Roland™

MV-8000

Workshop



Getting Around the MV-8000's Hard Drive

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MVWS10

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 3.5 or higher. You can download the latest O.S. from *www.RolandUS.com*.

About This Booklet

All of your MV-8000 sounds and songs are stored on its internal hard drive. If you're not a computer user, you may find a hard drive's file and folder system confusing. This booklet explains how to get around on your MV-8000's hard drive.

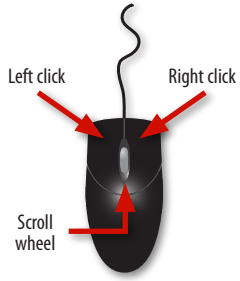
The Buttons, the LCD, or a VGA?

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.

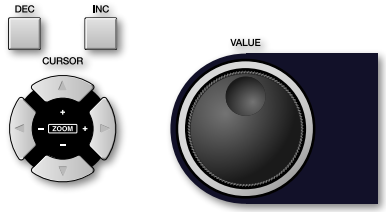
If you're not, don't worry, because the VGA windows and LCD screens are essentially the same. There are clickable VGA icons for all of the MV-8000's buttons. You can also press an onscreen button by clicking your mouse or by pressing an F button on the MV-8000. The main difference has to do with how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

Files and Folders

Everything you do on the MV-8000 gets saved on its hard drive as a "file." (On computers, these are also called "documents.") Each sample is a file, each project is a file, each patch, and so on. As you can imagine, it's easy to wind up with dozens, hundreds, even thousands, of files on a hard drive.

To help keep all of these bazillion files organized—and to allow you to find what you're looking for when you want to load something into the MV-8000—files are stored in groups of files called "folders."

Each folder has a sensible name that tells you what's inside it, and has a folder icon to the left of its name to make it easy for you to tell a folder from a file.



Folder icon



The folder idea comes from computer desktops, which are modeled on real-world office desktops. The idea is that when you want to put away a bunch of documents, you put them in folders, just like in a real office.

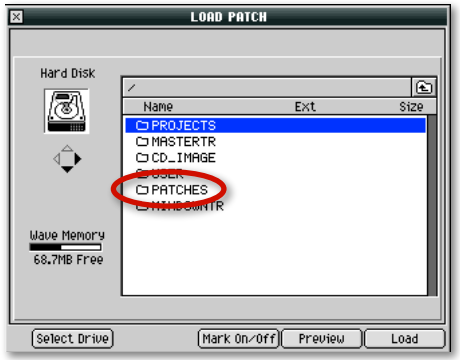
Sometimes a folder contains a bunch of other folders that contain similar files, as we'll see. Keeping the folders themselves organized makes the job of finding things that much easier.

The main idea is that folders help you organize things in such a way that you don't have to remember where anything is—you can just go looking, and the folder names guide you to the file you want.

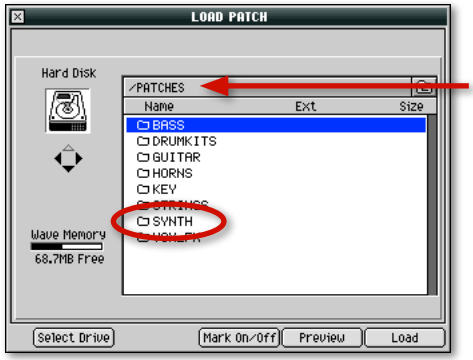


CD-ROMs and floppy disks may also use folders for keeping their files organized. Getting around on them is exactly the same as getting around on your hard drive.

Let's say you're looking for a synth patch to load from the MV-8000's hard drive. You'd start by looking at a list of the hard drive's main folders. Whaddya know? There's a folder there called "PATCHES."

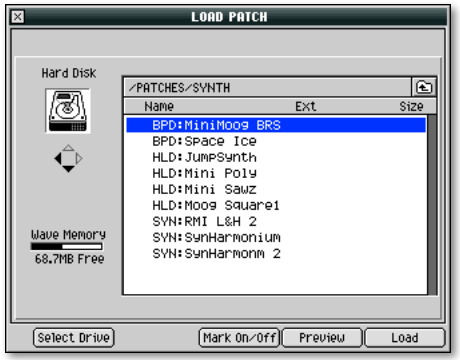


Open up the PATCHES folder, and there's a SYNTH folder.



The name of the folder you're now looking inside.

Open *that* up, and there you are: a list of synth patches.



Up and Down

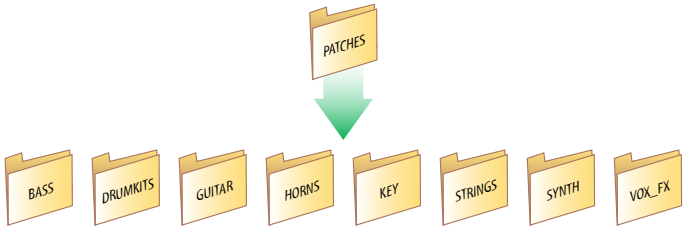
Using folders can be a bit like drilling down through a pile of stuff, and sometimes climbing back up and out. It feels like this because you view the contents of one folder at a time. Here's what we mean.

You'd start with the hard drive's main folders. This group of folders is located at the hard drive's "root level."

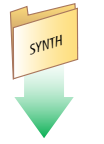


The root-level folders are also sometimes called "top-level" folders due to this whole digging-down thing—these folders are at the top of the pile.

You open the root-level PATCHES folder and look inside it. Ah. There are folders in there for different patch types.

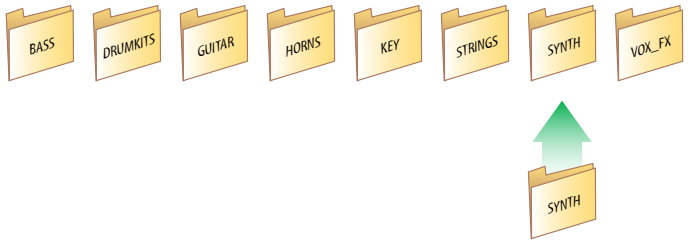


You open the SYNTH folder, and you see a list of synth-patch files. You've just dug down from the PATCHES folder into the SYNTH folder.

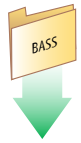


BPD: MiniMoog BRS
BPD: Space Ice
HLD: JumpSynth
HLD: Mini Poly
...etc.

Hmm, maybe you want a bass patch. You move back up and out of the SYNTH folder, back to the PATCHES folder.

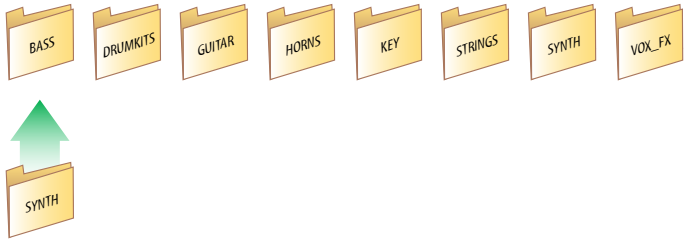


Open the BASS folder—you're digging down again.



BS : CompJBass @
BS : FingMaster @
BS : Fretless 1d
BS : R&B Bass 2
...etc.

You decide you don't want a bass patch. Climb out of the BASS folder and back up to the list of folders in the PATCHES folder.



See what we mean by up-and-down? Now let's talk about the mechanics of getting around your hard drive.

You won't climb back up from where you are once you find the file or location you want—you'll go ahead and load, save, or import your file. We've presented the example above for demonstration purposes.

Getting Into the Hard Drive in the First Place

You'll need to get around your hard drive when you:

- *load*—a project, patch, or sample.
- *save*—a project, patch, or sample.

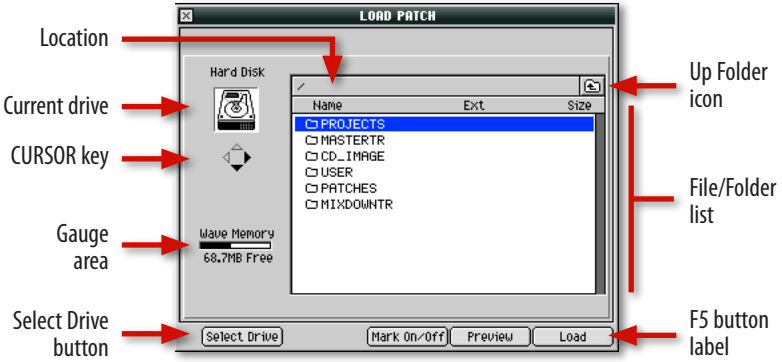


You can learn how to load and save projects, patches, and samples in the *MV-8000 Owner's Manual* and in other MV-8000 Workshop booklets.

As you begin the process of loading or saving something on the MV-8000, you'll soon find yourself looking at the contents of your hard drive.

Understanding LOAD and SAVE Windows

Your view of your hard drive is pretty much the same whether you're loading or saving something, so let's discuss what you'll find in all of the LOAD and SAVE windows.



- *Location*—This shows the name of the folder whose contents you're currently viewing. (Here, we're at the root level—not in a folder—so no folder name is displayed.)
- *Current drive*—This shows the name of the drive you're currently working with, along with a picture of it. In most cases, this'll be the MV-8000's hard drive, as shown here.
- *Select Drive button*—Click this button to select a new drive from the SELECT DRIVE menu. You can choose the hard drive, an audio CD (for importing audio), a CD-ROM (for importing sample data files), or a floppy disk.



In the MV-8000, a "drive" is any disk you can use for loading, importing, or saving data. Its own internal hard drive is a drive. So is any currently inserted audio CD, CD-ROM, or floppy disk.

- *CURSOR key*—The CURSOR key provides a little "cheat sheet" that shows you which ◀, ▶, ▲, and/or ▼ buttons are currently active. This changes depending on what you're viewing and what you've got selected onscreen.
- *Gauge area*—A memory gauge is a bar that shows the amount of free space you have for the job at hand. In our illustration, you see how much wave memory is available because we're loading patches and their samples. You may also see a Seq Memory gauge that shows how much room you have for sequence data, or a Hard Disk gauge that tells you how much empty hard disk space you have left.
- *Up Folder icon*—Click this icon to move up and out of the current folder. We'll discuss this more later.
- *File/Folder list*—This area of the window shows you the contents of the hard drive's root level, or of the folder you've currently got open.



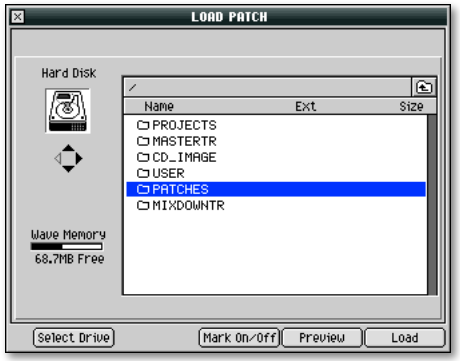
When you're importing files, each file's type and size may be displayed in the File/Folder list's Ext and Size columns, depending on the operation you're performing.

- *F5 button label*—The job performed by the F5 button depends on what you're doing. Most operations end with a press of the F5 button.

Opening and Closing Folders

Opening a Folder

To open, or look inside, a folder, start by selecting the folder on the display.



You can open the selected folder in three ways. You can:

- *double-click it.*
- *press the flashing ENTER button.*
- *press the ▶ CURSOR button.*

Closing a Folder

When you close a folder, the display moves you back up one level—you'll see the folder from the outside, along with any other folders or files stored in the same place.

You can close the current folder by:

- *pressing the ◀ CURSOR button.*
- *clicking the Up Folder icon.*

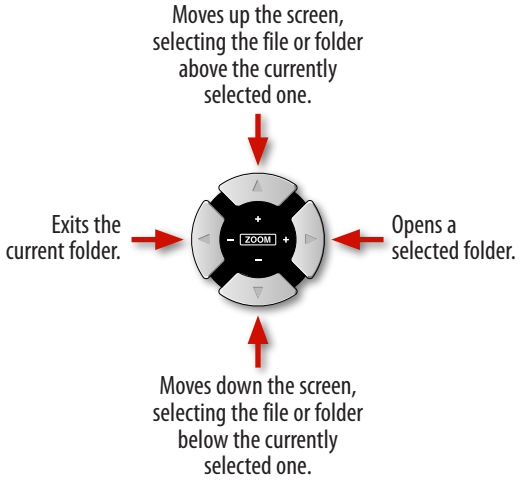


Up Folder icon

If you ever get lost and can't figure out where you are on the hard drive, keep pressing ◀ until you get back to the drive's root level.

CURSOR Button Cheat Sheet

Here's a quick cheat sheet that shows you what the CURSOR buttons do when you're moving around the hard drive:



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.