MC-707 Update

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.

* 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.

Added Function for Continuously Assigning Sliced Samples

A sampling function has been added for continuously assigning sliced samples.

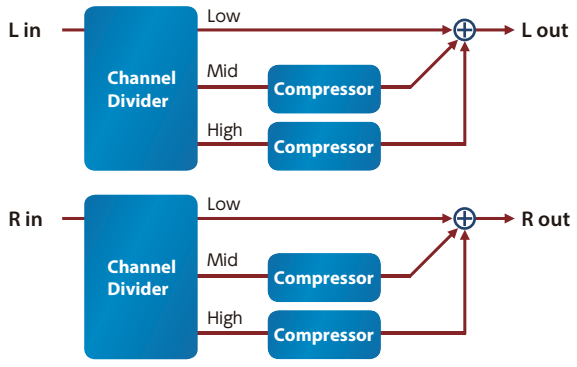
In step 7 (loading into a track) of **"Sampling to a tone or drum track"** (P.15), you can now press the [ENTER] button while holding down the [NOTE] button to continuously assign sliced samples each time you press the button.

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

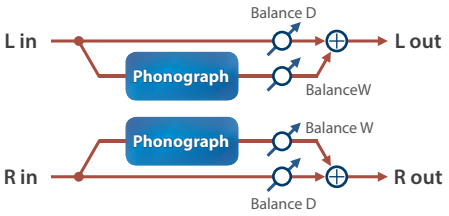
This adds dynamics to the sound, by dynamically bringing up the high end using a split-band compressor.



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

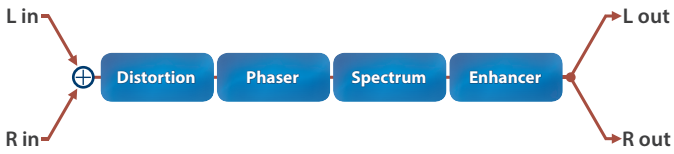
Recreates the sound of an analog record being played on a record player. This lets you simulate the unique noises produced when a record is played, as well as the variations that occur when the record spins.



Parameter	Value	Explanation
Signal Dist	0–127	Sets the amount of distortion.
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
Sequence	DS - PH - SP - EN	Selects the connection order of the effects. **DS:** Distortion **PH:** Phaser **SP:** Spectrum **EN:** Enhancer
	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.
DS Type	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 DST	Gives the feeling of distortion playing through a large amp.
	LIGHT DST	Strong distortion with a bright sound.
	FAT DST	Thick distortion that emphasizes the low and high ends.
	FUZZ DIST	Distortion that's even more powerful that FAT DST.
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 Band Ctrl1	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 250 Hz range.
SP Band Ctrl2	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 500 Hz range.
SP Band Ctrl3	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 1000 Hz range.
SP Band Ctrl4	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 2000 Hz range.
SP Band Ctrl5	-15–+15 [dB]	Sets the gain (amount of boost/cut) in the 4000 Hz range.
SP Band Ctrl6	-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.

MULTITRACK Mode Added to PAD NOTE

This function lets you use the MC-707 as an eight-track drum machine.

1. Hold down the [NOTE] button and press the ">" cursor button.

This switches NOTE mode to MULTITRACK mode.

This lets you use the upper row of pads (eight buttons) for playing each track and switching between tracks.

The note produced when you operate the pads or input steps is C4 (60).

2. Hold down the [NOTE] button and press the "<" cursor button.

This switches NOTE mode to SINGLE TRACK mode.

MEMO

You can also edit the settings from **"Pad Note Mode"**, under the CTRL tab of SYSTEM SETTING.

Volume Setting Added for WAV File Preview Playback

"WAV Preview Level" has been added to the project settings.

Added Cue Bus Monitor For WAV File Preview Playback

An ON/OFF switch for **"CUE SW"** has been added to the WAV browser screen.

When this is ON, the bus automatically switches to the cue bus during preview playback, which lets you monitor the preview playback sound without outputting it to an external source.

Added Shortcuts

The following shortcuts have been added.

Sequencer transpose	Hold down the [NOTE] button and press the pad.
Continuously assign the resulting sound sliced using the sampler to the pads	Hold down the [NOTE] button and repeatedly press the [ENTER] button. The sliced sample is continuously assigned to the pads each time you press the button.

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).

Parameter	Value	Explanation
Receive Modulation	ON, OFF	**CC 1:** You can select whether to apply modulation to a track or record it to a clip.
Receive Breath Control	ON, OFF	**CC 2:** You can select whether to apply breath control to a track or record it to a clip.
Receive Foot Control	ON, OFF	**CC 4:** You can select whether to apply foot control to a track or record it to a clip.
Receive Volume	ON, OFF	**CC 7:** You can select whether to apply main volume to a track or record it to a clip.
Receive Pan	ON, OFF	**CC 10:** You can select whether to apply panning to a track or record it to a clip.
Receive Expression	ON, OFF	**CC 11:** You can select whether to apply expression to a track or record it to a clip.
Receive Hold-1	ON, OFF	**CC 64:** You can select whether to apply damper pedal to a track or record it to a clip.
Receive Reverb Send	ON, OFF	**CC 91:** You can select whether to apply reverb send to a track or record it to a clip.
Receive Chorus/ Delay Send	ON, OFF	**CC 93:** You can select whether to apply chorus send to a track or record it to a clip.
Receive Channel Pressure	ON, OFF	You can select whether to apply channel pressure to a track or record it to a clip.
Receive Pitch 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.
* To delete recorded motions, you must delete the applicable motions, as shown in **"Deleting Motion"** or **"Editing Motion"** of the Reference Manual (p. 34).
* You can edit the MIDI messages recorded in a motion from the step edit screen.
* On the **"Editing Motion"** step edit (EDIT STEP) screen shown in the Reference Manual (p. 34), when you press the cursor [J] button in the **"Switching the Motion that's edited or viewed by the step buttons"** step, the screen switches to the MOTION screen page, where you can view and edit the recorded MIDI messages.
  When you hold down the [SHIFT] and [CLEAR] buttons and press the [C1]–[C4] knobs at this time, the motion for the specified knob is deleted from all clips.

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. **On the HOME screen, use the cursor buttons to select the import destination clip.**
2. **Press the [CLIP] button.**
3. **Move the cursor to select "SOUND FILE", and press the [ENTER] button.**

   When **"CLIP FILE"** is selected, you can import clips (in .mvc format) that are saved on the SD card.
4. **Use the cursor buttons to move between and select an item (FILE, CATEGORY, CLIP).**
5. **Select the clip you want to import, and press the [ENTER] button.**

   When **"SOUND SOURCE to CLIP"** is shown, select **"CANCEL"** to leave the sound source as **"TRACK"**, or select **"OK"** to change the sound source to **"CLIP"**.

   See the **"Making Track Settings"** in the Reference Manual (p. 20) for more information on the sound source.

* You can't import a clip of a different track type.
* If you want to use the sound of the import source clip in a tone/drum track, specify the sound source as **"CLIP"**.
* If you set the Key and Scale in the project settings beforehand, the clip's Transpose value is automatically adjusted when you load a clip whose Key and Scale (clip settings) are already set.

The following parameters were added to the project settings (COM tab).

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.

The following parameters were added to the clip settings (KEY tab).

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.

Save Function for Clips Added

Here's how to save a clip to an SD card.

1. **On the HOME screen, use the cursor buttons to select the clip to save.**
2. **Press the [CLIP] button.**
3. **Use the cursor to select "SAVE CLIP", and press the [ENTER] button.**
4. **Use the cursor buttons and the [VALUE] knob to edit the clip name.**
5. **Press the [ENTER] button.**

   A confirmation message appears.
6. **Use the cursor [<] [>] buttons to select "OK", and then press the [ENTER] button.**

   If you decide to cancel, use the cursor [<] [>] buttons to select **"CANCEL"**, and then press the [ENTER] button.

* The save destination differs depending on the track type.
DRUM track: ROLAND/GROOVEBOX/CLIP/DRUM
TONE track: ROLAND/GROOVEBOX/CLIP/TONE
LOOPER track: ROLAND/GROOVEBOX/CLIP/LOOPER

* Clip packs (.SDZ) can't be saved.

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 **"MIDI Rx Auto Channel"**, SYSTEM SETTING (MIDI).
- The program changes sent for clips now conform to LSB/MSB. This can be configured in CLIP SETTING (MIDI).
- The issue with playback getting delayed when synchronized via MIDI has been fixed.
- The issue with notes not getting imported when importing an SMF file if the 128th step is a note-off message has been fixed.
- MIDI messages whose **"Receive–"** in TRACK SETTING (MIDI) is **"ON"** when importing an SMF file can now be imported.
- 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 with Pan and Level not being applied when importing clips from another project file has been fixed.
- In the MOTION tab on the STEP EDIT screen, the steps that did not contain motion data at the beginning were not shown. This has been changed to show the maximum motion value written within the step. (If data exists at the beginning of the step, the display of the starting data is prioritized.)
- 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 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 with the response of the FX PRM and FX DEPTH knobs getting worse when the knobs are continuously turned has been fixed.
- The issue where notes outside of the range are not muted and play unwanted notes when generating chords using the Chord Designer has been fixed.
- The scene number now blinks when the next scene is standing by (reserved) in the scene chain.
- The issue with the scatter effect not being applied even though the [SCATTER] button was pressed has been fixed.
- The issue where the scatter effect triggered by the pads does not turn on depending on the timing, or turns off at a shorter length than what was set for Pad Quantize 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 where the [START/STOP] button doesn't work during the pre-count for the count-in has been fixed.
- The issue where unrelated parameters are changed in a clip when STEP SHIFT is executed in the STEP EDIT screen has been fixed.
- The issue where the clip's sound is incorrect when selected while the clip chain is playing back has been fixed.
- The issue with the Drum track sound no longer playing when you enter and then exit the SOUND FILE screen from the Drum track has been fixed.
- The message **"No Assign"** is now shown when no parameters have been assigned to the FILTER, MOD, FX, FX PRM or FX DEPTH knobs and you try to operate them.
- The issue with quantization not being correct when you raise the CLIP or MASTER value from the OFF setting in the QUANTIZE SETTING screen has been fixed.
- Clips (.mvc) created on the MC-101 or on the MV-1 can now be imported. Save the clips to either the ROLAND/GROOVEBOX/CLIP/DRUM folder, the ROLAND/GROOVEBOX/CLIP/TONE folder or the ROLAND/GROOVEBOX/CLIP/LOOPER folder.
- Other minor problems have been fixed.

Functions Added in Ver.1.71

Scene Chain Function Added

You can now chain scenes together and play them back.

This feature plays back scenes in order from scene 1-1 to the numbers that follow. (1-1→1-2→1-3→...)

MEMO

When using the scene chain function, we recommend that you set "Call Scene" to "TYPE2". (UTILITY>SET>CTRL tab>Call Scene)

Chaining and playing back scenes

1. Press the [MUTE] button to switch the PAD MODE to MUTE mode.

2. Hold down the [SHIFT] button and press a step button.

The SCENE CHAIN screen appears.

Controller	Parameter	Value	Explanation
C1	CHAIN	OFF, ON	Switches the scene chain on/off.
C4	LENGTH	OFF–127	Sets how long it takes before the scene changes. This sets how many master clocks occur before switching to the next scene.
VALUE	-	-	Selects the scene to edit. Use the step buttons and SCENE [1]–[4] buttons to switch between scenes and select the scene you want to edit.

Count-In Function Added

The following parameter was added to the SYSTEM SETTING (CTRL tab).

Parameter	Value	Explanation
Count-In Step	OFF, 1–128	Sets the count-in. When this is on, a count-in plays before recording begins, and the count-in length is set to the number of steps you specify. The output destination for the count-in is the same as for the metronome. When this is set to a number from 1 to 128, the metronome sounds during count-in, regardless of the metronome's on/off setting.

Added Functions to the Chord Designer

The following parameters were added to the Chord Designer.

Press the cursor [>] button on the CHORD DESIGNER screen to display the settings screen.

Parameter	Value	Explanation
TARGET	PAD	Writes the chord to the pad you select.
	ALL (KEY)	Generates chords ascending chromatically in parallel from a single chord. This writes a chord to each pad by changing the KEY setting for each, based on the parameter you set.
	ALL (ROOT)	Generates chords that ascend along the notes of the scale. This writes a chord to each pad by changing the ROOT setting for each, based on the parameter you set.

Added Function to the Audio Insert

The following settings were added to Audio Insert in the TRACK SETTING (GENERAL tab).

Value	Explanation
TRACK1–7	Inserts the selected track as a stereo signal before the MFX. * **You can insert a track whose number is less than the track that's set.** * **You can't insert a track at track 1.**

* Lower the faders for tracks containing inserted audio that are not outputted.
* To configure MFX that differ for each clip in the audio insert's track, set **"Sound Src"** to **"CLIP"**.

Added Function to the Looper Track

The following parameter was added to TRACK SETTING (GENERAL 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.

Delay/Reverb Send Added to EXT IN and PC IN

An INPUT DLY/REV tab was added to INPUT/OUTPUT/REC SETTING, along with the following parameters.
You can add delay or reverb to the input signal from EXT IN.

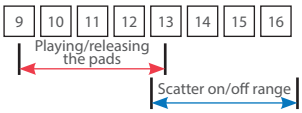
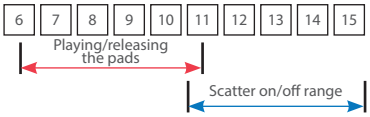
Parameter	Value	Explanation
IN DLY SEND (EXT IN DELAY SEND)	0–255	Adjusts the amount sent to the total effect delay.
IN REV SEND (EXT IN REVERB SEND)	0–255	Adjusts the amount sent to the total effect reverb.

The following parameters were added to PROJECT SETTING (PC IN tab).
You can add delay or reverb to the input signal from PC IN.

Parameter	Value	Explanation
PC Delay Send	0–255	Adjusts the amount sent to the total effect delay.
PC Reverb Send	0–255	Adjusts the amount sent to the total effect reverb.

Added Functions to the SCATTER

The following parameters were added to the PAD settings screens.

Parameter	Value	Explanation
PAN GLD	-16–0–+16	The pan position moves in a L–R or R–L direction, beginning in the PAN parameter position. This setting determines how many times it moves. When PAN = 0 (center), the pan position moves smoothly as follows. Pan Glide +1: from center to full right; Pan Glide +2: from center to full right to center; Pan Glide +3: from center to full right to center to full left.
QUANTIZE	OFF	Quantization is not used.
	1–16	Quantization is applied at intervals equal to the number of steps set. The timing at which you play or release the pads, as well as how long you press the pads for is adjusted to correspond with the quantize range you set. By playing the pads a little ahead of the beat, you can make SCATTER turn on at the correct timing and length. When Split is "1/16" and Quantize is "4"  When Split is "1/16" and Quantize is "5" 

The following settings were added to the Grain parameter in the PAD settings screen.

Parameter	Value	Explanation
GRAIN	Random1–16	Plays back the grain at random. The grain used for playback is selected at random, according to the setting. For example, the "Random4" setting makes the grains that fall on the downbeat play back at random. Set this to match the phrase. **Random1:** 1–16 **Random2:** 1, 3, 5, 7, 9, 11, 13, 15 **Random3:** 1, 4, 7, 10, 13, 16 **Random4:** 1, 5, 9, 13 : **Random8:** 1, 9 * **When SIZE or HOLD exceed a value of "1", the grain does not change while the pad is held down.**

Added Function to the Metronome Position

The following parameter was added to the Metronome Position in SYSTEM SETTING (CTRL tab).

Value	Explanation
POST T-FX	Outputs the metronome after the total effect. (Sound is output to both MIXOUT and the headphones.)

* To output the metronome sound via USB, select **"PRE T-FX"** or **"POST T-FX"**.

Added Shortcuts

Action	Operation
Recall the first scene	Hold down the [FUNC] button and press the [START/STOP] button

Problems and Functions Corrected

- The issue with uneven timing when synchronizing an effect with the MIDI clock of an external device has been fixed.
- 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 with sound getting cut off when switching to a different clip in the clip chain has been fixed.
- The issue with the Looper track playing back the wrong clip after Looper Optimize is executed has been fixed.
- The issue with the buffer becoming full when large amounts of data were received via the MIDI IN connector has been fixed.
- The issue with the pads sounding only single notes when struck at a certain timing when the pad CHORD mode is set to arpeggiator: ON has been fixed.
- Other minor issues have been resolved.

Functions Added in Ver.1.60

Arpeggiator Function Added

An arpeggiator function has been added to NOTE and CHORD modes.

Enabling the arpeggiator

1. Hold down the [SHIFT] button and press the [NOTE] button.

The NOTE MODE SETTING screen appears.

2. Use the [C3] knob to switch the arpeggiator function on/off.

Parameter	Value	Explanation
ARP	OFF, ON	Turns the arpeggiator on/off.

MEMO

- **When the arpeggiator function is on, press the [NOTE] button to turn the arpeggiator off.**
- **Press the [NOTE] button when the NOTE MODE SETTING screen is displayed to switch the arpeggiator function on/off.**
- **Press the [CHORD] button when the CHORD EDIT screen is displayed to switch the arpeggiator function on/off.**

The ARP tab and the following parameters were added to the NOTE SETTING screen.

Parameter	Value	Explanation
MOTIF	UP, DOWN, UP&DOWN, RANDOM, NOTE ORDER, GLISSANDO, CHORD, AUTO1, AUTO2, PHRASE	Sets the order in which notes of the chord will sound. **UP:** Notes you press will be sounded, from low to high. **DOWN:** Notes you press will be sounded, from high to low. **UP&DOWN:** Notes you press will be sounded, from low to high, and then back down from high to low. **RANDOM:** Notes you press will be sounded, in random order. **NOTE ORDER:** Notes you press will be sounded in the order in which you pressed them. By pressing the notes in the appropriate order you can produce melody lines. Up to 128 notes will be remembered. **GLISSANDO:** Each chromatic step between the highest and lowest notes you press will sound in succession, repeating upward and downward. Press only the lowest and the highest notes. **CHORD:** All notes you press will sound simultaneously. **AUTO1:** The timing at which keys will sound will be assigned automatically, giving priority to the lowest key that was pressed. **AUTO2:** The timing at which keys will sound will be assigned automatically, giving priority to the highest key that was pressed. **PHRASE:** Pressing a single key will sound the phrase based on the pitch of that key. If multiple keys are pressed, the last-pressed key will be valid.
VARIATION	1/4, 1/8, 1/4T, 1/16, 1/8T, 1/32, 1/4x2, 1/8x2, 1/4Tx2, 1/16x2, 1/8Tx2, 1/32x2	Selects the note value for each step of the arpeggio. For the "x2" variations, the unit plays two notes at each step. **1/4:** Quarter note **1/8:** Eighth note **1/16:** Sixteenth note **1/4T:** Quarter-note triplet **1/8T:** Eighth note triplet **1/16T:** Sixteenth note triplet **1/32:** Thirty-second note
OCTAVE	-3–+3	Sets the key range in octaves over which arpeggio will take place. If you want the arpeggio to sound using only the notes that you actually play, set this parameter to "0". To have the arpeggio sound using the notes you play and notes 1 octave higher, set this parameter to "+1". A setting of "-1" will make the arpeggio sound using the notes you play and notes 1 octave lower.
HOLD	ON, OFF	If you hold down a pedal switch while playing a chord, the arpeggio continues playing even if you release the keyboard.

USB-Related Functions Added (Generic Driver Function)

Generic driver function

You can now connect this unit to your smartphone or other device (iOS) via USB to transmit and receive MIDI and audio signals between the devices.

The following parameters were added to the SYSTEM SETTING (CTRL tab).

Parameter	Value	Explanation
USB Driver	VENDOR	Select this when connecting to your computer or MX-1 with AIRA Link.
	GENERIC	Select this when connecting to a device such as your smartphone.
Direct USB Mixout	OFF	The volume set using the [VOLUME] knob is reflected in the MIX OUT output volume sent via USB.
	1–127	The volume set using the [VOLUME] knob is not reflected in the MIX OUT output volume sent via USB. The sound is output at the set volume.

Added PC IN to Audio Insert

You can now select **"PC IN"** for Audio Insert.

This lets you input audio from a USB-connected device to a track on this unit.

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

Parameter	Value	Explanation
Audio Insert	PC IN L/R	Inserts the signal input from PC IN as a stereo signal.
	PC IN L	Inserts the signal input from the left channel of PC IN as a stereo signal.
	PC IN R	Inserts the signal input from the right channel of PC IN as a stereo signal.

MEMO

To use Audio Insert for only inputting the audio from PC IN to a track, change the value of **"PC Level"** (from the [PROJECT] button > Setting > PC IN tab) to **"0"**.

Sound Pack/SVZ Drum Import Function Added

You can now use the sound pack/SVZ file import function on the drum track as well.

See **"Sound Pack / SVZ File Import Functions Added (Installing a Sound Pack)"** (P.10) for how to install a sound pack.

RANDOM TONE DESIGNER Function Added

You can randomly generate the tones for a tone track.

Generating tones

1. Select the tone track whose sound you want to change.

2. Press the [SOUND] button.

The menu screen appears.

3. Use the Cursor buttons to select "RANDOM" and then press the [ENTER] button.

RANDOM TONE DESIGNER appears.

4. Select the algorithm using Cursor buttons, 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.
C.BELL	Generates a cowbell tone.
DRUM	Generates a synth drum tone.
KICK	Generates a kick drum tone.
SNARE	Generates a snare drum tone.
CYMBAL	Generates a cymbal tone.

SCATTER Functions Added

The ON/OFF setting for SCATTER PAD effects can now be controlled via MIDI.

Use note numbers 60–75 on the control channel. See the **"MIDI Implementation Chart"** (PDF) for details.

The following parameters were added to the PAD settings screen.

Parameter	Value	Explanation
POSITION	EXT, PC, TRK1–8, MIXOUT	Switches between Scatter insert destinations when pressing the pad. You can change the target of the Scatter effect for each pad. * **When this is off, the insert destinations are not switched, and this follows the POS setting for SCATTER overall.** * **The effect may be applied to the older insert destination target, depending on the effect.**
PRESS ASGN	OFF, LEVEL, PIT BEND, RETRIG	You can change the values of LEVEL, PIT, BEND and RETRIG within a 0–100% range, according to how hard you press the pad.

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

Parameter	Value	Explanation
Receive Scatter MIDI	OFF, ON	Sets whether to receive SCATTER effect signals from an external device.

Functions Added to the Total Effect Compressor

Gain reduction meter display added for each band

The scale on the gain reduction meter indicates -3 dB, -6 dB and -10 dB, read from the left.

Release Sync added to each band

(sets the release time following the tempo)

The following items were added to the TOTAL EFFECTS EDIT screen (COMP tab).

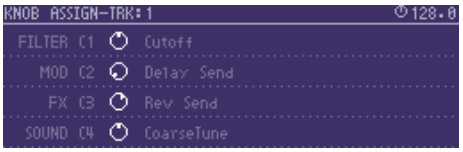
Parameter	Value	Explanation
High Release Sync	OFF, 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4	Sets the release time following the tempo.
Mid Release Sync	OFF, 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4	Sets the release time following the tempo.
Low Release Sync	OFF, 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4	Sets the release time following the tempo.

Sequencer Edit Functions Added

Virtual knob added

A virtual knob (the SOUND knob) that can be used for motions is added.

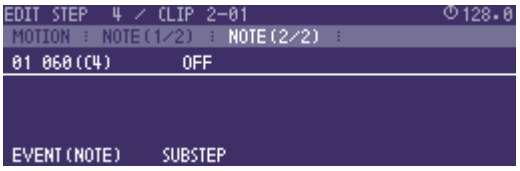
The KNOB ASSIGN screen



The STEP EDIT screen

Note Sub Step function added (Tone track)

You can now use sub steps in a tone track.



The following parameters were added to the NOTE STEP EDIT screen.

Parameter	Value	Explanation
SUBSTEP	OFF, 1/2, 1/3, 1/4, FLAM	Sets the sub step.

Added Shortcuts

Action	Operation
Input a tie	In NOTE mode on the drum track, press the [STEP] button while holding down the [FUNC] button.

Problems and Functions Corrected

- The time required to save a project has been reduced.
- The issue with being unable to control scenes 9–128 by receiving program change messages was fixed.
- The issue with preview being unavailable in the sound browser was fixed.
- The irrelevant display on the NOTE EDIT screen was deleted.
- The issue with the sound not being applied immediately when a sound file is imported was fixed.
- The issue where sound could not be heard when a project was loaded with CUE enabled was fixed.
- The issue with irrelevant data (such as clip names) being copied when a tone is copied was fixed.
- Other textual errors were fixed.
- When editing steps in CHORD mode, a pad now lights up red if the pad's note and the note for the selected step is the same.

Functions Added in Ver.1.50

Sound Pack / SVZ File Import Functions Added

(Installing a Sound Pack)

Sound files (sound packs (.SDZ) / .SVZ files) saved on an SD card can be loaded into a tone track.

Sound packs and other sound files are distributed via Roland Cloud.

For more about Roland Cloud, refer to the Roland website.

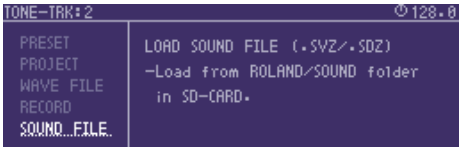
➡ **https://www.roland.com/**

* **Please be aware that in some countries or regions, it might not be possible to use Roland Cloud at this time.**
* **When loading an SDZ/SVZ file, save the file in the ROLAND/SOUND folder of the SD card.**

1. Select the tone track whose sound you want to change.

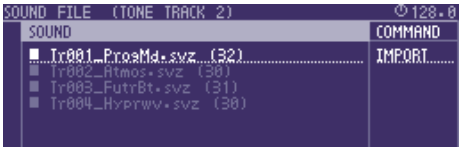
2. Press the [SOUND] button.

The menu screen appears.



3. Select SOUND FILE.

The sound file browser appears.



Controller	Explanation
[>] button	Moves to the next lower folder level.
[<] button	Moves to the next higher folder level.
[ENTER] button [C4] knob (push)	**If a folder level is selected:** Moves to the next lower level. **If a file is selected:** Shows the contents of the file. **If the contents of the file are shown:** Loads the sound.

4. Press the [ENTER] button to load.

NOTE

About user licenses

User license data is associated with a sound pack (.sdz).

When a sound pack is imported into the MC-707 unit, the MC-707 can use only sound packs that were downloaded by that user in accordance with the user license data. At this time, the message **"Install License"** appears, confirming wheather or not you install license data in the unit. (This message appears only the first time.)

Sound packs whose user license data is different cannot be used. If you attempt to install a sound pack that has different user license information, the message **"Abort! License Error!"** appears.

If you want to delete the user license data in the unit, for example if you are selling the unit, go to the UTILITY MENU and execute FACTORY RESET.

When you execute FACTORY RESET, the system settings return to their factory-set state.

Error Messages Added

Message	Explanation/Action
Abort! Format Error!	This appears if the selected sound file is not compatible with the MC-707, or if the file is damaged. Check the models that are listed as compatible for the file you downloaded, and try downloading again.
Abort! License Error!	This appears if the selected sound file is associated with a different user license. To install, you must either obtain a file that has the same user license as the currently-installed sound file, or initialize the user license. To initialize the user license information, go to the UTILITY MENU and execute FACTORY RESET. When you execute FACTORY RESET, the system settings return to their factory-set state.

Added Number of Scenes

Now you can use a larger number of scenes.

The following parameter is added to the system settings.

Parameter	Value	Explanation
CALL SCENE	TYPE1	Use the SCENE buttons to directly recall a scene from the bank that you already selected using the step buttons (16 banks × 8 scenes). This setting is similar to the existing operation.
	TYPE2	Use the SCENE buttons to select a bank, and use the step buttons to recall a scene (8 banks × 16 scenes). This setting is convenient when you use bank switching frequently.

MEMO

- **The contents of the scenes are the same for TYPE1 and TYPE2.**
- **One TYPE2 bank contains the scenes of two TYPE1 banks.**

TYPE1 operation

Recalling a scene

1. Press the PAD MODE [MUTE] button.

PAD MODE changes to MUTE.

2. Press a step [1]–[16] button to select a bank.

3. Press a SCENE [1]–[4] button to recall a scene.

- **To recall scenes 5–8, hold down the [SHIFT] button and press a SCENE [1]–[4] button.**

Saving a scene

1. Press the PAD MODE [MUTE] button.

PAD MODE changes to MUTE.

2. Press a step [1]–[16] button to select a bank.

3. Long-press a SCENE [1]–[4] button to save the scene.

- **To save a scene 5–8, hold down the [SHIFT] button and long-press a SCENE [1]–[4] button.**

Deleting a scene

1. Hold down the [CLEAR] button and press a SCENE [1]–[4] button to delete the scene.

- To delete a scene 5–8, hold down the [CLEAR] and the [SHIFT] button, and press a SCENE [1]–[4] button.

TYPE2 operation

Recalling a scene

1. Press a SCENE [1]–[4] button to select a scene bank.

- To select banks 5–8, hold down the [SHIFT] button and press a SCENE [1]–[4] button.
  If you want to change to a bank 1–4 after selecting a bank 5–8, hold down the [SHIFT] button once again and press a SCENE [1]–[4] button.
- You can use 16 scenes per bank.

2. Press a step [1]–[16] button to recall a scene.

After pressing a SCENE [1]–[4] button, you have three seconds to select a scene for recall.

MEMO

When PAD MODE is MUTE, you can use the step [1]–[16] buttons to directly recall a scene.

Saving a scene

1. Long-press a SCENE [1]–[4] button to select a scene bank.

- To select banks 5–8, hold down the [SHIFT] button and press a SCENE [1]–[4] button.
  If you want to change to a bank 1–4 after selecting a bank 5–8, hold down the [SHIFT] button once again and press a SCENE [1]–[4] button.
- You can use 16 scenes per bank.

2. Hold down a SCENE [1]–[4] button and press a step [1]–[16] button to save the scene.

Deleting a scene

1. Press a SCENE [1]–[4] button to select a scene bank.

2. Hold down the [CLEAR] button and press a step [1]–[16] button to delete the scene.

After pressing a SCENE [1]–[4] button, you have three seconds to select a scene for delete.

MEMO

When PAD MODE is MUTE, you can hold down the [CLEAR] button and press a step [1]–[16] button to directly delete a scene.

Parameter Added to MIDI Input/Output Function

The following parameter is added to the clip settings (MIDI tab).

Parameter	Value	Explanation
Tx Program Change Number	Default	The program change number 0–15 corresponding to the clip number is transmitted when you select a clip and when the clip has switched.
	OFF	A program change number is not transmitted.
	PC000–127	The specified program change number is transmitted when the clip has switched. This function is convenient when you want the clip and the sound of an external sound module to change together.

MEMO

- The TRACK SETTING parameter Tx MIDI Program Change must be set to **"ON"**. For details, see **"Reference Manual"** (PDF).
- The program change number is transmitted when you press the [ENTER] button in the setting screen.

Added Shortcuts

Action	Operation
Copy the contents of the drum kit pads	In the KIT EDIT screen of the drum track, hold down the [FUNC] button and press the cursor [Λ] button.
Paste the contents of the drum kit pads	In the KIT EDIT screen of the drum track, hold down the [FUNC] button and press the cursor [V] button.

Problems and Functions Corrected

- When using Auto Channel, notes that are input from an external MIDI device are now output.
- Fixed the problem in which a value specified in the CHORD setting screen sometimes failed to be updated.
- Improved the processing speed of NOTE SHIFTER.
- Fixed the problem in which the STEP value specified in MOTION DRAWER failed to be updated.
- Fixed the problem in which copying did not occur correctly for STEP 2 in the step copy/paste function.
- Fixed the problem in which a CC (control change message) sometimes failed to be output when a track's knobs ([FILTER], [MOD], [FX]) were operated.

Functions Added in Ver.1.30

Clip Chain Function Added

The clip chain function lets you play back a specified clip at the desired timing.

You can use the clip chain function to create a song that plays back clips in succession, or use it to specify a fill-in.

The following settings are added to the CLIP SETTING screen.

Parameter	Value	Explanation
NEXT CLIP	Specifies the clip that plays next, and how it operates.	
	STAY	Play the same clip as currently.
	STOP	Stops clip playback.
	CLIP 1–16	Plays the specified clip.
LENGTH	Specifies the timing of the next operation.	
	OFF	The next operation occurs when the clip plays to the end.
	1–512	Specifies the timing of the next operation in units of steps.

*** You can make settings from the MEASURE EDIT screen in the same way.**

MIDI Input/Output Functions Added

Now you can specify the numbers of the CC (control change) messages that are transmitted by the [FILTER] knob, [MOD] knob, and [FX] knob.

The following items are added to the track settings (MIDI tab).

Parameter	Value	Explanation
Tx FILTER CC Number	CC0, CC1, CC2…CC119	Specifies the CC number transmitted by the [FILTER] knob.
Tx MOD CC Number	CC0, CC1, CC2…CC119	Specifies the CC number transmitted by the [MOD] knob.
Tx FX CC Number	CC0, CC1, CC2…CC119	Specifies the CC number transmitted by the [FX] knob.

Auto Channel Function Added

Incoming MIDI messages are sent to the track selected by the [SEL] button.

This function is convenient when a MIDI keyboard etc. is connected.
The following item is added to the system settings (MIDI tab).

Parameter	Value	Explanation
MIDI Rx Auto Channel	OFF, CH1, CH2, CH3… CH16	If there is input on the specified MIDI channel, those MIDI messages are sent to the track selected by the [SEL] button.

Audio Insert Function Added

The audio insert function lets you use the MC-707 like a mixer.

Audio that is input to the EXT IN jacks or the stereo RETURN jacks is inserted before the MFX of the specified track.

The following item is added to the track settings (GENERAL tab).

Parameter	Value	Explanation
AudioInsert	OFF	The audio insert function is not used.
	EXT IN L/R	The signal that is input to EXT IN L/R is inserted as a stereo signal.
	EXT IN L	The signal that is input to EXT IN L is inserted.
	EXT IN R	The signal that is input to EXT IN R is inserted.
	RETURN L/R	The signal that is input to RETURN L/R is inserted as a stereo signal.
	RETURN R	The signal that is input to RETURN IN R is inserted.
	RETURN L	The signal that is input to RETURN IN L is inserted.

NOTE

Feedback will occur if you connect an effect processor etc. to the SEND jacks and the RETURN jacks, and then set Audio Insert to RETURN for the track that is specified as the SEND/RETURN POS.

Note Repeat Function Added

You can use the Note Repeat function when pad mode is set to CHORD on a drum track.

The note is repeated at the specified speed.

Action	Operation
Repeat the note	Press a pad [1]–[16].
Specify the speed at which notes repeat	While holding down a pad [1]–[16] or the [CHORD] button, press a step [1]–[6] button. **step [1]:** 1/4 **step [2]:** 1/4t **step [3]:** 1/8 **step [4]:** 1/8t **step [5]:** 1/16 **step [6]:** 1/16t

SMF Import Function Added

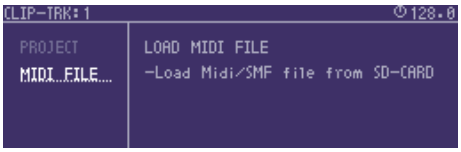
An SMF (Standard MIDI File) saved on an SD card can be imported into a clip.

* **SMF that you want to load must be placed in the ROLAND/GROOVEBOX/MIDI folder of the SD card.**

1. Select the clip to which you want to apply a phrase.

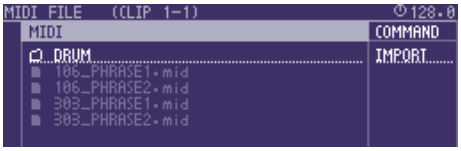
2. Press the [CLIP] button.

The menu screen appears.



3. Select MIDI FILE.

The MIDI/SMF file browser appears.



Controller	Explanation
[>] button	Moves to the next lower folder level.
[<] button	Moves to the next higher folder level.
[ENTER] button	**If a folder level is selected:** Moves to the next lower level. **If a file is selected:** Loads the sample.
[C4] knob (push)	IMPORT **If a folder level is selected:** Moves to the next lower level. **If a file is selected:** Loads the sample.

4. Press the [ENTER] button to load.

NOTE

All tracks included in the SMF are overwritten onto one clip.

Display Method Added for Clip Mode

The following item is added to the Clip Mode SETTING screen (PAD tab).

Parameter	Value	Explanation
TRK VIEW	MULTI	Displays 2 clips for each Tracks.
	SINGLE	Displays 16 clips in current Track.

Sample Edit Function Added

A slice point delete function has been added.

Action	Operation
Delete the slice point	Hold down the [CLEAR] button and press the [C2] knob.

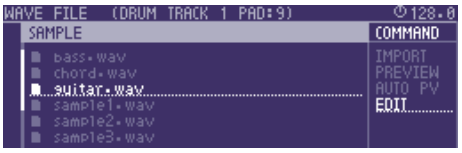
Function Added to Edit WAV File Before Loading

When importing a sample, you can apply processing such as Normalize or Slice.

1. Access the sample browser.

➡ For more about the sample browser, refer to the reference manual.

2. Move the cursor to the sample that you want to edit.



3. Select EDIT as the COMMAND, and then press the [ENTER] button.

Step LFO Editor Added

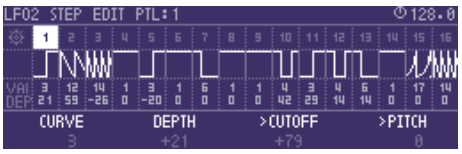
A Step LFO Editor is added for tone tracks.

Editing the step LFO of a tone track

1. Access the TONE EDIT screen.

2. Set the LFO's FORM to STEP, and press the [ENTER] button.

The step LFO editor appears.



Parameter	Value	Explanation
RATE	0–1023, 1/64T–4	Specifies the rate of the LFO.
SYNC	OFF, ON	Turn this ON if you want the LFO rate to synchronize with the tempo.
KEY TRG	OFF, ON	Specifies whether the beginning of the LFO cycle is aligned with the timing at which you press a key (ON) or not aligned (OFF).
END STEP	1–16	Specifies the size of the loop as a number of steps.
CURVE	0–36	Specifies the type of curve for each step. ➡ For details, refer to "Step curve types" in the reference manual.
DEPTH	-72–+72	Specifies the depth value of each step.
>CUTOFF	-100–+100	Specifies the amount by which the LFO affects the cutoff frequency.
>PITCH	-100–+100	Specifies the amount by which the LFO affects the pitch. If the OSC Type is other than VirtualAnalog, the range of this setting is limited to -63–+63.

MEMO

The PARTIAL EDIT screen appears when you press the [ENTER] button with the icon selected.

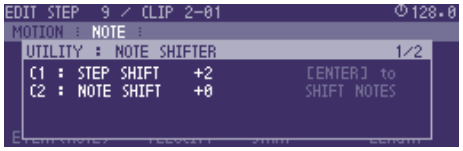
Note Utility Functions Added

In the STEP EDIT screen's NOTE tab, you can now press the [FUNC] button to use NOTE UTILITY.

Controller	Explanation
[<] button, [>] button	Switches the utility to be used.
[EXIT] button	Exits NOTE UTILITY.

NOTE SHIFTER

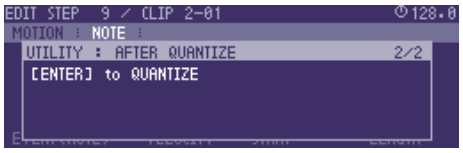
This lets you shift a note's pitch or step.



Controller	Parameter	Explanation
[C1] knob	STEP SHIFT	Specifies the number of steps to shift.
[C2] knob	NOTE SHIFT	Specifies the number of semitones to shift.
[ENTER] button	Applies the shift.	

AFTER QUANTIZE

Quantizes the recorded phrase to steps.



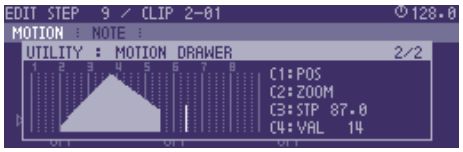
Controller	Explanation
[ENTER] button	Applies quantization.

Motion Drawing Function Added

A MOTION DRAWER function is added to MOTION UTILITY.

By using MOTION DRAWER, you can draw a motion.

*** In the STEP EDIT screen's MOTION tab, press the [FUNC] button to use MOTION UTILITY.**



Controller	Parameter	Explanation
[C1] knob	POS	Changes the position of steps to show.
[C2] knob	ZOOM	Changes the step resolution to show.
[C3] knob	STP	Specifies the position of the steps to which the motion will be drawn.
[C4] knob	VAL	Specifies the position of the steps to which the motion will be drawn.
[CLEAR] button + [C3] knob	Deletes the motion.	
[ENTER] button	Writes the motion.	

Problems Fixed

- We fixed the problem in which copying a step's [NOTE] sometimes did not occur correctly.
- We fixed the problem in which System Setting MIDI number conflict was not always shown correctly.
- We improved the number of voices used when using samples in a drum track.
- We fixed the problem that had caused hangups when the [FX PRM] knob and [FX DEPTH] knob were operated while switching MFX in TOTAL MFX.
- We fixed the problem that had caused freezing when a damaged WAV file was imported.

Functions Added in Ver.1.20

Sampling Function Added

We've added the function of sampling to a user sample.

Sampling to a tone or drum track

1. Press a [SEL] button to select the track whose sound you want to change.

* If the sound source is Clip, select the clip whose sound you want to change.

2. Press the [SOUND] button.

The menu screen appears.

3. Use the Cursor buttons to select "RECORD" and then press the [ENTER] button.

Now you can use the sampling recorder.

Parameter	Value	Explanation
TRIGGER	ENTER	Recording starts the moment you press the [ENTER] button.
	CLOCK	Recording starts at the timing of the master clock. If PRE COUNT is ON, recording starts after a metronome count-in. If PRE COUNT is OFF, recording starts when the sequencer plays.
	-24 dB, -12 dB, -6 dB	Recording starts when the audio input exceeds the specified volume level.
REC SRC	EXT, PC, TRK1–8, MIXOUT	Selects the recording source.

MEMO

- **Adjust the input level so that the LEVEL meter at the left of the screen moves in a range lower than 0 dB. If the input exceeds 0 dB, an "OVER!" indication appears.**
- **By normalizing after sampling, you can adjust the sample to an appropriate level.**

4. Press the [ENTER] button to start recording.

If the TRIGGER parameter is set to CLOCK, -24 dB, -12 dB, or -6 dB, the function enters the record-ready state.

5. Press the [ENTER] button to stop recording.

When recording ends, you move to the sample edit screen.

6. Use the [C1]–[C4] knobs to edit the sample.

You can use the cursor [<] [>] buttons to move between pages.

Parameter	Value	Explanation
START	0–8388607	Specifies the position at which playback starts. You can press to maximize ZOOM.
END	0–8388607	Specifies the position at which playback ends. You can press to maximize ZOOM.
NORMALIZE	-12–0 dB	Specifies the volume to which the waveform will be normalized. Press the [C3] knob to execute normalization.
ZOOM	x65536–x1	Horizontally zooms the displayed waveform. Press the knob to switch the waveform display between mono/stereo.
PREVIEW	OFF, ON	Selects whether to preview when a sliced waveform is selected.
POS	1–256	Selects a sliced waveform.
SLICE	HARD, MID, SOFT	Specifies the sensitivity for slicing. Press the [C3] knob to execute slicing.

Controller	Explanation
[/\] button	Vertically expands the sample.
[\/] button	Vertically shrinks the sample.
[SHIFT] button + [EXIT] button	Re-records the sample
[FUNC] button	Previews the sample.

MEMO

- **Sampling uses the unused looper clip memory. If necessary, you can delete unneeded looper clips or execute Looper Optimize to obtain free memory.**
- **If you sample via PROJECT → SAMPLE BANK MANAGER, pressing the [ENTER] button does not load the sample into the track.**

7. Load the sample into the track.

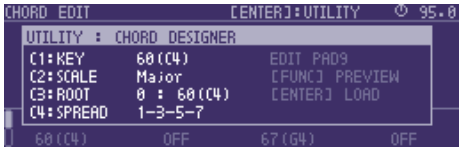
From the sample edit screen, load the sample into the tone or drum instrument.

Controller	Explanation
[ENTER] button	Loads the edited sample into the currently selected track (clip) or instrument.
[FUNC] button + [ENTER] button	Saves the edited sample to SD card as a WAV file. * **Samples are saved to the ROLAND/GROOVEBOX/SAMPLE/EXPORT folder with consecutive numbering.**

Chord Designer Function Added

1. In the CHORD EDIT screen, press the [ENTER] button.

CHORD DESIGNER appears.



Chord Designer generates a chord by extracting four notes from the scale you specify.

Controller	Parameter	Explanation
[C1] knob	KEY	Specifies the note that will be the key of the scale.
[C2] knob	SCALE	Specifies the scale from which the chord is extracted. ➡ For details on scales, refer to "Scale List".
[C3] knob	ROOT	Specifies the root note of the chord.
[C4] knob	SPREAD	Specifies the constituent notes. The displayed numbers indicate the scale degree of each note, with the root as 1.

Controller	Explanation
[FUNC] button	Previews the sound of the generated chord.
[ENTER] button	Writes the chord to the selected pad.

Scale Performance Function Added

The following item is added to the NOTE mode settings.

Tab	Parameter	Explanation
PAD	SCALE	Specifies the scale. ➡ For details on scales, refer to "Scale List".

MEMO

- To shift the octave of a scale other than Chromatic, hold down the [NOTE] button and use the [OCT-] [OCT+] pads.
- If you set scale to Guitar or Violin, you can perform using the pads as though they corresponded to a fingerboard.

List of scales (when KEY is C)

SCALE	C	C#	D	D#	E	F	F#	G	G#	A	A#	B
Chromatic	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Minor (Aeorian)	✓		✓	✓		✓		✓	✓		✓	
Major (Ionian)	✓		✓		✓	✓		✓		✓		✓
Dorian	✓		✓	✓		✓		✓		✓	✓	
Phrygian	✓	✓		✓		✓		✓	✓		✓	
Lydian	✓		✓		✓		✓	✓		✓		✓
Mixolydian	✓		✓		✓	✓		✓		✓	✓	
Locrian	✓	✓		✓		✓	✓		✓		✓	
Minor Pentatonic	✓			✓		✓		✓			✓	
Minor Blues	✓			✓		✓	✓	✓			✓	
Bebop Minor (Bebop Dorian)	✓		✓	✓	✓	✓		✓		✓	✓	
Harmonic Minor	✓		✓	✓		✓		✓	✓			✓
Melodic Minor	✓		✓	✓		✓		✓		✓		✓
Major Pentatonic	✓		✓		✓			✓		✓		
Major Blues	✓		✓	✓	✓			✓		✓		
Bebop Major	✓		✓		✓	✓		✓	✓	✓		✓
Altered	✓	✓		✓	✓		✓		✓		✓	
Whole Tone	✓		✓		✓		✓		✓		✓	
Diminished Whole-Half	✓		✓	✓		✓	✓		✓	✓		✓
Diminished Half-Whole	✓	✓		✓	✓		✓	✓		✓	✓	
Gypsy Minor (Hungarian Minor)	✓		✓	✓			✓	✓	✓			✓
Romanian Minor (Ukrainian Dorian)	✓		✓	✓			✓	✓		✓	✓	
Spanish 8 Notes	✓	✓		✓	✓	✓	✓		✓		✓	
Bhairav Thaat (Mayamalavagowla)	✓	✓			✓	✓		✓	✓			✓
Marva Thaat (Gamanasrama)	✓	✓			✓		✓	✓		✓		✓
Purvi Thaat (Kamavardani)	✓	✓			✓		✓	✓	✓			✓
Todi Thaat (Shubhapantuvarali)	✓	✓		✓			✓	✓	✓			✓
Arabic	✓		✓		✓	✓	✓		✓		✓	
Egyptian	✓		✓			✓		✓			✓	
Chinese	✓				✓		✓	✓				✓
Pelog	✓	✓		✓				✓	✓			
Hirajoshi	✓		✓	✓				✓	✓			
Miyakobushi	✓	✓				✓		✓	✓			
Ryukyu	✓				✓	✓		✓				✓

Sample Browser Function Added

The sample browser now supports a folder hierarchy.

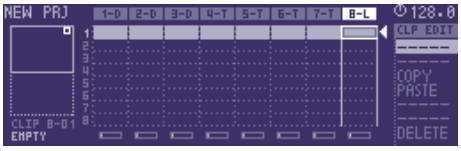
Controller	Explanation
[>] button	Moves to a lower folder.
[<] button	Moves to the higher folder.
[ENTER] button	**When a folder level is selected:** Moves to a lower folder. **When a file is selected:** Loads the sample.
[FUNC] button	Previews the sample.
[C4] knob (press)	**IMPORT** **When a folder level is selected:** Moves to a lower folder. **When a file is selected:** Loads the sample.
	PREVIEW Previews the sample.
	AUTO PV Automatically previews when you select a sample.

Clip Line Load Function Added

When importing clips, you can now import an entire line.

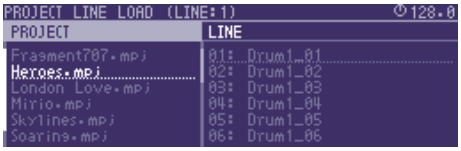
Loading clips by line

1. In the HOME screen, select a line.



2. Press the [CLIP] button.

The PROJECT LINE LOAD screen appears.



MEMO

- Select a line in which all clips are empty.
- The clip name for track 1 is shown.

3. Use the cursor [∧] [∨] buttons to select the load that you want to load, and press the [ENTER] button.

The clips are loaded.

MEMO

Loading is not possible if the track type is different, or if there is insufficient memory.

Looper Track Functions Added

The following functions are added to the sample waveform edit screen (3rd page).

➡ For details on the sample waveform edit screen, refer to **"Reference Manual"** (PDF).

Controller	Function	Explanation
[C2] knob	EXPORT	Press the [C2] knob to export the sample to the EXPORT folder of the SD card.
[C3] knob	NORMALIZE	Use the [C3] knob to specify the normalized level, and then press the [C3] knob to execute normalization.

MIDI Input/Output Functions Added

Knob operations, switching clips, switches scenes, MIDI output

The following items are added to the system settings (MIDI tab).

Parameter	Value	Explanation
Control Channel	CH1, CH2, CH3… CH16	Specifies the MIDI channel that switches scenes.
Control Tx MIDI OUT1	OFF, ON	Specifies whether scene changes are output to MIDI OUT 1.
Control Tx MIDI OUT2	OFF, ON	Specifies whether scene changes are output to MIDI OUT 2.
Control Tx USB MIDI	OFF, ON	Specifies whether scene changes are output to USB MIDI.
Control Rx	OFF, ON	Specifies whether scene changes are received from an external device.

The following items are added to the track settings (MIDI tab).

Parameter	Value	Explanation
Tx MIDI Note	OFF, ON	Specifies whether the notes of each track are output. * **This is not shown for a looper track.**
Tx MIDI Control Change	OFF, ON	Specifies whether knob operations of each track are output.
Tx MIDI Program Change	OFF, ON	Specifies whether clip changes of each track are output.

Pad Sensitivity Adjustment Function Added

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

Parameter	Value	Explanation
Pad Gain	0–100	Adjusts the pad sensitivity. This is valid when Pad Curve Type is LINER, EXP, or LOG. Increasing this value increases the sensitivity, so that the maximum velocity can be produced more easily.

Metronome Sound Output Destination Selection Function Added

The following item is added to the system settings.

Parameter	Value	Explanation
Metronome Position	MIXOUT	Output to after the total effect. (Output both to MIXOUT and headphones)
	PHONES	Output only to headphones.
	ASSIGN OUT	Output only to ASSIGN OUT.
	PRE T-FX	Output to before the total effect. (Output both to MIXOUT and headphones)

Added Shortcuts

Action	Operation
Play the entire line of clips	Hold down the PAD MODE [CLIP] button and press the [STEP] button.
Adjust the Pad Gain	Hold down the [NOTE] button and press the cursor [∧] [∨] buttons.
Skip the confirmation screen when overwrite-saving a project	In the PROJECT save screen, hold down the [FUNC] button and press the [ENTER] button.
Access the SAMPLING RECORDER screen	Hold down the [SHIFT] button and press the [REC] button.

Quantize Timing Adjustment Function Added

The following item is added to the QUANTIZE (INPUT QUANTIZE) settings.

Category	Parameter	Explanation
AREA	50: 50–0: 100	Specifies the reference area when quantizing the input.

Problems Fixed

- We fixed the problem that had occasionally caused brief silence when operating Scatter.
- We fixed the problem that had caused user sample settings to be initialized when importing a WAV into the looper.
- We fixed the problem that had caused playback to be an incorrect pitch when a WAV file of a sample rate other than 44.1 kHz was loaded into a drum track instrument.
  * If a project created in Ver.1.02 or earlier is loaded, the playback pitch will be different if a sample rate other than 44.1 kHz is used in the drum track.
- We fixed the problem in which the clip name was not correctly reflected when a WAV file was loaded into a clip.
- We fixed the problem in which the FIRST STEP/LAST STEP EDIT screen was not displayed correctly.
- Other minor problems have been fixed.

Functions Added in Ver.1.02

Added Functions for CUE

Outputting the sound of a track specified as CUE from MIX OUT

The following parameter is added to the system settings (CTRL tab).

Parameter	Value	Explanation
Output Cue To Mix Out	ON, OFF	Specifies whether the sound of a track for which CUE is specified is output (ON) to MIX OUT or is not output (OFF).

➡ For details on the system settings, refer to **"Reference Manual"** (PDF).

Maintaining CUE

The CUE status is now maintained when transitioning from PAD MODE CUE to another mode.

Added Functions for TONE STEP EDIT

Changing all events in a step

By holding down the [FUNC] button and turning a [C1]–[C4] knob, the value of all events in the currently-edited step can be changed together.

Added shortcut to initialize the START value

You can set the START value to **"0"**.

1. Hold down the [CLEAR] button and turn the [C3] knob.

Copying a step

1. Hold down the [FUNC] button and press the [∧] button to copy the currently-edited step.

2. Hold down the [FUNC] button and press the [∨] button to paste to the currently-selected step.

* Copying a step can be executed only within the same clip.

Using a connected MIDI device to edit notes

You can edit notes from a MIDI keyboard or other device connected to the MIDI port.

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

Parameter	Value	Explanation
Edit Note	ON, OFF	Specifies whether input from an external device is used (ON) or not used (OFF) when editing notes in a TONE track.

➡ For details on the system settings, refer to **"Reference Manual"** (PDF).

Added Waveforms for MOTION DESIGNER

The following waveforms are added.

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

S&H: A random value is output.

➡ For details on the MOTION DESIGNER, refer to **"Reference Manual"** (PDF).

Added Functions for SCATTER

Added SCATTER browser

In the SCATTER edit screen, you can select the browser icon () and import SCATTER settings from a project on the SD card.

➡ For details on the SCATTER settings, refer to **"Reference Manual"** (PDF).

Initializing values in the SCATTER PAD/STEP edit screen

By holding down the [CLEAR] button and pressing a [C1]–[C4] knob, you can initialize the values individually.

Expanded range of parameter settings

When the **"REVERSE"** setting is **"ON"**, you can now use **"RETRIG GLD"**.

Added Metronome Function

You can now use a metronome function by holding down the [FUNC] button and pressing the [TEMPO] button.

The metronome operates and sounds in synchronization with the master clock.

The following parameter is added to the master clock settings.

Parameter	Value	Explanation
METRONOME	ON, OFF	Specifies whether the metronome is used (ON) or not used (OFF).

➡ For details on the master clock settings, refer to **"Reference Manual"** (PDF).

The following parameters are added to the system settings (CTRL tab).

Parameter	Value	Explanation
Metronome Type	TYPE1–9	Specifies the tone of the metronome.
Metronome Level	1-127	Specifies the volume of the metronome.

➡ For details on the system settings, refer to **"Reference Manual"** (PDF).

Added Step Loop Mode

When playing a tone/drum track, you can play the selected step as a loop.

You can specify the step for each track.

1. Press the [START/STOP] button to play the project.

2. Hold down the [SEL] button and press the [STEP] button.

Loop playback starts for the selected step.

If you select multiple steps, playback will loop in order of the selected steps.

When you take your finger off the [STEP] button, pattern playback resumes.

Added Automatic Setting Function for LOOPER Clips

When you change the MEASURE of a clip, the clip's STEP LENGTH is now specified in tandem.

Added Shortcuts

Action	Operation
Temporarily set the sequencer's playback mode to random	Hold down the SEL button of the tone/drum track, and press the MEASURE [>] button.
Temporarily set the sequencer's playback mode to reverse	Hold down the SEL button of the tone/drum track, and press the MEASURE [<] button.
Enter a SubStep in the drum track	In NOTE mode, hold down the [NOTE] button and press the [STEP] button.
Enter MUTE (50%) to a drum track	In NOTE mode, hold down the [MUTE] button and press the [STEP] button.
Invert MUTE for all tracks	Hold down the [FUNC] button and press the [MUTE] button.
Switch the metronome on/off	Hold down the [FUNC] button and press the [TEMPO] button.
Initialize the parameter assigned to a knob	While holding down the [SHIFT] button and the [CLEAR] button, turn the [FILTER], [MOD], or [FX] knob.

Problems Fixed

- We fixed the problem that had caused inaccuracies in the timing of notes when synchronized with an external device.
- We fixed the problem in which SEND/RETURN did not operate correctly.
- We fixed the problem in which the unit was not recognized by a USB-connected PC when the PC was started or restarted.
- We fixed the problem in which the lit status of the total effect [ON] button differed from the actual status.
- We fixed the problem in which a LOOPER clip would sometimes not play correctly immediately after a project was loaded.
- We improved the situation in which the fade would weaken the attack when recording to a LOOPER clip.
- We fixed the problem in which an unwanted clip would remain when recording to a LOOPER clip was cancelled mid-way.
- We fixed the problem in which an invalid value exceeding the maximum value of 100 could be specified for the Tone parameter of MFX - FUZZ.
- We fixed the problem in which STEP LENGTH could be set to greater than 96 steps if the phrase's SCALE value was set to triplets (1/4T, 1/8T, 1/16T).
- We reduced the noise when SCATTER is operating.
- Other minor problems have been fixed.