Roland®

MV-8000 PRODUCTION STUDIO Version 3.0

Owner's Manual

This manual explains how to use an MV-8000 in which "System Program Version 3.0" is installed.

About the Symbols and icons in this manual

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

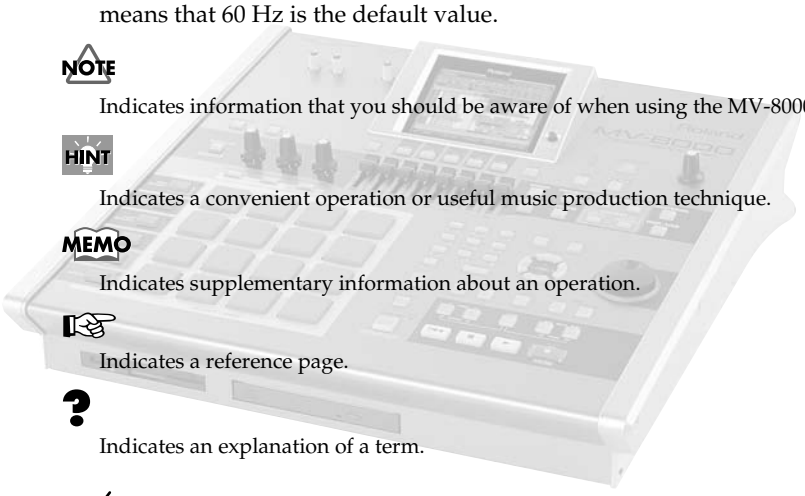
Buttons indicated as [F1 (Sample)] refer to the F1 (function 1) button when the F1 function shown in the LCD is "Sample."

● **Where a range of values is shown, the default value is printed in bold type.**

For example, an indication of

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

means that 60 Hz is the default value.



NOTE

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

HINT

Indicates a convenient operation or useful music production technique.

MEMO

Indicates supplementary information about an operation.

Indicates a reference page.

?

Indicates an explanation of a term.



Indicates operation from the Mouse and external VGA display and display on the external VGA display.



Indicates display on the MV-8000's LCD.



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

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

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An overview of version 3.0

Added functionality

- You can use patterns to create songs. (p. 8)
- Drum Grid Editing lets you input and edit drum tracks visually, in a way that makes it easy to see the timing of each note. (p. 30)
- Analog Modeling Bass has been added to the effects. (p. 55)
- Images can be output from the MV-8000. (p. 34)
- You can resample to audio tracks. (p. 39)
- You can adjust the audio quality when using BPM Sync. (p. 48)
- You can play audio phrases from an external MIDI device. (p. 51)

Screens that have been added



PATTERN screen (p. 12)

This is the main screen for creating patterns. Operation is essentially the same as for the Song SEQUENCE screen.

PATTERN LIST screen (p. 21)

This shows a list of the patterns that have been saved. You can audition patterns, and edit their assignments to the velocity pads.

PATTERN EDIT screen (p. 16)

This is the pattern edit screen.

PATTERN PARAMETER popup (p. 22)

You can change name and length of the pattern.

PATTERN STEP REC screen (p. 27)

This screen lets you place patterns in a song.

DRUM GRID screen (p. 30)

This is the drum grid screen.

PIX JAM screen (p. 34)

This screen lets you assign images to pads, and output the images.

LOAD SONG screen (p. 40)

This screen lets you load songs from another project.

SAMPLE MANAGER screen (p. 45)

This screen lets you manage, edit, or delete samples.

NOTE

The project you saved on MV-8000 version 3.0 cannot be used on versions before 3.0.

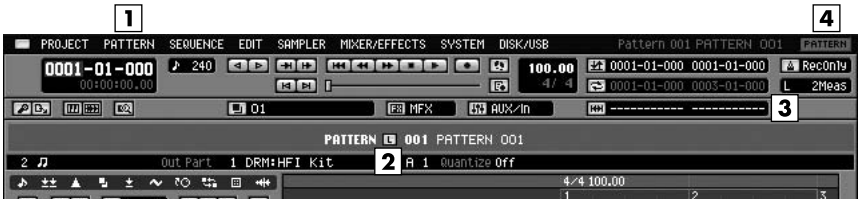
MEMO

You can use the patches contained in projects you saved on MV-8000 version 3.0 on the versions before 3.0 after Import process.

VGA

● PATTERN screen

The VGA screen you can create patterns.



1 PATTERN (Menu bar)

- Pattern Name...

  EDIT PATTERN NAME popup will appear. You can edit a pattern name.

- Pattern parameter (p. 22)

  PATTERN PARAMETER popup will appear.

- Save As SMF (p. 25)

  SAVE PATTERN AS SMF popup will appear.

- Pattern List (p. 21)

  PATTERN LIST popup will appear.

- Pattern Play (p. 23)

  PATTERN PLAY popup will appear.

2 Pattern List button

PATTERN LIST popup (p. 21) will appear.

3 Pattern Length parameter

You can change length of the pattern.

4 PATTERN button

This switches the Song mode and Pattern mode (p. 10).

Screens that have been changed

LCD

SEQUENCE screen (p. 27)

Now you can add a pattern track.

AUDIO EVENT PARAMETER popup / AUDIO PHRASE EDIT screen (p. 48)

A parameter that lets you adjust the audio quality when using BPM Sync has been added.

Sample Edit Commands (EMPHASIS popup etc.) (p. 46)

Now you can choose whether to edit a sample directly, or create a new edited sample.

ASSIGN TO PART/LIBRARY popup (p. 49)

When using Patch Import, you can now import to the Part and Library at the same time.

MIDI screen (p. 51)

Settings have been added so that you can play audio phrases from an external MIDI device.

TRACK PARAMETER (AUDIO) popup (p. 54)

You can now set mixer parameters (such as volume and pan).

VGA

● SEQUENCE screen

Some menus are added within menu bar.

SEQUENCE

- Add Pattern Track (p. 27)

  The pattern track will be inserted immediately below the track at which the cursor is located.

- Delete Measure (p. 44)

  You can delete measures.

- Recording Parameter

  RECORDING PARAMETER popup of the current track will appear.

EDIT

- Copy As New pattern... (p. 19)

  You can copy the specified region of the current song as a new pattern.

- Paste Pattern... (p. 20)

  The contents of the performance data you registered as a pattern can be pasted into a current song.

- Pattern Event Parameter (p. 28)

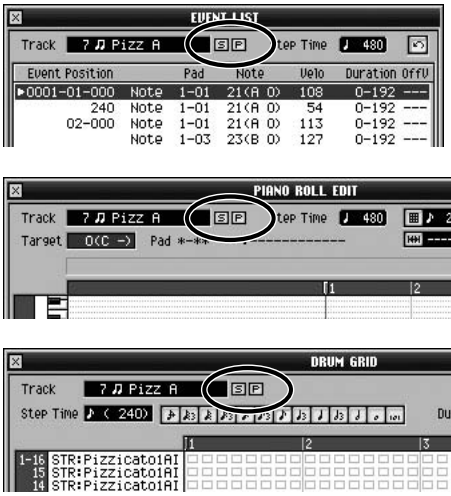
  You can overwrite patterns or adjust performance timing.

SYSTEM

- Pix Jam (p. 34)

  You can output still images from the VGA output terminal on MV8-VGA (sold separately).

● EVENT LIST / PIANO ROLL EDIT / DRUM GRID popup



- S button

  Switches the Solo mode on/off for current track. When Solo is on, an "S" button will light blue.

- P button

  TRACK PARAMETER popup for current track will appear.

What is a pattern?

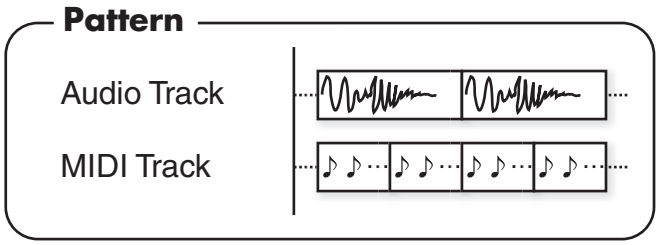
A pattern is somewhat like a short song. You can create several patterns, and then combine them to create a song. You can also use the pads to play (play back) patterns.

Some advantages of patterns

- You can start inputting data right away, even before deciding on the overall structure of the song.
- Patterns can be conveniently used to create songs consisting of loops that are each several measures long.
- You can rearrange the patterns to easily try out different versions of your song.
- You can use patterns as a place to store ideas for songs.

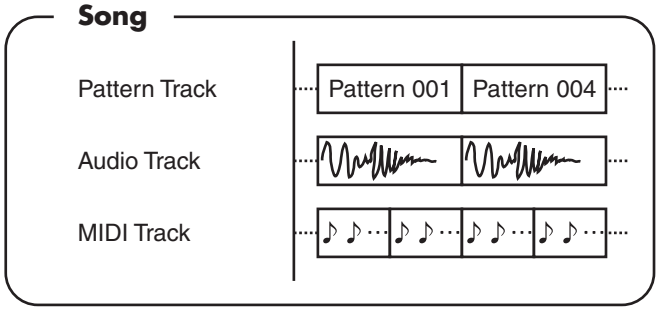
Using patterns and projects together

● Pattern



● Song

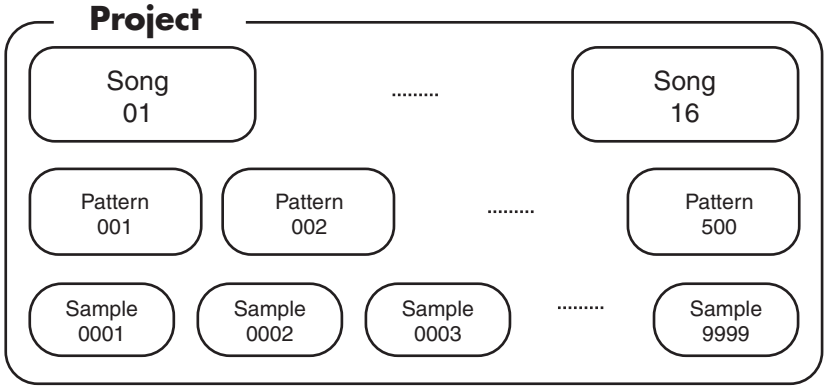
A pattern track has been added, letting you place various patterns in any playback order you like.



If you edit the contents of a pattern (for example in the PATTERN EDIT screen), your changes will be reflected by the patterns you've pasted in the pattern track.

● Project

Up to 500 patterns can exist within a project. You can use these patterns from sixteen songs.



● Differences between songs and patterns

	Song	Pattern
Audio Track	8	1
MIDI Track	128	64
Pattern Track (New function)	1	N/A
Tempo Track	1	N/A (BPM and time signature are specified for the entire pattern)
Measures	9,999	999
Markers	99	N/A
Locators	10	N/A
Loop	anywhere	the entire pattern
Loop Quick Set	possible	not possible
External Sync	possible	not possible
Mixdown	possible	not possible

The procedure for Pattern recording, editing, and setting operations is essentially the same as for Song operations (e.g., in the SEQUENCE screen).

Limitations when using patterns

- You can't layer two or more patterns so that they play simultaneously.
- Each pattern contains a tempo setting, but if it's being played within a song, the song tempo will be used.

MEMO

The pattern uses the same instrument settings as the song.

HINT

You can't mixdown a pattern "as-is"; however, you can place a pattern in the pattern track of a song, and mix it down as a section within that song. The same applies to external synchronization.

Creating a pattern

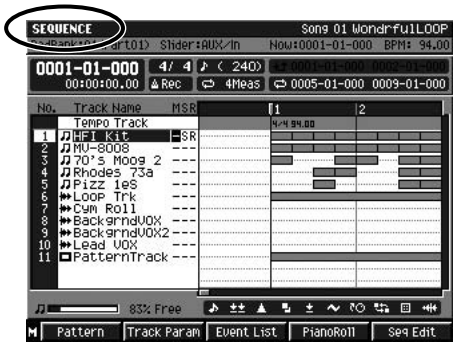
The Song Mode and The Pattern Mode

There are Song Mode and Pattern Mode in MV-8000. Check followings to confirm in which mode your MV-8000 is operating.

Song Mode



When SEQUENCE screen or SEQUENCE EDIT screen is displayed, your MV-8000 is operating in Song Mode.





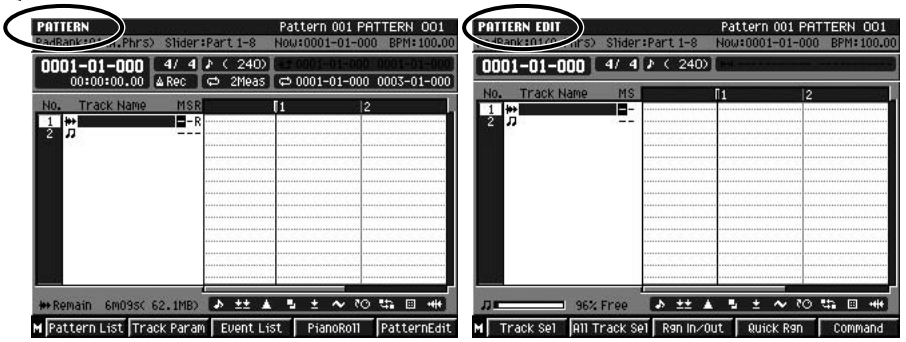
When PATTERN button is not lit (turned dark), your MV-8000 is operating in Song Mode.



Pattern Mode



When PATTERN screen or PATTERN EDIT screen is displayed, your MV-8000 is operating in Pattern Mode.





When PATTERN button is red, your MV-8000 is operating in Pattern Mode.



MEMO

On this manual, all the explanation starts from Song Mode. Please check current mode before starting operation.

MEMO

To switch from Pattern Mode to Song Mode, press [SEQUENCE] twice or hold down [SHIFT] and press [SEQUENCE]. (p. 54).

MEMO

If you switch the screen, the Undo/Redo data will be cleared.

Creating a pattern

If you have not yet prepared the sounds you'll be using in your pattern, refer to MV-8000 Version 2.0 Owner's Manual; "Sampling" (p. 29), "Importing" (p.32).

Before you begin recording a pattern

In the Pattern List screen, select the number of the pattern that you want to record. Empty patterns are displayed as (Empty) in the list.

Select (Empty) if you want to create a new pattern.

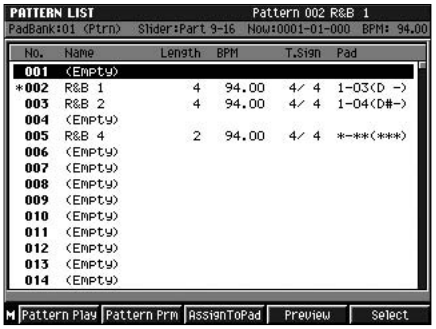
1. **Press** SEQUENCE **.**

2. **Press** F1 **(Pattern).**

   PATTERN screen will appear (Pattern Mode).

3. **Press** F1 **(Pattern List).**

   PATTERN LIST screen will appear.



F button	Explanation
F1 (Pattern Play)	PATTERN PLAY screen (p. 23) will appear.
F2 (Pattern Prm)	PATTERN PARAMETER popup (p. 22) will appear.
F3 (AssignToPad)	ASSIGN TO PAD popup (p. 21) will appear. In this popup, the pattern selected by the cursor in the PATTERN LIST screen can be assigned to a pad.
F4 (Preview)	Auditions the currently-highlighted pattern. To hear auditioning, hold down [F4 (Preview)].
F5 (Select)	The pattern will switch to the one you selected.

4. **Use** CURSOR **to select one of the Empty locations, and press** F5 **(Select).**

   If you select a pattern that's not Empty, you will be editing that pattern.

MEMO

If you're operating the MV-8000 from the VGA display, you can change the color theme of the SEQUENCE screen and PATTERN screen. For details, refer to "Changing the color theme of the SEQUENCE screen and PATTERN screen" (p. 52).

If you want to copy and use an existing pattern, refer to the **Editing an existing pattern** (p. 21).

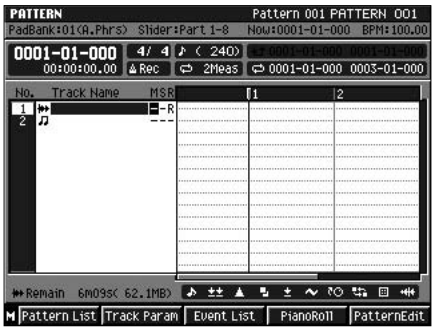
Recording a performance onto a MIDI track of a pattern

● Realtime recording

In this recording method, your performance will be recorded exactly as you play it.

1. Press SEQUENCE → F1 **(Pattern).**

PATTERN screen will appear (Pattern Mode).

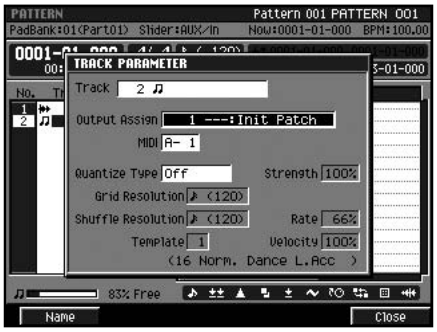


F button	Explanation
F1 (Pattern List)	PATTERN LIST screen (p. 21) will appear.
F2 (Track Param)	TRACK PARAMETER popup will appear. Here you can make various settings for the track selected by the cursor.
F3 (Event List)	EVENT LIST screen (p. 18) will appear. You can edit the individual MIDI events recorded in your song.
F4 (PianoRoll)	PIANO ROLL EDIT screen (p. 17) will appear. You can edit individual note events in a MIDI track.
F5 (PatternEdit)	PATTERN EDIT screen (p. 16) will appear. You can edit a pattern.

2. Use CURSOR **to select the MIDI track on which you want to record.**

3. Press F2 **(Track Param).**

TRACK PARAMETER popup will appear.



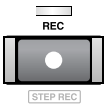
4. While using the pads to audition the sound, change the Output Assign setting so that you can hear the desired part.

5. Press F5 **(Close).**

MEMO

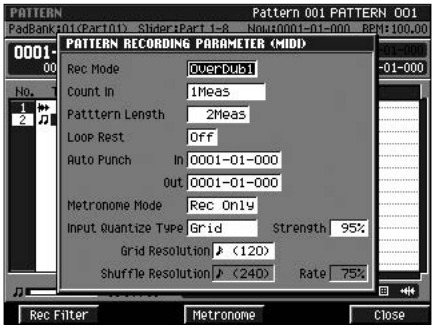
You will find one track each of Audio Track and MIDI Track in Pattern Mode. MIDI Track can be added or deleted on following process (There can be only one pattern track).

- Add Track
  Press [MENU] and select "Add MIDI Tracks..."
- Delete Track
  Press [MENU] and select "Delete Tracks..."

6. Press 

.

PATTERN RECORDING PARAMETER (MIDI) popup will appear.



In addition to the parameters found in the RECORDING PARAMETER popup in the Song Mode, the PATTERN RECORDING PARAMETER popup contains the following additional parameters.

- Rec Mode

  Use this to specify the method by which you will record events.

Value	Explanation
OverDub1	The new material you record will be added to the existing material without erasing it. By using this type in conjunction with Loop Recording, you can repeatedly record over a specified region without erasing the existing material. For example this is a convenient way to record a drum track, since you can record bass drum → snare drum → hi-hat etc. on each successive pass.
OverDub2	This is new function in version 3.0 software. When newly recorded note events at the same time location as previously recorded note events will replace the older events.
Replace	The new material you record will replace the existing material. Use this type when you want to re-record your performance.

- Pattern Length

  Use this to specify the length of the pattern you want to record.

  Range: 1–**2**–999 (Meas)

- Loop Rest

  Specifies what will happen immediately after the loop.

Value	Explanation
Off	Looping will continue.
On	After the loop, a wait of one measure will be inserted. Then loop recording will continue (when Rec Mode parameter is OverDub1 or OverDub2).

Specify the quantization and other settings as desired.

7. Press 

to start recording, and perform by pressing the pads (or through other means).

MEMO

You can show the PATTERN RECORDING PARAMETER popup when press [JUMP]+[REC].

?

OverDub1 is the same as the function displayed as "OverDub" in version 2.0.

MEMO

To set the BPM, use the [BPM/TAP] button to access the BPM popup.

● Step recording

In this recording method, you enter events one by one just as when writing notes on staff paper.

1. **Press** SEQUENCE → F1 **(Pattern).**

   PATTERN screen will appear (Pattern Mode).

2. **Use** CURSOR **to select the track on which you want to record.**

3. **Press** SHIFT + REC (STEP REC) .

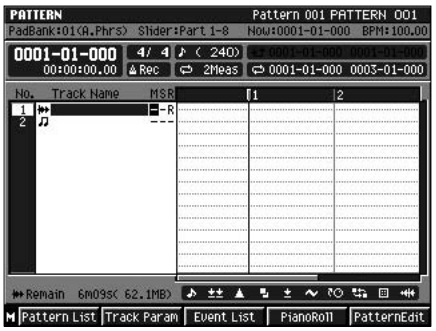
   The STEP REC screen will appear; now you're ready to input.

4. **Specify the Step Time as desired, and use the pads or your MIDI keyboard to input your performance.**

Recording audio on an audio track of a pattern

1. **Press** SEQUENCE → F1 **(Pattern).**

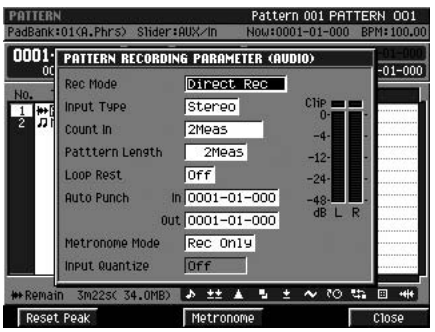
   PATTERN screen will appear (Pattern Mode).



2. **Use** CURSOR **to select the audio track.**

3. **Press** REC (STEP REC) .

   PATTERN RECORDING PARAMETER (AUDIO) popup will appear.



4. **Set the Rec Mode to Direct Rec.**

   If desired, you can also change the Pattern Length or Count In.

MEMO

You can show the PATTERN RECORDING PARAMETER popup when press [JUMP]+[REC].

MEMO

If you want to change the number of channel from the analog inputs, you set the Input Type parameter in the GLOBAL screen.

- Pattern Length

  Use this to specify the length of the pattern you want to record.

  Range: 1–**2**–999 (Meas)

- Loop Rest

  Specifies what will happen immediately after the loop.

Value	Explanation
Off	Looping will continue.
On	After the loop, a wait of one measure will be inserted.

5. Press 

to start recording.

Recording audio phrases in a pattern

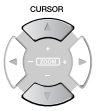
● Realtime recording

1. Press 

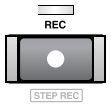
→ 

(Pattern).

PATTERN screen will appear (Pattern Mode).

2. Use 

to select the audio track.

3. Press 

.

PATTERN RECORDING PARAMETER (AUDIO) popup will appear.

4. Set the Rec Mode to Event.

If desired, you can also change the Length or Input Quantize.

5. Press 

to start recording, and perform by pressing the pads.

● Step recording

The procedure for step recording is the same as for a "**Step recording** (p. 14)" in MIDI track.

MEMO

To set the BPM, use the [BPM/TAP] button to access the BPM popup.

MEMO

To set the BPM, use the [BPM/TAP] button to access the BPM popup.

MEMO

You can show the PATTERN RECORDING PARAMETER popup when press [JUMP]+[REC]

Editing a pattern

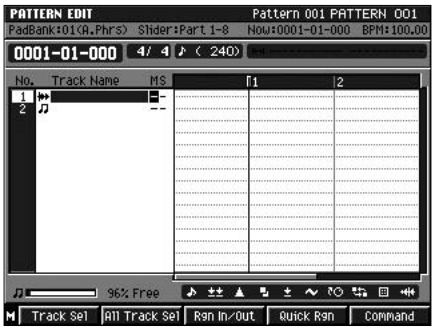
The procedure for editing the MIDI audio tracks and audio tracks of a Pattern is the same as for a Song (e.g., in the SEQUENCE EDIT screen). Here we will provide only an overview; refer to the following pages for details.

- Quick Start; p. 17 “Creating a song”
- Owner’s Manual “Creating a song (Song Recording)”
- Owner’s Manual “Editing a song”

Editing individual events of an audio track (PATTERN EDIT)

1. Press SEQUENCE → F1 **(Pattern)** → F5 **(Pattern Edit).**

PATTERN EDIT screen will appear (Pattern Mode).



2. Use CURSOR **to select the audio track you want to edit.**

3. Press JUMP **+** ◄◄ **/** ►► **(EVENT) to move the audio track you want to edit.**

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

The audio event will be selected for editing.

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

SELECT PATTERN EDIT COMMAND popup will appear. Select the desired editing method, and edit the data.

HINT

If you want to edit an existing pattern, refer to the **Editing an existing pattern** (p. 21).

HINT

If you want to specify a region and edit its events, use [F3 (Rgn In/Out)] to specify the region.

Using the Quick Region function to edit a MIDI track (PATTERN EDIT)

1. **Press** SEQUENCE → F1 **(Pattern)** → F5 **(Pattern Edit).**
2. **Use** ◄◄ / ►► **(MEAS) to move to the measure you want to edit.**
3. **Use** CURSOR **to select the MIDI track you want to edit.**
4. **Press** F4 **(Quick Rgn).**

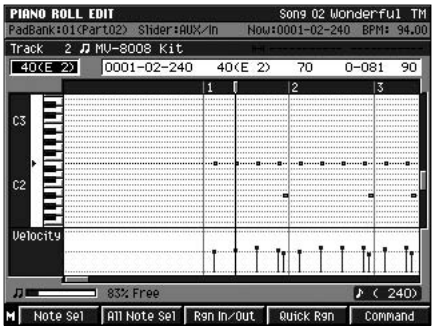
   A box of MIDI events in the playlist will be selected as the region for editing.
5. **Press** F5 **(Command).**

   SELECT PATTERN EDIT COMMAND popup will appear. Select the desired editing method, and edit the data.

Editing a MIDI note event (PIANO ROLL EDIT)

1. **Press** SEQUENCE → F1 **(Pattern)**
2. **Use** CURSOR **to select the MIDI track you want to edit.**
3. **Press** F4 **(Piano Roll).**

   PIANO ROLL EDIT screen will appear.



4. **Use** CURSOR **(or pad) to select the note number you want to edit.**
5. **Press** JUMP **+** ◄◄ / ►► **(EVENT) to move the note event you want to edit.**
6. **Press** F4 **(Quick Rgn).**

   The note event will be selected for editing.
7. **Press** F5 **(Command).**

   SELECT PIANO ROLL EDIT COMMAND popup will appear. Select the desired editing method, and edit the data.

MEMO

This function in version 3.0 software, changes the selected region by the displayed scale in the playlist.

Editing a MIDI event (EVENT LIST)

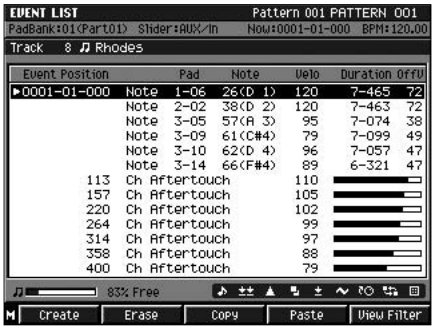
1. **Press** SEQUENCE → F1 **(Pattern)**

   PATTERN screen will appear (Pattern Mode).

2. **Use** CURSOR **to select the MIDI track you want to edit.**

3. **Press** F3 **(MIDI Event).**

   EVENT LIST screen will appear.



4. **Use** CURSOR **to select the event you want to edit.**

5. **Press** CURSOR **, and you will be able to input values.**

   Move the cursor you want to edit the parameter.

6. **Use the VALUE dial (or other means) to input the value, and press** ENTER **.**

MEMO

To add an event, press [F1 (Create)].

Saving a region of a song as a pattern

Here's how you can copy the specified region of the current song as a new pattern.

1. **Make sure that the song containing the desired performance data is selected as the current song.**

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

   SEQUENCE EDIT screen will appear.

3. **Use** CURSOR **to select the track that you want to copy as a pattern, and press** F1 **(Track Sel) to mark it.**

4. **Use** JUMP **+** ◀◀ **/** ▶▶ **(EVENT) to move to the starting time of the events you want to copy as a pattern.**

5. **Press** F3 **(Rgn In/Out).**

   This determines the starting time of the events that will be copied as a pattern.

6. **Use** JUMP **+** ◀◀ **/** ▶▶ **(EVENT) to move to the ending time of the events you want to copy as a pattern.**

7. **Press** F3 **(Rgn In/Out).**

   The events will be highlighted. The end time of the events to be copied as a pattern is now specified, and these events are selected.

8. **Press** MENU **and select "Copy As New Pattern..."**

   PATTERN LIST screen will appear. In this screen, you specify the location within the pattern list in which the new pattern is to be saved.

   Use CURSOR to specify the location for saving, and press F5 (Select).

HINT

You can save a region of a pattern as an another pattern.

HINT

If you want to select a single event, press [F4 (Quick Rgn)].

MEMO

If the region of selected length of a song exceeds 999 measures, it cannot be saved to a new pattern.

MEMO

If you select a pattern that's not Empty, "Overwrite Sure?" message will appear. If you press [F5 (Yes)], the newly saved data will overwrite that pattern.

Pasting the performance data of a pattern into a song

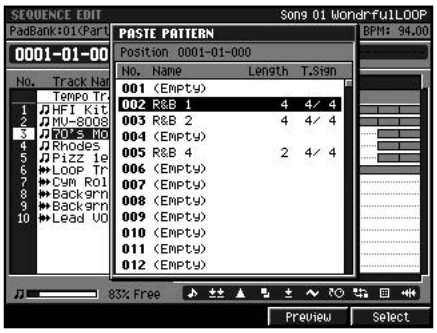
Here's how the contents of the performance data you registered as a pattern can be pasted into a current song.

1. **Press** SEQUENCE → F5 **(Seq Edit)**

   SEQUENCE EDIT screen will appear.

2. **Press** MENU **and select "Paste Pattern..."**

   PASTE PATTERN popup will appear.



3. **Use** CURSOR **to select the pattern that you want to paste, and press** F1 **(Select).**

   TRACK REMAP popup will appear.



4. **Specify the song track to which each pattern track will be pasted.**

   The left column shows the tracks used in the pattern.

   The right column lets you specify the song track to which each pattern track will be pasted.

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

HINT

You can hold down [F4 (Preview)] to audition the pattern at which the cursor is located.

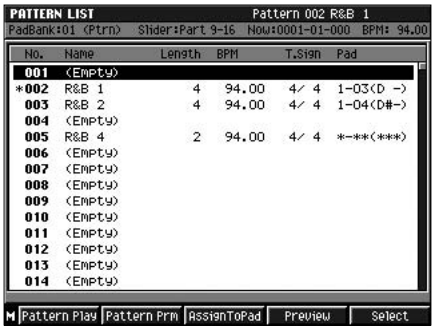
Selecting/auditioning/managing patterns

Use the PATTERN LIST screen to select, audition, and manage patterns.

Editing an existing pattern

1. **Press** SEQUENCE → F1 **(Pattern)** → F1 **(Pattern List).**

   PATTERN LIST screen will appear.



2. **Use** CURSOR **to select the pattern you want to edit and press** F5 **(Select) to switch.**

MEMO

You can check which pattern is selected currently. * mark is displayed on left side of current pattern.

MEMO

If you switch the pattern, the Undo/Redo data will be cleared.

Copying a pattern

1. **Press** SEQUENCE → F1 **(Pattern)** → F1 **(Pattern List).**

   PATTERN LIST screen will appear.

2. **Use** CURSOR **to select the pattern you want to copy.**

3. **Press** MENU **and select "Copy Pattern..."**

4. **Select the copy-destination number, and press** F5 **(Yes).**

HINT

Use the Copy operation if you want to modify an existing pattern and re-create it as a new pattern.

MEMO

An error message will appear if the copy-source pattern number is the same as the copy destination (the Copy cannot be executed).

Assigning a pattern to a pad

1. **Press** SEQUENCE → F1 **(Pattern)** → F1 **(Pattern List).**

   PATTERN LIST screen will appear.

2. **Use** CURSOR **to select the pattern you want to assign to the pad.**

3. **Press** F3 **(AssignToPad).**

   ASSIGN TO PAD popup will appear.

HINT

You can audition the pattern after process to assign patterns to pads.



MEMO

Highlighted (dark gray) pads have pattern assigned them.

4. **Specify the pad to which you want to assign the pattern, and press F5 (OK).**

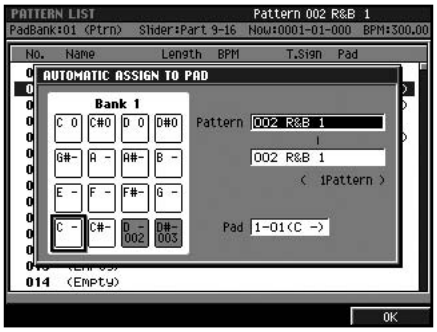
- Assigning several patterns as a single operation

1. **Press SEQUENCE → F1 (Pattern) → F1 (Pattern List).**

   PATTERN LIST screen will appear.

2. **Press MENU and select "Automatic Assign To Pad..."**

   AUTOMATIC ASSIGN TO PAD popup will appear.



3. **Use the Pattern parameter to specify the range of patterns that you want to assign.**

4. **Use the Pad parameter to specify the first pad to which you want to assign the patterns.**

5. **Press F5 (OK).**

Changing a name / length / tempo of a pattern

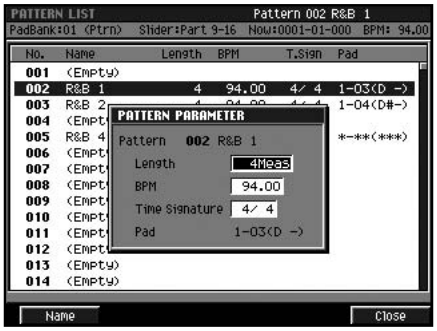
1. **Press SEQUENCE → F1 (Pattern) → F1 (Pattern List).**

   PATTERN LIST screen will appear.

2. **Use CURSOR to select the pattern you want to edit.**

3. **Press F2 (Pattern Prm).**

   PATTERN PARAMETER popup will appear.



- Pattern

  Indicates the current pattern name.

- Length

  Use this to specify the length of the pattern.

  Range: 1–999 (Meas)

- BPM

  Use this to specify the tempo of the pattern.

  Range: 5.00–300.00

- Time Signature

  Use this to specify the time signature of the measures of the pattern.

  Range: 1–32 / 2, 4, 8, 16

- Pad

  Indicates the location within the pad in which the pattern is assigned.

- [F1 (Name)]

  EDIT PATTERN NAME popup will appear. Use this to specify the name of the pattern.

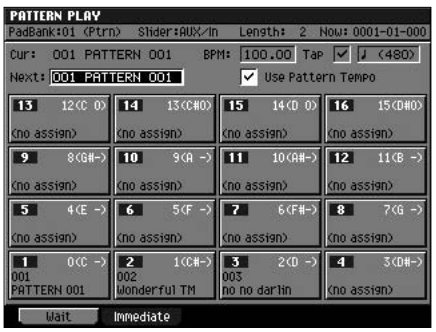
4. Press F5 **(Close).**

Using the Pattern Play function to play patterns

The Pattern Play function lets you successively switch between the patterns you've created, so that you can hear them in a variety of contexts. This is also a good way to verify that the transition between two specific patterns works correctly.

1. Press SEQUENCE → F1 **(Pattern)** → F1 **(Pattern List)** → F1 **(Pattern Play).**

PATTERN PLAY screen will appear.



- Cur:

  Indicates the currently-playing pattern.

- Next:

  Specifies the pattern that will be played as soon as the currently-playing pattern has finished playing.

- Use Pattern Tempo

  Specifies the playback tempo of the pattern.

Value	Explanation
Off	The pattern will play at the tempo of the song.
On	The pattern will play at the tempo specified for that pattern.

- [F1 (Wait)]

  When you press [F1 (Wait)], the pattern play function is operating in Wait performance mode. If it finishes playing Cur: (current) pattern, it will change to the Next: pattern.

- [F2 (Immediate)]

  When you press [F2 (Immediate)], the pattern play function is operating in Immediate performance mode. The pattern changes at the same time it changes a value of the Next: parameter.

2. Press PLAY ▶ **.**

Pattern playback will begin. The Cur: field indicates the pattern that is now playing.

3. While the pattern is playing, use the Next parameter to select the pattern you want to play next.

When the currently playing pattern has played to its end, playback will automatically switch to the pattern specified by the Next parameter.

Initializing (Erasing) patterns

1. Press SEQUENCE → F1 **(Pattern) →** F1 **(Pattern List).**

PATTERN LIST screen will appear.

2. Use CURSOR **to select the pattern you want to initialize.**

3. Press MENU **and select "Initialize Pattern."**

"Initialize Sure?" message will appear.

4. Press F5 **(Yes).**

A note about saving a pattern

You can't save a pattern by itself. When you save the project, its patterns will also be saved.

To save a project: PROJECT → select "SAVE PROJ" → ENTER

MEMO

If you select an (Empty) pattern for Next, the playing pattern will not change.

If you want to assign a pattern to a pad, refer to **Assigning a pattern to a pad** (p. 21).

MEMO

If you initialize the pattern that is selected in the Pattern screen, the lowest-numbered pattern in the Pattern List will be automatically selected.

MEMO

You cannot initialize all of the patterns. (The Pattern List will contain at least one pattern.)

MEMO

The samples used in the pattern are also shared by the entire project, so you need to save the project in order to save the samples. -> Project (p. 8)

Converting a pattern into another form

Saving a pattern as SMF (Standard MIDI File) data

A pattern you create can be saved as SMF (Standard MIDI File) Format 1 data.

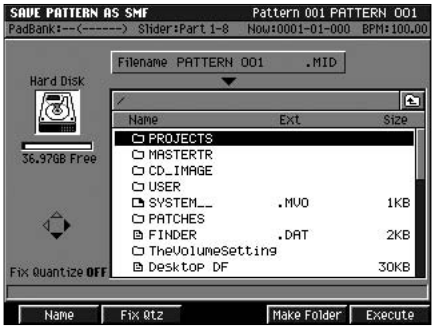
1. Press SEQUENCE → F1 **(Pattern)** → F1 **(Pattern List).**

PATTERN LIST screen (p. 21) will appear.

2. Use CURSOR **to select the pattern to save as SMF.**

3. Press MENU **and select "Save As SMF..."**

SAVE PATTERN AS SMF screen will appear.



- [F2 (Fix Qtz)]

  If you want the saved SMF data to reflect the Play Quantize settings of each MIDI track in the pattern, press [F2 (Fix Qtz)] to turn the Fix Quantize indication On. If this is On when you save the SMF, the rhythmic feel you hear when you play the pattern on the MV-8000 will be saved in SMF format.

4. Use CURSOR **to select the save-destination folder.**

Switches the destination folder you want to save.

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

The pattern will be saved as SMF data in the folder you specified.

MEMO

Audio track data cannot be saved to SMF.

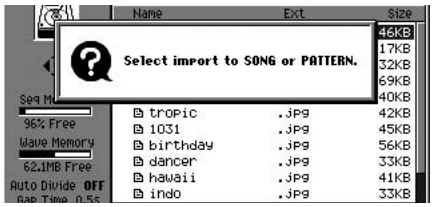
Importing SMF (Standard MIDI File) data as a pattern or song

You can convert SMF data into a pattern or song.

1. **Press** IMPORT **.**

2. **Use** CURSOR **to select the SMF that you want to import, and press** F5 **(Import).**

   "Select import to SONG or PATTERN" message will appear.



3. **Select the type of data (song or pattern) into which you want to convert the imported SMF data.**

Operation	Explanation
F3 (To Song)	Convert the SMF data to a song.
F5 (To Pattern)	Convert the SMF data to a pattern.
EXIT	Cancels the operation.

● If you import by pressing [F3 (To Song)]

The imported SMF data will be saved as a song in the current project.

● If you import by pressing [F5 (To Pattern)]

PATTERN LIST screen will appear.

In this screen, you specify the location within the pattern list in which the new pattern is to be saved.

Use CURSOR to specify the location for saving, and press F5 (Execute). If you select a pattern other than Empty, the newly saved data will overwrite that pattern.

Placing patterns to create a song

Creating the pattern track

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

2. **Use** CURSOR **to move the cursor to the track that is located immediately above the position where you want to insert the pattern track.**

3. **Press** MENU **and select "Add Pattern Track."**

   The pattern track will be inserted immediately below the track at which the cursor is located.

MEMO

There can be only one pattern track. If you attempt to create a second pattern track, the message "Can't create more pattern tracks" will appear.

Placing patterns in the pattern track

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

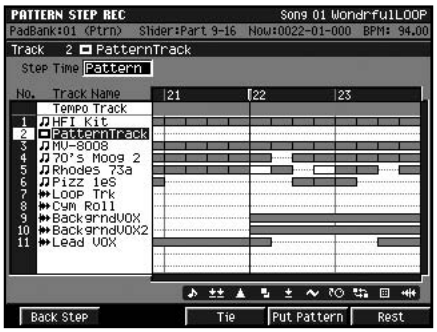
   SEQUENCE screen will appear.

2. **Use** CURSOR **to select the pattern track.**

   You can play patterns by striking the pads.

3. **Press** SHIFT **+** REC (STEP REC) **.**

   PATTERN STEP REC screen will appear.



4. **Strike the pads to record patterns into the pattern track.**

5. **When you're finished, press** STOP **.**

MEMO

If there is no pattern track, you'll need to create one as described in **Creating the pattern track** (p. 27).

If you want to assign a pattern to a pad, refer to **Assigning a pattern to a pad** (p. 21).

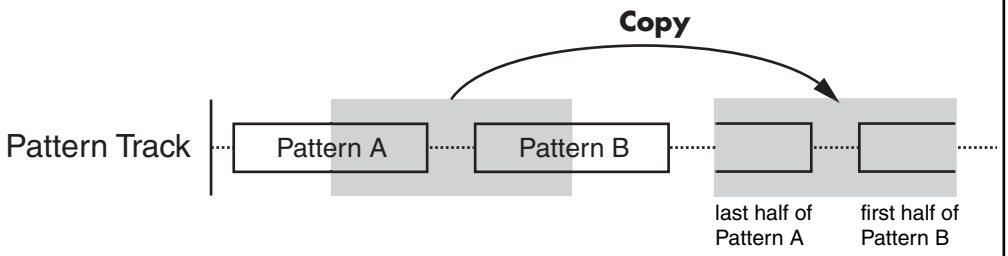
MEMO

If you want to place a pattern that's not assigned to any pad, press [F4 (Put Pattern)]. The PUT PATTERN popup will appear. Use the Pattern field to select the pattern that you want to place in the pattern track, and use the Times field to specify the number of times that it is to be placed. Then press [F5 (Execute)] to place the specified pattern in the pattern track.

Editing the pattern track

You can edit the pattern track using the same type of operations as for editing an audio track. Features like the following are also the same.

- If the playback time of the pattern (Duration) exceeds the length of the pattern (Pattern Length), it will play repeatedly (i.e., loop)
- You can cut and paste specified portions of a pattern, as shown in the diagram below.



For details on the various editing commands, refer to "List of available editing commands" (MV-8000 Owner's Manual).

MEMO

Your editing in the pattern track will not affect the original pattern (the pattern that's saved in the PATTERN LIST).

Replacing a pattern in the pattern track

A pattern in the pattern track can be replaced without erasing the other existing patterns.

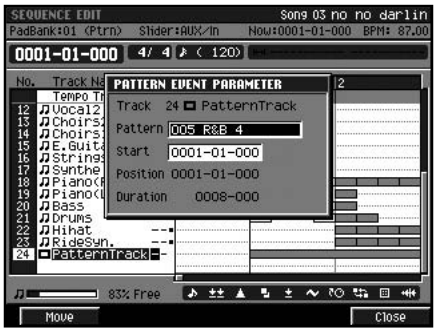
1. Press SEQUENCE → F5 **(Seq Edit)**

2. Use CURSOR **to select the pattern track containing the pattern you want to replace.**

3. Use JUMP **+** ◀◀ **/** ▶▶ **(EVENT) to move to the time location of the pattern you want to replace.**

4. Press MENU **and select "Pattern Parameter..."**

PATTERN EVENT PARAMETER popup will appear.



- [F1 (Move)]

  MOVE PATTERN EVENT popup will appear. This lets you change the Position at which the pattern will play, and the Duration for which it will play.

- Track

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

- Pattern

  This lets you change the pattern at the current time location to a different pattern you specify.

  Range: 001–**The current pattern number**–500

- Start

  This lets you specify the time location from which the pattern will begin playing.

  Range: **0001-01-000**–The end of pattern

- Position

  This displays the starting location (measure - beat - tick) at which the pattern is recorded. If you want to edit this parameter, press [F1 (Move)].

- Duration

  This indicates the actual length (beats - ticks) for which the pattern will play. If you want to edit this parameter, press [F1 (Move)].

5. Use the Pattern parameter to specify the desired pattern.

6. Press F5 **(Close).**

Inputting events in rhythm-machine style

Drum Grid function

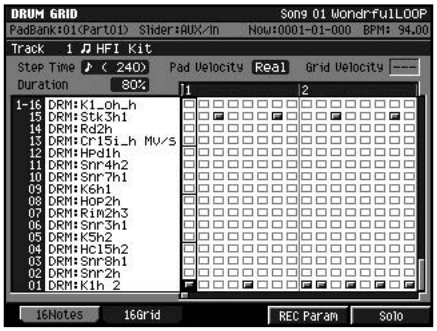
This is an editing screen that shows note numbers (rows) and time locations (columns). You can record note events at each intersection.

1. Press SEQUENCE **.**

2. Use CURSOR **to select the MIDI track you want to record.**

3. Press MENU **and select "Drum Grid..."**

DRUM GRID screen will appear.



- 1-01–6-16

  This shows the sounds that are assigned to the pads. The displayed numbers are the pad bank and pad number.

- Pad Velocity

  This lets you set the velocity you input by velocity pads. If you set this to "1–127," the pad will always produce a specified velocity value. If you want the force with which you actually struck the pad to be input as the velocity data, set this to "Real."

- Grid Velocity

  This lets you edit the velocity of a note event you input.

- [F4 (REC Param)]

  RECORDING PARAMETER popup will appear. You can adjust the parameters (Step Time, Pad Velocity and Duration) when you input the note events in DRUM GRID screen.

- [F5 (Solo)]

  Switches the Solo mode on/off for this track. When Solo is on, a "SOLO" indication appears at the right of the track name.

4. Make sure that REC is lit red.

If it is not lit red, press [REC] to make it light.

5. Use F1 or F2 to select the desired method for inputting events.

You will use the pads to input events. You can select one of three ways in which pad numbers correspond to note numbers and time locations.

HINT

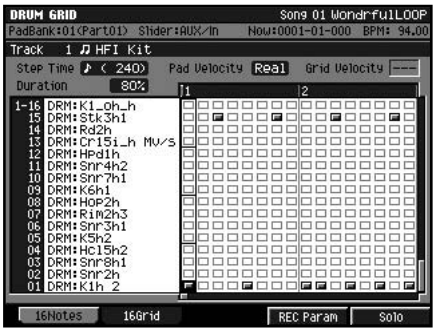
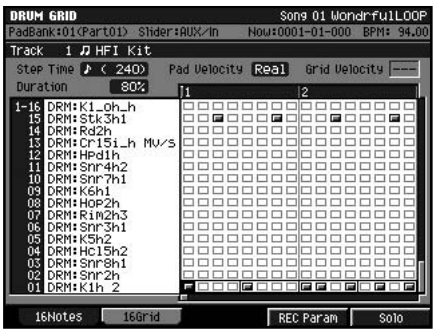
You can use Drum Grid function in the Pattern Mode.

MEMO

You can show the RECORDING PARAMETER popup when press [JUMP]+[REC].

MEMO

In external VGA screen, an "S" button will light blue.

F button	How the input methods differ	Screen
F1 (16Note)	Pad numbers correspond to note numbers. You can use the pads to input sixteen different note numbers at the specified time location.	
F2 (16Grid)	Pad numbers correspond to step time (location). You can use the pads to input events for a single note number at sixteen different step times.	

VGA

● When you click the right mouse button

If you click the right mouse button, you can select a single event or a grid for editing.

6. Strike the pad to start recording.

Events will be input according to the input method you selected in step 5.

Relationship of Step Time and Grid

Depending on the setting of the Step Time parameter, a group of several events located close together in time may appear as a single event. MV-8000 operates as following if multiple events are displayed as one piece.

- If you delete, all the events shown as one piece will be deleted.
- If you overwrite, all the events shown as one piece will be deleted and new event will be recorded at top of the Step Time.
- Velocity will be recorded on first event of the multiple events.

Use SHIFT + CURSOR to change the Step Time parameter.

MEMO

To delete an event that you input, hold down [EVENT ERASE] and strike the pad for the event you want to delete.

HINT

If you want to input all notes at a fixed velocity, press [FIXED VELOCITY] to turn it on.

HINT

You can focus on editing a single event, and will be able to edit the velocity when you turn [MULTILEVEL] on.

MEMO

According to the velocity of note events, different icons will be displayed as follows.

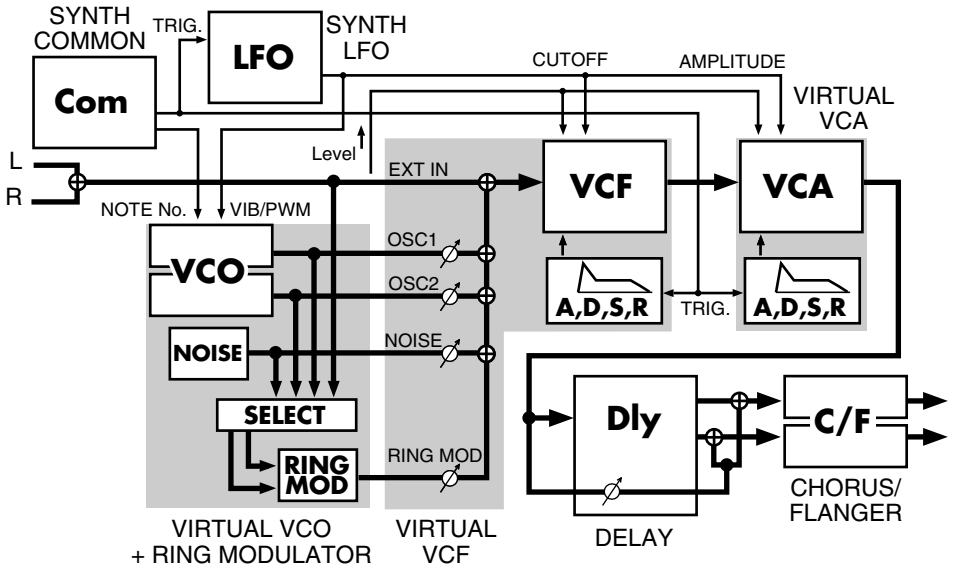
Velocity	
0	
1–42	
43 –84	
85–126	
127	

Effect (Analog Modeling Bass)

Analog Modeling Bass has been added to the effects.

Analog Modeling Bass is an algorithm that replicates the operation of an analog synthesizer.

If you control the parameters with the Velocity Pads or externally with MIDI messages, you can get analog synthesizer sounds with the virtual VCO (Voltage Controlled Oscillator). Furthermore, with sections corresponding to VCF (Voltage Controlled Filter) and VCA (Voltage Controlled Amplifier), you can also process external sound input as is. Additionally, a ring modulator is included, and with the output from the delay and chorus (or flanger), it can be used as a powerful multipurpose filter/effect device.



By selecting Analog Modeling Bass, you can use the MV-8000's effect section as a monophonic synthesizer. You can control note-on/off and pitch in several ways.

MEMO

Other than the delay and chorus/flanger, the effect portions of this algorithm cannot be turned off.

Explanation of each block, p. 55–

Playing from the Effect knobs

If you want to use the synthesizer to create a sound effect, rather than playing definite pitches in a scale, you can use the effect knobs to easily make the synthesizer start or stop producing sound. For example, you can assign the following parameters to the effect knobs.

C1: Trigger In (p. 55)
C2: Note Number (p. 55)
C3: VCF Cutoff (p. 58)
VCF Reso (p. 58)
LFO Rate (p. 61)
LFO Depth (p. 61)
etc.

The synthesizer will begin sounding when you turn C1 to the right, and will stop when you turn it to the left. Turning C2 will change the pitch. If the Common parameter Portamento (p. 55) is on, the pitch will change smoothly.

While you listen to the song play or a sample loop, turn the knobs to control the sound effect as desired.

Explanation of the Knob Assign, refer to MV-8000 owner's manual "KNOB ASSIGN popup."

Playing from a MIDI track/the velocity pads/an external MIDI device

EFFECTS

1. **Press** .

CURSOR

2. **Use to select MFX.**

F3

3. **Press (Library).**
4. **Select "P025 (Analog Modeling Bass)."**

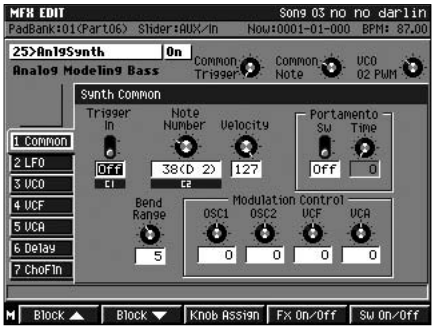
F5

5. **Press (Use This).**

F5

6. **Press (Edit).**

   MFX Edit screen (p. 55) will appear.



F1 F2

7. **Press (Block▲) / (Block▼) to select VCA.**
8. **Set the Initial Gain (p. 59) to 0.**

   With this setting, the synthesizer will sound only when you strike a pad (or play an externally connected MIDI keyboard).

9. **Select a MIDI track in the SEQUENCE screen (or PATTERN screen).**
10. **In the TRACK PARAMETER screen, set Output Assign (p. 12) to "MFX."**

    The Analog Modeling Bass will produce sound when you strike a pad or play a connected external MIDI keyboard.

The Analog Modeling Bass uses the following MIDI messages.

- Note On
- Note Off
- Modulation (CC #001)
- Pitch Bend

MEMO

The velocity of the note-on message (the speed at which you play a key) will affect the sound as specified by the VCF and VCA velocity sensitivity settings (p. 59).

Displaying images

You can import up to sixteen still images (photos) into each project, and display these images along with your music. You can also make the images switch in synchronization with the sequencer playback. The images will be output from the VGA OUT connector of the MV8-VGA (sold separately).

Outputting images (Pix Jam function)

Here's how you can output images from the MV-8000's VGA OUT connector by striking the velocity pads.

Read the section "Importing images" for details on how to prepare the images for output.

Importing images

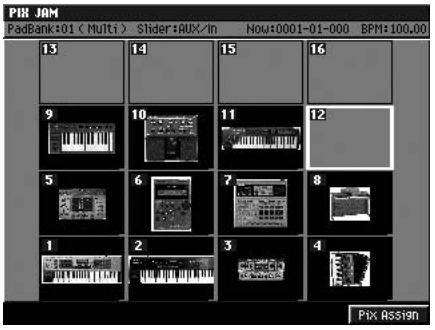
Here's how to import the images into the MV-8000 so that you can display them by striking the pads.

1. Press SYSTEM .

SYSTEM MENU screen will appear.

2. Select "PIX JAM" and press ENTER .

PIX JAM screen will appear.



- PAD

  This shows how the images are assigned to the pads. A thumbnail of the assigned image is shown for each pad.

3. Either strike the pad to which you want to import an image, or use the cursor to select it.

4. Press F5 (Pix Assign).

PIX ASSIGN screen will appear. Assigns the image file selected by the cursor to the pad you specify.



MEMO

Images can be output only when you're using the LCD as the operating screen.

NOTE

In order to use this capability, you'll need the MV8-VGA (sold separately) and a VGA display (commercially available).

MEMO

You can use the following image formats.

- Bitmap (.bmp) format (uncompressed format only)
- JPEG (.jpg) format

For each format, the color depth will automatically be reduced to 8 bits (256 colors).

Only images that are 640 x 480 pixels in size can be displayed. Other sizes of images will not be displayed correctly.

HINT

You can press [IMPORT] and import an image from the Import screen. Use the cursor and [F3 (Mark On/Off)] to select the image data you want to import, and press [F5 (Import)]. The PIX QUICK ASSIGN popup will appear. Use the Assign To field to specify the number of the pad to which you want to assign the image, and press [F5 (Execute)]. You can import up to sixteen files in a single operation.

F button	Explanation
F1 (Select Drive)	SELECT DRIVE popup will appear, where you can switch the current drive.
F2 (Clear)	Clears the image that was assigned to the selected pad. Press [F5 (Yes)] to clear the image.
F3 (Exchange)	Exchanges the image assigned to the selected pad with an image assigned to a different pad. When press [F3 (Exchange)], PIX EXCHANGE popup will appear. Specify the number of the pad whose image that you want to exchange, and press [F5 (Execute)].
F4 (Copy)	Copies the selected pad's assigned image to a different pad. Press [F4 (Copy)], PIX COPY popup will appear. Specify the copy-destination pad number, and press [F5 (Execute)].
F5 (Assign)	Assigns the image selected by the cursor to the pad you specify.

5. Select an image you want to import.

6. Press F5 (Execute).

MEMO

The image file itself on the disk will not be deleted.

Switching images by playing the pads

Here's how you can play the pads to switch the image that's being output.

1. Press SYSTEM .

SYSTEM MENU screen will appear.

2. Select "PIX JAM" and press ENTER .

PIX JAM screen will appear.

3. Strike a pad to which an image has been assigned.

The image assigned to the pad will be output from the VGA OUT connector.

Switching images in synchronization with sequencer playback

You can record image-switching events on the sequencer, so that images will switch in synchronization with the sequencer playback.

● Recording the changes

1. Press SEQUENCE .

SYSTEM MENU screen will appear.

2. Use CURSOR to select a MIDI track you want to record.

3. Press F2 (Track Param).

TRACK PARAMETER screen will appear.

4. Set the OUTPUT ASSIGN parameter to "Pix Jam."

This track is used only for switching images.

5. Press F5 (Close).

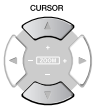
TRACK PARAMETER screen will close.

MEMO

OUTPUT ASSIGN parameter is set to Pix Jam when the PAD BANKS parameter setting ignore.

6. **In the same way as for conventional realtime recording or step recording, strike the appropriate pad at the moment you want the image to be switched.**

● Switching images in synchronization with the sequencer

1. **Use** 

to select the MIDI track on which the image-switching timing is recorded.

2. **Press** 

(Track Param).

   TRACK PARAMETER screen will appear.

3. **Set the OUTPUT ASSIGN parameter to "Pix Jam."**

   This track is used only for switching images.

4. **Press** 

(Close).

   TRACK PARAMETER screen will close.

5. **Press** 

.

   The image being output will be switched according to the timing that is recorded on the track.

Saving images together with the project

Save the project so that the images you assigned to the pads will be loaded automatically the next time you load the project.

Saving a project: 

→ Select "SAVE PROJ" → 

Performances using V-LINK

V-LINK (V-LINK™) is a function that makes it easy to create video performances as a part of your musical performance. By using a MIDI cable to connect an external V-LINK device to the MV-8000, and pressing the V-LINK button of your external V-LINK device, you can create the appropriate setup without changing any MIDI settings on the MV-8000. This lets you use an external device to easily control the images that are being output from the MV-8000 (V-LINK Slave operation).

MEMO

Make these connections only with the power to all devices turned off.

Note regarding using the V-LINK

- MV-8000 must be started up before the MIDI device's V-LINK button is pressed.
- In order to receive V-LINK messages, you must set the Slave Rx Select parameter to the MIDI connector to which the V-LINK device is connected.
- The functions that can be controlled may vary with the V-LINK compatible MIDI device.

Refer to the owner's manual for each MIDI device for more information on the device's compatibility.

- The MV-8000's Slave Rx Sw will be turned on when it receives a V-LINK ON message from the MIDI connector specified by the Slave Rx Select parameter. This allows the various V-LINK messages to perform setup and control functions (V-LINK Slave operation).
- The same MIDI messages are received whether the V-LINK function is on or not.

For more detailed information on these messages, refer to the V-LINK Message (p. 38).

Using the MV-8000 to operate an external V-LINK device (V-LINK Master)

If you want to control an external V-LINK device from the MV-8000, press the MV-8000's V-LINK button (V-LINK Master operation). The V-LINK button will light blue. For details on how to use this, refer to the MV-8000 Owner's Manual "Using V-LINK devices."

Using V-LINK from an external device (V-LINK Slave)

You can turn the V-LINK Slave function on from another V-LINK device connected to the MV-8000. In this case, the MV-8000 will receive control messages from the external device, and will switch the images that it is outputting.

MEMO

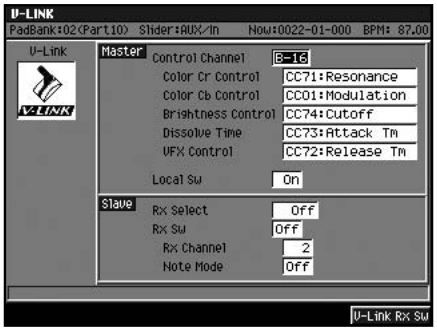
If you connect it to the MIDI IN of the DIF-AT24 (sold separately), you will also be able to input via the R-BUS of the MV8-OP1 (sold separately).

1. Connect your external V-LINK device to the MV-8000.

Use a MIDI cable to connect the external device's MIDI OUT connector to the MV-8000's MIDI IN connector.

2. Press SHIFT + V-LINK .

V-LINK screen will appear.



- Slave Rx Select

  This switch specifies the connector at which V-LINK ON messages transmitted by an external device will be received.

  Range: **Off**, MIDI, R-BUS

- Slave Rx Sw/[F5 (V-Link Rx Sw)]

  This switch makes the MV-8000 operate as a V-LINK slave device. Normally, this will automatically turn On when a V-LINK ON message is received from an external device.

  Range: **Off**, On

- Rx Channel

  This specifies the MIDI channel on which V-LINK messages will be received.

  Range: **1** – 16, Off

- Note Mode

  This lets you use note messages to switch images. The following table shows the note messages that can be received and the images that they will select.

Note Message	Image
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 (G 9)	11

  Range: **Off**, On

3. Set the V-LINK Rx Select parameter to the connector to which you've connected your V-LINK device.

4. Press the V-LINK button of your external device.

The V-LINK Slave Sw will automatically be turned On. Now control messages from the external device can be received by the MV-8000 to switch the images that are being output.

MEMO

When the MV-8000 receives a V-LINK ON message, it will begin functioning as a V-LINK slave device. Since images will be output from the VGA connector, the operating screen will automatically be switched to the LCD.

About the V-LINK messages

V-LINK (Model ID= 00H 51H)

- MV-8000 receives V-Link message only from the MIDI connector specified on Slave RX Select parameter.

Other added functions and changes

Song

Recording song or pattern playback to an audio track (Resample Mix)

The playback of a song or pattern can be re-recorded as an audio event in an audio track. By rendering this performance into a single track, you can increase the number of free tracks, or play the entire performance by striking a pad.

1. **Press** SEQUENCE .

   SEQUENCE screen will appear.

2. **Use** CURSOR **to select the recording-destination audio track.**

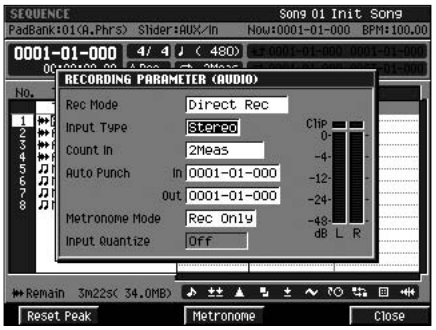
3. **Adjust the volume balance of each track and instrument.**

4. **Press** TOP .

   The current time will return to the beginning of the song.

5. **Press** REC / STEP REC .

   The REC indicator will blink, and RECORDING PARAMETER (AUDIO) popup will appear.



6. **Set the Rec Mode parameter to "Resample Mix."**

7. **Press** PLAY .

   The REC indicator and PLAY indicator will light, and recording (resample mix) will begin.

8. **Press** STOP .

   The REC indicator and PLAY indicator will go dark, and recording (resample mix) will stop.

MEMO

You can do the same thing in the PATTERN screen (p. 12).

MEMO

The audio track created with re-sample mix process will be stereo (2 channels).

HINT

If you want to start recording from somewhere in the middle of the song, move to the desired time location.

HINT

You can use Auto Punch to re-record only the region of time you specify.

MEMO

You can show the RECORDING PARAMETER popup when press [JUMP]+[REC].

Loading a song from another project (Load Song)

You can load a song from another project into the current project. At this time, all data (e.g., patterns and samples) needed for the song to play will be loaded together.

1. **Press** SETUP **.**

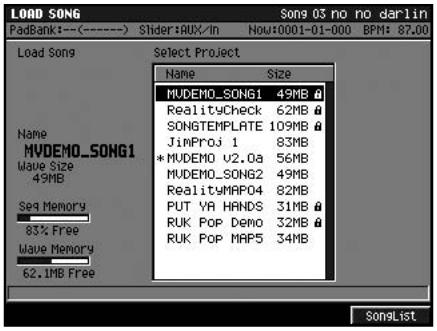
   SONG SETUP screen will appear.

2. **Select "LOAD SONG" and press** ENTER **.**

3. **Use** CURSOR **to select the project that contains the song you want to load.**

4. **Press** F5 **(Song List).**

   SONG LIST popup will appear. Songs contained in selected project will be displayed as list.



5. **Use** CURSOR **to select the song you want to load.**

6. **Press** F5 **(Execute).**

   The selected song will be added to the current project. The song you loaded will become the current song.

MEMO

If loaded song contains program change (switching of patch), the performance may not be with correct instrument (sound).

Note event editing in the PIANO ROLL EDIT screen

Now you can edit note events in the PIANO ROLL EDIT screen.

If you use the shortcut for jumping to the beginning of the note events

(JUMP + ◀◀ / ▶▶), the note event at that time location will be selected automatically, so you can immediately begin editing just as in the event list.

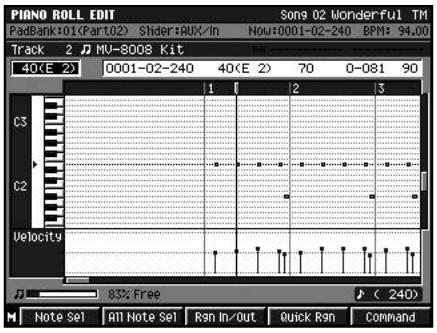
1. **Press SEQUENCE .**

   SEQUENCE screen will appear.

2. **Use CURSOR to select the MIDI track you want to edit.**

3. **Press F4 (Piano Roll).**

   PIANO ROLL EDIT screen will appear.



4. **Use JUMP + ◀◀ / ▶▶ to move to the note event that you want to edit.**

   The upper part of the piano roll screen shows detailed information about the note event at the current time location.

5. **Use CURSOR to select the parameter you want to edit.**

6. **Use the VALUE dial (or other means) to input the value, and press ENTER .**

Opening the SAMPLE EDIT popup from the AUDIO EVENT PARAMETER popup

From the AUDIO EVENT PARAMETER popup, you can open the Sample Edit screen, and adjust the sample's playback point or edit it.

1. **Press** SEQUENCE → F5 **(Seq Edit).**

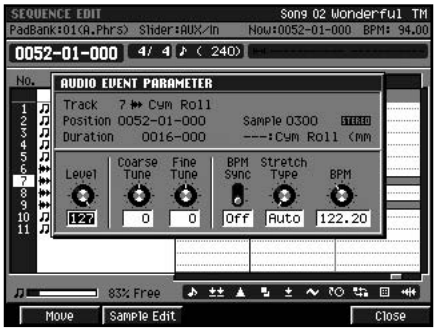
   SEQUENCE EDIT screen will appear.

2. **Use** CURSOR **to select the audio track that contains audio event you want to edit.**

3. **Use** JUMP **+** ◀◀ **/** ▶▶ **to move to the audio event that you want to edit.**

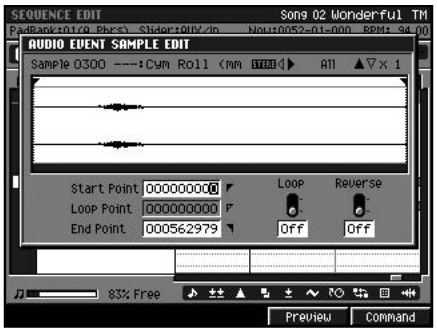
4. **Press** MENU **, then select "Audio Event Parameter" and press** ENTER **.**

   AUDIO EVENT PARAMETER popup will appear.



5. **Press** F2 **(Sample Edit).**

   AUDIO EVENT SAMPLE EDIT screen will appear. Here you can adjust the playback point or edit the sample.



Additions to the Insert Measure function

When you insert blank measures, you can now choose whether the results of your editing will be linked to the tempo track. This choice is available if the tempo track is enabled.

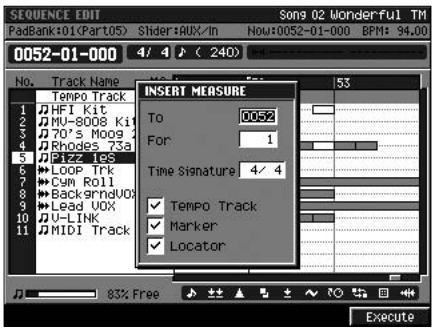
Now you can also choose whether the results of your editing will be linked for locators and markers.

1. **Press** SEQUENCE → F5 **(Seq Edit).**

   SEQUENCE EDIT screen will appear.

2. **Press** MENU **, then select "Insert Measure..." and press** ENTER **.**

   INSERT MEASURE popup will appear.



Tempo Track Marker Locator	Explanation
Off	Inserting measures into the track will not affect the time location of tempo change events, locators, or markers.
On	The time location of tempo change events, locators, and markers located later than the inserted blank measure will be adjusted according to the number of measures you inserted.

- To

  Specify the measure number at which you want to insert blank measures.

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

- For

  Specify the number of blank measures you want to insert.

  Range: 1–9999

- Time Signature

  Specify the time signature of the measures that will be inserted.

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

3. **Press** F5 **(Execute).**

   The Insert measure operation will be executed.

MEMO

You cannot use these options in a Pattern mode.

MEMO

If you want to switch the Tempo Track On/Off, press [BPM/TAP]. And then press [F5 (T.Track On)] or [F5 (T.Track Off)] to switch the Tempo Track parameter.

Additions to the Delete Measure function

A new Delete Measure function has been added, allowing you to delete measures.

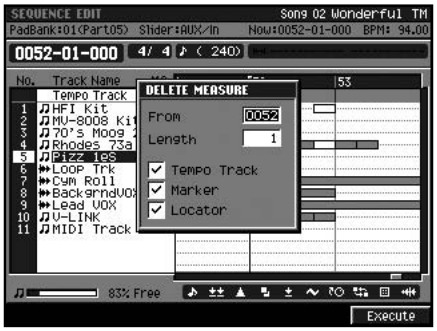
1. **Press** SEQUENCE → F5 **(Seq Edit).**

   SEQUENCE EDIT screen will appear.

2. **Use** CURSOR **to select the track you want to delete measures.**

3. **Press** MENU **, then select "Delete Measure..." and press** ENTER **.**

   DELETE MEASURE popup will appear.



Tempo Track Marker Locator	Explanation
Off	Deleting measures into the track will not affect the time location of tempo change events, locators, or markers.
On	The time location of tempo change events, locators, and markers located later than the deleted measure will be adjusted according to the number of measures you deleted.

- From

  Specify the measure number at which you want to delete measures.

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

- Length

  Specify the number of measures you want to delete.

  Range: **1**–9999

4. **Press** F5 **(Execute).**

   The Delete measure operation will be executed.

MEMO

You cannot use these options in a Pattern mode.

MEMO

If you want to switch the Tempo Track On/Off, press [BPM/TAP]. And then press [F5 (T.Track On)] or [F5 (T.Track Off)] to switch the Tempo Track parameter.

Project

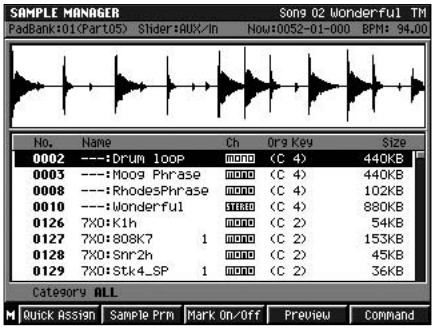
Sample Manager screen

A SAMPLE MANAGER screen has been added. Here you can delete samples from the project, or edit samples.

1. Press PROJECT **.**

PROJECT MENU screen will appear.

2. Select "SAMPLE MANAGER" and press ENTER **.**



3. Use CURSOR **to select the sample you want to edit.**

4. According to the target, press one of the following buttons.

Operation	Explanation
F1 (Quick Assign)	Assign a sample to a pad as a partial or an audio phrase.
F3 (Sample Prm)	Change the name or original key of a sample.
F5 (Command)	Edit/delete a sample.

MEMO

The Optimize Project function was in PROJECT MENU screen in MV-8000 version 2.0. In version 3.0, press [MENU] and the select "Optimize" in the SAMPLE MANAGER screen.

Converting a stereo sample to monaural

You can now convert a stereo sample to monaural.

1. **Press PROJECT .**

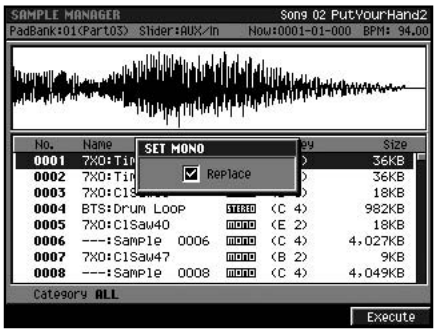
   PROJECT screen will appear.

2. **Select "SAMPLE MANAGER" and press ENTER .**

3. **Use CURSOR to select the sample you want to convert a stereo to monaural and press F5 (Command).**

4. **Select "Set Mono" and press F5 (Select).**

   SET MONO popup will appear.



5. **Specify how the sample will be handled after editing.**

   Use the Replace parameter to specify how the edited sample will be handled.

Replace	Explanation
Off	A new monaural sample will be created.
On	The selected sample will be converted to monaural, and the result will be overwritten onto the original sample.

6. **Press F5 (Execute).**

Saving method of edited sample (Overwrite or Duplicate)

When executing a sample editing operation (Emphasis/Normalize/Time Stretch/Truncate/Set Mono), you can choose whether the result will be overwritten onto the original sample, or created as a new sample.

- Replace

  If this is on, the edited result will overwrite the original sample.

MEMO

You can select Set Mono from the command in AUDIO PHRASE EDIT screen or SAMPLE EDIT screen.

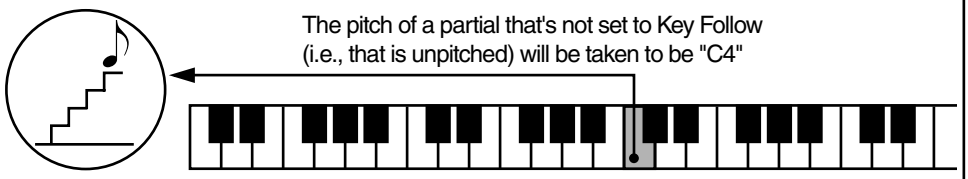
Sound Generator

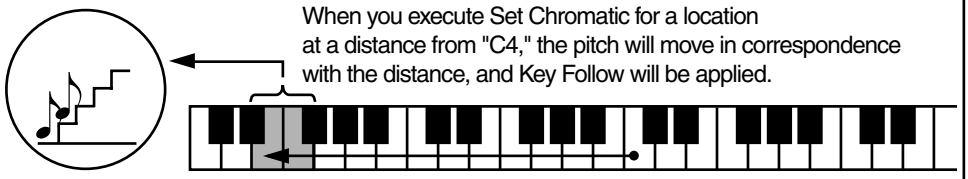
Applying pitches to a partial and assigning them to pads (Changes in the Set Chromatic function)

You can apply pitches to a partial that's assigned to a pad, and assign them to the desired pads. This lets you use the pads to play the partial at different pitches just as if you were playing a keyboard. Set Chromatic is a function that was added in MV-8000 version 2.0. In version 3.0, the internal processing that occurs when you apply pitches has been changed. The function itself is the same, but the result will differ from version 2.0 in the following cases.

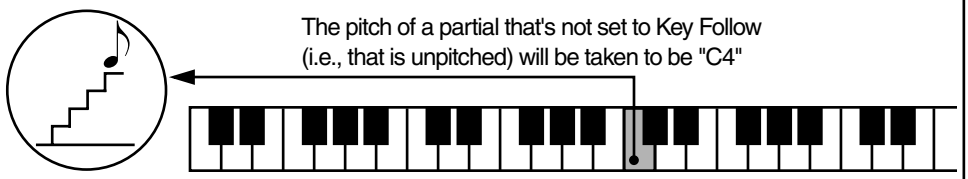
- When you use the Set Chromatic function for a partial that's not set to Key Follow

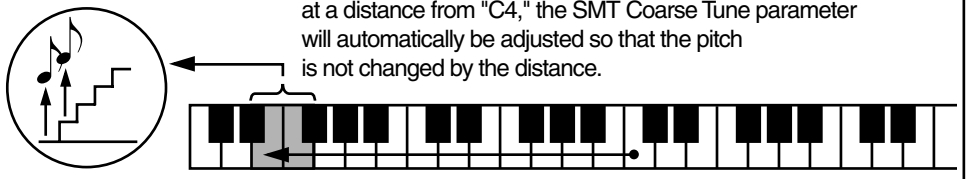
Version 2.0





Version 3.0–





MEMO

Automatic adjustment according to SMT Coarse Tune is not applied to partials for which Key Follow is already specified.

Additions and changes in the analog input channel parameters

- GLOBAL screen

Additions the Input Type parameter. Sets the number of channel from the analog inputs.

Value: Mono, Stereo

- SAMPLING / RE-SAMPLING screen

The name changed to "Input Type" parameter from "Sample Type" parameter. "Input Type" parameter is the same as parameter in the GLOBAL screen.

Value: Mono, Stereo

● RECORDING PARAMETER (AUDIO) screen /
PATTERN RECORDING PARAMETER (AUDIO) screen

The value of the Rec Mode parameter changed. In version 3.0, DirectMono and DirectStereo were abolished and were unified by Direct Rec.

Value: Direct Rec, Event, Resample MIX

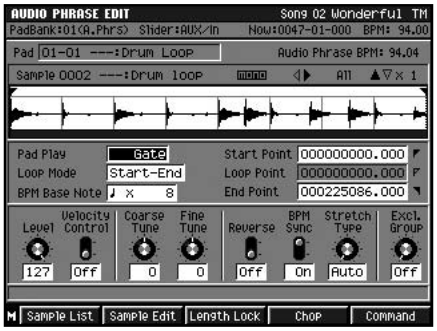
MEMO

If you select the Rec Mode parameter to Direct Rec or Resample MIX, analog input channel will set according to the Input Type parameter.

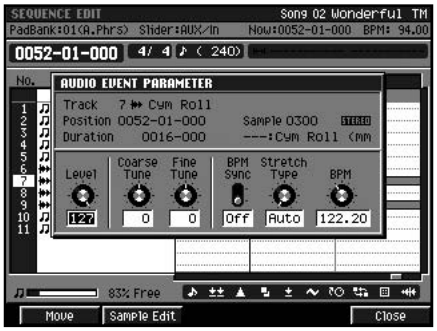
Adjusting the audio quality when using BPM Sync

A parameter that lets you adjust the audio quality when using BPM Sync has been added. You can choose either automatic adjustment, or a value between 1 and 10.

● AUDIO PHRASE EDIT screen



● AUDIO EVENT PARAMETER popup



- Stretch Type

  This specifies the audio quality when the sample is stretched or shrunk (Time Stretch) using BPM Sync. If you select Auto, the setting will be made automatically according to the length of the sound and the BPM Base Note.

  Range: **Auto**, 1–10

Stopping the sound of currently playing audio phrases and partials

If you press SHIFT + STOP, all currently playing sounds (audio phrases, partials, external MIDI devices) and the sequencer will stop.

You can use this to forcibly stop the sound if a long audio phrase is playing.

MEMO

Outputs the Note off messages from a MIDI OUT connector.

Temporarily muting the input audio after sampling

When you're finished sampling and the RESULT screen is shown, the audio being input to the INPUT connectors will be muted. This lets you audition the sampled sound without it being mixed with the input audio.

Muting will be cancelled when you close the RESULT screen.

Import

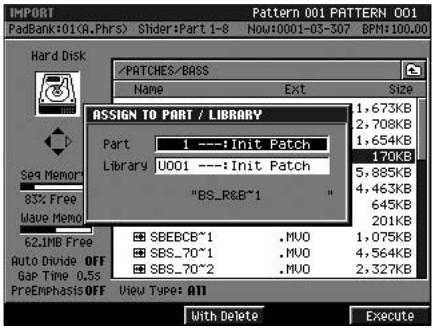
Importing a patch into a part and library simultaneously

When importing a patch, you can now import it into an instrument part and the patch library at the same time.

1. **Press** IMPORT **.**

2. **Use** CURSOR **to select the patch you want to import.**

   ASSIGN TO PART/LIBRARY popup will appear.



3. **Select the import destination (instrument part and patch library).**

   If you want to import into only one of these, turn the other setting Off.

4. **Press** F5 **(Execute) or** F3 **(with Delete).**

   The patch will be imported into the specified part and library.

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

Pad bank is reset to 1 after importing a patch

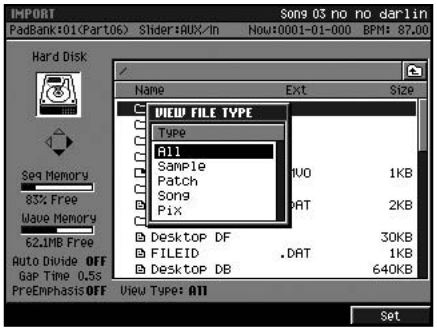
When you import (or load) a patch into an instrument part, the pad bank of that part will now return to 1.

Restricting the types of file shown

Now you can choose “Pix” in the VIEW FILE TYPE popup that lets you restrict the types of file that will be shown. If you choose Pix, only files with an extension of “.jpg” or “.bmp” will be shown.

1. **Press** IMPORT → F2 **(View).**

   VIEW FILE TYPE popup will appear.



2. **Select the type of file you want to see and press** F5 **(Set).**

MIDI

Playing audio phrases from an external MIDI device

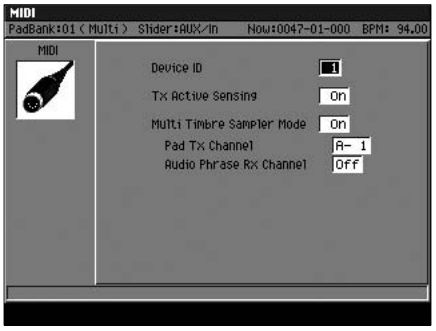
In Multi timbre Sampler mode, the MV-8000 can receive note messages from an external MIDI device to play audio phrases.

1. Press SYSTEM **.**

SYSTEM MENU screen will appear.

2. Select "MIDI" and press ENTER **.**

MIDI screen will appear.



3. Turn the Multi Timbre Sample Mode parameter On.

4. Set Audio Phrase Rx Channel parameter same as the channel from the external MIDI device.

Note messages from the external MIDI device (or external MIDI sequencer) will play audio phrases.

● How the MIDI receive channel determines the sound source that will play (When Multi Timbre Sampler Mode = On)

When Audio Phrase Rx Channel = Off	When Audio Phrase Rx Channel = other than Off
All MIDI channels can play instrument parts corresponding to their respective channel numbers. Audio phrases playback cannot be controlled by MIDI (note messages).	Note messages on the MIDI channel specified by Audio Phrase Rx Channel can play audio phrases. This means that the instrument part of that channel number cannot be played. On the remaining MIDI channels, you can play the instrument parts corresponding to their respective channel numbers.

● MIDI note numbers and audio phrases (pad numbers)

Only the audio phrases of pad banks 1–8 can be played from an external MIDI device.

MIDI Note number	Pad number
0 (C -)	Pad 01-01
1 (C#-)	Pad 01-02
2 (D -)	Pad 01-03
:	:
127 (G 9)	Pad 08-16

VGA screen (External Display)

Changing the color theme of the SEQUENCE screen and PATTERN screen

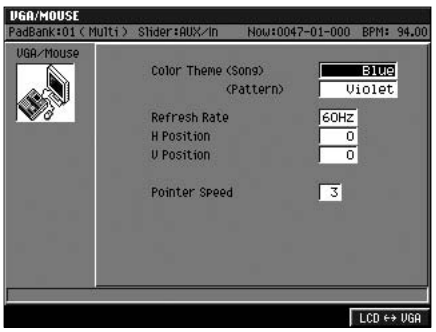
You can use the Color Theme function to specify the color of the SEQUENCE screen and PATTERN screen shown in the VGA display. These two screens are quite similar in the contents that they show, but you can change their color theme to make it easier to tell them apart.



1. Press SYSTEM .

2. Select "VGA/MOUSE" and press ENTER .

VGA/MOUSE screen will appear.



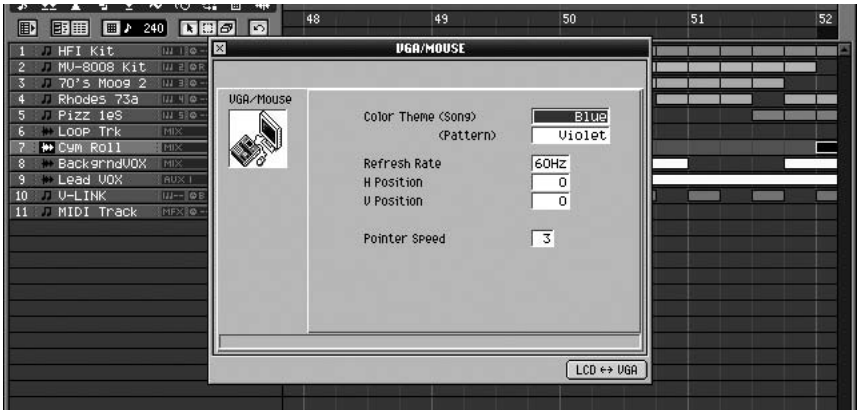
3. Set the Color Theme parameter (Song, Pattern).



1. Click "SYSTEM" on the menu bar.

2. Click "VGA/MOUSE."

VGA/MOUSE screen will appear.



3. Set the Color Theme parameter (Song, Pattern).

MEMO

"Blue" is the same as the Color Theme parameter's value displayed as "Default" in version 2.0. And default value of the Color Theme (Pattern) parameter is "Violet."

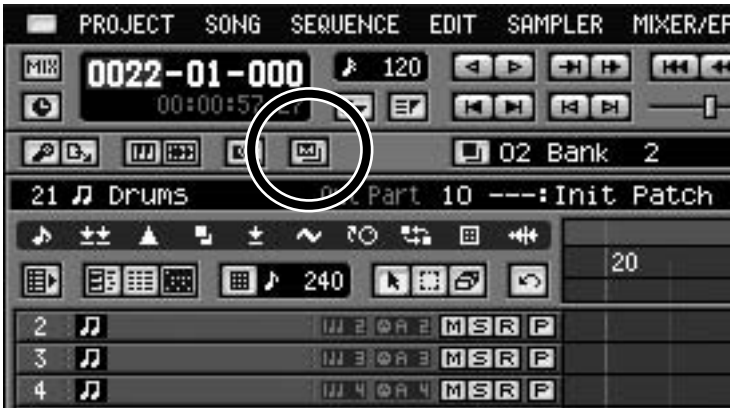
Using the velocity pads to switch Track Mute and Solo

Here's how to use the velocity pads to switch Mute (silenced) and Solo settings on/off for a track. This function became available in version 2.0, and until now could be operated only from the front panel of the MV-8000. However in version 3.0, a dedicated button for this function is now provided in the VGA screen.

Top Panel

Appears TRACK MUTE/TRACK SOLO screen: SHIFT + PAD BANKS

VGA



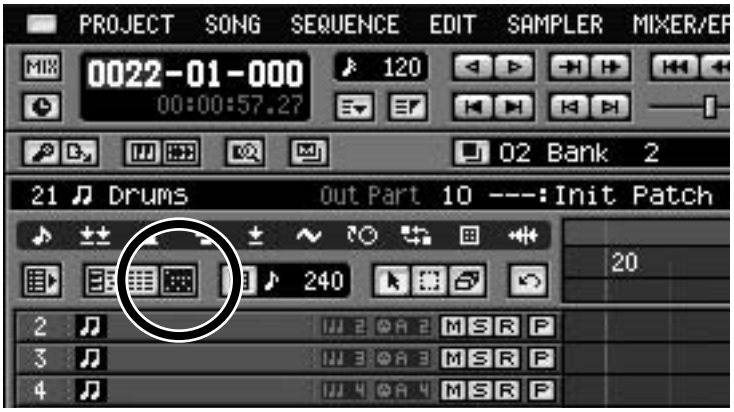
1. Click in the launcher block of the SEQUENCE screen.

TRACK MUTE/TRACK SOLO popup will appear.

Viewing the Drum Grid popup

A button for accessing the Drum Grid popup is now provided in the VGA screen.

VGA



1. Click in the tool area of the SEQUENCE screen.

DRUM GRID popup will appear.

Others

Switching between the SEQUENCE screen and PATTERN screen

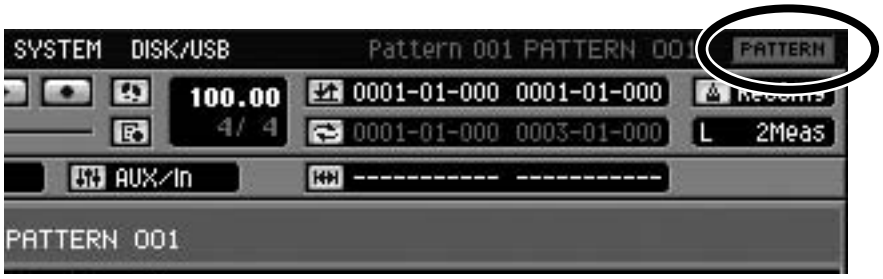
A new button combination which lets you switch between the sequence edit screen and the pattern edit screen has been added.

Top Panel

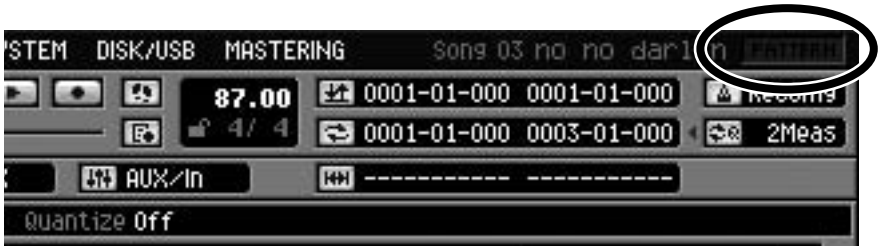
Switch the screen: SHIFT + SEQUENCE

VGA

1. Click "PATTERN" on the menu bar.



The PATTERN button will turn red, and the PATTERN screen will appear. To return to the SEQUENCE screen, click the PATTERN button once again.



Shortcut button for switching the operating screen (VGA/LCD)

There is now a shortcut for changing the screen used as the operating screen.

Switch the screen: SHIFT + EXIT

Adjusting the volume or pan in the TRACK PARAMETER popup of the audio track

In the TRACK PARAMETER popup of the audio track, you can now adjust the parameters (Level, Pan, Reverb Send, etc.) of the MIXER screen.

Pad bank is now remembered for each part

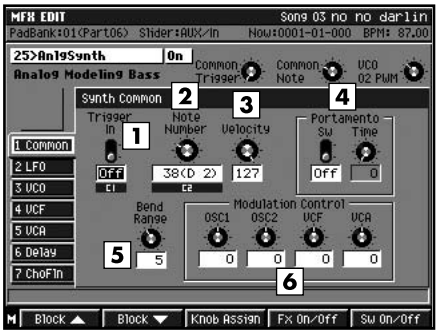
The last-operated pad bank number is now remembered for each instrument part. Even if you change instrument parts, the pad bank that was last used for that part will be selected.

MEMO

If you switch the screen, the Undo/Redo data will be cleared.

Analog Modeling Bass

Synth Common



These are parameters related to overall control of the synthesizer.

1. Trigger In

This turns the synthesizer sound on and Off. Setting this from "Off" to "On" corresponds to pressing a key on the keyboard.

Value: Off, On

2. Velocity

Value: 0–127

3. Note Number

Sets which key is pressed (note number) and the strength or force at pressing key (velocity).

Value: 0 (C-1)–127 (G 9)

NOTE

Near the upper and lower note number limits, pitches may not change, or the changes may be unstable (this changes with the conditions in each of the parameter settings).

4. Portamento

Sw (Switch)

This turns on and Off the portamento effect (the smooth gliding of the synthesizer sound from one pitch to another).

Value: Off, On

Time (Portamento Time)

Sets the transition time for the portamento effect to change pitches. The elapsed time increases as the value is increased.

Value: 0–100

5. Bend Range

This specifies the range within which the pitch is changed when MIDI Pitch Bend Change messages are received. You can set this in semitone units, up to a maximum of one octave.

Value: 0-12

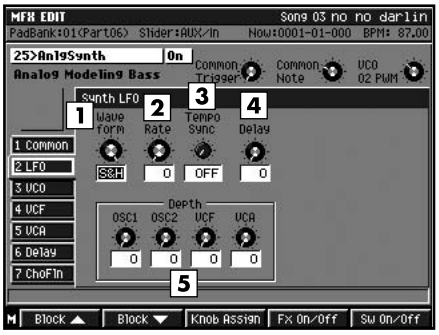
6. Modulation Control

OSC1, OSC2, VCF, VCA

You can add or subtract an Offset of up to 100 to or from the parameter values that have already been set when a MIDI Control Change message (modulation) is received.

Value: -100–+100

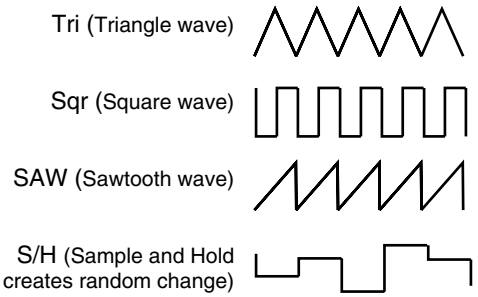
Synth LFO



The LFO is the oscillator that creates a swelling sound. By greatly increasing the values for parameters such as VCO vibrato, PWM depth, and LFO depth (explained below), you can get various kinds of vibrating sounds (periodic, cyclical changes) in tone and pitch.

1. Waveform

Sets the waveform of the vibration.



2. Rate

Sets the rate of the vibration. When set to 0, the rate is approximately 0.1 Hz (10 seconds per cycle), and at a setting of 100, the rate is approximately 20 Hz (20 cycles per second). In Tempo Sync this is disabled, and you cannot make this setting.

Value: 0–100

3. Tempo Sync

This setting synchronizes the rate to the tempo of the song. When not synchronizing, set this "Off." When you select the note, the rate setting is disabled, and the rate is set the note length corresponding to the tempo. When synchronizing to a song's tempo, if the length of the note is set longer (or shorter) than that of the possible range of rate settings by the change of song tempo, the rate can not correspond to the note length.

Value: Off, 𝅘𝅥𝅯3 - 𝅝x4

MEMO

If "?" appears before the note symbol you set, it is because the upper (or lower) limit of the setting range has been exceeded, and that the synchronization is not correct. Furthermore, the precision of the Rate setting and song tempo differ. If left to develop over long periods, the two may gradually drift apart.

4. Delay

Sets the elapsed time between the moment Trigger In turns "On" and the point at which the modulation from the LFO reaches the designated depth. As the value is increased, the elapsed time increases, gradually deepening the swelling.

Value: 0–100

5. Depth

OSC1/OSC2

Sets the depth of the OSC1 or OSC2 vibrato (the cyclical change in pitch caused b the LFO).

Value: 0–+100

VCF

Sets the depth of the vibrating cutoff frequency by the LFO. As the value is increased, the cyclical tone change gets bigger.

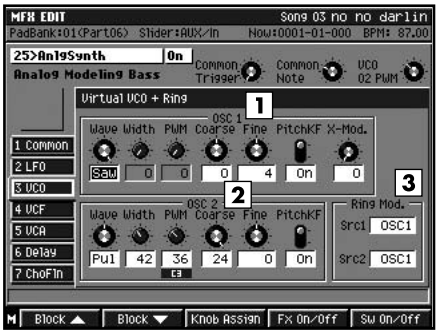
Value: 0–+100

VCA

Sets the depth of the wavering volume (tremolo effect). As the value is increased, the variation in volume increases.

Value: 0–+100

Virtual VCO + Ring



This reproduces the VCO (Voltage Controlled Oscillator) virtually. It comprises two oscillators, OSC1 and OSC2, a noise generator, and ring modulator. Settings include those for the waveforms that are the basis of synthesizer sounds and pitch settings for the two oscillators.

1. OSC1 (Oscillator 1)

Wave

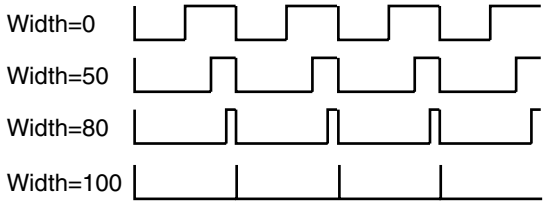
Sets the waveform for the sound produced by OSC1.

Value	Explanation
Tri (Triangle wave)	A clear sound with few overtones.
Pul (Pulse wave)	This sound varies depending on the settings in the following parameters (Width, PWM).
Saw (Sawtooth wave)	A thick sound filled with overtones.

Width

Sets the pulse width when the "pulse wave" (Pul) is selected for the OSC1 waveform. Increasing the value narrows the pulse width. This has no effect if the OSC1 waveform is not set to "pulse wave" (Pul).

Value: 0–100



PWM (Pulse Width Modulation)

When OSC1 Wave is set to "pulse wave" (Pul), this set the depth which the LFO vibrates the pulse width. This gives the characteristic cyclical change in tone. Increasing the value deepens the effect. This is effective only when the OSC1 waveform is set to "pulse wave" (Pul).

Value: 0–+100

NOTE

When both OSC1 Pulse Width and OSC1 Pulse Width Modulation settings are large, the periodic or cyclical sound may become inaudible.

Coarse/Fine

Sets the pitch of the sound from OSC1. With 0 as the reference, coarse tuning adjusts the pitch in semitone increments, fine tuning in cents (1/100 of a semitone).

Coarse Value: -24–+24

Fine Value: -100–+100

PitchKF (Pitch Key Follow)

This setting determines whether the pitch of Oscillator 1 (hereafter OSC1) changes according to the Note Number in Common (On) or not (Off).

Value: Off, On

X-Mod. (Cross Modulation)

Sets the depth of the OSC1 cross modulation effect (the modulation of the OSC1 pitch by oscillation from the OSC2). As the value is increased, the increased overtones make the sound more powerful.

Value: 0–100

2. OSC2 (Oscillator 2)

These are the settings for OSC2. The effect of these settings are the same as those in OSC1 (there is no cross modulation included in OSC2).

3. Ring Mod. (Ring Modulator)

Src1 (Ring Modulator Source 1)

Src2 (Ring Modulator Source 2)

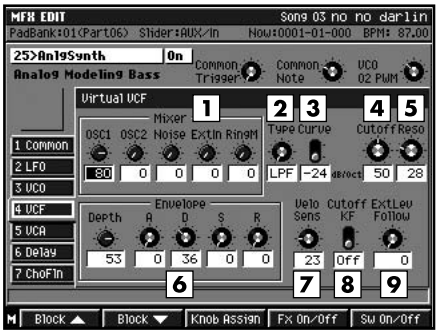
You can select from two ring modulator inputs. Besides the oscillators OSC1 and OSC2, "Noise" or "ExtIn" (external input) may also be selected.

Value: Src1 OSC1, OSC2, Noise, ExtIn

HINT

By multiplying the ring modulator's two inputs each other, you can create sounds that include numerous overtones not found in either waveform. You can get metallic sounds unrelated to any sense of harmony. To play the VCO's sounds (OSC1, OSC2, noise generator, and ring modulator), raise the volume level of each in the VCF mixer at the next stage. The synthesizer sounds are tuned to A4 (440.0 Hz). If you want to have A4 set to 442 Hz, set the Fine reference setting of OSC1 and OSC2 above not to ±0, but to +8.

Virtual VCF



This reproduces, virtually, the VCF (Voltage Controlled Filter). The sounds from the VCO or input from external sources are processed with a filter that moves the cutoff frequency as needed, and creates brightness (or hardness) in the tone and changes in tone brightness over time. There is a mixer to set the input level from each of the sound generators at the input section of the VCF.

1. Mixer

OSC1 (Oscillator 1), OSC2 (Oscillator 2), Noise, ExtIn, Ring M

Sets the input level to the VCF from each of the sound generators. Mute unneeded sounds by setting them to 0.

Value: 0–100

2. Type

Sets the type of filter used.

Value	Explanation
LPF (Low pass filter)	Passes frequencies below the cut off frequency.
BPF (Band pass filter)	Passes frequencies near the cut off frequency.
HPF (High pass filter)	Passes frequencies above the cut off frequency.
BEF (Band eliminate filter)	Passes frequencies other than those near the cut off frequency.

3. Curve

Sets the filter's slope characteristics at the cutoff frequency (-24 dB at one octave: steep; -12 dB at one octave: shallow).

Value: -12 dB, -24 dB

MEMO

Some analog synthesizers featured -12 dB/octave, -24 dB/octave, or other slopes.

4. Cutoff (Cutoff Frequency)

Sets the filter's cutoff frequency. Set this closer to zero, the cutoff frequency becomes lower; set closer to 100, the cutoff frequency becomes higher.

This setting varies with the addition of changes from the envelope, LFO, and other changes.

Value: 0–100

5. Reso (Resonance)

Sets the filter's resonance level. Raising the setting increases resonance near the cutoff frequency, giving the sound a special characteristic.

Value: 0–100

NOTE

If the resonance value is raised to much, extreme oscillation can arise. Take care not to allow this sound to damage your ears or your playback equipment. To stop this oscillation immediately, press EFFECTS PROCESSOR [On/Off].

6. Envelope

Depth (Envelope Depth)

Sets the depth of the Filter Envelope (the function of changing the filter's frequency characteristics over time).

Value: -100–+100

A (Attack Time)

The elapsed time starting at the point Trigger In is switched "On" to the point at which the cutoff frequency reaches the peak value.

Value: 0–100

D (Decay Time)

The elapsed time from the point at which the cutoff frequency reaches the peak value until reaching to the sustain level (next item).

Value: 0–100

S (Sustain Level)

The level of the cutoff frequency after the decay time (previous item) is passed and until Trigger In is switched "Off."

Value: 0–100

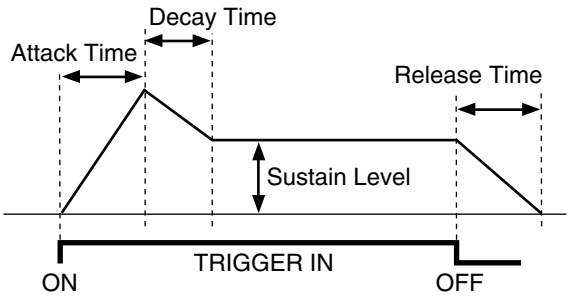
R (Release Time)

The elapsed time from when Trigger In is switched "Off" until the cutoff frequency return to the original (pre-attack) value.

MEMO

These are the filter envelope settings. Select the contour through the attack, decay, sustain, and release, and set the degree of effect with the envelope depth. If a negative value is selected for the envelope depth, the envelope shape is inverted.

Value: 0–100



7. Velo Sens (Velocity Sens)

Sets the degree to which the cutoff frequency reflects the value of the Velocity in Common. As the value is increased, the cutoff frequency which follows the Velocity (the strength or force at pressing key) gets higher.

Value: 0–100

8. Cutoff KF (Cutoff Key Follow)

This setting determines whether the cutoff frequency changes according with the Note Number in Common (On) or not (Off).

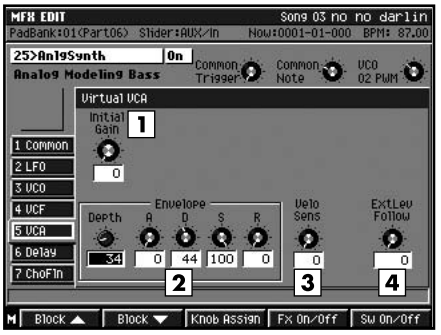
Value: Off, On

9. Ext Lev Follow (External Level Follow)

Sets the degree to which the linked external input volume level changes the cutoff frequency. As the value is increased, you get an effect in which the tone changes more dynamically according to the rhythm of the input.

Value: -100–100

Virtual VCA



This reproduces, virtually, the VCA (Voltage Controlled Amplifier).

Sounds from the VCF are amplified as they change over time, and the resulting amplified volume levels and changes are then output.

1. Initial Gain

Sets the reference volume. When set to any value except 0, sound plays even when the Trigger In is turned Off, with the volume increasing as the value is increased. (Volume changes based on the envelope, LFO, or other input are added to this volume level.) Thus, when setting Trigger In for regulation of sound expression, set this to 0, and regulate the volume with the envelope depth.

Value: 0–100

2. Envelope

Depth

Sets the depth of the envelope (the function of changing the amplifier's volume over time).

Value: 0–200

A (Attack Time)

The elapsed time from when Trigger In is switched "On" to the point of maximum volume.

Value: 0–100

D (Decay Time)

The elapsed time from the point of maximum volume until reaching the sustain level (next item).

Value: 0–100

S (Sustain Level)

The volume level after passage of the decay time (previous item) up until Trigger In is switched "Off."

Value: 0–100

R (Release Time)

The elapsed time from when Trigger In is switched "Off" until the volume reaches its minimum value.

MEMO

These are the volume envelope settings. Select the contour with attack, decay, sustain, and release, and set the degree of effect with the envelope depth.

Value: 0–100

3. Velo Sens (Velocity Sens)

This sets the degree to which the volume corresponds to the value of the Velocity in Common. As the value is increased, the volume level which follows the Velocity (the strength or force at pressing key) is increased.

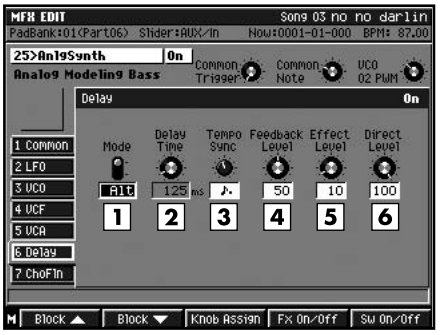
Value: 0–100

4. Ext Lev Follow (External Level Follow)

Sets the degree to which changes in the tremolo effect are linked to and controlled by the external input volume level. As the value is increased, you get an effect in which the synthesizer sound is played intermittently according to the rhythm of the external input (such as drum phrases).

Value: 0–100

Delay



This digital delay can be switched between monaural and alternate modes (left and right channels mutually). The maximum delay of 2400 msec (2.4 seconds) provides long echoes, fat, or thick sounds.

HINT

You can also use this simply and effectively as a long delay machine by setting the VCF input to "ExtIn" (external input) and then raising only that.

1. Mode

This switches the mode of the delay.

Value	Explanation
Mono (Monaural)	A single-input, single-output delay
ALT (Alternate)	A single-in, dual-out stereo delay in which the left and right outputs are alternated (alternated delay).

2. Delay Time

Sets the delay time, that is, the elapsed time between the source sound and the delay sound.

Mode	Value
Mono	1–2400 msec
Alt	1–1200 msec
If Tempo sync parameter is not off.	N/A

3. Tempo Sync

Set this when synchronizing the Delay Time to the song tempo. When not synchronizing, set this "Off." When you select the note, the Delay Time is set to match the length of the note.

Value: Off, 𝅘𝅥𝅯₃ - 𝅝

MEMO

If "?" appears before the note symbol you set, it is because the upper (or lower) limit of the setting range has been exceeded, and that the synchronization is not correct. Furthermore, the precision of the Rate setting and song tempo differ. If left to develop over long periods, the two may gradually drift apart.

4. Feedback Level

Sets the repeat times for the delay sound. When set to 0, each delayed sound is played only once. (if the Mode is "Alt," delayed sound in each channel are played only once.)

Value: 0–100

5. Effect Level

Sets the volume of the delay sound. Adjust this after getting a balance with the direct level.

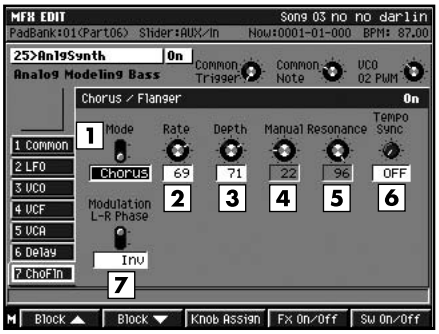
Value: 0–100

6. Direct Level

Sets the volume of the source sound. It is ordinarily set to 100.

Value: 0–100

Chorus/Flanger



This effect can select either a chorus effect, which adds spaciousness and a wavering effect to the sound, or a flanger effect, which adds a metallic undulation (rising and falling sound).

1. Mode

This is used to select either the chorus or flanger. Setting this to "Chorus" adds an effect of spaciousness and wavering, and setting it to "Flanger" adds the flanger effect, a metallic undulation (rising and falling sound).

Value: Chorus, Flanger

2. Rate

Sets the rate of the wavering and undulation of the chorus and flanger sounds. This is disabled in Tempo Sync, and you cannot make this setting.

Value: 0–100

3. Depth

Sets the depth of the wavering and undulation of the chorus and flanger sounds.

Value: 0–100

4. Manual

When the effect mode is switched to Flanger, this sets the center frequency for the effect, changing the pitch of the flanger's metallic sound. This has no effect in Chorus mode.

Value: 0–100

5. Resonance

Sets the intensity of the flanger effect. This has no effect in Chorus mode.

Value: 0–100

6. Tempo Sync

Set this when synchronizing the Rate to the song tempo. When not synchronizing, set this "Off." When you select the note, the Rate setting is disabled, and the Rate is set the note length corresponding to the tempo. When synchronizing to a song's tempo, if the length of the note is set longer than that of the possible range of rate settings by the change of song tempo, the Rate can not correspond to the note length.

Value: Off, $\frac{3}{}$ - $\circ$ x4

MEMO

If "?" appears before the note symbol you set, it is because the upper (or lower) limit of the setting range has been exceeded, and that the synchronization is not correct. Furthermore, the precision of the Rate setting and song tempo differ. If left to develop over long periods, the two may gradually drift apart.

7. Modulation L-R Phase

This setting determines whether the timing of the pitch wavering and undulation (rise and fall) coincides (NonInv), or inverts (Inv).

Value: NonInv, Inv

MEMO

The oscillator (LFO) used to create these chorus and flanger sounds separates from the common oscillator used by the synthesizer as a whole.

Useful music production technique

Creating a song

- You want to create a fade-out.

  Operate the MASTER knob during mixdown. The mixdown file will contain the fade-out you produced.

- You have run out of audio tracks.

  Increase the number of free tracks by using Resample-Mix function to combine several audio tracks into one. However, it will not be possible to later separate the tracks that have been combined in this way.

- You want to delete all the notes of a specific pad that have been recorded to a MIDI track.

  In the SEQUENCE EDIT screen, you can use F5 (Command) Split Note to remove unwanted notes.

  Alternatively, you can use the following method in the PIANO ROLL EDIT screen.

  1. **Select the note (= pad) that you want to erase and press F1 (Note Sel).**
  2. **Move to the beginning of the song, and specify the beginning of the region you want to edit. Press F3 (Rgn In/Out).**
  3. **Move to the ending of the song, and specify the ending of the region you want to edit. Press F3 (Rgn In/Out).**
  4. **Press F5 (Command), and select "Erase."**

- You want to change the length of an audio event.

  In the audio event parameters (p. 42), you can use F5 (Move) to modify the Duration.

Creating sounds

- Is it better to apply emphasis when sampling/importing?

  Using emphasis will improve the high-frequency response. However, more processing time will be required.

- The high-frequency sound appears to be slightly dull.

  Try emphasis when editing the sample. You can also apply emphasis when sampling or importing.

- I'd like to create several slightly different variations of a sound.

  Copy the original sound to the CLIP BOARD, copy it to several pads, and then edit each copy.

☞ When sampling (Auto Emphasis) – Owner's Manual; "SAMPLING/RESAMPLING screen."

When import (Pre Emphasis) – Owner's Manual; "IMPORT OPTIONS popup."

When editing the sample (Emphasis) – Owner's Manual; "To emphasize or reduce the high-frequencies of the sample (Emphasis)."

Others

- **I'd like to see the level meter of the master output.**

  You can view the level meter in the RE-SAMPLING screen.

- **I'd like to know which pads contain sound.**

  Use PAD BANKS  to open the PAD BANKS popup.

  You can also use the PATCH EDIT (SPLIT) screen to see the instruments.

- **I'd like to know the MIDI notes of each pad.**

  Use PAD BANKS  to open the PAD BANKS popup.

- **What is the display order when inputting symbols?**

  Symbols will appear in the order shown below. You may find it convenient to input a nearby character (blank, 0, 9, A, Z, a, z) from the numeric keys, and then use the VALUE dial to get the desired character.

  (space) ! " # $ % & ' ( ) * + , - . / 0 1 2 ...
  ... 7 8 9 : ; < = > ? @ A B C ...
  ... X Y Z [¥] ^ _ ` a b c ...
  ... x y z { ¦ } ~ •

- **What's the name of the project in which I'm working?**

  The project you're working on is the one marked with a "*" in the LOAD PROJECT screen.

- **What is MLT?**

  On the MV-8000, the ANALOG MULTI OUTPUT (and R-BUS output) is shown as MLT. This is an eight-line parallel output bus that becomes available when the MV8-OP1 analog I/O expansion (sold separately) is installed.

- **How can I quickly change the target controlled by the mixer sliders?**

  In the MIXER screen, press MIXER  to switch the screen tab between Audio Track ➔ Part 1-8 ➔ Part 9-16 ➔ Aux/Phrs/In. In other words, no matter which screen you are in, you can press MIXER  several times to switch the target of the sliders.

- **How can I slice automatically when importing?**

  When importing, you can cause the source to automatically be sliced at regions of silence to create sliced samples. In the IMPORT screen, press MENU  and select Import Options. Turn on the Auto Divide parameter.

- **The mixdown file does not sound as loud.**

  If you have turned down the MASTER knob, the sound of the mixdown file will also be quieter. When mixing down or mastering, set the MASTER knob to the MAX position.

- **Aftertouch does not work.**

  In the PAD screen, increase the value of the Pad Aftertouch Sens parameter.

MEMO

You can output channels 1–6 from the ANALOG MULTI OUTPUT, and channels 1–8 from R-BUS.

VGA screen (External Display)

- What's an easy way to close a popup?

  The "All Popup Close" button located in the upper left of the screen will respond to clicks anywhere up to the top left of the screen. This means that you can simply scoot the mouse pointer all the way to the top left of the screen (without having to position it carefully) and click to close the popup.

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