Roland™

MV-8000

Workshop



Direct Recording

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MVWS06

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

The MV-8000's Direct Recording feature lets you record vocals or instruments into the MV-8000 alongside your sequenced tracks—there's no sampling involved, just straight-ahead recording. This booklet explains how to use Direct Recording.

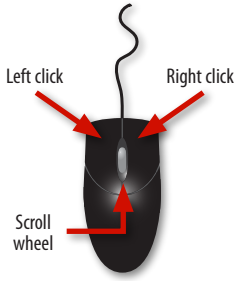
The Buttons, the LCD, or a VGA?

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.

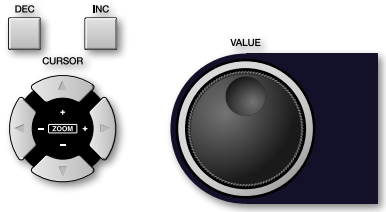
If you're not, don't worry, because the VGA windows and LCD screens are essentially the same. There are clickable VGA icons for all of the MV-8000's buttons. You can also press an onscreen button by clicking your mouse or by pressing an F button on the MV-8000. The main difference has to do with how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

Where Direct Recording Gets Recorded

When you record vocals or instruments with Direct Recording, the MV-8000 stashes your audio in its sample RAM, and holds it there until you save your current project. When you save the project, everything in sample RAM is saved onto the MV-8000's hard drive in the project's SAMPLE folder.

Since your recordings aren't permanently saved until you save their project, it's critically important that you save the project before turning off the MV-8000 or loading another project. If you don't save the project first, your recordings will be lost.

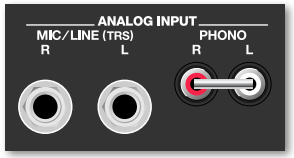
Obviously, the larger your sample RAM, the more recordings you can fit in there. The MV-8000 ships with a generous 128 MB of sample RAM, which amounts to over 25 minutes of mono Direct Recording, or just shy of 13 minutes of stereo Direct Recording. You can expand your sample RAM up to 512 MB, as described in the *MV-8000 Owner's Manual*.

Direct Recording shares sample RAM with anything you've sampled, as well as with the samples played by any instruments you've loaded. As a result, when you've got samples loaded, there'll be less Direct Recording time available.

The Direct Recording Session

The Direct Recording Hookup

Connect your mic(s) or instrument to the MV-8000 using its rear-panel ANALOG INPUT jacks.



When you're Direct Recording, keep the included shorting pin inserted in the PHONO jacks.

If you're using:

- *a single mic, an electric guitar, bass, or other single-output instrument*—connect it to the MIC/LINE L jack.
- *a keyboard or other stereo instrument*—connect its left and right outputs to the MIC/LINE L and R jacks, respectively.

If you've installed an optional MV8-OP1 Audio I/O Expansion board in your MV-8000, you can connect a digital device—such as a synth with digital outputs—to one of the MV8-OP1's digital inputs.

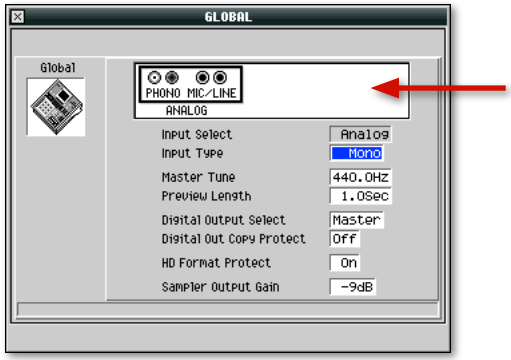
Turning On Your Inputs

After making your connection, you've got to tell the MV-8000 which jacks you want to use.



1. Press the SYSTEM button.
2. Select Global from the SYSTEM menu to display the GLOBAL window.

Whenever you want to select a numbered menu item—such as the Global menu item—you can also select it by pressing its number on the MV-8000's numeric keypad and hitting ENTER.



If you've installed an optional MV8-OP1 expansion board, you'll see its digital connectors here.

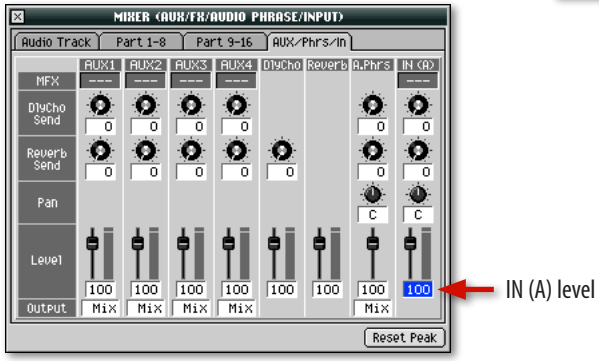
The Input Select parameter is automatically set to Analog unless you've installed an MV8-OP1. If you have, you can select a digital input: Coaxial, Optical, or R-BUS.

3. Set the Input Type parameter to:
   - *Mono*—if you're recording only from the MIC/LINE L jack.
   - *Stereo*—if you're recording from both the MIC/LINE L and R jacks, the two PHONO inputs, or a digital input.

Setting Your Direct Recording Level

1. Press the MIXER button to display the MIXER (AUX/FX/AUDIO PHRASE/INPUT) window.





If the AUX/Phrs/In pane isn't visible—as shown here—click its tab at the top of the window to bring it forward.

2. Set the IN (A) level to 100, as shown above.
3. While listening to the sound you want to record, adjust the front-panel SENS knob for each analog input you're using so the level shown in the IN (A) meters onscreen is as loud as possible without lighting its red Clip indicators.



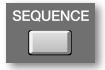


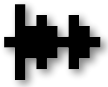
If you're recording in stereo, set the L and R knobs to the same position.

Once they light, the Clip indicators stay lit to make sure you see that there's been a too-loud moment even if you didn't see it happening. To switch the Clip indicators back off, click the Reset Peak button.

The Direct Recording Setup

1. Press SEQUENCE and select an unused audio track. Each audio track has a little audio symbol to its left, shown here.

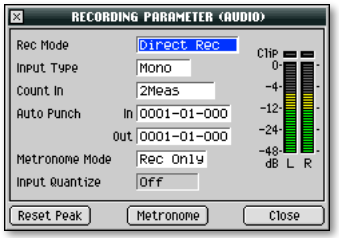




If you have no available audio tracks, press the MENU button and select Add Audio Tracks... to create the desired number of new audio tracks.

2. Use the MEAS ◀◀ and/or ▶▶ buttons to move to the location in the project where you want to begin recording.
3. Press the REC button—the metronome starts and the RECORDING PARAMETER (AUDIO) window appears.





4. Set:
   - *Rec Mode*—to Direct Rec.
   - *Input Type*—to Mono or Stereo if you need to change it. This is the same setting you saw in the GLOBAL window, so it's set to the same value you selected there.
   - *Count In*—to the number of measures you want to hear before recording actually begins.
   - *Metronome Mode*—as desired. It can play during recording only, during recording and playback, or all the time.

If you'll be recording along to already-sequenced tracks, you probably won't want to hear the metronome. To turn it off, set Metronome Mode to Off. To learn about additional metronome options, see the *MV-8000 Owner's Manual*.

We'll discuss two of the remaining parameters in the "Auto Punch" section. (The Input Quantize parameter is not available for direct recording.)

The Direct Recording Process

1. Press the PLAY button to begin recording. The countoff measures go by and recording starts.
2. When you've finished recording, press the STOP button.
3. To play back your recording, press the TOP button or use the ◀◀ and ▶▶ buttons to move to the beginning of your recording, and then hit PLAY.



If you don't like what you've recorded, press the UNDO/REDO button to get rid of it. When you do this, UNDO/REDO flashes to show that you can change your mind and get back your recording by pressing UNDO/REDO once more. You can change your mind until you make your next recording.

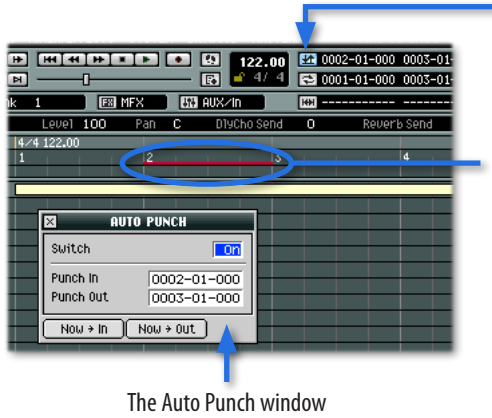
Once you've got a recording you like, press PROJECT, and then select Save Project to store your work on the MV-8000 hard drive. This ensures that you won't forget to save the project later. Use Save Project often as you work.

Auto Punch

You can re-record a section of a recorded track by "punching" the section you want to fix. When you begin re-recording, you "punch in." When you stop re-recording, you "punch out."

The MV-8000 offers an Auto Punch feature that makes this easy to do. To punch a section of a track:

1. Hold down SHIFT and press the AUTO PUNCH button. This turns on Auto Punch and opens the AUTO PUNCH window.



The Auto Punch window

In the AUTO PUNCH window, you can set the locations where you want to start and stop re-recording.

2. Set:
   - *Punch In*—to where you want to begin re-recording. You can select the desired bar, beat, or tick.

- *Punch Out*—to where you want to stop recording. You can select the desired bar, beat or tick, here, too.

If you don't want to be bothered with bars, beats, and ticks, just play the section you want to punch. Click the AUTO PUNCH window's Now In button when you get to the place where you want to start recording, and click the Now Out button where you want to stop recording.

3. When you're ready, press the REC button—you'll see your punch points in the RECORDING PARAMETER (AUDIO) window.
4. Use ◀◀ and/or ▶▶ to move to a place before the section you want to punch.
5. Press PLAY—the MV-8000 waits to actually begin recording until it reaches the Punch In location, and automatically stops recording when it reaches the Punch Out location.
6. Press STOP when you're done.

Naming the Track

It's a good idea to name each recorded track so you don't have to remember which one it is. To name a track:

1. Double-click on the track's name to display the EDIT TRACK NAME window, or press MENU and select Track Name...



To learn how to name tracks when you're working on the built-in LCD, click here.

2. In the EDIT TRACK NAME window, name the track as desired and click OK.



Editing a Direct Recording

You can edit your recording the same way you'd edit the audio on any MV-8000 audio track. A detailed discussion of track-editing is beyond the scope of this booklet, but here are a few tips to get you started.

See the *MV-8000 Version 2.0 Owner's Manual* for details on editing sequence tracks.

Selecting What You Want to Edit

To learn how to edit audio when you're working on the built-in LCD, click here.

To select an entire recording for editing on the VGA, you can:

- *click the audio symbol next to its track name so it turns dark.*



- *click directly on the recording.*

To select a portion of a recording for editing:

1. Click the audio symbol next to its track name so it turns dark.
2. Select the Range tool and drag from left to right over the portion of the recording you want to edit.



The Range tool

Remember to click the Arrow button to the left of the Range tool once you've finished selecting the portion of the recording you want to edit.

The Edit Pop-Up

When you've selected a recording—or a portion of it—right-click your mouse in the playlist area to display the Edit pop-up. It's filled with editing options for the recording.



The same menu appears when you're editing MIDI tracks—the items that are unavailable now are for MIDI editing only.

This menu item:	*Allows you to:*
Move...	move the selected audio to a different time location and/or track.
Copy & Paste...	copy the selected audio to a different time location and/or track, replacing whatever's already there.
Copy & Insert...	copy the selected audio to a different time location and/or track, inserting it at the desired location. If audio's already there, it's pushed back in time so it starts at the end of the inserted audio.
Erase	replace the selected audio with silence.
Cut	delete the selected audio, sliding any audio that follows it into its place.
Copy as Audio Phrase...	assign the selected audio to one of the MV-8000 pads as an audio phrase.
Audio Event Parameter	control the behavior of the recording. We'll get into the AUDIO EVENT PARAMETER window in detail in "Audio Event Parameters."

Copy as New Pattern... and Paste Pattern... have to do with managing MV-8000 patterns—we're not concerned with that here.

Dragging, Dropping

You can also use your mouse to move and/or copy the recording on your VGA. To:

- *move the recording*—click the recording and drag it to the desired position.
- *copy the recording*—hold down SHIFT and drag a copy of the recording to the desired position.

Audio Event Parameters

When you select Audio Event Parameter from the Edit pop-up, the AUDIO EVENT PARAMETER window appears.



This parameter:	*Sets:*
Level	the basic level of the recording.
Coarse Tune	the tuning of the recording, in keyboard steps, or "semitones."
Fine Tune	the tuning of the recording, in 100ths of a semitone.
BPM Sync	whether or not the recording's tempo is locked to the sequence tempo so it automatically stays in time even if the sequence tempo changes after Direct Recording.
Stretch Type	the algorithm the MV-8000 uses to keep the recording in time when BPM Sync is on. Higher values result in higher audio quality. If you're not sure of the setting to use, set this to Auto.

This parameter:	*Sets:*
BPM	the tempo of the recording. This is set by default to the sequence's tempo during Direct Recording.

Click the onscreen Move button to change the recording's starting location. Click the Sample Edit button to display a window where you can—among other things—normalize the recording to make it as loud as possible, or convert a stereo recording into a mono one.

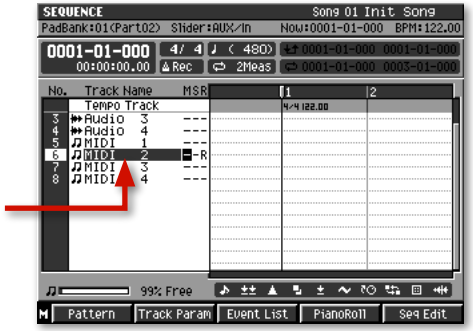
Working on the Built-In LCD: Special Cases

Usually—as we've said—there are only small differences between working on a VGA or on the built-in LCD. This booklet contains a few exceptions, though: naming a track, selecting audio for editing, and opening the Edit Pop-Up menu. The following sections explain how to do these things on the LCD.

If you're working on a VGA, you can skip the following sections—you've already learned how to do these things.

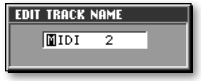
Naming a Track on the Built-In LCD

1. Press SEQUENCE to display the SEQUENCE screen.
2. Use ▼ or ▲ to select the desired track.



The track label becomes dark when the track is selected.

3. Press MENU, and select Track Name... to open the EDIT TRACK NAME window.



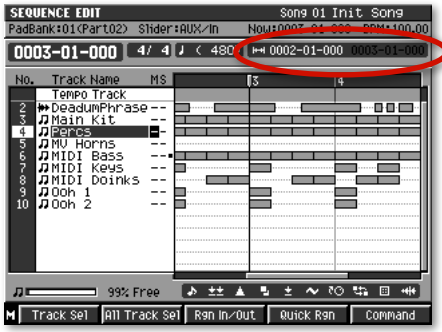
4. Use the VALUE dial and the ◀ and ▶ buttons to enter the name you want.
5. Press F5 (OK) when you're done.

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Editing on the Built-In LCD

Selecting a Recorded Region for Editing

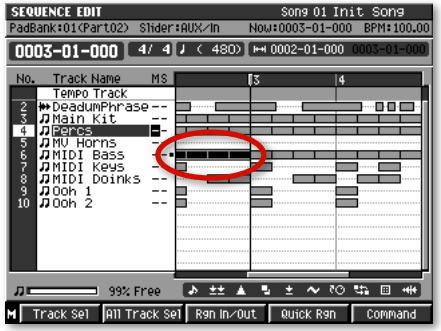
1. Press SEQUENCE.
2. Press F5 (Seq Edit) to display the SEQUENCE EDIT screen.
3. Use ▼ or ▲ to select the track you want to edit, and then press F1 (Track Sel). If you'd like to edit all of your tracks at the same time, hit F2 (All Track Sel).
4. If you see any numbers in the Region In/Out box, press F3 (Rgn In/Out) once or twice to remove them.



Press F3 (Rgn In/Out) to clear this box.

5. Move to the beginning of the section you want to edit, and then press F3 (Rgn In/Out).

6. Move to the end of the section you want to edit—as you do, the selected region becomes highlighted.



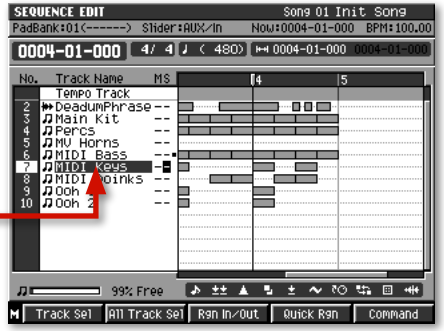
7. Press F3 (Rgn In/Out) again. If you'd like to start over again, hit F3 (Rgn In/Out) twice.

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Quick-Selecting a Single Measure for Editing

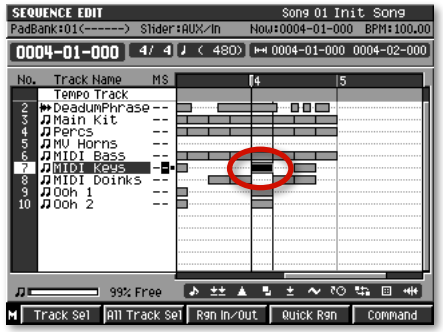
You can use the Quick Region feature to choose a single measure for editing. Here's how:

1. Press SEQUENCE.
2. Press F5 (Seq Edit) to display the SEQUENCE EDIT screen.
3. Use ▼ or ▲ to select the track you want to edit.



The track label becomes dark when the track is selected.

4. Move to the beginning of the measure you want to edit, and then press F4 (Quick Rgn)—the measure turns dark to show that it's now selected for editing.

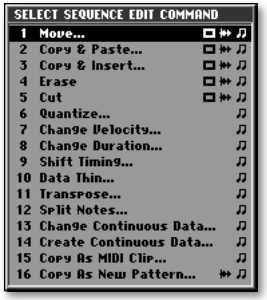


To start over again, hit F3 (Rgn In/Out) twice.

If you jumped to this section from Page 6, click here to jump back.

Opening the Edit Menu on the Built-In LCD

1. After selecting the desired audio region on the SEQUENCE EDIT screen, press F5 (Command) to open the Edit Menu.
2. Select the desired menu item and hit ENTER.



To jump to a list of the menu items that have to do with editing your recording, click here.

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.