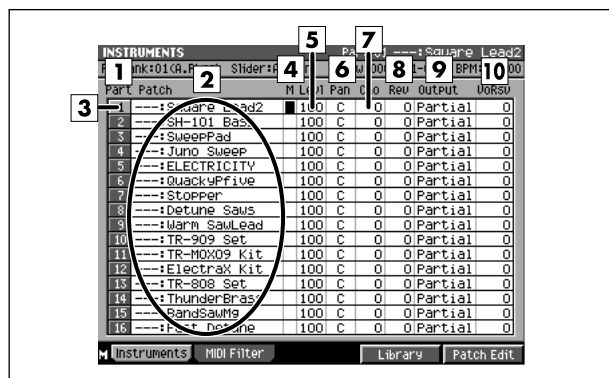
### F-button

#### • [F5](Execute)

Moves the pattern existing at the current time location.

## INSTRUMENTS screen

Here you can make part settings (patch selection, mixer adjustments) for the instruments.



### ■ To access this screen

- [INSTRUMENTS]

### Explanation of each area

- 1 Part number**  
This is the number of the location to which the patch is assigned. This is the number you will specify as the Output Assign setting of the MIDI track.
- 2 Patch**  
This area lists the patch names.
- 3 Current part**  
The part selected by the cursor is called the “current part.” Its part number is highlighted.
- 4 M (Mute)**  
Specifies the mute status of each part.  
Range: **Off** (can be played), **On** (will not play)
- 5 Levl (Level)**  
Adjusts the output volume of each part.  
Range: **0–100–127**
- 6 Pan**  
Sets the panning of each part.  
Range: **L63–0–R63**
- 7 Cho (Delay/chorus send level)**  
Sends the audio of the part to the delay/chorus effect.  
Range: **0–127**
- 8 Rev (Reverb send level)**  
Sends the audio of the part to the reverb effect.  
Range: **0–127**

### 9 Output (Output Assign)

Specifies the output destination of the part audio.

Value	Explanation
Partial	The Output Assign parameter setting of the partials in the patch will be used.
Mix	Mix bus
AUX1–AUX4	AUX bus
MLT1–MLT8	Multi output (mono)
MLT1/2–MLT7/8	Multi output (stereo)

### 10 VoRsv (Voice reserve)

Specifies the number of voices that will be reserved for each part if you attempt to play more than 32 voices of polyphony simultaneously.

Range: **0–32**

#### MEMO

- The total value of this setting for all parts is limited to 32. You can’t make settings that would exceed this total.
- The number of voices that can be played will depend not only on the number of notes being played, but also on the number of partials used by each patch and the number of samples that make up each partial. If you are playing one patch, the number of voices used can be calculated as follows.  
$$(\text{number of voices}) = (\text{number of partials that are sounding}) \times (\text{total number of channels for sample SMT 1–4 that make up the partials})$$
- The MV-8800 has a maximum polyphony of 64 voices. Of these, 32 voices are allocated to all of the audio tracks, meaning that the voice reserve settings available for the parts will be 32. (This does not mean that the parts have a maximum total polyphony of 32 voices.) Since the Voice Reserve parameter specifies “the number of voices guaranteed to be available under any condition,” you will be able to play a total of 64 notes using the parts if no audio tracks are playing.

## F-buttons and menu

- **[F1](Instruments)**  
Displays the INSTRUMENTS screen (this screen).
- **[F2](MIDI Filter)**  
Displays the MIDI FILTER screen (p. 116).
- **[F4](Library)**  
Displays the PATCH LIBRARY popup (p. 117).
- **[F5](Patch Edit)**  
Displays the PATCH EDIT screen (p. 118).
- **[MENU]**  
Displays the MENU popup.

### Menu items

#### 1 Patch Name

Displays the EDIT NAME popup (p. 3), where you can edit the name of the current patch.

#### 2 Save Patch

Displays the SAVE PATCH popup (p. 149).

#### 3 Load Patch

Displays the LOAD PATCH screen (p. 150).

#### 4 Copy Part

Displays the COPY PART popup (p. 151).

#### 5 Initialize Part

A message of “Initialize Part ##. Are you sure?” (“##” shows the number of current part) will appear. This will delete the setting of the current part, restoring the default settings.

F-button	Explanation
[F1](No)	To cancel without initializing.
[F5](Yes)	To initialize the current part.

#### 6 Delete Patch

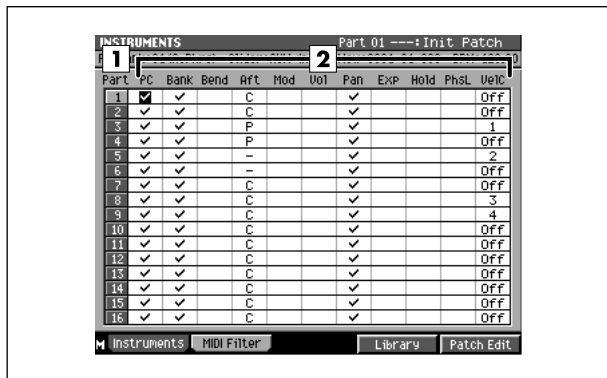
Delete the patch assigned to the current part.

A confirmation message “Delete Patch on Part ##. Are you sure?” (“##” show the number of current part) will appear.

F-button	Explanation
[F1](No)	To cancel without deleting.
[F3](Assign Only)	To delete the patch. The samples will remain.
[F5](Yes)	To delete the patch and the samples used by that patch.

## MIDI FILTER screen

Of the MIDI messages received by the part, you can specify the messages for which reception will be enabled.



### ■ To access this screen

- [INSTRUMENTS] → [F2](MIDI Filter)

### Explanation of each area

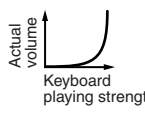
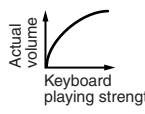
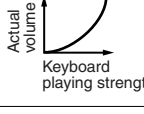
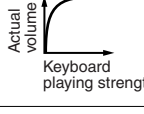
#### 1 Part number

This is the number of the location to which the patch is assigned. This is the number you will specify as the Output Assign setting of the MIDI track.

#### 2 MIDI messages

Here you can specify the MIDI messages for which reception will be enabled. Reception is enabled for messages with a ✓ mark.

PC	Program Change message reception
Off	Not received.
On (✓)	Received.
Bank	Bank Select message reception
Off	Not received.
On (✓)	Received.
Bend	Pitch Bender message reception
Off	Not received.
On (✓)	Received.
Aft	Aftertouch message reception
Off	Not received.
C (channel)	Channel aftertouch will be received.
P (poly)	Polyphonic aftertouch will be received.
Mod	Modulation message reception
Off	Not received.
On (✓)	Received.
Vol	Volume message reception
Off	Not received.
On (✓)	Received.
Pan	Pan message reception
Off	Not received.
On (✓)	Received.
Exp	Expression message reception
Off	Not received.
On (✓)	Received.
Hold	Hold 1 message reception
Off	Not received.
On (✓)	Received.

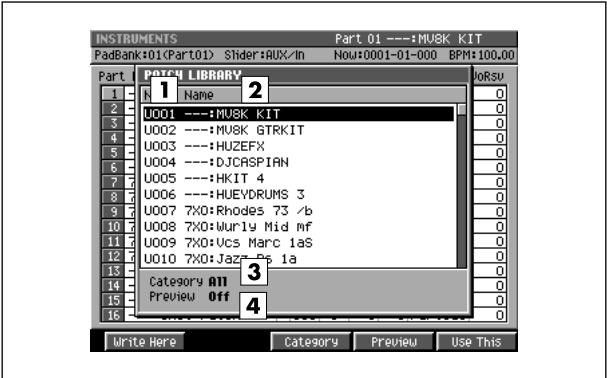
PhsL	Phase lock switch		
Off	Sounds will be played in the order in which note messages are received.		
On (✓)	If simultaneous messages are received, their sound will be time-aligned. * If the PhsL (Phase Lock) is on, the part will sound simultaneously after all the notes are ready to sound. This means that in some cases, some time may elapse from when a note message is received until it sounds.		
Velocity Curve	Velocity curve setting. Selects the velocity curve by which velocity values from your MIDI keyboard etc. will be adjusted.		
Off	If you simply want to use the unmodified velocity response of your keyboard, turn this Off.		
1		3	
2		4	

### F-buttons

- [F1](Instruments)  
Displays the INSTRUMENTS screen (p. 114).
- [F2](MIDI Filter)  
Displays the MIDI FILTER screen (this screen).
- [F4](Library)  
Displays the PATCH LIBRARY popup (p. 117).
- [F5](Patch Edit)  
Displays the PATCH EDIT screen (p. 118).
- [MENU]  
Displays the INSTRUMENTS MENU. Displayed menu items are same as p. 115.

# PATCH LIBRARY popup

Here you can select a patch from the patch library, and make it the current patch.



## To access this screen

- [INSTRUMENTS] → [F4](Library)

## Explanation of each area

- 1 No. (Patch library number)**  
The patches in the library are numbered from U001–U128.
- 2 Name**  
Displays the patch names and categories. The patch currently selected by the cursor is highlighted.
- 3 Category**  
This area shows the category you selected in the SELECT CATEGORY popup (p. 4). Only the selected category is shown in the list.
- 4 Preview**  
If this is on, the patch selected by the cursor will temporarily be assigned to the pads, allowing you to audition it.

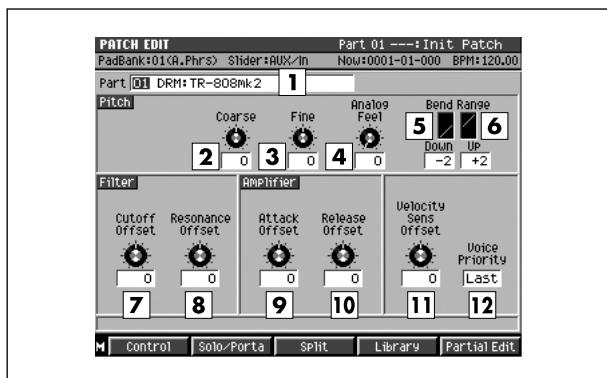
## F-buttons

- **[F1](Write Here)**  
Displays the WRITE PATCH LIBRARY popup.

F-button	Explanation
[F1](No)	To cancel without saving.
[F5](Yes)	The patch of the current part will be saved to the cursor location within the list
- **[F3](Category)**  
Displays the SELECT CATEGORY popup (p. 4).  
Here you can limit the category of the patch that will appear in the patch library list.
- **[F4](Preview)**  
Switches the value of patch preview on/off.
- **[F5](Use This)**  
Assigns the patch selected by the cursor to the current part.

## PATCH EDIT screen

Here you can edit the patch of the current part.



### ■ To access this screen

- [INSTRUMENTS] → [F5](Patch Edit)

### Explanation of each area

#### 1 Current part, current patch name

Displays the currently selected part number and patch name.

#### 2 Coarse (Coarse tune)

Adjusts the pitch of each part in steps of one semitone.  
Range: -48-0-+48 (+/-4 octaves)

#### 3 Fine (Fine tune)

Adjusts the pitch of each part in steps of one cent.  
Range: -50-0-+50

#### MEMO

- One cent = 1/100th of a semitone

#### 4 Analog Feel (Analog feel depth)

Specifies the depth of 1/f modulation that is to be applied to the patch. (1/f modulation is a pleasant and naturally-occurring ratio of modulation that occurs in a babbling brook or rustling wind.) By adding this “1/f modulation,” you can simulate the natural instability characteristic of an analog synthesizer.  
Range: 0-127

#### 5 Bend Range Down (Pitch bend range down)

Specifies the amount by which the pitch of the patch will change (in semitones) when you operate the pitch bender downward.  
Range: -48 (-4 octaves)-2-0

#### 6 Bend Range Up (Pitch bend range up)

Specifies the amount by which the pitch of the patch will change (in semitones) when you operate the pitch bender upward.  
Range: 0-+2-+48 (+4 octaves)

#### 7 Filter Cutoff Offset

Applies a relative adjustment to the cutoff frequency of the patch.  
Range: -63-0-+63

#### 8 Filter Resonance Offset

Applies a relative adjustment to the resonance (emphasis in the region of the cutoff frequency) of the patch.  
Range: -63-0-+63

#### MEMO

- Raising this value excessively may cause oscillation and distortion.

#### 9 Amplifier Attack Offset

Applies a relative adjustment to the amplifier attack time without changing the settings of the partials.  
Range: -63-0-+63

#### 10 Amplifier Release Offset

Applies a relative adjustment to the amplifier release time without changing the settings of the partials.  
Range: -63-0-+63

#### 11 Velocity Sens Offset (Velocity sensitivity offset)

Applies an adjustment to the velocity sensitivity of the entire patch while maintaining the velocity sensitivity of each partial as specified by the following parameters.

- Filter Velo Curve Sens (Filter Velocity Curve Sensitivity) (p. 143)
- Level Velo Curve Sens (Level Velocity Curve Sensitivity) (p. 145)

Range: -63-0-+63

#### NOTE

- This setting is added to the velocity sensitivity values of each partial. This means that (for example) if the velocity sensitivity of a partial is already set to +63 (maximum), setting this parameter to a positive “+” value will cause no change in the sound.

**12 Voice Priority**

Specifies how notes will be prioritized when the maximum polyphony (64 voices) is exceeded.

Value	Explanation
Last	The last-played voices will be given priority; voices will be successively turned off starting with the first-played of the currently sounding voices.
Loud (Loudest)	The highest-volume voices will be given priority; voices will be successively turned off starting with the lowest-volume of the currently sounding voices.

**F-buttons and menu**

- **[F1](Control)**  
Displays the PATCH EDIT (CONTROL) screen (p. 120).
- **[F2](Solo/Porta)**  
Displays the PATCH EDIT (SOLO/PORTAMENTO) screen (p. 122).
- **[F3](Split)**  
Displays the PATCH EDIT (SPLIT) screen (p. 124).
- **[F4](Library)**  
Displays the PATCH LIBRARY popup (p. 117).
- **[F5](Partial Edit)**  
Displays the PARTIAL EDIT screen (p. 125).
- **[MENU]**  
Displays the MENU popup.

**Menu items****1 Patch Name**

Displays the EDIT NAME popup (p. 3), where you can edit the name of the current patch.

**2 Save Patch**

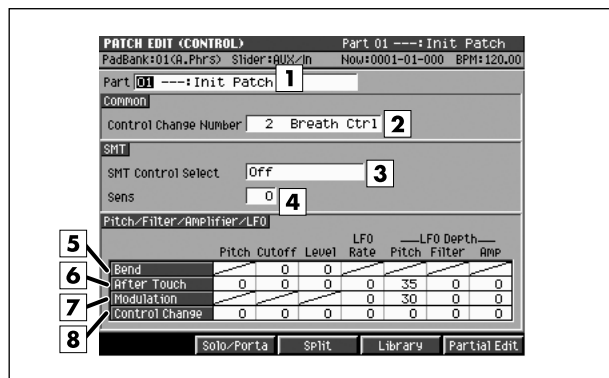
Displays the SAVE PATCH popup (p. 149).

**3 Load Patch**

Displays the LOAD PATCH screen (p. 150).

## PATCH EDIT (CONTROL) screen

MIDI messages received by the part can be used to control various parameters of the partial, according to the settings you make here.



### ■ To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F1](Control)

### Explanation of each area

- 1 Current part, current patch name**  
Displays the number and patch name of the currently selected part.
- 2 Control Change Number**  
Specifies the control change number that is used when you set SMT Control Select to Control Change. The specified control change can be used to control the pitch, filter, and amplifier sections of the sound source.  
Range: 0–119
- 3 SMT Control Select**  
Specifies the type of MIDI message that will be used to control SMT.
- | Value          | Explanation   |
|----------------|---|
| Off            | No control.   |
| Bend           | Control by pitch bend   |
| Aftertouch     | Control by aftertouch   |
| Modulation     | Control by modulation   |
| Control Change | Control by control change (the control change number is specified by the Control Change No parameter) |

#### MEMO

- You can control SMT either by velocity or by the above MIDI message. You cannot simultaneously use both velocity and the above MIDI messages. If you want to use velocity to control this, turn the SMT Velocity Control parameter On in the PARTIAL EDIT (SMT) screen (p. 141).

- 4 Sens (SMT control sensitivity)**  
Sets the amount of the Matrix Control's effect that is applied. If you wish to modify the selected parameter in a positive (+) direction – i.e., a higher value, toward the right, or faster etc. – from its current setting, select a positive (+) value. If you wish to modify the selected parameter in a negative (-) direction – i.e., a lower value, toward the left, or slower etc. – from its current setting, select a negative (-) value. When both positive and negative are selected, the changes are greater as the value increases. Set it to “0” if you don't want this effect.  
Value: -63–0–63
- 5 Bend (Pitch bend)**  
Specifies the parameter that will be controlled when Bend messages are received.
- 6 Aftertouch**  
Specifies the parameter that will be controlled when Aftertouch messages are received.
- 7 Modulation**  
Specifies the parameter that will be controlled when Modulation messages are received.
- 8 Control Change**  
Specifies the parameter that will be controlled when control change messages (the control change number is specified by Control Change Number) are received.



## ■ Patch parameters controlled when control data is received

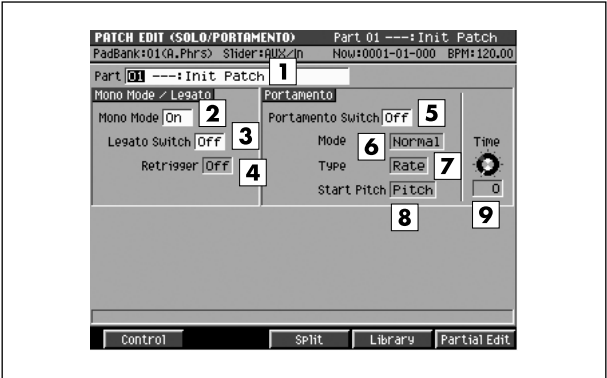
Value	Explanation
Pitch	Specifies the amount of pitch change in semitone steps. Range: -48-0+48 MIDI message: Aftertouch, Control Change
Cutoff	Control the filter cutoff frequency. Range: -63-0+63 MIDI message: Bend, Aftertouch, Control Change
Level	Control the amplifier level. Range: -63-0+63 MIDI message: Bend, Aftertouch, Control Change
LFO Rate	Control the LFO rate. Range: -63-0+63 MIDI message: Aftertouch, Modulation, Control Change
LFO Depth Pitch	Control the pitch change (vibrato) produced by the LFO. Range: -63+63 Initial value: Aftertouch=+35 Modulation=+30 ControlChange=0 MIDI message: Aftertouch, Modulation, Control Change
LFO Depth Filter	Control the change in filter cutoff frequency ("growl") produced by the LFO. Range: -63-0+63 MIDI message: Aftertouch, Modulation, Control Change
LFO Depth Amplifier	Control the change in amplifier level (tremolo) produced by the LFO. Range: -63-0+63 MIDI message: Aftertouch, Modulation, Control Change

## F-buttons

- **[F2](Solo/Porta)**  
Displays the PATCH EDIT (SOLO/PORTAMENTO) screen (p. 122).
- **[F3](Split)**  
Displays the PATCH EDIT (SPLIT) screen (p. 124).
- **[F4](Library)**  
Displays the PATCH LIBRARY popup (p. 117).
- **[F5](Partial Edit)**  
Displays the PARTIAL EDIT screen (p. 125).

# PATCH EDIT (SOLO/PORTAMENTO) screen

Here you can set polyphonic/monophonic, portamento of patch.



■ To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F2](Solo/Porta)

## Explanation of each area

- 1 Current part, current patch name**  
Displays the currently selected part number and patch name.
- 2 Mono Mode**  
Specifies whether the patch will play polyphonically (Off) or monophonically (On). The “On” setting is effective when playing a solo instrument patch such as sax or flute.

Range	Explanation
Off	Two or more notes can be played simultaneously.
On	Only the last-played note will sound.

- 3 Legato Switch**  
With the Legato parameter “On,” pressing a key while continuing to press a previous key causes the note to change pitch to the pitch of the most recently pressed key, sounding all the while. This creates a smooth transition between notes, which is effective when you wish to simulate the hammering-on and pulling-off techniques used by a guitarist.  
Values: **Off**, On

**MEMO**

- Legato Switch is valid when the Mono Mode parameter is set to “On.”

- 4 Retrigger (Legato Retrigger)**  
The setting determines whether sounds are replayed (On) or not (Off) when performing legato. Normally you will leave this parameter “On.” When “Off,” when one key is held down and another key is then pressed, only the pitch changes, without the attack of the latter key being played.  
Values: **Off**, On

**MEMO**

- The Legato Retrigger is valid when the Mono Mode parameter is set to “On” and the Legato Switch parameter is set to “On.”
- Let’s say you have the Legato Switch set to “On,” and the Legato Retrigger set to “Off.” When you try to sound a legato (by pressing a higher key while a lower key is held down), the pitch may sometimes not be able to rise all the way to the intended pitch (stopping instead at an intermediate pitch). This can occur because the limit of pitch rise, as determined at the wave level, has been exceeded. Additionally, if differing upper pitch limits are used for the waves of a Patch that uses multiple tones, it may stop being heard in MONO. When making large pitch changes, set the Legato Retrigger to “On.”
- Set this to “Off” when performing wind and string phrases or when using modulation with the mono synth keyboard sound.

- 5 Portamento Switch**  
Specifies whether the portamento effect will be applied (On) or not (Off).  
Range: **Off**, On

**MEMO**

- Portamento is an effect which smoothly changes the pitch from the first-played key to the next-played key.
- By applying portamento when the Mono Mode parameter is “On,” you can simulate slide performance techniques on a violin or similar instrument.

**6 Portamento Mode**

Specifies the performance conditions for which portamento will be applied.

Value	Explanation
Normal	Portamento will always be applied.
Legato	Portamento will be applied only when you play legato (i.e., when you press the next key before releasing the previous key).

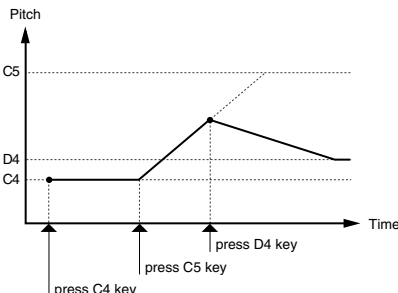
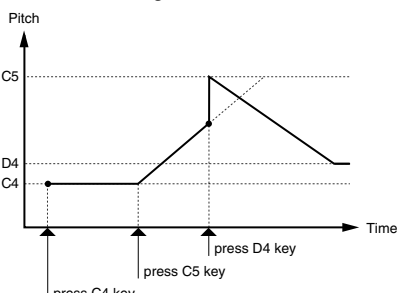
**7 Portamento Type**

Specifies the type of portamento effect.

Value	Explanation
Rate	The time it takes will depend on the distance between the two pitches.
Time	The time it takes will be constant, regardless of how far apart in pitch the notes are.

**8 Portamento Start Pitch**

When another key is pressed during a pitch change produced by portamento, a new pitch change will begin. This setting specifies the pitch at which the change will begin.

Value	Explanation
Pitch	Starts a new portamento when another key is pressed while the pitch is changing. 
Note	Portamento will begin anew from the pitch where the current change would end. 

**9 Portamento Time**

When portamento is used, this specifies the time over which the pitch will change. Higher settings will cause the pitch change to the next note to take more time.

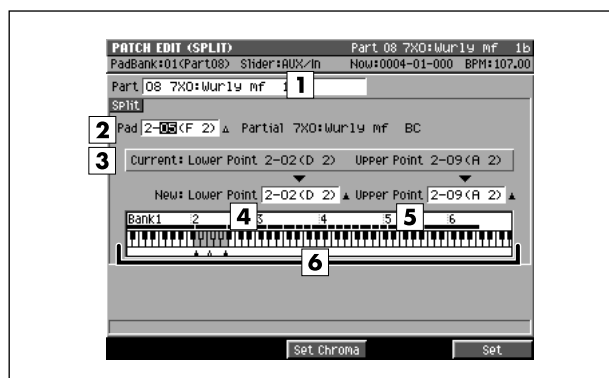
Range: 0–20–127

**F-buttons**

- **[F1](Control)**  
Displays the PATCH EDIT (CONTROL) screen (p. 120).
- **[F3](Split)**  
Displays the PATCH EDIT (SPLIT) screen (p. 124).
- **[F4](Library)**  
Displays the PATCH LIBRARY popup (p. 117).
- **[F5](Partial Edit)**  
Displays the PARTIAL EDIT screen (p. 125).

## PATCH EDIT (SPLIT) screen

Here you can assign partials to specific key ranges (note numbers).



### ■ To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F3](Split)

### Explanation of each area

- 1 Current part, current patch name**  
Displays the number and patch name of the currently selected part.
- 2 Pad**  
Specifies the velocity pad (note number) for the partial that you want to assign to a different note number. The specified partial will sound across the range from the Lower Point parameter to the Upper Point parameter. If a sample is assigned to the selected velocity pad number, the sample name is displayed.
- 3 Current Lower Point/Upper Point**  
Displays the lowest note number and highest note number of the specified pad.
- 4 New Lower Point**  
Specifies the lowest note number that will use the sound specified by the Pad parameter.
- 5 New Upper Point**  
Specifies the highest note number that will use the sound specified by the Pad parameter.



- You cannot set the Lower Point above the Higher Point, nor the opposite.

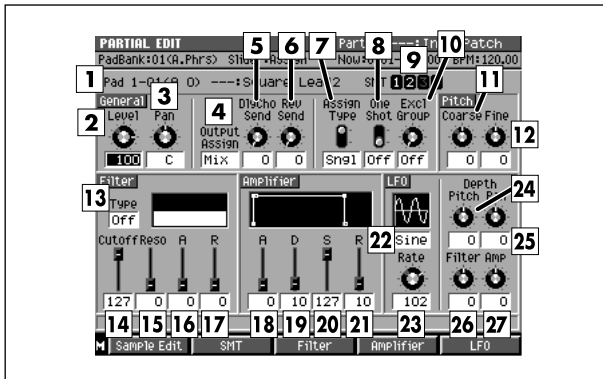
- 6 Keyboard**  
The region between New Lower Point and New Upper point is shown in color (gray). Each of these keys (pads) point to the same partial. A dot or line is displayed above keys (pads) that are assigned to a partial.

### F-buttons

- **[F3](Set Chroma)**  
Assigns partials at semitone steps in the region specified by the New Lower Point parameter and New Upper Point parameter.
- **[F5](Set)**  
Assigns a partial for the region specified by the New Lower Point parameter and New Upper Point parameter.

## PARTIAL EDIT screen

Here you can edit the partials.



### ■ To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit)

## Explanation of each area

### 1 Note number, partial name

Display the note number and partial name that you want to edit.

#### MEMO

- If the same partial is assigned to a range of note numbers, any edits you make on that partial will affect all of the note numbers to which the partial is assigned. The PATCH EDIT (SPLIT) screen (p. 124) shows how the partials are assigned to notes.

### 2 Level (Partial level)

Sets the partial volume.

Range: 0–127

### 3 Pan (Partial pan)

Sets the panning of the partial.

Range: L63–C–R63.

### 4 Output Assign (Partial output assign)

Specifies the output destination of the partial audio. This setting is valid if the Output Assign parameter is set to Partial in the INSTRUMENTS screen (p. 114).

Value	Explanation
Mix	Mix bus
AUX1–AUX4	AUX bus
MLT1–MLT8	Multi output (mono)
MLT1/2–MLT7/8	Multi output (stereo)

### 5 DlyCho Send (Delay/Chorus send level)

Sends the partial audio to the delay/chorus effect.

Range: 0–127

### 6 Rev Send (Reverb send level)

Sends the partial audio to the reverb effect.

Range: 0–127

### 7 Assign Type

Specifies how notes will be processed when the identical note number is played twice (i.e., overlapping).

Value	Explanation
Sngl (=Single)	The first-played note will be turned off before the next-played note is sounded.
Mult (=Multi)	Multiple instances of the same note number will be allowed.

### 8 One Shot

When the One Shot parameter is On, the sound will play back until the end of the waveform (or the end of the envelope, whichever comes first).

### 9 SMT (Sample Mix Table)

This shows the structure of the samples that make up the partial selected in 1. In the example shown here, the partial consists of SMT1 and 2.

### 10 Excl Group (Exclusive Group)

Specifies how notes will be processed when a partial assigned to the same exclusive group number are played simultaneously.

When partials assigned to an exclusive group are played simultaneously (overlapping), the first-played note will be turned off before the next-played note is sounded.

Range: Off, 1–31

### 11 Coarse (Partial coarse tune)

Adjusts the pitch of the partial in steps of a semitone.

Range: -48–0+48 (+/-4 octaves)

### 12 Fine (Partial fine tune)

Adjusts the pitch of the partial in steps of one cent.

Range: -50–0–+50

#### MEMO

- One cent = 1/100th of a semitone

**13 Filter Type**

Selects the type of filter.

Value	Explanation
Off	No filter will be used.
LPF	Low Pass Filter. This cuts the region above the cutoff frequency (Cutoff), making the sound more mellow.
BPF	Band Pass Filter. This passes only the region near the cutoff frequency (Cutoff), cutting the remainder of the sound. This type is useful for creating distinctive sounds.
HPF	High Pass Filter. This cuts the region below the cutoff frequency (Cutoff). This type is useful when creating percussion sounds that have distinctive high-frequency components.

**14 Filter Cutoff**

Specifies the cutoff frequency of the current partial.

Range: 0–127

**15 Filter Reso (Filter resonance)**

Emphasizes the sound of the current partial in the region of the cutoff frequency.

Range: 0–127

**MEMO**

- Raising this value excessively may cause oscillation and distortion.

**16 Filter A (Filter attack time)**

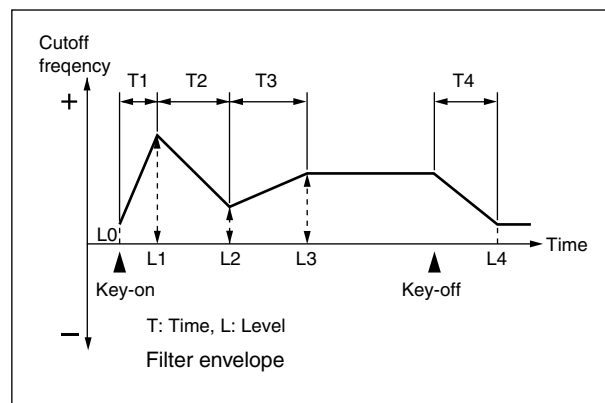
Specifies the time from the beginning of the note until the specified cutoff frequency is reached. This corresponds to T1 in the diagram below.

Range: 0–127

**17 Filter R (Filter release time)**

Specifies the time from when the note ends (key-off) until the filter returns to the basic cutoff frequency (the Filter Cutoff parameter). This corresponds to T4 in the filter envelope diagram.

Range: 0–127

**18 Amplifier A (Amplifier attack time)**

Specifies the time from when the note begins (key-on) until the volume reaches the L1 level. This corresponds to T1 in the amplifier envelope diagram.

Range: 0–127

**19 Amplifier D (Amplifier decay time)**

Specifies the time over which the volume of the note changes to its sustain level following the attack. This corresponds to T3 in the amplifier envelope diagram.

Range: 0–10–127

**20 Amplifier S (Amplifier sustain level)**

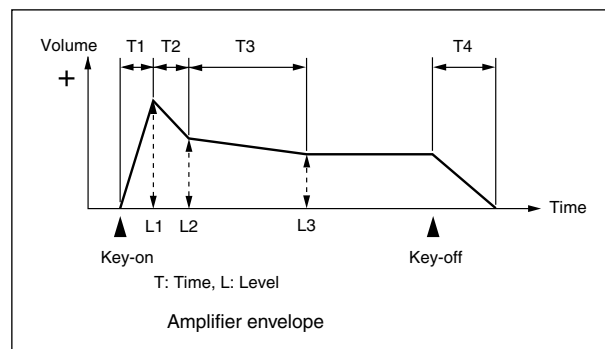
Specifies the volume at which the sound will be sustained. This corresponds to L3 in the amplifier envelope diagram.

Range: 0–10–127

**21 Amplifier R (Amplifier release time)**

Specifies the time from when the note ends (key-off) until the sound disappears completely. This corresponds to T4 in the amplifier envelope diagram.

Range: 0–10–127



**22 LFO (Low Frequency Oscillator type)**

Selects the waveform that the LFO will output.

Value	Explanation
Sine	Sine wave
Tri	Triangle wave
SawU	Sawtooth wave
SawD	Sawtooth wave (inverted)
Squr	Square wave
Rand	Random wave
BenU	The LFO will output a waveform that rises to the normal level and stays there
BenD	The LFO will output a waveform that falls to the normal level and stays there

**MEMO**

- If you select “Bend Up” or “Bend Down,” you must set the Key Sync parameter (PARTIAL EDIT (LFO) screen (p. 147)) to “On.” If this is “Off,” the LFO effect will not be obtained.

**23 LFO Rate**

Specifies the rate (frequency) of the waveform produced by the LFO.

Range: 0–102–127, ♯<sub>3</sub>, ♯, ♯<sub>3</sub>, ♯, ♯<sub>3</sub>, ♯, ♯, ♯<sub>3</sub>, ♯., ♯,  
♯<sub>3</sub>, ♯., ♯, ♭<sub>3</sub>, ♭., ♭, ○<sub>3</sub>, ♭., ○, |○|<sub>3</sub>, ○., |○|

## 24 LFO Depth Pitch

Specifies the amount by which the LFO will affect the pitch.

Range: -63-0-+63

## 25 LFO Depth Pan

Specifies the amount by which the LFO will affect the panning.

Range: -63-0-+63

## 26 LFO Depth Filter

Specifies the amount by which the LFO will affect the filter.

Range: **-63-0-+63**

**27 LFO Depth Amp (LFO Depth Amplifier)**

Specifies the amount by which the LFO will affect the volume.

Range: -63-0-+63

## F-buttons and menu

- **[F1](Sample Edit)**  
Displays the SAMPLE EDIT screen (p. 128).
- **[F2](SMT)**  
Displays the PARTIAL EDIT (SMT) screen (p. 141).
- **[F3](Filter)**  
Displays the PARTIAL EDIT (FILTER) screen (p. 143).
- **[F4](Amplifier)**  
Displays the PARTIAL EDIT (AMPLIFIER) screen (p. 145).
- **[F5](LFO)** Low Frequency Oscillator  
Displays the PARTIAL EDIT (LFO) screen (p. 147).
- **[MENU]**  
Displays the MENU popup.

## Menu item

## 1 Partial Name

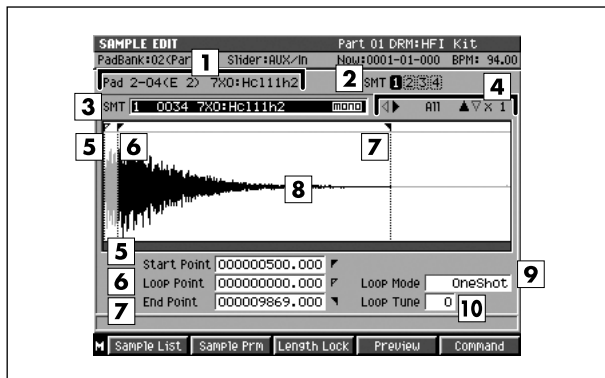
Displays the EDIT NAME popup (p. 3), where you can edit the name of the partial.

**MEMO**

- The PARTIAL EDIT MENU will also appear when you press [MENU] in the following screens.
  - PARTIAL EDIT (SMT) screen (p. 141)
  - PARTIAL EDIT (FILTER) screen (p. 143)
  - PARTIAL EDIT (AMPLIFIER) screen (p. 145)
  - PARTIAL EDIT (LFO) screen (p. 147)

## SAMPLE EDIT screen

Here you can edit the sample used by the partial.



### ■ To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F1](Sample Edit)
- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F2](SMT) → [F2](Sample Edit)

### Explanation of each area

- 1 Pad**  
Shows the currently edited velocity pad number and partial name.
- 2 SMT (Sample Mix Table)**  
Shows the assignments of the samples that make up the partial you're editing.  
In the example shown here, the partial consists of SMT1.
- 3 SMT Number (Sample Mix Table number)**  
Of the samples (SMT) that make up the currently-edited partial, this specifies the SMT number that you are actually editing. In the example shown here, you are editing SMT1 that make up the partial.
- 4 Zoom Level**  
This indicates the magnification of the waveform shown in the wave window.  
◀▶ is the horizontal (time axis) magnification, and ▲▼ is the vertical (level axis) magnification. You can change the zoom level by holding down [SHIFT] and pressing the cursor button of the direction that is colored solid black.
- 5 Start Point**  
The point at which playback will start. Set this to skip any unwanted portion of the waveform at the beginning of the sample, so that the sample will begin playing at the desired timing.
- 6 Loop Point**  
The point at which the repeated portion (the second and subsequent times) will begin playing. Set this if you want to the sample to loop from a point other than the Start Point.

### 7 End Point

The point at which playback will end. Set this to avoid playing any unwanted portion at the end of the sample.

### 8 Wave window

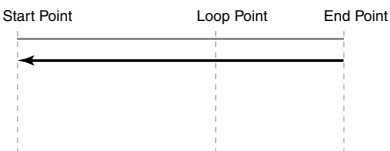
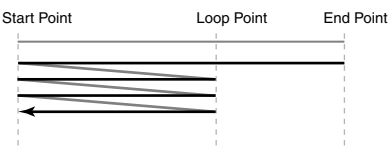
Displays the sample (waveform) you are editing. When you edit parameters 5 – 7, this area will show the setting of each point.

### 9 Loop Mode

Specifies how the sample will play.

Value	Explanation
Forward	<p>The sample will play from the start point to the end point, and then repeatedly play from the loop point to the end point in the forward direction.</p>
One Shot	<p>The sample will play once from the start point to the end point.</p>
Alternate	<p>The sample will play from the start point to the end point, and then repeatedly play from the end point → loop start point → end point → ... in a zig-zag fashion.</p>



Value	Explanation
Rev One Shot	The sample will play once in the reverse direction from the end point to the start point. 
Reverse	The sample will play from the end point to the start point, and then play repeatedly in the reverse direction from the loop start point to the start point. 

**10 Loop Tune**

Adjusts the pitch of the loop region in steps of one cent.

Range: -50—0—+50

**MEMO**

- One cent = 1/100th of a semitone

**F-buttons and menu**

- **[F1](Sample List)**  
Displays the SAMPLE LIST popup (p. 130).
- **[F2](Sample Prm)**  
Displays the SAMPLE PARAMETER popup (p. 131).
- **[F3](Length Lock)**  
Specifies whether the length between the playback points of the sample will be fixed.  
If the indication "LENG LOCK" is shown at the left of the Start Point, Loop Point, and End Point parameters, the length of the corresponding region will be locked. In this case, changing one value will affect the other value while maintaining the length of the region.
- **[F4](Preview)**  
When you hold this button, auditions a currently edited sample.
- **[F5](Command)**  
Displays the SELECT SAMPLE EDIT COMMAND popup (p. 132).
- **[MENU]**  
Displays the MENU popup.

**Menu items****1 Save Sample As WAV**

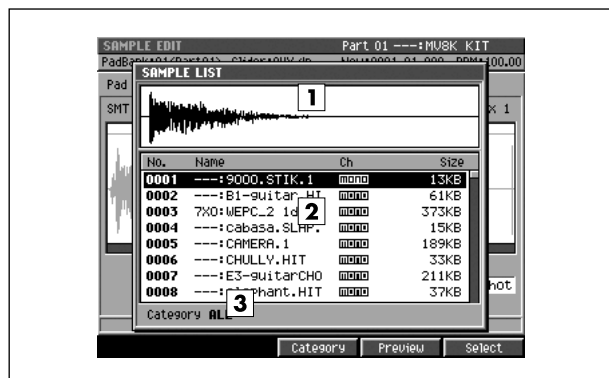
Displays the SAVE SAMPLE AS WAV popup (p. 140), where you can save the sample to disk in WAV format.

**2 Save Sample As AIFF**

Displays the SAVE SAMPLE AS AIFF popup (p. 140), where you can save the sample to disk in AIFF format.

## SAMPLE LIST popup

In this popup you can choose from the samples that have been saved in the MV-8800.



### ■ To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F1](Sample Edit) → [F1](Sample List)
- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F2](SMT) → [F1](Sample List)
- [AUDIO PHRASE] → [F5](Edit) → [F1](Sample List) etc.

### Explanation of each area

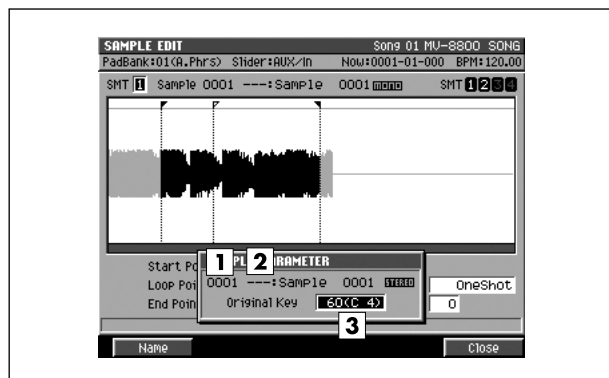
- 1 Wave window**  
Displays the waveform of the sample selected by the cursor in the Sample List.
- 2 Sample list**  
Lists the saved samples. The sample number, sample name, channels (Stereo/Mono), and sample size are displayed. Choose the desired sample from this list.
- 3 Category**  
Sorts the sample list by category. You will need to have previously specified a category for each sample in the SAMPLE PARAMETER popup (p. 131).

### F-buttons

- **[F3](Category)**  
Displays the SELECT CATEGORY popup (p. 4), where you can limit the category of samples that will appear in the sample list.
- **[F4](Preview)**  
Auditions the currently-highlighted sample while you hold down the button.
- **[F5](Select)**  
Selects (confirms) the currently-highlighted sample, and closes the popup.

## SAMPLE PARAMETER popup

Here you can set various parameters for the samples.



### ■ To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F1](Sample Edit) → [F2](Sample Prm)
- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F2](SMT) → [F2](Sample Edit) → [F2](Sample Prm)
- [AUDIO PHRASE] → [F5](Edit) → [F1](Sample List) → [F2](Sample Param) etc.

### Explanation of each area

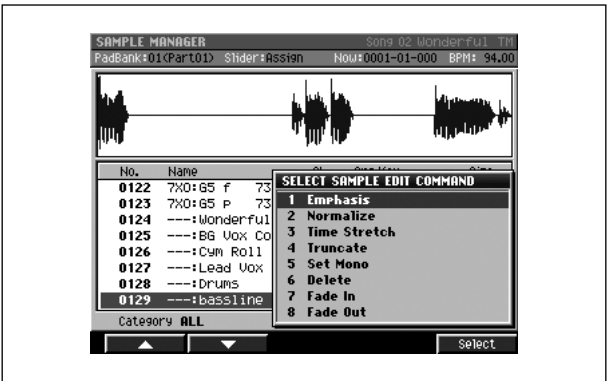
- 1 Sample number**  
Displays the number of the selected sample.
- 2 Sample name**  
Displays the name of the selected sample.
- 3 Original Key**  
Specifies the original key of the sample. This is the note number that will play the sample at its recorded pitch.

### F-buttons

- **[F1](Name)**  
Displays the EDIT NAME popup (p. 3), where you can edit the name of the sample.
- **[F5](Close)**  
Closes the SAMPLE PARAMETER popup (this popup).

# SELECT SAMPLE EDIT COMMAND popup

Here you can choose a sample edit command.



## ■ To access this screen

- [PROJECT] → move the cursor to the lower row of icons → [F3](SmpMgr) → [F5](Command)
- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F1](Sample Edit) → [F5](Command)
- [AUDIO PHRASE] → [F5](Edit) → [F5](Command) etc.

## Explanation of each area

### 1 Emphasis

Displays the EMPHASIS popup (p. 133), where you can emphasize the high frequency region of a sample, or restore an emphasized sample to its original state.

### 2 Normalize

Displays the NORMALIZE popup (p. 134). Boost the overall level of the sample without allowing it to exceed the maximum number of bits.

### 3 Time Stretch

Displays the TIME STRETCH popup (p. 135), where you can extend or shorten the length (time) of the sample without changing its pitch.

### 4 Truncate

Displays the TRUNCATE popup (p. 136). Use the Truncate operation to delete unwanted portions of a sample.

\* This menu item cannot be selected when you open this popup from the AUDIO EVENT PARAMETER popup (p. 28).

### 5 Set Mono

Displays the SET MONO popup (p. 137). Here you can convert a stereo sample into a monaural sample.

### 6 Delete

Delete selected samples. A confirmation message “Delete sample. Are you sure?” will appear.

F-button	Explanation
[F1](No)	To cancel without deleting.
[F5](Yes)	To delete selected samples.

\* This menu item can be selected when you open this popup from the SAMPLE MANAGER screen (p. 169).

### 7 Fade In

Displays the FADE IN popup (p. 138). Here you can apply a Fade In effect to the sample (causing the volume to gradually increase from zero between the beginning and the point you specify).  
\* This menu item can be selected when you open this popup from the SAMPLE MANAGER screen (p. 169).

### 8 Fade Out

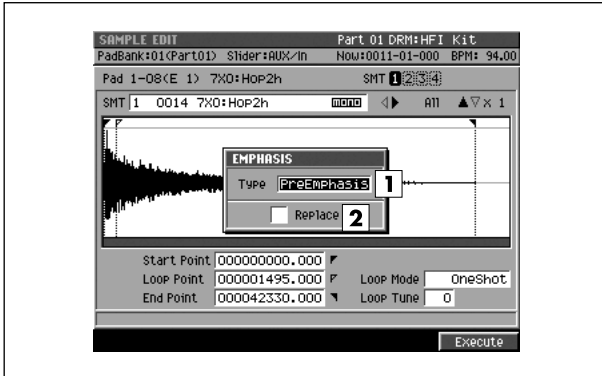
Displays the FADE OUT popup (p. 139). Here you can apply a Fade Out effect to the sample (causing the sample to gradually decrease between the point you specify and the end point).  
\* This menu item can be selected when you open this popup from the SAMPLE MANAGER screen.

## F-buttons

- [F1](▲) / [F2](▼)  
These buttons move the cursor between commands shown in the popup.
- [F5](Select)  
Confirms the command you chose, and moves to the corresponding execution screen.

## EMPHASIS popup

This command lets you convert the sample into a format that emphasizes or de-emphasizes the high-frequency region.



### ■ To access this screen

- Accesses the SELECT SAMPLE EDIT COMMAND popup (p. 132) → select “Emphasis” → [F5](Select)

### Explanation of each area

#### 1 Type

Specifies the conversion mode.

Value	Explanation
PreEmphasis	Boosts the high-frequency region.
De-Emphasis	Attenuates the high-frequency region.

#### 2 Replace

Specifies whether the data after conversion will overwrite the existing sample or be saved as a different sample.

Value	Explanation
Off	The waveform data after conversion will be added as a different sample.
On (✓)	The converted data will overwrite the existing sample.

### F-button

- [F5](Execute)

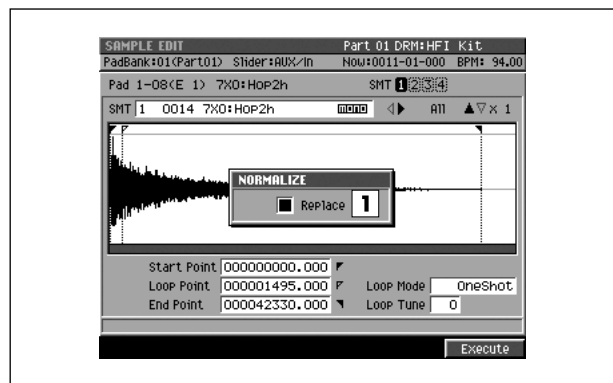
Executes the Emphasis command.

#### MEMO

- The amount of time required to execute the emphasis.

# NORMALIZE popup

This maximizes the volume of the sample as far as possible.



- To access this screen
  - Accesses the SELECT SAMPLE EDIT COMMAND popup (p. 132) → select “Normalize” → [F5](Select)

## Explanation of each area

- 1 Replace

Specifies whether the data after conversion will overwrite the existing sample or be saved as a different sample.

Value	Explanation
Off	The waveform data after conversion will be added as a different sample.
On (✓)	The converted data will overwrite the existing sample.

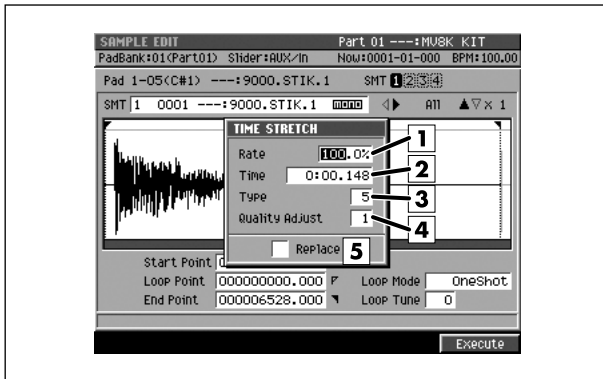
## F-button

- [F5](Execute)

Executes the Normalize command.

## TIME STRETCH popup

This command lets you modify the length or tempo of the sample.



### ■ To access this screen

- Accesses the **SELECT SAMPLE EDIT COMMAND** popup (p. 132) → select “Time Stretch” → [F5](Select)

### Explanation of each area

#### 1 Rate

Specifies the proportion (%) by which Time Stretch will modify the playback time.

Range: 75.0–100.0–125.0

#### 2 Time

Specifies the playback time following the Time Stretch operation, in terms of minutes, seconds, and milliseconds.

#### MEMO

- If length data (Rate, Time) has been assigned to the sample, editing the value of one parameter will change the value of the other parameter in tandem.

#### 3 Type

Lower settings of this value will make the sound more suitable for faster phrases, and higher settings will make the sound more suitable for slower phrases.

Range	Explanation
01	for faster phrases
:	:
05	(initial value)
:	:
10	for slower phrases

#### 4 Quality Adjust

Make fine adjustments to the tonal quality of the Time Stretch.

Range 1–10

#### 5 Replace

Specifies whether the data after conversion will overwrite the existing sample or be saved as a different sample.

Value	Explanation
Off	The waveform data after conversion will be added as a different sample.
On (✓)	The converted data will overwrite the existing sample.

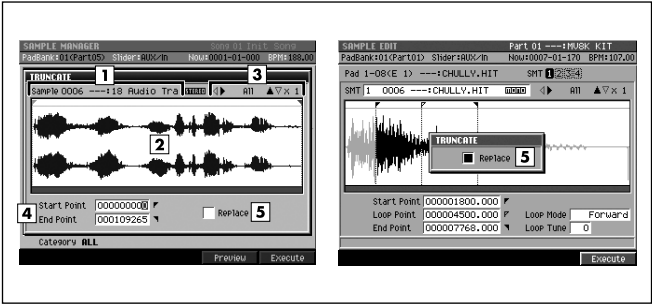
### F-button

#### • [F5](Execute)

Executes the Time Stretch command.

# TRUNCATE popup

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



- To access this screen
  - Accesses the SELECT SAMPLE EDIT COMMAND popup (p. 132) → select “Truncate” → [F5](Select)

## Explanation of each area

- 1 **Sample**  
Shows the number, name, number of channels of currently editing sample.
- 2 **Wave window**  
Displays the sample (waveform) you are editing.
- 3 **Zoom Level**  
This indicates the magnification of the waveform shown in the wave window.  
  
You can change the zoom level of both vertical (level) axis and horizontal (time) axis by holding down [SHIFT] and pressing the cursor button.
- 4 **Start Point / End Point**  
This sets the Truncate Start Point and End Point.  
  
The region between the Start Point and the End Point is not deleted.
- 5 **Replace**  
Specifies whether the data after conversion will overwrite the existing sample or be saved as a different sample.

Value	Explanation
Off	The waveform data after conversion will be added as a different sample.
On (✓)	The converted data will overwrite the existing sample.

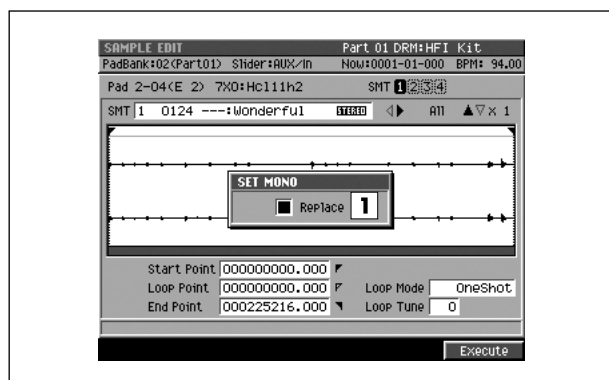
## F-button

- [F4](Preview)  
While the button is held down, you can audition the sounds in the region between the Start Point and the End Point.
- [F5](Execute)  
Executes the Truncate command.



## SET MONO popup

This operation converts a stereo sample to a monaural sample.



### ■ To access this screen

- Accesses the **SELECT SAMPLE EDIT COMMAND** popup (p. 132) → select “Set Mono” → [F5](Select)

## Explanation of each area

### 1 Replace

Specifies whether the data after conversion will overwrite the existing sample or be saved as a different sample.

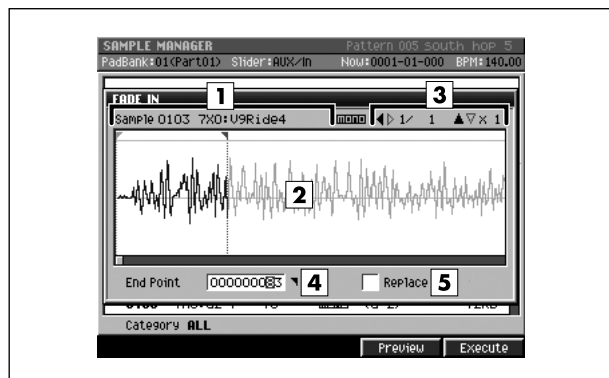
Value	Explanation
Off	The waveform data after conversion will be added as a different sample.
On (✓)	The converted data will overwrite the existing sample.

## F-button

- [F5](Execute)  
Executes the Set Mono command.

## FADE IN popup

This operation applies a fade-in to the sample, causing the volume to gradually increase from zero between the beginning and the point you specify.



### ■ To access this screen

- Accesses the **SELECT SAMPLE EDIT COMMAND** popup (p. 132) → select “Fade In” → [F5](Select)

### Explanation of each area

- 1 Sample**  
Shows the number, name, number of channels of currently editing sample.
- 2 Wave window**  
Displays the sample (waveform) you are editing.
- 3 Zoom Level**  
This indicates the magnification of the waveform shown in the wave window.  
You can change the zoom level of both vertical (level) axis and horizontal (time) axis by holding down [SHIFT] and pressing the cursor button.
- 4 End Point**  
Specifies the point at which the fade-in will end.  
The volume will gradually increase from zero in the region between the Start Point of the sample and this point.
- 5 Replace**  
Specifies whether the data after conversion will overwrite the existing sample or be save as a different sample.

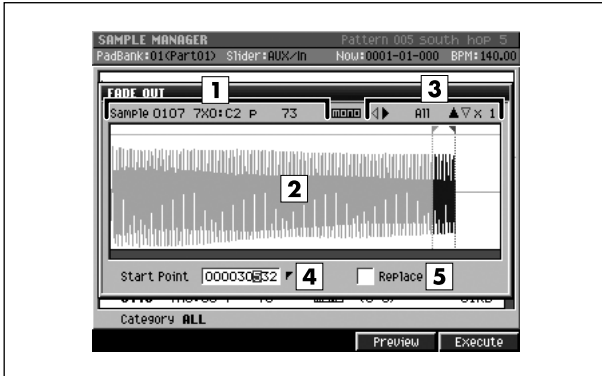
Value	Explanation
Off	This waveform data after conversion will be added to the sample list as a different sample.
On (✓)	This converted data will overwrite the existing sample.

### F-buttons

- **[F4](Preview)**  
You can hold down this button to audition the region to which the fade-in effect will be applied.
- **[F5](Execute)**  
Applies the fade-in effect to the region between the sample's Start Point and the End Point.

## FADE OUT popup

This operation applies a fade-out to the sample, causing the volume to gradually decrease between the point you specify and the end point.



### ■ To access this screen

- Accesses the **SELECT SAMPLE EDIT COMMAND** popup (p. 132) → select “Fade Out” → [F5](Select)

### Explanation of each area

- 1 Sample**  
Shows the number, name, number of channels of currently editing sample.
- 2 Wave window**  
Displays the sample (waveform) you are editing.
- 3 Zoom Level**  
This indicates the magnification of the waveform shown in the wave window.  
You can change the zoom level of both vertical (level) axis and horizontal (time) axis by holding down [SHIFT] and pressing the cursor button.
- 4 Start Point**  
Specifies the point at which the fade-out will begin.  
The volume will gradually decrease from this point to the sample's End Point.
- 5 Replace**  
Specifies whether the data after conversion will overwrite the existing sample or be save as a different sample.

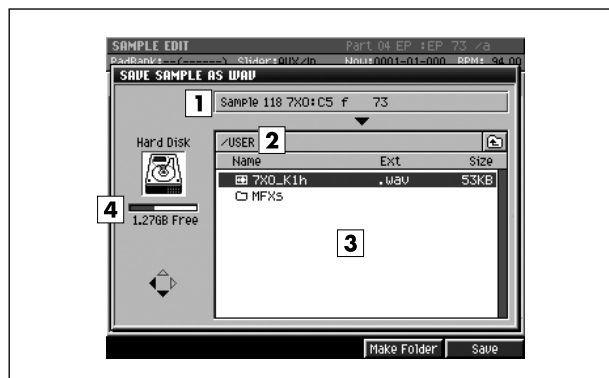
Value	Explanation
Off	This waveform data after conversion will be added to the sample list as a different sample.
On (✓)	This converted data will overwrite the existing sample.

### F-buttons

- **[F4](Preview)**  
You can hold down this button to audition the region to which the fade-out effect will be applied.
- **[F5](Execute)**  
Applies the fade-out effect to the region between the Start Point and the sample's End Point.

## SAVE SAMPLE AS WAV popup / SAVE SAMPLE AS AIFF popup

Here you can save the sample as a WAV-format or AIFF-format file.



### ■ To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F1](Sample Edit) → [MENU] → select "Save Sample As WAV" or "Save Sample As AIFF" → [F5](Select)
- [AUDIO PHRASES] → [F5](Edit) → [MENU] → select "Save Sample As WAV" or "Save Sample As AIFF" → [F5](Select)

### Explanation of each area

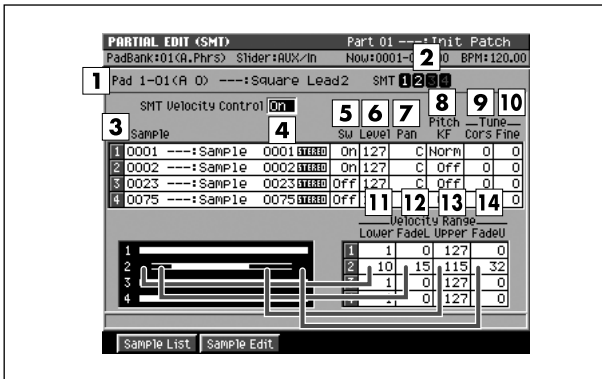
- 1 Sample number, Sample name**  
Displays the number and name of the sample which can be saved.
- 2 Current folder name**  
Displays the destination folder you want to save.  
Folder levels below the root folder (the top level folder in the hard disk) are shown by a slash "/" symbol.
- 3 File list**  
Displays the name of the files and folders saved in the current folder.
- 4 Drive capacity**  
Displays the free space of the hard disk.

### F-buttons

- [F4](Make Folder)  
Displays the EDIT NAME popup (p. 3), where you can create a new folder inside the current folder.
- [F5](Save)  
Saves the sample as a WAV-format or AIFF-format file.  
Displays the EDIT NAME popup (p. 3), where you can specify the name of a WAV-format or AIFF-format file.

## PARTIAL EDIT (SMT) screen

Here you can edit the Sample Mix Table (SMT) used by the partial.



### To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F2](SMT)

### Explanation of each area

#### 1 Pad

Selects the pad number and partial name that you will edit.

#### 2 SMT (Sample Mix Table)

Shows the sample usage for the partial you selected in **1**. In the example shown here, the partial uses SMT1 and 2.

#### 3 Sample

Specifies the samples that make up the partial.

#### 4 SMT Velocity Control

Value	Explanation
Off	All SMTs will sound.
On	Different SMTs will sound according to the velocity level of your playing.

#### 5 Sw (Switch)

Specifies whether the SMT will be applied (On) or not (Off).

Range: Off, On

#### 6 Level (SMT level)

Specifies the level of each sample.

Range: 0–127

#### 7 Pan (SMT pan)

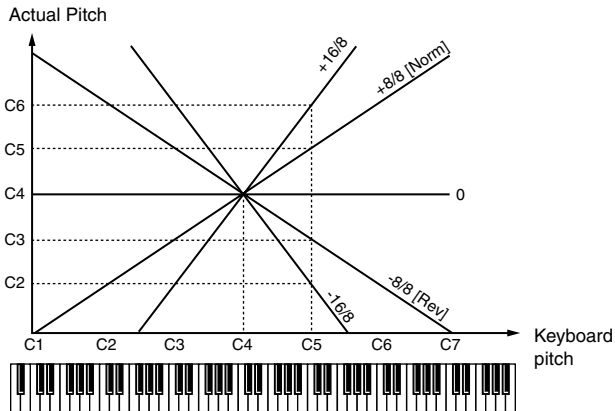
Specifies the panning of each sample.

Value	Explanation
L32	The stereo position is fixed at the far left.
:	:
C	The stereo position is fixed at the center.
:	:
R32	The stereo position is fixed at the far right.
Rand	The stereo position changes irregularly at random.
Key-	The higher up on the keyboard that you play, the further the sound is shifted to the right.
Key+	The higher the notes played on the keyboard, the further left the sound is shifted.
LFO-	The LFO phase is reversed between LFO+ and LFO-.
LFO+	The sample pan is C (center), and the sound is panned left and right automatically with the LFO. The depth of the pan movement is determined by the LFO Depth Pan (p. 127) parameter.
Alt	The stereo position of sound is shifted hard left and hard right (i.e., L32, R32, L32, ...) each time a key is played.

## 8 Pitch KF (Pitch Key Follow)

Specifies the amount of pitch change that occurs when you move one octave upward on the keyboard.

Range: -16–Rev–Off–Norm–+16



### MEMO

- If you want the pitch to change +1 octave (as on a conventional keyboard), select “Norm.” With this setting, the C5 note number will produce the C5 pitch. If you want the pitch to change +2 octaves, select “+16”. With this setting, the C5 note number will produce the C6 pitch. Conversely, if you want the pitch to fall as you play upward on the keyboard, select a negative (-) number. If you want the same pitch to be produced regardless of the key you play, select the “Off” setting.
- This setting is in units of 1/8 octave.

## 9 Coarse (SMT coarse tune)

Adjusts the pitch of the sample in steps of a semitone.

Range: -48–0–+48 (+/-4 octaves)

## 10 Fine (SMT fine une)

Adjusts the pitch of the sample in steps of one cent.

Range: -50–0–+50

### MEMO

- One cent = 1/100th of a semitone

## 11 Velocity Range Lower

Specifies the lower limit of the velocities that will sound the SMT (Sample Mix Table). Use this setting when you want to velocity-switch between SMTs.

Range: 1–(Upper - FadeU - FadeL - 1)

## 12 Velocity Range FadeL (Velocity Range Fade Width Lower)

Specifies how the volume will change when you play a velocity that falls from the specified Velocity Range FadeL to the specified lower velocity limit. Higher settings of this value will make the volume decrease more gradually. If you don’t want any sound to be heard when you play velocities below the Lower setting, set this to “0”.

Range: 0–(Upper - FadeU - Lower - 1)

## 13 Velocity Range Upper

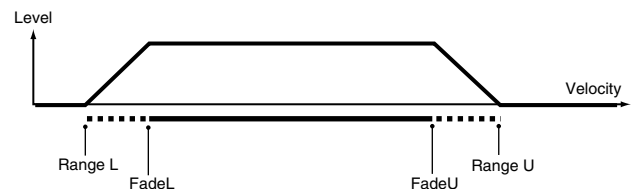
Specifies the upper limit of the velocities that will sound the SMT (Sample Mix Table). Use this setting when you want to velocity-switch between SMTs.

Range: (total ranges except for the Upper setting) – 127

## 14 Velocity Range FadeU (Velocity Range Fade Width Upper)

Specifies how the volume will change when you play a velocity that falls from the specified Velocity Range FadeU to the specified upper velocity limit. Higher settings of this value will make the volume decrease more gradually. If you don’t want any sound to be heard when you play velocities over the Upper setting, set this to “0”.

Range: 0–(Upper - FadeL - Lower)



## F-buttons

### [F1](Sample List)

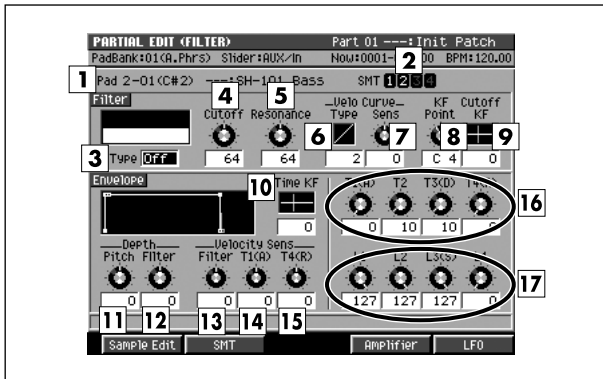
Displays the SAMPLE LIST popup (p. 130). In this popup, the SMT at the cursor location can be assigned to a different sample.

### [F2](Sample Edit)

Displays the SAMPLE EDIT screen (p. 128). In this screen, you can adjust the playback region of the SMT sample at which the cursor is located.

## PARTIAL EDIT (FILTER) screen

Here you can edit the filter of the partial.



### To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F3](Filter)

### Explanation of each area

- 1 Pad**  
Selects the pad number and partial name that you will edit.
- 2 SMT (Sample Mix Table)**  
Shows the sample usage for the partial you selected in 1. In the example shown here, the partial uses SMT1 and 2.
- 3 Filter Type**  
Selects the type of filter.

Value	Explanation
Off	No filter will be used.
LPF	Low Pass Filter. This cuts the region above the cutoff frequency (Cutoff), making the sound more mellow. This is the most frequently used type of filter.
BPF	Band Pass Filter. This passes only the region near the cutoff frequency (Cutoff), cutting the remainder of the sound. This type is useful for creating distinctive sounds.
HPF	High Pass Filter. This cuts the region below the cutoff frequency (Cutoff). This type is useful when creating percussion sounds that have distinctive high-frequency components.

- 4 Filter Cutoff**  
Specifies the cutoff frequency of the current partial.  
Range: 0–127

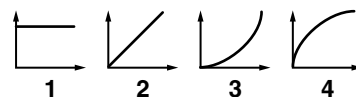
Filter Type	Effect on the Cutoff setting
LPF	Lowering the cutoff frequency will diminish the higher overtones, making the sound more mellow. Raising this setting will brighten the sound.
BPF	The cutoff frequency value will change the overtone structure of the sound.
HPF	Raising the cutoff frequency will diminish the lower overtones, emphasizing the bright portion of the sound.

- 5 Filter Resonance**  
Emphasizes the sound of the current partial in the region of the cutoff frequency.  
Range: 0–127

#### MEMO

- Raising this value excessively may cause oscillation and distortion.

- 6 Filter Velo Curve Type (Filter Velocity Curve Type)**  
Selects one of the following four types of curve by which the velocity will affect the filter. If you don't want velocity to affect the filter, select "1".  
Range: 1, 2, 3, 4



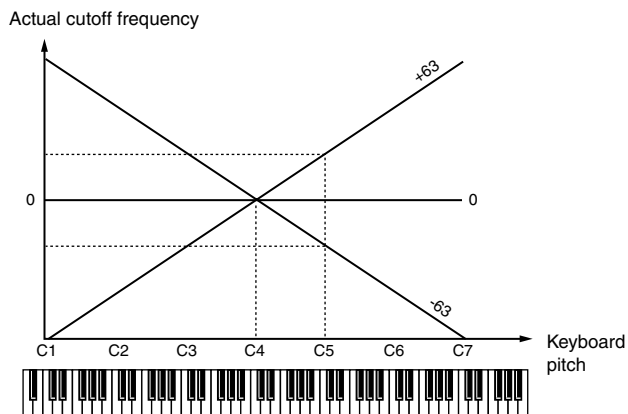
- 7 Filter Velo Curve Sens (Filter Velocity Curve Sensitivity)**  
Specifies the depth and polarity by which the velocity will affect the filter curve. Increasingly positive (+) settings will make the curve closer to the shape specified by Filter Velo Curve Type. With a setting of 0, the curve will be the same as Filter Velo Curve Type=1. Negative (-) settings will invert the shape of the curve.  
Range: -63–0–+63

- 8 Filter KF Point (Filter Key Follow Point)**  
Use this when you want the cutoff frequency to change according to the note number you play. The cutoff frequency will be at its base value for the key you specify as the KF Point.  
Range: A0–C4–G#8

**9 Filter Cutoff KF (Filter Cutoff Key Follow)**

Use this when you want the cutoff frequency to change according to the note number you play. With positive (+) settings of this parameter, the cutoff frequency will rise as you play keys above the specified KF Point. With negative (-) settings of this parameter, the cutoff frequency will become lower as you play keys above the specified KF Point. The example shown in the following diagram is when you play the C5 key with the KF Point set to C4.

Range: -63-0+63

**10 Envelope Time KF (Envelope Time Key Follow)**

Specifies how the envelope times (T1-T4) will be adjusted relative to the key follow point. Increasing this value will produce greater change. Positive (+) settings will shorten the envelope times as you play toward the right of the keyboard. Conversely, negative (-) settings will lengthen the envelope times.

Range: -63-0+63

**11 Envelope Depth Pitch**

Adjusts the amount of pitch change. Increasing this value will produce greater change. Negative (-) settings will invert the direction of the change (i.e., the shape of the pitch envelope).

Range: -63-0+63

**12 Envelope Depth Filter**

Adjusts the amount of filter change. Increasing this value will produce greater change. Negative (-) settings will invert the direction of the change (i.e., the shape of the filter envelope).

Range: -63-0+63

**13 Envelope Velocity Sens Filter (Envelope Velocity Sensitivity Filter)**

Specifies how velocity will affect the filter. Use positive (+) settings if you want filtering to become stronger as you play higher velocities, or negative (-) settings if you want filtering to become weaker.

Range: -63-0+63

**14 Envelope Velocity Sens T1 (A) (Envelope Velocity Sensitivity Attack Time)**

Specifies how velocity will affect T1 of the filter envelope (see the Filter Envelope diagram). Use positive (+) settings if you want T1 to be faster for stronger velocities, or negative (-) settings if you want it to be slower.

Range: -63-0+63

**15 Envelope Velocity Sens T4 (R) (Envelope Velocity Sensitivity Release Time)**

Specifies how velocity will affect T4 of the filter envelope (see the Filter Envelope diagram). Use positive (+) settings if you want T4 to be faster for higher note-off velocities (i.e., releasing the key more quickly), or negative (-) settings if you want it to be slower.

Range: -63-0+63

**16 Envelope T1 (A), T2, T3 (D), T4 (R) (Envelope Times 1-4)**

These specify the filter envelope times (T1-T4). Higher values lengthen the time until the next cutoff frequency is reached (e.g., T2 sets the time of the change from L1 to L2).

Range: 0-127

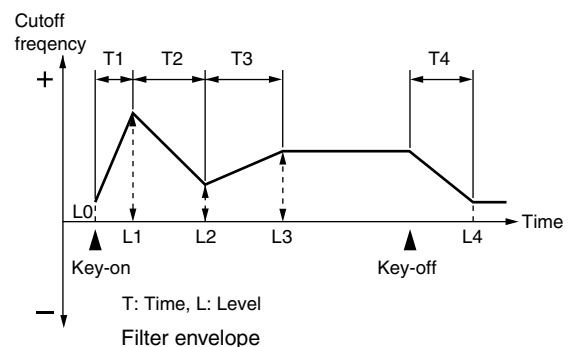
**17 Envelope L1, L2, L3 (S), L4 (Envelope Levels 1-4)**

These specify the filter envelope levels (L1-L4). Each parameter specifies the change in cutoff frequency relative to the setting of the Cutoff parameter.

Range: 0-127

**MEMO**

- The note-on level (L0) is linked with L4.

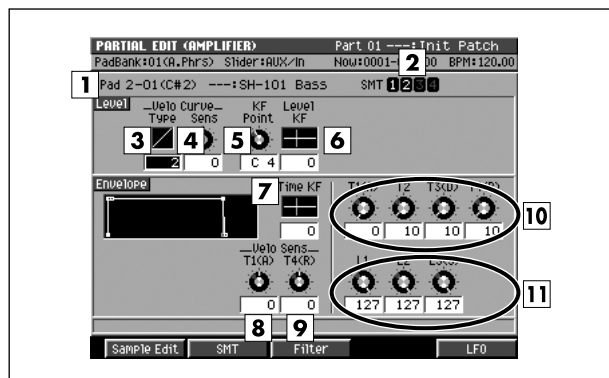
**F-buttons**

- [F1](Sample Edit)**  
Displays the SAMPLE EDIT screen (p. 128).
- [F2](SMT) Sample Mix Table**  
Displays the PARTIAL EDIT (SMT) screen (p. 141).
- [F4](Amplifier)**  
Displays the PARTIAL EDIT (AMPLIFIER) screen (p. 145).
- [F5](LFO) Low Frequency Oscillator**  
Displays the PARTIAL EDIT (LFO) screen (p. 147).



## PARTIAL EDIT (AMPLIFIER) screen

Here you can edit the way in which the volume of the partial will change.



### To access this screen

- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F4](Amplifier)

### Explanation of each area

#### 1 Pad

Selects the pad number and partial name that you will edit.

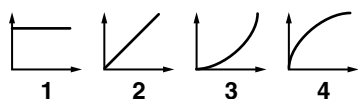
#### 2 SMT (Sample Mix Table)

Shows the sample usage for the partial you selected in 1. In the example shown here, the partial uses SMT1 and 2.

#### 3 Level Velo Curve Type (Level Velocity Curve Type)

Selects one of the following four types of curve by which the velocity will affect the volume. If you don't want velocity to affect the volume, select "1".

Range: 1, 2, 3, 4



#### 4 Level Velo Curve Sens (Level Velocity Curve Sensitivity)

Specifies the depth and polarity by which the velocity will affect the volume. Increasingly positive (+) settings will make the curve closer to the shape specified by Level Velo Curve Type. With a setting of 0, the curve will be the same as Level Velo Curve Type=1. Negative (-) settings will invert the shape of the curve.

Range: -63-0-+63

#### 5 Level KF Point (Level Key Follow Point)

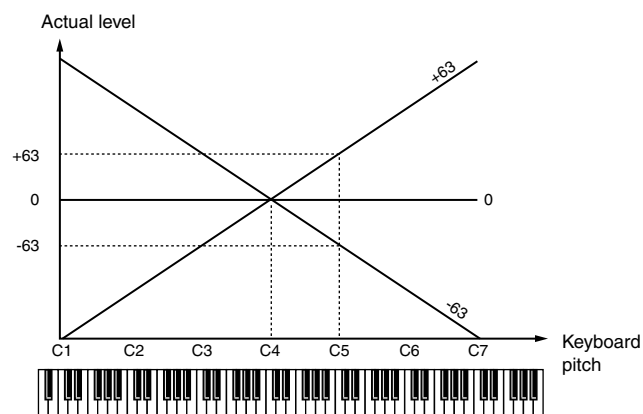
Use this when you want the level to change according to the note number you play. The level will be at its base value for the key you specify as the KF Point.

Range: A0-C4-G#8

#### 6 Level KF (Level Key Follow)

Use this when you want the level to change according to the note number you play. With positive (+) settings of this parameter, the level will become louder as you play keys above the specified KF Point. With negative (-) settings of this parameter, the level will become quieter as you play keys above the specified KF Point. The example shown in the following diagram is when you play the C5 key with the KF Point set to C4.

Range: -63-0-+63



#### 7 Time KF (Envelope Time Key Follow)

Specifies how the envelope times (T1-T4) will be adjusted relative to the key follow point (C4). Increasing this value will produce greater change. Positive (+) settings will shorten the envelope times as you play toward the right of the keyboard. Conversely, negative (-) settings will lengthen the envelope times.

Range: -63-0-+63

## 8 Envelope Velo Sens T1 (A) (Envelope Velocity Sensitivity Attack Time)

Specifies how velocity will affect T1 of the amplifier envelope (see the Amplifier Envelope diagram). Use positive (+) settings if you want T1 to be faster for stronger velocities, or negative (-) settings if you want it to be slower.

Range: -63-0-+63

## 9 Envelope Velo Sens T4 (R) (Envelope Velocity Sensitivity Release Time)

Specifies how velocity will affect T4 of the amplifier envelope (see the Amplifier Envelope diagram). Use positive (+) settings if you want T4 to be faster for higher note-off velocities (i.e., releasing the key more quickly), or negative (-) settings if you want it to be slower.

Range: -63-0-+63

## 10 Envelope T1 (A), T2, T3 (D), T4 (R) (Envelope Times 1-4)

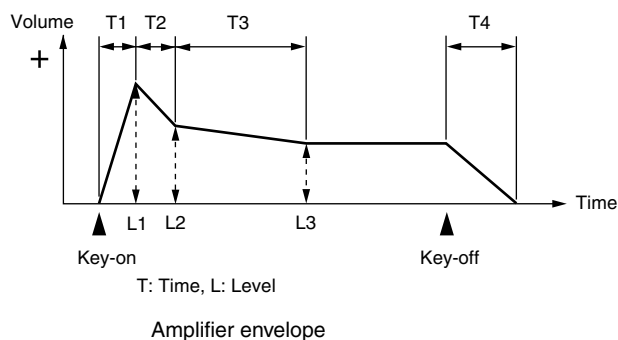
These specify the amplifier envelope times (T1-T4). Higher values lengthen the time until the next level is reached (e.g., T2 sets the time of the change from L1 to L2).

Range: 0-127

## 11 Envelope L1, L2, L3 (S) (Envelope Levels 1-3)

These specify the amplifier envelope levels (L1-L3). Each parameter specifies the change in level relative to the setting of the Level parameter in the PARTIAL EDIT (SMT) screen (p. 141).

Range: 0-127

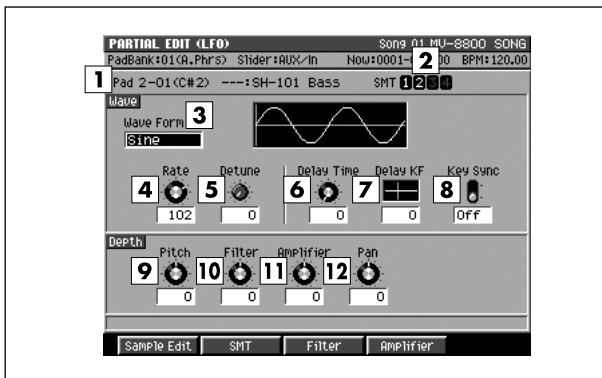


## F-buttons

- **[F1](Sample Edit)**  
Displays the SAMPLE EDIT screen (p. 128).
- **[F2](SMT)** Sample Mix Table  
Displays the PARTIAL EDIT (SMT) screen (p. 141).
- **[F3](Filter)**  
Displays the PARTIAL EDIT (FILTER) screen (p. 143).
- **[F5](LFO)** Low Frequency Oscillator  
Displays the PARTIAL EDIT (LFO) screen (p. 147).

## PARTIAL EDIT (LFO) screen

**Here you can edit the modulation (cyclic change) of the partial.**



■ **To access this screen**

- [INSTRUMENTS] → [F5](Patch Edit) → [F5](Partial Edit) → [F5](LFO)

## Explanation of each area

**1 Pad**

Selects the pad number and partial name that you will edit.

## 2 SMT (Sample Mix Table)

Shows the sample usage for the partial you selected in **1**. In the example shown here, the partial uses SMT1 and 2.

### 3 Wave Form

Selects the waveform that the LFO will output.

Value	Explanation
Sine	Sine wave
Triangle	Triangle wave
Saw Up	Sawtooth wave
Saw Down	Sawtooth wave (inverted)
Square	Square wave
Random	Random wave
Bend Up	The LFO will output a waveform that rises to the normal level and stays there
Bend Down	The LFO will output a waveform that falls to the normal level and stays there

**MEMO**

- If you select “Bend Up” or “Bend Down,” you must set the Key Sync parameter PARTIAL EDIT (LFO) screen (p. 147) to “On.” If this is “Off,” the LFO effect will not be obtained.

#### 4 Wave Rate

Specifies the rate (frequency) of the waveform produced by the LFO.

Range: 0–102–127, ♯<sub>3</sub>, ♯, ♯<sub>3</sub>, ♯, ♯<sub>3</sub>, ♯, ♯, ♯<sub>3</sub>, ♯, ♯,  
♭<sub>3</sub>, ♭, ♭, ♭<sub>3</sub>, ♭, ♭, ○<sub>3</sub>, ♭, ○, |○|<sub>3</sub>, ○, |○|

### 5 Wave Detune (Wave Rate Detune)

This parameter creates slight differences in the LFO rate (Wave Rate parameter) for each note-on. Higher settings of this parameter will produce greater change. If “Rate” is set to “note value,” this parameter is ignored.

Range: **0–127**

## 6 Wave Delay Time

Specifies the time from note-on (note-off) until the LFO effect will be applied (will continue).

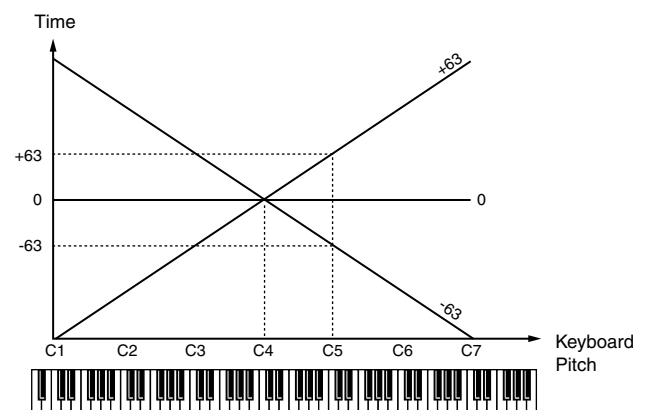
Range: **0–127**

- 👉 Set this appropriately as described in “To add modulation to the sound” (Owner’s Manual; p. 104).

### 7 Wave Delay KF (Wave Delay Key Follow)

Specifies how the Delay Time parameter will be adjusted according to the location of the key you play relative to the C4 key (middle C). Set this parameter to a positive (+) setting if you want the LFO effect to apply sooner as you play upward on the keyboard, or to a negative (-) setting if you want the delay to become longer as you play upward. Higher settings will produce more change. If you don't want the keyboard location to affect the delay until the LFO effect is applied, set this to "0".

Range: -63-0-+63



### 8 Key Sync

Specifies whether the start of the LFO cycle will match the note-on timing (ON) or not (OFF).

Range: Off, On

### 9 Depth Pitch

Specifies the amount by which the LFO will affect the pitch.

Range: -63-0-+63

### 10 Depth Filter

Specifies the amount by which the LFO will affect the cutoff frequency.

Range: -63-0-+63

### 11 Depth Amplifier

Specifies the amount by which the LFO will affect the volume.

Range: -63-0-+63

### 12 Depth Pan

Specifies the amount by which the LFO will affect the panning.

Range: -63-0-+63

#### MEMO

- Positive (+) and negative (-) values of these Depth settings will produce the opposite change in pitch or volume. For example if you specify a positive (+) Depth value for one partial and an identical but opposite negative (-) value for another partial, the two will be modulated in opposite directions. You can use this to exchange two different partials, or in conjunction with Pan to make the sound location move cyclically.

## F-buttons

### • [F1](Sample Edit)

Displays the SAMPLE EDIT screen (p. 128).

### • [F2](SMT) Sample Mix Table

Displays the PARTIAL EDIT (SMT) screen (p. 141).

### • [F3](Filter)

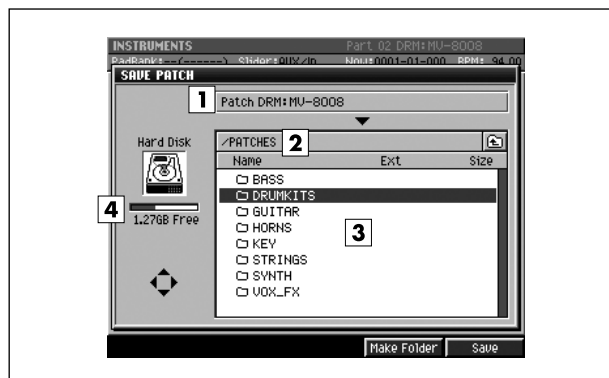
Displays the PARTIAL EDIT (FILTER) screen (p. 143).

### • [F4](Amplifier)

Displays the PARTIAL EDIT (AMPLIFIER) screen (p. 145).

## SAVE PATCH popup

Here you can save patches as a file.



### ■ To access this screen

- [INSTRUMENTS] → [MENU] → select "Save Patch" → [F5](Select)

### Explanation of each area

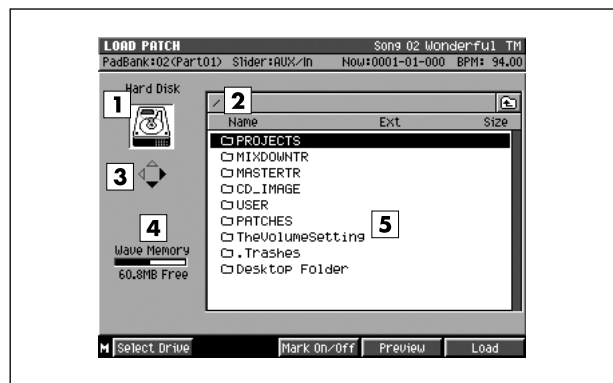
- 1 Patch name**  
Displays the name of the patch which can be saved.
- 2 Current folder name**  
Displays the destination folder you want to save.  
Folder levels below the root folder (the top level folder in the hard disk) are shown by a slash "/" symbol.
- 3 File list**  
Displays the name of the files and folders saved in the current folder.
- 4 Drive capacity**  
Displays the free space of the hard disk.

### F-buttons

- **[F4](Make Folder)**  
Displays the EDIT NAME popup (p. 3), where you can create a new folder inside the current folder.
- **[F5](Save)**  
Saves the patch as a file (with .MV0 extension) to the hard disk.  
Displays the EDIT NAME popup (p. 3), where you can specify the name of a WAV-format or AIFF-format file.

# LOAD PATCH screen

Here you can load patch data from the disk, and use it as a patch in the current project.






■ To access this screen

- [INSTRUMENTS] → [MENU] → select “Load Patch” → [F5](Select)


## Explanation of each area

- 1 Current drive**  
Shows the currently selected drive with its icon.
- 2 Current folder name**  
Displays the name of the currently selected folder. Folder levels below the root (the top level of the folder structure) are shown by a slash “/” symbol.
- 3 Cursor Icon**  
The cursor icon will change shape to indicate whether you can press the cursor right or left button to change the displayed folder.

Cursor icon	Explanation
	You can move the cursor up/down.
	You can move the cursor up/down. If this indication is displayed, the cursor is located at a folder (highlighted). Press the right cursor key to view the contents of the folder (i.e., to switch folders).
	You can move the cursor up/down. If this indication is displayed, you can press the left cursor button to return to the parent folder (i.e., to switch folders).

- 4 Wave Memory**  
Displays the remaining amount of wave memory.
- 5 File list**  
Here you can select the patch that you want to load.

## F-buttons and menu

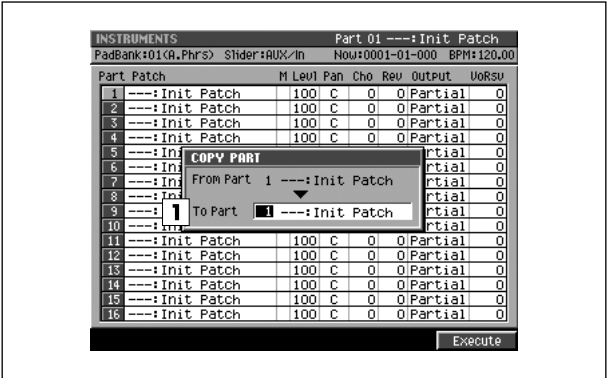
- **[F1](Select Drive)**  
Displays the SELECT DRIVE popup (p. 6), where you can switch the drive from which to select patches.
- **[F3](Mark On/Off)**  
Marks or unmarks a file.
- **[F4](Preview)**  
Displays the IMPORT PREVIEW popup.  
The message “Reading patch for preview..” will appear, and the patch will begin loading. When all data has been loaded, the IMPORT PREVIEW popup will show the name of the patch that was loaded. You can use the velocity pads (or other means) to audition and try out the patch.  
 For details, refer to “Auditioning or previewing before you import” (Owner’s Manual; p. 74).
- **[F5](Load)**  
Displays the ASSIGN TO PART / LIBRARY popup (p. 224).
- **[MENU]**  
Displays the MENU popup.

## Menu item

- 1 All Mark**  
Marks or unmarks all patch files shown in the file list.

# COPY PART popup

Here you can copy the settings of the current part to another part.



## To access this screen

- [INSTRUMENTS] → [MENU] → select “Copy Part” → [F5](Select)

## Explanation of each area

### 1 To Part

Specifies the copy-destination of the current part settings.

Range: 1–16

#### MEMO

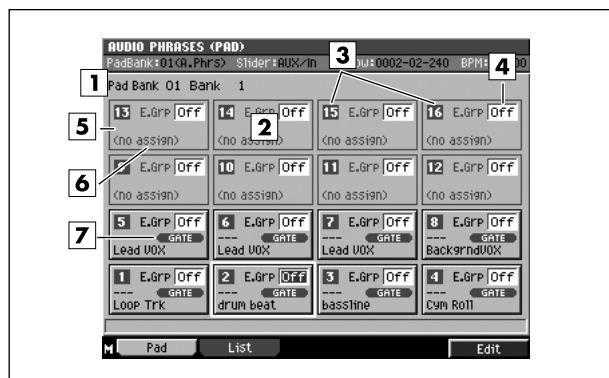
- You can't set this to be the number of the current part itself (i.e., the copy-source itself).

## F-button

- [F5](Execute)  
Copies the settings of the current part to the specified part.

## AUDIO PHRASES (PAD) screen

This screen shows the audio phrases that you can play from the velocity pads.



### To access this screen

- [AUDIO PHRASES]

### Explanation of each area

- 1 Pad Bank**  
Specifies the pad bank number. The pads of the selected pad bank are shown in **2** ("Velocity Pads").
- 2 Velocity Pads**  
This area shows information for each pad. The displayed pads correspond to the top panel VELOCITY PADS. The pad selected by the cursor is highlighted.
- 3 Pad numbers**  
These are the numbers of each pad. They correspond to the top panel VELOCITY PADS.
- 4 E.Grp (Exclusive group)**  
This allows you to specify, for multiple audio phrases, that only one of them can play at once.  
When audio phrases assigned to the same group are played simultaneously (i.e., overlapping), the first-played phrase will be turned off before the next-played one is sounded.  
Range: Off, 1–31
- 5 Category name**  
This is part of the name of the audio phrase ("Category," p.70). You can assign a category to each audio phrase so that it will be easier to find when needed.
- 6 Audio phrase name**  
This is the name assigned to each audio phrase.
- 7 Pad play mode**  
Indicates how the audio phrase will play. This setting is made in the AUDIO PHRASE EDIT screen (p. 155).

#### MEMO

- You can also select a pad by striking the desired VELOCITY PAD on the top panel.

Value	Explanation
Gate	Press pad → sound begins Release pad → sound stops
Trigger	Press pad → sound begins (and continues even when you release the pad) Press pad once again → sound stops
Drum	Press pad → sound begins (and continues even when you release the pad) Sound stops automatically at the end point of the phrase

### F-buttons and menu

- **[F1](Pad)**  
Displays the AUDIO PHRASES (PAD) screen (this screen).
- **[F2](List)**  
Displays the AUDIO PHRASES (LIST) screen (p. 153).
- **[F5](Edit)**  
Displays the AUDIO PHRASE EDIT screen (p. 155).
- **[MENU]**  
Displays the MENU popup.

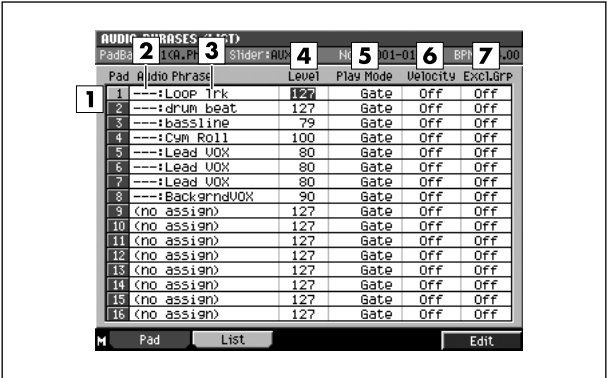
### Menu items

- 1 Audio Phrase Name**  
Displays the EDIT NAME popup (p. 3), which you can assign a name to the audio phrase.
- 2 Save Audio Phrase Bank**  
Displays the SAVE AUDIO PHRASE BANK popup (p. 154), where you can save the audio phrases in the current bank to the hard disk as a file.



# AUDIO PHRASES (LIST) screen

This screen lists information on the audio phrases assigned to the pads.



## To access this screen

- [AUDIO PHRASES] → [F2](List)

## Explanation of each area

### 1 Pad numbers

These are the numbers of each pad. They correspond to the top panel VELOCITY PADS. The pad selected by the cursor is highlighted.

#### MEMO

- You can also select a pad by striking the desired VELOCITY PAD on the top panel.

### 2 Category name

This is part of the name of the audio phrase ("Category," p.70). You can assign a category to each audio phrase so that it will be easier to find when needed.

### 3 Audio phrase name

This is the name assigned to each audio phrase.

### 4 Level (Audio phrase level)

Specifies the playback level of the audio phrase.  
Range: 0–127

### 5 Play Mode (Pad play mode)

Specifies how the audio phrase will play.

Value	Explanation
Gate	Press pad → sound begins Release pad → sound stops
Trigger	Press pad → sound begins (and continues even when you release the pad) Press pad once again → sound stops
Drum	Press pad → sound begins (and continues even when you release the pad) Sound stops automatically at the end point of the phrase

### 6 Velocity

Specifies whether velocity will affect the volume when you use the velocity pads to play audio phrases.  
Range: Off, On

### 7 Excl.Gr (Exclusive group)

This allows you to specify, for multiple audio phrases, that only one of them can play at once.  
When audio phrases assigned to the same group are played simultaneously (i.e., overlapping), the first-played phrase will be turned off before the next-played one is sounded.

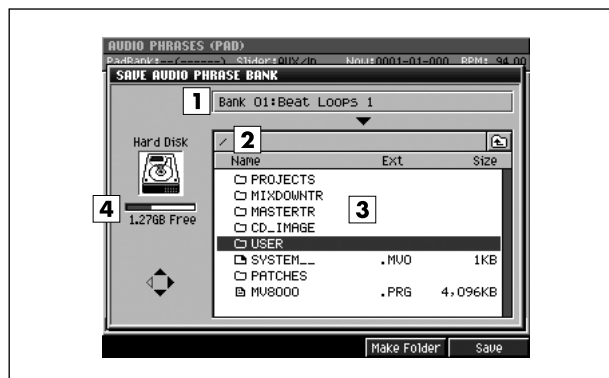
Range: Off, 1–31

## F-buttons and menu

- [F1](Pad)**  
Displays the AUDIO PHRASES (PAD) screen (p. 152) (this screen).
- [F2](List)**  
Displays the AUDIO PHRASES (LIST) screen (this screen).
- [F5](Edit)**  
Displays the AUDIO PHRASE EDIT screen (p. 155).
- [MENU]**  
Displays the MENU popup.  
Displayed menu items are same as the AUDIO PHRASES (PAD) screen (p. 152).

## SAVE AUDIO PHRASE BANK popup

Here you can save audio phrases in the current bank as a file.



### ■ To access this screen

- [AUDIO PHRASES] → [MENU] → select “Save Audio Phrase Bank” → [F5](Select)

### Explanation of each area

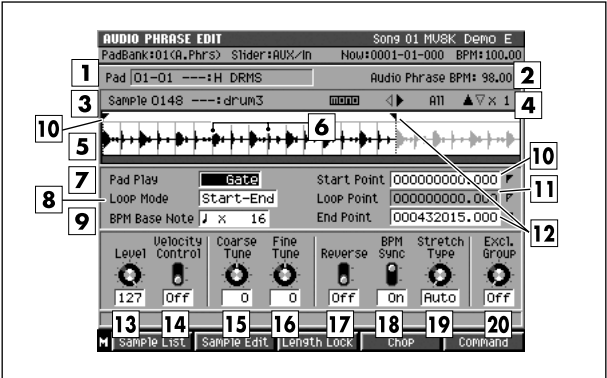
- 1 Bank number, Bank name**  
Displays the number and name of the current audio phrase bank which can be saved.
- 2 Current folder name**  
Displays the destination folder you want to save.  
Folder levels below the root folder (the top level folder in the hard disk) are shown by a slash “/” symbol.
- 3 File list**  
Displays the name of the files and folders saved in the current folder.
- 4 Drive capacity**  
Displays the free space of the hard disk.

### F-buttons

- [F4](Make Folder)  
Displays the EDIT NAME popup (p. 3) where you can create a new folder inside the current folder.
- [F5](Save)  
Saves the audio phrases in the current bank as a file to the hard disk.  
Displays the EDIT NAME popup (p. 3), where you can specify the name of a WAV-format or AIFF-format file.

# AUDIO PHRASE EDIT screen

Here you can make settings for the audio phrase assigned to each pad.



## ■ To access this screen

- [AUDIO PHRASES] → select the audio phrase you want to edit → [F5](Edit)

## Explanation of each area

### 1 Pad (Pad number)

Displays the pad number and audio phrase name that you want to edit.

### 2 Audio Phrase BPM (Audio Phrase Tempo)

Displays the tempo at which the audio phrase will play. The value displayed here is calculated from the BPM Base Note setting and the number of beats in the loop region.

### 3 Sample

Shows the number, name, and number of channels for the sample used by the audio phrase.

### 4 Zoom level

Indicates the ratio at which the waveform shown in the wave window is being magnified or shrunk.

### 5 Wave window

Displays the audio phrase (waveform) that you are editing.

### 6 Beat line

This line is shown at each beat. The space between lines is one note.

### 7 Pad Play

Specifies how the audio phrase will play.

Value	Explanation
Gate	Press pad → sound begins Release pad → sound stops
Trigger	Press pad → sound begins (and continues even when you release the pad) Press pad once again → sound stops
Drum	Press pad → sound begins (and continues even when you release the pad) Sound stops automatically at the end point of the phrase

### 8 Loop Mode

Specifies how the specified loop region will be repeated.

Value	Explanation
Off	Looping will not occur.
Start-End	The region between the Start Point and the End Point will play repeatedly.
Loop-End	The region between the Loop Point and the End Point will play repeatedly.

#### MEMO

- If Pad Play is set to Drum, the Loop Point and Loop Mode settings will be ignored.

### 9 BPM Base Note

Specifies the length of the currently-edited audio phrase as a number of beats at the specified note value. The playback tempo is determined according to this data. The tempo is indicated by Audio Phrase BPM.

Range: ♩, ♪, ♫ (initial value), ♮, ○ /  
x1-x4-x65535

### 10 Start Point

The point at which playback will start. Set this to skip any unwanted portion of the waveform at the beginning of the sample, so that the sample will begin playing at the desired timing.

### 11 Loop Point

Specifies the point at which the playback will begin repeating (i.e., for the second and subsequent plays). Set this if you want to the sample to loop from a point other than the Start Point.

### 12 End Point

Specifies the point at which playback will end. Set this to avoid playing any unwanted portion of the waveform at the end of the sample.

### 13 Level

Specifies the volume of the audio phrase.

Range: 0–127

### 14 Velocity Control

Specifies whether velocity will affect the volume when you use the velocity pads to play audio phrases.

### 15 Coarse Tune

Adjusts the pitch of the audio phrase in steps of a semitone.

Range: -48–0–+48 (+/-4 octaves)

### 16 Fine Tune

Adjusts the pitch of the audio phrase in steps of one cent.

Range: -50–0–+50

#### MEMO

- One cent = 1/100th of a semitone

### 17 Reverse

Makes the audio phrase play backward (from the End Point toward the Start Point).

Range: Off, On

#### MEMO

- If Reverse is On and Loop Mode is set to Loop-End, the loop region will loop backward between the Loop Point and the Start Point.

### 18 BPM Sync (Tempo Sync)

If this parameter is On, the tempo will be calculated according to the playback time from the Start Point to the End Point and the note value (Base Note) and number of notes in that region, so that the sequencer and the audio phrase will play in synchronization.

Range: Off, On

### 19 Stretch Type

If the BPM Sync parameter is On, this setting adjusts the audio quality with which the sample is stretched or shrunk (Time Stretch). The ideal setting will depend on the type of audio material. If you choose Auto, the appropriate setting will be automatically assigned based on the length of the sound and the BPM.

Range: Auto, 1–10

### 20 Excl Group (Exclusive group)

Specifies how audio phrases assigned to the same exclusive group will be handled when they are played simultaneously. When audio phrases assigned to the same group are played simultaneously (i.e., overlapping), the first-played phrase will be turned off before the next-played one is sounded.

Range: Off, 1–31

## F-buttons and menu

### • [F1](Sample List)

Displays the SAMPLE LIST popup (p. 130).

### • [F2](Sample Edit)

Displays the AUDIO PHARASE SAMPLE EDIT screen (p. 157).

In this screen you can focus on editing the playback region of the sample used by the audio phrase.

### • [F3](Length Lock)

Specifies whether the length between the playback points of the sample will be fixed.

If the indication “LENG LOCK” is shown at the left of the Start Point, Loop Point, and End Point parameters, the length of the corresponding region will be locked. In this case, changing one value will affect the other value while maintaining the length of the region.

#### MEMO

- If Reverse is On, the time difference between Start Point and the Loop Point will be fixed.

### • [F4] (Chop)

Displays the CHOP popup (p. 159).

### • [F5] (Command)

Displays the SELECT SAMPLE EDIT COMMAND popup (p. 132).

### • [MENU]

Displays the MENU popup.

## Menu items

### 1 Audio Phrase Name

Displays the EDIT NAME popup (p. 3), where you can assign a name to the audio phrase.

### 2 Save Sample As WAV

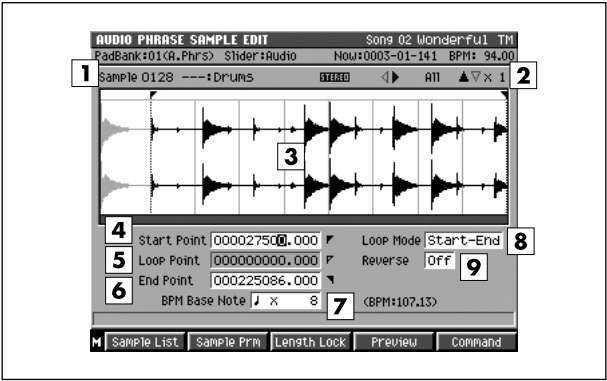
Displays the SAVE SAMPLE AS WAV popup (p. 140), where you can save the audio phrase to disk in WAV format.

### 3 Save Sample As AIFF

Displays the SAVE SAMPLE AS AIFF popup (p. 140), where you can save the audio phrase to disk in AIFF format.

# AUDIO PHARASE SAMPLE EDIT screen

In this screen you can edit the playback points while viewing a waveform display that is larger than that in the AUDIO PHRASE EDIT screen.



### ■ To access this screen

- [AUDIO PHRASES] → select the audio phrase you want to edit → [F5](Edit) → [F2](Sample Edit)

## Explanation of each area

- 1 Sample**  
Indicates the sample number and sample name that you are editing.
- 2 Zoom level**  
Indicates the ratio at which the waveform shown in the wave window is being magnified or shrunk.
- 3 Wave window**  
Shows the audio phrase (waveform) that you are editing.
- 4 Start Point**  
The point at which playback will start. Set this to skip any unwanted portion of the waveform at the beginning of the sample, so that the sample will begin playing at the desired timing.
- 5 Loop Point**  
Specifies the point at which the playback will begin repeating (i.e., for the second and subsequent plays). Set this if you want to the sample to loop from a point other than the Start Point.
- 6 End Point**  
Specifies the point at which playback will end. Set this to avoid playing any unwanted portion of the waveform at the end of the sample.
- 7 BPM Base Note**  
Specifies the length of the currently-edited audio phrase as a number of beats at the specified note value. The playback tempo is determined according to this data. The tempo is indicated by Audio Phrase BPM.  
Range: ♩, ♪, ♫ (initial value), ♫, ♫/  
x1-x4-x65535

### 8 Loop Mode

Specifies how the specified loop region will be repeated.

Value	Explanation
Off	Looping will not occur.
Start-End	The region between the Start Point and the End Point will play repeatedly.
Loop-End	The region between the Loop Point and the End Point will play repeatedly.

### 9 Reverse

Makes the audio phrase play backward (from the End Point toward the Start Point).

Range: Off, On

#### MEMO

- If Reverse is On and Loop Mode is set to Loop-End, the loop region will loop backward between the Loop Point and the Start Point.

### F-buttons

- **[F1](Sample List)**  
Displays the SAMPLE LIST popup (p. 130).
- **[F2](Sample Prm)**  
Displays the SAMPLE PARAMETER popup (p. 131).
- **[F3](Length Lock)**  
Specifies whether the length between the playback points of the sample will be fixed.  
If the indication “LENG LOCK” is shown at the left of the Start Point, Loop Point, and End Point parameters, the length of the corresponding region will be locked. In this case, changing one value will affect the other value while maintaining the length of the region.  
**MEMO**
  - If Reverse is On, the time difference between Start Point and the Loop Point will be fixed.
- **[F4](Preview)**  
When you hold this button, auditions a currently edited sample.
- **[F5](Command)**  
Displays the SELECT SAMPLE EDIT COMMAND popup (p. 132).
- **[MENU]**  
Displays the MENU popup.

### Menu items

#### 1 Save Sample As WAV

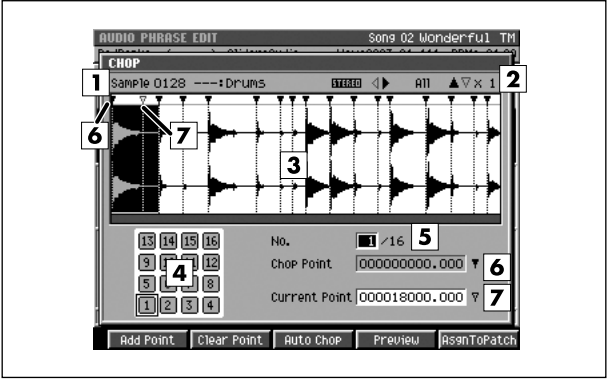
Displays the SAVE SAMPLE AS WAV (p. 140), where you can save the audio phrase to disk in WAV format.

#### 2 Save Sample As AIFF

Displays the SAVE SAMPLE AS AIFF popup (p. 140), where you can save the audio phrase to disk in AIFF format.

# CHOP popup

Here you can divide an audio phrase at desired locations and assign each portion to a pad (to create a patch). You can divide the phrase into as many as ninety-six portions.



## ■ To access this screen

- [AUDIO PHRASES] → select the audio phrase you want to edit → [F5](Edit) → [F4](Chop)
- [SAMPLING] → turn off “Auto Divide parameter” → [F5](Start) → sampling... → [F5](Stop) → [F3](Quick Assign) → [F1](Chop)
- [IMPORT] → select the wave file you want to load → [F5](Import) → [F3](Quick Assign) → [F1](Chop)

## Explanation of each area

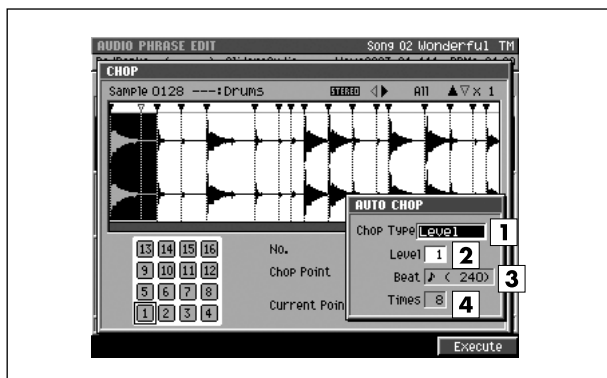
- 1 Sample**  
Indicates the sample number and sample name that you are editing.
- 2 Zoom level**  
Indicates the ratio at which the waveform shown in the wave window is being magnified or shrunk.
- 3 Wave window**  
Shows the sample (waveform) that you are editing.
- 4 Pad**  
The divided waveform is assigned to the velocity pads. You can strike the velocity pads to audition the divided waveform.
- 5 No. (number)**  
This indicates the number of the waveform that was divided by the Chop operation.
- 6 Chop Point**  
Indicates the position of each divided audio phrase selected by No.
- 7 Current Point (Dividing line)**  
Specifies the location at which the sample will be divided. Set this value to divide the sample at the desired point. The dividing line shown in the wave window will move according to the value you specify as the Current Address.

## F-buttons

- [F1](Add Point)  
Adds a dividing point. Its location will be the Current Address.  
**MEMO**
  - You can specify up to 95 dividing points (96 divisions).
- [F2](Clear Point)  
Deletes a chop point. The point selected in No. will be deleted.  
**MEMO**
  - You cannot do this if no dividing locations are specified, nor can you delete point number 1.
- [F3](Auto Chop)  
The AUTO CHOP popup (p. 160) will appear.
- [F4](Preview)  
You can audition the waveform selected in No. by holding down this button.
- [F5](Execute)  
Divides the sample at the dividing points you specified, and then displays the CHOP QUICK ASSIGN popup (p. 161).

## AUTO CHOP popup

Here you can automatically specify dividing point for a sample.



### ■ To access this screen

- [AUDIO PHRASES] → select the audio phrase you want to edit → [F5](Edit) → [F4](Chop) → [F3](Auto Chop)
- [SAMPLING] → turn off “Auto Divide parameter” → [F5](Start) → sampling... → [F5](Stop) → [F3](Quick Assign) → [F1](Chop) → [F3](Auto Chop)
- [IMPORT] → select the wave file you want to load → [F5](Import) → [F3](Quick Assign) → [F1](Chop) → [F3](Auto Chop)

## Explanation of each area

### 1 Chop Type

Specifies the conditions by which the sample will be automatically divided.

Value	Explanation
Level	Divide according to volume.
Beat	Divide according to beats based on the sequencer tempo (p. 79).
Divide X	Divide into the specified number of equal regions.

### 2 Level

Specifies the level at which the sample will be divided when Chop Type=Level. Lower settings will cause the sample to be divided more finely.

Range: 1–6–10

### 3 Beat

Specifies the number of beats by which the sample will be divided when Chop Type=Beat.

Range: ♩ (60), ♩<sub>3</sub> (80), ♩ (120), ♩<sub>3</sub> (160), ♩ (240),  
 ♩<sub>3</sub> (320), ♩ (480), ♩<sub>3</sub> (640), ♩ (960),  
 ○ (1920), ∞ (3840)

### 4 Times

Specifies the number of regions into which the sample will be divided when Chop Type=Divide X.

Range: 2–16

## F-button

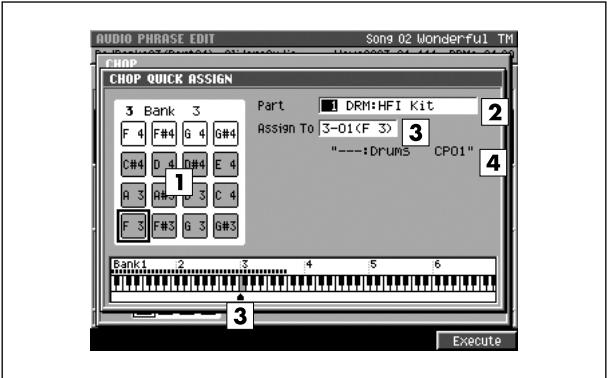
### • [F5](Execute)

Start specifying the point automatically. Closes the AUTO CHOP popup.



# CHOP QUICK ASSIGN popup

Here you can assign each of the sample divided by Chop to their own pads as partials.



### To access this screen

- [AUDIO PHRASES] → select the audio phrase you want to edit → [F5](Edit) → [F4](Chop) → [F5](AsgnToPatch)
- [SAMPLING] → turn off “Auto Divide parameter” → [F5](Start) → sampling... → [F5](Stop) → [F3](Quick Assign) → [F1](Chop) → [F5](AsgnToPatch)
- [IMPORT] → select the wave file you want to load → [F5](Import) → [F3](Quick Assign) → [F1](Chop) → [F5](AsgnToPatch)

## Explanation of each area

### 1 Velocity Pad

Indicates the state of the pads in the current pad bank.

State	Explanation
	A partial is assigned to the pad.
	No assignment.
	A partial is assigned to the velocity pad shown in the frame.

### 2 Part

Selects the instrument number to which the divided sample will be assigned.

Range: 1–16

### 3 Assign To

Selects the velocity pad to which the partial is assigned. The keyboard assignment region is also shown here.

Range: 1-01 (A 0)–6-16 (G#8)

### 4 Partial name

Indicates the name of the assigned partial.

#### MEMO

- The last four characters are automatically assigned as “Cp\*\*” (\*\* is each different number).

## F-button

### • [F5](Execute)

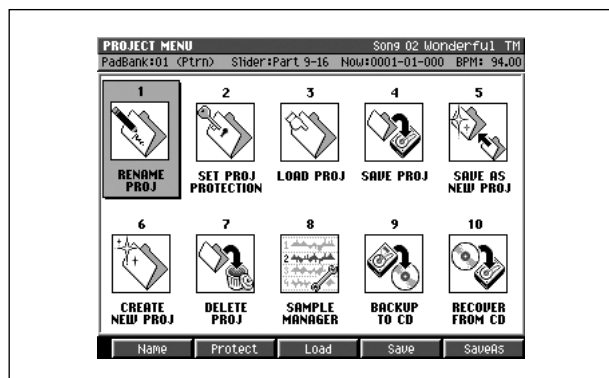
Assigns the partial to the velocity pad you specified.

#### MEMO

- When making automatic assignments, a confirmation message will appear if a pad to which a sample is already assigned would be overwritten.

## PROJECT MENU screen

This menu screen lets you select project-related items.



### ■ To access this screen

- [PROJECT]

### Explanation of each area

- 1 RENAME PROJ (Rename project)**  
Displays the EDIT NAME popup (p. 3) where you can assign a name to the project.
- 2 SET PROJ PROTECTION (Set project protection)**  
Displays the SET PROJECT PROTECTION screen (p. 163).
- 3 LOAD PROJ (Load project)**  
Displays the LOAD PROJECT screen (p. 164).
- 4 SAVE PROJ (Save current project)**  
Displays the SAVE PROJECT popup.
- 5 SAVE AS NEW PROJ (Save as new project)**  
Displays SAVE AS NEW PROJECT popup (p. 165).
- 6 CREATE NEW PROJ (Create new project)**  
Displays the CREATE NEW PROJECT screen (p. 166).
- 7 DELETE PROJ (Delete project)**  
Displays the DELETE PROJECT screen (p. 168).
- 8 SAMPLE MANAGER**  
Displays the SAMPLE MANAGER screen (p. 169).
- 9 BACKUP TO CD (Backup current project to CD)**  
Displays BACKUP PROJECT TO CD screen (p. 170).
- 10 RECOVER FROM CD (Recover project from CD)**  
Displays RECOVER PROJECT FROM CD popup (p. 171).

### F-buttons

The function of the F-buttons will depend on the location of the cursor.

#### ■ When the cursor is in the upper row

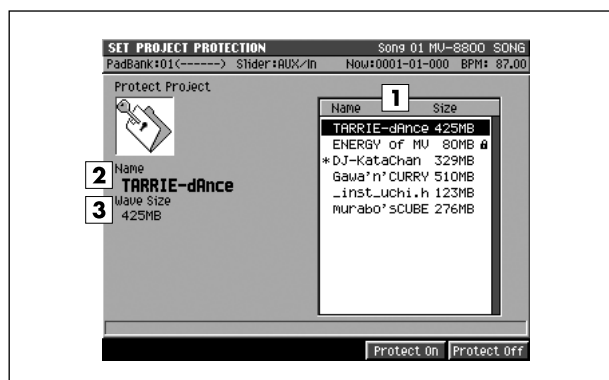
- **[F1](Name)**  
Displays the EDIT NAME popup (p. 3).
- **[F2](Protect)**  
Displays the SET PROJECT PROTECTION screen (p. 163).
- **[F3](Load)**  
Displays the LOAD PROJECT screen (p. 164).
- **[F4](Save)**  
Displays the SAVE PROJECT popup.
- **[F5](SaveAs)**  
Displays SAVE AS NEW PROJECT popup (p. 165).

#### ■ When the cursor is in the lower row

- **[F1](Create)**  
Displays the CREATE NEW PROJECT screen (p. 166).
- **[F2](Delete)**  
Displays the DELETE PROJECT screen (p. 168).
- **[F3](SmpMgr)**  
Displays the SAMPLE MANAGER screen (p. 169).
- **[F4](Backup)**  
Displays BACKUP PROJECT TO CD screen (p. 170).
- **[F5](Recover)**  
Displays RECOVER PROJECT FROM CD popup (p. 171).

## SET PROJECT PROTECTION screen

Here you can protect a project saved on disk from being overwritten or deleted.



### ■ To access this screen

- [PROJECT] → move the cursor to the upper row of icons → [F2](Protect)

### Explanation of each area

- 1 Project List**  
Displays the protect status of the project. Projects with a lock symbol are protected.
- 2 Name**  
Displays the project name at the cursor in project list.
- 3 Wave Size**  
Shows the wave size (the amount of sample data) for the project at the cursor location.

### F-buttons

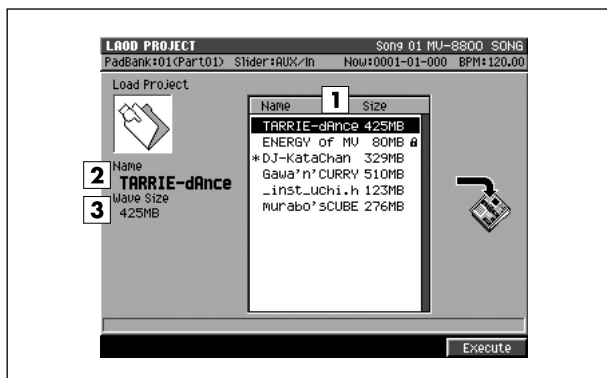
- [F4](Protect On)  
Protects the project at the cursor location.
- [F5](Protect Off)  
Defeats the protect setting for the project at the cursor location.

#### MEMO

- A protected project cannot be overwritten or deleted.

## LOAD PROJECT screen

Here you can load a project.



### ■ To access this screen

- [PROJECT] → move the cursor to the upper row of icons → [F3](Load)

### Explanation of each area

#### 1 Project list

This area lists the saved projects. The project selected by the cursor is highlighted.

#### 2 Name

This area shows the names of the saved projects.

#### 3 Wave Size

Shows the wave size (the amount of sample data) for the project at the cursor location.

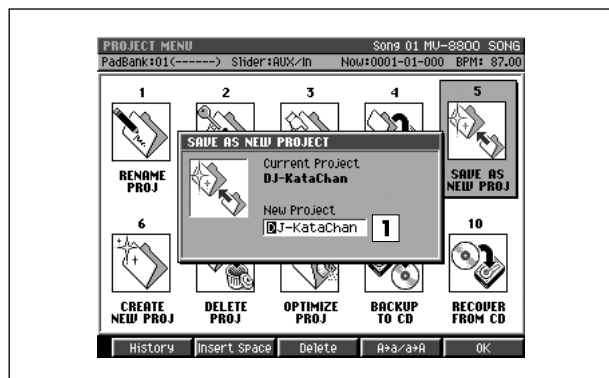
### F-button

#### • [F5](Execute)

Loads the project selected by the cursor.

## SAVE AS NEW PROJECT popup

Here you can save the current project under a different project name.



### ■ To access this screen

- [PROJECT] → move the cursor to the upper row of icons → [F5](SaveAs)

## Explanation of each area

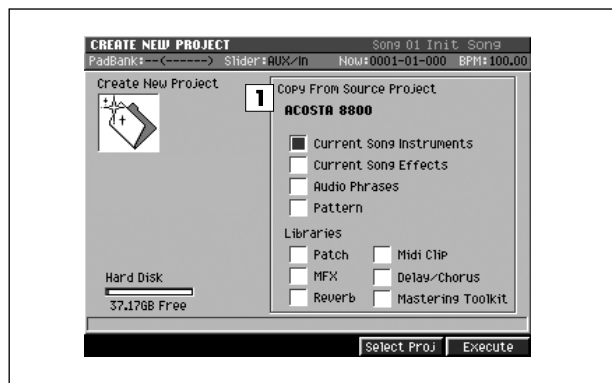
- 1 Project Name**  
Specify a new project name.

## F-buttons

- [F1](History)  
Displays the HISTORY popup. You can recall (and re-input) up to the ten most recent names you input in the EDIT NAME popup since turning on the power. Selects the name at the cursor in the history list then press [ENTER].
- [F2](Insert Space)  
Inserts a space at the cursor location.
- [F3](Delete)  
Deletes the character at the cursor location. Characters at the right of the cursor will be moved forward to fill the gap.
- [F4](A→a/a→A)  
Switches the character at the cursor location between uppercase and lowercase.
- [F5](OK)  
The project will be saved.

# CREATE NEW PROJECT screen

Here you can create a new project.



■ To access this screen

- [PROJECT] → move the cursor to the lower row of icons → [F1](Create)

## Explanation of each area

1 Copy From Source Project

You can copy samples or various parameters from an existing project to the newly created project.

Use [F4](Select Proj) to select the project that contains the samples or parameters you want to copy, and add a check mark (✓) to the items you want to copy.

You can choose to copy the following items.

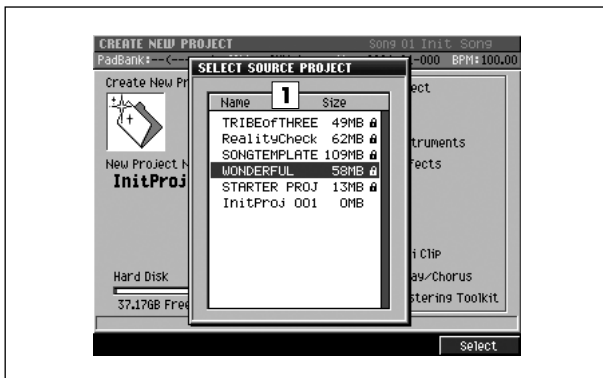
Options	Explanation
Current Song Instruments	instruments and samples of current song
Current Song Effects	effects settings of current song
Audio Phrases	audio phrases and samples
Patterns	patterns
Patch	patch library and samples
MFX	MFX library
MIDI Clip	MIDI clip library
Delay/Chorus	Delay/Chorus library
Reverb	Reverb library
Mastering Toolkit	Mastering Toolkit library

## F-buttons

- [F4](Select Proj)  
Displays the SELECT SOURCE PROJECT popup (p. 167).
- [F5](Execute)  
Creates the project.

## SELECT SOURCE PROJECT popup

Here you can select a project from which to copy samples or parameters when creating a new project.



### ■ To access this screen

- [PROJECT] → move the cursor to the lower row of icons → [F1](Create) → [F4](Select Proj)

## Explanation of each area

### 1 Project list

Displays the list of the projects saved on the hard disk.

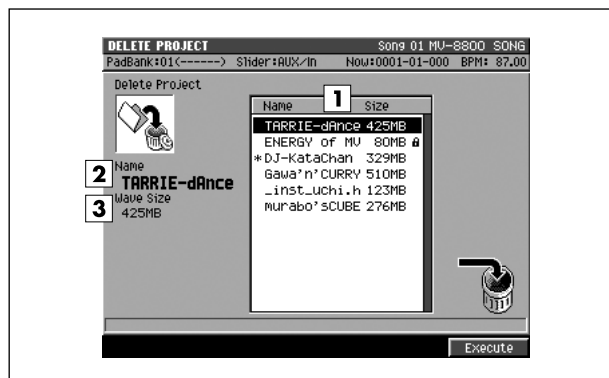
## F-button

### • [F5](Select)

Selects the project selected by the cursor as the copy-source project.

## DELETE PROJECT screen

Here you can delete an unwanted project.



### ■ To access this screen

- [PROJECT] → move the cursor to the lower row of icons → [F2](Delete)

### Explanation of each area

#### 1 Project list

This area lists the saved projects. The project selected by the cursor is highlighted.

#### 2 Name

This is the name of the saved project.

#### 3 Wave Size

Shows the wave size (the amount of sample data) for the project at the cursor location.

### F-button

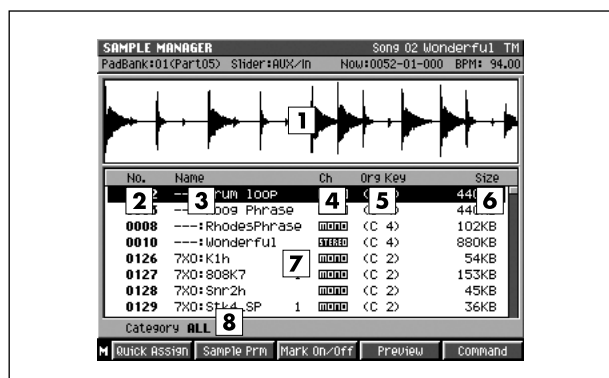
#### • [F5](Execute)

Deletes the project selected by the cursor.



## SAMPLE MANAGER screen

Here you can manage the samples used by the current project.



### ■ To access this screen

- [PROJECT] → move the cursor to the lower row of icons → [F3](SmpIMgr)

### Explanation of each area

- 1 Wave Window**  
Displays the waveform of the sample number that's selected in the sample list.
- 2 No. (number)**  
This is a unique number assigned to each saved sample.
- 3 Name**  
Shows the name of the sample.
- 4 Wave Size**  
Shows the number of channels in the sample (monaural or stereo).
- 5 Org Key (Original Key)**  
Shows the original key specified for each sample.
- 6 Size**  
Shows the size of the sample.
- 7 Sample List**  
The samples used by the project are listed here. The waveform of the highlighted sample is shown in the wave window.
- 8 Category**  
This shows the category that was selected in the SELECT CATEGORY popup (p. 4). Only the selected category will be shown in the list.

### F-buttons

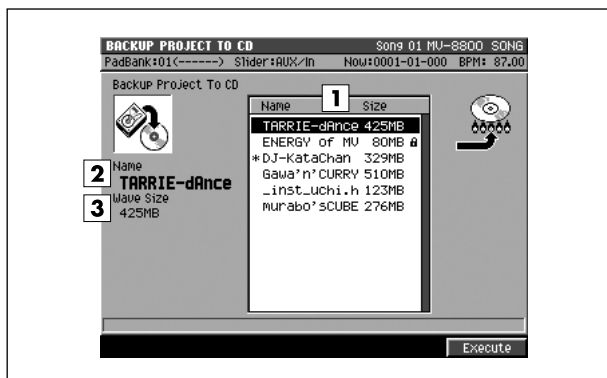
- [F1](Quick Assign)  
Displays the Select Quick Assign message (p. 213).
- [F2](Sample Prm)  
Displays the SAMPLE PARAMETER popup (p. 131).
- [F3](Mark On/Off)  
Marks or unmarks the sample.
- [F4](Preview)  
Auditions the currently highlighted sample while you hold down the button.
- [F5](Command)  
Displays the SELECT SAMPLE EDIT COMMAND popup (p. 132).
- [MENU]  
Displays the MENU popup.

### Menu items

- 1 Optimize**  
Deletes the unused samples.
- 2 All Mark**  
Marks or unmarks all samples.
- 3 Category...**  
Displays the SELECT CATEGORY popup (p. 4).
- 4 Save Sample As WAV**  
Displays the SAVE SAMPLE AS WAV popup (p. 140), where you can save the sample to disk in WAV format.
- 5 Save Sample As AIFF**  
Displays the SAVE SAMPLE AS AIFF popup (p. 140), where you can save the sample to disk in AIFF format.

## BACKUP PROJECT TO CD screen

Here you can backup the current project to a CD-R/RW disc.



### ■ To access this screen

- [PROJECT] → move the cursor to the lower row of icons → [F4](Backup)

### Explanation of each area

#### 1 Project list

This area lists the saved projects. The project selected by the cursor is highlighted.

#### 2 Name

This area shows the names of the project selected by the cursor.

#### 3 Wave Size

Shows the wave size (the amount of sample data) for the project at the cursor location.

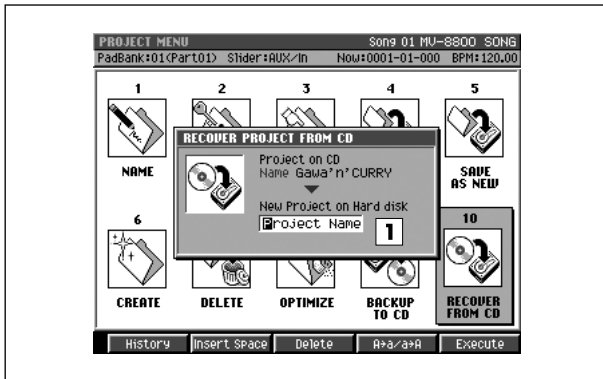
### F-button

#### • [F5](Execute)

Backs-up the project selected by the cursor.

## RECOVER PROJECT FROM CD popup

Here you can recover (restore) a backed-up project from CD into the MV-8800 with the name you specify.



### ■ To access this screen

- [PROJECT] → move the cursor to the upper row of icons → [F5](Recover)

### Explanation of each area

#### 1 New Project on Hard disk

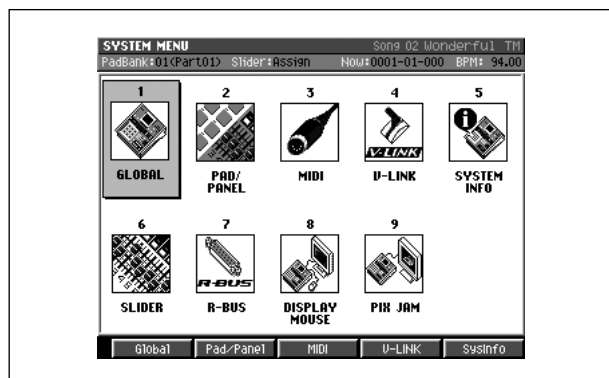
Specify a new project name when recovering backed-up data to the hard disk.

### F-buttons

- [F1](History)  
Displays the HISTORY popup. You can recall (and re-input) up to the ten most recent names you input in the EDIT NAME popup since turning on the power. Selects the name at the cursor in the history list then press [F5](OK).
- [F2](Insert Space)  
Inserts a space at the cursor location.
- [F3](Delete)  
Deletes the character at the cursor location. Characters at the right of the cursor will be moved forward to fill the gap.
- [F4](A→a/a→A)  
Switches the character at the cursor location between uppercase and lowercase.
- [F5](Execute)  
The project that was backed up to CD will be written back to the hard disk.  
After you've recovered the project back to the hard disk, you can use the LOAD PROJECT screen (p. 164) to make that project the current project.

## SYSTEM MENU screen

This is the menu screen from which you can make MV-8800 system settings.



### ■ To access this screen

- [SYSTEM]

## Explanation of each area

- 1 GLOBAL**  
Displays the GLOBAL screen (p. 173).
- 2 PAD/PANEL**  
Displays the PAD screen (p. 174) or PANEL screen (p. 175).
- 3 MIDI**  
Displays the MIDI screen (p. 177).
- 4 V-LINK**  
Displays the V-LINK screen (p. 179).
- 5 SYSTEM INFO**  
Displays the SYSTEM INFORMATION screen (p. 181).
- 6 SLIDER**  
Displays the ASSIGNABLE SLIDER screen (p. 182).
- 7 R-BUS**  
Displays the R-BUS screen (p. 183).
- 8 DISPLAY/MOUSE**  
Displays the DISPLAY/MOUSE screen (p. 184).
- 9 PIX JAM**  
Displays the PIX JAM screen (p. 185).

## F-buttons

### MEMO

- The function of the F-buttons will depend on the location of the cursor.

### ■ When the cursor is in the upper row

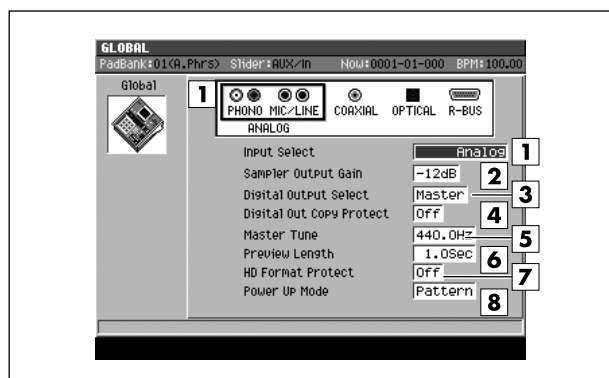
- **[F1](Global)**  
Displays the GLOBAL screen (p. 173).
- **[F2](Pad/Panel)**  
Displays the PAD screen (p. 174).
- **[F3](MIDI)**  
Displays the MIDI screen (p. 177).
- **[F4](V-LINK)**  
Displays the V-LINK screen (p. 179).
- **[F5](SysInfo)**  
Displays the SYSTEM INFORMATION screen (p. 181).

### ■ When the cursor is in the upper row

- **[F1](Slider)**  
Displays the ASSIGNABLE SLIDER screen (p. 182).
- **[F2](R-BUS)**  
Displays the R-BUS screen (p. 183).
- **[F3](Disp/Mouse)**  
Displays the DISPLAY/MOUSE screen (p. 184).
- **[F4](Pix Jam)**  
Displays the PIX JAM screen (p. 185).

## GLOBAL screen

Here you can make settings for the overall system of the MV-8800.



### ■ To access this screen

- [SYSTEM] → move the cursor to the upper row of icons → [F1](Global)

## Explanation of each area

### 1 Input Select

Selects the input source for sampling or recording.

Value	Sampling source
Analog	Analog input jack (stereo)
Analog(L+R)	ANALOG INPUT jack (Lch and Rch mixed to monaural)
Analog(L)	ANALOG INPUT jack (Lch only, monaural)

### 2 Sampler Output Gain

Adjusts the level (volume) at which the sample will play.

Range: -12, -9, -6, -3, 0 dB

### 3 Digital Output Select

Selects the audio signal that will be output from the DIGITAL output jack.

Value	Output signal
Master	The same signal as the Master output will be output.
MLT1/2	The multi output bus 1/2 signal will be output.
:	:
MLT7/8	The multi output bus 7/8 signal will be output.

### 4 Digital Out Copy Protect

Allows you to prohibit subsequent digital copying from media that you digitally recorded from the MV-8800 onto a digitally-connected MD recorder or similar device.

Value	Explanation
Off	The digital output jack will output a signal without copy-protect flags.
On	The digital output jack will output a signal with copy-protect flags. It will not be possible to copy this data from the recorded media via a digital connection onto an MD or DAT.

### 5 Master Tune

Adjusts the overall tuning of the MV-8800. The displayed value is the frequency of the A4 key (middle A).

Range: 415.3–440.0–466.2

### MEMO

- If an audio event whose BPM Sync parameter is Off has been recorded on an audio track, adjusting the Master Tune parameter will cause the playback timing to drift.

### 6 Preview Length

Specifies the playing time for Preview Playback (PREVIEW [TO (→)] / [FROM (←)]) in steps of 0.1 seconds.

Range: 0.1–1.0–10.0 sec

### 7 HD Format Protect

Protects the hard disk from being formatted. When the power is turned on, this setting will automatically be On.

Value	Explanation
Off	It will be possible to format the hard disk. Turn this parameter Off if you want to format the hard disk.
On	It will not be possible to format the hard disk. When the power is turned on, this setting will be On.

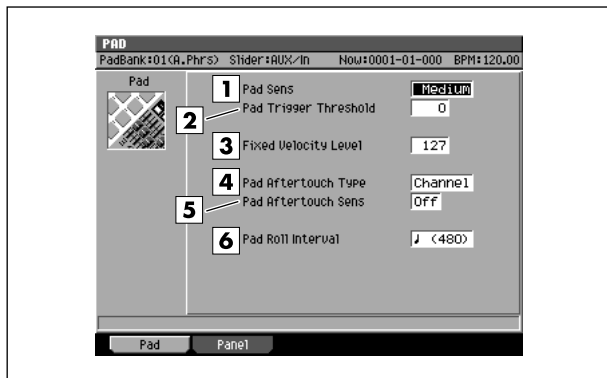
### 8 Power Up Mode

Selects the mode in which the sequencer will be at power-up.

Value	Explanation
Song	At power-up, the sequencer will be in Song mode. (The SONG screen will appear.)
Pattern	At power-up, the sequencer will be in Pattern mode. (The PATTERN screen will appear.)

## PAD screen

Here you can make settings for the velocity pads.



### ■ To access this screen

- [SYSTEM] → move the cursor to the upper row of icons → [F2](Pad/Panel)

## Explanation of each area

### 1 Pad Sens (Pad Sensitivity)

Specifies the sensitivity of the top panel velocity pads.

Value	Explanation
Light	Even a relatively light touch will produce high velocities.
<b>Medium</b>	Mid-way between the Light and Heavy settings.
heavy	You will need to strike the pad fairly strongly in order to produce high velocities. This means that it will be easier to express small differences when playing lower velocities.

### 2 Pad Trigger Threshold

Specifies that the pads will respond only to strikes that are stronger than a certain level. For example if striking one pad causes a different pad to sound as well, you can adjust this setting to prevent false triggering caused by vibration picked up by the other pad. Lower threshold (i.e., higher sensitivity) settings allow the pads to respond to weaker strikes.

Range: 0–15

### 3 Fixed Velocity Level

Specifies the velocity level at which the pads will be fixed if the top panel [FIXED VELOCITY] is turned on.

Range: 1–127

### 4 Pad Aftertouch Type

Switches the aftertouch mode of the velocity pads. You can select either “Channel Aftertouch” which applies the effect to the entire part, or “Polyphonic Aftertouch” which applies individually to each velocity pad.

Value	Explanation
<b>Channel</b>	Channel aftertouch will be transmitted.
Poly	Polyphonic aftertouch will be transmitted.

### 5 Pad Aftertouch Sens

Specifies the aftertouch sensitivity. Lowering this setting will lower the sensitivity, meaning that you will need to press harder to produce an aftertouch effect. With a setting of Off, aftertouch will not be transmitted.

Range: Off, 1–7

### 6 Pad Roll Interval

Specifies the spacing of the roll when you use the pads to play a roll.

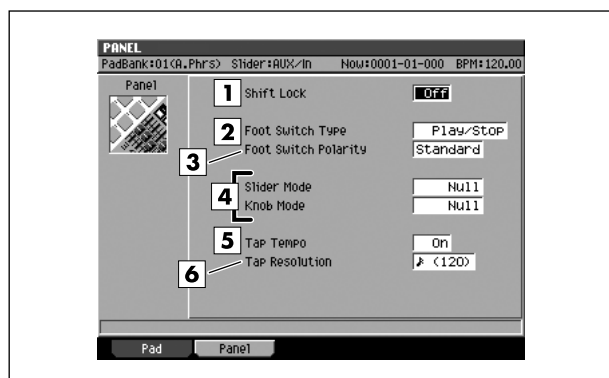
Range: ♩ (30), ♪♩ (40), ♪ (60), ♪♩ (80), ♪ (120), ♪♩ (160), ♪ (240), ♪♩ (320), ♪ (480), ♪♩ (640), ♪ (960)

## F-buttons

- [F1](Pad)  
Displays the PAD screen (this screen).
- [F2](Panel)  
Displays the PANEL screen (p. 175).

## PANEL screen

Here you can make settings for the top panel buttons, knobs, and sliders.



### ■ To access this screen

- [SYSTEM] → move the cursor to the upper row of icons → [F2](Pad/Panel) → [F2](Panel)

## Explanation of each area

### 1 Shift Lock

Specifies how the Shift button will operate.

Value	Explanation
Off	The Shift button will be On and the [SHIFT] indicator will light only while you hold down [SHIFT].
On	The Shift button will turn On when you press [SHIFT], and will remain On until you press [SHIFT] again.
Once	The Shift button will turn On when you press [SHIFT], and will turn Off when you execute a function.

### 2 Foot Switch

Specifies the function of a separately sold foot switch (e.g., DP-2, BOSS FS-5U).

Value	Explanation
Play/Stop	Play and Stop will alternately occur each time you press the foot switch.
Damper	The foot switch will function as the damper pedal of a piano; it will transmit control change number 64 (Hold).
Punch I/O	The foot switch will switch between Recording and Playback during manual punch-in recording.
Tap Tempo	The tempo will be specified by the interval at which you press the foot switch. * Turn the Tap Tempo parameter On.
Marker Set	The foot switch will function as [MARKER SET]. A marker will be recorded each time you press the foot switch.
Marker Next	The foot switch will function as [SHIFT] + STEP [▷](MARKER). The current time location will move to the next marker.
Marker Prev	The foot switch will function as [SHIFT] + STEP [◁](MARKER). The current time location will move to the previous marker.
Event Next	The foot switch will function as [SHIFT] + MEAS [▶▶](EVENT). The current time location will move to the next event.

Value	Explanation
Event Prev	The foot switch will function as [SHIFT] + MEAS [◀◀](EVENT). The current time location will move to the previous event.

### 3 Foot Switch Polarity

Switches the polarity of the foot switch.

Value	Explanation
Standard	Select this setting when using a Roland foot switch (without a polarity switch).
Reverse	Select this setting if the foot switch operates in the opposite way from what you expect when pressed or released.

### 4 Slider Mode / Knob Mode

As you switch screens or perform various operations, the positions of the top panel sliders and knobs may no longer match the actual values of the parameters they are controlling. This setting specifies how the sliders or knobs will operate in such cases.

Value	Explanation
Null	The value will not change until the slider/knob position matches the actual value. In order to control the value, you must first move the slider/knob to the actual value.
Jump	When you operate a slider/knob, the parameter will immediately change to the corresponding value.
Relative	Moving the slider/knob will increase or decrease the value relative to the current value.

### 5 Tap Tempo

Specifies the Tap Tempo function of the [BPM/TAP] button.

Value	Explanation
Off	The Tap Tempo function will not be used.
On	The tempo will be set by the interval at which you press [BPM/TAP].

SYSTEM

DISK/USB

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MIXER

### **6 Tap Resolution**

Specifies the beat interval by which the tempo will be set when you use the Tap Tempo function.

Value	Explanation
♪ (120)	Press [BPM/TAP] at 16th notes of the tempo you want to set.
♪ (240)	Press [BPM/TAP] at eighth notes of the tempo you want to set.
♩ (480)	Press [BPM/TAP] at quarter notes of the tempo you want to set.

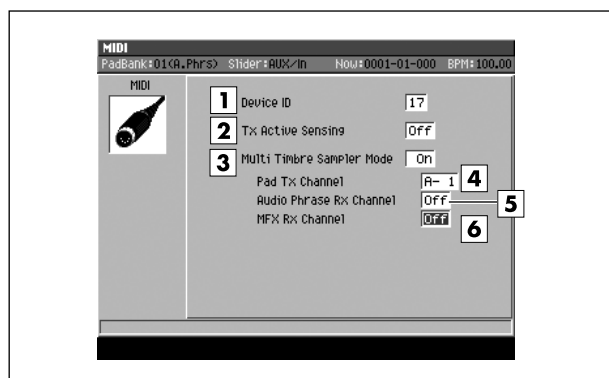
### **F-buttons**

- **[F1](Pad)**  
Displays the PAD screen (p. 174).
- **[F2](Panel)**  
Displays the PANEL screen (this screen).



## MIDI screen

Here you can make MIDI settings.



### ■ To access this screen

- [SYSTEM] → move the cursor to the upper row of icons → [F3](MIDI)

## Explanation of each area

### 1 Device ID

This is a number used to distinguish between multiple MV-8800 units connected to the same MIDI line. In order to transmit and receive system exclusive messages, the two units must be set to the same device ID.

Range: 1–32

#### MEMO

- The MV-8800 does not transmit exclusive messages. However it does transmit MTC (MIDI Time Code) and MMC (MIDI Machine Control).

### 2 Tx Active Sensing (Transmit Active Sensing)

Specifies whether Active Sensing messages will be transmitted on the MIDI line. This allows a receiving device to check the connection state.

Value	Explanation
Off	Active Sensing will not be transmitted.
On	Active Sensing will be transmitted.

### 3 Multi Timbre Sampler Mode

This setting specifies whether the MV-8800's sound generator will be played by the internal sequencer or by messages received from MIDI IN.

Value	Explanation
Off	Performance data from the velocity pads and MIDI IN is sent to the sequencer section.
On	Performance data from the velocity pads is sent from MIDI OUT. Performance data from MIDI IN is sent directly to the instrument section.

### 4 Pad Tx Channel (Pad Transmit Channel)

Specifies the MIDI connector and channel on which performance data from the velocity pads will be transmitted when Multi Timbre Sample Mode is On.

Value	Explanation
A-1	Messages will be transmitted from MIDI connector A on channel 1.
:	:
A-16	Messages will be transmitted from MIDI connector A on channel 16.
B-1	Messages will be transmitted from MIDI connector B on channel 1.
:	:
B-16	Messages will be transmitted from MIDI connector B on channel 16.
R-1	Messages will be transmitted from R-BUS connector on channel 1.
:	:
R-16	Messages will be transmitted from R-BUS connector on channel 16.

### 5 Audio Phrase Rx Channel

You can play audio phrases by receiving MIDI note messages from an external MIDI device. Here you can specify the MIDI channel on which MIDI note messages will be received.

Value	Explanation
Off	MIDI note messages will not play audio phrases.
1–16	MIDI note messages on the specified MIDI channel will play audio phrases.

## 6 MFX Rx Channel

You can control MFX parameters (such as playing the analog modeling bass) by receiving MIDI messages from an external MIDI device.

This specifies the MIDI channel on which MIDI messages will be received.

Value	Explanation
Off	MIDI messages will not be received to control MFX.
1–16	MIDI messages can be received to control MFX.

- The following MIDI messages can be received to control the results shown.

MIDI message	Result
Control change (numbers 16–18)	Control the MFX parameter assigned to the C1–C3 knobs

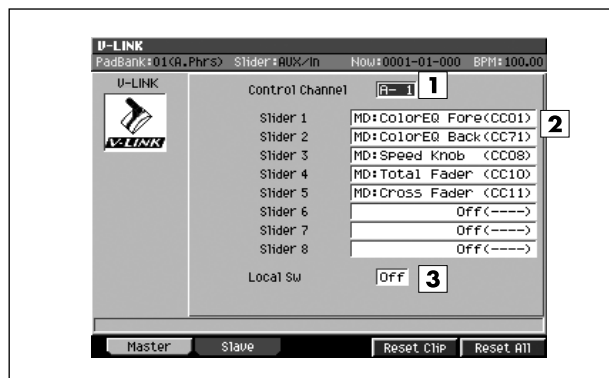
- The following messages are valid if the analog modeling bass algorithm is selected.

MIDI message	Result
Note-on/off	Start/stop the note
Control change (number 1)	Modulation
Pitch bend	Pitch bend

- \* If you set the MFX Rx Channel and the Audio Phrase Rx Channel to the same MIDI channel number, the MFX Rx Channel setting will be invalid.

## V-LINK screen

Here you can make setting for using V-LINK to perform music and video together.



### ■ To access this screen

- [SYSTEM] → move the cursor to the upper row of icons → [F4](V-LINK)
- [SHIFT] + [V-LINK]

## Explanation of each area

### 1 Control Channel

Specifies the MIDI connector and channel used to control the video clips, color Cb/Cr, brightness, and video effect switching on a connected V-LINK device.

Range: A-1–A-16, B-1–**B-16**, R-1–R-16

### 2 Slider1–8

Here you can specify the video effect on your V-LINK device that will be controlled by sliders 1–8.

Parameters prefixed by “MD:” are MD-P1 parameters.

Range:

Off, Dissolve Time, Color Cb Ctrl, Color Cr Ctrl, Brightness Ctrl, VFX1 Ctrl, VFX2 Ctrl, VFX3 Ctrl, VFX4, Ctrl, Fade Ctrl, MD:ColorEQ Fore, MD:ColorEQ Back, MD:Speed Knob, MD:Total Fader, MD:Cross Fader, MD:Assign Knob, MD:Visual Knob, MD:Total Select, MD:FX Select, MD:Play Pos, MD:LoopStartPos, MD:LoopEndPos, MD:LayerModeSel

### 3 Local Switch

Specifies whether instruments, audio phrases, or patterns will also be played at the same time as V-LINK clip change messages when you press a velocity pad.

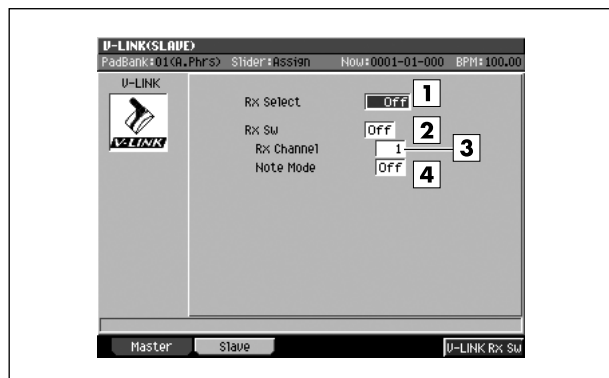
Value	Explanation
Off	You won't be able to play instruments, audio phrases, or patterns. Nor will you be able to record your performance on a track.
On	You will be able to play instruments, audio phrases, and patterns. You will also be able to record your performance on a track.

## F-buttons

- [F1](Master)  
Displays the V-LINK screen (this screen).
- [F2](Slave)  
Displays the V-LINK (SLAVE) screen (p. 180).
- [F4](Reset Clip)  
Turn off the video clips (solid black).
- [F5](Reset All)  
The effect applied to the image will be reset, and brightness, color distance, etc. will all return to the default value.

## V-LINK (SLAVE) screen

Here you can make settings so that an external V-LINK compatible device (the V-LINK master) can output an image from the MV-8800's VGA OUT connector.



### ■ To access this screen

- [SYSTEM] → move the cursor to the upper row of icons → [F4](V-LINK) → [F2](Slave)
- [SHIFT] + [V-LINK] → [F2](Slave)

### Explanation of each area

#### 1 Rx Select

Specifies the connector at which V-LINK ON messages from an external V-LINK device (the V-LINK master) will be received.

Range: Off, MIDI, R-BUS

#### 2 Rx Sw

This is an on/off switch for V-LINK slave functionality. Normally, this will be switched automatically in response to V-LINK ON messages and V-LINK OFF messages sent from an external V-LINK device.

Range: Off, On

#### 3 Rx Channel

Specifies the MIDI channel on which V-LINK messages will be received.

Range: 1–16, Off

#### 4 Note Mode

Specifies whether images can also be switched by incoming note messages.

Range: Off, On

#### MEMO

- The table below shows the relationship between the note messages that can be received and the images that are switched.

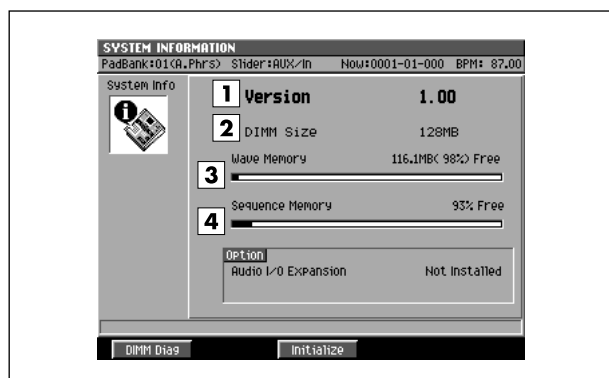
Note Message	Velocity pad number to which an image is assigned
–20 (–G#0)	No switch will occur.
21 (A 0)	1
22 (A#0)	2
:	:
36 (C 2)	16
37 (C#2)	1
38 (D 2)	2
:	:
52 (E 3)	16
:	:
127	11

### F-buttons

- [F1](Master)  
Displays the V-LINK screen (p. 179).
- [F2](Slave)  
Displays the V-LINK(SLAVE) screen (this screen).
- [F5](V-LINK Rx Sw)  
Turns the Rx Sw parameter on/off.

## SYSTEM INFORMATION screen

Here you can check the state of the MV-8800's system.



### ■ To access this screen

- [SYSTEM] → move the cursor to the upper row of icons → [F5](SysInfo)

### Explanation of each area

#### 1 Version

Indicates the MV-8800's software version.

#### 2 DIMM (Memory module) Size

Indicates the amount of memory installed in the MV-8800.

#### MEMO

- When shipped from the factory, a 128 MB DIMM is installed.
- The DIMM holds wave data and event data.

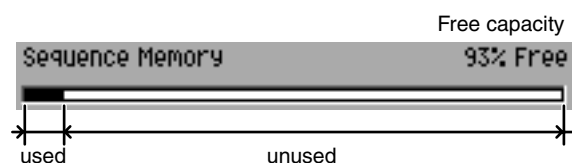
#### 3 Wave Memory

Indicates the amount of wave data stored in the DIMM, both numerically and as a graph.



#### 4 Sequence Memory

Indicates the amount of data currently in memory, both numerically and as a graph.



### F-buttons

#### • [F1](DIMM Diag)

Diagnoses the installed memory module.

For details, refer to "Testing the installed memory" (Owner's Manual; p.321).

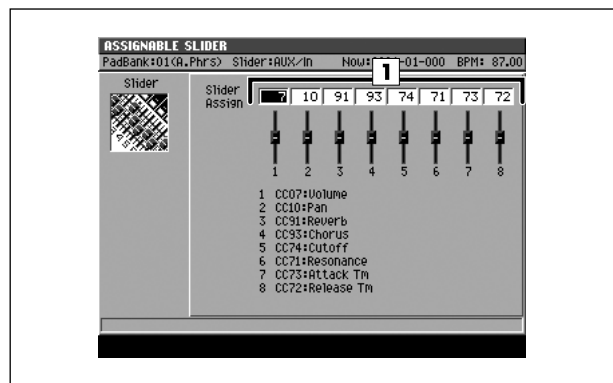
#### • [F3](Initialize)

Restores all the MV-8800's system parameters to their factory-set state. A confirmation message "Initialize all system parameters, OK?" will appear.

Button	Explanation
[F1](No)	To cancel without initializing.
[F5](Yes)	To initialize the parameters. When you execute Initialize, all system parameters will be initialized to their factory-set state.
[EXIT]	To cancel without initializing.

# ASSIGNABLE SLIDER screen

Here you can make settings for transmitting control change messages from the top panel sliders.



## To access this screen

- [SYSTEM] → move the cursor to the lower row of icons → [F1](Slider)
- [SHIFT] + [ASSIGNABLE SLIDER]

### MEMO

- When you press [ASSIGNABLE SLIDER] to make the indicator light, the sliders will be in ASSIGNABLE SLIDER mode (they will transmit control changes).

## Explanation of each area

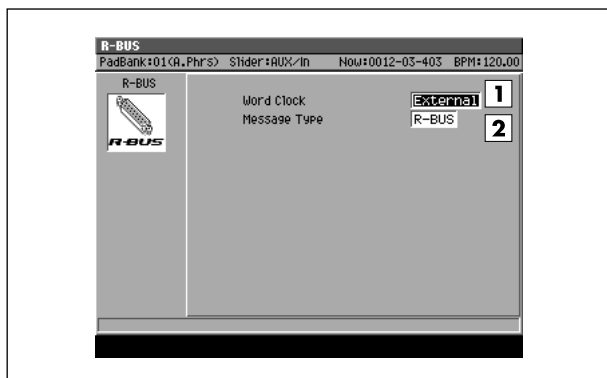
### 1 Control Number

Specifies the control number assigned to each slider. When the [ASSIGNABLE SLIDER] indicator is lit, operating the sliders will transmit the MIDI control change messages that are assigned.

Slider	Range
Slider 1	0–7 (Volume)–119
Slider 2	0–10 (Panpot)–119
Slider 3	0–91 (Reverb Send Level)–119
Slider 4	0–93 (Chorus Send Level)–119
Slider 5	0–74 (Cutoff Frequency)–119
Slider 6	0–71 (Resonance)–119
Slider 7	0–73 (Attack Time)–119
Slider 8	0–72 (Release Time)–119

## R-BUS screen

In this screen you can make R-BUS settings.



### ■ To access this screen

- [SYSTEM] → move the cursor to the lower row of icons → [F2](R-BUS)

## Explanation of each area

### 1 Word Clock

Specifies the word clock that the MV-8800 will use when an external device and the MV-8800 are connected via R-BUS to transfer digital audio.

Value	Explanation
Internal	The MV-8800 will operate using its own internal clock.
External	The MV-8800 will operate using the clock supplied from the external device connected to R-BUS.

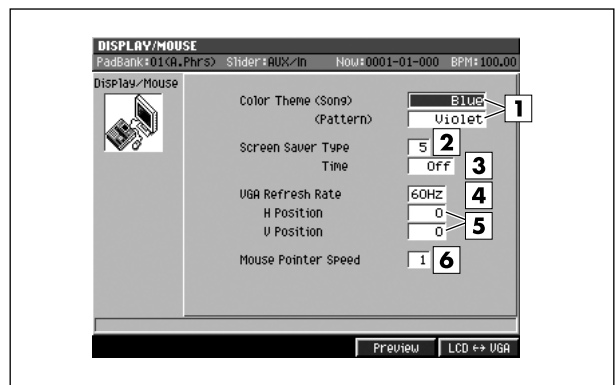
### 2 Message Type

Specifies the type of messages used to communicate between R-BUS devices when the MV-8800 is connected to an external device via R-BUS.

R-BUS device	Value	Explanation
VS series unit (or other device) with an R-BUS connector	R-BUS	Choose this setting if you want to use R-BUS to transfer digital audio and to synchronize operation with an R-BUS device using MMC or MTC.
MV-8800 DIF-AT24	MIDI	Choose this setting if you've connected a DIF-AT24 (sold separately) and want to use the MIDI IN/OUT connectors of the DIF-AT24, or if you've connected two MV-8800 units to each other.

# DISPLAY/MOUSE screen

In this screen you can make settings for the display (internal and external) and mouse.



■ To access this screen

- [SYSTEM] → move the cursor to the lower row of icons → [F3](Disp/Mouse)

## Explanation of each area

1 Color Theme

This lets you choose the color theme shown on the external display. Choose the color theme that suits your taste. You can separately choose color themes for Song mode and Pattern mode.

Value
Blue (default setting for Song mode), Mint, Purple, Grass, Violet (default setting for Pattern mode), Chocolate, Slate, Orchid, Tan, Magenta, MossGreen, Copper

2 Screen Saver Type

Specifies the type of screen saver.

Range: 1–6

3 Time (Screen Saver Time)

Set the time (minutes) until the screen saver begins working.

If this is Off, the screen saver will not appear.

Range: Off, 1–5–60Min

4 VGA Refresh Rate

Specifies the vertical scanning frequency transmitted to your external display.

Range: 60, 67, 72, 75 Hz

NOTE

- If you specify a refresh rate not supported by your external display, the screen will ripple and you risk damaging the external display.

MEMO

- Depending on the settings for H Position and V Position, the image shown in the external display may be distorted. If your external display has the ability to adjust the position of the image, you should first make adjustments on your external display.

5 H Position / V Position

Adjust the position of the image shown on a connected external display.

Refresh Rate	Value	
	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

6 Mouse Pointer Speed

Specifies the movement sensitivity of the mouse pointer.

Range: 1 (slow)–5–9 (fast)

## F-buttons

• [F4](Preview)

Previews the operation of the screen saver you've specified for Screen Saver Type ([2]).

To stop the preview, press any button or move the mouse slightly.

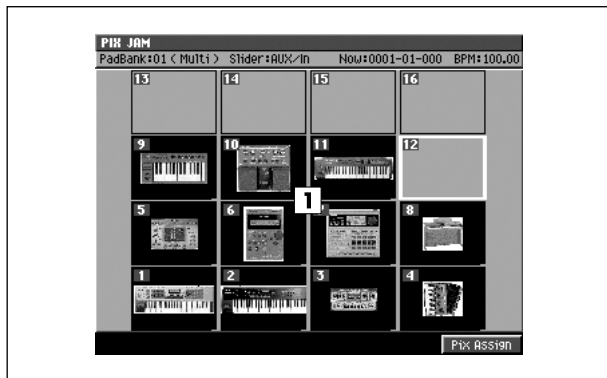
• [F5](LCD↔VGA)

Switches the MV-8800's operating screen (LCD/VGA).



## PIX JAM screen

Here you can output images from VGA OUT in synchronization with your performance on the velocity pads.



### ■ To access this screen

- [SYSTEM] → move the cursor to the lower row of icons → [F4](Pix Jam)

## Explanation of each area

### 1 Velocity Pads

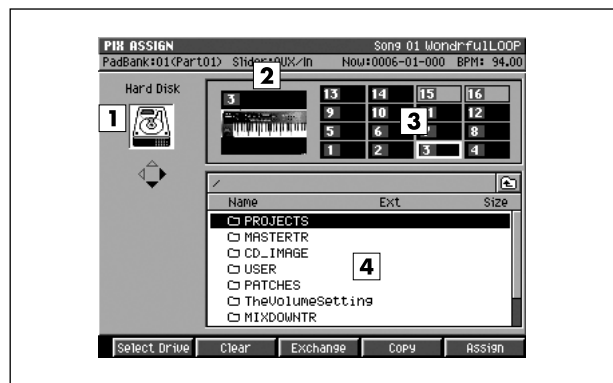
This area shows how images are assigned to the velocity pads. The image assigned to each velocity pad is shown as a thumbnail.

## F-button

- [F5](Pix Assign)  
Displays the PIX ASSIGN screen (p. 186).

# PIX ASSIGN screen

Here you can assign the desired images to the velocity pads.



■ To access this screen

- [SYSTEM] → move the cursor to the lower row of icons → [F4](Pix Jam) → [F5](Pix Assign)

## Explanation of each area

- 1 Current Drive**  
Shows the currently selected drive with its icon.
- 2 Thumbnail**  
This is a thumbnail of the image selected in the PIX JAM screen (p. 185).
- 3 Velocity Pads**  
This area show the velocity pad numbers selected in the PIX JAM screen (p. 185). Strike a velocity pad to switch the pad you're editing.
- 4 File List**  
Here you can select the image that you want to assign to the velocity pad.

## F-buttons

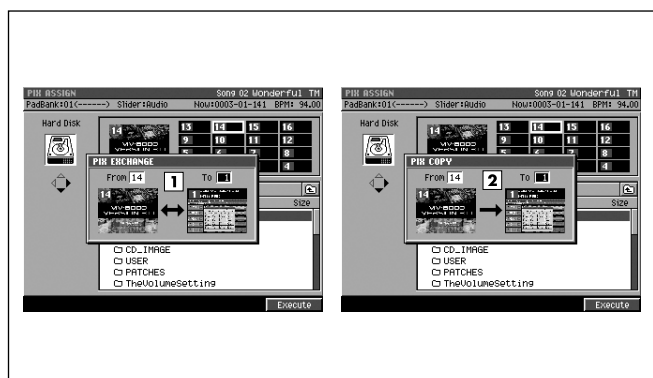
- **[F1](Select Drive)**  
Displays the SELECT DRIVE popup (p. 6), where you can switch the drive from which to select patches.
- **[F2](Clear)**  
Clears the assignment of the image to the selected velocity pad. The message "Assign Clear. Are you sure?" will appear.  
A confirmation message of "Assign Clear. Are you sure?" will appear.

	Explanation
[F1](No)	Cancels the Clear operation.
[F5](Yes)	Clears the image assignment.

- **[F3](Exchange)**  
Displays the PIX EXCHANGE popup / PIX COPY popup (p. 187).
- **[F4](Copy)**  
Displays the PIX EXCHANGE popup / PIX COPY popup (p. 187).
- **[F5](Assign)**  
Assigns the selected image to the velocity pad.

## PIX EXCHANGE popup / PIX COPY popup

Here you can exchange or copy image assignments between velocity pads.



### ■ To access this screen

- PIX EXCHANGE  
[SYSTEM] → move the cursor to the lower row of icons → [F4](Pix Jam) → [F5](Pix Assign) → [F3](Exchange)
- PIX COPY  
[SYSTEM] → move the cursor to the lower row of icons → [F4](Pix Jam) → [F5](Pix Assign) → [F4](Copy)

### Explanation of each area

#### 1 From / To

Use the From parameter and To parameter to specify the numbers of the velocity pads whose image assignments you want to exchange.

#### 2 From / To

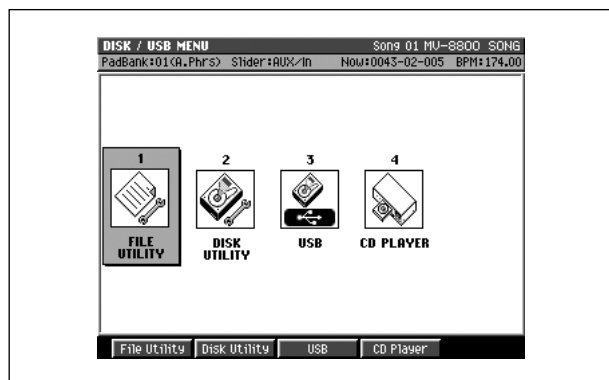
Use the From parameter to specify the velocity pad containing the copy-source image assignment, and the To parameter to specify the copy-destination velocity pad.

### F-button

- [F5](Execute)  
Executes the Pix Exchange or Pix Copy operation.

## DISK/USB MENU screen

This is the menu screen for disk-related operation.



### ■ To access this screen

- [DISK/USB]

### Explanation of each area

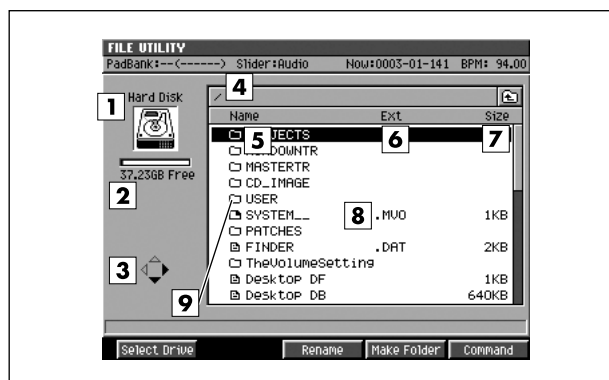
- 1 FILE UTILITY**  
Displays the FILE UTILITY screen (p. 189).
- 2 DISK UTILITY**  
Displays the DISK UTILITY screen (p. 193).
- 3 USB**  
Displays the USB screen (p. 194).
- 4 CD PLAYER**  
Displays the CD PLAYER screen (p. 195).

### F-buttons

- **[F1](File Utility)**  
Displays the FILE UTILITY screen (p. 189).
- **[F2](Disk Utility)**  
Displays the DISK UTILITY screen (p. 193).
- **[F3](USB)**  
Displays the USB screen (p. 194).
- **[F4](CD Player)**  
Displays the CD PLAYER screen (p. 195).

## FILE UTILITY screen

Here you can manage files by copying, moving, or deleting them.



### ■ To access this screen

- [DISK/USB] → [F1](File Utility)

## Explanation of each area

### 1 Current drive

Shows the currently selected drive with its icon.

Icon	Explanation
	Hard disk drive
	CD-ROM, Audio CD drive

#### MEMO

- CD-ROM format and AUDIO CD format will depend on the type of media inserted in the CD-R/RW drive.

### 2 Current drive capacity

Displays the total capacity and free space of the current drive.

### 3 Cursor buttons

The cursor buttons that can be operated in the file list are highlighted.

Cursor icon	Explanation
	You can move the cursor up/down.
	You can move the cursor up/down. If this indication is displayed, the cursor is located at a folder (highlighted). Press the right cursor key to view the contents of the folder (i.e., to switch folders).
	You can move the cursor up/down. If this indication is displayed, you can press the left cursor button to return to the parent folder (i.e., to switch folders).

### 4 Current folder

Displays the name of the currently selected folder.

### 5 Name

Displays the name of the saved file. One of the following icons is displayed in front of the file name to indicate the type of file.

Icon	Explanation
	Waveform data (e.g., WAV file)
	Sequence data (e.g., MID file)
	Sub-folder
	MV-8800 file
	Unknown file type

### 6 Ext (Extension)

This is a part of the filename, used to indicate the type of file.

Example extension	Explanation
.WAV	Waveform data (e.g., Windows wave file)
.MID	MIDI sequence data (e.g., SMF)

### 7 Size

Displays the size of the file.

### 8 File list

Lists the files saved. The file selected by the cursor is highlighted.

### 9 Sub-folder

This is an area in which files can be stored together. You can use this to organize files by category or purpose. To see the contents of a sub-folder, move the cursor to the sub-folder and press CURSOR [▶].

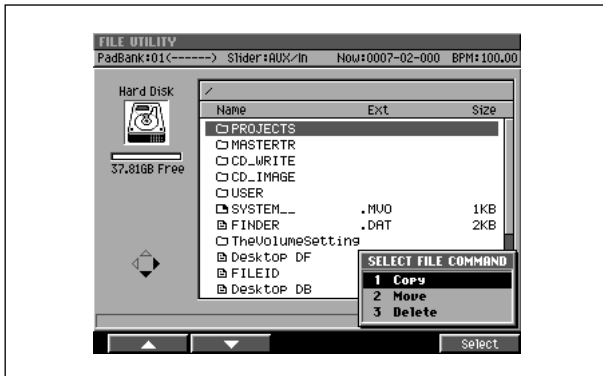
To return from a sub-folder to the previous folder, press CURSOR [◀].

### F-buttons

- **[F1](Select Drive)**  
Displays the SELECT DRIVE popup (p. 6), where you can switch the current drive.
- **[F3](Rename)**  
Displays the EDIT NAME popup (p. 3), where you can edit the name of the file or folder at which the cursor is located.
- **[F4](Make Folder)**  
Displays the EDIT NAME popup (p. 3), where you can create a new folder inside the current folder.
- **[F5](Command)**  
Displays the SELECT FILE COMMAND popup (p. 191).

## SELECT FILE COMMAND popup

Here you can select commands for managing files.



### ■ To access this screen

- [DISK/USB] → [F1](File Utility) → select a file or folder → [F5](Command)

## Explanation of each area

### 1 Copy

Displays the SELECT DESTINATION popup (p. 192), where you can select the copy-destination folder.

### 2 Move

Displays the SELECT DESTINATION popup (p. 192), where you can select the move-destination folder.

### 3 Delete

Deletes the file or folder.

#### NOTE

- There is no way for you to recover deleted data (unless you have previously made a backup of it). Roland accepts no responsibility for the recovery of lost data, nor for any damages that may result from such loss.

#### MEMO

- When you delete a folder, a confirmation message will appear if that folder contains any files. If you want to delete all files and folders that are in that folder, press [F5](Yes). If you decide to cancel without deleting, press [F1](No).

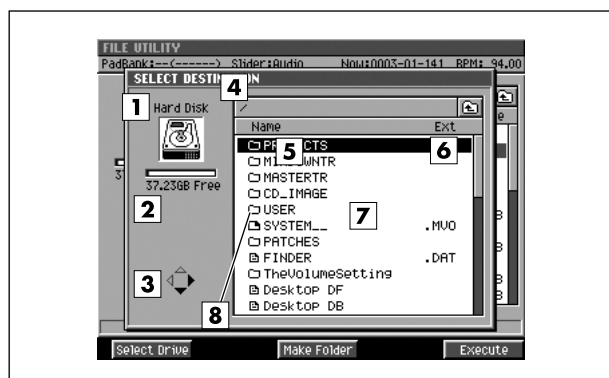
## F-button

### • [F5](Select)

Executes the command selected in the SELECT COMMAND menu.

## SELECT DESTINATION popup

Here you can specify the folder to which the file will be copied or moved.



### ■ To access this screen

- [DISK/USB] → [F1](File Utility) → select a file or folder) → [F5](Command) → select “Copy” or “Move” → [F5](Select)

### Explanation of each area

#### 1 Current drive

Shows the currently selected drive with its icon.

#### 2 Current drive capacity

Displays the total capacity and free space of the current drive.

#### 3 Cursor buttons

The cursor buttons that can be operated in the file list are highlighted.

Cursor icon	Explanation
	You can move the cursor up/down.
	You can move the cursor up/down. If this indication is displayed, the cursor is located at a folder (highlighted). Press the right cursor key to view the contents of the folder (i.e., to switch folders).
	You can move the cursor up/down. If this indication is displayed, you can press the left cursor button to return to the parent folder (i.e., to switch folders).

#### 4 Current folder

Displays the name of the currently selected folder. Folder levels below the root (the top level of the folder structure) are shown by the slash “/” symbol.

#### 5 Name

Displays the name of the saved file. One of the following icons is displayed in front of the file name to indicate the type of file.

Icon	Explanation
	Waveform data (e.g., WAV file)
	Sequence data (e.g., MID file)
	Sub-folder
	MV-8800 file
	Unknown file type

#### 6 Ext (Extension)

This is a part of the filename, used to indicate the type of file.

#### 7 File list

Lists the files saved in the current drive. The file selected by the cursor is highlighted.

#### 8 Sub-folder

This is an area in which files can be stored together. Select the sub-folder to which you want to copy or move the file. To see the contents of a sub-folder, move the cursor to the sub-folder and press CURSOR [▶].

To return from a sub-folder to the previous folder, press CURSOR [◀].

### F-buttons

#### • [F1](Select Drive)

Displays the SELECT DRIVE popup (p. 6), where you can switch the copy- or move-destination drive.

#### • [F3](Make Folder)

Displays the EDIT NAME popup (p. 3), where you can create a new folder inside the current folder.

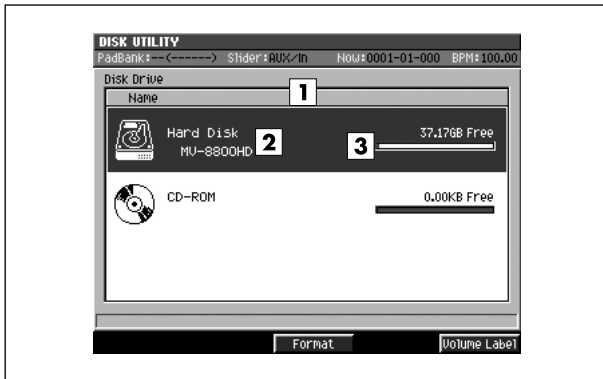
#### • [F5](Execute)

Copies or moves the file to the specified folder.



## DISK UTILITY screen

Here you can check the disk and perform maintenance.





### ■ To access this screen

- [DISK/USB] → [F2](Disk Utility)

### Explanation of each screen

#### 1 Drive list

Lists the drives of the MV-8800. The drive selected by the cursor is highlighted.

Icon	Explanation
	Hard disk drive
	CD-ROM (CD-R/RW drive)

#### 2 Volume Label

This is the name assigned to the drive.

#### 3 Drive capacity

Displays the free space of the drive.

### F-buttons

#### • [F3](Format)

Formats the disk.

If you are formatting (erasing) a CD-RW disc, the message "Erase CD-RW" will appear.

F-button	Explanation
[F1](No)	To cancel without erasing.
[F3](Yes (Quick))	The CD-RW disc will be erased quickly.
[F5](Yes (Full))	The CD-RW disc will be erased completely.

#### • [F5](Volume Label)

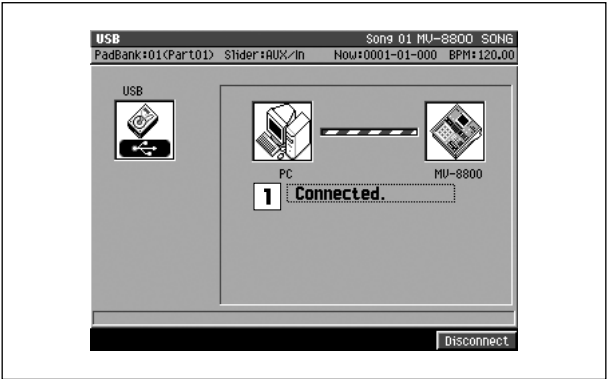
Displays the EDIT NAME popup (p. 3), where you can assign a name to the disk.

#### MEMO

- [F5](VolumeLabel) is displayed if the current drive is the hard disk.

# USB screen

This switches the MV-8800 to USB-connection mode, which lets you transfer data between the internal hard disk and your computer.



■ To access this screen

- [DISK/USB] → [F3](USB)

## Explanation of each area

1 Communication status

Graphically indicates the connection status between the MV-8800 and your computer.

Status	Explanation
	Disconnected
	Connected

NOTE

- You must connect or disconnect the USB cable while the MV-8800 is powered-off. Never connect or disconnect the USB cable or turn the power off while you are in USB mode. Doing so may damage data or cause malfunctions.

MEMO

- The MV-8800 can communicate via USB with Windows Me/2000/XP or later, Mac OS 9.0.4 or later, and Mac OS X 10.2 or later. Also, depending on the type of computer you are using, this may not work correctly even if your computer uses one of the above operating systems.

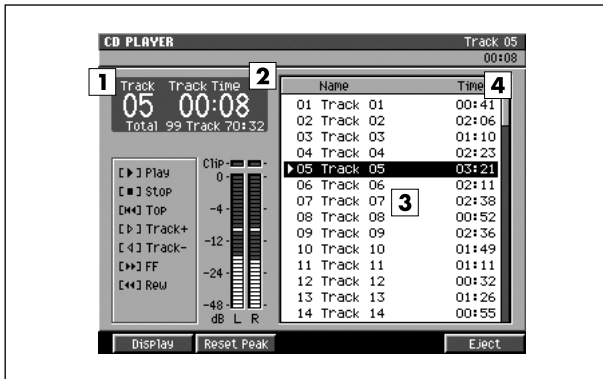
## F-button

- [F5](Connect) / (Disconnect)

If the MV-8800 is not communicating with your computer, this will indicate Connect; press [F5](Connect) to initiate the connection. If the MV-8800 is already communicating with your computer, this will indicate Disconnect; press [F5](Disconnect) to stop communication.

## CD PLAYER screen

Here you can play back an audio CD.



### ■ To access this screen

- [DISK/USB] → [F4](CD Player)

## Explanation of each area

### 1 Track

Indicates the currently-playing track.

### 2 Time

Indicates the elapsed time of the currently-playing track.

#### MEMO


- You can press [F1](Display) to switch the time display format. The screen indicates the displayed format as well as the time. The default setting is "Track Time."

Display format	Screen display
Track Time	Displays the current time within the track that is playing.
Total Time	Displays the total time from the beginning of the CD to the current time location.
Track Remain	Displays the time remaining until the end of the currently-playing track.
Total Remain	Displays the time remaining until the end of the CD.

### 3 Track list

Indicates the playing time of each track.

### 4 Track Time

Shows track information for the CD. The track selected by the cursor is highlighted. A  symbol is shown for the currently-playing track.

## F-buttons

### • [F1](Display)

Switches the time display format.

### • [F2](Reset Peak)

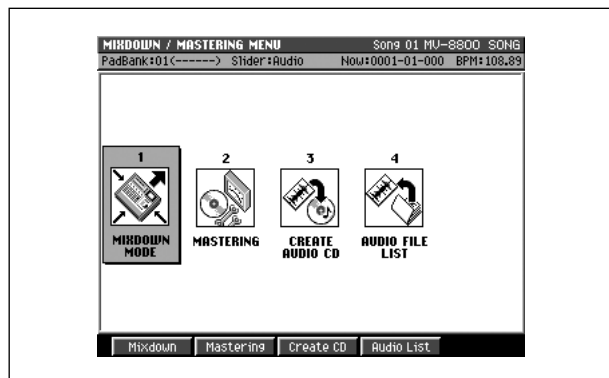
Clears the indicators of the peak hold in the Level meters.

### • [F5](Eject)

Press this button to open the CD-R/RW disc tray.

## MIXDOWN / MASTERING MENU screen

This menu screen lets you switch to Mixdown mode, or select items such as mastering or creating an audio CD.



### ■ To access this screen

- [MASTERING]

## Explanation of each area

### 1 MIXDOWN MODE

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

Button	Explanation
[F1](No)	If you decide not to enter mixdown mode, press [F1](No) or [EXIT].
[EXIT]	
[F5](Yes)	To enter mixdown mode, press [F5](Yes). This will indicate On when mixdown mode is Off, and Off when mixdown mode is On.

### ■ When Mixdown mode is On...

Each screen will indicate “\*\* Mixdown Mode \*\*”.



The mixdown mode button will light in the VGA screen.

### 2 MASTERING

Displays the SELECT MASTERING SOURCE popup (p. 198).

### 3 CREATE AUDIO CD

Displays the CUE SHEET screen (p. 206).

### 4 AUDIO FILE LIST

Displays the AUDIO FILE LIST screen (p. 208).

## F-buttons

### • [F1](Mixdown)

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

### • [F2](Mastering)

Displays the SELECT MASTERING SOURCE popup (p. 198).

### • [F3](Create CD)

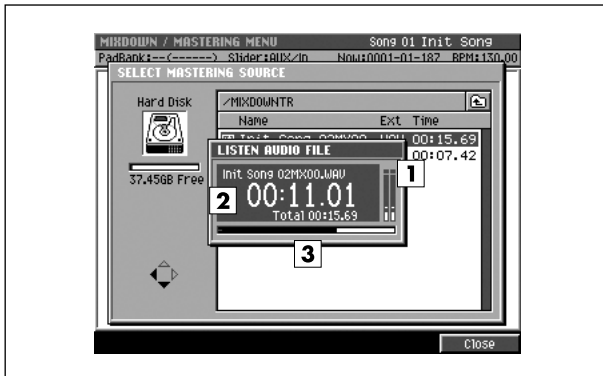
Displays the CUE SHEET screen (p. 206).

### • [F4](Audio List)

Displays the AUDIO FILE LIST screen (p. 208).

## LISTEN AUDIO FILE popup

Here you can listen to the result immediately after mixing-down or mastering.



### ■ To access this screen

- [MASTERING] → [F2](Mastering) → select a file → [F1](Listen)
- [MASTERING] → [F4](Audio List) → select a file → [F1](Listen)

### Explanation of each area

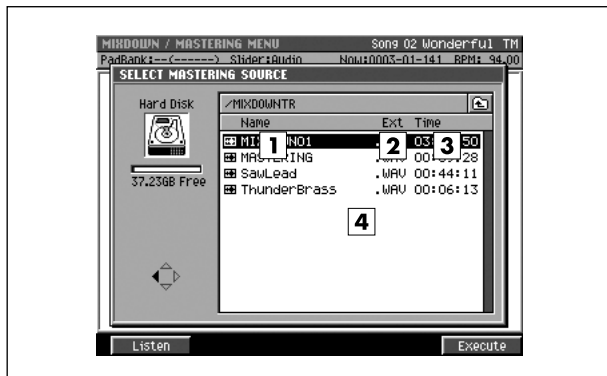
- 1 Level meter**  
Indicates the playback level of the audio data (WAV file).
- 2 Current time**  
Indicates the current playback time of the audio data (WAV file).
- 3 Progress bar**  
Indicates the current playback location of the audio data (WAV file).

### F-button

- [F5](Close)  
Stops playback of the audio data (WAV file) and closes the LISTEN AUDIO FILE popup (this popup).

## SELECT MASTERING SOURCE popup / SELECT AUDIO FILE popup

Here you can select the audio data (WAV file) to be mastered, or select the audio data (WAV file) that you're using to make an audio CD.



### ■ To access this screen

- SELECT MASTERING SOURCE  
[MASTERING] → [F2](Mastering)
- SELECT AUDIO FILE  
[MASTERING] → [F3](Create CD) → [F1](Insert)

### Explanation of each area

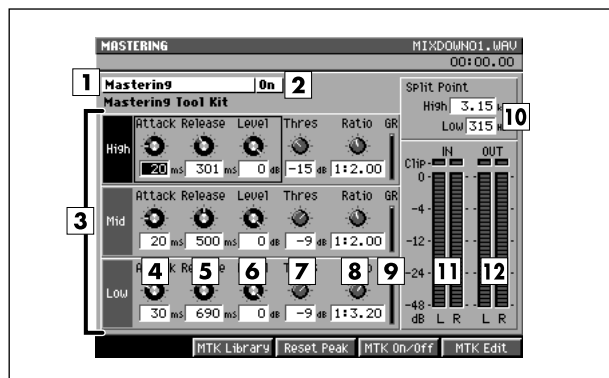
- 1 Name**  
Displays the names of the mixed-down or mastered files.
- 2 Ext (Extension)**  
This is part of the filename, and is used to indicate the type of file. The mastering file list shows files with a .WAV extension.
- 3 Time**  
Indicates the length (playback time) of each audio file.
- 4 Audio file list**  
Displays the stereo audio files that have been mixed-down or mastered. The file at the cursor location is highlighted.

### F-buttons

- [F1](Listen)  
Displays the LISTEN AUDIO FILE popup (p. 197).
- [F5](Execute)  
Selects a file.

# MASTERING screen

Here you can use the mastering tool kit to master an audio file (WAV file).



## To access this screen

- [MASTERING] → [F2](Mastering) → select a file → [F5](Execute)

## Explanation of each area

### 1 Mastering Tool Kit

Makes settings for the mastering effects.

#### MEMO

- In this screen you can set the Compressor parameters of the mastering tool kit. To set the other parameters of the mastering tool kit (e.g., the Expander and Equalizer parameters), use the MASTERING TOOL KIT EDIT screen (p. 202).

### 2 Mastering status

Indicates whether the mastering toolkit is off or on. Use [F3](MTK On/Off) to switch this.

### 3 Frequency band division

The mastering tool kit's Compressor lets you process the high, mid, and low-frequency regions separately.

Band	Explanation
High	Parameters for the high-frequency band compressor
Mid	Parameters for the mid-frequency band compressor
Low	Parameters for the low-frequency band compressor

### 4 Attack

This is the Attack Time parameter of the compressor. It specifies the time from when the volume exceeds the value of the Threshold parameter until compression begins.

Range: 0–100 ms

#### MEMO

- You can use the C1 knob to adjust this.
- Since long settings for the Attack parameter may cause distortion, 6 dB of headroom is provided at the output. As necessary, you can adjust the Level parameter of the Mixer block.

### 5 Release

This is the Release Time parameter of the compressor. It specifies the time from when the volume falls below the value of the Threshold parameter until compression is not longer applied.

Range: 50–5000 ms

#### MEMO

- You can use the C2 knob to adjust this.

### 6 Level

Specifies the output level of the compressor.

Range: -80–6 dB

#### MEMO

- You can use the C3 knob to adjust this.

### 7 Threshold

Specifies the volume at which the compressor will begin to apply.

Range: -24–0 dB

### 8 Ratio

Specifies the compression ratio (source signal:output signal) applied by the compressor. This is the proportion by which the output will be reduced when the input level exceeds the value of the Threshold parameter.

Range: 1:1.00–1:16.0, 1:INF

### 9 GR (Gain Reduction meter)

Indicates the amount by which the compressor is compressing the level.

### **10 High Split / Low Split**

Specifies the frequency at which the source signal is divided into frequency bands. High Split is the frequency at which the mid- and high-frequency bands are divided. Low Split is the frequency at which the low- and mid-frequency bands are divided.

Parameter	Range
High Split	1.6–16.0 kHz
Low Split	20–800 Hz

### **11 In (Input level meter)**

Indicates the level of the source signal being input to the compressor.

### **12 Out (Output level meter)**

Indicates the output level from the compressor.

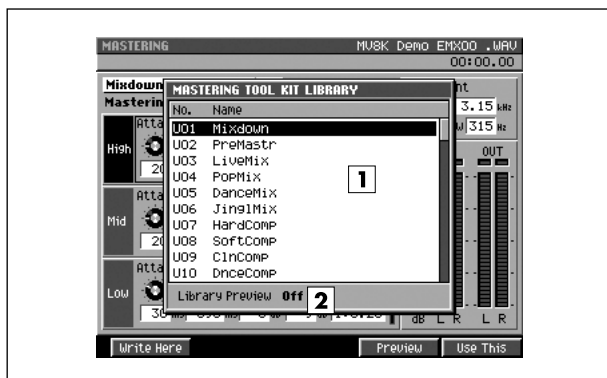
## **F-buttons**

- **[F2](MTK Library)**  
Displays the MASTERING TOOL KIT LIBRARY popup (p. 201).
- **[F3](Reset Peak)**  
Clears the indicators of the peak hold in the Level meters.
- **[F4](MTK On/Off)**  
This is the main switch for the mastering tool kit. Area **2** (Mastering status) indicates the status of this switch.
- **[F5](MTK Edit)**  
Displays the MASTERING TOOL KIT EDIT screen (p. 202).



# MASTERING TOOL KIT LIBRARY popup

Here you can save and recall settings for the mastering tool kit.



## To access this screen

- [MASTERING] → [F2](Mastering) → select a file → [F5](Execute) → [F2](MTK Library)

## Explanation of each area

### 1 Library list

This area lists the mastering tool kit settings that are saved in the library. The mastering tool kit name at the cursor location is highlighted.

No.	Library
U01–U50	User library (rewritable)
P01–P21	Preset library (read only)

### 2 Library Preview

Indicates the status of the Preview function. If this is on, the library item selected by the cursor is temporarily enabled. In this case you can press [PLAY (▶)], to audition your audio using the mastering tool kit settings at the cursor location.

## F-buttons

### • [F1](Write Here)

Saves the current mastering tool kit settings at the cursor location in the library list. Displays the confirmation message.

F-button	Explanation
[F1](No)	Cancels the operation.
[F5](Yes)	Adds the current mastering tool kit settings to the library.

### NOTE

- If you save onto a location that already contains settings, the previous data will be overwritten.

### • [F4](Preview)

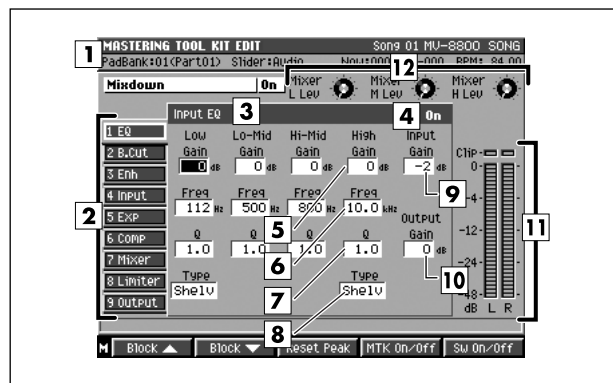
Turns the library view on/off.

### • [F5](Use This)

Recalls the mastering tool kit that is saved at the cursor location in the library list. The current mastering tool kit settings will change.

# MASTERING TOOL KIT EDIT screen

Here you can edit all the parameters of the mastering tool kit.



## To access this screen

- [MASTERING] → [F2](Mastering) → select a file → [F5](Execute) → [F5](MTK Edit)

## Explanation of each area

### 1 Mastering Tool Kit

Here you can make settings for the mastering effects.

### 2 Effect block

Shows the internal structure (blocks) of the mastering tool kit. The block you are currently editing is shown by the cursor. Use [F1](Block ▲) or [F2](Block ▼) to move between blocks.

### 3 Block name (EQ)

Indicates the name of the currently selected effect block.

### 4 Switches

Indicates the operating status of the currently selected effect block. Use [F5](Sw On/Off) to switch this.

Range: Off, On

### 11 Output Level Meter

These indicate the overall volume after the signal has passed through the mastering tool kit.

### 12 Control knob

You can assign specific effect parameters to these knobs and control them. The assignments are made in the KNOB ASSIGN pop-up (p. 234).

### 6 F (Frequency)

Specifies the center frequency at which each band (Low/Low-Mid/Hi-Mid/High) will be boosted or cut.

Parameter	Range
Low	20–2000 Hz
Low-Mid	20–8000 Hz
Hi-Mid	20–8000 Hz
High	1.4–20.0 kHz

### 7 Q

Specifies the sharpness of the frequency response curve for each band (Low/Low-Mid/Hi-Mid/High).

Range: 0.3–16.0

### 8 Type

Specifies the type of equalizer for the Low band and High band.

Parameter	Value
Shelving	Shelving type
Peaking	Peaking type

## MEMO

- The Q parameter has no effect for bands whose Type is set to Shelving.

### 9 Input Gain

Adjusts the overall volume before the signal passes through the equalizer.

Range: -24–12 dB

### 10 Output Gain

Adjusts the overall volume after the signal has passed through the equalizer.

Range: -24–12 dB

## Input EQ

Here you can adjust the tonal character.

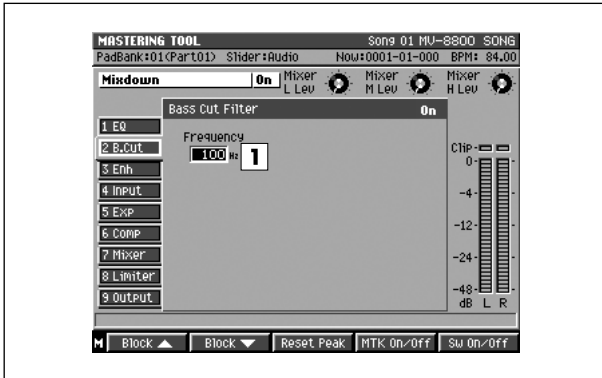
### 5 G (Gain)

Specifies the amount of boost/cut for each band (Low/Low-Mid/Hi-Mid/High).

Range: -12–12 dB

## Bass Cut Filter

Here you can remove unwanted low-frequency components such as pop noise.



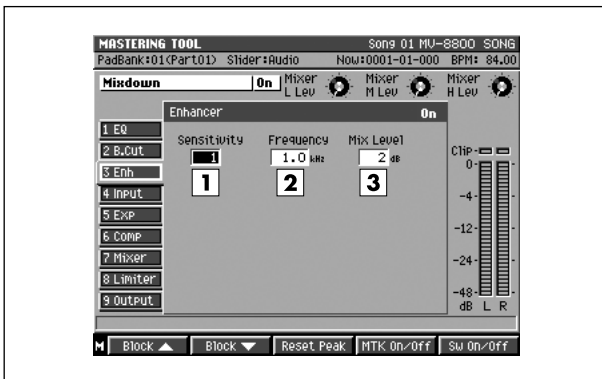
### 1 Frequency

Specifies the frequency below which unwanted low-frequency components will be cut.

Range: Thru, 20–2000 Hz

## Enhancer

This adds sparkle to the sound.



### 1 Sensitivity

Specifies degree of the enhancer effect desired.

Range: 0–100

### 2 Frequency

Specifies the frequency at which the enhancer begins to apply.

Range: 1.00–10.0 kHz

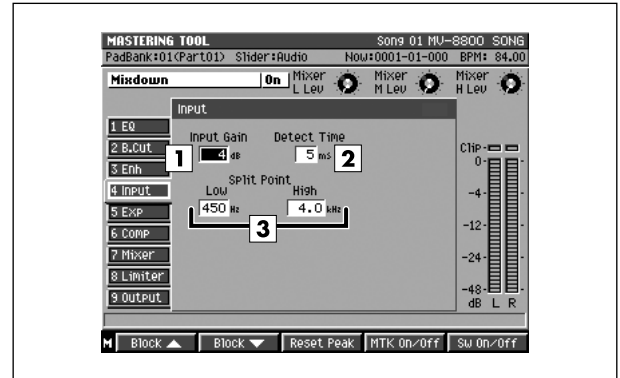
### 3 Mix Level

Adjusts the volume of the enhancer sound.

Range: -24–12 dB

## Input

This divides the source signal into low, mid, and high-frequency bands.



### 1 Input Gain

Adjusts the volume before the signal enters the expander or compressor.

Range: -24–12 dB

### 2 Detect Time

Delays the source signal that enters the expander or compressor.

Range: 0–10 ms

### MEMO

- With a conventional compressor, there is a brief lag from when the above-threshold level is detected until it is suppressed. However, in this algorithm the input sound is used only for detecting the level, and the actual processing and output is performed on a signal that is delayed by a suitable amount, thus avoiding this problem. The parameter Detect Time specifies the delay time used for this purpose. Using this parameter will produce a time difference between the input and output of the audio signal, so you must exercise caution if you're using this for any purpose other than mastering (e.g., as a channel insert).

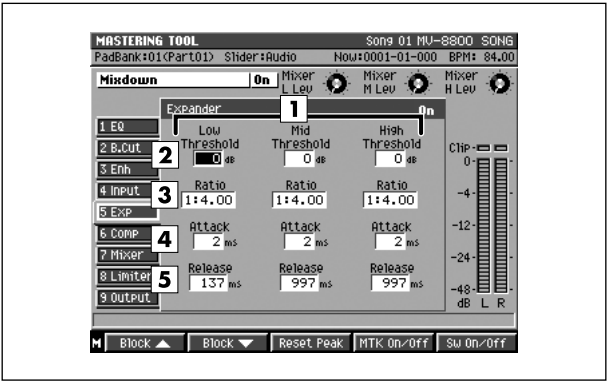
### 3 Low Split / High Split

Specifies the frequencies at which the source signal is divided into frequency bands. Low Split is the frequency at which the low and mid-frequency bands are divided. High Split is the frequency at which the mid and high-frequency bands are divided.

Parameter	Range
Low Split	20–800 Hz
High Split	1.6–16.0 kHz

Expander

This expands the dynamic range at a specified ratio.



1 Frequency Band Division

You can apply the expander independently to the high, mid, and low-frequency bands.

Band	Explanation
High	Parameters for the high-frequency band expander
Mid	Parameters for the mid-frequency band expander
Low	Parameters for the low-frequency band expander

2 Threshold

Specifies the volume at which the expander starts to apply.

Range: -80–0 dB

3 Ratio

Specifies the proportion (source signal: output signal) by which the expander will expand the dynamic range. This is the proportion by which the output will be reduced when the input level falls below the value of the Threshold parameter.

Range: 1:1.00–1:16.0, 1:INF

5 Attack

This is the Attack Time parameter for the expander. It specifies the time from when the volume falls below the value of the Threshold parameter until the expander starts to apply.

Range: 0–100 ms

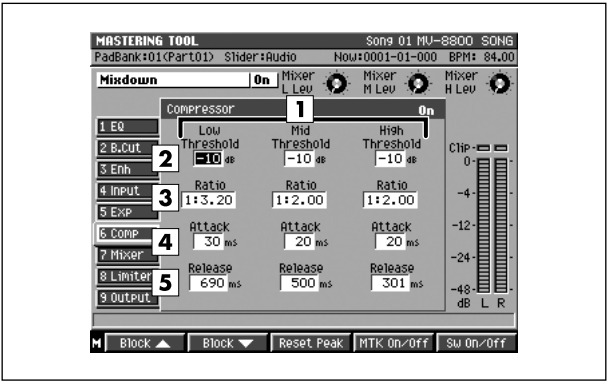
5 Release

This is the Release Time parameter for the expander. It specifies the time from when the volume exceeds the value of the Threshold parameter until the expander stops being applied.

Range: 50–5000 ms

Compressor

This reduces the output level when the input level exceeds a specified value.



1 Frequency Band Division

You can apply the compressor independently to the high, mid, and low-frequency bands.

Band	Explanation
High	Parameters for the high-frequency band compressor
Mid	Parameters for the mid-frequency band compressor
Low	Parameters for the low-frequency band compressor

2 Threshold

Specifies the volume at which the compressor starts to apply.

Range: -24–0 dB

3 Ratio

Specifies the compression ratio (source signal:output signal) of the compressor. This is the proportion by which the output will be reduced when the input level exceeds the value of the Threshold parameter.

Range: 1:1.00–1:16.0, 1:INF

4 Attack

This is the Attack Time parameter for the compressor. It specifies the time from when the volume exceeds the value of the Threshold parameter until compression begins.

Range: 0–100 ms

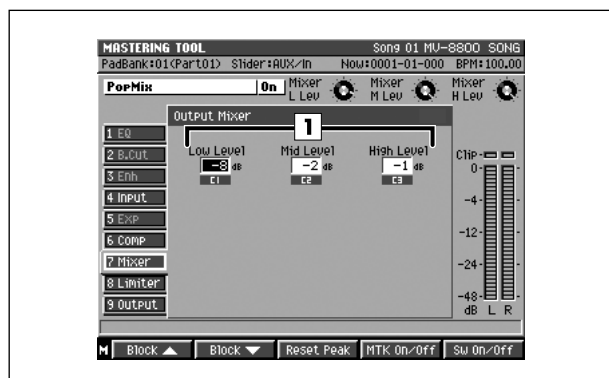
5 Release

This is the Release Time parameter for the compressor. It specifies the time from when the volume falls below the value of the Threshold parameter until compression stops.

Range: 50–5000 ms

## Output Mixer

This adjusts the volume of each frequency band.



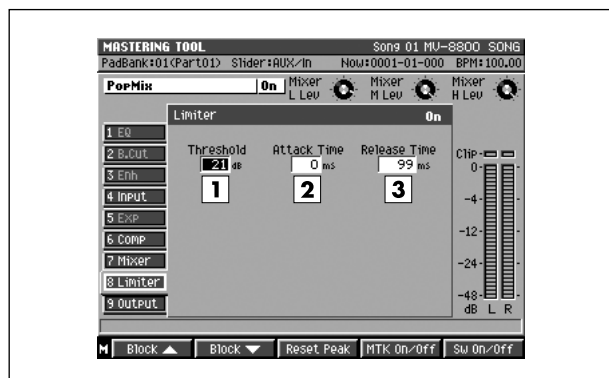
### 1 Level

Adjust the level of each frequency band (Low/Mid/High) after it passes through the expander and compressor.

Range: -80–6 dB

## Limiter

This reduces high input levels to keep the signal from distorting.



### 1 Threshold

Specifies the volume at which the limiter begins to apply.

Range: -24–0 dB

### 2 Attack

Specifies the time from when the input level exceeds the value of the Threshold parameter until the limiter begins to apply.

Range: 0–100 ms

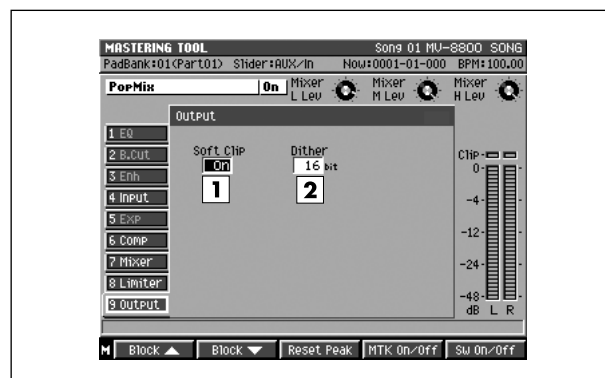
### 3 Release

Specifies the time from when the input level falls below the value of the Threshold parameter until the limiter no longer applies.

Range: 50–5000 ms

## Output

Here you can make overall output settings.



### 1 Soft Clip

Reduces the distortion that can occur when the expander or compressor are applied to an extreme degree.

Range: Off, On

### 2 Dither

Smooths the transition where the sound disappears.

Range: Off, 24–8 bit

## F-buttons and menu

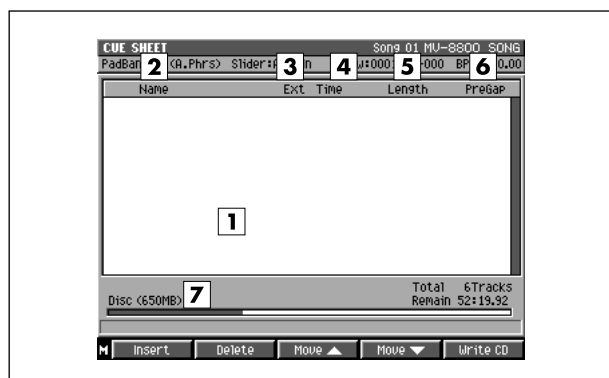
- **[F1](Block▲)**  
Moves the cursor in the effect block upward.
- **[F2](Block▼)**  
Moves the cursor in the effect block downward.
- **[F3](Reset Peak)**  
Clears the indicators of the peak hold in the Level meters.
- **[F4](MTK On/Off)**  
This is the main switch for the mastering tool kit. The On or Off indication is shown at the right of the mastering tool kit name.
- **[F5](Sw On/Off)**  
Switches the current block. The On or Off indication is shown at the right of the block name.
- **[MENU]**  
Displays the MENU popup.

## Menu items

- 1 Knob Assign**  
Displays the KNOB ASSIGN popup (p. 234).
- 2 MTK Library**  
Displays the MASTERING TOOL KIT LIBRARY popup (p. 201).
- 3 Edit MTK Name**  
Displays the EDIT NAME popup (p. 3).

## CUE SHEET screen

Here you can specify the song order in which the audio files will be written to the CD-R/RW disc.



### ■ To access this screen

- [MASTERING] → [F3](Create CD)

### Explanation of each area

- 1 Cue sheet**  
This lists the song order of the audio files that you will write to the CD-R/RW disc.
- 2 Name**  
Displays the names of the audio files that will be written to the CD-R/RW disc.
- 3 Ext (Extension)**  
This is part of the filename, and is used to indicate the type of file. The CUE SHEET shows files with a .WAV extension.
- 4 Time**  
Indicates the absolute time from the beginning of the CD-R/RW disc that will be written.
- 5 Length**  
Indicates the length of each audio file.
- 6 PreGap**  
Indicates the time between songs.
- 7 Volume of the total audio files**  
Indicates the size of the audio file that you will write to the CD-R/RW disc.

### • [F2](Delete)

Deletes (removes) an unwanted audio file from the cue sheet. The file highlighted by the cursor will be deleted from the cue sheet.

A confirmation message of “Delete file from Cue Sheet. Are you sure?” will appear.

F-button	Explanation
[F1](No)	To cancel without deleting.
[F5](Yes)	Deletes the audio data (WAV file) from the cue sheet.

### MEMO

- Deleting a file from the cue sheet does not delete the file itself from the hard disk.

### • [F3](Move▲)

Exchanges the file highlighted by the cursor in the cue sheet with the file above it.

### • [F4](Move▼)

Exchanges the file highlighted by the cursor in the cue sheet with the file below it.

### • [F5] (Write CD)

Starts the writing operation to CD. A confirmation message of “Write CD. Are you sure?” will appear.

F-button	Explanation
[F1](No)	To cancel without writing.
[F5](Yes)	To start the writing operation to CD-R/RW disc.

### • [MENU]

Displays the MENU popup.

### F-buttons and menu

- [F1](Insert)  
Displays the SELECT AUDIO FILE popup (p. 198), where you can select an audio file that you want to write to CD and add it to the cue sheet at the cursor location. Songs following the cursor location will be moved back.

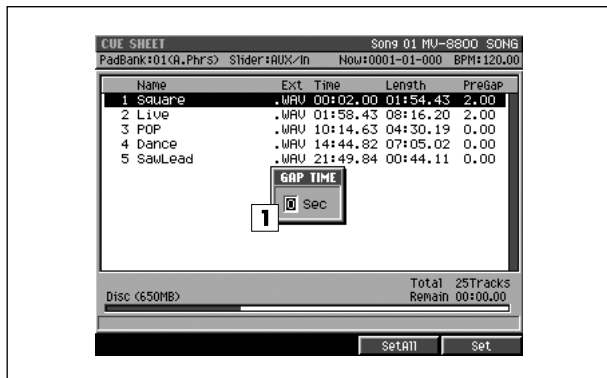
### Menu item

#### 1 Gap Time

Displays the GAP TIME popup (p. 207).

## GAP TIME popup

Here you can specify the default amount of space between the songs that will be recorded to the audio CD.



### ■ To access this screen

- [MASTERING] → [F3](Create CD) → [MENU] → select "Gap Time" → [F5](Select)

## Explanation of each area

### 1 Gap Time

Specifies the length of the gap that will be left between songs when writing the audio CD.

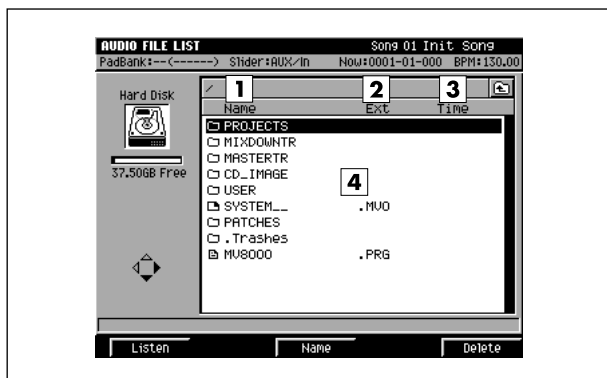
Range: 0–2–4 sec

## F-buttons

- [F4](SetAll)  
The all files will set the specified gap time.
- [F5](Set)  
The file highlighted by the cursor will set the specified gap time.

## AUDIO FILE LIST screen

**Here you can audition, rename or delete audio file.**



■ **To access this screen**

- **[MASTERING] → [F4](Audio List)**

### Explanation of each area

### 1 Name

Displays the names of the audio files (mixed-down or mastered file).

## 2 Ext (Extension)

This is part of the filename, and is used to indicate the type of file. The AUDIO FILE LIST shows files with a .WAV extension.

### 3 Time

Indicates the length (playback time) of each audio file.

#### 4 Audio file list

Displays the audio files that have been mixed-down or mastered. The file at the cursor location is highlighted.

## F-buttons

- **[F1](Listen)**

Displays the LISTEN AUDIO FILE popup (p. 197).

- **[F3](Name)**

Displays the EDIT NAME popup (p. 3) where you can assign a name to the audio file.

- **[F5](Delete)**

The file highlighted by the cursor will be deleted. A confirmation message “Delete File. Are you sure?” will appear.

F-button	Explanation
[F1](No)	To cancel without deleting.
[F5](Yes)	To delete the file.

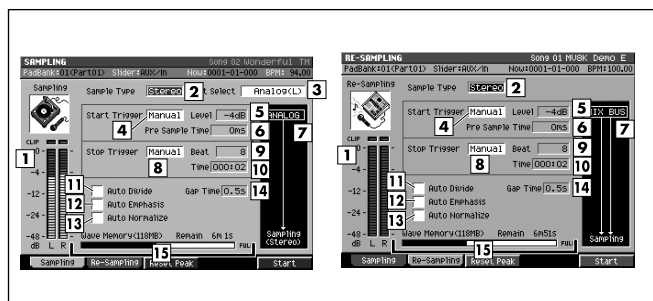
**MEMO**

- You cannot use Undo (Owner's Manual; p.166) to recover a deleted audio file.



## SAMPLING screen / RE-SAMPLING screen

Here you can perform sampling or re-sampling.



### ■ To access this screen

- Sampling  
[SAMPLING]
- Re-sampling  
[SAMPLING] → [F2](Re-Sampling)

## Explanation of each area

### 1 Level meter

Indicates the level of the audio input signal. When sampling, adjust this level so that the meter moves in the region of -12–0 dB.

#### MEMO

- The sound will distort if the display reaches 0 dB (clip indicator lit).

### 2 Sample Type

Specifies the number of channels that will be sampled.

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

### 3 Input Select

Specifies the input source for sampling.

Value	Sampling source
Analog	Analog input jack (stereo)
Analog(L+R)	ANALOG INPUT jack (Lch and Rch mixed to monaural)
Analog(L)	ANALOG INPUT jack (Lch only, monaural)

### 4 Start Trigger

Specifies how sampling will begin.

Value	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.

### 5 Level

Specifies the signal level that will initiate sampling if the Start Trigger parameter is set to Level.

Range: 1–6

#### MEMO

- The Level setting is used only when Start Trigger = Level.

### 6 Pre Sample Time

Specifies how much time prior to the actual start of sampling will be captured in the sample when Start Trigger is set to Level.

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

### 7 Routing

Indicates the sampled source.

Value	Explanation
ANALOG	Analog input (MIC/LINE or PHONO)
MIX BUS	when Re-Sampling

#### MEMO

- To Re-Sampling, press [F2](Re-Sampling).

### 8 Stop Trigger

Specifies how sampling will stop.

Value	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.

## 9 Beat

Specifies the time (in units of beats) after which sampling will stop if the Stop Trigger parameter is set to Beat.

Range: 1–8–20000

### MEMO

- The Beat setting is used only when Stop Trigger=Beat or Time.

## 10 Time

Specifies the time (in units of minutes/seconds) after which sampling will stop if the Stop Trigger parameter is set to Time.

Range: 00m02s–100m00s

### MEMO

- The Time setting is used only when Stop Trigger= Beat or Time.
- The maximum value for Length depends on the remaining amount of sampling memory.

## 11 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

## 12 Auto Emphasis

Automatically pre-emphasis processes after sampling.

Range: Off, On

## 13 Auto Normalize

Automatically normalizes the level after sampling.

Range: Off, On

## 14 Gap Time

When Auto Divide=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 Gap Time setting is used only when Auto Divide=On.

## 15 Wave Memory

Indicates the amount of wave data stored in the DIMM, both numerically and as a graph.

## F-buttons

### • [F1](Sampling)

Samples an external audio source. The SAMPLING screen will appear.

### • [F2](Re-Sampling)

Samples an internal audio source. The RESAMPLING screen will appear.

### • [F3](Reset Peak)

Clears the indicators of the peak hold in the Level meters.

### • [F5](Start)

Starts sampling.

If Start Trigger=Manual, sampling will begin immediately. Otherwise, sampling will begin according to the conditions specified by the Start Trigger setting.

## ● When Start Trigger = Level/Play/Pad



### • [F1] (Cancel)

Cancels the sampling operation.

### • [F5](Start)

Manually starts sampling. A message of Now Sampling... will appear.

## ● When Start Trigger=Manual, or during sampling



### • [F1] (Cancel)

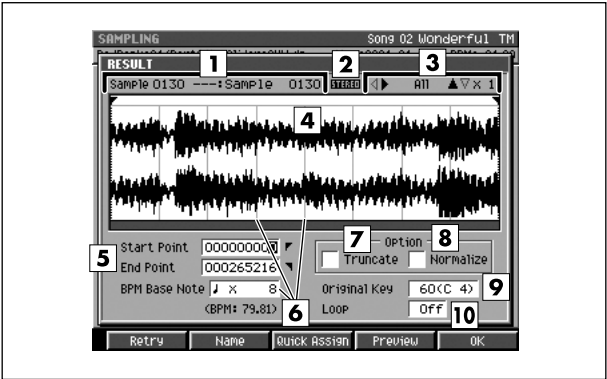
Cancels the sampling operation.

### • [F5](Stop)

Stops sampling. The RESULT popup (p. 211) will then appear.

RESULT popup

This displays the results of sampling and importing. Here you can edit the sample, and assign it to an audio phrase or patch.



To access this screen

- [SAMPLING] → [F1](Sampling) or [F2](Re-Sampling) → [F5](Start) (start sampling) → [F5](Stop) (stop sampling)
- [IMPORT] → select a file → [F5](Import)

Explanation of each area

- 1 Sample Name**  
Indicates the name of the sample.
- 2 Channel**  
Displays the number of channel of the sample (Mono/Stereo).
- 3 Zoom Level**  
Indicates the magnification ratio at which the waveform in the wave window is displayed.
- 4 Wave window**  
Displays the sampled waveform.
- 5 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.
- 6 BPM Base Note**  
Draws measure and beat lines on the displayed sample.  
Range: ♩, ♪, ♫ (initial value), ♫, ♫/  
x 0-x 4-x 65535
- MEMO**
- BPM Base Note parameter is valid when you select [F3](AsgnToAPhrs) in the "Select Quick Assign" message.
- 7 Truncate**  
Deletes the portions of the sample before the Start Point and after the End Point.  
Range: Off, On (✓)
- MEMO**
- If you save with Truncate turned Off, the sample will be saved without these portions being deleted.

- 8 Normalize**  
Raises the overall level of the sample without allowing the maximum level to be exceeded.  
Range: Off, On (✓)
- MEMO**
- Normalizing will extend the dynamic range (the difference between the minimum and maximum levels). This will help improve the precision of waveform editing.
- 9 Original Key**  
Specifies the reference pitch (key). When you play the note number specified by the Original Key parameter, the sample will sound at the same pitch as that when it was sampled.  
Range: 0(C)-60(C 4)-127(G 9)
- 10 Loop**  
Specifies whether loop playback will occur when previewing the sample. If this parameter is On when you assign the sample to a partial or audio phrase, this parameter will be used as the loop playback setting.

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

### F-buttons

- **[F1](Retry)**

Discard the displayed sample. The message “Retry sure?” will appear.

F-button	Explanation
[F1](No)	Cancels the retry operation.
[F5](Yes)	Discards the sample and closes the RESULT popup.

- **[F2](Name)**

Displays the EDIT NAME popup (p. 3), where you can edit the sample name.

- **[F3](Quick Assign)**

Displays the Select Quick Assign message (p. 213).

- **[F4](Preview)**

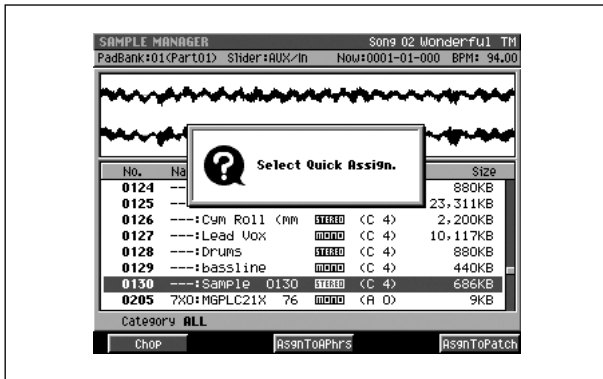
The currently highlighted sample will be auditioned while you hold down the button.

- **[F5](OK)**

Closes the RESULT popup (this popup). The sample will be added to the sample list.

## Select Quick Assign message

Here you can assign a sample to a patch or an audio phrase.



### ■ To access this screen

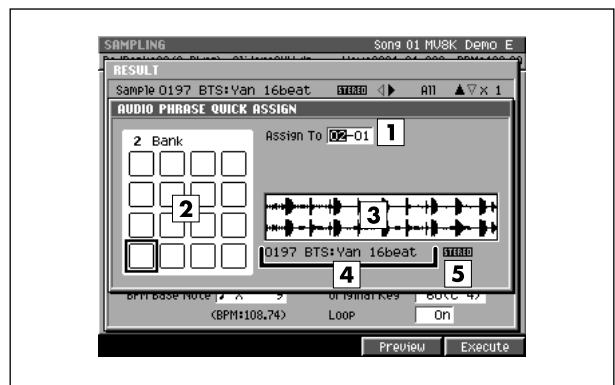
- [SAMPLING] → [F1](Sampling) → [F5](Start) (start sampling) → [F5](Stop) (stop sampling) → [F3](Quick Assign)
- [IMPORT] → select a file → [F5](Import) → [F3](Quick Assign)
- [PROJECT] → the cursor located in the lower row of icons → [F3](SmpMgr) → [F1](Quick Assign) etc.

## F-buttons

- [F1](Chop)  
Displays the CHOP popup (p. 159).
- [F3](AsgnToAphrs)  
Displays the AUDIO PHRASE QUICK ASSIGN popup (p. 214). The sample will be assigned as an audio phrase.
- [F5](AsgnToPatch)  
Displays the PATCH QUICK ASSIGN popup (p. 216). The sample will be assigned as a partial.

# AUDIO PHRASE QUICK ASSIGN popup

Here you can assign a sample to an audio phrase.



## To access this screen

- [SAMPLING] → [F1](Sampling) → [F5](Start) (start sampling) → [F5](Stop) (stop sampling) → [F3](Quick Assign) → [F3](AsgnToAPhrs) etc.

## Explanation of each area

- 1

**Assign To**  
Selects the audio phrase to which the sample will be assigned.  
Range: 1-1-32-16  

MEMO

- You can also specify a pad by striking it directly.
- 2

**Velocity Pads**  
Indicates the state of the velocity pads in the current pad bank.

Indicate	Status
	An audio phrase is assigned to the pad.
	Nothing is assigned.
	An audio phrase will assign to the enclosed pad.
- 3

**Wave window**  
Displays the sampled data (waveform).
- 4

**Sample Name**  
Displays the name of the sample.
- 5

**Channel**  
Displays the number of channel of the sample (Mono/Stereo).

## F-buttons

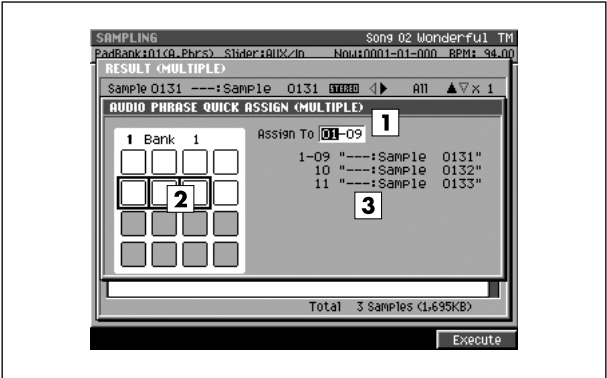
- [F4](Preview)  
To hear auditioning, hold down [F4](Preview).
- [F5](Execute)  
Assigns the sample to the specified audio phrase.

- MEMO

- When assigning samples, a confirmation message will appear if a pad to which a sample is already assigned would be overwritten.

# AUDIO PHRASE QUICK ASSIGN (MULTIPLE) popup

Here you can assign multiple samples to an audio phrases.



■ To access this screen

- [SAMPLING] → [F1](Sampling) → Set the Auto Divide parameter to On → [F5](Start) (start sampling) → [F5](Stop) (stop sampling) → [F3](Quick Assign) → [F3](AsgnToAPhrs) etc.

## Explanation of each area

- 1

**Assign To**  
Selects the audio phrase to which the sample will be assigned.  
Range: 1-1-32-16
- You can also specify a pad by striking it directly.
- 2

**Velocity Pads**  
Indicates the state of the velocity pads in the current pad bank.
- | Indicate | Status   |
|----------|--|
|          | An audio phrase is assigned to the pad.          |
|          | Nothing is assigned.                             |
|          | An audio phrase will assign to the enclosed pad. |
- 3

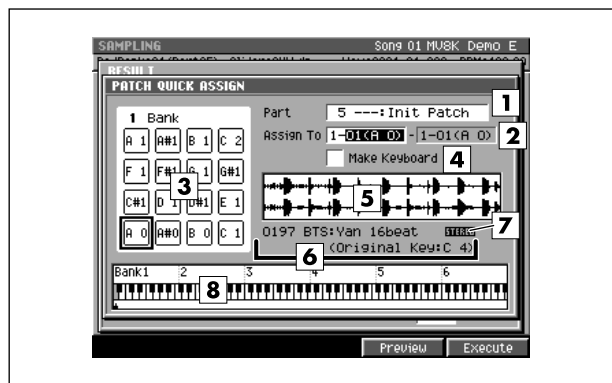
**Sample Name**  
Displays the name of the sample.

## F-button

- [F5](Execute)  
Consecutively assigns the samples as audio phrases, starting with the specified velocity pad number.
- When assigning samples, a confirmation message will appear if a pad to which a sample is already assigned would be overwritten.

# PATCH QUICK ASSIGN popup

Here you can assign the sampled data to a patch.



## To access this screen

- [SAMPLING] → [F2](Re-sampling) → [F5](Start) (start sampling) → [F5](Stop) (stop sampling) → [F3](Quick Assign) → [F5](AsgnToPatch)

## Explanation of each area

- 1 Part**  
Specifies the instrument part to which you want to assign the sampled data.  
Range: 1–16
- 2 Assign To**  
If the Make Keyboard parameter is checked, this selects the pads (note numbers) to which the sample data will be assigned. The value at the left specifies the lowest note, and the value at the right specifies the highest note. The center value specifies the original key.  
Range: 1-1 (A0)–(lowest vacant note number)–6-16 (G#8)

### MEMO

- You can also specify the assignments by striking a pad directly. If you strike a pad to which a sound is already assigned, that sound will play.

- 3 Velocity Pads**  
Indicates the state of the pads in the current pad bank.

Indicate	Status
	A partial is assigned to the pad.
	Nothing is assigned.
	A partial will assign to the enclosed pad.

## 4 Make Keyboard

Check this if you want to assign the sample in a pitched scale (using key follow).

Value	Explanation
Off	Assign as a drum set type (non-pitched).
On (✓)	Assign as a keyboard type. The pitch will change according to the note number.

### MEMO

- If you add a check (✓) to Make Keyboard so that the sample is assigned to multiple velocity pads, these velocity pads will recall and play the same partial. This means that if you edit the partial parameters, your editing will affect the sound of all velocity pads that are using that partial. You can use the PATCH EDIT (SPLIT) screen (p. 124) to check the velocity pads to which the partial is assigned.

## 5 Wave window

Displays the sampled data (waveform) you are editing.

## 6 Sample Name

Displays the name of the sample.

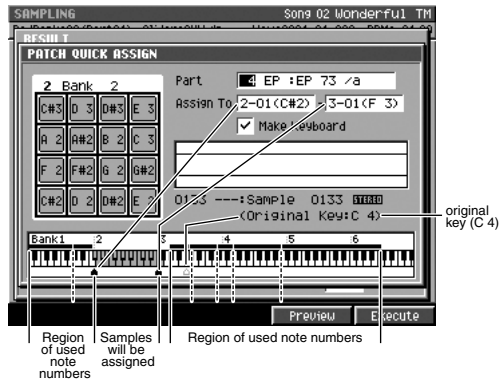
## 7 Channel

Displays the number of channel of the sample (Mono/Stereo).



## 8 Keyboard

Indicates how the note numbers are used.



## F-buttons

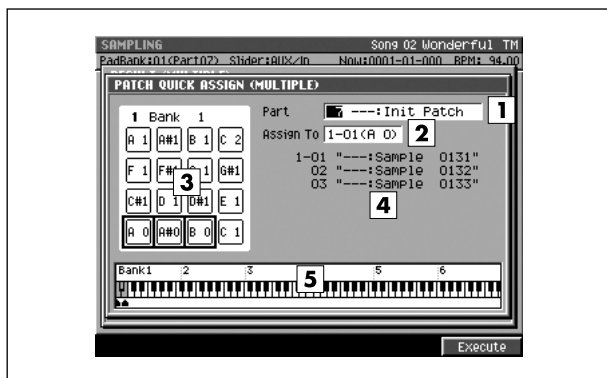
- **[F4](Preview)**  
Auditions the sample you are assigning.
- **[F5](Execute)**  
Assigns the sample to the specified partial.

### MEMO

- When assigning samples, a confirmation message will appear if a pad to which a sample is already assigned would be overwritten.

# PATCH QUICK ASSIGN (MULTIPLE) popup

Here you can assign multiple samples to a patch.



## To access this screen

- [SAMPLING] → [F1](Sampling) → Set the Auto Divide parameter to On → [F5](Start) (start sampling) → [F5](Stop) (stop sampling) → [F3](Quick Assign) → [F5](AsgnToPatch) etc.

## Explanation of each area

### 1 Part

Specifies the instrument part to which you want to assign the sampled data.

Range: 1–16

### 2 Assign To

Selects the partial (note number) of the instrument part selected by Part to which the sample will be assigned.

Range: 1-1 (A0)–(lowest vacant note number)–6-16 (G#8)

### MEMO

- You can also specify the assignments by striking a pad directly. If you strike a pad to which a sound is already assigned, that sound will play.

### 3 Velocity Pads

Indicates the state of the pads in the current pad bank.

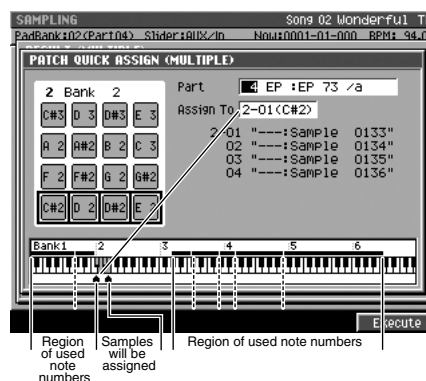
Indicate	Status
	A partial is assigned to the pad.
	Nothing is assigned.
	A partial will assign to the enclosed pad.

### 4 Sample Name

Displays the name of the sample.

### 5 Keyboard

Indicates how the note numbers are used.



## F-button

### [F5](Execute)

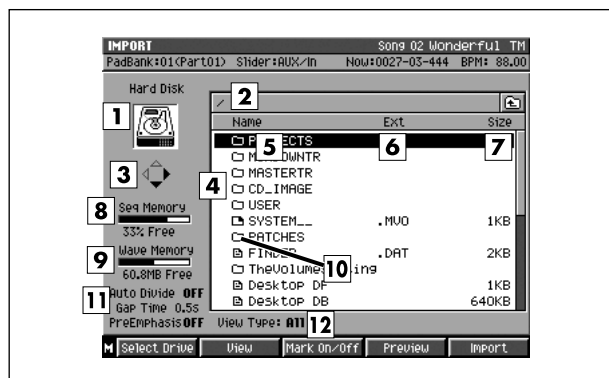
Assigns samples consecutively, starting with the specified partial.

### MEMO

- When assigning samples, a confirmation message will appear if a pad to which a sample is already assigned would be overwritten.

## IMPORT screen

Here you can select the music data file that you want to load.



### To access this screen

- [IMPORT]

## Explanation of each area

### 1 Current drive

Displays the currently selected drive with its icon.

Icon	Explanation
	Hard disk drive
	CD-ROM drive or Audio CD drive

### 2 Current folder name

Displays the name of the currently selected folder. The symbol "/" separates the root (top level of the folder) and the name of the folder.

### 3 Cursor Icon

The cursor icon will change shape to indicate whether you can press the cursor right or left button to change the displayed folder.

Cursor icon	Explanation
	You can move the cursor up/down.
	You can move the cursor up/down. If this indication is displayed, the cursor is located at a folder (highlighted). Press the right cursor key to view the contents of the folder (i.e., to switch folders).
	You can move the cursor up/down. If this indication is displayed, you can press the left cursor button to return to the parent folder (i.e., to switch folders).

### 4 File list

Lists the files saved in the current drive. The highlighted file is selected by the cursor.

### 5 Name

Displays the name of the file. The icon shown in front of the filename indicates the type of file.

Icon	Explanation
	Wave data (e.g., WAV file)
	Sequence data (e.g., MID file)
	Folder
	MV-8800 file
	Unknown file type

### 6 Ext (Extension)

This is part of the filename, and is used to indicate the type of file.

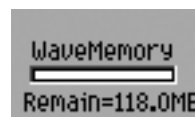
### 7 Size

Indicates the size of the file.

### 8 Wave Memory

Indicates the DIMM memory size that is available for sampling or recording.

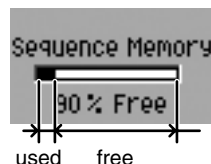
The remaining amount is indicated in units of MB.



## 9 Sequence Memory

Indicates the memory size that is available for recording performance data for a song or pattern.

The remaining amount is indicated as the unused percentage (units of %).



### MEMO

- Approximately 10 MB of the installed memory is used by the system. This means that even when wave memory contains no wave data, the remaining wave memory display will be approximately 10 MB less than the installed amount.

## 10 Folder

A folder is an area in which files can be stored together. You can use folders to organize files by genre or purpose. To see the contents of a folder, move the cursor to the folder and press CURSOR [▶].

To move from a folder back to the “parent” level, press CURSOR [◀].

## 11 Import Option

Indicates the status of the Option functions when importing.

You have the following two options when importing.

- Emphasis**  
The audio file will be imported with the high-frequency range boosted.
- Auto Divide**  
When importing the audio file, it will be divided into separate samples at locations of silence.

### MEMO

- To switch the import option setting, press [MENU], choose “Import Options” (p. 220).

## 12 View Type

Indicates how the file list display is being restricted.

View Type	Explanation
All	All files are shown.
Sample	Only files that can be imported as samples are shown.
Patch	Only files that can be imported as patches are shown.
Song	Only files that can be imported as song or pattern performance data are shown.
Pix	Only files that can be imported as images are shown.

## F-buttons and menu

- [F1](Select Drive)**  
Displays the SELECT DRIVE popup (p. 6), letting you switch the drive from which to select files.
- [F2](View)**  
Display the VIEW FILE TYPE popup (p. 221)
- [F3](Mark On/Off)**  
Adds or removes a mark from the file.
- [F4](Preview)**  
Lets you audition the wave file selected by the cursor in the file list. Press [F4](Stop) to stop auditioning.
- [F5](Import)**  
Imports the selected file.
- [MENU]**  
Displays the MENU popup.

## Menu items

### 1 Import Options

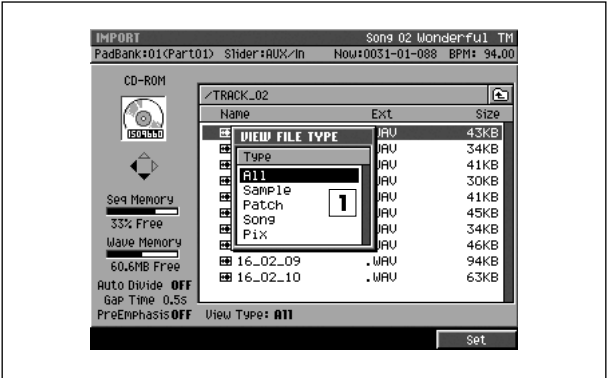
Displays the IMPORT OPTIONS popup (p. 222), letting you make option settings for importing audio files.

### 2 All Mark

Adds or removes marks from all files.

# VIEW FILE TYPE popup

Here you can restrict the types of files shown in the file list.



- To access this screen
  - [IMPORT] → [F2](View)

## Explanation of each area

- 1 **Type**  
Restricts the types of files shown in the file list.

Value	Explanation
All	All files are shown.
Sample	The following files are shown. <ul style="list-style-type: none"><li>• WAV files</li><li>• AIFF files</li><li>• AKAI MPC2000/2000XL sound files (.SND)</li><li>• AKAI S1000 sample files (.A1S)</li><li>• AKAI S3000 sample files (.A3S)</li></ul>
Patch	The following files are shown. <ul style="list-style-type: none"><li>• AKAI MPC2000/2000XL program files (.PGM)</li><li>• AKAI S1000 program files (.A1P)</li><li>• AKAI S3000 program files (.A3P)</li><li>• MV-8800 patches (.MV0)</li></ul>
Song	Standard MIDI files (.MID) are shown.
Pix	The following files are shown. <ul style="list-style-type: none"><li>• JPG files(.JPG)</li><li>• Bitmap files (.BMP)</li></ul>

## F-button

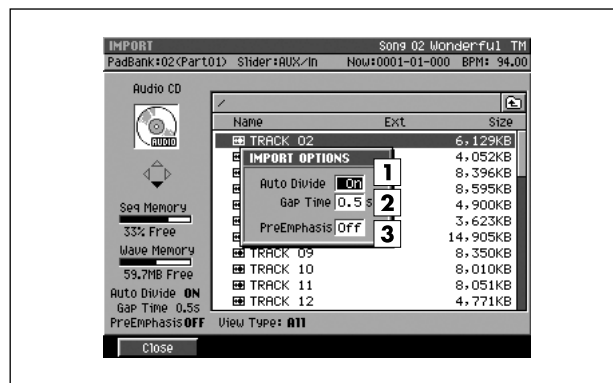
- [F5](Set)  
Closes the VIEW FILE TYPE popup and shows the selected types of files in the file list.

### MEMO

- Roland S-700 series data (samples, partials, patches) are shown regardless of how the Type parameter is set.

# IMPORT OPTIONS popup

Here you can specify how emphasis and auto divide are handled when music data files are imported.



■ To access this screen

- [IMPORT] → [MENU] → select “Import Options” → [F5](Select)

## Explanation of each area

- 1

**Auto Divide**

The Auto Divide function detects regions of silence during sampling, and divides the sample into several samples at these points.
- 2

**Gap Time**

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

Range: 0.5, 1.0, 1.5, 2.0 sec
- 3

**Pre Emphasis**

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

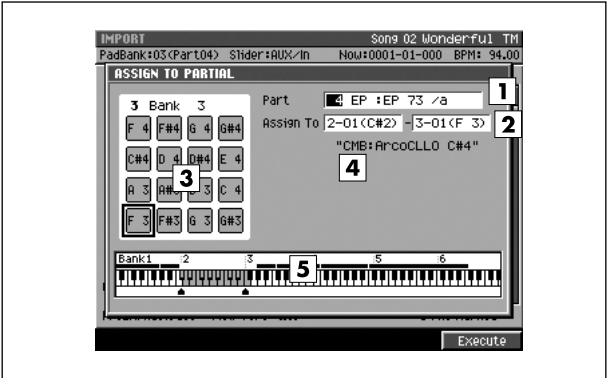
Display	Explanation
Off	Emphasis processing will not be applied to the imported data.
On	Emphasis processing will be applied to the imported data.

## F-button

- [F1](Close)  
Closes the IMPORT OPTIONS popup (this popup).

# ASSIGN TO PARTIAL popup

Here you can assign the S-700 series partial data to a patch.



■ To access this screen

- [IMPORT] → select a S-700 series partial data → [F5](Import)

## Explanation of each area

- 1 Part**  
Specifies the instrument part to which you want to assign the partial data.  
Range: 1–16
- 2 Assign To**  
Specifies the note number within the instrument part selected by Part Number to which the partial data will be assigned. The value at the left specifies the lowest note, and the value at the right specifies the highest note. The center value specifies the original key.  
Range: 1-01 (A0)–(lowest vacant note number)  
– 6-16 (G#8)

**MEMO**

- You can also specify the assignments by striking a velocity pad directly. If you strike a pad to which a sound is already assigned, that sound will play.
- If a range of pads (note numbers) are assigned, they will play the same partial. This means that if you edit the partial parameters, your editing will affect the sound of all pads that use that partial. The PATCH EDIT (SPLIT) screen (p. 124) shows how partials are assigned to the velocity pads.

**3 Velocity Pads**

Indicates the status of the velocity pads in the current pad bank.

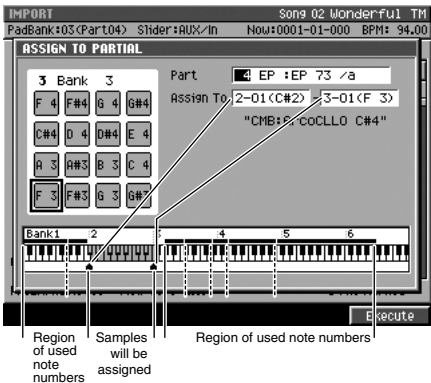
Indicate	Status
	A partial is assigned to the pad.
	Nothing is assigned.
	A partial will assign to the enclosed pad.

**4 Partial Name**

Displays the partial name you want to import.

**5 Keyboard**

Indicates how the note numbers are used.

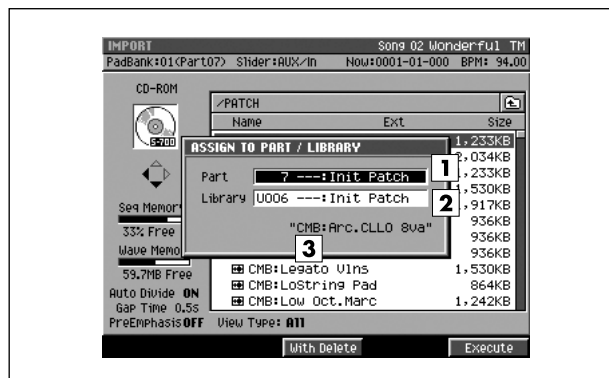


## F-button

- [F5](Execute)  
Assigns the partial.

## ASSIGN TO PART / LIBRARY popup

When importing a patch file, you can specify whether the patch will be imported as an entire part or imported into the library.



### ■ To access this screen

- [IMPORT] → select a patch file → [F5](Import)

### Explanation of each area

- 1 Part**  
Specifies the part into which the patch will be imported.  
Range: Off (not imported), 1–16
- 2 Library**  
Specifies the library number into which the patch will be imported.  
Range: Off (not imported), 1–128
- 3 Patch Name**  
Displays the name of the patch selected in the IMPORT screen (p. 219) for importing.

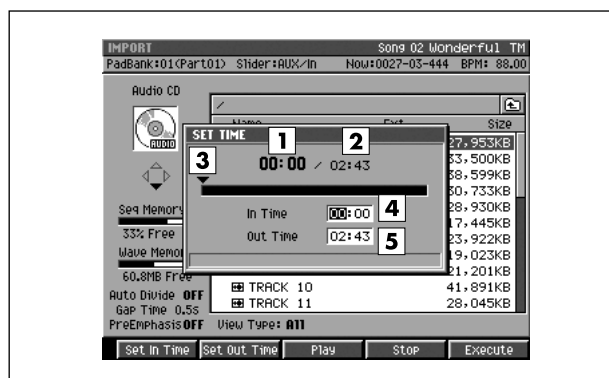
### F-buttons

- **[F3](With Delete)**  
If there is already a patch in the part number specified by the Part parameter or in the library number specified by the Library parameter, that patch and the samples it uses will be deleted (Delete Patch) before the patch is imported.  
For details on what Delete Patch does, refer to “Deleting the patch” (Owner’s Manual; p. 101).
- **[F5](Execute)**  
Imports the patch to the specified location, and closes the ASSIGN TO PART / LIBRARY popup (this popup).



## SET TIME popup

Here you can import a specified region of audio from an audio CD.



### ■ To access this screen

- [IMPORT] → select an audio CD track → [F5](Import)

## Explanation of each area

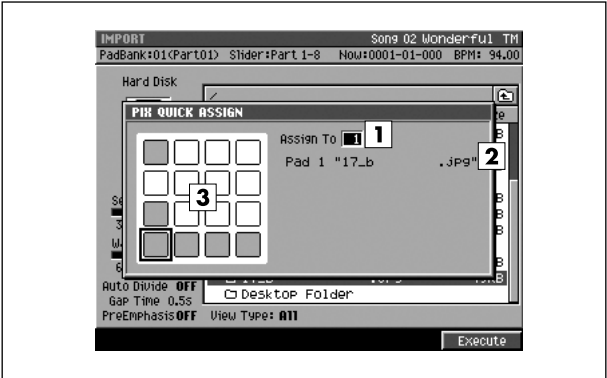
- 1 Current time**  
Indicates the current time of the track to be imported.
- 2 Track time**  
Indicates the total length of the track to be imported.
- 3 Current time location**  
Indicates the location within the track that corresponds to the time shown in Current Time.
- 4 In Time**  
Specifies the starting time from which to begin importing the specified track. (The units are minutes:seconds).
- 5 Out Time**  
Specifies the ending time at which to stop importing the specified track. (The units are minutes:seconds).

## F-buttons

- **[F1](Set In Time)**  
While auditioning the CD, sets the In Time as the current playback location of the CD track.
- **[F2](Set Out Time)**  
While auditioning the CD, sets the Out Time as the current playback location of the CD track.
- **[F3](Play)**  
Auditions the region from In Time to Out Time.
- **[F4](Stop)**  
Stops auditioning.
- **[F5](Execute)**  
Imports the region from In Time to Out Time, and opens the RESULT popup (p. 211).

# PIX QUICK ASSIGN popup

Here you can assign imported image files to velocity pads.



■ To access this screen

- [IMPORT] → select an image file → [F5](Import)

## Explanation of each area

- 1 Assign To**  
Specifies the velocity pad to which the imported image will be assigned.  
Range: 1–16
- 2 File name**  
Shows the file name of the image to be imported.
- 3 Velocity pads**  
This area shows the usage status of the velocity pads.

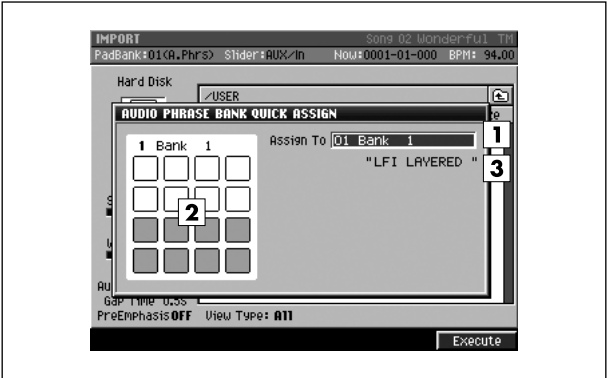
Indicate	Status
	An image is assigned to the velocity pad.
	Nothing is assigned.
	An image will be assigned to the velocity pad shown with a border.

## F-button

- [F5](Execute)  
Assigns the image to the velocity pad specified by the Assign To parameter.

# AUDIO PHRASE BANK QUICK ASSIGN popup

Here you can assign the audio phrases to velocity pads by 1 bank.



■ To access this screen

- [IMPORT] → select an Audio Phrase Bank file → [F5](Import)

## Explanation of each area

- 1

**Assign To**  
Specify the bank number to which the imported audio phrases will be assigned.  
Range: 1–32
- 2

**Velocity pads**  
Shows the usage status of the velocity pads of the selected pad bank.
- | Indicate | Status   |
|----------|--|
|          | An Audio Phrase is assigned to the velocity pad. |
|          | Nothing is assigned.                             |
- 3

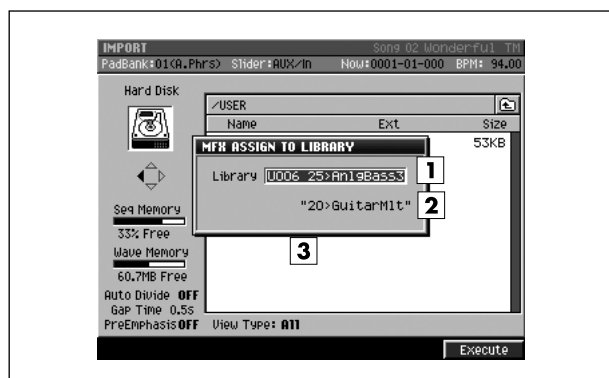
**Audio phrase bank name**  
Show the name of the audio phrase bank to be imported.

## F-button

- [F5](Execute)  
Assigns the audio phrases to the velocity pads of the bank specified by the Assign To parameter.

## EFFECTS ASSIGN TO LIBRARY popup

Here you can assign imported effect settings to the effect library.



### ■ To access this screen

- [IMPORT] → select a effects file → [F5](Import)

### MEMO

- The popup name will depend on the file that you are importing.

Effects type	Popup name
MTX	MTX ASSIGN TO LIBRARY
Dly/Cho	DELAY/CHORUS ASSIGN TO LIBRARY
Reverb	EVERB ASSIGN TO LIBRARY

## Explanation of each area

### 1 Library

Specifies the library number into which the effect setting will be imported.

Effect	Value
MTX	U001–U100
Dly/Cho	U01–U50
Reverb	U01–U50

### 2 Name of effects setting

Displays the name of the effects file selected in the IMPORT screen (p. 219).

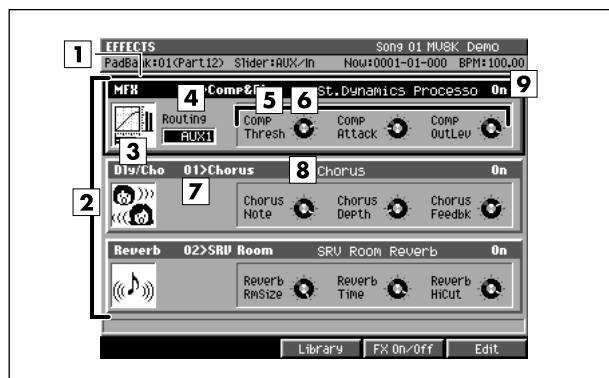
## F-button

### • [F5](Execute)

Imports the effect setting to the specified location, and closes the EFFECTS ASSIGN TO LIBRARY popup.

## EFFECTS screen

In this effects screen you can check the state of the multi-effect, delay/chorus, and reverb.



### ■ To access this screen

- [EFFECTS]

## Explanation of each area

### 1 Cursor

The effect section (MFX, delay/chorus, reverb) at which the cursor is located is highlighted. The highlighted effect section is called the “current effect.”

### 2 Effect section

Indicates the type of effect.

Display	Explanation
MFX	Multi-effect
Dly/Cho	Delay/Chorus
Reverb	Reverb

### 3 Algorithm icon

The effect algorithm used by each effect section is indicated by the icon shown.

### 4 Routing

Specifies where the MFX will be placed within the mixer.

Value	Explanation
Off	MFX is not used.
Input	Input bus
AUX1–4	AUX 1–4 bus
Master	Master out bus

### MEMO

- You can select the Routing parameter only for MFX.

### 5 Control parameter

Indicates the names of the parameters controlled by the control knobs. Three parameters are displayed; from the left they correspond to the C1, C2, and C3 knobs.

### 6 Control knobs

Use these knobs to control major parameters of the effect algorithm used by each effect section.

### MEMO

- There are three knobs for each section; they correspond to knobs C1–C3 of the top panel.  
To operate these knobs, use the cursor (up/down) to move the highlighted area to the appropriate effect section.
- The Knob Assign function (p. 234) lets you freely assign an effect parameter to each knob.

### 7 Effect patch name

Indicates the name of the effects patch.

### 8 Effect Algorithm

Indicates the name of the algorithm used by each effect.

### 9 Effect switch

Switches the status of each effect section.

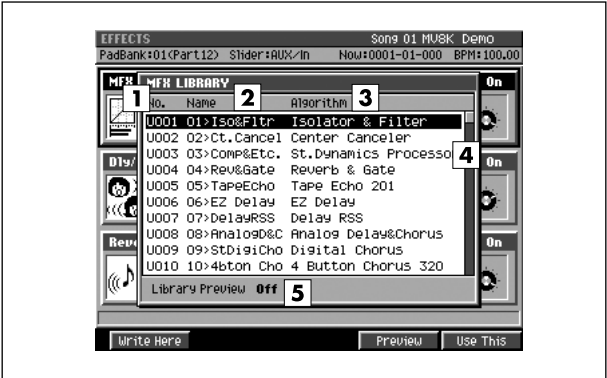
Value	Explanation
Off	The effect is not used.
On	The effect is enabled.

## F-buttons

- [F3](Library)  
Displays the EFFECT LIBRARY popup (p. 230).
- [F4](FX On/Off)  
Switches the status of the current effect.
- [F5](Edit)  
Displays the EFFECTS EDIT screen (p. 231).

# EFFECTS LIBRARY popup

Here you can save and recall effect settings.



## To access this screen

- [EFFECTS] → select the current effect → [F3](Library)

### MEMO

- The popup name will depend on the current effect.

Current effect	Popup name
MFx	MFx LIBRARY
Dly/Cho	DELAY/CHORUS LIBRARY
Reverb	REVERB LIBRARY

## Explanation of each area

### 1 No. (effect library number)

The effect library consists of a Preset area containing factory-set settings and a User area for you to store/recall your own settings.

Effect	U (User) area	P (Preset) area
MFx	U001–U100	P001–P034
Dly/Cho	U001–U050	P001–P002
Reverb	U001–U050	P001–P004

### MEMO

- The Preset area is read-only; you cannot write settings into the Preset area.

### 2 Name

Displays the name of the effect settings.

### 3 Algorithm

Displays the used effect algorithm.

### 4 Scroll bar

Indicates the approximate portion of the list that is visible.

### 5 Library Preview

This will indicate “On” while you are previewing the effect.

## F-buttons

### • [F1](Write Here)

Saves the current effect settings to the cursor location within the library list. Displays the confirmation message.

F-button	Explanation
[F1](No)	Cancels the operation.
[F5](Yes)	Saves the effect settings.

### • [F4](Preview)

Temporarily enables the effect selected by the cursor, letting you preview the result. The display will indicate “Library Preview On” while you are previewing the effect.

### • [F5](Use This)

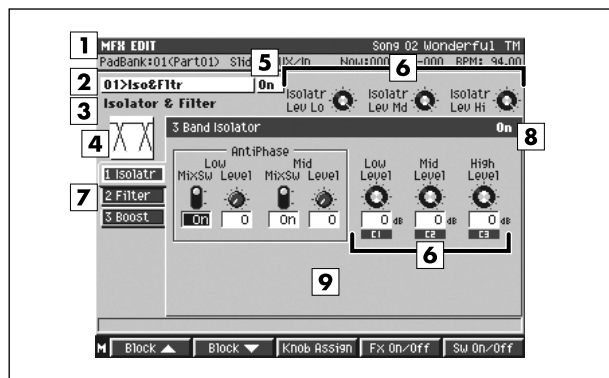
Specifies the effect setting parameters selected by the cursor as the current effect.

### MEMO

- To discard the selection you made in the popup and return to the previous screen, press [EXIT].

## EFFECTS EDIT screen

Here you can make detailed edits to the multi-effect, delay/chorus effect, or reverb effect.



### ■ To access this screen

- [EFFECTS] → [F5](Edit)

## Explanation of each area

### 1 Effect section

Indicates the name of the effect section you are editing.

Display	Explanation
MFX EDIT	Multi-effect Edit screen
DELAY/CHORUS EDIT	Delay/Chorus Edit screen
REVERB EDIT	Reverb Edit screen

### 2 Effect patch name

Indicates the name of the currently-recalled effect settings.

### 3 Effect algorithm name

Indicates the name of the currently-used effect algorithm.

- For more about the effect patch name and effect algorithm name, refer to "Preset Patches and Algorithm List" (Appendices; p. 14).

### 4 Algorithm icon

The displayed icon indicates the currently-used effect algorithm.

### 5 Effect switch

Indicates the status of the current effect

Value	Explanation
Off	The effect is bypassed (not used).
On	The effect is enabled.

### 6 Control knobs

Use these knobs to control major parameters of the current effect.

#### MEMO

- There are several knobs for each effect block, and indications of C1–C3 are displayed for some of these. These knobs correspond to the C1–C3 knobs of the top panel.
- The Knob Assign function (p. 234) lets you freely assign an effect parameter to each knob.

### 7 Effect blocks

These are the individual effects that make up each effect algorithm. To make settings in a particular effect block, use [F1](Block ▲) or [F2](Block ▼) to select that block.

- The tab area of the effect block shows the individual effects that make up the effect patch. For details, refer to "Effect Block" (Appendices; p. 16).

### 8 Switch parameter

This indicates the status of each effect block (individual effect).

Value	Explanation
Off	The effect block is not used.
On	The effect block is enabled.

### 9 Effect block parameters

This area displays the parameters of each effect block. For details on the displayed parameters, refer to "Effect Block" (Appendices; p. 16).

### F-buttons and menu

- **[F1](Block▲) / [F2](Block▼)**  
These switch the displayed effect block.
- **[F3](Knob Assign)**  
Displays the KNOB ASSIGN popup (p. 234).
- **[F4](FX On/Off)**  
Switches the current effect off (bypassed) or on.
- **[F5](SW On/Off)**  
Switches the effect block off (bypassed) or on.
- **[MENU]**  
Displays the MENU popup.

### Menu items

#### ● MFX EDIT screen

##### 1 MFX Library

Displays the MFX LIBRARY popup (p. 230).

##### 2 Edit MFX Name

Displays the EDIT MFX NAME popup (p. 3)

##### 3 Save MFX

Displays the SAVE MFX popup (p. 233)

#### ● DELAY/CHORUS EDIT screen

##### 1 Dly/Cho Library

Displays the Dly/Cho LIBRARY popup (p. 230).

##### 2 Edit Dly/Cho Name

Displays the EDIT Dly/Cho NAME popup (p. 3)

##### 3 Save Dly/Cho

Displays the SAVE Dly/Cho popup (p. 233)

#### ● REVERB EDIT screen

##### 1 Reverb Library

Displays the REVERB LIBRARY popup (p. 230).

##### 2 Edit Reverb Name

Displays the EDIT REVERB NAME popup (p. 3)

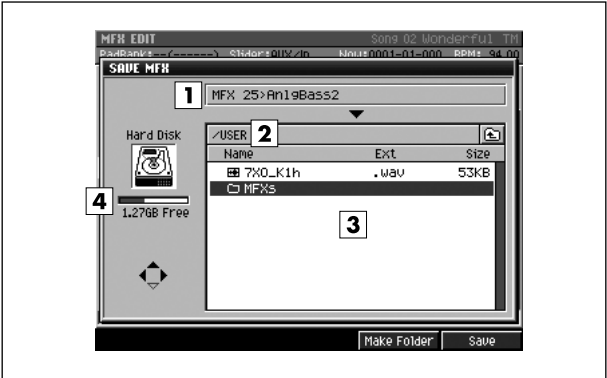
##### 3 Save Reverb

Displays the SAVE REVERB popup (p. 233)



# SAVE EFFECTS popup

Here you can save multi-effect, delay/chorus, and reverb effect settings to the hard disk as a file.



■ To access this screen

- [EFFECTS] → [F5](Edit) → [MENU] → select “Save MFX”, “Save Dly/Cho”, or “Save Reverb” → [F5](Select)

MEMO

- The popup name will depend on the current effect.

Current effect	Popup name
MFX	SAVE MFX
Dly/Cho	SAVE DELAY/CHORUS
Reverb	SAVE REVERB

Explanation of each area

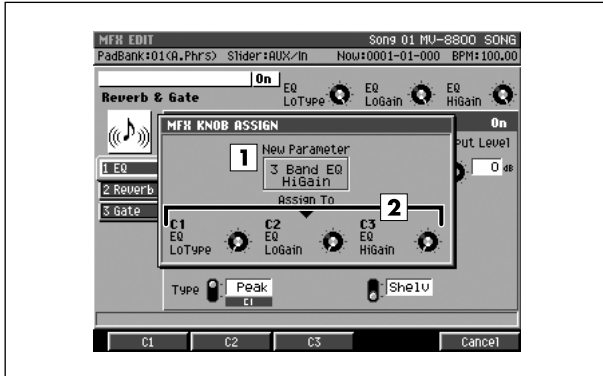
- 1 Effect setting name**  
Displays the name of the effect setting which can be saved.
- 2 Current folder name**  
Displays the destination folder you want to save.  
Folder levels below the root folder (the top level folder in the hard disk) are shown by a slash “/” symbol.
- 3 File list**  
Displays the name of the files and folders saved in the current folder.
- 4 Drive capacity**  
Displays the free space of the hard disk.

■ F-buttons

- **[F4](Make Folder)**  
Displays the EDIT NAME popup (p. 3), where you can create a new folder inside the current folder.
- **[F5](Save)**  
Saves the effect setting as a file to the hard disk.  
Displays the EDIT NAME popup (p. 3), where you can specify the name of a WAV-format or AIFF-format file.

## KNOB ASSIGN popup

Here you can assign effect parameters to the control knobs (C1–C3). This lets you use the knobs to edit parameters directly.



### ■ To access this screen

- **[EFFECTS]** → select an current effect → **[F5](Edit)** → use the cursor to select the effect parameter you want to assign to a knob → **[F3](Knob Assign)**
- **[MASTERING]** → **[F2](Mastering)** → select the audio data (WAV file) that you want to master → **[F5](MTK Edit)** → **[F5](Sw On/Off)** → **[MENU]** → select “Knob Assign” → **[F5](Select)**

### Explanation of each area

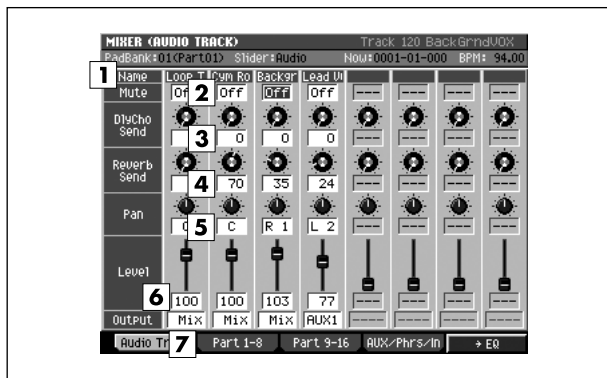
- 1 New parameter**  
Shows the parameter that you will be assigning.
- 2 Parameter**  
Displays the names of the effect parameters assigned to C1, C2, and C3.

### F-buttons

- **[F1](C1) / [F2](C2) / [F3](C3)**  
These assign the effect parameter at the cursor to the corresponding knob.
- **[F5](Cancel)**  
Closes the KNOB ASSIGN popup.

## MIXER (AUDIO TRACK) screen

This is the audio track mixer screen, where you can set the level, pan, and output assign.



### ■ To access this screen

- [MIXER] → [F1](Audio Track)

### Explanation of each area

#### 1 Name

Displays the name of the audio track.

##### MEMO

- The first few characters of the name are shown. Subsequent characters are not displayed.

#### 2 Mute

Temporarily silences the track.

Range: Off, On

#### 3 DlyCho Send (Delay/Chorus Send Level)

Specifies the amount of signal sent to the delay/chorus effect.

Range: 0–127

#### 4 Reverb Send (Reverb Send Level)

Specifies the amount of signal sent to the reverb effect.

Range: 0–127

#### 5 Pan

Sets the panning of the track.

Range: L63–0–R63

#### 6 Level

Specifies the volume of the track.

Range: 0–100–127

##### MEMO

- You can use the eight sliders on the top panel to adjust the Level parameter.

#### 7 Output

Specifies the signal output destination for each track.

Value	Explanation
Mix	Output the sound to the Mix bus. The sound will be output from Master and Phones.
AUX1–AUX4	Output the sound to an AUX bus.
MLT1–MLT8	Output the sound to a MULTI OUTPUT (mono output).
M1/2–M7/8	Output the sound to a pair of MULTI OUTPUT (stereo output).

### F-buttons

#### • [F1](Audio Track)

Displays the MIXER (AUDIO TRACK) screen (this screen).

#### • [F2](Part 1–8)

Displays parts 1–8 of the MIXER (INSTRUMENT PART) screen (p. 236).

#### • [F3](Part 9–16)

Displays parts 9–16 the MIXER (INSTRUMENT PART) screen (p. 236).

#### • [F4](AUX/Phrs/In)

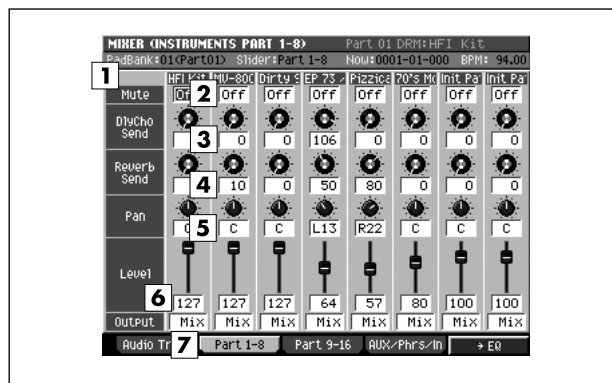
Displays the MIXER (AUX/FX/AUDIO PHRASE/INPUT) screen (p. 237).

#### • [F5](→ EQ)

Displays the MIXER (AUDIO TRACK EQ) screen (p. 238).

# MIXER (INSTRUMENT PART) screen

This is the mixer screen for each instrument part. Here you can specify the level, pan, and output assign.



## To access this screen

- [MIXER] → [F2](Part 1–8) or [F3](Part 9–16)

## Explanation of each area

### 1 Patch name

Displays the patch name of the selected part.

#### MEMO

- The first few characters of the name are shown. Subsequent characters are not displayed.

### 2 Mute

Temporarily silences the part.

Range: Off, On

### 3 DlyCho Send (Delay/Chorus Send Level)

Specifies the amount of signal sent to the delay/chorus effect.

Range: 0–127

### 4 Reverb Send (Reverb Send Level)

Specifies the amount of signal sent to the reverb effect.

Range: 0–127

### 5 Pan

Sets the panning of the part.

Range: L63–0–R63

### 6 Level

Specifies the volume of the part.

Range: 0–100–127

#### MEMO

- You can use the eight sliders on the top panel to adjust the Level parameter.

### 7 Output

Specifies the signal output destination for each part.

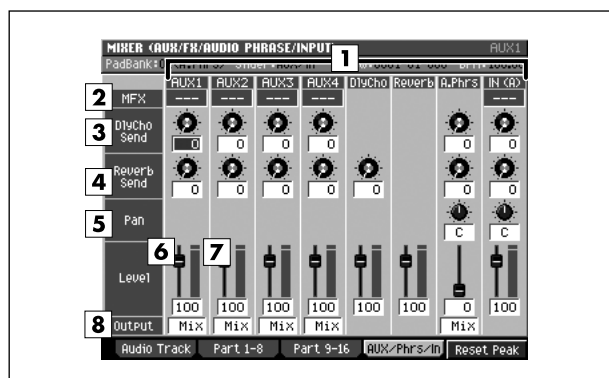
Value	Explanation
Prtl	Follow the setting of the partial's Output Assign (Partial output assign) (p. 125)
Mix	Output the sound to the Mix bus. The sound will be output from Master and Phones.
AUX1–AUX4	Output the sound to an AUX bus.
MLT1–MLT8	Output the sound to a MULTI OUTPUT (mono output).
M1/2–M7/8	Output the sound to a pair of MULTI OUTPUT (stereo output).

## F-buttons

- [F1](Audio Track)**  
Displays the MIXER (AUDIO TRACK) screen (p. 235).
- [F2](Part 1–8)**  
Displays parts 1–8 the MIXER (INSTRUMENT PART) screen (this screen).
- [F3](Part 9–16)**  
Displays parts 9–16 the MIXER (INSTRUMENT PART) screen (this screen).
- [F4](AUX/Phrs/In)**  
Displays the MIXER (AUX/FX/AUDIO PHRASE/INPUT) screen (p. 237).
- [F5](→EQ)**  
Displays the MIXER (IMSTRUMENT PART EQ) screen (p. 239) for channels 1–8 or 9–16.

## MIXER (AUX/FX/AUDIO PHRASE/INPUT) screen

This is the mixer screen for the AUX buses, effects, audio phrase parts, and inputs.



### ■ To access this screen

- [MIXER] → [F4](AUX/Phrs/In)

## Explanation of each area

### 1 Name

This is the name of each mixer.

Display	Explanation
AUX1–AUX4	AUX bus
DlyCho	Delay/Chorus
Reverb	Reverb bus
A.Phrs	Audio Phrase
In (A)	Analog input

### 2 MFX (Multi-effect)

A bus in which MFX is inserted is displayed as “MFX.”



- “---” indicates that MFX is not inserted.

### 3 DlyCho Send (Delay/Chorus Send Level)

Specifies the amount of signal sent to the delay/chorus effect.

Range: 0–127

### 4 Reverb Send (Reverb Send Level)

Specifies the amount of signal sent to the reverb effect.

Range: 0–127

### 5 Pan

Specifies the panning of the signal.

Range: L63–0–R63

### 6 Level

Specifies the volume of each part.

Range: 0–100–127



- You can use the eight sliders on the top panel to adjust the Level parameter.

### 7 Level meter

Displays the post-fader level of each part.



- The top indicator of the meter will light when the signal clips (= 0 dB). If this occurs, lower the value of the Level parameter.

### 8 Output

Specifies the signal output destination for AUX buses 1–4 and audio phrases.

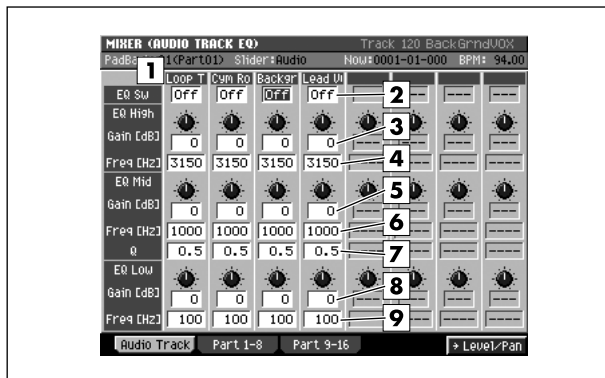
Value	Explanation
Off	No output (AUX buses 1–4 only)
Mix	Output the audio to the Mix bus. The sound will be output from Master and Phones.
AUX1–AUX4	Output the audio to the AUX bus (audio phrases only)
MLT1–MLT8	Output the audio to a MULTI OUTPUT (mono output).
M1/2–M7/8	Output the audio to a pair of MULTI OUTPUT (stereo output).

## F-buttons

- **[F1](Audio Track)**  
Displays the MIXER (AUDIO TRACK) screen (p. 235).
- **[F2](Part 1–8)**  
Displays parts 1–8 the MIXER (INSTRUMENT PART) screen (p. 236).
- **[F3](Part 9–16)**  
Displays parts 9–16 the MIXER (INSTRUMENT PART) screen (p. 236).
- **[F4](AUX/Phrs/In)**  
Displays the MIXER (AUX/FX/AUDIO PHRASE/INPUT) screen (this screen).
- **[F5](Reset Peak)**  
Clears the indicators of the peak hold in the Level meters.

## MIXER (AUDIO TRACK EQ) screen

This is the equalizer screen for the audio tracks, where you can adjust their tonal character.



### ■ To access this screen

- [MIXER] → [F1](Audio Track) → [F5](→ EQ)

### Explanation of each area

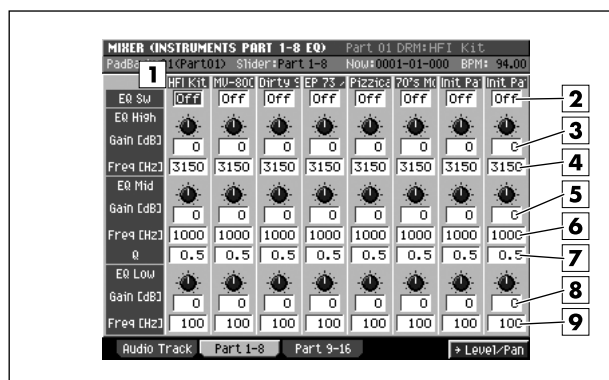
- 1 Name**  
Shows a portion of the audio track name.
- 2 EQ Sw**  
Turns the EQ of each track on/off.  
Range: Off, On
- 3 EQ High Gain**  
Specifies the amount of boost or cut at the frequency specified by EQ High Freq.  
Range: -15–0–15 [dB]
- 4 EQ High Freq (EQ high frequency)**  
Specifies the high-range frequency at which the boost or cut will occur.  
Range: 1000, 1120, 1250, 1400, 1600, 1800, 2000, 2240, 2500, 2800, **3150**, 3550, 4000, 4500, 5000, 5600, 6300, 7100, 8000, 9000, 10k [Hz]
- 5 EQ Mid Gain**  
Specifies the amount of boost or cut at the frequency specified by EQ Mid Freq.  
Range: -15–0–15 [dB]
- 6 EQ Mid Freq (EQ middle frequency)**  
Specifies the midrange frequency at which the boost or cut will occur.  
Range: 100, 112, 125, 140, 160, 180, 200, 224, 250, 280, 315, 355, 400, 450, 500, 560, 630, 710, 800, 900, **1000**, 1120, 1250, 1400, 1600, 1800, 2000, 2240, 2500, 2800, 3150, 3550, 4000, 4500, 5000, 5600, 6300, 7100, 8000, 9000, 10k [Hz]
- 7 EQ Mid Q (EQ middle Q)**  
Specifies the width of the frequency band that will be boosted or cut. Lower settings will broaden the frequency band; higher settings will sharpen it.  
Range: **0.5**, 0.6, 0.7, 0.8, 0.9, 1.0, 1.1, 1.2, 1.4, 1.6, 1.8, 2.0, 2.2, 2.5, 2.8, 3.1, 3.5, 4.0, 4.5, 5.0, 5.6, 6.3, 7.1, 8.0, 9.0, 10.0, 11.2, 12.5, 14.0, 16.0
- 8 EQ Low Gain**  
Specifies the amount of boost or cut at the frequency specified by EQ Low Freq.  
Range: -15–0–15 [dB]
- 9 EQ Low Freq (EQ low frequency)**  
Specifies the low-range frequency at which the boost or cut will occur.  
Range: **100**, 112, 125, 140, 160, 180, 200, 224, 250, 280, 315, 355, 400, 450, 500, 560, 630, 710, 800, 900, 1000 [Hz]

### F-buttons

- **[F1](Audio Track)**  
Displays the MIXER (AUDIO TRACK EQ) screen (this screen).
- **[F2](Part 1–8)**  
Displays parts 1–8 of the MIXER (IMSTRUMENT PART EQ) screen (p. 239).
- **[F3](Part 9–16)**  
Displays parts 9–16 of the MIXER (IMSTRUMENT PART EQ) screen (p. 239).
- **[F5](→ Level/Pan)**  
Displays the MIXER (AUDIO TRACK) screen (p. 235).

## MIXER (IMSTRUMENT PART EQ) screen

This is the equalizer screen for the instrument parts, where you can adjust their tonal character.



### ■ To access this screen

- [MIXER] → [F2](Part 1–8) or [F3](Part 9–16) → [F5](→ EQ)

## Explanation of each area

### 1 Patch name

Displays the patch name of the selected part.

#### MEMO

- The first few characters of the name are shown. Subsequent characters are not displayed.

### 2 EQ Sw

Turns EQ on/off for each part.

### 3 EQ High Gain

Specifies the amount of boost or cut at the frequency specified by EQ High Freq.

Range: -15–0–15 [dB]

### 4 EQ High Freq (EQ high frequency)

Specifies the high-range frequency at which the boost or cut will occur.

Range: 1000, 1120, 1250, 1400, 1600, 1800, 2000, 2240, 2500, 2800, **3150**, 3550, 4000, 4500, 5000, 5600, 6300, 7100, 8000, 9000, 10k [Hz]

### 5 EQ Mid Gain

Specifies the amount of boost or cut at the frequency specified by EQ Mid Freq.

Range: -15–0–15 [dB]

### 6 EQ Mid Freq (EQ middle frequency)

Specifies the midrange frequency at which the boost or cut will occur.

Range: 100, 112, 125, 140, 160, 180, 200, 224, 250, 280, 315, 355, 400, 450, 500, 560, 630, 710, 800, 900, **1000**, 1120, 1250, 1400, 1600, 1800, 2000, 2240, 2500, 2800, 3150, 3550, 4000, 4500, 5000, 5600, 6300, 7100, 8000, 9000, 10k [Hz]

### 7 EQ Mid Q (EQ middle Q)

Specifies the width of the frequency band that will be boosted or cut. Lower settings will broaden the frequency band; higher settings will sharpen it.

Range: **0.5**, 0.6, 0.7, 0.8, 0.9, 1.0, 1.1, 1.2, 1.4, 1.6, 1.8, 2.0, 2.2, 2.5, 2.8, 3.1, 3.5, 4.0, 4.5, 5.0, 5.6, 6.3, 7.1, 8.0, 9.0, 10.0, 11.2, 12.5, 14.0, 16.0

### 8 EQ Low Gain

Specifies the amount of boost or cut at the frequency specified by EQ Low Freq.

Range: -15–0–15 [dB]

### 9 EQ Low Freq (EQ low frequency)

Specifies the low-range frequency at which the boost or cut will occur.

Range: **100**, 112, 125, 140, 160, 180, 200, 224, 250, 280, 315, 355, 400, 450, 500, 560, 630, 710, 800, 900, 1000 [Hz]

## F-buttons

- **[F1](Audio Track)**  
Displays the MIXER (AUDIO TRACK EQ) screen (p. 238).
- **[F2](Part 1–8)**  
Displays parts 1–8 of MIXER (IMSTRUMENT PART EQ) screen (this screen).
- **[F3](Part 9–16)**  
Displays parts 9–16 of MIXER (IMSTRUMENT PART EQ) screen (this screen).
- **[F5](→ Level/Pan)**  
Displays 1–8 or 9–16 of the MIXER (INSTRUMENT PART) screen (p. 236).

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**...MEMO....**





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