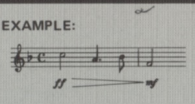
MICROCOMPOSER

MC-8

Try it yourself!

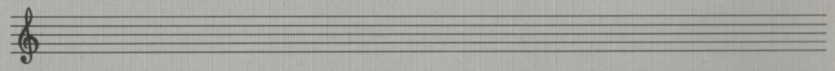
EXAMPLE:



CHANNEL		1 HORN			
		VCO			VCA
MEASURE	STEP	CV1	S	G	CV2
1	1	36	64	58	90
	2	39	48	60	83
	3	36	16	16	75
2	1	29	64	64	70

Write a melody line:

MM ♩ = ____



Write the MC-8 program:

TIME BASE ♩ = 32

CHANNEL		1.			
		VCO			VCA
MEASURE	STEP	CV1	S	G	CV2

STEP TIME:

- 𝅝 = 128
- 𝅗𝅥. = 96
- 𝅗𝅥 = 64
- ♩. = 48
- ♩ = 32
- ♪. = 24
- ♪ = 16
- 𝅘𝅥𝅯. = 8
- 𝅘𝅥𝅯 = 4

DYNAMICS:

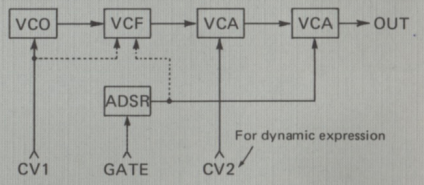
- *fff* = 100
- *ff* = 90
- *f* = 80
- *mf* = 70
- *mp* = 60
- *p* = 50
- *pp* = 40
- *ppp* = 30

1. FILL IN THE CV1 COLUMN:
CV1 will control a VCO to produce pitch. Using the values shown on the keyboard below, write the pitches in order in the CV1 column. EXAMPLE: To produce middle C, write "24".

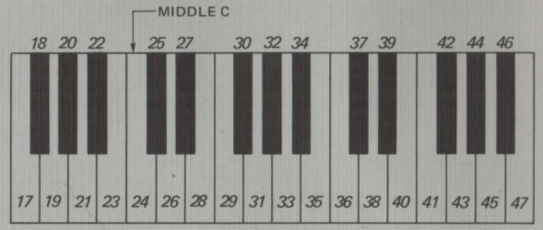
2. FILL IN THE "S" (STEP TIME) COLUMN:
STEP TIME represents the time values of the notes. Use the values shown on the left.

3. FILL IN THE "G" (GATE TIME) COLUMN:
GATE TIME represents the synthesizer "gate on" time for each step. For piano-like envelopes, use "1"; for legagatissimo (one continuous gate pulse for the complete passage), use the same values as used in STEP TIME; for other envelopes, try numbers about 10-20% smaller than the STEP TIME.

4. FILL IN THE CV2 VOLUMN:
CV2 will be used to control dynamics (loudness) by means of a second VCA. The patch will be:



Use the dynamic values shown at the left; use values between those shown for more delicate dynamic control.



Roland

Printed in Japan May '78 A—4

Roland



New

What is the Roland MC-8 MicroComposer?

To say that the MicroComposer is a digital sequencer is a gross understatement: The MicroComposer is a device designed for the complete control of a synthesizer in the production of electronic music in the studio. The following are only a few of the things the MicroComposer can do:

- Multichannel output for controlling as many as eight independent voice lines at the same time.
- Enough memory capacity so that all the voice lines in an average popular song style composition may be stored; when the START button is pushed, the finished composition is produced by the synthesizer and can be recorded in one operation on the final master tape without the need for a multichannel tape recorder.
- In multichannel recording, the MicroComposer's synchronus function allows for precision that even seasoned players cannot achieve. In addition, the MicroComposer's multichannel output will more than double the voice capacity of your present multichannel recording system. For example, with an eight channel recorder, more than thirty independent voice lines are possible.
- All emotional nuances can be programmed into the music at will.
- Programming the MicroComposer is as simple as adding columns of figures with a desk or pocket calculator.
- The loading of data may be accomplished from an external source such as a keyboard controller or a sequencer.
- All the variables in the MicroComposer program can be changed at any time; a complete new series of changes of any kind may be inserted, or deleted, at any time without affecting the remainder of the program.
- The digital information in the MicroComposer's memories can be loaded directly onto tape for permanent storage by using a cassette tape recorder, and reloaded back into the MicroComposer's memories for later use or editing.
- Timing for animation or commercial work can be easily done to within 0.1 second.
- Patching to the ROLAND System 100 or System 700 is simple. And of course the MicroComposer is compatible with other makes of synthesizers, too.

MC-8 MicroComposer

This is the Roland MC-8 MicroComposer.

ADDRESS DISPLAY: Shows the ADDRESS (location in the memory) being monitored or loaded. The left protion shows the measure numbers, while the right portion shows the step number within the given measure.

The END MEASURE LED lights when the step shown is the last in the measure.

When the MEMORY PROTECT button is depressed, it is impossible to accidentally erase or change the data in the memories.

The AVAILABLE MEMORY button can be used to check how much unused memory remains. Total capacity depends on the number of channels used since memory space is automatically assigned as needed. When programming only a single voice line, the total capacity is more than 1,200 notes (or with the optional 16 kilobyte memory, more than 5,000 notes).

The BANK DISPLAY button allows for sequential selection of the memory banks; this makes the checking of data at any given ADDRESS easier.

This group of buttons is used with the ten key KEYBOARD to select the memory bank to be loaded or displayed.

CV (control voltage) memories (8):
0 to over +10 volts; @ 1 volt/1 octave, more than ten octaves.

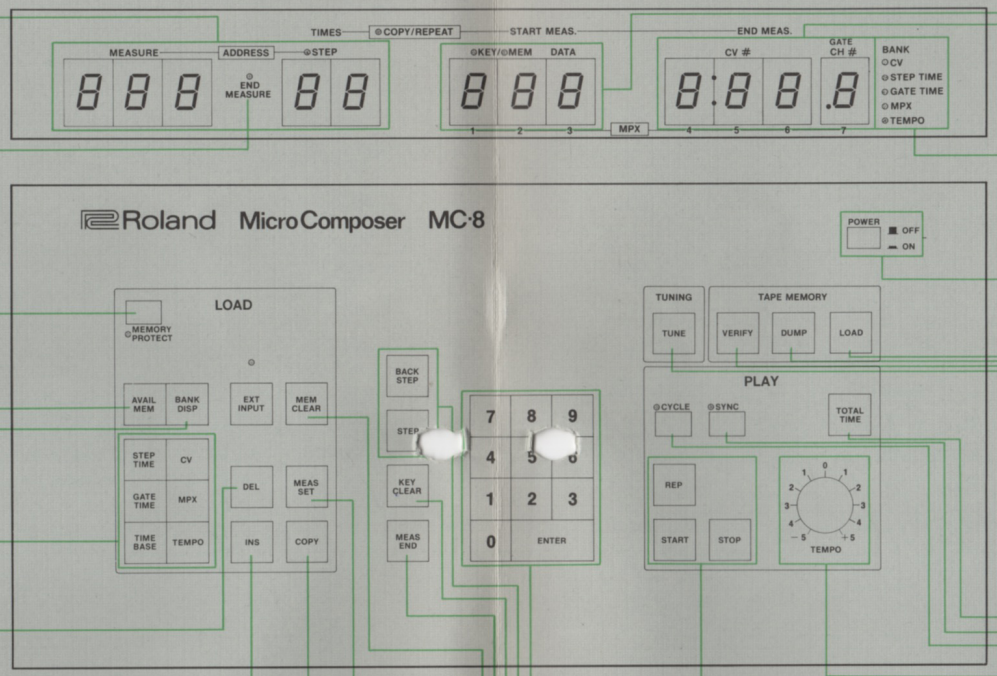
MPX (multiplex) memory:
Six bit multiplex output with a seventh bit for portamento control of CV1 output. The six bit output can be used for programming of percussion lines, or for triggering other synthesizer functions.

TEMPO memory:
Tempo may be fixed, or tempo data may be loaded for each note in the sequence. Tempo range: MM ♩ = 2 to 254 (even numbers only).

STEP TIME memories (8):
Represents note/rest time values; each step in the program has 256 timing increments available.

GATE TIME memories (8):
Determines gate time for each step in the program; 256 increments available; programming "0" produces no gate pulse for that step (for rests).

TIME BASE:
TIME BASE refers to the number of timing increments made to equal a quarter note. (The TEMPO setting determines the timing given to these quarter notes).



When editing the program, the INSERT button can be used to insert data written with the ten key KEYBOARD; data which comes after the insert will be moved down to make room for the new data so that the old is not disturbed.

When editing, the DELETE button can be used to delete unwanted data; the space left by deletion will automatically close.

The COPY button is used for copying data in previous measures, or for copying data contained in other memory banks.

MEASURE SET is used for setting the ADDRESS w… editing.

The MEMORY CLEAR button is used for erasing data from the memories as desired.

This group of buttons is used for the "run" or "play" function. START starts the program (always from Measure 1, Step 1, unless an ADDRESS is manually selected); STOP stops the program immediately; REPEAT can be used to repeat any single measure or group of measures over and over for the setting of difficult sounds, etc.

Ten key KEYBOARD for entering data into the memories; includes automatic ADDRESS advancing feature.

Buttons for manually stepping through the program.

… CLEAR button for clearing mistakes made on the …key KEYBOARD.

MEASURE END is used to inform the memories when data being entered represents the last in a measure.

The DATA/MEMORY DISPLAY shows data written with the ten key KEYBOARD or data contained in the memory at the given ADDRESS, depending on which LED is lit.

TIMER DISPLAY: The timer runs whenever the MicroComposer runs; timing can be done from any point in the program to any other point. When the MicroComposer is not running, this display shows which memory is being monitored or loaded.

These LED's show which type memory is being monitored or loaded.

The POWER switch; also used when all memories are to be completely erased.

The LOAD button is used for loading the MicroComposer memories from an external tape memory.

The DUMP button is used for recording the digital information contained in the MicroComposer memories onto recording tape.

The VERIFY button can be used after the DUMP function to verify that the memory as recorded on tape is correct.

When TUNE is pressed, all VCO's may be tuned to unison no matter what pitches they will produce during the program.

Pushing TOTAL TIME, the TIMER DISPLAY will display the playing time of the progdram up to the point shown by the ADDRESS display.

SYNC switch — up: The MicroComposer produces a sync signal which can be recorded on tape.

down: The MicroComposer can be driven from a previously recorded sync signal for perfect synchronization of parts.

When CYCLE is pressed, the program will repeat itself endlessly.

Tempo is controlled by the program; the TEMPO control acts as a fine adjustment. By watching the TIMER DISPLAY while turning the TEMPO control, the playing time of the program (or any portion of it) can be adjusted to within 0.1 second of the desired time.