Roland™

MV-8000

Workshop



Spreading a Sample Across the Pads

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MVWS07

About the MV-8000 Workshop Series

Roland's MV-8000 Production Studio is packed with features for making music. It's a heavy-duty sampler that can do all sorts of things with sounds you sample or import. Its sequencer has 136 tracks for MIDI sequencing and playing back audio, and its set of editing tools is deep. It's a great box for performing—using its pads or an attached MIDI keyboard—and, of course, it can even burn a CD of your final master mix.

Each MV-8000 Workshop Series booklet focuses on one MV-8000 topic, and is intended as a companion to your *MV-8000 Owner's Manuals*.

This booklet requires MV-8000 O.S. Version 3 or higher. You can download the latest O.S. for free from *www.RolandUS.com*.

About This Booklet

This booklet explains how you can spread a single MV-8000 sample—of a vocal, bass, or electric piano note, for example—over a range of pads or keys on a connected MIDI keyboard. You can then play the sample's patch at any pitch you like.

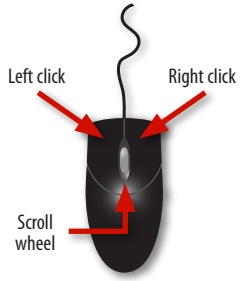
The Buttons, the LCD, or a VGA?

On the MV-8000, you can work on the built-in LCD or on an optional color VGA monitor. You can use the MV-8000's front-panel controls, or a mouse on your VGA screen. No matter how you like to work, there's an easy way to get things done.

Probably the best idea is to work primarily with a mouse on a VGA, using the MV-8000's buttons to quickly get in and out of MV-8000 screens. The procedures in this booklet typically assume you'll be working this way.

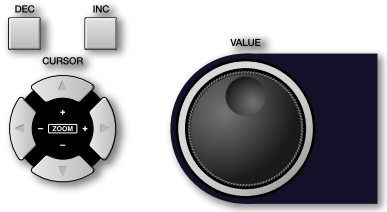
If you're not, don't worry, because the VGA windows and LCD screens are essentially the same. There are clickable VGA icons for all of the MV-8000's buttons. You can also press an onscreen button by clicking your mouse or by pressing an F button on the MV-8000. The main difference has to do with how you deal with settings—or "parameters"—and how you select objects.

If you're using a mouse:



You select parameters and objects with a left click. You change the selected parameter's value by turning the scroll wheel. You can display an object's menu by right-clicking the object.

If you're using the MV-8000's buttons:



You select parameters and objects with the ◀, ▶, ▲, and ▼ CURSOR buttons. Change a selected parameter's value by turning the VALUE dial or by pressing DEC and INC.

Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.



A note is something that adds information about the topic at hand.



A tip offers suggestions for using the feature being discussed.



Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

Before You Sample, Make Note of the Note



Odds are that if you want to spread a new sample over a range of pads or keyboard keys, it plays a musical note that you want to play at different pitches.

Of course, you can also spread out un-pitched samples, such as noises or percussive hits. If that's what you want to do, skip ahead to "Planting the Root" (click here).

Anything you play on the MV-8000 pads can also be played by the corresponding note on a connected MIDI keyboard. You can always use either option.

In order to wind up in tune with the rest of the world, you've got to first figure out the original note of the sound you're sampling. (We'll describe how to do this in a moment.) Once you've found your note, write it down or type it somewhere so you don't forget it—you'll need this information later.

It may be that the note you want to sample isn't exactly in tune. If this happens, just find the closest note—you can retune the sample to perfection later on.

In MIDI-based instruments like the MV-8000, each note has a letter name and a number that tells you its octave. For example, Middle C is C4. Each octave starts at A, so the A below Middle C is A4, and the A above it is A5. You'll need to figure out this MIDI name for your note.

Use a Tuner

If you've got a chromatic tuner, sing or play what you want to sample into the tuner. The tuner will have some way of telling you the sound's note, either with indicators or by presenting you the name of the note on its display.



Find the Sample's Tuning Twin



By playing another instrument alongside the note you want to sample, you can find the note it matches. You can use a keyboard such as a piano, synth, or electric piano if you have one handy, or you can use the MV-8000 itself.

Finding Your Note On the MV-8000



1. Connect the mic(s) or instrument you want to sample to the MV-8000's ANALOG INPUT jack(s)—this lets you hear what you'll be sampling.

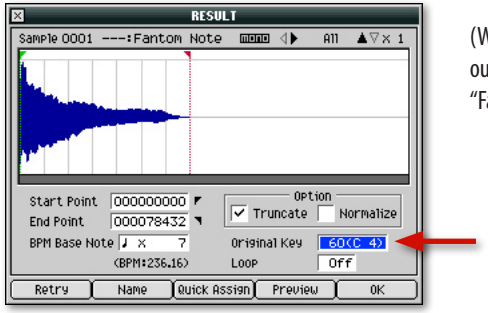
To learn how to sample, see the MV-8000 *Sampling* Workshop booklet.

2. Press the INSTRUMENTS button.
3. Press the MENU button, select Load Patch, and hit ENTER.
4. If you don't see the PATCHES folder in the list onscreen, press the ◀ button until you do see it.
5. Double-click the PATCHES folder, and then double-click the KEY folder.
6. Select a keyboard patch you'd like to use, and click Load.
7. Set the Part parameter to a part you're not currently using, and click Execute—the patch loads into the MV-8000.
8. Press INSTRUMENTS again. The part you chose in Step 7 is automatically selected.
9. Play the pads to find the note that matches the pitch of the sound you want to sample.

If the note you're looking for isn't currently on any of the pads, press the PAD BANKS button, select another bank, and press PAD BANKS again. If the note still isn't on the pads, keeping changing banks until you find it.

Planting the Root

1. Sample the sound you want to capture—when sampling stops, the RESULT window appears.



(We've named our sample "Fantom Note.")

2. In this window, you can do a variety of things to your sample, as described in the *Sampling* Workshop booklet. Set the various parameters and checkboxes as desired.
3. The parameter we care about now is the Original Key parameter, shown above with a red arrow. Set Original Key to the note your sample is playing.

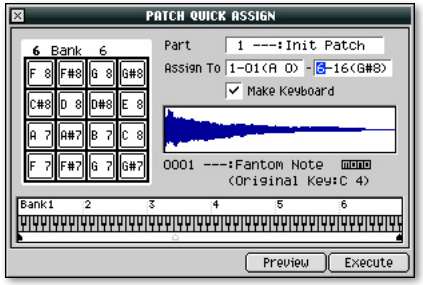
You may notice that the sample has an additional number—60 in the illustration above. In MIDI-speak, C4 is also known as "MIDI Note #60." Certain MV-8000 windows use C4-style names, so that's what we're using.

4. Click Quick Assign to display the SELECT QUICK ASSIGN window.



5. Click AssgnToPatch to display the PATCH QUICK ASSIGN window.

Making the Spread



1. In the PATCH QUICK ASSIGN window, set the Part parameter to any part that's using an Init Patch. (Init patches are empty, placeholder patches.)
2. Checkmark Make Keyboard as shown above.
3. The two Assign To parameters set the lowest and highest pads that'll play your sample. Set:
   - *the left-hand Assign To box*—to the lowest pad you want to play your sample. As you adjust this value, you'll see the left-hand arrow move on the display to show the pad you've selected.
   - *the right-hand Assign To box*—to the highest pad you want to play your sample. As you adjust this value, you'll see the right-hand arrow move on the display to show the pad you've selected.

The keyboard at the bottom of the window shows the keys—and therefore the pads—that'll play the patch. They're shown in gray.

In our example above, the sample will play on all of the keys or pads.

4. When you've set the Assign To boxes, click Execute to create your new patch.

Playing Your New Patch

1. Press the INSTRUMENTS button—the part you selected in the PATCH QUICK ASSIGN window is already selected. (If it's not, select it now.)
2. Press PAD BANKS to select the pad bank that contains the pad for your sample's original note.

At the left of the PAD BANKS window, you can see the notes played by the selected bank's pads.



Pad Bank 3 is the bank that contains C4, so that's the bank we've selected here.

3. When you've found the bank you want, press PAD BANKS again.
4. Test out the patch by striking the pad that plays your original note to confirm that it's there, and then any other pads you feel like hitting.

Be Sure to Name Your New Patch

We strongly recommend naming your patch so you can identify it later, and so you don't accidentally mistake it for an empty patch.

1. In the INSTRUMENTS window, make sure the patch's part is selected, and then click Patch Edit to display the PATCH EDIT window.

If your patch needs a little retuning, you can adjust its Pitch Fine parameter in the PATCH EDIT window.

2. Press MENU and select Patch Name.
3. Click Select to display the EDIT PATCH NAME screen.
4. Name your patch.
5. Press ◀ repeatedly until the SELECT CATEGORY window opens, and then assign the patch to a category to make it even easier to find.
6. Click Select to confirm your choice, and then OK to exit the naming window.

Be Absolutely Sure To Save Your Project

Since the MV-8000 holds the contents of a project—including your new patch—only until you select another project or turn off the MV-8000, be sure to save your project to avoid losing your work. Here's how:

1. Press the PROJECT button.
2. Select Save Project, and then click Yes.

If you'll be powering down the MV-8000 right after creating your new patch, let the MV-8000 save your project during the shutdown process when it asks you if it should do so.

The End

We hope you've found this workshop helpful. Keep an eye out for other MV-8000 Workshop booklets, all available for downloading at *www.RolandUS.com*.

For the latest MV-8000 updates and support tools, visit the Roland U.S. Web site at *www.RolandUS.com*. If you need personal assistance, call our amazing Product Support team at 323-890-3745.