Roland™

MV-8000

Workshop



Loading Patches

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MVWS02

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

About This Booklet

The MV-8000 comes with lots of patches. The PATCHES folder on its hard drive holds 103 of them. Also, each project—including every demo project—has its own patch library. You can load any of these patches. This booklet explains how.

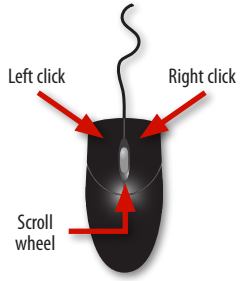
The Buttons, the LCD, or a VGA?

With 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.

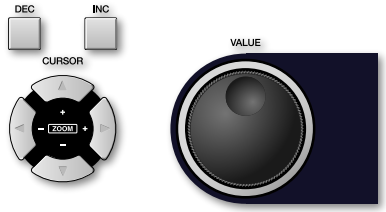
If you're not, don't worry, because the VGA windows and LCD screens are essentially the same. There are clickable VGA icons for all of the MV-8000's buttons. You can also press an onscreen button by clicking your mouse or by pressing an F button on the MV-8000. The main difference has to do with how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

About Patch Loading

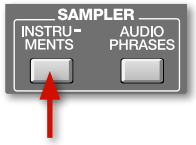
How Many Patches at a Time?

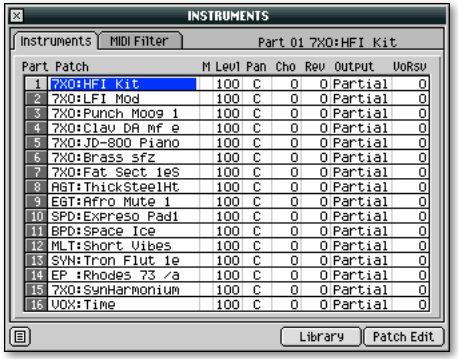
Whenever you've got the MV-8000 turned on, you're in one of the songs in the currently loaded project. For each song in a project, you can load and use up to 16 patches at a time.



To learn more about what a project is, see the MV-8000 *Creating a New Project* Workshop booklet.

Each patch is played by one of the song's 16 "parts." You can think of each part as a separate instrument—in fact, to display the song's parts and their patches, you press the INSTRUMENTS button.





To try out any of these patches, select its part, and then play the pads or a connected MIDI keyboard.

When you save a project, each song's patches—and the samples they play—are automatically saved with the project.

All the Patches That Fit

Before you play or work on a project, the project is loaded into the MV-8000's RAM (for "Random Access Memory"). RAM also holds all of a project's samples, patches, and songs.

Depending on how many samples a project has, and how long they are, it's possible to be out of room when you attempt to load a patch. If you're just getting into your MV-8000, though, it's not likely to happen very soon.

The MV-8000 ships from the factory with generous 128 MB of RAM. If you need more, you can expand it up to 512 MB, as explained in the *MV-8000 Owner's Manual*.



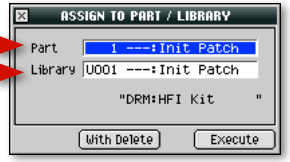
RAM is cleared whenever you power off the MV-8000, so it's always important to save your project before you turn off the MV-8000.

Where a Loaded Patch Goes

You can load patches:

- *from the current project's library*—into the currently selected part.
- *in the MV-8000 PATCHES folder or in another project*—into any part and/or add it to the current project's library.

Load a patch into a part, or load it into the project library.



A Patch Needs a Part to Play It

When you want to load a patch from the current project's library, you start by selecting the part that'll play it—once you've done this, you can then load the patch into the part.

If you're loading a patch from the PATCHES folder or another project, you select the part to be used as you load the patch.

We'll explain how to do both of these things later.

The Project Library Collects Patches

There are a number of reasons you might want to load a patch into the current project's library. Here are the three most common reasons:

- You might be collecting patches you plan to use in a project, but you're not ready to assign them to parts yet.
- You're gathering patches you might want to use, maybe even instead of patches you're already working with.
- You might be planning to use a patch in other project songs—patches you stash in the project library can be used in any of the project's songs.

Loading the Current Project's Patches

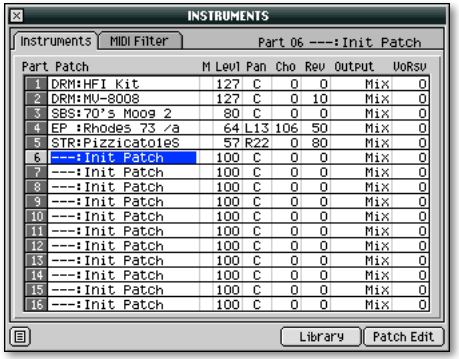


If you're new to the MV-8000, try this procedure with the Version 3 demo project loaded, as we've done here.

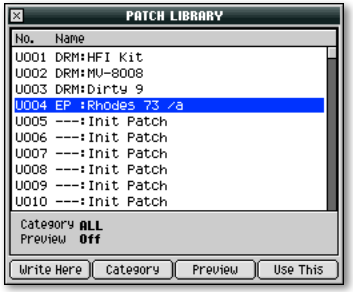


To load a patch from the current project's patch library:

1. Press INSTRUMENTS to display the current song's 16 parts, and use the MV-8000's ▼ or ▲ CURSOR buttons to select the part you want to have play the patch. (We've selected Part 6 here for no particular reason.)



2. Click Library to see what's in the project's patch library.





You can also open the library from the INSTRUMENTS window by turning the scroll wheel on your mouse or the VALUE dial on the MV-8000.

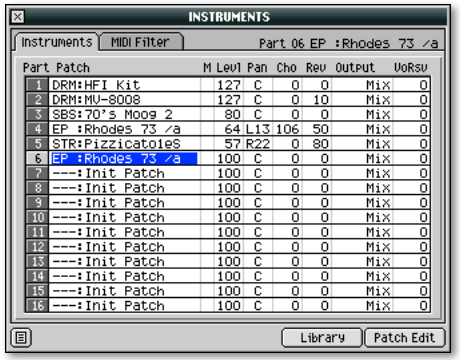
3. Select a patch you'd like to load. (We've selected the fourth patch in the picture above.)



If you want to try out a patch before loading it, click Preview and play it on the pads or a connected MIDI keyboard.

4. Click Use This to load the patch into the part you chose in Step 1.

   The MV-8000 returns you to the INSTRUMENTS window, with the patch loaded into the selected part. You can now play the patch on the MV-8000's pads, or on a connected MIDI keyboard.



Loading Patches from Outside the Project

Here's how to load a patch into the current song from the MV-8000's PATCHES folder, or from another project.

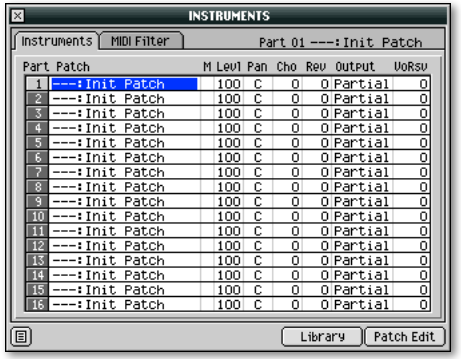
Both procedures start the same way.

In the following two sections, we'll work with a new, blank project. To learn how to create a project, see the MV-8000 Workshop booklet *Creating a New Project*.

Navigating to a Patch Outside the Project

1. Press INSTRUMENTS to display the INSTRUMENTS window.



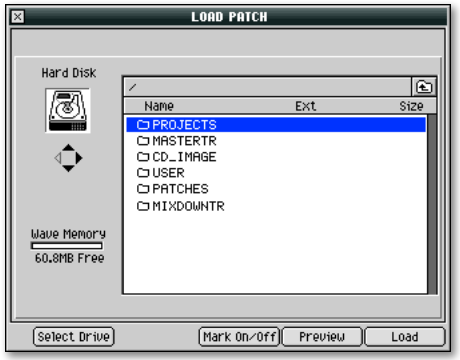


2. Press the MENU button to display the Instruments menu.





3. Select Load Patch as shown above, and click Select to display the contents of the MV-8000's hard drive.



If what you see doesn't look like this, press ◀ repeatedly until it does.

If "Hard Disk" doesn't appear in the upper left of the screen, click Select Drive, choose Hard Disk, and then click Select.

At this point, you'll navigate to the patch you want to load, as described later on in "Loading a Patch from the PATCHES Folder" and "Loading a Patch from Another Project."

Trying Out a Patch Without Loading It

Once you navigate to a patch, you can try it out without adding it to your project until you're sure you want to. Here's how.

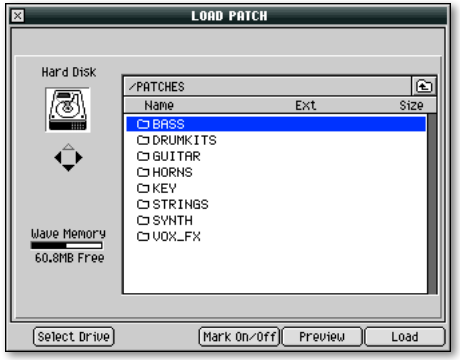
1. Select the patch you want to hear, and then click Preview—the MV-8000 temporarily loads the patch and its samples, and then displays the IMPORT PREVIEW window.



3. Check out the patch by playing it on the pads or on a connected MIDI keyboard.
4. If you:
   - *don't want to load the patch*—click Stop.
   - *decide you do want to load the patch*—click Import.

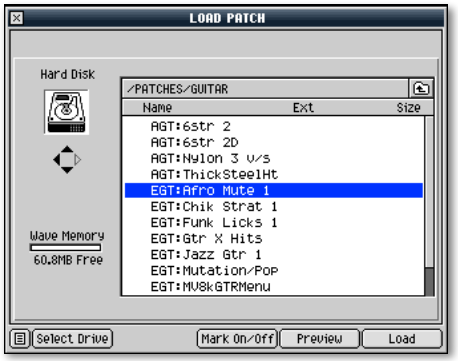
Loading a Patch from the PATCHES Folder

1. After following the instructions in "Navigating to a Patch Outside the Project," double-click the PATCHES folder.



   As you can see, the PATCHES folder contains other folders that make it easy to find the type of patch you want.

2. Double-click the folder you'd like to check out to see what's in it. (We've double-clicked the GUITAR folder here.)





If you'd like to close the project folder you're in and select another project, click the Up Folder icon, or press ◀ .

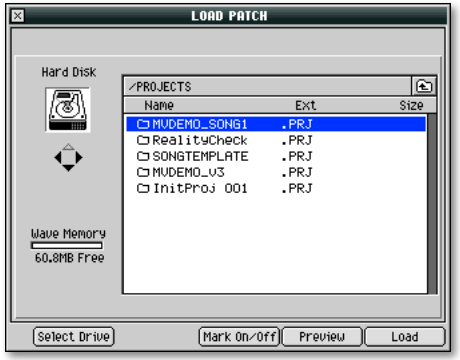


The Up Folder icon

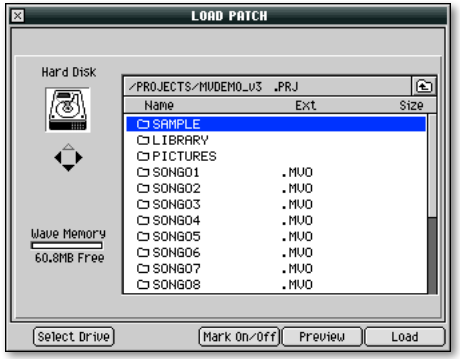
3. Select the patch you want to load. (We selected Afro Mute 1 in the picture at the left.)
4. Click Load.
5. Finish up by jumping ahead to "Picking the Place the Patch Goes," which follows the next section (click here).

Loading a Patch from Another Project

1. After following the instructions in "Navigating to a Patch Outside the Project" on Page 5, double-click the PROJECTS folder to display the projects on the MV-8000's hard drive.



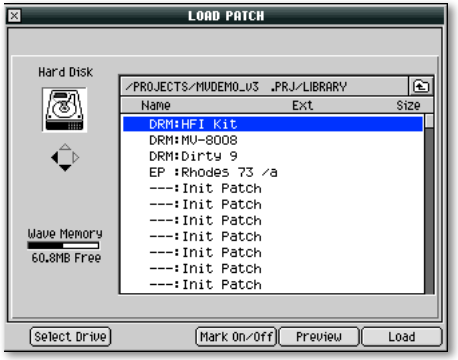
2. Double-click the project that contains the patch you want to load. (We double-clicked MVDEMO_V3 here.)



If you'd like to close the project folder you're in and select another project, click the Up Folder icon, or press ◀ .



3. Double-click the selected project's PATCHES folder to display the contents of the project's patch library.



4. Select the patch you want to load, and click Load.
5. Finish up by following the steps below in "Picking the Place the Patch Goes."

Picking the Place the Patch Goes

When you load a patch from outside the current project, you can load it to a part in the current song and/or to the currently loaded project's patch library.



1. Set:
   - *Part*—to the part you'd like to have play the patch. To load the patch into an empty part, select a part that currently holds a patch named "Init Patch." (Set the Part parameter to Off if you only want to load the patch into the current project's patch library.)
   - *Library*—to the location in the current project's patch library where you'd like to store the patch. To load the patch into an empty library location, select a location that currently holds a patch named "Init Patch." (Set the Library parameter to Off if you only want to load the patch into a part.)



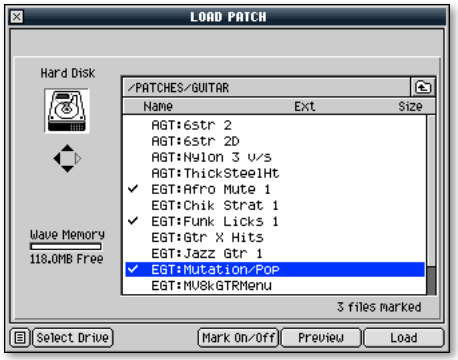
Any patch called "Init Patch" is just a placeholder in an empty part or library location. When you create your own patches, be sure to rename them so they're not called "Init Patch" to avoid confusion later.

2. If:
   - *you've selected an Init Patch part or library location*—click Execute.
   - *you're replacing a patch in a part, and the patch is also in the project's library*—click Execute so that the patch in the library still works.
   - *you're replacing a patch and want to erase its samples altogether to save space in RAM*—click With Delete.

Loading Multiple Patches from the Same Folder

To load more than one patch from a folder at the same time:

1. Navigate to the desired patch folder.
2. Select each patch you want, and click Mark On/Off.



When you click Mark On/Off, you checkmark or un-checkmark the highlighted patch.

3. Click Load. The MV-8000 asks what you want to do.



4. To:
   - *load the patches into a series of parts*—set the Part parameter to the first part you want to use. The MV-8000 automatically selects a set of parts starting with the one you've chosen.
   - *Load the patches into a series of project library locations*—set the Library parameter to the first library location you want to use. The MV-8000 automatically selects a set of locations starting with the one you've chosen.
5. Click Execute to finish loading the patches.

Getting Rid of Patches

Whenever you load a patch, its samples get loaded into the MV-8000's sample RAM, and when you save the project on your hard drive, the samples get saved with it. Once samples are in a project, they stay there, taking up space, even if you decide you don't want to use their patch in any of the project's songs after all. That's why it's a good idea to delete unwanted patches—and their samples—from the current project.



When you load a patch from the MV-8000 PATCHES folder or from another project, feel free to delete the patch from the current project. It'll still be safe and sound on the MV-8000's hard drive, stored in the PATCHES folder or in the project you loaded it from.



If a patch and its samples exist *only* in the current project, though, deleting the patch will erase it—and its samples—completely.

To delete a patch:

1. Press the INSTRUMENTS button.
2. Select the part that's playing the patch.



The patch you want to delete has to be assigned to a part in order to be deleted. If it's not currently assigned to a part, select a part, click Library, select the patch, and then click Use This.

3. Press the MENU button, and then select Delete Patch.
4. Click Select—the MV-8000 asks if you're sure you want to proceed.

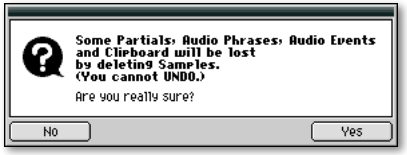




Click:

- *Yes*—to continue.
- *No*—to cancel the operation.
- *Assign Only*—to delete the patch, but leave the samples in sample RAM. This allows you to continue to use the samples in the project, even if their patch is gone. (Of course, this doesn't clear them from the project.)

If you click Yes in Step 4, the MV-8000 reminds you that it's about to delete samples that may be being used by another patch, as an audio phrase, or in a recorded track, and asks again if you're sure you want to continue.



5. Press Yes to finish deleting the patch and its samples.

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.