

Functions Added in Ver.1.80

Undo/Redo Function Added

This function lets you revert a phrase to how it was just before it was edited.

- * This is enabled only when the **WORKFLOW [SEQ]** button is selected.
- * The messages “Can’t UNDO” or “Can’t REDO” are shown when undo/redo can’t be performed.

Undoing the previous operation (UNDO)

1. Press the [EXIT] and MEASURE [◀] buttons at the same time.

“UNDO” is shown in the display, and the sequencer returns to the previous state.

For a step recording, this undoes the step that you just inputted or erased.

For a real-time recording, this undoes the recorded step and motion state.

- * When you switch between tracks or clips, the undo content is erased.
- * You can’t undo or redo while recording in real time.
- * You can undo up to 10 times.

Reverting an Undo Operation (REDO)

1. Press the [EXIT] and MEASURE [▶] buttons at the same time.

“REDO” is shown in the display, and the data reverts to how it was before you did the undo operation.

Import Function for MC/MV Production Packs Added

You can load the MC/MV Production Packs (clip packs: MCZ files) that are saved on an SD card into a project.

Sound files such as sound packs are distributed and available via Roland Cloud. See the Roland website for more information on Roland Cloud.

<https://www.roland.com/>

- * Save the MCZ file to the “ROLAND/SOUND” folder on your SD card.

1. Press the [SEQ] button to set the workflow to “Sequencer”.

2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.

3. Press a button from [KICK] through [INST 2] to select a track.

4. Press the [EDIT] button, and then press pads [1]–[16] to select where to load the clip.

The CLIP EDIT MENU screen appears.

5. Use the [VALUE] dial to select “LOAD CLIP”; and then press the [VALUE] dial.

The LOAD CLIP screen appears.

6. Use the [VALUE] dial to select “SOUND FILE”; and then press the [VALUE] dial.

The clip pack is shown.

7. Select the pack that you want to load, and then press the [VALUE] dial.

This shows the categories.

8. Select the category and clip that you want to load, and then press the [VALUE] dial.

- * You can’t import a clip of a different track type.
- * If you set the Key and Scale for the song (GEN) beforehand, the clip’s Transpose value is automatically adjusted when you load a clip whose Key and Scale (clip settings) are already set.

For details, refer to the “Making Song-Related Settings” (Owner’s Manual: p. 35), “Editing a Clip’s Settings” (Owner’s Manual: p. 19).

SONG (GEN)

Parameter	Value	Explanation
Key	NONE, C, C#, D, D#, E, F, F#, G, G#, A, A#, B	Sets the root note (key) of the song.
Scale	NONE, MAJOR, MINOR	Sets the scale of the song.

CLIP SETTING

Parameter	Value	Explanation
Key	NONE, C, C#, D, D#, E, F, F#, G, G#, A, A#, B	Sets the root note (key) of the clip.
Scale	NONE, MAJOR, MINOR	Sets the scale of the clip.

Added Shortcuts

The following shortcuts have been added.

Function	Shortcut
Clear the phrase from a clip	Hold down the [CLEAR] button and press the [SEQ] button.
Clear the phrase and measure settings from a clip	Hold down the [CLEAR] button and press the [NOTE] button.
Clear the drum part phrase	Hold down the [CLEAR] button and press the pad.

RANDOM TONE DESIGNER Function Added

You can randomly generate the tones for a tone track.

1. Follow the steps in “Selecting a Clip” (Owner’s Manual, p. 19) to select the clip for which you want to change the tone.

2. Press the [VALUE] dial.

The BROWSER screen appears.

3. Use the [VALUE] dial to select “RANDOM”; and then press the [VALUE] dial.

The RANDOM TONE DESIGNER appears.

4. Select the algorithm using the [VALUE] dial, and the press the [VALUE] dial to generate the tone.

Algorithm	Explanation
POLY	Generates a polyphonic tone.
MONO	Generates a monophonic tone.
PAD	Generates a synth pad.
MOD	Generates a modulated tone.
ANALOG	Generates a tone that recreates an analog synthesizer.
A.MONO	Generates a monophonic tone that recreates an analog synthesizer.
A.PAD	Generates a synth pad that recreates an analog synthesizer.
DRUM	Generates a synth drum tone.

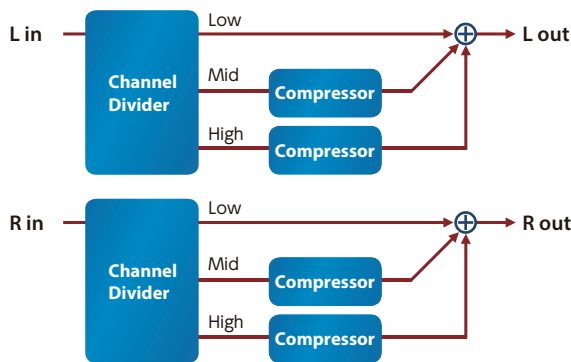
Algorithm	Explanation
KICK	Generates a kick drum tone.
SNARE	Generates a snare drum tone.
CYMBAL	Generates a cymbal tone.
C.BELL	Generates a cowbell tone.

Exciter, Phonograph and JD Multi Added to MFX

An Exciter effect has been added to the Filter category, a Phonograph effect has been added to the Lo-fi category, and a JD Multi effect has been added to the Combination category.

Exciter

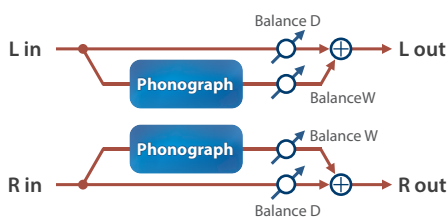
This adds dynamics to the sound, by dynamically bringing up the high end using a split-band compressor.



Parameter	Value	Explanation
Band2 Th	-80.0-0.0 (dB)	Raises the midrange frequency levels when they fall below the specified amount.
Band2 Gain	0-+24 (dB)	Sets how much to raise the levels when the midrange volume is low.
Band3 Th	-80.0-0.0 (dB)	Raises the high-end frequency levels when they fall below the specified amount.
Band3 Gain	0-+24 (dB)	Sets how much to raise the levels when the high-end frequency volume is low.
Split1 F	2000-5000 (Hz)	Frequency at which the low and midrange frequencies are split
Split2 F	3000-10000 (Hz)	Frequency at which the midrange and high-end frequencies are split
Level	0-127	Output Level

Phonograph

Recreates the sound of an analog record being played on a record player. This lets you simulate the unique noises produced when a record is played, as well as the variations that occur when the record spins.



Parameter	Value	Explanation
Signal Dist	0-127	Sets the amount of distortion.

Parameter	Value	Explanation
Freq Range	0-127	Sets the frequency characteristics of the playback system. Smaller values create the feeling of an older system with narrow frequency bands.
Disc Type	LP, EP, SP	Sets the turntable rotation speed. This has an effect on the scratch noise cycle.
Scratch NZ	0-127	Sets the volume of noise created by scratches in the record.
Dust NZ	0-127	Sets the volume of noise created by dust on the record.
Hiss NZ	0-127	Sets the volume of continuous hiss noise.
Total NZ	0-127	Sets the volume of noise overall.
Wow	0-127	Sets the amount of variation in record spin (long cycle).
Flutter	0-127	Sets the amount of variation in record spin (short cycle).
Random	0-127	Sets the amount of non-cyclical variation in record spin.
Total W/F	0-127	Sets the volume of variation in record spin overall.
Balance	D100: 0W -D0: 100W	Sets the volume balance between the original sound (D) and the effect sound (W).
Level	0-127	Sets the output volume.

JD Multi

Recreates the effects included in group A of the JD-800.



Parameter	Value	Explanation
Seq	DS - PH - SP - EN	Selects the connection order of the effects.
	DS - PH - EN - SP	
	DS - SP - PH - EN	
	DS - SP - EN - PH	
	DS - EN - PH - SP	
	DS - EN - SP - PH	
	PH - DS - SP - EN	
	PH - DS - EN - SP	
	PH - SP - DS - EN	
	PH - SP - EN - DS	
	PH - EN - DS - SP	
	PH - EN - SP - DS	
	SP - DS - PH - EN	
	SP - DS - EN - PH	
	SP - PH - DS - EN	
	SP - PH - EN - DS	
	SP - EN - DS - PH	
	SP - EN - PH - DS	
	EN - DS - PH - SP	
	EN - DS - SP - PH	
EN - PH - DS - SP		
EN - PH - SP - DS		
EN - SP - DS - PH		
EN - SP - PH - DS		
DS Switch	OFF, ON	Turns the distortion on/off.

Parameter	Value	Explanation
DS Typ		Sets the type of distortion.
	MELLOW DRV	Softer distortion with a slightly darker sound.
	OVERDRIVE	Distortion that resembles a vacuum tube amp being driven.
	CRY DRV	Distortion that emphasizes the high end.
	MELLOW DS	Gives the feeling of distortion playing through a large amp.
	LIGHT DS	Strong distortion with a bright sound.
	FAT DS	Thick distortion that emphasizes the low and high ends.
	FUZZ DS	Distortion that's even more powerful than FAT DS.
DS Drive	0–100	Sets the amount of distortion.
DS Level	0–100	Sets the distortion output level.
PH Switch	OFF, ON	Turns the phaser on/off.
PH Manual	50 [Hz] – 15.0 [kHz]	Sets the basic frequency from which the sound is modulated with the phaser effect.
PH Rate	0.1–10.0 [Hz]	Sets the cycle of the phaser modulation.
PH Depth	0–100	Sets the depth of the phaser modulation.
PH Resonance	0–100	Sets the amount of feedback for the phaser. Increasing the value creates a more unusual sound.
PH Mix	0–100	Sets the level of the phase-shifted sound.
SP Switch	OFF, ON	Turns the spectrum on/off.
SP Band1	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 250 Hz range.
SP Band2	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 500 Hz range.
SP Band3	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 1000 Hz range.
SP Band4	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 2000 Hz range.
SP Band5	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 4000 Hz range.
SP Band6	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 8000 Hz range.
SP Width	1–5	Sets the bandwidth for changing the levels, common to all bands.
EH Switch	OFF, ON	Turns the enhancer on/off.
EH Sens	0–100	Sets how easily the enhancer effect is applied.
EH Mix	0–100	Sets the ratio at which the harmonics generated by the enhancer are mixed with the original sound.
Pan	L64–63R	Changes the pan.
Level	0–127	Sets the output volume.

BPM Sync Parameter Added to Track Settings, Looper Track

The following parameter was added to Track Settings (GEN tab) for looper tracks.

Parameter	Value	Explanation
BPM Sync	OFF, ON	When this is set to ON, the playback speed for the phrase changes according to the BPM. Set this to OFF if you don't want the playback speed to change.

SMF Import Function Added

You can load an SMF (standard MIDI file) that's saved on an SD card into a clip.

- * When loading an SMF, save it to the ROLAND/MV/MIDI folder on the SD card.

1. Press the [SEQ] button to set the workflow to “Sequencer”.
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press a button from [KICK] through [INST 2] to select a track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select where to load the clip.

The CLIP EDIT MENU screen appears.

5. Use the [VALUE] dial to select “IMPORT MIDI”, and then press the [VALUE] dial.

The MIDI IMPORT screen appears.

- * If an import destination clip is selected in WORKFLOW [SEQ] Ó PAD MODE [SECTION SELECT], you can also press the [VALUE] knob to select “MIDI FILE”.

6. When you select a MIDI file and press the [VALUE] knob, the SMF data is imported to the current clip.

- * The MIDI messages whose “Rx-” in TRACK SETTING (MIDI) is “ON” are also imported at this time.

Auto Channel Function Added

Now you can use the Auto Channel function.

Incoming MIDI messages are sent to the track selected by the DRUM TRACKS [KICK]–[KIT] buttons or MELODIC TRACKS [BASS]–[INST2] buttons.

This is convenient when a MIDI keyboard etc. is connected.

The following item is added to the system settings (MIDI tab).

Parameter	Value	Explanation
Auto Ch	OFF, CH1–CH16	If there is input on the specified MIDI channel, those MIDI messages are sent to the track selected.

Waveforms Added to FORM TYPE in Motion Designer

The COS and RND waveforms have been added to the FORM TYPE parameter in the Motion Designer.

COS: A waveform whose phase is 90 degrees offset relative to SIN.

S&H: A random value is output.

Virtual Knob (CTRL 4) Added for Motions

You can now assign parameters to the CTRL 4 virtual knob.

1. Press the [SEQ] button to set the workflow to “Sequencer”.
2. Turn the [CTRL 1] knob while holding down the [SHIFT] and

[EDIT] buttons.

This displays the parameters.



3. Take your fingers off the [SHIFT] and [EDIT] buttons when the parameter you want to assign is shown.

The parameter is now assigned to the CTRL 4 virtual knob.

- * In **WORKFLOW [SEQ]**, press the **[EDIT]** button and then a step button. After this, the **MOTION** screen page switches each time you press the **[MOTION]** button.



- * The CTRL 4 virtual knob is shown as “CT4” at the top of the display.

Recording Messages from External MIDI Devices as Motions

You can record control change messages and other MIDI messages inputted from an external MIDI device as motions.

The following parameters were added to TRACK SETTING (MIDI tab).

You can set the MIDI message to be recorded in the detailed settings for the track (**[SHIFT]** button + **[KICK]**-**[VOCAL]** buttons).

Parameter	Value	Explanation
Rx ModWheel	ON, OFF	CC 1: You can select whether to apply modulation to a track or record it to a clip.
Rx BrthCtrl	ON, OFF	CC 2: You can select whether to apply breath control to a track or record it to a clip.
Rx FootCtrl	ON, OFF	CC 4: You can select whether to apply foot control to a track or record it to a clip.
Rx Volume	ON, OFF	CC 7: You can select whether to apply main volume to a track or record it to a clip.
Rx Pan	ON, OFF	CC 10: You can select whether to apply panning to a track or record it to a clip.
Rx Exp	ON, OFF	CC 11: You can select whether to apply expression to a track or record it to a clip.
Rx Hold-1	ON, OFF	CC 64: You can select whether to apply damper pedal to a track or record it to a clip.
Rx RevSend	ON, OFF	CC 91: You can select whether to apply reverb send to a track or record it to a clip.
Rx ChoDlySnd	ON, OFF	CC 93: You can select whether to apply chorus send to a track or record it to a clip.
Rx ChPress	ON, OFF	You can select whether to apply channel pressure to a track or record it to a clip.
Rx P.Bend	ON, OFF	You can select whether to apply pitch bend to a track or record it to a clip.

- * The parameters shown are different depending on the type of the selected track.
- * When this is set to OFF, the parameter in question is not recorded. Set this to ON before recording a parameter.
- * You can record up to four parameters in addition to pitch bend for each clip. If more than four parameters are input, they are not recorded.
- * Recorded parameters are not applied if they are set to OFF.
- * Recorded parameters are not applied if they are set to OFF. To delete recorded motions, delete the applicable motions as shown in “Deleting a Motion” (Owner’s Manual, p. 29).

- * You can edit the MIDI messages recorded in a motion from the step edit screen. From the step edit screen, each time you press the **[MOTION]** button the page switches on the **MOTION** screen, where you can view and edit the recorded MIDI messages.
→ “Editing a Motion” (Owner’s Manual: p.29)

Fade-out Added for Mixdowns

You can now apply a fade-out effect when exporting an audio file.

1. Hold down the **[SHIFT]** button and press the **[MIX DOWN]** button.
2. Use the **[VALUE]** dial to select “FADE OUT”, and then press the **[VALUE]** dial.
3. Use the **[VALUE]** dial to select the parameter and change the value.

Parameter	Value	Explanation
Fade Time	OFF, 1–10	Sets how long it takes for the sound to fade out.
Fade Curve	EXP, LIN	Selects how the fade-out is applied.
Start Offset	-30–0–30	You can select when the fade-out effect begins. When this is set to “0”, the fade-out starts at the same time that the song ends. When this is set to a negative value, you can set the fade-out to end before the song finishes playing back; and when this is set to a positive value, you can set the fade-out to end after the song finishes playing back. * Positive settings are useful for exporting the sound of the reverb or other lingering effects as well after a song ends. * Fade Time does not work correctly when this is used in sync with the tempo of an external device. Set “Sync Src” in the SYSTEM settings to “INT”.

Vocal Take Panning Function Added

You can now set the panning of a vocal take.

1. Press the **[SONG]** button to set the workflow to “SONG”.
2. Press the **[VOCAL]** button to select the **VOCAL** track.
3. Press the **[EDIT]** button, and then press pads **[1]**–**[16]** to select the vocal take to edit.
The TAKE EDIT MENU screen appears.
4. Use the **[VALUE]** dial to select “TAKE SMPL EDIT”, and then press the **[VALUE]** dial.
5. Use the **[VALUE]** dial to select “Pan” and change the value.

Added parameter for TAKE SAMPLE EDIT

Parameter	Value	Explanation
Pan	L128–127R	Adjusts the stereo position (pan) of the vocal take. * If “Out Asgn” is set to “V.PROC” (Vocal Processor) in the TAKE SAMPLE EDIT menu, the pan is set to the center of the stereo field.

Problems and Functions Corrected

- Arpeggios can now be played via external MIDI.
 - * **This is only enabled when you use an external keyboard to transmit the channel set in "Auto Ch", SYSTEM SETTING (MIDI).**
- The issue with total effects being incorrectly applied to the preview playback sound of WAV files has been fixed. Also, the preview playback sound of WAV files is no longer output to USB.
- The issue where the motion is slow to follow at the beginning of the step when SAW, ARC or SQR are selected in the MOTION DESIGNER has been improved.
- The issue with playback getting delayed when synchronized via MIDI has been fixed.
- The MIDI Start that was output when the count-in starts has been corrected, so that it now outputs after the count-in ends.
- The issue with the LFO gradually going out of sync when the tone parameter LFO's "TEMPO SYNC SW" setting is "ON" has been fixed.
- The issue where the MFX is not correctly applied when the clips for multiple tracks that are set to the same MIDI channel and all switch at the same time when a program change message is received has been fixed.
- The issue in which a setting of either "ALL", "PHRASE" or "SOUND" in "COPY: SECTION" reverts to "ALL" has been fixed.
- The issue where only the looper tracks are not copied when using "COPY: SECTION" has been fixed.
- The issue in which clips do not correctly play back when copied using "COPY: CLIP SOUND" (LOOPER track) has been fixed.
- The export progress and WAV filename are now shown when SAMPLE EXPORT is executed for the looper track.
- The issue with quantization not being correct when you raise the "Qtz Mstr" value from the OFF setting in the QUANTIZE SETTING screen or the "Qtz C.Tight" value from the OFF setting in the CLIP SETTING screen has been fixed.
- Clips (.mvc) created on the MC-707 or on the MC-101 can now be imported. Save the clips to either the ROLAND/MV/CLIP/DRUM folder, the ROLAND/MV/CLIP/TONE folder or the ROLAND/MV/CLIP/LOOPER folder.
- Other minor problems have been fixed.