Functionality added in version 1.10

Version 1.10 of the MV-8000 system software adds the following functionality.

- **The MV-8000 can now function as a multi-timbral sound module.**

  ☞ **Using the MV-8000 in Multitimbre Sampler Mode** (p. 2)

- **Truncate can now be used in the Sample Edit screen and the Audio Phrase Edit screen.**

  ☞ **Truncate** (p. 5)

- **You can press [DELETE] + velocity pad to delete the sample data it uses.**

  ☞ **Deleting the sample along with the partial** (p. 8)
  Deleting the sample along with the audio phrase (p. 9)

- **Delete a patch, it is now possible to delete the sample data at the same time.**

  ☞ **Deleting the sample(s) when you delete a patch** (p. 10)

? A "multi-timbral sound module" is a sound module that lets you control two or more sounds independently.

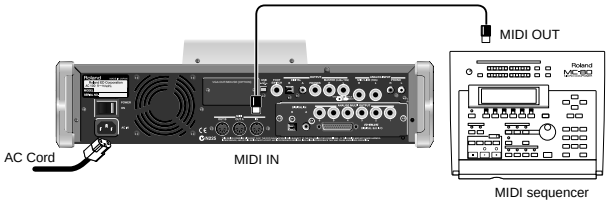
Using the MV-8000 in Multitimbre Sampler Mode

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

Playing the MV-8000 from an externally-connected sequencer

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

1. Connect your MIDI sequencer to the MV-8000's MIDI IN connector as described in Quick Start “Preparing your equipment and making connections” (p. 4).

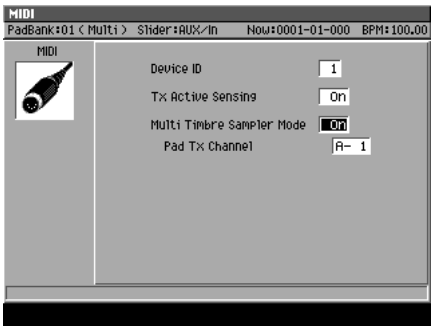


SYSTEM

2. Press [ ] .
The SYSTEM MENU screen will appear.

F3

3. With the cursor located in the upper row of icons, press [ ] (MIDI).
Alternatively, you can select the MIDI icon and press ENTER.
The MIDI screen will appear.



4. Turn the Multi Timbre Sample Mode parameter On in the MIDI screen.
This setting lets the MV-8000 receive performance data from your external MIDI sequencer, so that the MV-8000's instruments will play.

SEQUENCE

5. Press [ ] .
Sequence screen will appear.

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

Certain limitations apply when Multi Timbre Sampler mode is on. For details, refer to “Performance Data Flow and Limitations in Multi Timbre Sampler Mode” (p. 4).

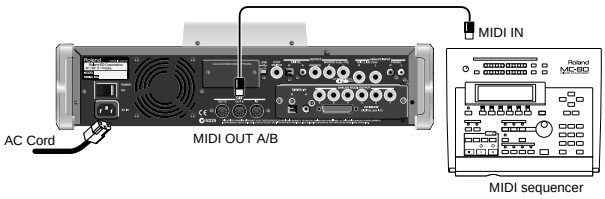
MEMO
Multi Timbre Sampler Mode is available only while the following screens are displayed.

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

Recording your velocity pad performance on an externally-connected sequencer

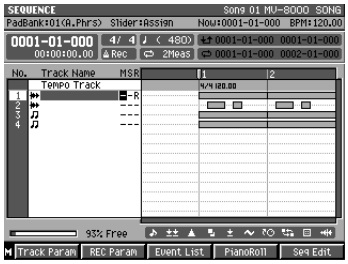
If you turn Multi Timbre Sampler Mode on, your playing on the MV-8000's velocity pads will be transmitted as MIDI messages. This means you can record your performance on an externally-connected sequencer.

1. Connect the MV-8000's MIDI OUT connector to your MIDI sequencer as described in Quick Start “Preparing your equipment and making connections” (p. 4).

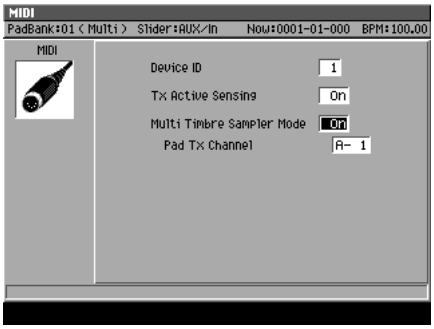


SYSTEM

2. Press [SYSTEM] .
SYSTEM screen will appear.



3. With the cursor located in the upper row of icons, press [F3] (MIDI). Alternatively, you can select the MIDI icon and press [ENTER].
The MIDI screen will appear.



4. Turn the Multi Timbre Sample Mode parameter On in the MIDI screen.
With this setting, your playing on the velocity pads will be transmitted from the MIDI OUT connector.

5. Set the Pad Tx Channel parameter.
This specifies the MIDI OUT connector and channel used to transmit your playing on the velocity pads.

6. Press [SEQUENCE] .
SEQUENCE screen will appear.

7. Start recording on your external sequencer, and play the velocity pads.
Your velocity pad performance will be recorded on the external sequencer.

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

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

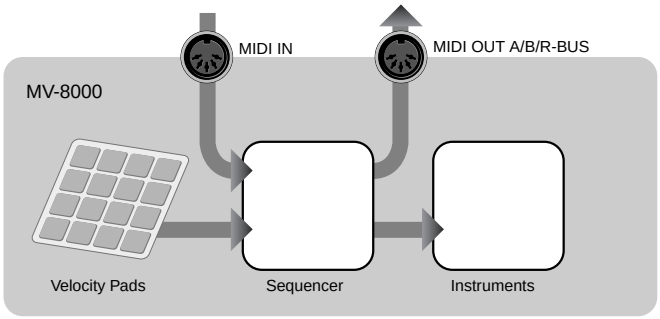
MEMO
Multi Timbre Sampler Mode is available only while the following screens are displayed.

- SEQUENCE screen
- EFFECTS screen
- MIXER screen

Performance Data Flow and Limitations in Multi Timbre Sampler Mode

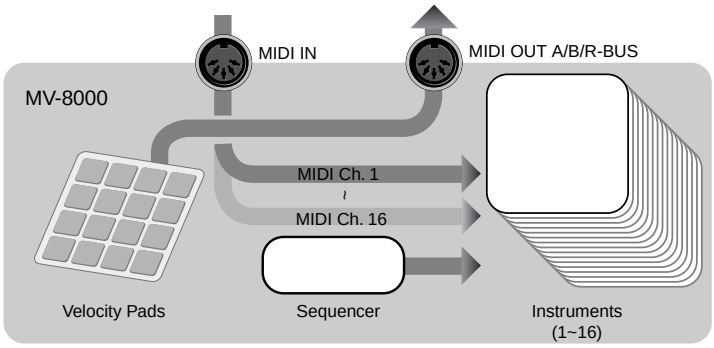
As shown below, the performance data flow differs depending on the Multi Timbre Sampler Mode setting in the MIDI screen.

When Off (normal)



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

When On



The MV-8000 will operate in the following way.

- Operate as a multi-timbral sound module

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

- Transmit performance data from the velocity pads as MIDI messages

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

MEMO

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

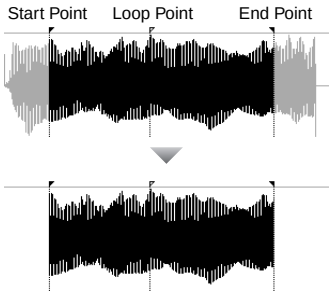
Limitations when Multi Timbre Sampler Mode is On

- Performance data from the velocity pads cannot be sent to the internal sound generator.
- Performance data cannot be recorded on the MV-8000's internal sequencer.
- Multi Timbre Sampler Mode is available only while the following screens are displayed.

  SEQUENCE screen
  INSTRUMENTS screen (performance data from the velocity pads is not transmitted)
  EFFECTS screen
  MIXER screen

Truncate

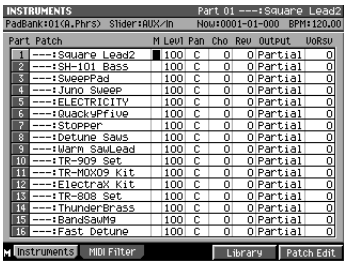
Use the Truncate operation to delete unwanted portions of a sample.
By deleting unnecessary portions (e.g., regions of silence at the beginning and end) of the sample data used by a partial or audio phrase, you can reduce the amount of space occupied by the data, and use memory more efficiently.



Truncating a sample used by a partial's SMT (Sample Mix Table)

INSTRU-MENTS

1. Press [INSTRU-MENTS] .
   The INSTRUMENTS screen will appear.



CURSOR

2. Use [CURSOR] (up/down) to select the part of the partial that you want to truncate.
   The selected part number (the current part) will be highlighted.

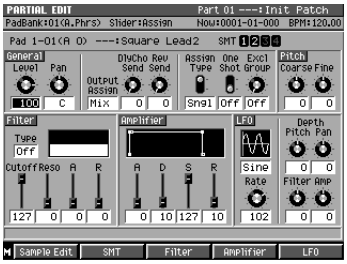
F5

3. Press [F5] (Patch Edit).
   The PATCH EDIT screen will appear.

4. Strike a [VELOCITY PADS] to select the partial you want to truncate.

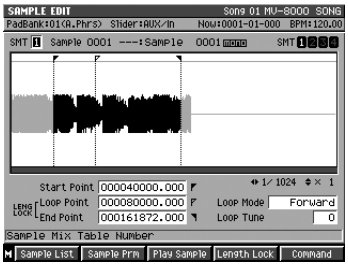
F5

5. Press [F5] (Partial Edit).
   The PARTIAL EDIT screen will appear.



F1

6. Press [F1] (Sample Edit).
   The SAMPLE EDIT screen will appear.



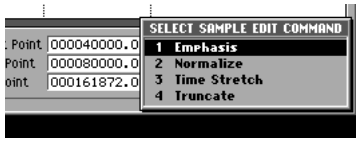
7. Select the SMT number (1~4) that you want to truncate.

8. Set the Start Point parameter.
   The portion earlier than the Start Point will be truncated.

9. Set the End Point parameter.
   The portion following the End Point will be truncated.

F5

10. Press [F5] (Command).
    SELECT SAMPLE EDIT COMMAND popup will appear.



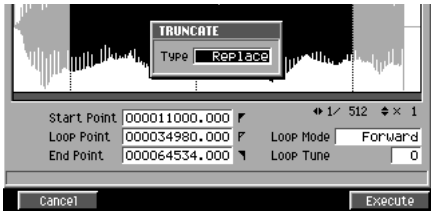
HINT

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

HINT

You can use PREVIEW TO and PREVIEW FROM to audition the sound immediately before and after the editing time location. This lets you verify that you've set the start and end points correctly.

11. Move the cursor to Truncate and press ENTER.
The TRUNCATE popup will appear.



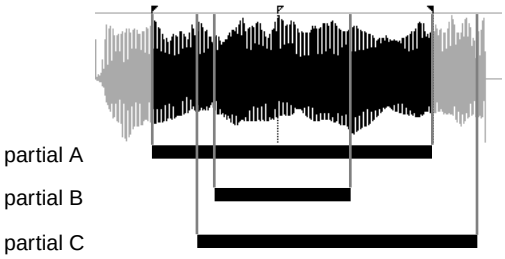
12. Set the Type parameter to specify how truncate will be executed.
You can choose one of the following two types.

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

13. Press F5 (Execute).
The Truncate operation will be executed.

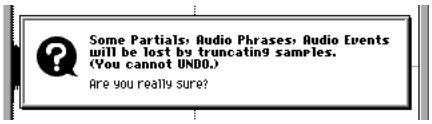
Truncating a sample that's used by more than one partial / audio phrase / audio event

As an example, let's assume that a certain sample is used by partials A, B, and C, and that you've set the truncate type to Replace.



If you execute Truncate on partial A with the settings shown in the illustration, partial B will not be affected, but some of the sample used by partial C will be deleted. This means that partial C will no longer sound as it did before truncation.

If the Truncate operation you are about to execute would make it impossible for another partial, audio phrase, or audio event to play in the same way as before, the following warning message will appear.



(One or more other partials, audio phrases, and/or audio events will be deleted if you execute Truncate. Are you sure you want to execute?)

F button	Explanation
F1 (No)	Cancels the operation.
F5 (Yes)	Executes the Truncate operation.

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

HINT
Executing Truncate with Type set to “Replace” may affect how another partial, audio phrase, or audio event sounds. Refer to **Truncating a sample that's used by more than one partial / audio phrase / audio event** (p. 6), and use Type “Duplicate” if necessary.

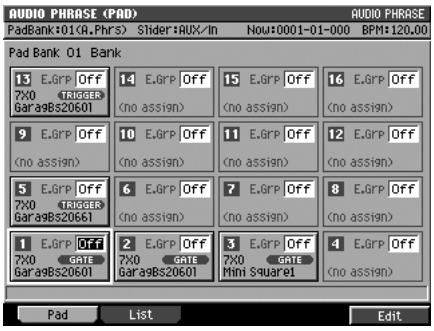
NOTE
You can't use the Undo function to bring back a truncated sample.

Truncating a sample used by an Audio Phrase

A sample used by an audio phrase can be truncated in the same way as for a sample used by an instrument.

AUDIO PHRASES

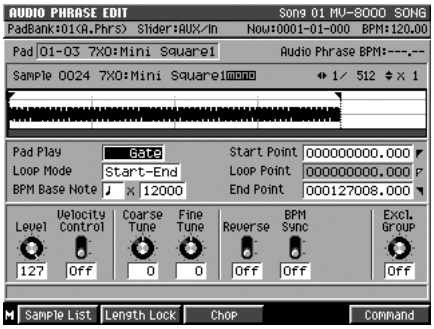
1. Press [AUDIO PHRASES] .
The AUDIO PHRASES screen will appear.



2. Strike a [VELOCITY PADS] to select the audio phrase you want to truncate.

F5

3. Press [F5] (Edit).
The AUDIO PHRASE EDIT screen will appear.



4. Perform step 8 and following of **Truncating a sample used by a partial's SMT (Sample Mix Table)** (p. 5).
The rest of the procedure is the same.

MEMO

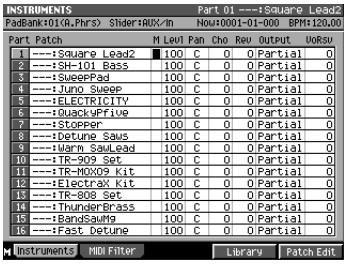
When you truncate an audio phrase, the portions that lie outside the Start Point, End Point, and Loop Point (whichever points are on the outside) are deleted from the sample.

Deleting sample data

You can delete a sample at the same time that you delete a partial or audio phrase assigned to a pad.

Deleting the sample along with the partial

1. Press INSTRU-MENTS.
The INSTRUMENTS screen will appear.



2. Use CURSOR (up/down) to select the part of the partial that you want to delete.
The selected part number (the current part) will be highlighted.

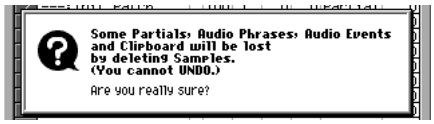
3. Hold down DELETE, and the VELOCITY PAD for the partial you want to delete.
A confirmation message of “Delete Partial on Pad ##-##. Are You Sure?” will appear. (##-## are the pad bank number and pad number.)

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

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

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

When press [F5 (Yes)] in **Deleting the sample along with the partial** (p. 8) step 3, the sample you are about to delete is used by another partial, audio phrase, and / or audio event, the following message will appear.



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

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

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

Deleting the sample along with the audio phrase

1. Press AUDIO PHRASES .
The AUDIO PHRASES screen will appear.



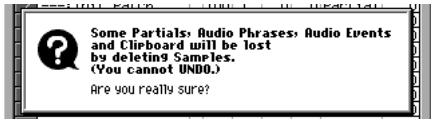
2. Hold down DELETE and press VELOCITY PADS you want to delete the audio phrase.
The message “Delete Audio phrase on Pad ##-##. Are you sure?” will appear (##-## is Pad bank number and Pad number).

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

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

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

When press [F5 (Yes)] in **Deleting the sample along with the audio phrase** (p. 9) step 2, the sample you are about to delete is used by another partial, audio phrase, and / or audio event, the following message will appear.



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

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

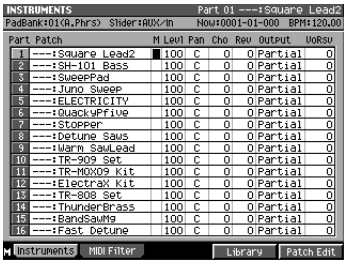
NOTE
You can't use the Undo function to bring back a deleted audio phrase or sample.

Deleting the sample(s) when you delete a patch

Here's how you can delete a patch used by a part, and simultaneously delete the sample(s) used by that patch.

1. Press INSTRU-MENTS.

   The INSTRUMENTS screen will appear.

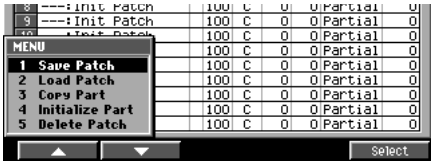


2. Use CURSOR (up/down) to select the part of the used by the unwant patch.

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

3. Press MENU.

   The MENU popup will appear.



4. Move the cursor to Delete Patch and press ENTER.

   The message “Delete Patch on Part ##. Are you sure?” will appear (## is Part number).

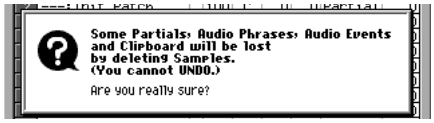


F button	Explanation
F1 (No)	Cancels the operation (The patch and samples will remain).
F3 (Assign Only)	Deletes the patch (the samples will remain).
F5 (Yes)	Deletes the patch and samples used by the patch.

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

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

When press [F5 (Yes)] in **Deleting the sample(s) when you delete a patch** (p. 10) step 4, the sample you are about to delete is used by another partial, audio phrase, and / or audio event, the following message will appear.



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

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

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