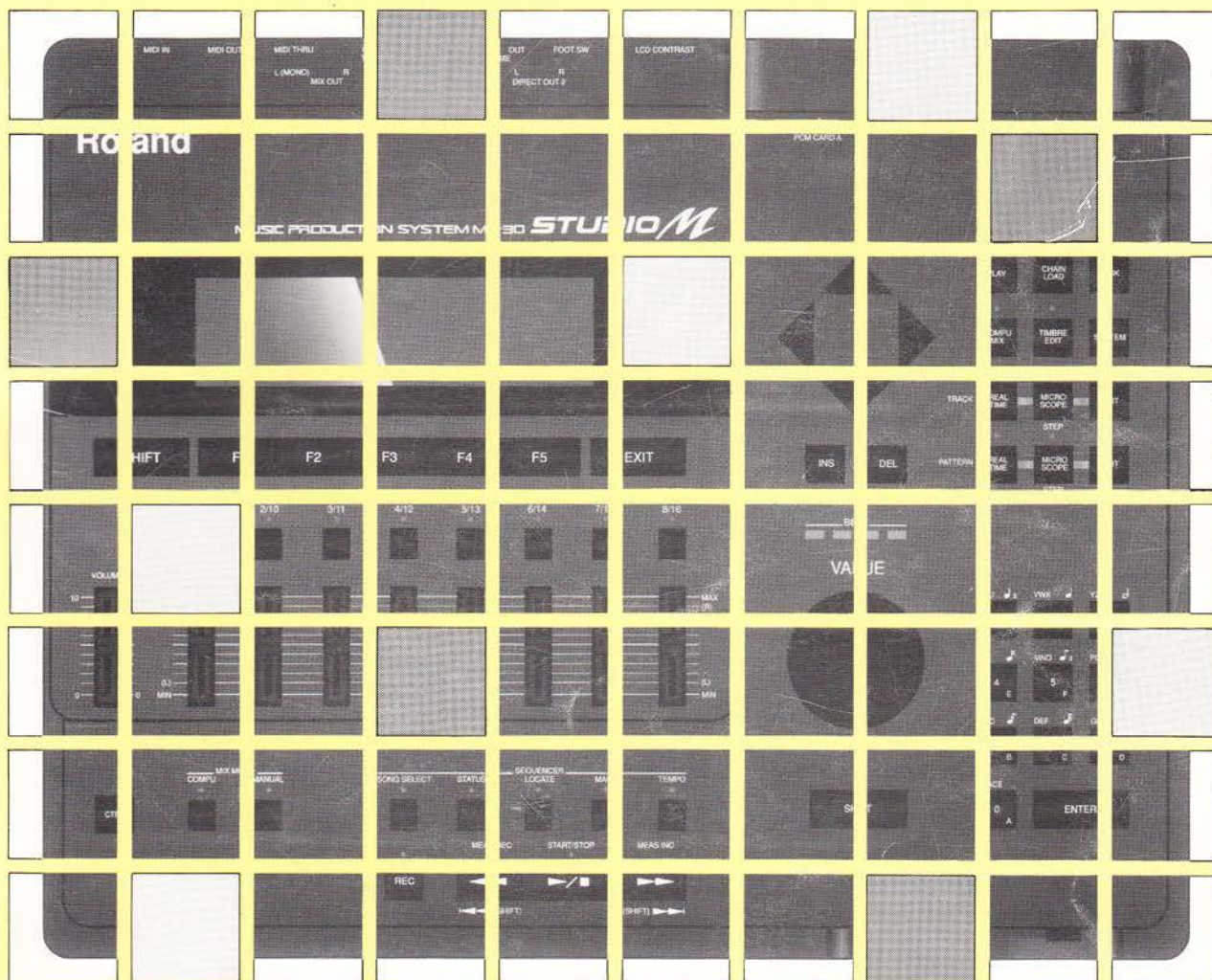# STUDIO *M*

MV-30
Quick Start

Roland

Introduction

◆ ◆ ◆ ◆ ◆

Thank you for purchasing the Roland MV-30 Studio-M Music Production System.

The MV-30 is a complete music production system consisting of a sequencer, sound source, compu-mixer, and tape synchronizer-all contained within a single, easy-to-use package.
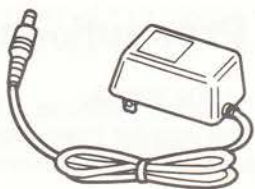
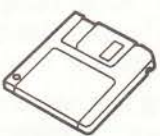If you are using the MV-30 for the first time, please be sure to read through this manual: it explains the basic functions and operations of the unit, as well as the process of creating a song.

Make sure that the following items are included with your MV-30.

AC adaptor 1	Quick Start 1 Owner's Manual 1	System/Sample data disk
Audio cable 1	Cassette tape 1	Stand 1

Important Notes

1. Power Supply

● When using an AC adaptor, be sure that it is one supplied by the manufacturer. Use of any other power adaptor could result in damage, malfunction, or electric shock.

● When making any connections with other devices, always turn off the power to all equipment first; this will help prevent damage or malfunction.

● Do not use this unit on the same power circuit with any device that will generate line noise, such as a motor or variable lighting system.

● Please use the AC Adaptor of appropriate voltage (120, 220, or 240) depending on the voltage system in your contury.

● Avoid damaging the power cord; do not step on it, place heavy objects on it etc.

● When disconnecting the AC adaptor from the outlet, grasp the plug itself; never pull on the cord.

● If the unit is to remain unused for a long period of time, unplug the power cord.

2. Placement

● Do not subject the unit to temperature extremes (eg. direct sunlight in an enclosed vehicle). Avoid using or storing the unit in dusty or humid areas or areas that are subject to high vibration levels.

● Using the unit near power amplifiers (or other equipment containing large transformers) may induce hum.

● Observe the following when using the unit's disk drive. For further details, refer to "Disk Handling".

  -**Do not place the unit near devices that produce a strong magnetic field(eg. loud-speakers).**
  -**Install the unit on a solid, level surface.**
  -**Do not move the unit or subject it to vibra-tion while it is operating.**

● Do not expose this unit to temperature extremes (eg. direct sunlight in an enclosed vehicle can deform or discolor the unit) or install it near devices that radiate heat.

● Install the unit on a solid, level surface in an area free from vibration. If the unit must be installed at an angle, be sure that the angle of installation falls within the to lerance range (With stand: upward; 27 degrees, downward 13 degrees. Without stand: upward; 20 degrees, downward; 20 degrees)

● Avoid using the drive in areas of high humidity (eg. condensation). High levels of moisture can adversely affect the operation of the drive and /or damage disks.When the unit has been transported, allow it to warm to room temperature before operating.

● To insert a disk, push it firmly into the drive. To remove a disk, press the eject button firmly. Do not use excessive force to remove a disk which is lodged in the drive.

● Never remove a disk from the drive while it is operating; damage could result to both the disk and the drive.

● Before powering up or powring down, remove any disk from the drive.

3. Maintenance

● For everyday cleaning wipe the unit with a soft, dry cloth (or one that has been slightly dampened with water). To remove stubborn dirt, use a mild neutral detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.

● Never use benzene, thinners, alcohol or sol-vents of any kind, to avoid the risk of disc oloration and/or deformation.

4. Additional Precautions

● Protect the unit from strong impact.

● A small amount of noise may be heard from the display, and thus should be considered nomal.

● Do not allow objects or liquids of any kind to penetrate the unit. In the event of such an occurrence, discontinue use immediately. Contact qualified service personnel as soon as possible.

● Should a malfunction occur (or if you suspect there is a problem) discontinue use immed iately. Contact qualified service presonnel as soon as possible.

Disk Handling

The MV-30 uses 3.5 inch 2DD dual side double density double track micro type disks to store the System Program, songs you create, and timbre data parameters.

1. Inserting a disk

With the disk label facing upward and the shutter (the metal cover) pointing away from you, hold the disk level and gently insert it into the disk drive until you hear it click into place.
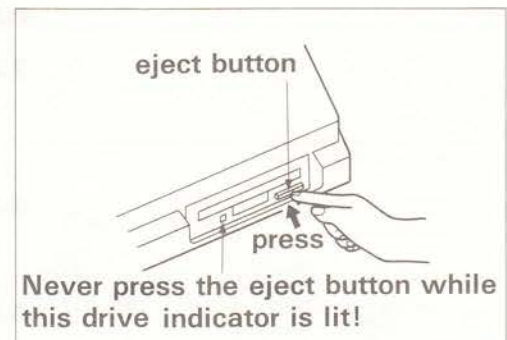
* **Be sure to insert the disk all the way.**
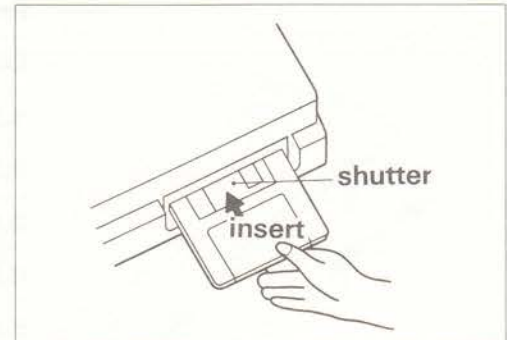
2. Ejecting a disk

Press the eject button of the disk drive and the disk will pop out.

* **If the disk becomes stuck, do not use force to remove it.**
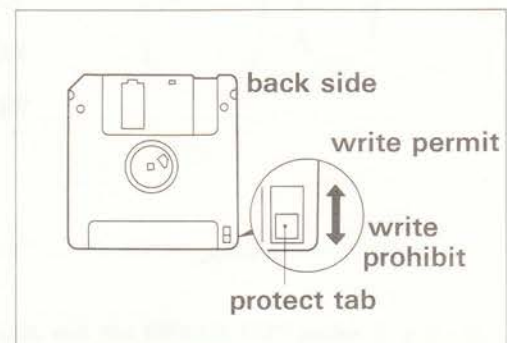
3. Disk write protection

Floppy disks have a write-protect tab that prevents data from accidentally being erased.

To prohibit writing (to protect the disk)
Move the protect tab outward (to the PROTECT position).

To permit writing (when you wish to write data)
Move the protect tab inward (to the WRITE position).

4. Disk handling

Floppy disks contain a plastic disc coated with magnetic particles. Observe the following when handling disks:
- **Never touch the magnetic surface of a disk (do not open the metal shutter).**
- **Do not use disks in dusty locations.**
- **Do not subject disks to temperature extremes (eg. direct sunlight in an enclosed vehicle). Recommended temperature range: 10 to 50°C.**
- **Do not expose floppy disks to strong magnetic fields such as those generated by loudspeakers.**

Never remove a disk from the disk drive while it is operating (the drive's LED is lit); doing so could result in damage to both the disk and the drive.

Remove any disk from the drive before turning the units power on or off.

All important data should be copied onto backup disks. This provides a complete duplicate of the data, should the original disks be lost or damaged.

Affix disk labels firmly. Should the label come loose while a disk is in the drive, it may be difficult to remove the disk.

Table of contents

◆ ◆ ◆ ◆ ◆

1. Setup and Connections

Before setting up and connecting the MV-30, turn off the power to all of your equipment.

Setup

Place the MV-30 on the stand.
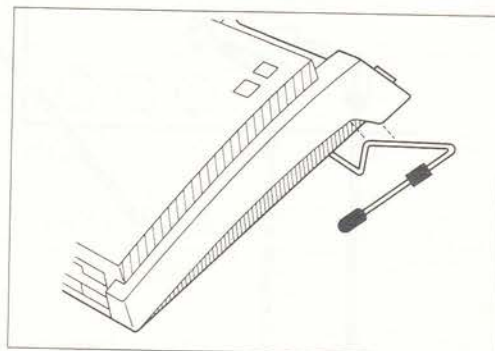
Connect the AC adaptor

Connect the included AC adaptor to the MV-30, and then plug it into an AC outlet.

*By looping the AC adaptor cable around the cable hook, you can prevent the plug from accidentally being disconnected.

Cable hook

DC IN 9V/1.2A
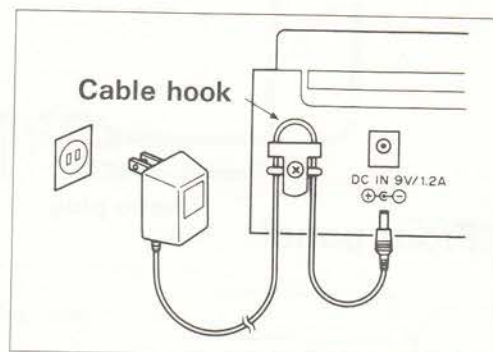
Audio output

Normally you will connect the MIX OUT jacks of the MV-30 to an amp/speaker system.

*If you will be working in mono, use the L(MONO) jack.
*If you wish to process the sound using an external effects unit, use the DIRECT OUT jacks. (→p. 3−31 in the Owner's Manual)
*The audio cable included has an RCA plug and a phone plug adaptor.

Phono plug   Phone plug

(Adaptor)

L-type phone plug

〈Rear panel〉

MIX OUT
R   L (MONO)

phone plug
INPUT

when connecting to a keyboard amp

INPUT   MA-12
         Boss
phone plug   **when connecting to a monitor amp**

LINE IN
R
L
Phono plug   **when connecting to a stereo or radio cassette player**

〈Front panel〉
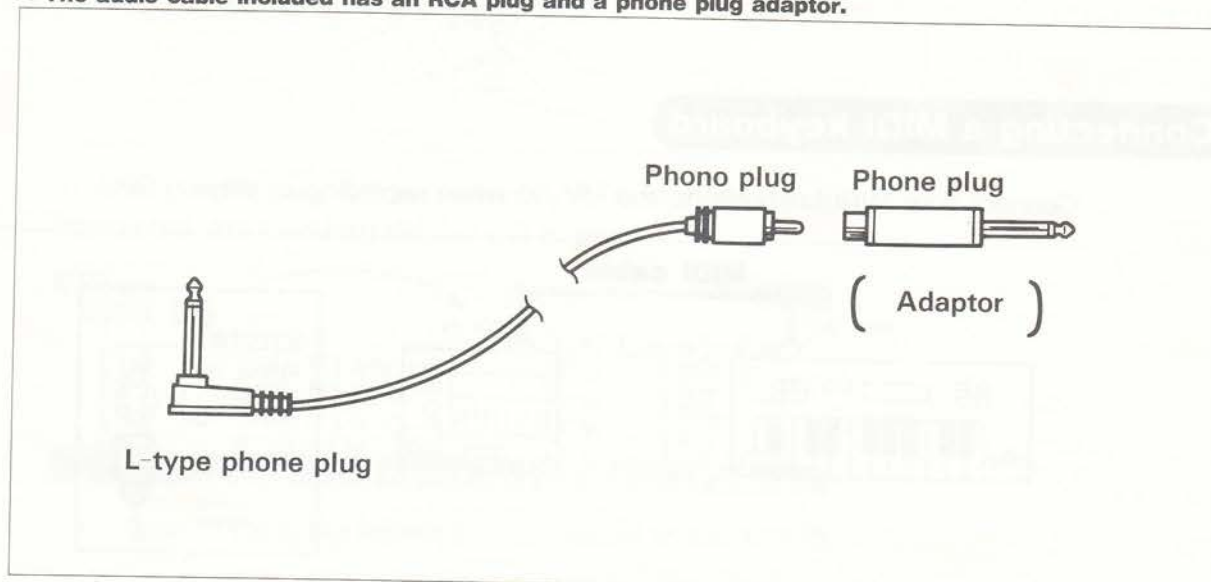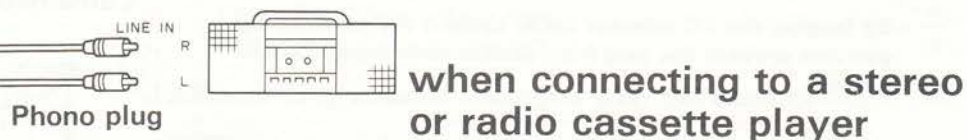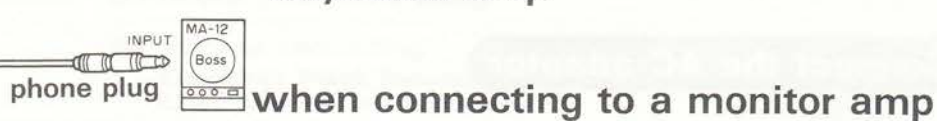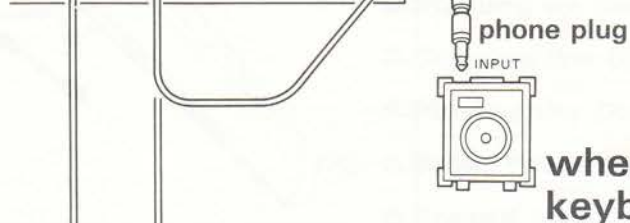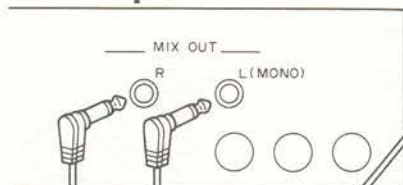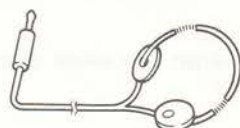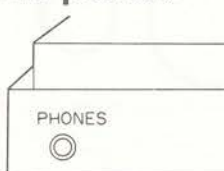
PHONES

when using headphones

＊Please use stereo headphones of 8-150 ohms impedance.
＊Sound will be output from the output jacks even if you use headphones.

Connecting a MIDI keyboard

Connect your MIDI keyboard to the MV-30 when recording or playing RPS.

MIDI cable

MIDI OUT   MIDI IN

MIDI
THRU OUT IN
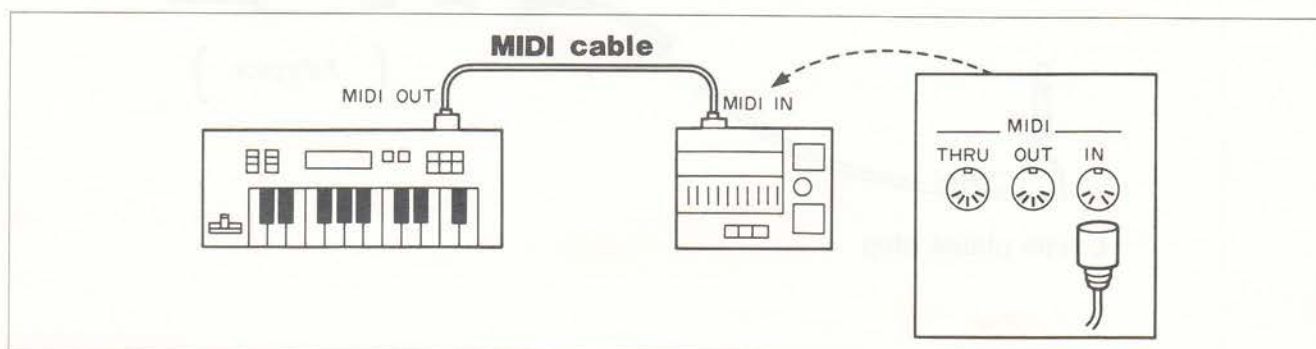
2. Starting up the System

After the MV-30's power is turned on, it must load its System Program from the included System Disk before it is able to function. This is known as "starting up the system".

Procedure

❶ Before you turn the power on, check the following points:

- Have all connections been made correctly?

- Is the disk drive empty?

- Are the volume levels on all amplifiers turned down?

❷ Turn on the MV-30.
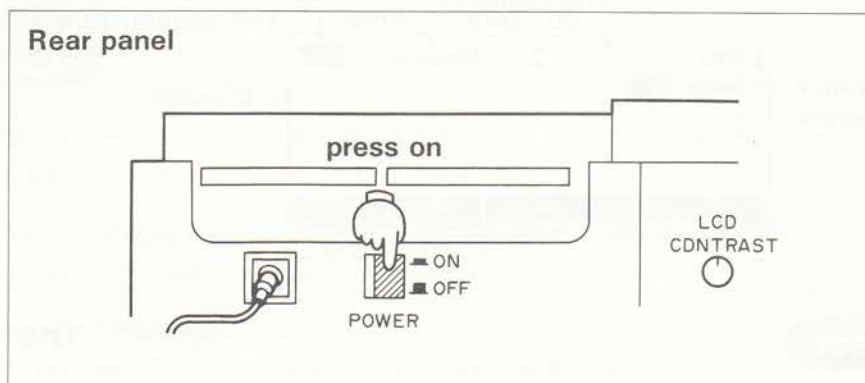
❸ Insert the System Disk into the disk drive until it clicks into place. Be sure that the disk is oriented correctly.
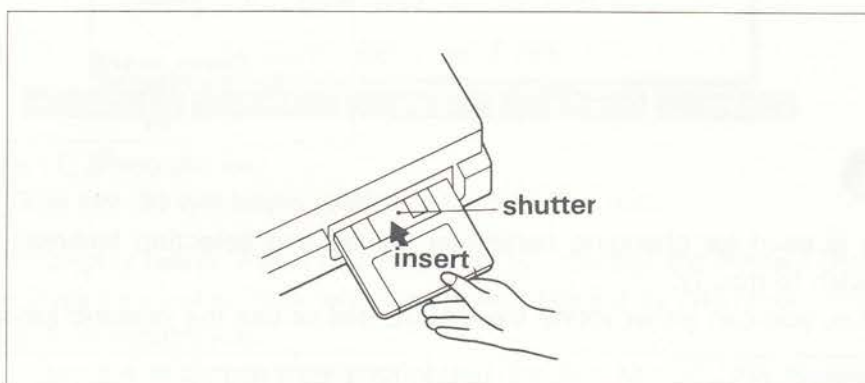
The System Program will automatically be loaded. When startup is completed, the following display will appear.

❹ Turn on the power to the other equipment connected to the MV-30.

Adjusting the display contrast

If necessary, use the LCD CONTRAST knob (located on the rear panel) to adjust the contrast of the display.

LCD
CONTRAST

About the display screen

The name of this screen
Message area
The sequencer status

Parameter
Cursor

⟨ Play ⟩   Measure   STOP
Song 1   ← Display

1-4/5-8	Chorus	Reverb	RPS	Page
F1	F2	F3	F4	F5
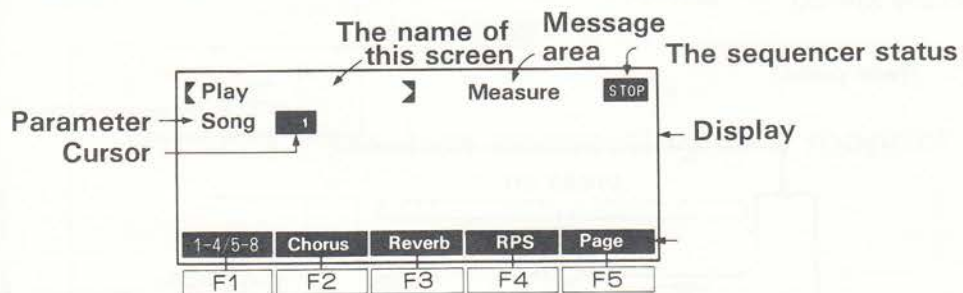
Moving the cursor

Use the cursor keys to move the cursor (the reversed or highlighted area in the display).

upward   the cursor

left   right

down ward
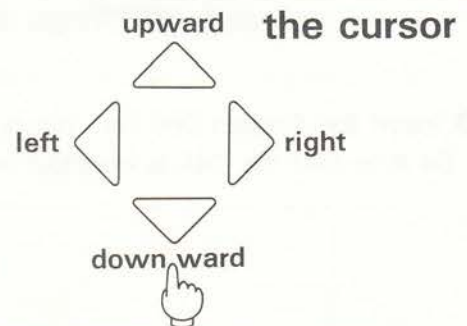
Entering values

(This procedure is used for changing parameter values and selecting timbres.) Select the parameter you wish to modify.
To modify a value, you can either rotate the VALUE dial or use the numeric keys.

VALUE

7	8	9
4	5	6
1	2	3
0	ENTER	

Enter the number "46"

* To enter a negative number ("—"), hold the SHIFT key and press the 0 key.
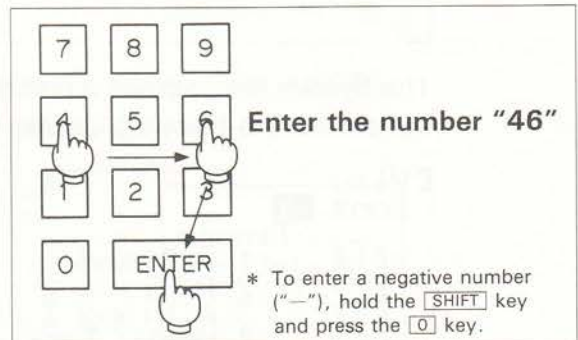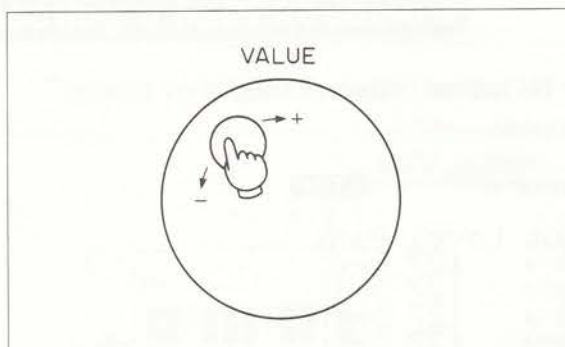
When you press 4 → 6 → ENTER, for example, the number "46" will be entered.
(After entering a number, you must press ENTER to finalize it.)

3. Copying the System Disk

Disks can be damaged or will eventually just wear out after extended use and may eventually become unreadable.

Since the System Disk is crucial to the operation of the MV-30, make a backup copy or two. Use a copy for everyday use, and keep the original System Disk in a safe place.

> *Please use a 2-DD type floppy disk (3.5 inch dual side double density double track microtype disk) such as a Roland MF2-DD. Be aware that all data that was previously stored on this copy disk will be erased.
>
> *You can use this same copy procedure to duplicate other MV-30 disks.
>
> *If you wish to copy a disk after you have created a song remember that the Copy operation will erase all this data from internal memory.
>
> *Do not remove the Disk from the disk drive until the display reads "Insert Destination Disk/Insert Destination Disk".

Procedure

❶ Insert the System Disk with the protect tab set to PROTECT position (source disk) into the disk drive and press the ⬚DISK⬚ key.

○

DISK

❷ Press the ⬚F5⬚(Page) key.
   The menu will change.

F5

❸ Press the ⬚F4⬚(DskCopy) key.
   The Disk Copy and warning display will appear.

F4

```
【Disk Copy          】              --
        ┌─◻ WARNING! ◻──────────┐
        │ If you execute 'DiskCopy' │
        │ you'll lose all song data. │
        │                            │
        │    Insert Source Disk      │
        └────────────────────────────┘
 Execute    ---     ---     ---     ---
```
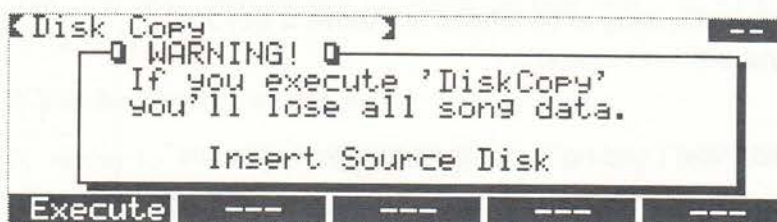
❹ Press the ⬚F1⬚(Execute) key.
   The MV-30 will begin reading data from the disk.

F1

❺ When the display reads "Insert Destination Disk", remove the System Disk, insert the copy destination disk with the protect tab set to WRITE position, and press ⬚F1⬚(Execute) key.
        After the disk has been formatted for the MV-30, the System Program will be written onto it.

F1

❻ When the display reads "Insert Source Disk", remove the disk, and insert the copy source (System) disk.

❼ Repeat steps 4, 5 and 6 (disk swapping) until the display reads "Complete", indicating that the disk copy operation has been completed. Note that this entire process may take several minutes.

❽ Press ⬚PLAY⬚ to return to the opening display.

4. Playing the Demo Songs

The System Disk contains several demo songs. Here's how to load and play them.

1. Load the demo songs

Procedure

❶ Make sure that the System Disk (preferably a copy) is inserted into the disk drive.

❷ Press the ⌷DISK⌷ key.

The Disk Menu (1) display will appear.

❸ Press the ⌷F1⌷(Load Song) key.

The Load Song display will appear. Select the song you wish to load, and the song number into which it will be loaded.

F1

```
┌Load Song        ┐ [              ] █STOP█
      ┌───┐Internal Songs 98%free ┐
     █ 1 ▷                            1%
      └───┐     9 Songs on Disk 22%free ┐
 ─→ Above&Beyond       by L.Garcia  17%
    Do Not Hesitate. by M.Saitoh  17%
    LifeCycle          by M.Sanders 15%
 █Load   █SngOnly█ ─── ─── ───
```

In this example we will load song "Above & Beyond" as the first song. The display should indicate that the loading destination is song number 1, and that the song to be loaded is "Above & Beyond". We can now execute the load operation.

❹ Press the ⌷F1⌷(Load) key.

The display will read "Now Loading!", and then briefly, "Complete".

F1

Song "Above & Beyond" has now been loaded into song number 1, and the sound source settings (timbre data) to play that song have also been loaded.

2. Play the demo song

You can play the song from any display, but in this example, we will select the Compu Mixer display for playback. Listen to the playback while watching the movement of the screen (display) faders.

Procedure

❶ Press the COMPUMIX mode key (upper right-hand portion of the panel).

❷ Press the ▶/■ key. Playback will begin.

```
【Compu Mixer        】    INT Level  PLAY
        1 2 3 4 5 6 7 8
Eff=1

M=  23
♩= 140
 [148]
 ───  INT Pan INT Out EXT Vol EXT Pan
```
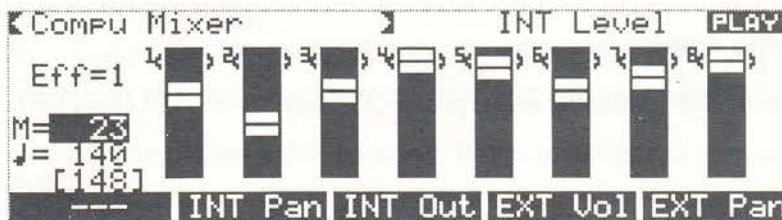
❸ Use the VOLUME control to adjust the overall level.
The upper right portion of the screen will display PLAY during playback and STOP when playback is stop or complete.

❹ To stop playback, press the ▶/■ key once again.
The "M=" display indicates the current song position (measure number). When the song position passes the beginning of a measure, the M= display will increase by one (e.g., "M=1+, M=2 M=3+⋯)

To return to the beginning of the song

To return to the beginning of the song, hold the SHIFT key and press the ◀◀ key.

To rewind

Each time you press the ◀◀ key, the M= display will decrease by one measure. If you press and hold the key, the measure numbers will change continuously.

To fast-forward

Each time you press the ▶▶ key, the M= display will advance by one measure. If you press and hold the key, the measure numbers will change continuously.

Playback from the middle of a song

Select the point in the song where playback is to begin. (◀◀ key, ▶▶ key). Hold the CTRL key and press ▶/■ key. The display will read "MIDI Update". When "MIDI Update" display dissappears, press ▶/■ key to begin playback.

*The MIDI Update function ensures that the sound source will respond correctly to the song data at the selected starting point.

○
COMPU
MIX

START/STOP
○
▶/■

VOLUME

START/STOP
○
▶/■

MEAS DEC
SHIFT + ◀◀

MEAS DEC
◀◀

MEAS INC
▶▶

START/STOP
○
CTRL + ▶/■

START/STOP
○
▶/■
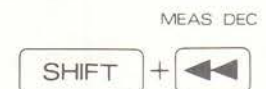
To modify the tempo (during playback)

> To change playback tempo, hold the ⌈TEMPO⌉ key and rotate the ⌈Value⌉ dial.

To use the faders to adjust the volume of each track

> In the demo song, fader movements are recorded in the mixer track. The volume of each track is being controlled by this data so even if you move the panel faders by hand, they will not affect the volume. You must perform one of the following procedures before you can gain control with the panel faders.

To manually control a specific track

❶ If INT Level is not displayed in the message area, press ⌈F1⌉ key.

❷ Press the ⌈COMPU⌉ key.

❸ Press the track key of the track you wish to control (the LED will go out).

❹ Move the fader to control the volume.
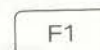
To manually control all tracks

❶ If "INT Level" is not displayed in the message area, press ⌈F1⌉ key.

❷ Press the ⌈COMPU⌉ key.

❸ Use the faders to control the track volume levels.

TEMPO
○
☐ + ◎

F1

COMPU
○
☐

F1

MANUAL
○
☐

To manually control a specific track | To manually control all track

1/9 2/10 3/11 4/12

Press the track key to make LED go out

Move the fader

MIX MODE
COMPU MANUAL

Press the ⌈COMPU⌉ key

Move the fader

MIX MODE
COMPU MANUAL

Press the ⌈MANUAL⌉ key
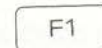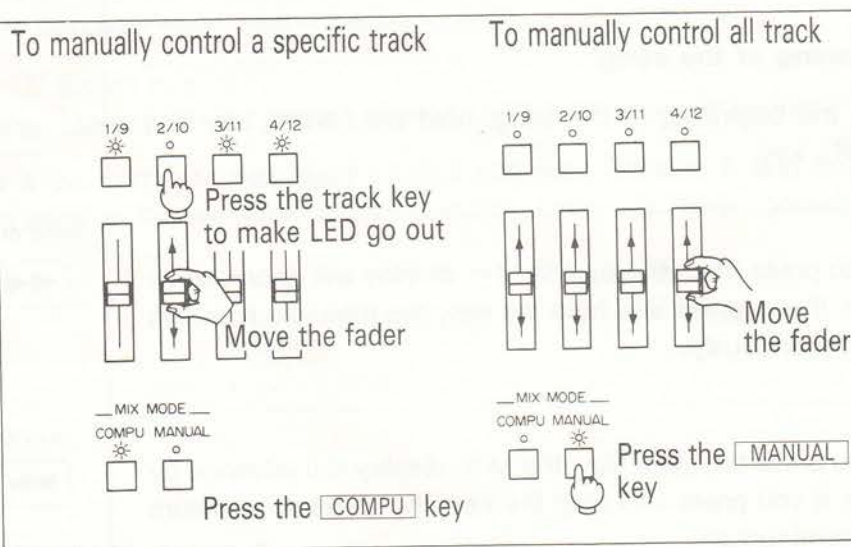
3. Playback the second song

Next we will load and playback the second demo song.

Procedure

❶ Make sure that the System Disk is inserted into the disk drive.

❷ Press the [DISK] key.
The Disk Menu (1) display will appear.

❸ Press the [F1](LD Song) key.
The Load Song display will appear. Select the song you wish to load, and the song number into which it will be loaded.

In this example we will load song "Papa John" as the second song.

❹ Press the [▲] key.
The cursor will move to ☐, to select the loading destination song number.

❺ Rotate the VALUE dial so that the display shows ②.
Song number 2 is now selected as the loading destination.

❻ Press the [▼] key.
The cursor will move to the song selection area.

❼ Rotate the VALUE dial so that the −> position displays "Papa John".

```
[Load Song        ] [          ] STOP
   ┌─────□ Internal Songs 83%free □
  | 2> ..(not used)...............  0%
  └─────□ 9 Songs on Disk 22%free □
  ┌→ Papa John        by A.Scott   13%
  | Russian Circus    by A.Bhatia  10%
  | ShuffleUpAGas      by A.Scott    8%
  Load   SngOnly    ---    ---    ---
```
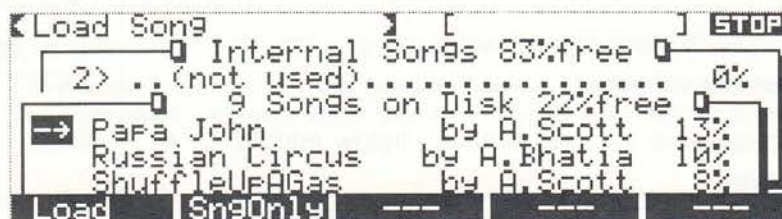
❽ Press the [F1](Load) key.
The display will read "Now Loading!", and then briefly, "Complete".

Song "Papa John" has now been loaded into song position number 2, and the sound source settings (timbre data) to play that song have also been loaded. Preparations have been automatically made for playing song number 2.

❾ Playback song 2 in the same way you did for song 1.

> *In this way you can load up to 20 songs into the MV-30, but the total number of notes in all songs cannot be more than approximately 50,000 notes. If you attempt to load a song that will not fit into memory, loading will be aborted.

O
[DISK]

[F1]

△

○

▽

○

[F1]

4. How to hear the RPS (Realtime Phrase Sequence) demo song

The RPS (Realtime Phrase Sequence) functlon play patterns in realtime in response to Note messages received at MIDI IN. By playing just single note on your MIDI keyboard, or by a single strike on a MIDI pad, you can play an entire Pattern. Up to 20 keys can be assiged to call Patterns.
The included disk contains an "MV-30 RPS Demo" song that uses the RPS function. Here's how to hear the demo.

Procedure

❶ Make sure that your MIDI keyboard is connected correctly.
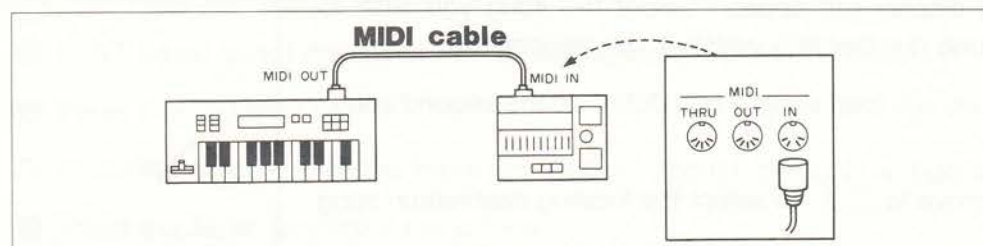
❷ Set the MIDI transmit channel of your keyboard to "1".

❸ Refer to steps ❶-❽ of "Playback the second song" on page 15, and load "MV-30 RPS Demo" as song number 2.

❹ Press the Play key. The Play page will appear.

❺ Press the F4 (RPS) key, The Realtime Phrase SEQ page will appear.

❻ Press the ▶/■ key. The "MV-30 RPS Demo" will begin playign. Use the master volume slider to adjust the volume.

❼ Press C2 on your MIDI keyboard (the key two octaves below middle C). A Pattern will be called and played.
   Press individual keys above C2, and listen to the Patterns that are played by each key.

❽ To stop playback, press the ▶/■ key.

＊If you are using MIDI pads instead of a MIDI keyboard, set the MIDI transmit channel to "1", and the note numbers of each pad to C2, D2, E2, F2,... Also, In the Realtime Phrase SEQ page, modify all "Mode" settings of "Loop" to "1Shot", and "QuickL" to "Quick1" before playback.

PLAY

F4

START/STOP
▶/■

START/STOP
▶/■

5. How to hear the tape sync demo song

The MV-30 has a built-in Tape Sync II function, which allows it to record and playback in synchronization with audio tape or video tape. The disk and cassette tape included with the MV-30 contain demo song for synchronized playback. The left channel of the cassette tape contains the vocal, and the right channel contains the sync signal.

To connect the MV-30 with your cassette deck, you will need a cable with phono plug on both ends.

Procedure

❶ Make connection as shown in the diagram.

SYNC IN   MIX OUT(L)

MV-30

R   OUT   L   IN   IN

Speaker   Tape Deck   Stereo Amp   Speaker
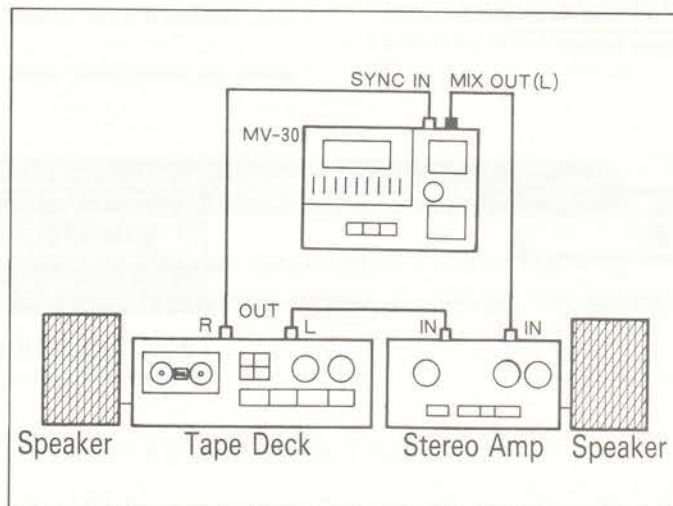
❷ Refer to steps ❶~❽ in "Playback the second song" on the page15, and load "confusion" as the second song.

❸ Press the PLAY key and press ▶/■. The MV-30 will standby for playback.

> ∗Since the Sync Mode of this has been set to "Tape", the MV-30 will not actually start playback when you press ▶/■ but will for a tape sync signal.

❹ Insert the included cassette into your cassette tape deck, and playback side A. (Noise reduction on your tape deck should be turned off.)
    The MV-30 will begin playing back in synchoniztion with the tape.

> ∗It is also possible to synchronize from the middle of the song.
> ∗If synchronization problems occur, increase the playback level of the tape.
> ∗The audio cassette included for demonstration purposes contains only two tracks of information. "Crosstalk" may occurr and the tape sync signal may be heard through left channel during playback. This is normal and should not cause concern.

❺ To exit from the tape sync stadby condition, press ▶/■. The MV-30 will exit play standby mode.

PLAY

START/STOP
▶/■

START/STOP
▶/■

5. Basic Procedure for Creating a Song

The basic procedure for creating a song is as follows:

Step 1

Turn on the power and start up the system.

↓

Step 2

Record. → If you are not satisfied with the timbre, ← edit the timbre data.

↓

Step 3

Edit the song.

↓

Step 4

Save the song to disk. → If you want to save the timbre data, save it to disk as well.

↓

Step 5

Turn the power off.

∗ "Editing" refers to the process by which you modify song or timbre data to achieve the desired result.
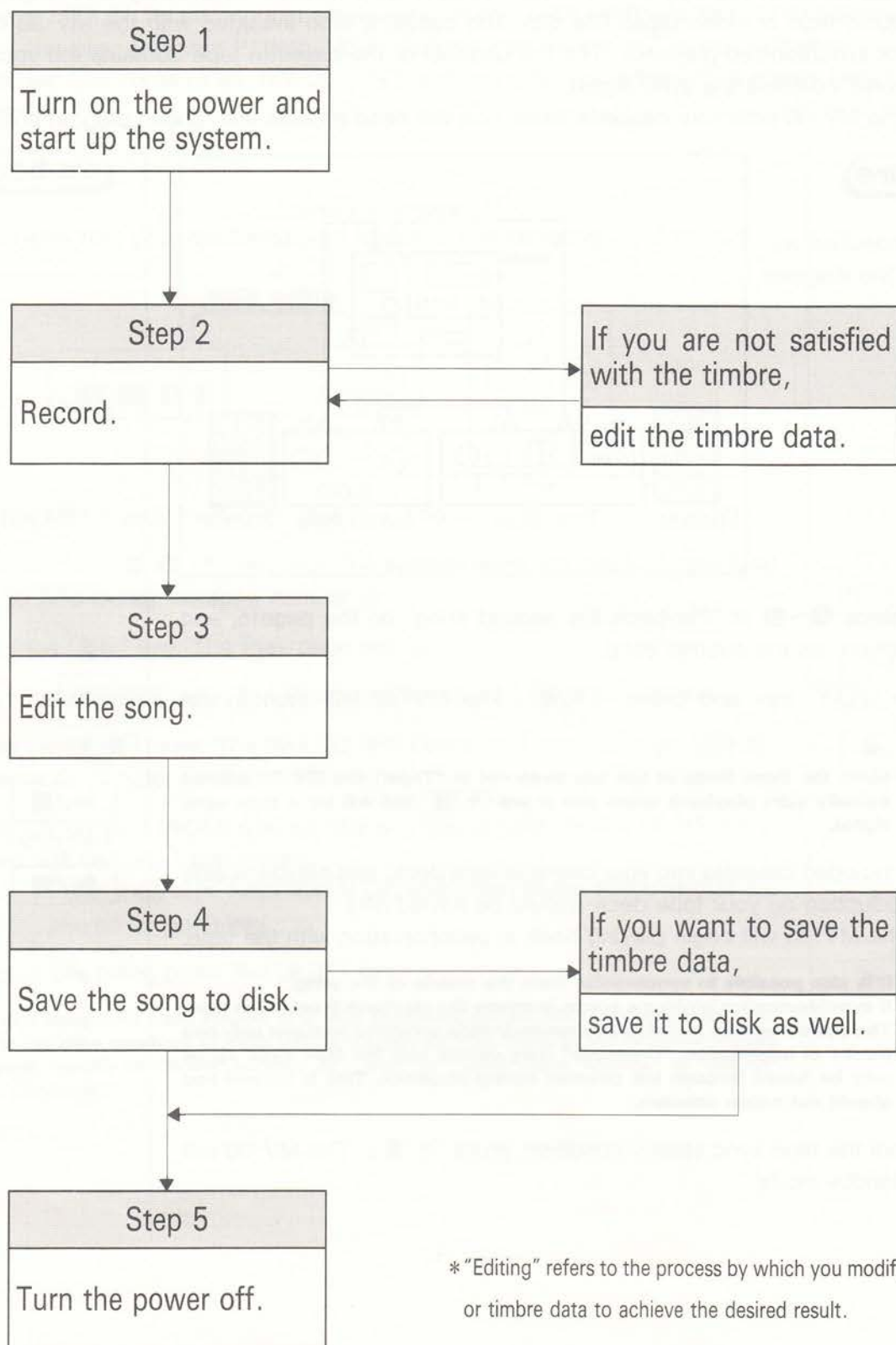
6. Record your own song

There are two ways to record:

Realtime Recording
Realtime recording allows you to record your music just as you would with a tape recorder – your performance is captured as you play. This method has the following advantages:
∗ **It is faster than entering notes one by one.**   ∗ **Musically expressive dynamics and nuances are faithfully recorded.**   ∗ **It is easy to enter continuous data such as pitch bender movements.**

Steptime recording
Steptime (Step) recording allows you to create a song by entering notes one by one. This method has these advantages:
∗ **It is possible to create a song even if you are not a skilled keyboard player.**   ∗ **Difficult phrases can be recorded accurately.**   ∗ **Creating mechanical-sounding rhythms is easy.**

Select a song number and assign a song name

Regardless of the recording method you use, you must first select the song number you wish to record. The MV-30 can hold up to 20 songs. If you have already loaded a song, select an unused song number.

Procedure

SONG SELECT

❶ Press the [SONGSELECT] key and a popup window will appear.

❷ If, for example, you wish to record song number 3, press numeric key [3] and then press the [ENTER] key.

❸ Press [▼].
  The cursor will move to the Name area.

❹ Use the numeric keys or the VALUE dial to enter the name.
  Please refer to "Entering a Name" (→p.1 − 6 in the Owner's Manual).

```
[Compu Mixer          ]              STOP
  Song  3:  1% Used
 Name  My Song
 Metro REC Only          Sync Clock   INT

♩= 140   ■   ■   ■   ■   ■   ■   ■
  [---]
 INIT      ---     ---     ---     ---
```

❺ Press the [EXIT] key.
  The song you will be recording has now been selected.

  Press [F1](LD Timb) key after pressing [DISK] key. Select Bank 1 with Value Dial and then press [F1](Load) key. You can create a song with the Standard Setup sound.

Now use either of the recording methods (Realtime or Steptime) to record your song.
The procedure for realtime recording is explained on the following pages, and the procedure for step recording begins on page 32.

7.Realtime recording
Record your keyboard performance

1. Realtime Track Recording

This example will explain how to use your MIDI keyboard to record in realtime.

1. Preparations before recording

❶ Check that your MIDI keyboard is connected correctly (→p.8)

❷ Press the TRACK REALTIME key.
The realtime recording display will appear.

```
【Realtime REC        】              STOP
  Track  1 [          ] :M=    1 [****-**]
  Timbre    1           :♩= 120  [---]
       [A.Piano 1    ]  :REC Mode    Normal
  Track Type Standard   :Count In
  Track status ---- ---- ---- ----    82%
  REC PRM REC SW TRK PRM  ---  P.Chg
```

Track 1 is automatically selected as the recording track, so that is the one we will use.

> *Tracks 9-16 are for external sound sources (→p. 2−3 in the Owner's Manual).

❸ Raise all faders and the master volume (VOLUME).

●If the song you wish to record is not in 4/4 time

Press the F1 (REC PRM) key.

F1

```
【Realtime REC        】              STOP
 ┌ REC Param ┐
   Quantize   Off    Channelize    ***
     Offset     0    New Measure Beat
   Gate Time Real                  4/ 4

 Track status ---- ---- ---- ----   82%
  ---    ---    ---    ---    ---
```

Move the cursor to New Measure Beat, and modify the time signature.

(example) 3/4······three quarter notes per measure
(example) 6/8······six eighth notes per measure

2. Record on track 1

Rehearsal

❶ Press the REC key.
The MV-30 will enter the recording standby mode (the REC key, track key 1 and ▶/■ key LEDs will flash), and the metronome will begin to beep.

○
REC

●If you can not hear the metronome

Adjust the metronome volume using the knob on the rear panel.
* If you're using headphones, see owner's manual Page 3-41.

●If you wish to adjust the metronome tempo

Hold ⌈TEMPO⌉ key and rotate the VALUE dial to make the necessary adjustment.

* **If you are recording an especially difficult song, you may wish to record at a slower tempo than normal. (You can increase the tempo during playback). Unlike tape recorders, sequencers can playback recorded music at any tempo without affecting the pitch.**

TEMPO
○
□ + ◎

❷ Practice your song in time with the metronome.

●If you wish to select a different timbre

Move the cursor to Timbre, and rotate the VALUE dial to select a timbre. Play the keyboard to hear the new timbre.

○
REC

❸ Press the ⌈REC⌉ key once again, and you will exit the recording standby mode.

(Record)

❶ Press the ⌈REC⌉ key to enter the recording standby mode.

○
REC

START/STOP
○

❷ Press the ⌈▶/■⌉ key, wait until the two-measure count-in ends, and then play your MIDI keyboard.

The BEAT indicator will blink red on the first beat, and green on the others.

⌈▶/■⌉

START/STOP
○

❸ When you finish playing, press the ⌈▶/■⌉ key.
Recording will stop.

⌈▶/■⌉

(Playback)

MEAS DEC

❶ While holding the ⌈SHIFT⌉ key, press the ⌈◀◀⌉ key to return to the beginning of the song

⌈SHIFT⌉ + ⌈◀◀⌉

START/STOP
○

❷ Press the ⌈▶/■⌉ key to start the playback.

When the end of the song is reached, playback will automatically stop.
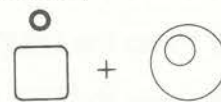If you wish to stop playback in the middle of the song, press the ⌈▶/■⌉ key.

⌈▶/■⌉

●If you wish to adjust the tempo

It is possible to adjust the tempo during playback. If you recorded the song at a slow tempo, you may wish to increase it to an appropriate value while listening to the playback.
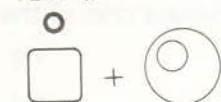While holding the ⌈TEMPO⌉ key, use the VALUE dial to make the adjustment.

TEMPO
○
□ + ◎

Name the track

It is often convenient to assign a name such as "Melody", "Bass", or "Drums" to each track.

❶ Press the F3 (TRK PRM) key.

❷ Press the ▶ key and the cursor will move to the track name area.

❸ Use the numeric keys or the VALUE dial to enter a name.
     Please refer to "Entering a Name" (→p.1－6 in the Owner's Manual).

❹ Press the EXIT key to close the popup window.

F3

▷

○

EXIT

3. If you make a mistake while recording

●To re-record the track

Hold the SHIFT key and press the ◀◀ key to return to the beginning of the track. Press the REC key and record the track again. Your newly recorded song will replace the previously recorded data.

MEAS DEC

SHIFT + ◀◀

○

REC

●If the timing was inaccurate

Even when playing with a metronome, errors in timing can occur. In such cases, it is sometimes desirable to use the Quantize function to shift the timing of all notes to the nearest "quantization interval". This will tighten up your playing and make it more metrically accurate. Be aware, however, that subtle shifts in rhythm and timing are elements of personal expression and that indiscriminate use of quantization can destroy such expressions. Use quantization only when appropriate.

Press the F1 (REC PRM) key. Move the cursor to Quantize, and use the VALUE dial to select the desired quantization interval. For example, if you select 1/16, all 1/16th notes will be shifted to the nearest 16th note interval. All notes longer than 1/16ths (eg., eighth notes, quarter notes etc.) will be shifted to their relative positions within the measure as well.

F1

Quantize ○

Quantization

Timing as played
Timing as recorded

First beat   Second beat   Third beat   Fourth beat
If quantization is set to 1/16(♪),all 1/16th notes will be shifted to the nearest sixteenth note interval. Other note values will be shifted to the nearest relative position.
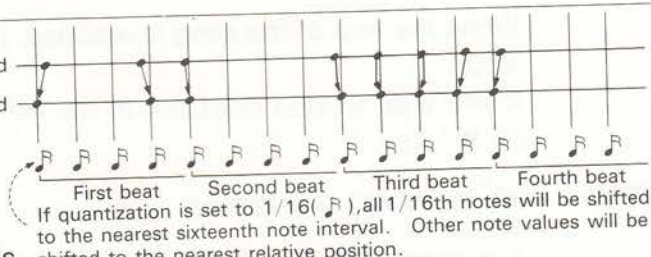
Select one of the following quantization intervals

1/2	♩	half note	1/8	♪	eighth note	1/24···	sixteenth note triplet
1/4	♩	quarter note	1/12		eighth note triplet	1/32···	thirty-second note
1/6		quarter note triplet	1/16	♪	sixteenth note	1/64···	sixty-fourth note

●If you wish to select a different timbre while recording

If you select a different timbre while recording, your selection will be recorded and played back together with the notes and other data you recorded.

(Procedure)

❶ A few measures before you want the timbre to change, press the F5 (P.Chg) key.

❷ Use the VALUE dial or the numeric keys to select the desired timbre (sound).

❸ At the moment you want the timbre to change, press the F1 (CHG/REC) key. The selection (program change data) will be recorded.

If, after the new timbre has been selected, you return to the beginning of the song and begin playback, you will hear the timbre you just selected. This is because the sound source is still using the last-selected timbre. To prevent this, insert a timbre number (program change) at the beginning of the song, using the following procedure.

(Procedure)

❶ While holding the SHIFT key, press the ◀◀ key to return to the beginning of the song, and press the TRACK MICROSCOPE key.

❷ Press the INS key, and then press the F3 (P.Chg) key.

❸ Move the cursor to the Value item at the right side of the display, and enter the timbre number. For example, if you are using Timbre 1 (A. piano), enter "1".

❹ Press the TRACK REALTIME key to return to the previous display.

```
F5

P. Chg #   ◯

F1

        MEAS  DEC
SHIFT + ◀◀
        o
Track  MICRO
       SCOPE

INS

F3

Value  ◯

        o
Track  REAL
       TIME
```

4. Record additional tracks while listening to track 1

While listening to the part you recorded on track 1, record on track 2 using another timbre. This method of recording new tracks while listening to previously recorded tracks is called "multitrack recording" or "overdubbing".

●Tips for multitrack recording

It is common practice to record tracks in the following order: drums, bass, accompaniment and melody. Recording the drums and bass first establishes the rhythmic feel and also defines the structure of the song.

Drums   Bass   Accompaniment   Melody
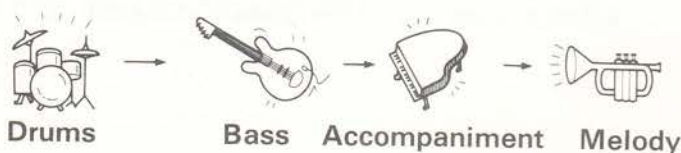
Multitrack recording allows you to create a song by playing all the parts by yourself.
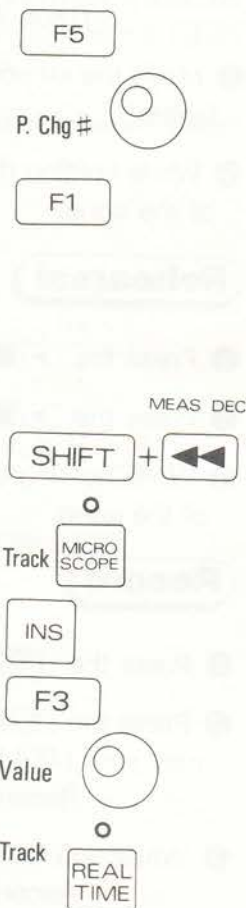
Preparations

Make sure that the LED of the TRACK ⌈REALTIME⌋ key is lit. If not, press the key so that the LED lights.

❶ Move the cursor to Track, and rotate the VALUE dial to select 2.
    Track 2 is now selected.

❷ Move the cursor to Timbre, and rotate the VALUE dial to select the desired timbre.

❸ While holding the ⌈SHIFT⌋ key, press the ⌈◄◄⌋ key to return to the beginning of the song.

Track [REAL TIME]

Track ◯

Timbre ◯

MEAS DEC
[SHIFT]+[◄◄]

Rehearsal

❶ Press the ⌈▶/■⌋ key, and play along with track 1.

❷ Press the ⌈▶/■⌋ key once again to stop playback.

❸ While holding the ⌈SHIFT⌋ key, press the ⌈◄◄⌋ key to return to the beginning of the song.

START/STOP
[▶/■]

START/STOP
[▶/■]

MEAS DEC
[SHIFT]+[◄◄]

Record

❶ Press the ⌈REC⌋ key to enter the recording standby mode.

❷ Press the ⌈▶/■⌋ key, wait until the two-measure count-in ends, and then play your MIDI keyboard.
    Record the new part while listening to track 1.

❸ When you finish playing, press the ⌈▶/■⌋ key once again.
    Recording will stop.
    Refer to "Playback" (page 21) to hear your newly recorded track, and assign a name to it.

[REC]

START/STOP
[▶/■]

START/STOP
[▶/■]
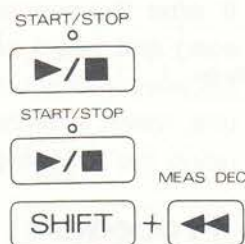
2. Realtime Pattern Recording
-Enter a rhythm pattern-

Next we will record the rhythm part on track 3. Although it is possible to record the rhythm part using the same methods as explained in the previous pages, in this example we will create several rhythm patterns of 1-2 measures each, and then arrange them in a rhythm track. Since the rhythm track in most songs consists of a limited number of patterns which are repeated many times (with occasional fill-in patterns of 4 or 8 measures), patterns are an efficient way to create a rhythm track.

> * **Tracks in which data is recorded directly (as in the previous pages) are called "standard tracks". Tracks in which patterns have been arranged are called "pattern tracks".**

1. Preparations before recording

❶ Make sure that your MIDI keyboard is connected correctly (→p.8).

❷ Make sure that the LED of the TRACK [REALTIME] key is lit. If not, press the key so that the LED lights.

Track [REAL TIME]

❸ Move the cursor to Track, and rotate the VALUE dial to select 3. Track 3 is now selected.

Track ◯

❹ Press the PATTERN [REALTIME] key.
The pattern realtime recording display will appear, and a popup window will open.

Pattern [REAL TIME]

```
【PTRN Realtime REC 】                    --
      ┌─□ Track ■3 □─────────────────────┐
   T  │  Create New Pattern ?            │
   P  │     or Please select other Track │
      └──────────────────────────────────┘
   Pattern Size          : Timbre
   Beat          /        : [                    ]
   Create      ---      ---    ---      ---
```

> * **If you have selected the track which has already had a pattern, a popup window will not open.**

❺ This message asks you whether you wish to create a new pattern or not. Press the [F1](Create) key.
A new pattern has now been created and selected.

[F1]

❻ Move the cursor to Timbre, press the numeric keys (in this order) [1], [2], and [9], and then press the [ENTER] key.
The [RHY](Rhythm) timbres have now been selected.

[1] [2] [9]

[ENTER]

❼ With the Rhythm timbres, each note of the keyboard has a different sound. Play the keyboard to hear the sounds assigned to the various notes.

● To check the timbre names assigned to each note

Press the TIMBRE EDIT key, press numeric keys 1, 2, and 9, and then press the ENTER key. Move the cursor to ∗∗ (key name) in the third line of the display. Play a note on your keyboard to see the name of the timbre assigned to it. Press the PATTERN REALTIME key to return to the previous display.

```
【Timbre Edit        】    [MV-30set] STOP
 [RHY] Drum               :Bend Dwn  0 Up   0
*C 3*---(TOM 1            :Single)----------
 Tone Media      INT3     :Mute            Off
         Number    10
 Source Key       F 4     :Pitch Coarse      0
 Level           127           Fine          0
 Pitch  Filter  TVA        Output      ---
```

● If you wish to make a pattern two or more measures long

The length of a newly created pattern is initially set to one measure, but you may increase this to two or more measures. Move the cursor to Pattern Size, and modify the length of the pattern (you can set pattern length in units of one measure).

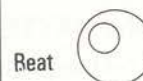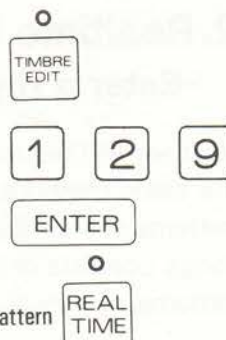## ● If you wish to record in other than 4/4 time

Move the cursor to Beat, and modify the time signature.

```
【PTRN Realtime REC 】       Complete STOP
 Track   3 [        ]  Measure        1
 PTRN    1 [        ]  Tempo ♩= 120
 Pattern Size    1     Timbre    3
 Beat        4/ 4        :[A.Piano 3    ]
 REC PRM REC SW SetName   ---   Create
```

(ex.) 3/4……three quarter notes per measure
(ex.) 6/8……six eighth notes per measure

○
TIMBRE EDIT

1 2 9

ENTER

○
Pattern REAL TIME

Pattern Size ○

Beat ○

●If you want the notes to fall precisely on the beat

You can have notes fall precisely on the beat, even if the actual input timing is inaccurate. For example, the smallest rhythmic interval in the following example is a 16th note, so you would select a Quantize setting of 1/16.

Closed hi-hat
Snare drum
Kick(bass drum)

Closed hi-hat
Snare drum
Kick(bass drum)

First beat   Second beat   Third beat   Fourth beat
If quantization is set to 1/16(♪),all 1/16th notes will be shifted to the nearest sixteenth note interval. Other note values will be shifted to the nearest relative position.

Select from the following quantization settings.

1/2	♩ half note	1/8	♪ eighth note	1/24···	sixteenth note triplet
1/4	♩ quarter note	1/12	eighth note triplet	1/32···	thirty-second note
1/6	quarter note triplet	1/16	sixteenth note	1/64···	sixty-fourth note

Press the F1 (REC PRM) key, move the cursor to Quantize, and use the VALUE dial to select the quantization setting. When you have finished, press the EXIT key to close the popup window.

2. Record a pattern

Record

While recording a pattern, it will continue repeating until you stop recording. Notes you record on each pass will be added to those previously recorded – this allows you to build patterns while the rhythm is playing. Follow the example.

First well record the kick (bass drum).

❶ Press the REC key.

In time with the metronome, play the note C2 (the C two octaves below middle C). You should hear the kick (bass drum) sound.

F1

Quantize

EXIT

o
REC

❷ Press the [▶/■] key, and after letting the pattern play back once, play C2 to enter the bass drum sound on the appropriate beats in the pattern. (The BEAT indicator will blink red on the downbeat, and green on following beats.) On the second and subsequent passes, you should hear the kick sound that you recorded.

Next well enter the snare drum.

❸ Play the note D2 (the D above C2), and you will hear the snare sound. Enter the snare sound while listening to the bass drum.

Next well enter the closed hi-hat sound.

❹ Play the note F#2 (the F sharp above C2), and you will hear the closed hi-hat. Enter the closed hi-hat sound while listening to the kick and snare.

In this way you can build up a rhythm pattern with many different sounds.

Suppose that of the three notes you just input, the snare note was incorrect. Here's how to delete just the incorrect note.

❹' Press the [DEL] key.

❹'' Press the snare key (D2) on you keyboard.

The snare data will be erased as long as you continue pressing the key. By pressing two keys, you can erase the data of all keys between those two keys.

❹''' Press the [EXIT] key.

Re-record the snare notes to finish the pattern.

❺ Press the [▶/■] key once again, and recording will stop.

❻ While holding the [SHIFT] key, press the [◀◀] key to return to the beginning of the pattern.

＊**If you start recording again, the new data will be added to the existing data.**

Assign a name to the pattern

It is often convenient to assign a name such as "Intro" or "Fill In" to each pattern. This will be helpful when you later arrange these patterns in a rhythm track.

❶ Press the [F3] (Set Name) key.

❷ Use the numeric keys or the VALUE dial to enter the name.
Please refer to "Entering a Name" (→p.1－6 in the Owner's Manual).

START/STOP
○
[▶/■]

START/STOP
○
[▶/■]
MEAS DEC
[SHIFT] + [◀◀]

[F3]

Entering a Name

3. If you wish to re-record a pattern

You can continually add new instruments to a pattern without erasing previously recorded parts. If you wish to re-record the entire pattern, it must be erase first.

Procedure

❶ Press the DEL key.

A popup window will ask for confirmation.

❷ Press F1(Clear) key.

When excution ends, the display will show "Complete".

DEL

4. Record another pattern

Next we will record another rhythm pattern.

Procedure

Make sure that the LED of the PATTERN REALTIME key is lit. If not, press the key so that the LED lights.

Pattern REAL TIME

❶ Press the F5(Create) key.

A popup window will open.

F5

```
【PTRN Realtime REC 】          --
Track   1 [            ] :Measure    1
PTRN
          Create New Pattern
Patter          Name:█
Beat                              ]
Create      ---     ---    ---    ---
```

❷ Use the numeric keys or the VALUE dial to enter a name for the new pattern.

Please refer to "Entering a Name" (→p.1−6 in the Owner's Manual).

Entering a Name

❸ Press the F1(Create) key.

A new pattern has now been created and selected.

Record the pattern as explained in the previous pages.

F1
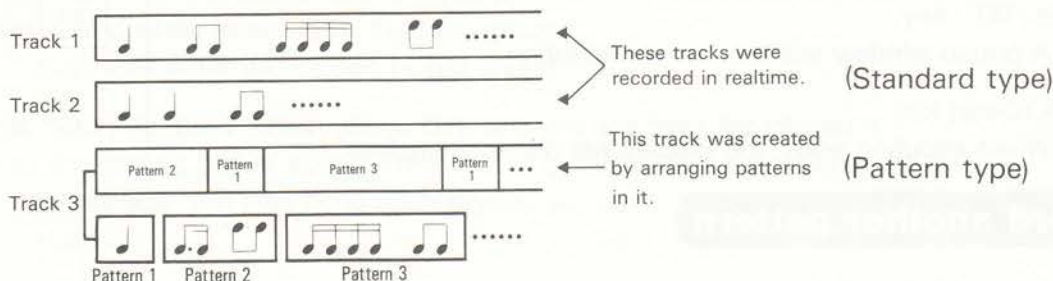
5. Assign patterns in the track

You may have now created several patterns. These patterns were recorded in the track you specified in step ❸ of "Preparations before recording" on Page 25 (track 3 in this example). Before these patterns can be played back as song however, they must be assigned to locations within the track. Here is how to do just that:

Procedure

❶ Press the TRACK [MICROSCOPE] key.

❷ Press the [INS] key.
A popup window will open.

❸ Select the assignment destination (the starting point for the pattern) and the pattern you wish to assign.
For example, if you wish to assign pattern 1 "Intro" to the first beat of measure 1, make settings as shown below.

❹ Press the [F1](Insert) key, and the pattern will be assigned in the track. Repeat steps ❷-❹ to assign the various patterns to the track. A pattern can be assigned as many times as you wish. When you have finished, press the TRACK [REALTIME] key, and playback the track from the beginning. You should assign a name to this track as well.

In this example, we created the rhythm track using a variety of patterns with percussion sounds. It is also possible, however, to record directly onto a track in realtime. You can also create patterns using any of the MV-30 internal timbres.
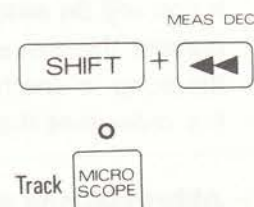
3. View the data

The Microscope function of the MV-30 allows you to view individual events (data) that you have recorded in a track. Let's take a look at the data that was recorded in a standard track (data that was recorded in realtime).
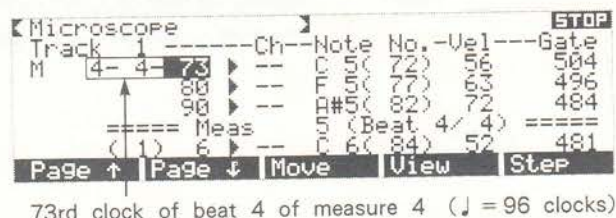
Procedure

❶ Press the TRACK [REALTIME] key, move the cursor to TRACK, and select 1.

❷ While holding the [SHIFT] key, press the [◄◄] key to return to the beginning of measure 1.

MEAS DEC

[SHIFT] + [◄◄]

❸ Press the TRACK [MICROSCOPE] key.
The Microscope display will appear.

Track [MICRO SCOPE]

❹ Move the cursor to the location, in the below diagram. Rotate the VALUE dial and data will appear in the display.
The data of one line is called "event".
In sequencers such as the MV-30s, data that indicates the pitch, length, and loudness of a note is called "note event".

To select another track and scroll the data

Select the track   Scroll by event

Scroll by beat   Scroll by measure
(Move the cursor and rotate the value dial)
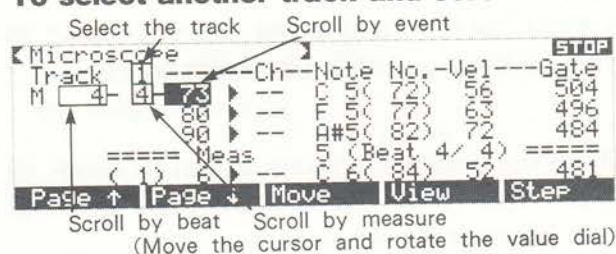
How data position is expressed

73rd clock of beat 4 of measure 4 (♩ = 96 clocks)

Musical notation and sequencer data

The following are examples showing how scores would appear when converted as actual data for the MV-30.
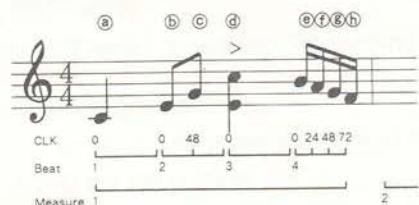
When converted as MV-30 data

When converted as MV-30 data

* **There are other types of event in addition to note event. Please refer to the page 6–15 of the Owner's Manual.**
* **Data in a pattern can be viewed in the same way. In step ❶, select the track which contains the pattern, and press the PATTERN [MICRO SCOPE] key.**

8. Step recording Record data events one by one

1. Steptime Track Recording

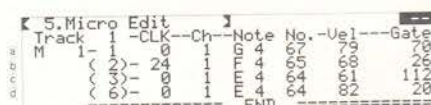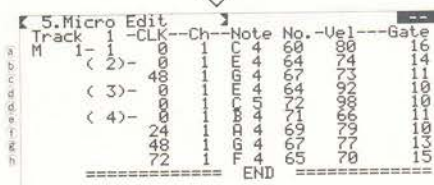In step recording, you can either use your MIDI keyboard to specify the pitch and velocity, or enter all data using the numeric keys

1. Preparations before recording

Mark measure numbers on your sheet music

If you will be entering a song from printed sheet music, the recording process will be easier if you number the measures in pencil. Some songs include repeat marks, and jump from one section of the song to another. Before you begin step recording, it is a good idea to number the measures in the order that they will be played.

Abbreviations and symbols used in printed music

A wide variety of abbreviations and symbols are used in printed music. For your reference, a list of these is given in the Owner's Manual (→p. 6 – 18).

Preparations

Select the song number you wish to record (→p.19), and make preparations for recording.

❶ If you will be using a MIDI keyboard for step recording, make sure that it is connected correctly (→p.8).

❷ Press the TRACK [REALTIME] key.
You will enter the track realtime recording display.

```
【Realtime REC      】            STOP
Track ■ [          ] :M=    1  [****-**]
Timbre    1           :♩= 120  [---]
      [A.Piano 1    ] :REC Mode    Normal
Track Type Standard  :Count In         2
Track status ---- ---- ---- ----      82%
REC PRM REC SW TRK PRM  ---   P.Chg
```

Track [REAL TIME]

❸ Select the recording track. Move the cursor to Track, and use the VALUE dial to select the desired track.

Track ◯

*Tracks 9-16 are for external sound sources (→p. 2−3 of the Owner's Manual).

❹ Select a timbre. Move the cursor to Timbre, and use the VALUE dial to select the desired timbre. If a MIDI keyboard is connected, play the keyboard to hear the selected timbre.

Timbre ◯

❺ Raise all faders and the master volume (VOLUME).
❻ Press the TRACK [MICROSCOPE] key.
You will enter the Microscope display.

Track [MICRO SCOPE]

❼ While holding the [SHIFT] key, press the [◄◄] key to return to the beginning of the song.

MEAS DEC
[SHIFT] + [◄◄]

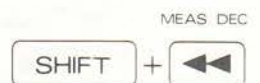❽ Press the [REC] key.
You will enter the Step Recording display.

[REC]

❾ Specify the time signature.
Move the cursor to New Measure Beat, and set the time signature of the song you will be recording.
(example) 4/4······four quarter notes per measure
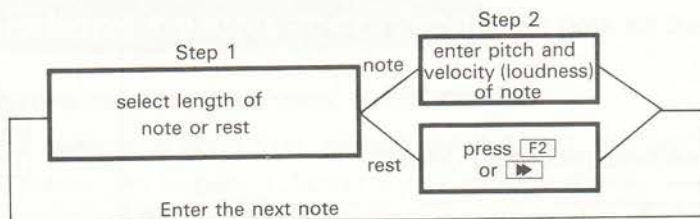(example) 3/4······three quarter notes per measure
(example) 6/8······six eighth notes per measure
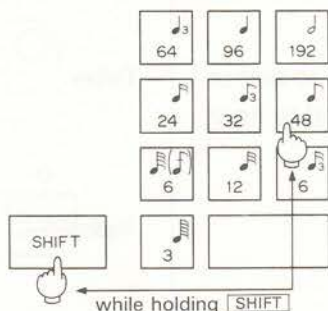
New Meas Beat ◯

2. Step recording

Now we will enter notes one by one, using the following recording procedure.

Step 1) Select the length (value) of the note or rest.

❶ Move the cursor to Step.

❷ While holding the SHIFT key, press a numeric key. The note values entered by each key are printed on the line above each key.

while holding SHIFT

For example, to enter a step time of 48, hold SHIFT and press 6 (♪).

* To enter a rest, press the corresponding note value key. For example, to enter an eighth rest, press numeric key 6.)

* To enter dotted notes, or other note values that are not printed on any of the keys, use the numeric keys to enter a corresponding numeric code (without pressing the SHIFT key). Refer to the following chart.

Note value	Step time/ Numeric key		Note value	Step time/ Numeric key	
o	384		♪₃	32	5
♩.	288		♫	36	
♩	192	9	♪	24	4
♩₃	128		♫₃	16	3
♪.	144		♫.	18	
♩	96	8	♬	12	2
♩₃	64	7	♬₃	8	
♫.	72		(♪)=♫	6	1
♪	48	6	♬	3	0

●Tenuto or staccato

The "Gate = %" item in the display indicates the actual length of time (gate time) that the note will sound, expressed as a percentage of the step time value. Notes you enter will automatically be given the gate time specified here.

For example, when eighth notes ("Step = 48" and "Gate = 80%") are played back, the notes will be held for 80% of an eighth notes value. If you decrease the percentage, the notes will be staccato. If you increase the percentage, the notes will be tenuto.

Step 2) Enter the contents of the note

●If you are using a MIDI keyboard for input

After completing step 1, play the first note of your song on the MIDI keyboard. When you release the key, the note number and loudness (velocity) will be entered. At the same time, the gate time specified by the "Gate=%" in the popup window will automatically be entered. You can now enter the next note.

●If you are using the numeric keys for input

Enter the pitch (note number) of the note

After completing step 1,

❶ Press the ENTER key.

The cursor will move to the note number area, and an initial note number will be displayed.

❷ Enter the pitch.

To enter the pitch (as a number from 0-127), use the numeric keys directly.

To enter the pitch as a key name and octave number (such as C4), hold the SHIFT key while you enter the data.
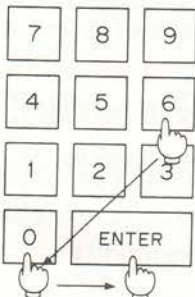
Input by number

7	8	9
4	5	6
1	2	3
0	ENTER	

(Enter notes by specifying a note number 0-127)

Enter note numbers in the usual way

If you press 6 → 0 → ENTER, the resulting note will be C 4(60).

↑
note number

Input by key name

	♭	#	
	E	F	G
	B	C	D
SHIFT		A	

7	8	9
4	5	6
1	2	3
0		

(Enter notes by specifying a key name C- -G9)

While holding SHIFT, enter the key (A-G) and the ♭ or # symbol, and then enter the octave number.

If you press SHIFT + 2c → 4, the resulting note will be C 4(60).

while holding SHIFT

↑
key name

Refer to the Note Number (Key Name) chart

C#3 D#3   F#3 G#3 A#3

C3 D3 E3 F3 G3 A3 B3

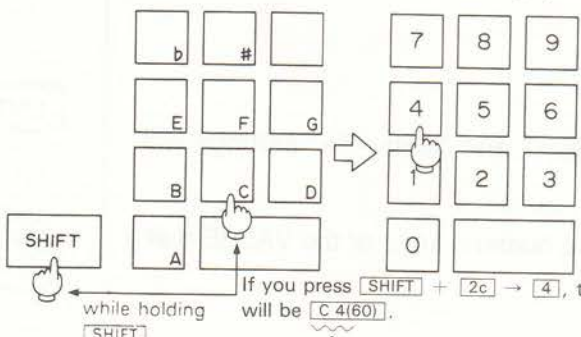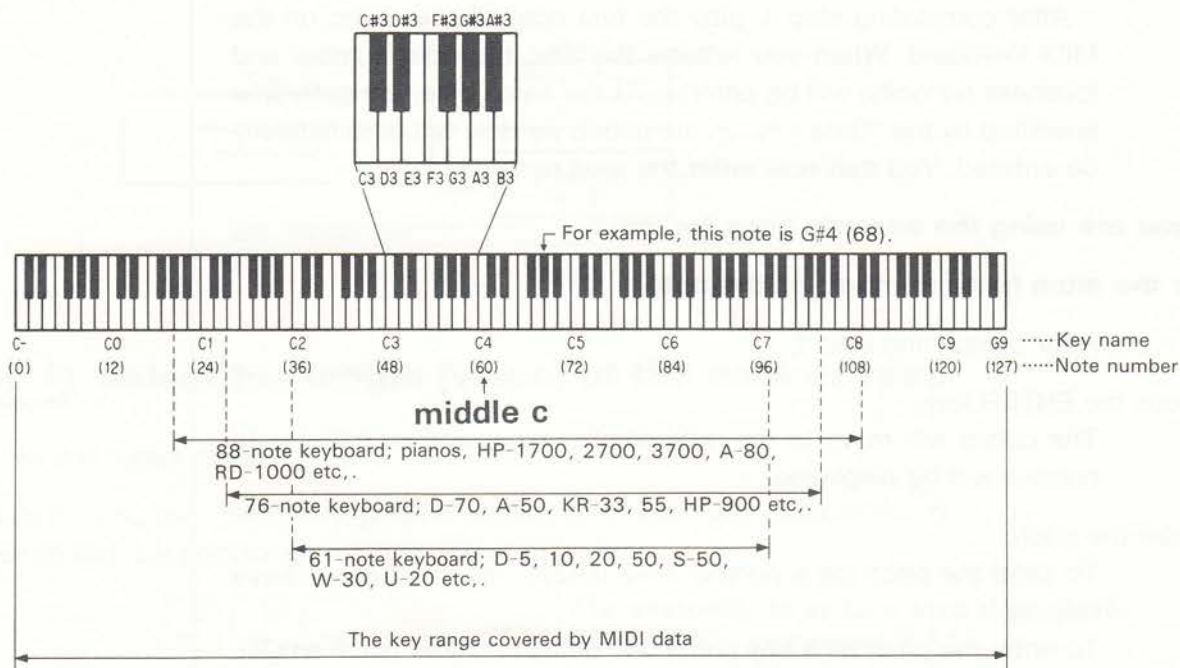For example, this note is G#4 (68).

C-	C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	G9	······Key name
(0)	(12)	(24)	(36)	(48)	(60)	(72)	(84)	(96)	(108)	(120)	(127)	······Note number

middle c

88-note keyboard; pianos, HP-1700, 2700, 3700, A-80, RD-1000 etc,.

76-note keyboard; D-70, A-50, KR-33, 55, HP-900 etc,.

61-note keyboard; D-5, 10, 20, 50, S-50, W-30, U-20 etc,.

The key range covered by MIDI data

Enter the Velocity Code (loudness)

With the cursor at Note No;

❶ Press the ENTER key.
The cursor will move to Vel (velocity), and an initial velocity value will be displayed.

ENTER

❷ Use the numeric keys or the VALUE dial to enter a velocity code from 1–127. (Higher values result in a louder sound.)

Enter the Note Value (gate time)

With the cursor located at Vel;

❶ Press the ENTER key.
A value calculated from the "Step=" and "Gate=%" settings will be entered.

ENTER

❷ If you wish to modify the gate time, use the numeric keys or the VALUE dial.

Finalize

With the cursor located at Gate;
Press the ENTER key.
The position will advance by the selected "Step=" length, and you can now enter the next note.

ENTER

(Step 2) Enter a Rest

Press the ⏩ or F2 (REST) key.

> The position will advance by the selected "Step=" length.
>
> *The MV-30 does not contain actual "rest data". The position is simply advanced by the length of the rest.

●To Enter a Chord

> When you are using a MIDI keyboard for input, the chords you play will be entered as you play them.
>
> When you are using the numeric keys for input, after selecting the gate time, hold the SHIFT key and press the ENTER key. You can then enter the next note at the same location as the first note.

SHIFT
+
ENTER

●To Enter a Tie

> Press the ▶/■ or F1 (TIE) key and the duration of the previous note will be extended by the length of the "Step" displayed for that note. The gate time will be lengthened accordingly.

START/STOP
○
▶/■
or
F1

●To jump to the next measure

> Hold the SHIFT key and press the ⏩ key or just press F3 (Nxt Meas) key, and you will jump to the beginning of the next measure.
>
> *To move backward (step by step), deleting previously entered data, press the ◀◀ or F4 (StpBack) key. The data you back over will be deleted.

MEAS INC
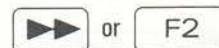
SHIFT + ⏩
or
F3

2. Steptime Pattern Recording

It is also possible to record a pattern in steptime. Press the PATTERN MICROSCOPE key, and then press the REC or F5 (Step) key. Record a pattern in steptime the same way. Then assign the pattern in the track. (→p. 30).

9. Recording volume changes with the compu-mixer

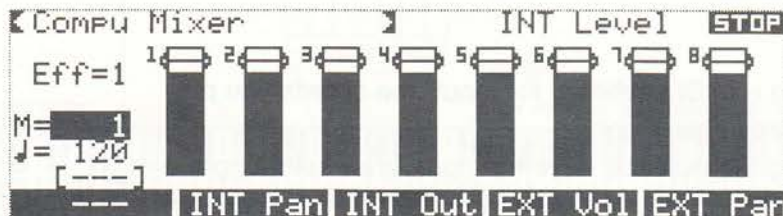As song playback progresses, you can adjust the volume of each track, and have these changes recorded. This lets you create crescendo, diminuendo, fade-in, and fade-out effects.
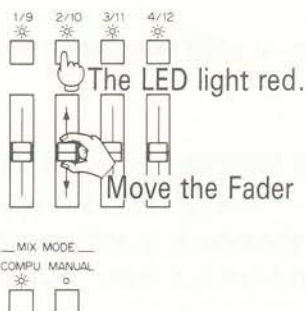
Recording

❶ When the song you just recorded is selected, press the COMPUMIX key.
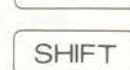The compu-mixer display will appear.

```
【Compu Mixer    】  INT Level  STOP
Eff=1   1     2     3     4     5     6     7     8
M=         1
♩=    120
  [---]
   ---  INT Pan  INT Out  EXT Vol  EXT Par
```

❷ If the Message area does not display "INT Level", press F1 (INT Lvl) key.

❸ While holding the SHIFT key, press the ◀◀ key to return to the beginning of the song.

❹ Now let's rehearse.
press the MANUAL key, and then the ▶/■ key to start the song playback. Move the faders listening to the song. Press the ▶/■ key once again, and playback will stop.

❺ While holding the SHIFT key, press the ◀◀ key to return to the beginning of the song.

❻ Press the REC key.
The mixer mode will automatically be set to "COMPU", and you will enter the recording standby mode.

❼ Press the track keys for the tracks you wish to control (the LED will light red).

> *Tracks whose LEDs are not lit can be controlled manually, but volume changes will not be recorded. Tracks whose LEDs are lit green contain volume change data, and will be controlled by this data; their volumes cannot be controlled manually.

❽ Move the faders to appropriate levels.

❾ Press the ▶/■ key, and recording will begin.
Move the faders as the song progresses.

❿ Press the ▶/■ key once again, and recording will stop.

The LED light red.

Move the Fader

○
COMPU
MIX

F1   MEAS DEC

SHIFT + ◀◀
MANUAL
○

START/STOP
▶/■

START/STOP
▶/■   MEAS DEC

SHIFT + ◀◀
○

REC

START/STOP
○
▶/■

START/STOP
○
▶/■

◆◆◆ 38

Playback

❶ While holding the SHIFT key, press the ◄◄ key to return to the beginning of the song.

❷ Press the ▶/■ key to start playback.

  Fader movements will be displayed on the screen.

  To stop in the middle of the song, press the ▶/■ key.

View the data

❶ While holding the SHIFT key, press the ◄◄ key to return to the beginning of the song.

❷ Press the TRACK MICROSCOPE key.

  The Microscope display will appear.

❸ Move the cursor to the right of Track, and use the VALUE dial to select "M".

  The mixer track is now selected.

```
【Microscope          】          STOP
 Track  M ----------------Track-Value
 M   7- 1- 1 >     INT Level  3      61
          2 >     INT Level  4      36
          6 >     INT Level  3      48
          7 >     INT Level  4      51
          9 >     INT Level  3      36
 Page ↑  Page ↓  Move   View   Step
```

❹ Move the cursor to the location in the diagram, and rotate the VALUE dial.

  The data you recorded will be displayed.

Display data of only one track

Data of all tracks will be displayed together. If you only wish to view the data of a single track, use the following procedure:
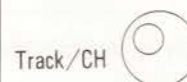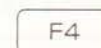
❶ Press the F4 (View) key.

❷ Set "Select" to "INT Lvl".

❸ Move the cursor to Track/CH, and select the track you wish to view.

❹ Press the EXIT key, and only the data of the selected track will be displayed.

  To return to the previous display, select "All" in step ❷ and ❸.

10. Make finishing touches to the song

You have now completed the recording process, but if necessary, you can use one of the many editing functions to add finishing touches to the song. Some of the frequently used editing functions are listed below.

When you want to	Function name	Procedure	Refer to the Owner's Manual, page ??
Edit the timbre you are playing	Timbre edit	[TIMBRE EDIT]	3–48 4–23
Edit individual data events of a song	Microscope	TRACK [MICRO SCOPE]	4–54
Edit individual data events of a pattern	Pattern microscope	PATTERN [MICRO SCOPE]	4–88
Delete data from tracks or patterns	Erase	TRACK PATTERN [EDIT] ► [1] ► [ENTER]	4–61 4–90
Combine the data of two tracks	Merge	TRACK [EDIT] ► [2] ► [ENTER]	4–62
Quantize all the data in a track or pattern	Quantize	TRACK [EDIT] [5] PATTERN [EDIT] [2] ► [ENTER]	4–68 4–91
Delete several measures	Delete measure	TRACK [EDIT] ► [6] ► [ENTER]	4–70
Insert several blank measures	Insert measure	TRACK [EDIT] ► [7] ► [ENTER]	4–71
Move a specific type of data from a track into another track	Extract	TRACK [EDIT] ► [8] ► [ENTER]	4–73
Raise or lower (in semi-tone steps) the pitch of notes in a track or pattern	Transpose	TRACK [EDIT] [F5] [1] PATTERN [EDIT] ► [5] ► [ENTER]	4–74 4–96
Increase or decrease the velocity of all data in a track or pattern	Change velocity	TRACK [EDIT] [F5] [2] PATTERN [EDIT] ► [6] ► [ENTER]	4–75 4–97
Lengthen or shorten the gate times of all data in a track or pattern	Change gate time	TRACK [EDIT] [F5] [3] PATTERN [EDIT] ► [7] ► [ENTER]	4–76 4–98
Move all data of a track forward or backward in time	Shift clock	TRACK [EDIT] ► [F5] ► [5] ► [ENTER]	4–78
Copy data from a track to a track	Copy T → T	TRACK [EDIT] ► [3] ► [ENTER]	4–63
Copy data from a track to a pattern	Copy T → P	PATTERN [EDIT] ► [4] ► [ENTER]	4–94
Copy data from a pattern to a pattern	Copy P → P	PATTERN [EDIT] ► [3] ► [ENTER]	4–92
Copy data from a pattern to a track	Copy P → T	TRACK [EDIT] ► [4] ► [ENTER]	4–66
Partially re-record a track	Punch in / out recording	TRACK [REAL TIME] ► [REC]	3–28
Record pan (stereo position) changes for each track	Compu-mix recording	[COMPU MIX] ► [F3]	4–21 3–31
Record volume changes for each track		[COMPU MIX] ► [F2]	3–26
Edit the effectors you are playing	Chorus edit Reverb edit	[PLAY] ► [F2] ► [F3] or TRACK [REAL TIME] ► [SHIFT]+[F1] [SHIFT]+[F2]	4–3 4–4
Record effect settings and changes	Effect change recording	[COMPU MIX] ► [SHIFT]+[F1] ~ [F5]	3–30

To use these functions, please refer to the Owner's Manual.

11. Save the data

You have now created a complete song using the MV-30.
After you complete a song, always remember to save the data to disk.
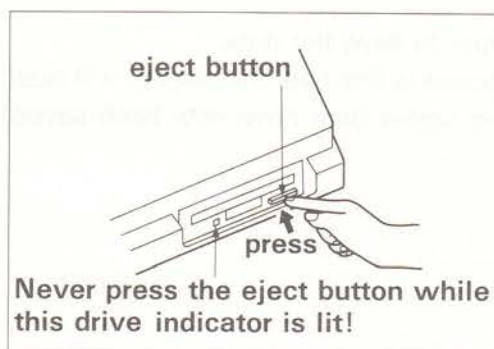Use a new disk to store your song data.

1. Format a disk

Newly purchased disks, or disks used by another device, must be formatted by the MV-30 before they can be used to store MV-30 data. When you format a disk, however, be aware that all data that was previously stored on that disk will be erased.

> *When purchasing new disks, ask for "MF2-DD" disks (3.5 inch dual sided, double density, double track micro disks).

Procedure

❶ Eject the disk that is now in the disk drive.

eject button

press

Never press the eject button while this drive indicator is lit!

❷ Insert the New Disk with the protect tab set to PROTECT position into the disk drive.

❸ Press the DISK key.
　　　The Disk Menu (1) display will appear.

❹ Press the F5 (Page) key, and then press the F3 (Format) key.

❺ Use the numeric keys or the VALUE dial to assign a label name (disk name).
　　　Please refer to "Entering a Name" (→p. 1 — 6 in the Owner's Manual).

❻ Press the F1 (Sys Disk) key.
　　　A popup window will open.

❼ Press the F1 (Format) key. If you decide to cancel without formatting, press the EXIT key.

　　　When formatting is finished, the display will read "Complete".

o

DISK

F5

F3

Entering a Name

F1

F1

2. Save

Next we will save your song to the newly formatted disk. NOTE: If you turn the MV-30's power off without saving to disk, your song will be lost.

Procedure

❶ Press the ⎡DISK⎤ key.

❷ Press the ⎡F3⎤(SVSong) key.

❸ Rotate the VALUE dial to select the song you created. (If you have not named your song, you should do so now. You can name the song in this screen. Press ⎡▶⎤ key to move the cursor to the song name area.)

❹ Press the ⎡F1⎤(Save) key.
　　We will save the timbre data together with the song data.

❺ Press the ⎡F1⎤(Save) key to save the data.
　　When the process is finished, the display will read "Complete". The song data and timbre data have now been saved.
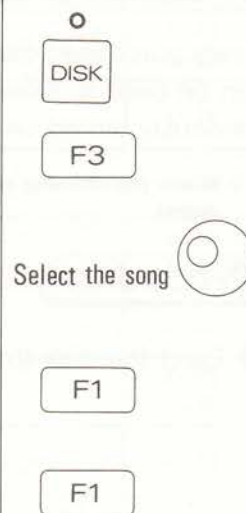
○
DISK

F3

Select the song ⊚

F1

F1

◆◆◆ *42*

12. Turning off the Power

Follow this procedure when powering down:

 *When you turn off the power to the MV-30, all song and timbre data will be lost. If you have songs you wish to preserve, save the data to disk (→p.42) before turning the power off.

Procedure

❶ Turn off your amplifier system.

❷ Press the MV-30's eject button and remove the disk from the drive.

❸ Turn off the power switch located on the rear panel of the MV-30.

❹ Turn off the power to your connected MIDI keyboard.

Well done! Your MV-30 is eagerly awaiting your next work session!

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Roland