# Roland®

sampling groovebox
MC-808

Owner's Manual

Thank you, and congratulations on your choice of the Roland MC-808 Sampling Groovebox.

Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (pp. 10–13). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.
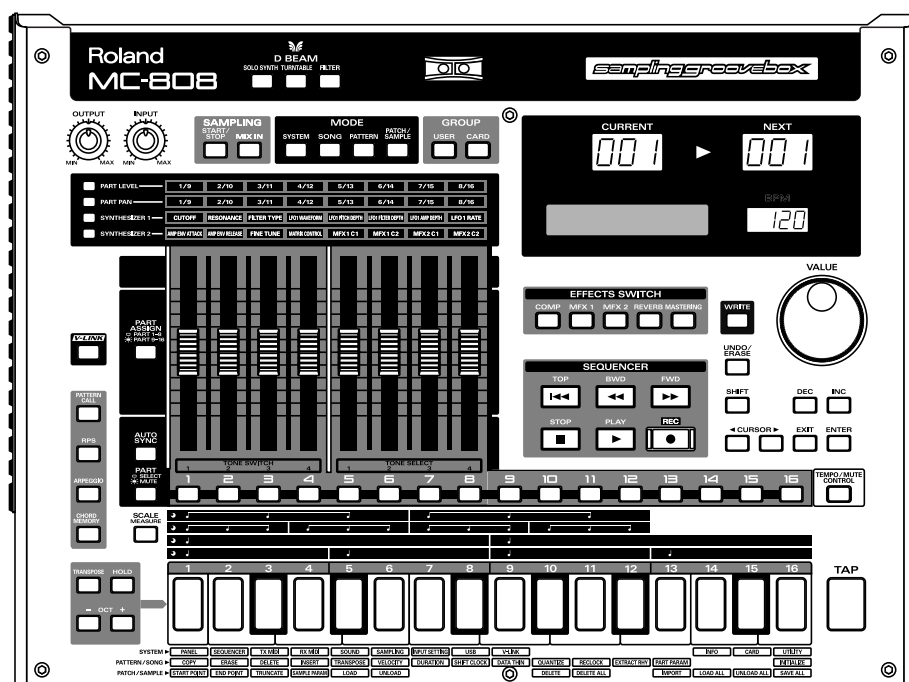
Convention used in this manual

- Words enclosed in square brackets indicate buttons on the panel.
- (p. **) indicates a reference page.

* The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

Main features

Groovebox that unifies MIDI and audio

The MC-808 is a tabletop workstation that combines a serious synthesizer and sampler in a single sound production unit, along with a built-in sequencer. From song production to performance, this unit provides everything you need.

Motorized faders for great playability

The positions of the motorized faders are updated in real time, meaning that you'll never be confused during a performance by discrepancies between fader positions and the actual parameter values. The faders are also touch sensitive, and can instantly be operated manually just by touching them.

High-performance synthesizer and sampler sound generator

The MC-808 features Roland's latest high-performance sound generator, unifying MIDI and audio.

The synthesizer provides 896 patches and 128 rhythm sets based on a set of waveforms updated specifically for the MC-808.

The high-performance sampler rivals dedicated units, and provides 6 different sampling modes that you can use as appropriate for different purposes. You can also sample from the external analog input or resample the internal sound generator.

Memory can be expanded using DIMM modules up to 512 MB. In combination with the 4 MB of internal RAM (47 seconds of monaural sampling), this gives you a total of 516 MB of sample memory (102 minutes of monaural sampling).

Cutting-edge patterns from worldwide artists

Artists from North America, Europe, Japan, and elsewhere have provided their latest patterns created for the dance scene, with a total of 256 patterns categorized by artist, covering a broad range of styles including techno, trance, house, hip hop, and R&B.

Versatile editing functionality using your computer

The MC-808 is designed for intuitive operation in live situations. However, it also comes with dedicated editor software for your computer that lets you edit the sounds and samples in detail.

There's a "Part Editor" that lets you mix the sounds to bring your patterns to polished perfection, a "Patch Editor" to create sounds, and a "Sample Editor" to perform detailed sample editing. The Sample Editor makes it easy to adjust the looping, and you can use the special "Chop" function to create breakbeats by slicing up a waveform, as well as other functions such as Normalize—all in the spacious screen of your computer.

Versatile effects

Starting with a three-band stereo compressor for the mastering process, indispensable for contemporary music production, the MC-808 also provides two MFX units (47 types of multi-effects), a high-quality stereo reverb, and a two-band equalizer that's great on kick drum or other rhythm instruments.

An interface that's designed for intuitive operation

In addition to the motorized faders that give you a peerless advantage for live performances, the panel provides luminous lighting to indicate the state of the parameters controlled by those faders, and large highly visible 7-segment LEDs to unmistakably indicate pattern changes and the current BPM. With Roland's unique D Beam controller, which lets you control various parameters simply by moving your hand over it, the MC-808 gives you a total package that's easy to understand and easy to use.

V-LINK function

V-LINK (**V-LINK**) is a function that provides for the play of music and visual material. By using V-LINK-compatible video equipment, visual effects can be easily linked to, and made part of the expressive elements of a performance.

The MC-808 enhances previous V-LINK functionality, and now supports the EDIROL motion dive .tokyo console edition. Of course, it still allows you to switch images in sync with the music and control a wide range of effects, simply by hooking up a V-LINK-compatible device.

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USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠ WARNING and ⚠ CAUTION Notices

⚠ **WARNING**	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠ **CAUTION**	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The △ symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
⊘	The ⊘ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
●	The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

- **ALWAYS OBSERVE THE FOLLOWING** -

⚠ WARNING

- Before using this unit, make sure to read the instructions below, and the Owner's Manual.

....

- Connect mains plug of this model to a mains socket outlet with a protective earthing connection.

....

- Do not open or perform any internal modifications on the unit or its AC adaptor. (The only exception would be where this manual provides specific instructions which should be followed in order to put in place user-installable options; see p. 140.)

....

- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

....

- Never use or store the unit in places that are:
  - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
  - Damp (e.g., baths, washrooms, on wet floors); or are
  - Humid; or are
  - Exposed to rain; or are
  - Dusty; or are
  - Subject to high levels of vibration.

....

- Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces.

....

⚠ WARNING

- Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

....

- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device.

....

- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!

....

- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.

....

- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.

....

⚠ WARNING

- Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when:
  - The AC adaptor, the power-supply cord, or the plug has been damaged; or
  - If smoke or unusual odor occurs
  - Objects have fallen into, or liquid has been spilled onto the unit; or
  - The unit has been exposed to rain (or otherwise has become wet); or
  - The unit does not appear to operate normally or exhibits a marked change in performance.

....

- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.

....

- Protect the unit from strong impact.
  (Do not drop it!)

....

- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.

....

- Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

....

- Always turn the unit off and unplug the AC adaptor before attempting installation of the circuit board (DIMM; p. 140).

....

- DO NOT play a CD-ROM disc on a conventional audio CD player. The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result.

....

⚠ CAUTION

- The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.

....

- Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit.

....

- At regular intervals, you should unplug the AC adaptor and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.

....

- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.

....

- Never climb on top of, nor place heavy objects on the unit.

....

- Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.

....

- Before moving the unit, disconnect the AC adaptor and all cords coming from external devices.

....

- Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (p. 18).

....

- Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet.

....

- Install only the specified circuit board (DIMM). Remove only the specified screws (p. 140).

....

- The screws that hold the card protector in place, the screws that are removed from the bottom cover when expanding the memory, and the grounding screw should be kept in a safe place out of the reach of children so that small children will not accidentally swallow them.

....

IMPORTANT NOTES

In addition to the items listed under "USING THE UNIT SAFELY" on page 10, please read and observe the following:

Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.

- The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.

- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.

- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.

- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.

- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.

- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.

- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.
  You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.

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 cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.

- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

- Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up on a CompactFlash, in another MIDI device (e.g., a sequencer), or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on a CompactFlash, or in another MIDI device (e.g., a sequencer).

- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory, on a CompactFlash, or in another MIDI device (e.g., a sequencer) once it has been lost. Roland Corporation assumes no liability concerning such loss of data.

- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.

- Never strike or apply strong pressure to the display.

- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).

- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.

- Use a cable from Roland to make the connection. If using some other make of connection cable, please note the following precautions.
  - Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.

- The usable range of D Beam controller will become extremely small when used under strong direct sunlight. Please be aware of this when using the D Beam controller outside.

- The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

Before Using Cards

- Carefully insert the CompactFlash card all the way in—until it is firmly in place.
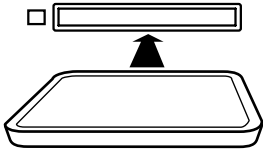
- Never touch the terminals of the CompactFlash card. Also, avoid getting the terminals dirty.

- This unit's memory card slot accepts CompactFlash memory cards. Microdrive storage media are not compatible.

- CompactFlash are constructed using precision components; handle the cards carefully, paying particular note to the following.
  - To prevent damage to the cards from static electricity, be sure to discharge any static electricity from your own body before handling the cards.
  - Do not touch or allow metal to come into contact with the contact portion of the cards.
  - Do not bend, drop, or subject cards to strong shock or vibration.
  - Do not keep cards in direct sunlight, in closed vehicles, or other such locations (storage temperature: -25 to 85˚ C).
  - Do not allow cards to become wet.
  - Do not disassemble or modify the cards.

Handling CD-ROMs

- Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD-ROM discs may not be read properly. Keep your discs clean using a commercially available CD cleaner.

Copyright

- Unauthorized recording, distribution, sale, lending, public performance, broadcasting, or the like, in whole or in part, of a work (musical composition, video, broadcast, public performance, or the like) whose copyright is held by a third party is prohibited by law.

- Do not use this unit for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.

- The sounds, phrases and patterns contained in this product are sound recordings protected by copyright. Roland hereby grants to purchasers of this product the permission to utilize the sound recordings contained in this product for the creation and recording of original musical works; provided however, the sound recordings contained in this product may not be sampled, downloaded or otherwise re-recorded, in whole or in part, for any other purpose, including but not limited to the transmission of all or any part of the sound recordings via the internet or other digital or analog means of transmission, and/or the manufacture, for sale or otherwise, of any collection of sampled sounds, phrases or patterns, on CD-ROM or equivalent means. The sound recordings contained in this product are the original works of Roland Corporation. Roland is not responsible for the use of the sound recordings contained in this product, and assumes no liability for any infringement of any copyright of any third party arising out of use of the sounds, phrases and patterns in this product.

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*   *Mac OS is a trademark of Apple Computer, Inc.*

*   *Pentium is a registered trademark of Intel Corporation.*

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*   *Roland Corporation is an authorized licensee of the CompactFlash™ and CF logo (⬥) trademarks.*

Panel descriptions

Top panel
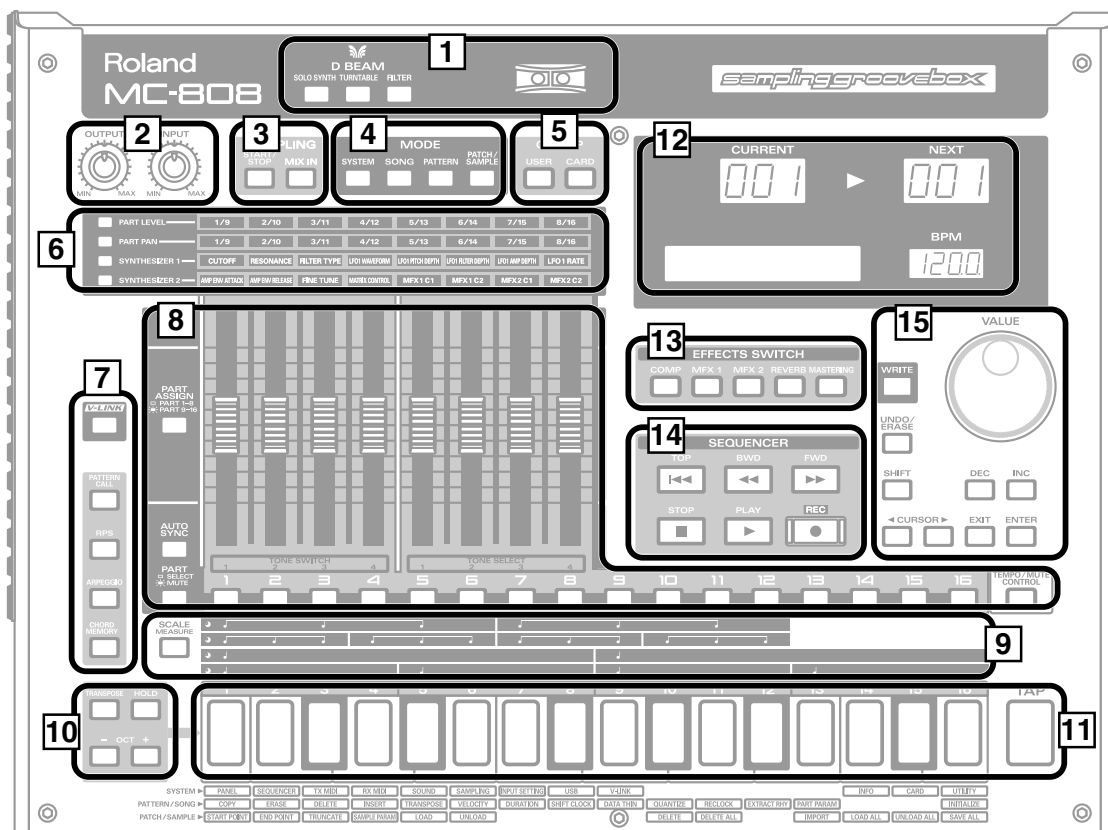
1 D BEAM

D BEAM **(D Beam Controllers)**	Switches the D BEAM on/off. You can modify the patterns or sounds by passing your hand over these (p. 58).
[SOLO SYNTH]	Play the MC-808 as a monophonic synthesizer (p. 59). *Hold down [SHIFT] and press one of the corresponding buttons to access the D BEAM setting screen.*
[TURNTABLE]	Use the D Beam to control the pitch (p. 59).
[FILTER]	You can assign a variety of parameters and functions to D Beam to modify the sound in realtime (p. 59).

2 VOLUME

OUTPUT knob	Adjusts the overall volume from the MIX OUTPUT jacks and the PHONES jack.
INPUT knob	Adjusts the volume of the input from the INPUT jacks.

3 SAMPLING

[START/STOP]	Starts/stops sampling (p. 112).
[MIX IN]	Switches the external input on/off (p. 57).

4 MODE

[SYSTEM]	Switches the MC-808 to System mode (p. 118).
[SONG]	Switches the MC-808 to Song mode (p. 105).
[PATTERN]	Switches the MC-808 to Pattern mode (p. 41).
[PATCH/SAMPLE]	Switches the MC-808 to Patch/Sample mode (p. 85).

5 GROUP

[USER]	Press this to select patches or rhythm sets from the User group (p. 87).
[CARD]	Press this to select patches or rhythm sets from the Card group (p. 87).

6

[PART LEVEL]	After pressing this button, you can use the motorized faders to adjust the level of the parts (p. 46).
[PART PAN]	After pressing this button, you can use the motorized faders to adjust the pan setting of the parts (p. 46).
[SYNTHESIZER 1] **[SYNTHESIZER 2]**	After pressing these buttons, you can use the motorized faders to adjust patch parameters (p. 89).

7

[V-LINK]	Switches V-LINK on/off (p. 129).
[PATTERN CALL]	After pressing this button, you can use the keyboard pads to select patterns (p. 49).
[RPS]	Switches RPS on/off (p. 50).
[ARPEGGIO]	Switches the ARPEGGIO on/off (p. 53).
[CHORD MEMORY]	Switches the CHORD MEMORY on/off (p. 56).

8

[PART ASSIGN]	Selects the set of parts that will be controlled by the motorized faders. Parts 1–8 can be controlled when the indicator is not lit, and parts 9–16 can be controlled when the indicator is lit.
[AUTO SYNC]	This automatically synchronizes the playback tempo of a sample (waveform) to the playback tempo of the pattern or song (p. 60).
[PART] (SELECT/MUTE)	Selects the function of part buttons [1]–[16]. They will operate as part select buttons when the indicator is not lit, or as mute buttons when the indicator is lit.
Motorized faders	These are used to adjust the volume/pan of each part, and to make various patch settings.
Part buttons [1]–[16]	Use these to select parts [1]–[16]. [1]–[4] operate as TONE SWITCH buttons (p. 89), and [5]–[8] operate as TONE SELECT buttons (p. 89).
[TEMPO/ MUTE CONTROL]	Switches the Tempo/Mute part (p. 69, a part that records tempo changes, mute operations, and system exclusive messages) on/off.

9

[SCALE MEASURE]	Selects the note value unit used for TR-REC (p. 68).

10

[TRANSPOSE]	Transposes the keyboard pitch in semitone steps (p. 47).
[HOLD]	Switches the Hold function on/off, causing notes to be sustained even after you release the keyboard pads (p. 48).
[OCT -] [OCT +]	These shift the range of the keyboard pads in one-octave steps (maximum of +/-4 octaves) (p. 48). Press both buttons simultaneously to return the Octave Shift to 0.

11

Keyboard pads	Use these as a keyboard to play sounds or start phrases.
[TAP]	Set the tempo by hitting this button at the desired timing (p. 44).

12

CURRENT display	Indicates the currently playing pattern (p. 42).
NEXT display	Indicates the pattern that will play next (p. 42).
LCD display	Shows various information about the operation you're performing.
BPM display	Indicates the tempo of the pattern or song.

13 **EFFECTS SWITCH**

[COMP]	Switches the compressor on/off.
[MFX1] [MFX2]	Switches MFX1 and 2 on/off.
[REVERB]	Switches reverb on/off.
[MASTERING]	Switches mastering on/off.

14 **SEQUENCER**

[TOP]	Moves to the beginning of the pattern or song.
[BWD]	Returns to the preceding measure.
[FWD]	Proceeds to the next measure.
[STOP]	Stops playback or recording.
[PLAY]	Plays the pattern or song.
[REC]	Starts recording.
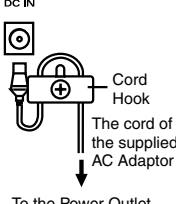
15

VALUE dial	This is used to modify values. If you hold down [SHIFT] as you turn the VALUE dial, the value will change in greater increments.
[INC] [DEC]	This is used to modify values. If you keep on holding down one button while pressing the other, the value change accelerates. If you press one of these buttons while holding down [SHIFT], the value will change in bigger increments.
[CURSOR ◄ ►]	Moves the cursor location left/right.
[WRITE]	This button is used to store a pattern or patch.
[UNDO/ERASE]	This button is used to redo the previous operation, or to erase data.
[SHIFT]	This button is used in conjunction with other buttons to execute various functions.
[ENTER]	Use this button to execute an operation.
[EXIT]	Returns to the previous screen. In some screens, it cancels the currently executing function.

Rear panel

1

POWER switch	Press to turn the power on/off (p. 18).

2

DC IN	Connect the included power cable here (p. 17).
	⚠ The unit should be connected to a power source only of the type marked on the bottom of the unit.

3

Ground terminal	Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, microphones connected to it, or the metal portions of other objects, such as guitars. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.
	Unsuitable places for connection
	• Water pipes (may result in shock or electrocution)
	• Gas pipes (may result in fire or explosion)
	• Telephone-line ground or lightning rod (may be dangerous in the event of lightning)

4

Cord hook		To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the AC adaptor jack, anchor the power cord using the cord hook, as shown in the illustration.

5

MIDI connectors (IN, OUT)	These connectors connect the MC-808 with other MIDI devices, enabling the sending and receiving of MIDI messages.
	• **IN:** This connector receives messages from another MIDI device.
	• **OUT:** This connector transmits messages to another MIDI device.

6

USB connector	This connector lets you use a USB cable to connect your computer to the MC-808 (p. 132).

7

INPUT jack (R, L/MONO/MIC)	Accept input of audio signals in stereo (L/R) from external devices. If you want to use mono input, connect to the L jack.
	* When recording from a mic, connect it to the L jack, and set Input Select (p. 57, p. 112) to "MICROPHONE."
OUTPUT jacks (DIRECT R/L, MIX R, L/MONO)	These are output jacks for audio signals. Connect them to your keyboard amp, audio system, or mixer. Use separately available audio cables to make connections.
PHONES jack	Headphones are plugged in here.

8

Security slot (🔒)	http://www.kensington.com/

> **cf.**
> For details on the front panel card slot, refer to **"Inserting/removing the CompactFlash card"** (p. 18).

Getting ready

Making connections

The MC-808 is not equipped with an internal amp or speakers. To hear sound, you will need to connect it to a keyboard amp or audio system, or connect headphones. Refer to the following figure when connecting the MC-808 with external devices.

* *To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.*

Connect the AC adaptor to the MC-808, and plug the power cord into an electrical outlet.

MIDI OUT

MIDI IN

Make connections to the MIX OUTPUT jacks

Headphones

MIDI IN

MIDI OUT

External MIDI device (MIDI Keyboard, Sequencer, etc.)

Power amp

Mixer, etc.

Speaker (with built-in Amp)

Stereo set, etc.
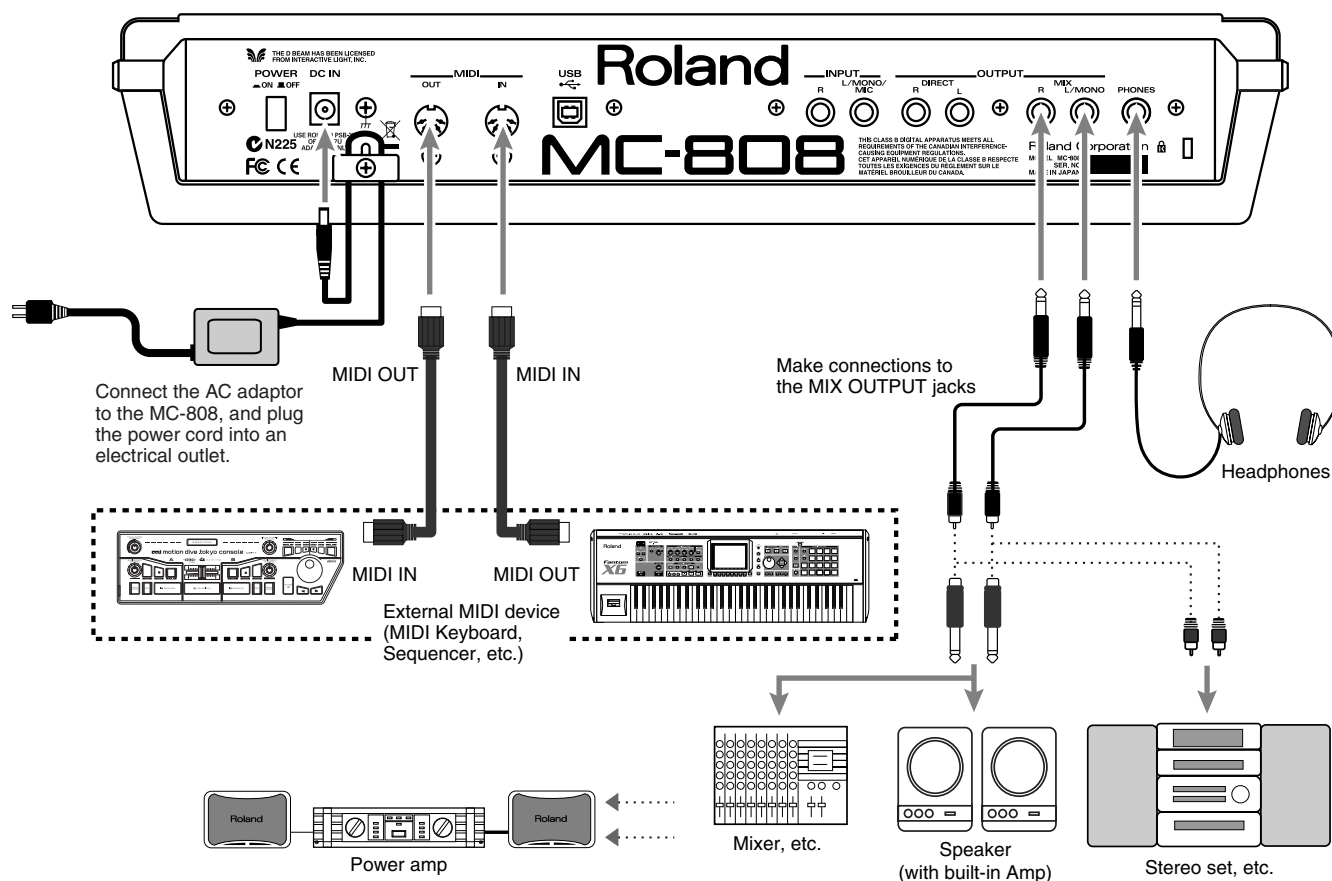
1. Before making any connections, confirm that power to all devices has been turned off.

2. Connect the AC power cord included with the MC-808 to the unit, then plug the other end into a power outlet.

3. Connect audio and MIDI cables as shown in the diagram. If connecting headphones, plug the headphones into the PHONES jack.

Turning on/off the power

* *Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.*

1. **Make sure that all volume controls on the MC-808 and connected devices are set to "0."**

2. **Turn on the device connected to the INPUT jacks.**

3. **Turn on the MC-808's POWER switch.**

4. **Turn on the devices connected to the OUTPUT jacks.**

5. **Adjust the volume levels for the devices.**

* *This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.*

Turning Off the Power

Before switching off the power, lower the volume on each of the devices in your system and then TURN OFF the devices in the reverse order to which they were switched on.

Inserting/removing the CompactFlash card

NOTE

The MC-808's power must be off when you insert or remove the CompactFlash card. If you insert or remove the card with the power turned on, you risk damaging the data on the CompactFlash card, or rendering the card unusable.

NOTE

If you're using a CompactFlash card for the first time, you must format it using the MC-808. CompactFlash cards formatted by another device will not be detected by the MC-808.
For details, refer to **"Initializing a CompactFlash card (Card Format)"** (p. 125).

Inserting a CompactFlash card

1. **Insert the CompactFlash card into the memory card slot located on the front panel.**

NOTE

Carefully insert the CompactFlash card all the way in—until it is firmly in place.

Removing a CompactFlash card

1. **Press the eject button located beside the memory card slot on the front panel. The CompactFlash card will be partially ejected. Grasp the CompactFlash card and pull it all the way out.**
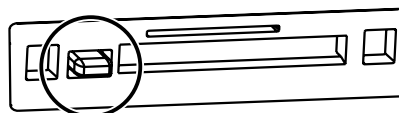
Preventing theft of the CompactFlash card

A card protector for preventing theft of the CompactFlash card is included with the MC-808. You can install the card protector as follows.

1. **Insert the CompactFlash card into the memory card slot.**

2. **Attach the card protector.**

3. **Use a Phillips screwdriver to remove the screws from the bottom panel and install them in the CARD LOCK screw holes.**

   In this state, the card protector cannot be removed, preventing the CompactFlash card from being stolen.
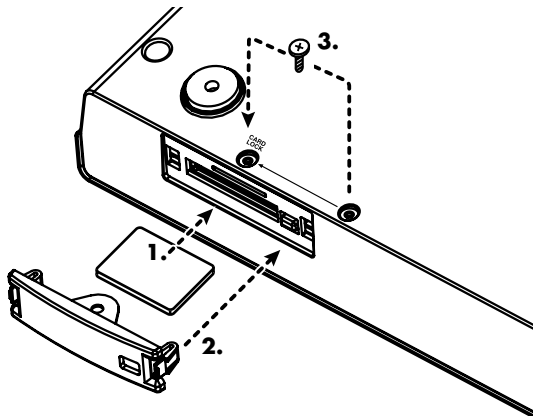
   NOTE

   When turning the unit upside-down, get a bunch of newspapers or magazines, and place them under the four corners or at both ends to prevent damage to the buttons and controls. Also, you should try to orient the unit so no buttons or controls get damaged.

   NOTE

   When turning the unit upside-down, handle with care to avoid dropping it, or allowing it to fall or tip over.

An overview of the MC-808

The MC-808's four modes

The MC-808 has four modes. You'll switch between these modes depending on how you want to play the MC-808 or according to the operations you want to perform.

Pattern mode (p. 41)
In this mode you can play, record, and edit patterns. Press [PATTERN] to select Pattern mode.

Song mode (p. 105)
In this mode you can play, record, and edit songs. Press [SONG] to select Song mode.

Patch/Sample mode (p. 85)
In this mode you can edit sounds such as patches, rhythms, and samples. Press [PATCH/SAMPLE] to select Patch/Sample mode.

System mode (p. 117)
In this mode you can make settings that apply to the entire MC-808 system, such as tuning and synchronization settings.
Press [SYSTEM] to select System mode.

The basic structure of the MC-808

This section explains the major sections that make up the MC-808; **the sequencer, the sound generator, the controllers, and the sampler.**
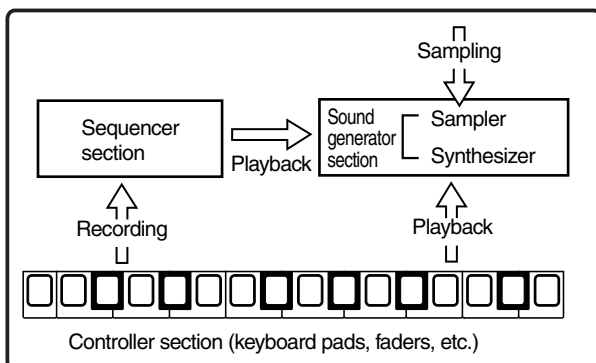
The data played back by the controller section is sent to the sound generator section, causing it to produce sound.
Alternatively, the data is recorded by the sequencer section and then sent to the sound generator section, causing the sound generator section to produce sound according to the recorded data.

About the sound generator section

This is the section that actually produces the sound. It can produce sound in response to data from the MC-808's controllers and sequencer, or in response to data from an external MIDI device.
The MC-808's sound generator can produce up to 128 notes simultaneously, giving you plenty of capacity for playing numerous parts at the same time.

The structure of the sounds

Songs
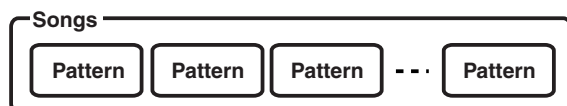
A song consists of one or more patterns connected in the desired playback order.

You can specify a playback order consisting of up to fifty patterns.

Patterns and Parts
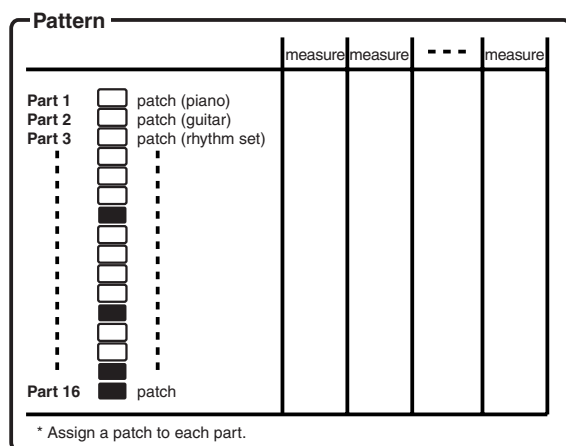
A pattern contains 1–998 measures of performance data that plays the sounds (patches or rhythm sets) of up to sixteen parts. The MC-808 provides 256 patterns.

Each part is analogous to a musician in a band or orchestra. The MC-808 has sixteen parts, meaning that you can use sixteen different patches or rhythm sets to play sixteen different performances simultaneously.

Patches and Tones
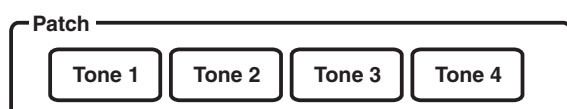
A patch corresponds to a single instrument such as a piano or guitar. Each patch consists of up to four tones. The MC-808 provides 896 different patches, giving you a wide variety of sounds that you can enjoy simply by selecting and playing them.

Tones are the building blocks of which a patch is made. The MC-808 provides 622 waveforms, and two waveforms can be assigned to a tone. (They can be assigned in stereo, with one for the L side and one for the R side.)

Rhythm sets
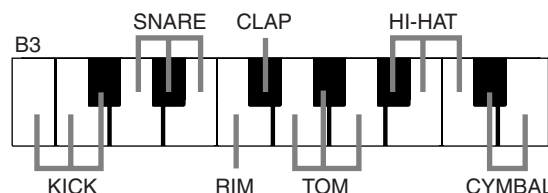
A rhythm set assigns a separate instrumental sound to each note. (You can't play scales or melodies using each instrumental sound.) The MC-808 provides 128 rhythm sets.

Effect processors

The effect processors let you add a variety of effects to the sounds of the patches or rhythm sets. You can use six different effects simultaneously, using the six independent effect processors: Compressor (which evens-out irregularities in the level), Reverb (which adds reverberation), two Multi-effects (each of which lets you choose one of 47 effect types such as equalizer, overdrive, and delay), an External Input effect, and a Master effect (which is applied to the final output of the MC-808, making the overall volume more consistent).

Sampler

A sampler is a device that captures wave files or external audio sources such as a CD as "samples."

The MC-808 lets you change the pitch of a sampled sound, apply a filter to it, or modify its envelope, treating sampled sounds in the same way as the waveforms provided by the sound generator section.

About the sequencer section

A sequencer is a device that records performance data and plays back the recorded performance data.

The MC-808 contains a sequencer that successively plays back patterns and lets you change the way in which they play back. This type of sequencer is called a "**pattern sequencer**."

Recording and playing back your performance

The MC-808 contains 256 preset patterns. You can enjoy pattern playback simply by playing back these patterns.

You can also create original patterns, either starting from a preset pattern or completely from scratch.

Playing multiple parts simultaneously

The MC-808 can play back multiple sounds (**patches**) simultaneously. For example, with a part structure such as shown below, you can play drums, bass, piano, and guitar simultaneously, giving you the capability of a band or similar ensemble.

Part 1	Guitar
Part 2	Bass
Part 3	Piano
Part 10	Rhythm (drum) set

Editing the performance data

Unlike a cassette tape or MD (which records "sound"), a sequencer records the "performance data." This means that you can easily edit the performance data to create your own original patterns.

About the controller section

The controllers consist of the keyboard pads, the D Beam controller, the panel knobs, and the faders. By operating these you can apply various effects to the performance and to the sounds.
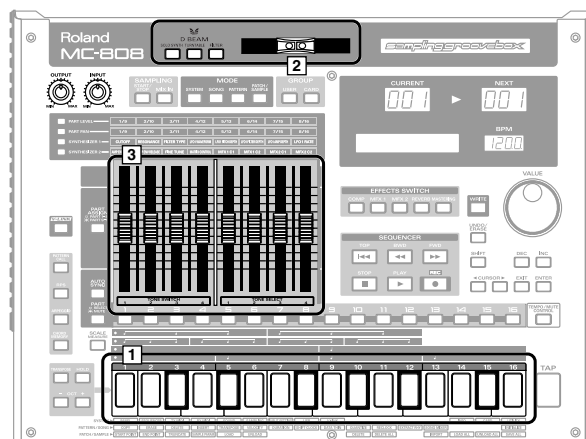
1. Keyboard pads

These perform the same function as the notes of a keyboard. They are also used to play the RPS function (p. 50) and the arpeggiator (p. 53). Normally, key 2 corresponds to C4.

2. D Beam controller

This controller lets you play or modify sounds by moving your hand above it (p. 58).

3. Motorized faders

You can use the faders to control sound parameters (filter cutoff frequency or resonance, LFO rate, etc.) in real time.

For details on operation, refer to **"About the motorized faders"** (p. 23).

Overview

About the motorized faders

The MC-808 lets you use the eight motorized faders to control the volume, panning, etc. of each part in real time.

The MC-808's moving faders will normally move automatically according to the most recent data of the pattern, and provide an instant and extremely convenient visual indication of the current settings.

(MEMO)

You can also turn **"Fader Motor Sw"** (p. 118) OFF so that the faders won't move automatically.

When you briefly touch a fader with your finger, it will switch from automatic mode (in which it automatically moves to indicate the internal state of the pattern or song) to manual mode, in which the fader will follow your manual operation.

The faders will return to automatic mode when you do one of the following things:

- Switch patterns (Pattern mode)
- Switch songs (Song mode)
- The faders will also return to automatic mode if you switch the fader functions by pressing a button in the area (1) shown below.
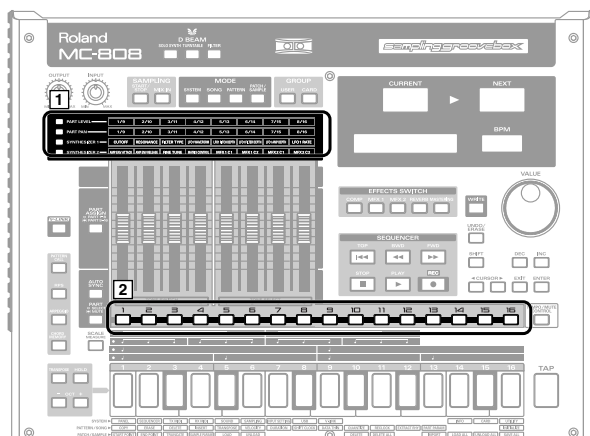
You can also use the following method to return the faders to their previous mode of operation.

Example)
If you've manually adjusted the part pan setting of part 1

1. Press and hold [PART PAN].

The buttons of the part(s) currently in manual-fader mode will light.

In this example, the part 1 button will light.

2. While holding down [PART PAN], press the lit part 1 to turn off its illumination.

The fader will return to the mode in which it automatically moves according to the internal parameters.

(MEMO)

If you press [EXIT] while holding down [PART PAN], all the faders will return to the mode in which they automatically move according to the internal parameters.

Saving your data

After editing settings or recording a performance, you must save your data if you want to keep the results. If you turn off the power without saving, your settings or recorded performance will be lost. For details on saving your data, refer to the following pages.

- **Saving a pattern** (p. 84)
- **Saving a Patch/Rhythm Set** (p. 91, p. 95)
- **Saving a song** (p. 110)
- **Saving a sample** (p. 102)
- **Saving a Pattern Set** (p. 49)
- **Saving an RPS set** (p. 52)
- **Saving an arpeggio style** (p. 55)
- **Saving a chord form** (p. 56)
- **Saving a System settings** (p. 118)

NOTE

Depending on the content being saved, this may require a substantial amount of time, but you must not turn off the power until saving has been completed. Doing so may cause malfunctions.

Basic operation of the MC-808

Adjusting the display contrast (LCD Contrast)

If you find the display difficult to read, use the following procedure to adjust the display contrast.
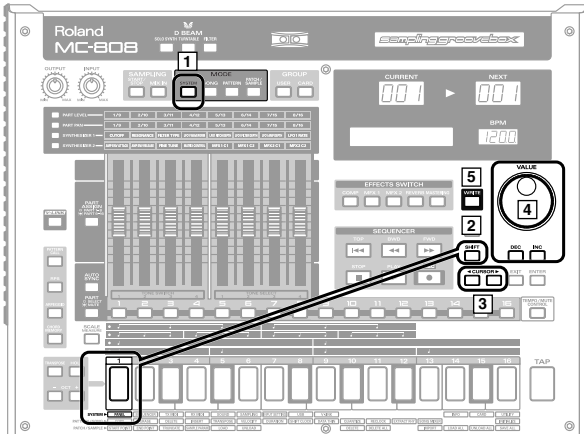
1. **Press [SYSTEM] to enter System mode.**

2. **Hold down [SHIFT] and press keyboard pad [1].**

3. **Use [CURSOR ◄ ►] to select "LCD Contrast."**

```
SYSTEM:PANEL
LCD Contrast:        7
```

4. **Either turn the VALUE dial or use [INC] [DEC] to set the value.**
   Higher values will make the characters darker.
   Range: 1–8

5. **To save the setting you made, press [WRITE].**
   If you decide not to save the setting, press [EXIT] to return to the previous screen.

Modifying a value

Use the VALUE dial to make large changes in a value, or use the [INC] [DEC] to change a value in steps of one.

An underline character is shown under the location where you can modify a value. This is called the "**cursor**."

```
SYSTEM:PANEL
LCD Contrast:        7
```
↑ Cursor

If a screen contains more than one value that can be edited, use the [CURSOR ◄ ►] buttons to move the cursor to the value you want to edit.

Quickly changing a value

- Holding down [SHIFT] as you move the VALUE dial increases value increments so you can make large value changes faster.

Key repeat function

- The value will continue changing if you press and hold [INC] [DEC].
- The cursor will continue moving if you press and hold a [CURSOR ◄ ►].

Turbo repeat function

- The value will increase rapidly if you hold down [INC], then press and hold [DEC].
- The value will decrease rapidly if you hold down [DEC], then press and hold [INC].
- The cursor will move rapidly if you hold down a [CURSOR ◄ ►] button and then press the opposite [CURSOR] button.

Canceling the previous action (Undo/Redo)

"**Undo**" means to return the modified performance data to the state prior to your most recent change, and "**Redo**" means to cancel the Undo operation so that your change is re-applied.

The MC-808 lets you Undo/Redo when you're performing the following actions. This is a convenient way to cancel a change or to compare the before-and-after result of editing.

cf.

- Pattern editing (p. 70)
- Microscope (p. 79)
- Song editing (p. 108)
- Recording a song (p. 107)

1. Make sure that you're in the select screen of Pattern mode or Song mode.

2. Press [UNDO/ERASE].

A display like the following will appear.

Example: If you're undoing a Pattern Edit operation

```
UNDO Pattern Edit
Are You Sure?
```

3. Press [ENTER] to undo your edit and return to the previous state.

4. Press [UNDO/ERASE] once again.

A display like the following will appear.

Example: If you're redoing a Pattern Edit operation

```
REDO Pattern Edit
Are You Sure?
```

5. Press [ENTER] to redo the edit and return to the state prior to the Undo operation.

  * *You must perform the Undo or Redo operation immediately after you modify the data. Once you've saved the edited pattern, you won't be able to undo or redo. Also, if you've edited the data and then have performed a different operation to further modify the data, you can't undo/redo the first change you made.*

Restoring the factory settings (Factory Reset)

Here's how to restore the settings of the MC-808 to their factory-set state.

> **NOTE**
>
> When you execute Factory Preset, **the data of the internal user memory will be lost**. If the internal memory of the MC-808 contains data that you want to keep, you must save it on CompactFlash (**"Backing up user data (User Backup)"** (p. 124)).

> **NOTE**
>
> **Never turn off the power** while Factory Reset is being executed. Doing so may destroy the contents of memory.
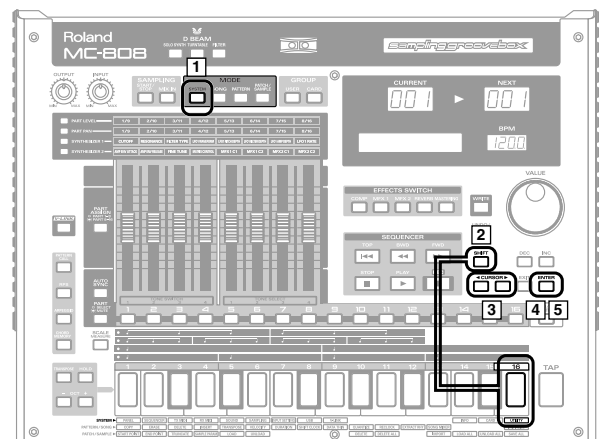
1. Press [SYSTEM] to enter System mode.

2. Hold down [SHIFT] and press keyboard pad [16].

The SYSTEM UTILITY screen will appear.

3. Use [CURSOR ◄ ►] to select a "Factory Reset."

```
SYSTEM:UTILITY
Factory Reset[ENTER]
```

4. Press [ENTER].

You'll be asked to confirm your choice.

```
Factory Reset,
Are You Sure?
```

5. Press [ENTER] to execute the Factory Reset.

The factory reset operation will be executed.

  * *To cancel, press [EXIT].*

  * *After execution, the operation will require approximately two minutes until completion.*

    When the display indicates "Please Power Off," turn the power off, then on again.

Quick Start

This chapter describes what you can do using the MC-808. It takes you through several basic procedures, such as the simplest way to play patterns and the steps for creating a pattern.

Reference pages are given for each item, so you can easily look up the details when you're ready to learn more. We hope this will help you grasp the essentials of the MC-808.

1. Listening to patterns

The MC-808 provides approximately 256 patterns containing carefully selected sounds from a wide range of categories. All of them were newly created by artists that are active in today's music scene.

The patterns are categorized by artist.

Let's start by listening to these patterns.

Selecting and playing a pattern

1. **Press [PATTERN] so it's lit; you're in Pattern mode.**
   The display will indicate the number and name of the currently selected pattern.

   CURRENT   NEXT

   ```
   001    ►    001
   ```

   ```
   SuperGrime!
   Part 1: Sub Signal
   ```
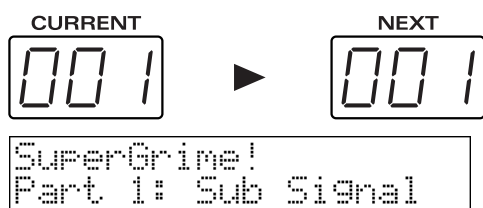
2. **To play a pattern that's stored in internal memory, press [USER] to select the user group.**

3. **Turn the VALUE dial or use [INC] [DEC] to select a pattern.**
   The name and number in the display will change.

4. **Press [ENTER] to confirm the pattern you selected.**

5. **Press [PLAY] to begin playing the pattern.**

   CURRENT   NEXT

   ```
   001    ►    001
   ```

   Current pattern   **Next pattern**
   The currently playing pattern   The pattern that will play next

   Use the following buttons to play the pattern

   Move to the   Return to the   Move to the
   beginning   preceding   next measure
   of the pattern   measure

   | SEQUENCER |
TOP	BWD	FWD
⏮	◀◀	▶▶
STOP	PLAY	REC
■	▶	●
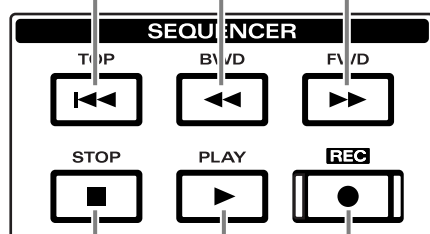
   Stop playback   Play back   Use this button
                                             to record

   Immediately after a pattern plays back, the CURRENT display and NEXT display will indicate the same pattern number, and that pattern will play repeatedly.

6. **Repeat steps 3–4 to select the next pattern.**
   The display will indicate the number and name of the next pattern.

   CURRENT   NEXT

   ```
   001    ►    002
   ```

   ```
   SuperGrime!
    ▶ Lover's Way
   ```
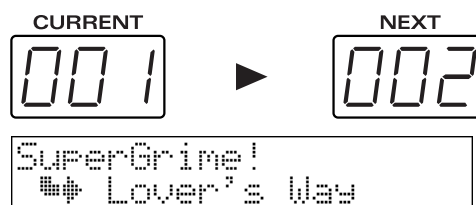
7. **Press [ENTER] to confirm the next pattern you selected.**
   When the current pattern has played to the end, the next pattern will begin playing.

   * *The CURRENT display will blink immediately before the pattern switches or repeats.*

8. **Press [STOP] to stop pattern playback.**

   cf.
   "Playing patterns" (p. 42)

   cf.
   "Pattern list" (p. 15, p. 17) in **"Sound & Parameter List."**

2. Creating an original pattern

Now let's try creating an original pattern.

In this example we're going to use the MC-808's sequencer function to create a four-measure pattern.

What's a sequencer?

The MC-808's sequencer function lets you create a song by recording your keyboard or pad performance in real time or using step recording.

When you play back, the performance you recorded will be reproduced.

2-0 Preparing an empty pattern

You can create a new pattern by starting with the data of an existing pattern, but here we're going to create a pattern completely from scratch.

1. **Press [USER] to select the user group.**

2. **Select pattern number 800 "Empty."**

```
Empty
Part 1: Buzz8000
```

MEMO

You can also erase the contents of a pattern to a blank state. For details, refer to **"Initializing a pattern (INITIALIZE)"** (p. 78).

As you proceed from this point, you should save the pattern periodically as you work.

cf.

"Saving a pattern" (p. 84)

2-1 Selecting a sound (patch)

On the MC-808, a "pattern" consists of sixteen "parts." When you change the patch used by a pattern, you're specifying "which patch is used by which part."

Selecting a part

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Press [PART SELECT] to turn off its illumination, then select a part.**
   The button of the part you selected will light.

3. **Use [CURSOR ◄ ►] to move the cursor to the patch number, and use the VALUE dial or [INC] [DEC] to select a patch.**

4. **Repeat steps 2 and 3 to make the following settings.**

Part	Patch number	Patch name
2	UsrC056	Bassin
3	UsrA030	JP OctAttack
4	UsrA050	Trancy Synth
5	UsrC025	Bells of Q
6	UsrD119	Phat Pad
10	UsrA001	TR-909 Kit 1
11	UsrA001	TR-909 Kit 1

5. **When you've finished making settings, press [PATTERN] to return to Pattern mode.**

   cf.

   "Selecting a patch" (p. 87)

2-2 Using the MC-808's sounds to create a pattern

MEMO

You can also use the Undo function (p. 25).

2-2-1 Using TR-REC to enter the rhythm

We recommend that you use TR-REC (p. 67) to enter the rhythm, since this lets you enter notes at precise timings.
Enter the following notes.

Closed hi-hat
Open hi-hat

Clap

Kick
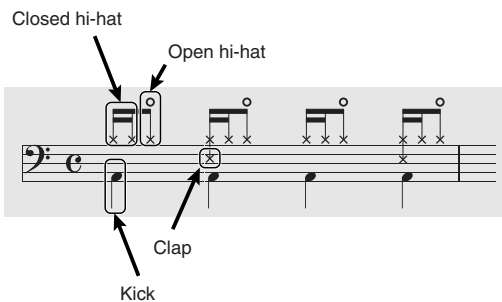
Prepare for recording

1. **Select part 10.**

2. **Press [REC].**
   The recording menu screen will appear.

3. **Use [CURSOR ◄ ►] to select "TR-Rec," and press [ENTER].**

   ```
   RECORDING MENU
   ◄ [     TR-Rec     ] ►
   ```
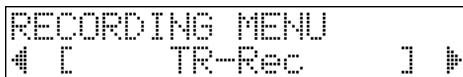
   You are in TR-REC standby mode.

   ```
   TR-REC STANDBY        ►
   Rec Beat:          4/4
   ```

   ↑ Recording parameter

   MEMO

   You can also change the recording parameters (p. 67).

4. **Press [PLAY] to begin recording.**
   Now you're ready to record.

Enter the kick drum

1. **Select the kick drum "C4."**

   ```
   TR-REC             001-01
   C 4   ♪ ‖ 127‖ 80%
   ```
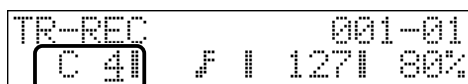
   ↑ Move the cursor, and use the VALUE dial or [INC] [DEC] to select a rhythm sound.

2. **Press the keyboard pads to make 1, 5, 9, and 13 light.**
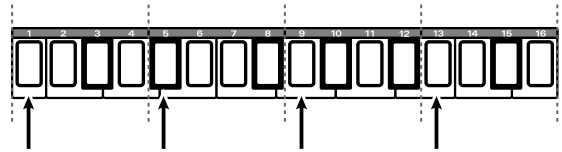
Enter the closed hi-hat

1. **Select the closed hi-hat "B♭4."**

   ```
   TR-REC             001-01
   Bb4   ♪ ‖ 127‖ 80%
   ```
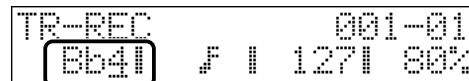
2. **Press the keyboard pads to make 1, 2, 5, 6, 9, 10, 13, and 14 light.**
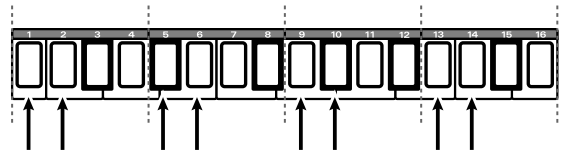
Enter the open hi-hat

1. **Select the open hi-hat "C5."**

   ```
   TR-REC             001-01
   C 5   ♪ ‖ 127‖ 80%
   ```
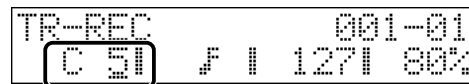
2. **Press the keyboard pads to make 3, 7, 11, and 15 light.**
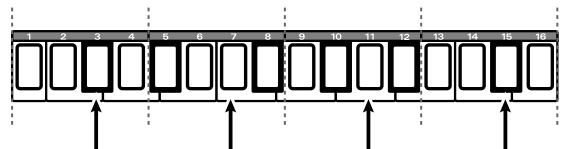
Enter the clap

1. **Select the clap "F♯4."**

   ```
   TR-REC             001-01
   F#4   ♪ ‖ 127‖ 80%
   ```
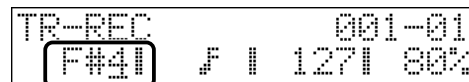
2. **Press the keyboard pads to make 5 and 13 light.**
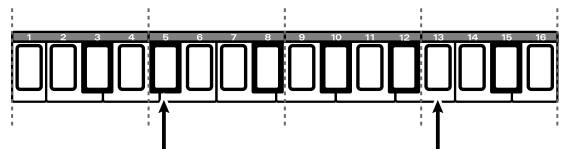
Stop recording

1. **Press [STOP] to stop recording.**

2-2-2 Using STEP REC to enter the bass

We recommend that you use STEP REC (p. 68) to enter the bass, since this is a good way to enter repeated notes.
You'll be entering the following notes.

Prepare for recording

1. **Select part 2.**

2. **Press [REC].**
   The recording menu screen will appear.

3. **Use [CURSOR ◄ ►] to select "STEP REC," and press [ENTER].**

   ```
   RECORDING MENU
   ◀ [    Step Rec    ] ▶
   ```

   You'll be in standby mode for step recording.

   ```
   STEP REC STANDBY      ▶
   Rec Beat:          4/4
   ```
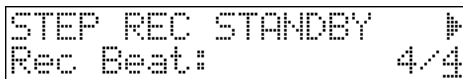
4. **Press [PLAY] to begin recording.**
   Now you can record.

Enter the bass

1. **Set "Note Type" to "16th notes."**

   ```
   STEP REC   001-01-000
            ♪_▌  127▌ 80%
   ```

   Move the cursor, and use the VALUE dial or [INC] [DEC] to select a note type.

2. **Press "OCT+" and "OCT-" simultaneously to restore the octave shift to 0.**
   Make sure that neither button is lit.

3. **Press "OCT-" twice.**

4. **Press [TAP] to enter one rest.**

   Location
   (measure - beat - tick)

   ```
   STEP REC   001-01-120
            ♪_▌  127▌ 80%
   ```
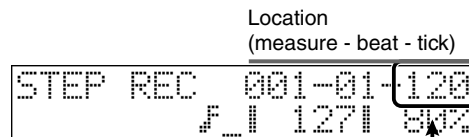
   The current time location will automatically advance by the length of the note (in this case, a rest) you enter.

   MEMO
   On the MC-808, one beat is 480 ticks.

5. **Press keyboard pad 2 "C1," pad 14 "C2," and pad 14 "C2."**
   You have now entered one beat.

6. **Repeat step 4 and 5 four times to enter the notes for the entire measure.**

Stop recording

1. **Press [STOP] to stop recording.**

2. **Press "OCT+" and "OCT-" simultaneously to restore the octave shift to 0.**
   Make sure that neither button is lit.

2. Creating an original pattern

2-2-3 Turning one measure of data into four measures (Copy)

It's convenient to use the Copy function (p. 71) when you need to repeat the same data.

1. Hold down [SHIFT] and press keyboard pad [1].
The Edit Copy screen will appear.

```
EDIT:COPY Src        ▶
Source From:         1
```

2. Make the following settings.

Use [CURSOR ◄ ►] to select a parameter, and use the VALUE dial or [INC] [DEC] to set its value.

Parameter	Value
Copy Src	
Source From	1
Source End	1
Event	ALL
Min	–
Max	–
Copy Dest	
Dest Pattern	User
	800 (number of the selected pattern)
Dest Measure	2
Dest Part	–
Copy Mode	REPLACE
Copy Times	3

3. Press [ENTER].
The Copy operation will be executed; now you've created four measures of data.

2-2-4 Using the Arpeggio function for realtime recording

By using the Arpeggio function (p. 53) you can play a complex melody in real time just by pressing a simple chord.
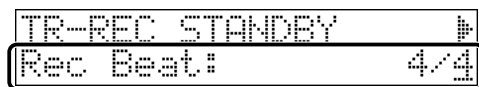
Prepare for recording

1. Select part 3.

2. Press [REC].
The recording menu screen will appear.

3. Use [CURSOR ◄ ►] to select "Realtime Rec," and press [ENTER].
You'll be in realtime recording standby mode.

```
REALTIME REC STDBY ▶
Rec Beat:        4/4
```

4. Press [PLAY] to begin recording.
Now you can record.

Enter an arpeggio

1. Press [ARPEGGIO] so it's lit.
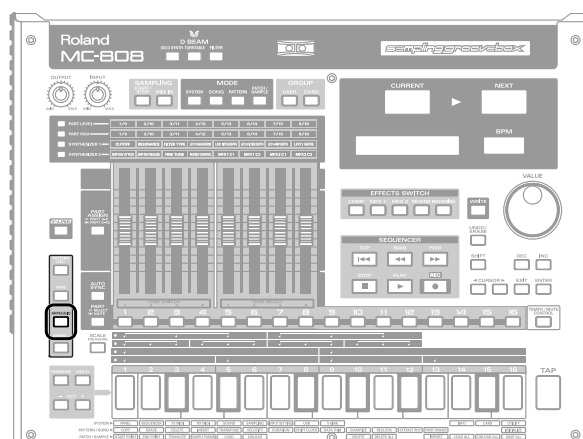
2. Select an arpeggio style.
Hold down [ARPEGGIO] and turn the VALUE dial or use [INC] [DEC] to select "ARP Preset 092."

```
<< ARPEGGIO STYLE >>
ARP Preset092
```

3. At the first beat of measure 1, simultaneously press keyboard pads 2, 5, 7, 9, and 10, and continue holding down these pads until the fourth beat of measure 4.
Release the pads when the fourth beat of measure 4 has ended.

Stop recording

1. Press [STOP] to stop recording.

2. Press [ARPEGGIO] to turn off its illumination.

2-2-5 Using the Chord Memory function for realtime recording

By using the Chord Memory function (p. 56) you can play complex chords in real time with a single finger.

Prepare for recording

1. **Select part 4.**

2. **Press [REC].**
   The recording menu screen will appear.

3. **Use [CURSOR ◄ ►] to select "Realtime Rec," and press [ENTER].**
   You'll be in realtime recording standby mode.

```
REALTIME REC STDBY ▶
Rec Beat:        4/4
```

4. **Press [PLAY] to begin recording.**
   Now you can record.

Enter a chord

1. **Press [CHORD MEMORY] so it's lit.**
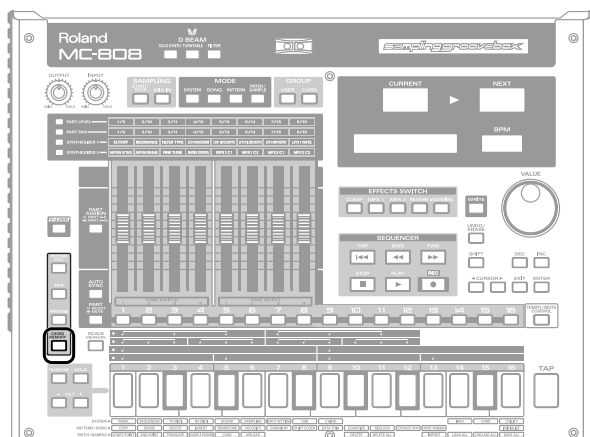
2. **Select a chord form.**
   Hold down [CHORD MEMORY] and turn the VALUE dial or use [INC] [DEC] to select "P004 C min."

```
   << CHORD FORM >>
P004: C min
```

3. **Press keyboard pad 2 at the timings shown below.**
   Measure 1   Beat 1 (1-1-000)
                   Back of beat 2 (1-2-240)
   Measure 3   Beat 1 (3-1-000)
                   Back of beat 2 (3-2-240)

Stop recording

1. **Press [STOP] to stop recording.**

2. **Press [CHORD MEMORY] to turn off its illumination.**

   MEMO

   If your timing was inaccurate, you can use the pattern edit Quantize function to correct the timing (p. 75). Alternatively, you can record with Quantize turned on (**"Qtz Reso (Quantize Resolution)"** (p. 66)).

2. Creating an original pattern

2-2-6 Using an external keyboard for realtime recording

If you want to record your keyboard playing, you'll find it more convenient to perform using an external keyboard.

1. Connect your external keyboard.
Use a MIDI cable to make connections as follows.

MC-808

MIDI IN

MIDI keyboard

MIDI OUT
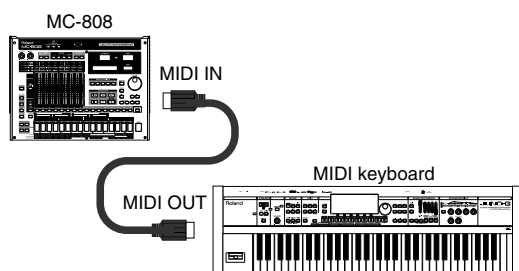
2. Turn ON the "Remote Kbd Switch" (p. 120).

Prepare for recording

1. Select part 5.

2. Press [REC].
The recording menu screen will appear.

3. Use [CURSOR ◄ ►] to select "Realtime Rec," and press [ENTER].
You'll be in realtime recording standby mode.

```
REALTIME REC STDBY ►
Rec Beat:         4/4
```
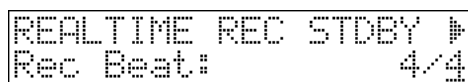
4. Press [PLAY] to begin recording.
Now you're ready to record.

Record your keyboard performance

1. Play the following melody.

Stop recording

1. Press [STOP] to stop recording.

2-2-7 Using TR-REC and Realtime REC to create a snare roll

By using TR-REC (described earlier) to record fader operations in real time, you can create a gradually intensifying snare roll.

Prepare for recording

1. Select part 11.

2. Press [REC].
The recording menu screen will appear.

3. Use [CURSOR ◄ ►] to select "TR-Rec," and press [ENTER].
The TR-REC standby screen will appear.

```
TR-REC STANDBY     ►
Rec Beat:         4/4
```
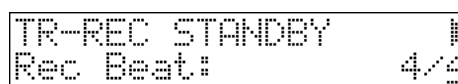
4. Press [PLAY] to begin recording.
Now you're ready to record.

Enter the snare drum

1. Select the snare drum "E4."

```
TR-REC           001-01
E 4   ♪ ▮ 127▮ 80%
```
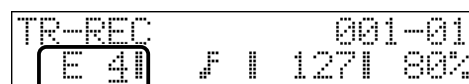
Move the cursor and use the VALUE dial or [INC] [DEC] to select a rhythm tone.

2. Press all of the keyboard pads 1–16 to make them light.

3. Press [FWD] to move to the second measure.
As you did in step 2, press all of the keyboard pads 1–16 to make them light.
In the same way, enter the same notes in the third measure.

4. Press [FWD] to move to the fourth measure.

5. Press [SCALE MEASURE] to select 32nd notes.
Now the notes you enter will be in units of 32nd notes.

one beat   one beat

Keyboard pads [1]–[16] will correspond to a two-beat range of recording input, allowing you to enter notes in 32nd note units.

6. Select the first and second beats, and press all of the keyboard pads 1–16 to make them light.

7. Press [FWD] to select beats 3–4, and press all of the keyboard pads 1–16 to make them light.

Stop recording

1. **Press [STOP] to stop recording.**

Recording the fader movement

Next, you'll use the fader to record a volume change in real time.

1. **Press [PART LEVEL].**

2. **Press [PART ASSIGN] so it's lit.**
   Now you can use the faders to control parts 9–16.

3. **Move the part 11 fader all the way down to a level of 0.**

4. **Begin realtime recording.**

5. **From the beginning of the pattern to the end, steadily move the fader all the way to the maximum position. When you reach the end of the pattern, release the fader and press [STOP] to stop recording.**

   NOTE

   If you fail to stop recording at the end of the pattern, you'll return to the beginning of the pattern and resume recording; be sure to stop recording at the correct moment.

2-2-8 Entering other phrases

As desired, you may wish to enter phrases like the following to part 6.

2-3 Making effect settings for each part

For each part, you can edit the Output Assign setting to specify whether that part will be sent through an effect.
Here we're going to apply a multi-effect to part 3.

Set the output assignment for part 3

1. **Select part 3.**

2. **Hold down [SHIFT] and press keyboard pad [13].**
    The part parameter screen will appear.

    ```
    EDIT:PART PARAM      ▶
    Part Level:        100
    ```

3. **Use [CURSOR ◀ ▶] to select "Part Out Asgn," and use the VALUE dial or [INC] [DEC] to select "MFX2."**

    ```
    EDIT:PART PARAM      ◀▶
    Part Out Asgn:    MFX2
    ```

    Next, specify the MFX type.

Specify the MFX type

1. **Press [MFX2] so it's lit.**

    ```
    MFX1 Type             ▶
    42:QUADRUPLE TAP DLY
    ```

2. **Hold down [SHIFT] and press [MFX2].**
    The MFX type selection screen will appear.

3. **Turn the VALUE dial or use [INC] [DEC] to select "42: QUADRUPLE TAP DELAY."**
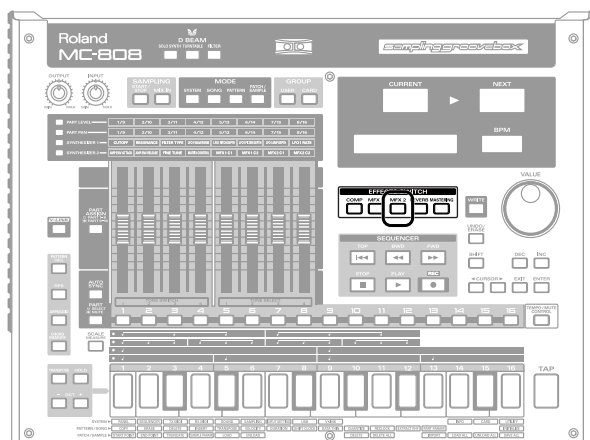
4. **Press [EXIT] to return to the previous screen.**
    With these settings, the multi-effect named "42: QUADRUPLE TAP DELAY" will be applied to part 3.

2-4 Adjusting the volume balance and pan of the parts

Next, we'll play back the pattern, and adjust the volume and pan (stereo position) while listening to the playback. By making these adjustments skillfully, you can give the sound a sense of three-dimensional depth.
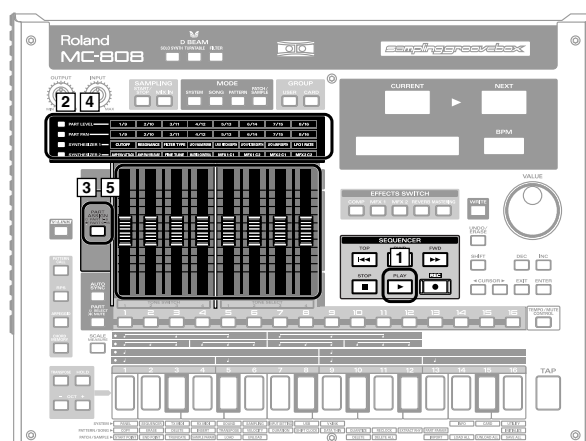
1. **Press [PLAY] to play back the pattern.**

2. **Press [PART LEVEL].**
    Now you can use the faders to adjust the volume.

3. **Use [PART ASSIGN] to switch the set of parts you're controlling, and adjust the volume of each part.**
    Indicator not lit: Control parts 1–8
    Indicator lit: Control parts 9–16

    NOTE
    Volume changes have already been recorded in part 11 (snare). Be careful not to touch the fader for part 11.

4. **Press [PART PAN].**
    Now you can use the faders to adjust the pan settings.

5. **Use [PART ASSIGN] to switch the set of parts you're controlling, and adjust the pan setting of each part.**

    (MEMO)
    The state of the faders will be saved when you save the pattern (p. 84).

2-5 Adding a final polish to the pattern (Mastering)

Mastering is the process of applying a stereo compressor (limiter) to the final output of the MC-808 to make the volume more consistent. If you intend to create an audio CD, mastering will allow you to record at the optimal level.

(MEMO)

The mastering effect is applied to the entire MC-808. It is not a setting for individual patches or patterns.

(MEMO)

The mastering effect is applied to the sound that is sent from the MIX OUTPUT jacks. It is not applied to the sound from the DIRECT OUTPUT jacks.

1. **Press [PLAY] to play back the pattern.**

2. **Press [MASTERING] so it's lit.**
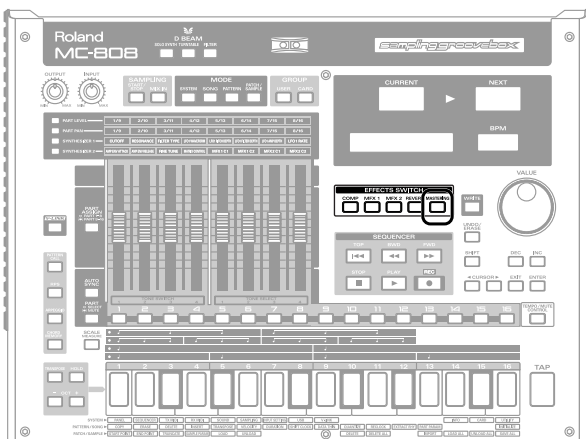
3. **Hold down [SHIFT] and press [MASTERING].**
A screen in which you can choose the type of mastering appears.

4. **Turn the VALUE dial or use [INC] [DEC] to select the desired type of mastering.**
Choose "Techno," "Hip Hop," "Break Beats," or "User" as desired.

5. **Press [EXIT] to return to the previous screen.**

cf.
"Mastering effect" (p. 64)

2-6 Connecting patterns to create a song

Add variation while you connect patterns

Even when using just a single pattern, you can create a wide range of dynamic development while maintaining the rhythmic feel of the song simply by changing the muted/unmuted status of the rhythm or by allowing just the bass to be heard by itself.

You can create a song by connecting patterns in this way.

When recording the song, you can leave the pattern data itself unchanged, and record just the additions, such as the mute data.

cf.
"Muting a pattern" (p. 45)

cf.
"Song Mode" (p. 105)

Other: Using audio phrases to create patterns

In addition to using its internal sounds, the MC-808 also lets you create patterns using audio files you've imported from an external source.

Using a sampled phrase in a pattern

1. Sample a sound (p. 112).

2. When you've finished recording, you can assign the sound directly to a part in a pattern as a "sample patch," just like a conventional patch.

   MEMO

   You can play melodic lines using a sample patch.

Recording a vocal along with your song (Solo Sampling)

By using a method called "solo sampling" you can sample just the sound from the external input while playing the pattern as usual. This lets you record a vocal to the accompaniment of the pattern.

1. Connect your microphone to the INPUT (L/MONO/MIC) jack.
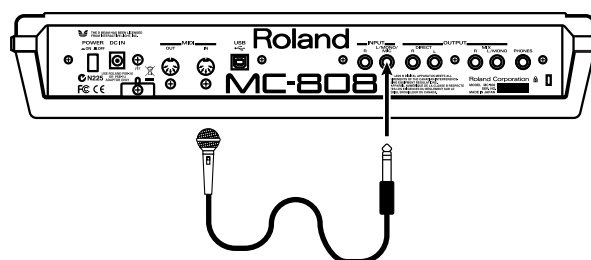
2. As described in "Sampling procedure" (p. 112), choose "Solo sampling" to access the Sampling Standby screen.
   [MIX IN] will be on, and the sound from the mic will be output. Use the volume section's [INPUT] control to adjust the volume of the microphone.
   The screen will show a peak indicator. Adjust the input level so that the top level indicator just barely lights.
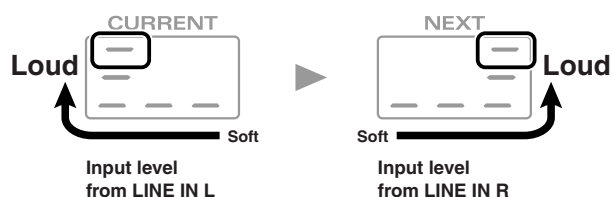
3. Begin sampling.
   Just your voice will be recorded as you sing along with the pattern.

4. When you've finished recording, you can directly assign the sample to a part of the pattern just like a conventional patch.

   cf.

   "Adjusting the Mix In settings" (p. 57)

Importing an external sample (Import Audio)

If you have audio phrases (.WAV or .AIF files) you obtained from the Web or a CD-ROM, you can import these files into the MC-808.

   cf.

   "Importing WAV/AIFF data (IMPORT)" (p. 100)

Other: Creating original sounds

The MC-808 has motorized faders that show the current settings at a glance, and these faders will move to follow changes in the settings in real time. This simplifies operation, and makes it easy to edit sounds.

Carefully selected parameters are assigned to the faders for patch editing, so you can create original sounds efficiently and intuitively. Detailed parameters other than those shown on the panel can be edited using the dedicated editor that's included.

You can connect the MC-808 to your computer and transfer information between the two while you operate the MC-808. Using the editor is a good way to perform detailed editing, since this lets you take advantage of the large screen of your computer to view many parameters at a glance, or use your computer keyboard to enter numeric values directly.

cf.
"Using MC-808 editor" (p. 137)

3. Playing patterns

By successively playing back your original patterns and existing patterns while you use the faders (or other means) to add variation to your performance, you can perform a song in real time in a way similar to creating a DJ mix.

3-1 Switching patterns in real time

If you're going to switch patterns in real time, you may want to maintain the tempo of the pattern you're starting with, so that the tempo won't change for each pattern you select.

For details, refer to **"BPM Lock"** (p. 119).

> **cf.**
> **"Playing patterns"** (p. 42)

3-2 Add various effects to the sound

Controlling the brightness of the sound in real time

You can vary the brightness of the sound by using the faders to control the cutoff and resonance.

Try this out with the following parameter.

1. **Select pattern no. 001 "SuperGrime!"**

2. **Press [PLAY] to play back the pattern.**

3. **Press [PART SELECT] so it's lit, and choose part 16.**
    The part 16 button will light.

    > **cf.**
    > The result will be easier to distinguish if you solo part 16 to hear it by itself (**"Playing only a specific part (Solo)"** (p. 45)).

4. **Press [SYNTHESIZER 1], and move the faders located below "CUTOFF" and "RESONANCE."**
    Listen to the result of moving each fader.

Using effects to vary the sound

In addition to cutoff and resonance, the MC-808 provides multi-effects that can transform a sound into a completely different one. MFX1 and 2 each provide 47 types, each with a distinctive effect. The most suitable effects for each patch are assigned to the faders.

1. **Select pattern no. 001 "SuperGrime!"**

2. **Press [PLAY] to play back the pattern.**

3. **Press [PART SELECT] so it's lit, and choose part 16.**
    The part 16 button will light.

    > **cf.**
    > The result will be easier to distinguish if you solo part 16 to hear it by itself (**"Playing only a specific part (Solo)"** (p. 45)).

4. **Press [MFX2] so it's lit.**

5. **Press [SYNTHESIZER 2], and move the faders located below "MFX2 C1" and "MFX2 C2."**
    Listen to the result of moving each fader.
    "MFX2 C1" will change the degree of distortion for the sound.
    "MFX2 C2" will change the level.

Pattern Mode

In this mode you can play, record, and edit patterns.

Playing patterns

Selecting and playing a pattern
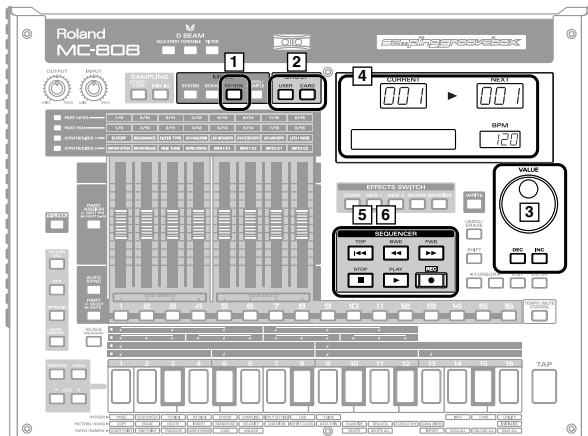
1. **Press [PATTERN] so it's lit; you're in Pattern mode.**
   The display will indicate the number and name of the currently selected pattern.

   CURRENT   NEXT

   001 ▶ 001

   SuperGrime!
   Part 1: Sub Signal
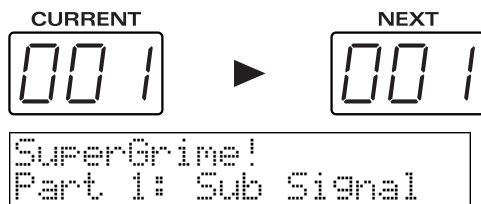
2. **Press either [USER] or [CARD] to select the desired group.**
   The button of the selected group will light.

   [USER]   User group
   Play patterns saved in internal memory.

   [CARD]   Card group
   Play patterns saved on a card.

3. **Turn the VALUE dial or use [INC] [DEC] to select a pattern.**
   The number in the NEXT display will change, and will blink.
   The LCD display will indicate the pattern name.
   Range: 001–800

   * *You can't use the Card group unless a separately sold CompactFlash card is inserted.*

4. **Press [ENTER] to confirm the pattern you selected.**

5. **Press [PLAY] to begin playing the pattern.**

   CURRENT   NEXT

   001 ▶ 001

   Current pattern   **Next pattern**
   Currently playing pattern   The pattern that will play next
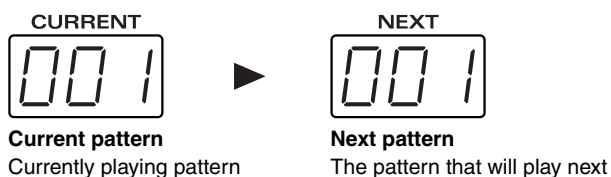
   Immediately after a pattern plays, the CURRENT display and NEXT display will show the same pattern number, and this pattern will play repeatedly.

6. **Use steps 2 and 3 to select the next pattern.**
   The number in the NEXT display will change, and will be blinking.
   The LCD display will show the pattern name.

   CURRENT   NEXT

   001 ▶ 002

   SuperGrime!
   ➥ Lover's Way
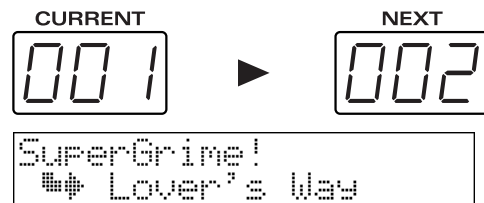
7. **Press [ENTER] to confirm the next pattern.**
   When the current pattern has finished playing, the next pattern will begin playing.

   * *Immediately before the pattern changes or repeats, the CURRENT display will blink to indicate this.*
   You won't be able to confirm the next pattern during this time.

   (MEMO)

   If you press [CURSOR ►] while a pattern is playing, the pattern will change immediately, and playback continues from the beginning of the newly selected pattern.

8. **Press [STOP] to stop pattern playback.**

   * *When the MC-808 is shipped from the factory, there are some patterns that contain no data (EMPTY PATTERN). If you select an empty pattern and attempt to play it, no pattern will play. If you specify an empty pattern as the next pattern, playback will stop the moment you switch to that pattern.*

   cf.

BPM (tempo) when playing patterns successively

Each pattern has its own specified tempo (BPM). If you play back patterns successively, the tempo will also change when the pattern changes.

MEMO

If desired, you can maintain the tempo of the first-played pattern even while switching patterns (**"BPM Lock"** (p. 119)).

Parameters that change when the pattern changes (Setup parameters)

On the MC-808, settings for the following parameters are stored individually with each pattern. When you play back patterns successively, the settings of these parameters will also change each time the pattern changes. These parameters are collectively called "**setup parameters**."

- **BPM (Tempo)** (p. 44)

  * If desired, you can maintain the tempo of the first-played pattern even while switching patterns (**"BPM Lock"** (p. 119)).

- **Patch/Rhythm Set*** (p. 87, p. 92)
- **Part level*** (p. 46)
- **Part pan*** (p. 46)
- **Part key shift*** (p. 77)
- **Compressor settings** (p. 62)
- **Multi-effect settings** (p. 63)
- **Part mute status*** (p. 45)

  The Mute Remain (p. 45) setting will be applied.

- **Auto Sync on/off status*** (p. 60)
- **Reverb settings**

  * You can modify the Reverb settings only by using the dedicated editor that's included.

MEMO

In the RPS set (P.50), you can register the following setup parameters that are different than the setup parmeters of the pattern.

- **Patch/Rhythm Set*** (p. 87, p. 92)
- **Part level*** (p. 46)
- **Part pan*** (p. 46)
- **Part key shift*** (p. 77)
- **Reverb send level*** (p. 77)

  * An asterisk (*) indicates parameters that you can set for each part.

Basic playback operation

Use the following buttons to control the playback.

Move to the beginning of the pattern

Return to the previous measure

Advance to the next measure

SEQUENCER

TOP | BWD | FWD

STOP | PLAY | REC

Stop playback   Play back   Used for recording
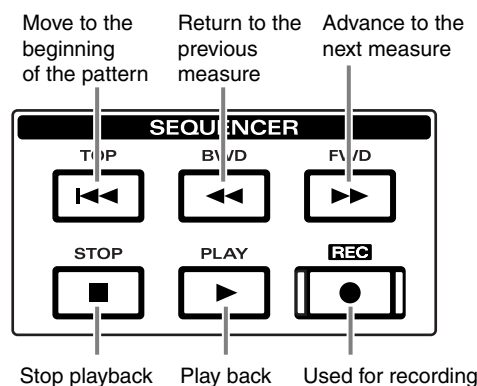
* *The [FWD], [BWD], and [TOP] buttons can also be used during playback.*

* *Press [STOP] twice to return to the beginning of the pattern.*

Pattern mode

Changing the BPM (Tempo)

BPM stands for Beats Per Minute, and indicates the number of quarter-note beats in each minute.

Using the VALUE dial
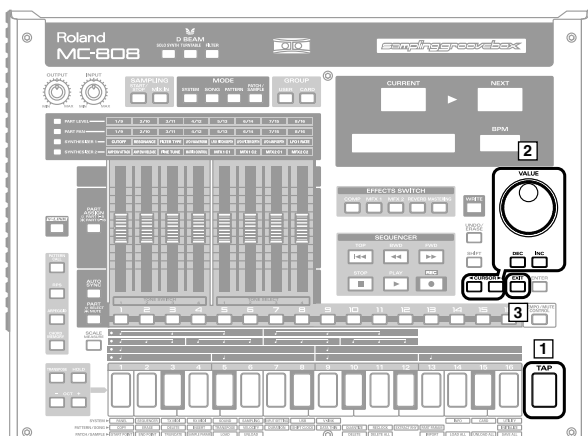
1. **Press [TAP].**

   The LCD display shows the current tempo value.

   ```
   << BPM >>
   ♩=120.0  Click:OFF
   ```

2. **Use [CURSOR ◄ ►] to select BPM, and turn the VALUE dial or use [INC] [DEC] to set the BPM.**

   By holding down [SHIFT] and turning the VALUE dial or using [INC] [DEC], you can adjust the tempo value in 0.1 BPM units.

   Range: 5.0–300.0

3. **Press [EXIT] to return to the previous screen.**

Using the TAP button
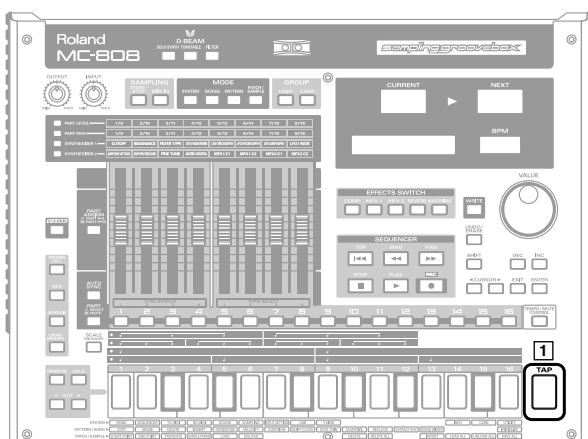
1. **Press [TAP] three or more times at quarter-note intervals of the desired BPM.**

   Range: 5.0–300.0

   * *If desired, you can set the BPM by pressing [TAP] at eighth-note/sixteenth-note intervals (**"Tap Reso"** (p. 118)).*

2. **Press [EXIT] to return to the previous screen.**

Viewing the number of measures in a pattern

Here's how you can view the total number of measures in the current pattern and check the current playback location.
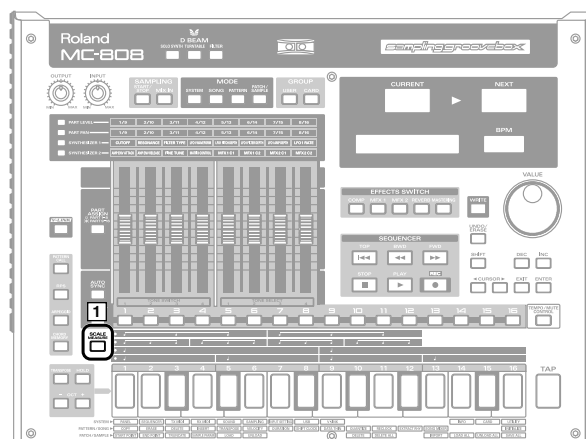
1. **Press [SCALE MEASURE].**

   While you hold down the button, the display will indicate the playback location. The CURRENT display will indicate the measure, the NEXT display will indicate the beat, and the LCD display will indicate the number of measures in the entire pattern.

   In the illustration below, the displays provide the following information concerning the pattern: "overall length = 4 measures" and "current playback location = measure 3 beat 2."

CURRENT   NEXT

Playback location (measure)   Playback location (beat)

```
<< MEASURE >>
Length:   4
```
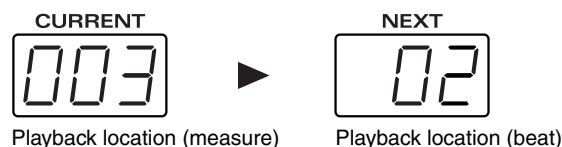
Total number of measures in the pattern

Turning the metronome (click) on/off

1. **Press [TAP].**

   The LCD display will indicate the current tempo value and the metronome status.

   ```
   << BPM >>
   ♩=120.0  Click:OFF
   ```

2. **Use [CURSOR ◄ ►] to select "Click," and use the VALUE dial or [INC] [DEC] to switch the click on/off.**

3. **Press [EXIT] to return to the previous screen.**

   * *The metronome volume is one of the System settings (**"Metronome Level"** (p. 121)).*
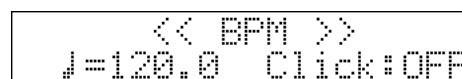
Muting a pattern

A pattern contains sixteen parts. You can mute each part or rhythm tone in real time.

Muting a specific part (Part Mute)
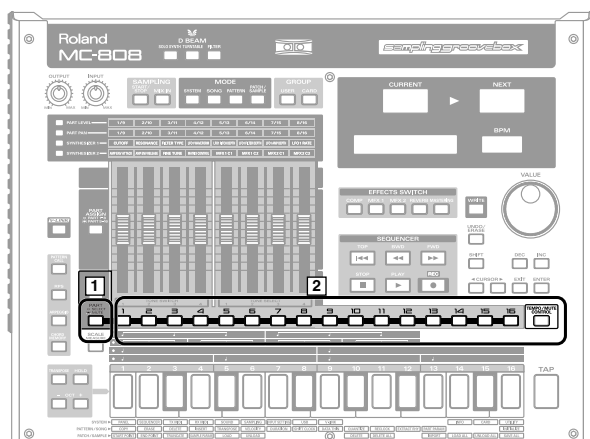
1. **Press [PART] (SELECT/MUTE) so its indicator is lighted.**
   The part button [1]–[16] and [TEMPO/MUTE CONTROL] indicators show the current status of each part.
   Lit: The part can be played.
   Blinking: The part is muted.
   Unlit: No performance is recorded in the part.
   (The indicator will light when you record data into the part.)

2. **Press the part button [1]–[16] or [TEMPO/MUTE CONTROL] for the part you want to mute.**
   The indicator of the button you pressed will blink, and the performance data will be muted.
   To defeat muting, press the part select button of a muted part to make the indicator light.

   * *The indicator won't light if you press the part select button of a part that's not lighted.*

   cf.
   You can change the mute status of each part and save the mute settings with the pattern (**"Saving a pattern"** (p. 84)).

Various ways to mute

Playing the next pattern with the current mute settings preserved (Mute Remain)

Here's how you can preserve the current mute settings when you play the next pattern. For example, this is convenient when you want to play the next pattern without hearing the rhythm part.

1. **While a pattern is playing, select the next pattern.**

2. **Press [PLAY].**
   The mute settings of each part will remain, and playback will switch to the pattern you selected.

   The following indication is shown
   when Mute Remain is active.

   SuperGrime!   :MR
    ➡ SuperGrime!
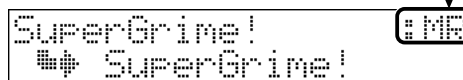
   Mute Remain will automatically be cancelled when playback switches to the next pattern.

   * *Mute Remain will be cancelled if you press [PLAY] once again before the pattern switches.*

Playing only a specific part (Solo)

Here's how you can have just a specific part play while all the remaining parts are muted.

1. **While holding down [SHIFT] and [TEMPO/MUTE CONTROL], press the part button [1]–[16] of the part that you want to play.**

Muting all parts (All Part Mute)

Here's how you can mute all parts at once.

1. **Hold down [SHIFT] and press [OCT -].**

Playing all parts (All Part On)

Here's how you can defeat muting for all parts at once, restoring them to play mode.

1. **Hold down [SHIFT] and press [OCT +].**

Swapping the muted and playing parts (Mute Reverse)

Here's how you can swap (invert) the statuses of the playing and muted parts.

1. **Hold down [SHIFT] and press [PART ASSIGN].**

Reverting to the mute status stored in the pattern (Default Mute)

Here's how you can instantly restore the part mute settings to the state that is stored in each pattern.

1. **Hold down [SHIFT] and press [PART] (SELECT/MUTE).**

Pattern mode

Using the motorized faders to edit the pattern settings

You can use the MC-808's eight motorized faders to adjust settings such as volume and pan for each part in real time.

Of course you can also record fader movements into the pattern (p. 65).

Adjusting the volume of each part (Part Level)
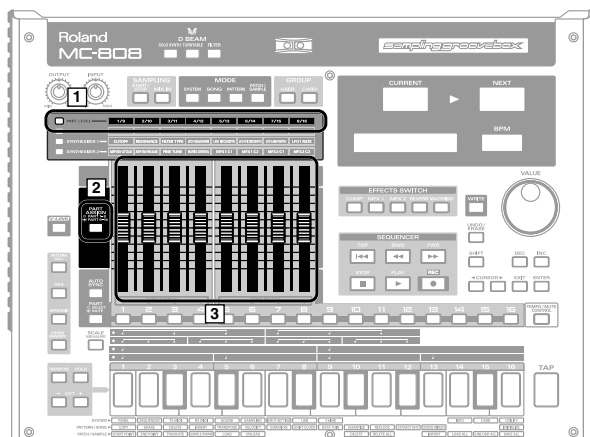
1. **Press [PART LEVEL] so its indicator is lighted.**
   The faders will automatically move to the current values of the newly selected parameter.

2. **Press [PART ASSIGN] to select the parts that you want to edit using the faders.**
   Indicator unlit: Parts 1–8
   Indicator lit: Parts 9–16

3. **Move the motorized faders to adjust the volume of each part.**
   Raising a fader will increase the volume, and lowering a fader will decrease the volume.
   Range: 0–127

   * *When the value is at "100," the volume will be as specified by the patch itself.*

Adjusting the panning of each part (Part Pan)

You can adjust the panning (left/right position) of the sound that is sent in stereo from the OUTPUT jacks (MIX L/R, DIRECT L/R). For example you might pan the drums and bass to the center, the piano to the right, and a synth pad to the left.
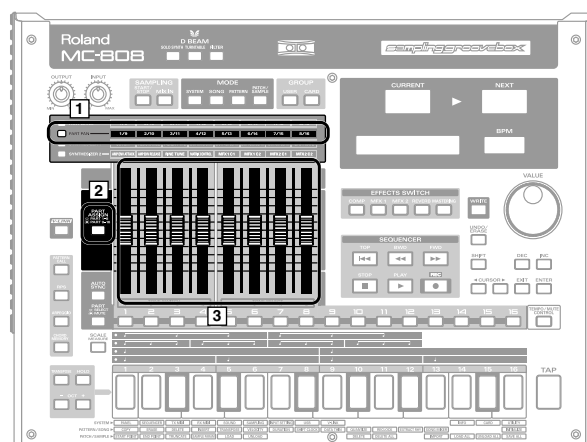
1. **Press [PART PAN] so its indicator is lighted.**
   The faders will automatically move to the current values of the newly selected parameter.

2. **Press [PART ASSIGN] to select the parts that you want to edit using the faders.**
   Indicator unlit: Parts 1–8
   Indicator lit: Parts 9–16

3. **Move the motorized faders to adjust the panning of each part.**
   Raising a fader will pan the sound toward the right.
   Lowering a fader will pan the sound toward the left.
   Range: L64–63R

   * *When the value is at "0," the panning will be as specified by the patch itself.*

   * *In a patch or rhythm set, there is a pan setting for each tone (rhythm tone). Adjusting the part pan setting will apply a relative shift to the panning of the entire patch or rhythm set.*

   * *For some patches, you may still hear a small amount of sound from the opposite speaker even if you've panned all the way to the far left (or right). Also, the part pan setting is ignored in the following situations.*
     • If you've made monaural connections
     • For a patch, rhythm set, or rhythm tone to which you've applied a monaural-output effects (such as spectrum or overdrive)

   cf.
   "Applying effects" (p. 61)

Transposing during playback (Realtime Transpose)

Using the VALUE dial or [INC] [DEC]
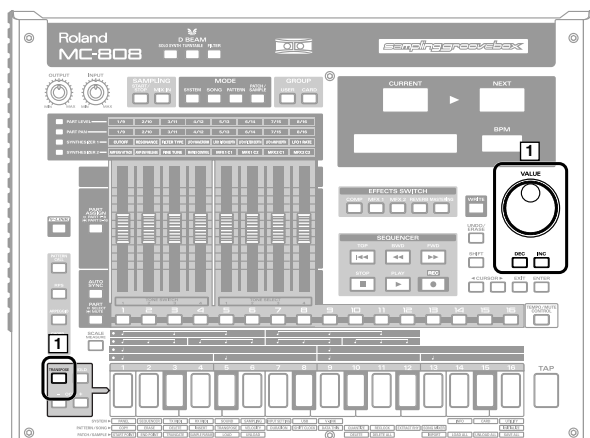
1. **Hold down [TRANSPOSE] and turn the VALUE dial or use [INC] [DEC] to specify the desired transposition.**
   While you hold down the button, the display will show the current value.

   ```
   REALTIME TRANSPOSE
              0
   ```
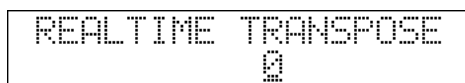
   Range: -12–+12 semitones (factory setting is 0)

2. **When you release the button, the transposition will be applied.**
   To return to the original pitch, press the [TRANSPOSE] button once again to turn off the indicator.

   * *The rhythm part is not transposed.*
     The same applies when using a sample as a rhythm set.

Using the keyboard pads

1. **Make sure that both the [PATTERN CALL] and [RPS] indicators are dark.**

2. **Hold down [TRANSPOSE] and press a keyboard pad to specify the desired transposition.**
   You can specify a transposition in the range of -12–+12 semitones, centered on the C4 note (keyboard pad [2] when the Octave Shift setting is "0").

   ```
   REALTIME TRANSPOSE
           +2
   ```
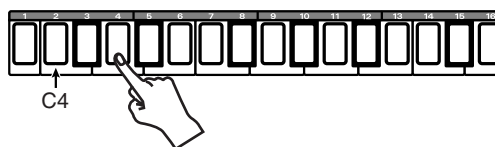

   If you want to specify a negative value, press [OCT -] so it's lit.

   ```
   REALTIME TRANSPOSE
           -5
   ```
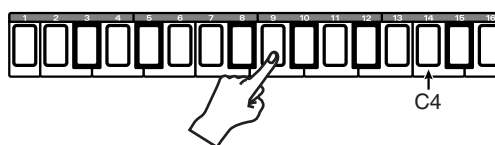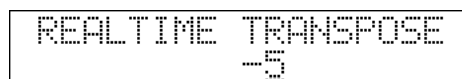

3. **When you release the keyboard pad, the transposition will be applied.**
   To return to the original pitch, press the [TRANSPOSE] button once again to turn off the indicator.

   cf.
   "Shifting the pitch in octave units (Octave Shift)" (p. 48)

   * *The Realtime Transpose setting will always be "0" immediately after you turn on the power.*

   * *The rhythm part is not transposed.*
     The same applies when using a sample as a rhythm set.

Pattern mode

Using the keyboard pads to play sounds
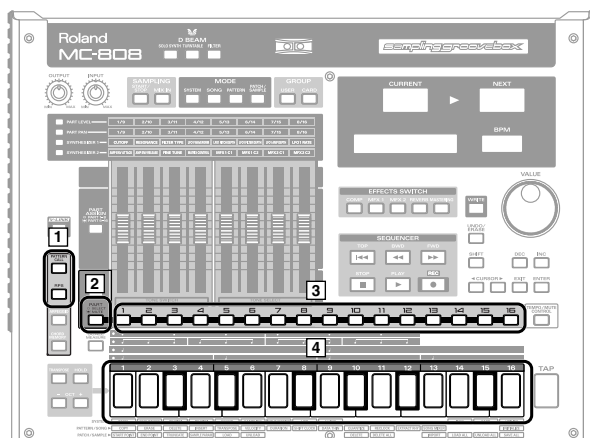
1. **Make sure that both the [PATTERN CALL] and [RPS] indicators are dark.**

2. **Press [PART] (SELECT/MUTE) so its indicator is not lit.**

3. **Press the PART button of the part that you want to play.**
   The indicator will light.

   * *The part that's selected by the PART SELECT button and PART buttons is called the "**current part**."*

4. **Press the keyboard pads, and you'll hear the patch that's assigned to that part.**
   If you've connected a MIDI keyboard, you can turn the **"Remote Kbd Switch"** (p. 120) on and play the keyboard to hear the sound of the part selected by the PART button.
   Normally, pad 2 will play the C4 note.
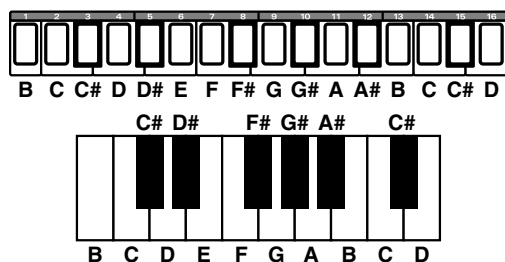
Sustaining the notes you play (Hold)

If you press [HOLD] so it's lit, the notes will be sustained even after you take your hand off the keyboard pads. The sound will stop when you press [HOLD] once again and turn off the indicator.
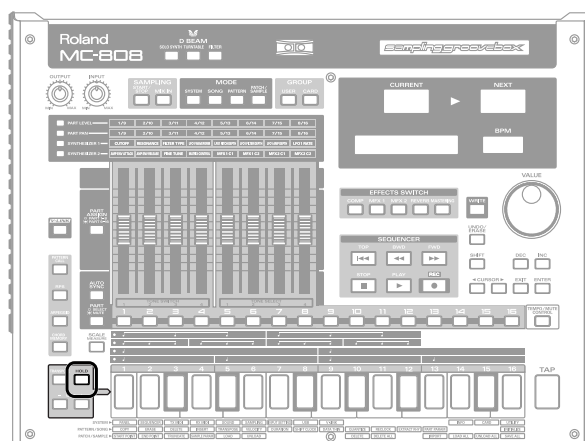
Shifting the pitch in octave units (Octave Shift)

Pressing [OCT -] [OCT +] shift the range of the keyboard pads in steps of one octave (maximum +/-4 octaves).
If you press both buttons simultaneously, the octave shift will be reset to 0.
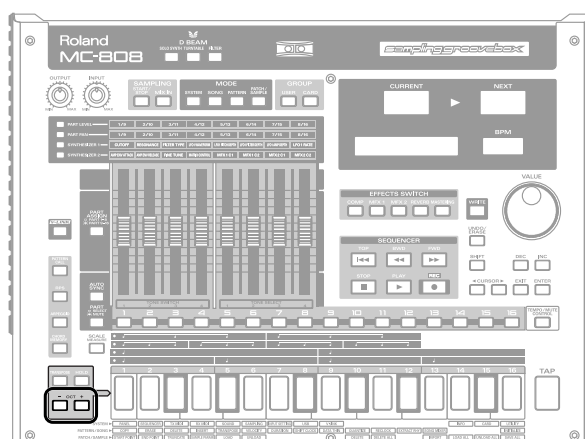
Various ways to use the keyboard pads

Using the keyboard pads to recall patterns (Pattern Call)

You can use the sixteen keyboard pads as buttons to select patterns.
The patterns that are registered to each of the sixteen keyboard pads are handled as one "**pattern set**." You are free to edit the contents of a pattern set, and can store 50 different sets.
You can also switch between pattern sets during pattern playback.

* *Pattern Call cannot be used in Song mode.*

Using Pattern Call
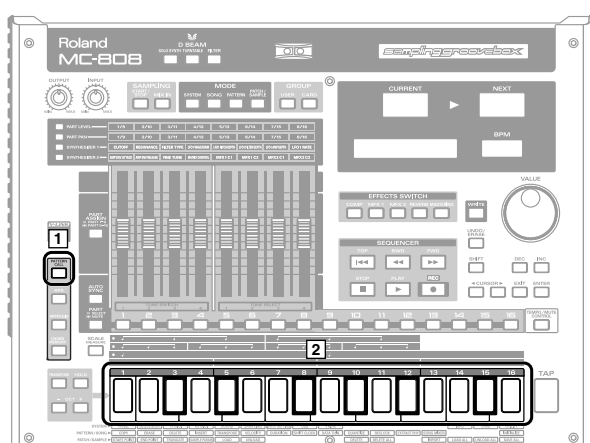
1. **Press [PATTERN CALL] so its indicator is lighted.**

2. **Press one of the keyboard pads [1]–[16].**
   The pattern that is registered to the pad you pressed will be selected.
   This will select a pattern as the "current pattern" if playback is stopped, or as the "next pattern" if a pattern is playing.

   * *[HOLD] and [OCT -] [OCT+] will have no effect.*

   * *Pattern Call cannot be used simultaneously with RPS, arpeggiator, or chord memory.*

Selecting a pattern set

1. **Hold down [PATTERN CALL] and use the VALUE dial or [INC] [DEC] to select a set.**

   cf.
   "Pattern Set list" (p. 23, p. 24) in **"Sound & Parameter List."**

Registering a pattern in a Pattern Set

1. **Select the pattern you want to register, so it is the current pattern.**
   With playback stopped, select a pattern and press [ENTER].

2. **Select the pattern set into which you want to register that pattern.**

3. **Hold down [PATTERN CALL], and press one of the keyboard pads to which you want to register the pattern.**
   That pattern will be registered to the pad you pressed.

   NOTE
   You can't register a pattern during playback.

   MEMO
   In the pattern set, you can register setup parameters (p. 43) that are different than the setup parameters of the pattern registered.

Saving a Pattern Set

Pattern Set settings that you have edited will be lost when you turn off the power. If you want to keep your changes, you must save them as follows.

1. **Hold down [SHIFT] and press [PATTERN CALL].**
   The Pattern Call editing screen will appear.

   ```
   PATTERN CALL
   PCL01:PTN Set 1
   ```
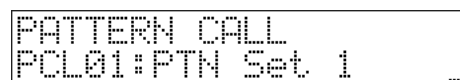
2. **Use the VALUE dial or [INC] [DEC] to select the pattern set that you want to save.**

3. **Press [WRITE].**

4. **Press [ENTER].**

5. **Assign a name to the pattern set.**
   For details on how to assign a name, refer to "Saving a pattern" (p. 84).

6. **When you have finished entering the name, press [ENTER].**
   You'll be asked to confirm your choice.

7. **To save the pattern set, press [ENTER].**

   * *To cancel, press [EXIT].*

Using the keyboard pads to play phrases (RPS)

Any phrase that's been assigned to one of the sixteen pads will continue playing as long as you hold down its pad.
The phrases that are registered to the sixteen pads are handled as one "RPS set." You are free to edit the contents of an RPS set, and can store 50 different sets. You can also switch between RPS sets during pattern playback.

Using RPS
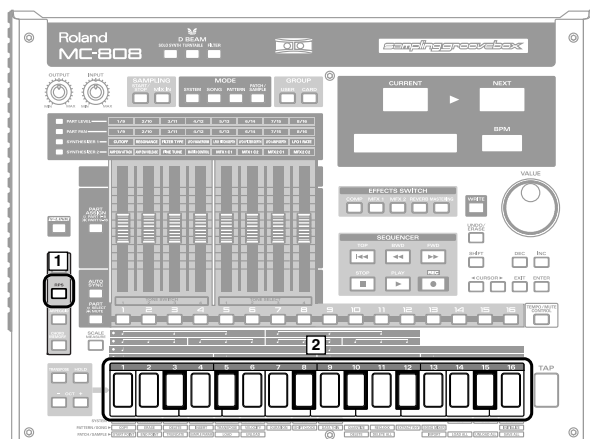
1. **Press [RPS] so its indicator is lighted.**

2. **Press one of the keyboard pads [1]–[16].**
   The pad you pressed will light and the phrase that is registered to it will continue playing.

   * *[OCT -] [OCT+] will have no effect.*

   * *RPS cannot be used simultaneously with pattern call, arpeggiator, or chord memory.*

Selecting an RPS set

1. **Hold down [RPS] and use the VALUE dial or [INC] [DEC] to select a set.**

   cf.

Registering a phrase in an RPS set

1. **Select the pattern that contains the phrase you want to register, so it is the current pattern.**
   With playback stopped, select a pattern and press [ENTER].

2. **Mute all parts other than the single part you want to register in RPS.**

   TIP

3. **Select the RPS set in which you want to register that phrase.**

4. **Hold down [RPS], and press the keyboard pad to which you want to register the phrase.**
   That phrase will be registered to the pad you pressed.

   ```
   Assigned to Pad1.
   ```

   NOTE
   You can't register a phrase while a pattern is playing.

Note when assigning RPS

   * *It is not possible for multi-part phrases to be assigned to each of the keyboard pads. You must mute all parts other than the part that contains the phrase you wish to assign. If you attempt to assign a phrase in which two or more parts are un-muted, the display will indicate "Cannot Assign Phrase!"*

   * *If you have assigned a phrase to RPS and modify the performance data of the pattern that contains that phrase after it has been assigned, be aware that the phrase played by RPS will be affected by these modifications. For example if you delete the performance data of a pattern that contains an assigned phrase, no sound will be heard when you use RPS to play that phrase.*

   * *If you assign a phrase from a part that uses MFX, the MFX settings during RPS playback will be determined by the MFX settings of the currently selected pattern. This means that the RPS playback may sound different than the original phrase.*

MEMO

RPS Hold

You can make a phrase continue playing even after you release your finger from the keyboard pad.

To hold all phrases

1. **Press [HOLD] so the indicator is lit.**

2. **Press a keyboard pad to play a phrase.**
   You can stop that phrase by pressing the same pad once again.

To hold individual phrases

1. **Hold down [HOLD] and press a keyboard pad to play a phrase.**
   [HOLD] will blink, and that phrase will continue playing until you press the same pad once again.

2. **To play a phrase that you want to hold, hold down [HOLD] and press the appropriate pad, as described in step 1.**
   The phrases will play together.

3. **To play a phrase that you do not want to hold, press only the appropriate pad.**
   When you release your finger from the pad, that phrase will stop playing.

   * *In steps 1 and 2, you can also press [HOLD] while pressing the keyboard pad to play the phrase, as an alternative to holding down [HOLD] and then pressing the pad.*

   (MEMO)

   To stop all phrases, press [HOLD] so the indicator goes out.

RPS Settings

1. **Hold down [SHIFT] and press [RPS].**
   The RPS setup screen will appear.

   ```
   RPS                          ▶
   01:RPS Set 1                 ▒
   ```

2. **Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.**

Parameter	Range	Description
RPS (RPS Set)	01–50	RPS set to edit
RPS Part (RPS Part)	Part 1–16	RPS part to edit
Pat Bank (RPS Part Patch Bank)	Patch assigned to RPS part	
Pat (RPS Part Patch Number)		
Part Output Sel (RPS Part Output Select)	DRY, MFX1, MFX2, COMP, DIR, RHY	How the original sound of each RPS part will be output **DRY:** Output to MIX OUTPUT jacks without passing through effects **MFX1 (2):** Output through multi-effects 1 (or 2) **COMP:** Output through the compressor **DIR:** Output to DIRECT OUTPUT jacks without passing through effects **RHY:** Output according to the settings of the rhythm set assigned to the part
RPS Mixer	—	Refer to p. 52.

RPS Trigger Quantize

When using RPS during pattern playback, patterns and phrases may not play back in precise alignment, depending on the timing at which you press the keyboard pads. On the MC-808 you can specify the playback timing of the phrase, so it will play back in precise synchronization with the pattern (**"RPS Trig Qtz"** (p. 119)).

Pattern mode

Adjusting the settings of the RPS parts (RPS mixer)

RPS playback uses dedicated RPS parts that are separate from conventional pattern playback. The patterns that are assigned to keyboard pads [1]–[16] will play RPS parts 1–16.
Here's how to adjust the settings of these RPS parts.

1. **Hold down [SHIFT] and press [RPS].**
    The RPS setup screen will appear.

2. **Press [CURSOR ►] to select "RPS Mixer," and press [ENTER].**

```
RPS                    ◄
RPS Mixer      [ENTER]
```

The RPS MIXER screen will appear.

```
RPS MIXER
Fader:     Part Level
```

3. **Press [PART ASSIGN] to select the RPS parts that you want to adjust using the faders.**
    Indicator unlit: Parts 1–8
    Indicator lit: Parts 9–16

4. **Use the following buttons to select a parameter, and use the faders to adjust the settings.**

Button	Parameter adjusted by the faders
[PART LEVEL]	Volume of the RPS part
[PART PAN]	Left/right position of the RPS part
[SYNTHESIZER 1]	Transposition of the RPS part The pitch will change in semitone steps over a range of +/-4 octaves.
[SYNTHESIZER 2]	Reverb level of the RPS part

5. **Press [EXIT] to close the RPS Mixer screen.**

RPS realtime modify

You can use the faders to modify the sound of the phrase being played by RPS.

1. **Press [RPS] so its indicator is lighted.**

2. **Press a keyboard pad to play back a phrase.**

3. **While holding down the pad, you can operate the faders to modify the sound of the phrase.**
    Press the following buttons to select the parameters you want to modify.

SYNTHESIZER 1

	[PART ASSIGN]=OFF	[PART ASSIGN]=ON
Fader	Indication	Indication
1	Cutoff	Pitch Env Depth
2	Resonance	Pitch Env Attack
3	Filter Type	Pitch Env Decay
4	LFO1 Waveform	Filter Env Depth
5	LFO1 Pitch Depth	Filter Env Attack
6	LFO1 Filter Depth	Filter Env Decay
7	LFO1 Amp Depth	Filter Env Sustain
8	LFO1 Rate	Filter Env Release

SYNTHESIZER 2

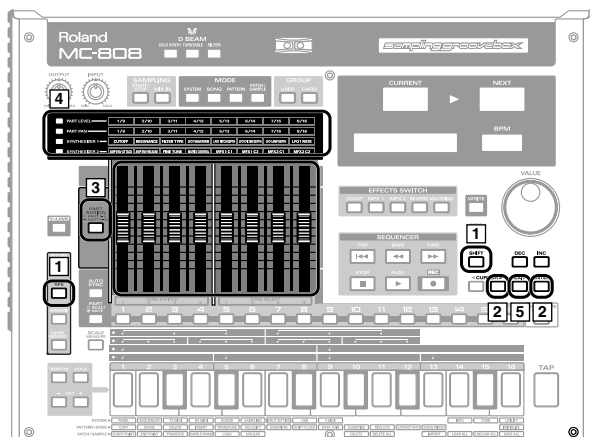|	[PART ASSIGN]=OFF	[PART ASSIGN]=ON
Fader	Indication	Indication
1	Amp Env Attack	Amp Level
2	Amp Env Release	Amp Env Attack
3	Fine Tune	Amp Env Decay
4	–	Amp Env Sustain
5	MFX1 C1	Amp Env Release
6	MFX1 C2	Random Modify
7	MFX2 C1	Reverb Time
8	MFX2 C2	Reverb Level

*   *Your changes will affect the sound of the phrase assigned to the pad you pressed last.*

*   *If you take your finger off the pads, the changes you make will apply to the sound of the current part. The same is true even if you are playing back a phrase with [HOLD] turned on.*

Saving an RPS set

The edited settings of an RPS set will be lost when you turn off the power. If you want to keep the settings you edited, save the RPS set as follows.

1. **Hold down [SHIFT] and press [RPS].**
    The RPS setup screen will appear.

2. **Use the VALUE dial or [INC] [DEC] to select the RPS set that you want to save.**

3. **Press [WRITE].**

4. **Assign a name to the RPS set.**
    For details on how to assign a name, refer to **"Saving a pattern"** (p. 84).

5. **When you have finished entering the name, press [ENTER].**
    You'll be asked to confirm your choice.

6. **To save the RPS set, press [ENTER].**
*   *To cancel, press [EXIT].*

Pressing a chord to play an arpeggio (Arpeggiator)

The MC-808's Arpeggiator function lets you perform arpeggios just by playing the chords, using the notes in the chords you play.

Not only can you use the factory-set **arpeggio styles**, which determine the way the arpeggio is played, but you can also freely rewrite styles.

Using the arpeggiator
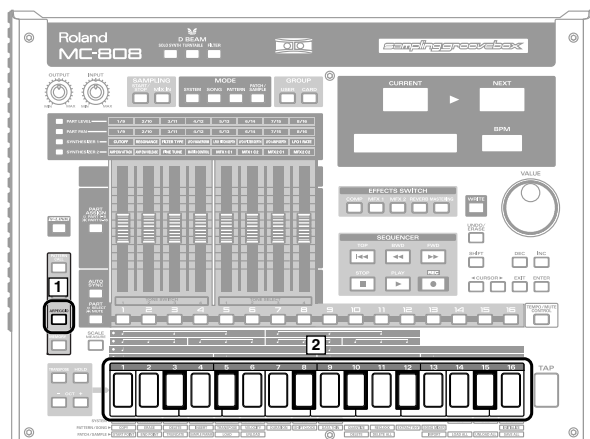
1. **Press [ARPEGGIO] so its indicator is lighted.**

2. **Press a chord using the keyboard pads.**
   An arpeggio will play according to the specified **arpeggio style**.

   * *Arpeggiator cannot be used simultaneously with Pattern Call or RPS.*

Using in combination with the chord memory function

When performing with the Arpeggiator, you can also use it along with the Chord Memory (p. 56). After first storing complex Chord Forms in memory, you can then call them up when Arpeggiator is on, and you can easily create complex arpeggio sounds just by pressing a single pad.

Selecting an arpeggio style

1. **Hold down [ARPEGGIO] and use the VALUE dial or [INC] [DEC] to select a style.**

   cf.
   "Arpeggio Style list" (p. 26) in **"Sound & Parameter List"**

Modifying the arpeggiator settings

Here's how to change the way in which the arpeggio is generated.

1. **Hold down [SHIFT] and press [ARPEGGIO].**
   The arpeggio setup screen will appear.

   ```
   ARPEGGIO               ▶
   Style: ARP Preset001
   ```

2. **Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.**

Parameter	Range	Description
Style (Arpeggio Style)	Arp Preset: 001–128 Arp User: 001–128	Arpeggio style that you want to modify (p. 55)
Grid (Grid Type)	1/4, 1/8, 1/8L, 1/8H, 1/12, 1/16, 1/16L, 1/16H, 1/24	Sets the particular note division and resolution in a "single grid" used in creating the arpeggio in an Arpeggio Style, and how much of a "shuffle" syncopation is to be to be applied (none/weak/strong) to it. **1/4:** Quarter note (one grid section = one beat) **1/8:** Eighth note (two grid sections = one beat) **1/8L:** Eighth note shuffle Light (two grid sections = one beat, with a light shuffle) **1/8H:** Eighth note shuffle Heavy (two grid sections = one beat, with a heavy shuffle) **1/12** Eighth note triplet (three grid sections = one beat) **1/16:** Sixteenth note (four grid sections = one beat) **1/16L:** Sixteenth note shuffle Light (four grid sections = one beat, with a light shuffle) **1/16H:** Sixteenth note shuffle Heavy (four grid sections = one beat, with a heavy shuffle) **1/24:** Sixteenth note triplet (six grid sections = one beat)

Pattern mode

Parameter	Range	Description
Motif	UP(L), UP(L&H), UP(_), DOWN(L), DOWN(L&H), DOWN(_), UP&DOWN (L), UP&DOWN (L&H), UP&DOWN (_), RANDOM(L)	Selects the method used to play sounds when you have a greater number of notes than pro-grammed for the Arpeggio Style. *When the number of keys played is less than the number of notes in the Style, the highest-pitched of the pressed keys is played by default.* **UP (L):** Only the lowest of the keys pressed is sounded each time, and the notes play in order from the lowest of the pressed keys. **UP (L&H):** Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the lowest of the pressed keys. **UP (_):** The notes play in order from the lowest of the pressed keys. No one note is played every time. **DOWN (L):** Only the lowest of the keys pressed is sounded each time, and the notes play in order from the highest of the pressed keys. **DOWN (L&H):** Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the highest of the pressed keys. **DOWN (_):** The notes play in order from the highest of the pressed keys. No note is played every time. **UP&DOWN (L):** Notes will be sounded from the lowest to the highest key you press and then back down to the lowest key, with only the lowest key sounded each time. **UP&DOWN (L&H):** Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the lowest of the pressed keys and then back again in the reverse order. **UP&DOWN (_):** The notes play in order from the lowest of the pressed keys, and then back again in the reverse order. No note is played every time. **RANDOM(L):** While only the lowest of the pads pressed is sounded each time, the notes in the arpeggio are played in random order. **RANDOM (_):** Only the lowest of the keys pressed is sounded each time, the notes you press will be sounded randomly. No note will sound each time.

Parameter	Range	Description
Duration	30–120%, FULL	Determines whether the sounds are played staccato (short and clipped), or tenuto (fully drawn out). **30–120:** For example, when set to "30," the length of the note in a grid (or when a series of grids is connected with ties, the final grid) is 30% of the full length of the note set in the grid type. **Full:** Even if the linked grid is not connected with a tie, the same note continues to sound until the point at which the next new sound is specified.
Oct Range (Arpeggio Octave Range)	-3–0–+3	This adds an effect that shifts arpeggios one cycle at a time in octave units (octave range). You can set the shift range upwards or downwards (up to three octaves up or down).
Remote Kbd Sw (Remote Keyboard Switch)	Refer to p. 120.	

cf.

"Arpeggio Style list" (p. 26) in **"Sound & Parameter List"**

3. **Press [EXIT] to return to the previous screen.**
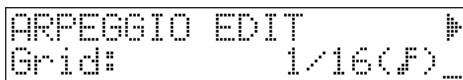
Creating an arpeggio style (Arpeggio Edit)

Here's how you can create an arpeggio style by entering/editing notes one at a time.

1. Hold down [SHIFT] and press [ARPEGGIO].

The arpeggio setup screen will appear.

2. Press [REC].

The ARPEGGIO EDIT screen will appear.

```
ARPEGGIO EDIT        ▶
Grid:        1/16(F)
```

3. Specify the step and the note message that you want to enter.

Use [CURSOR ◄ ►] to move the input location, and turn the VALUE dial or use [INC] [DEC] to set the parameters.

Parameter	Range	Description
Grid (Grid Type)	1/4, 1/8, 1/8L, 1/8H, 1/12, 1/16, 1/16L, 1/16H, 1/24	Sets the particular note division and resolution in a "single grid" used in creating the arpeggio in an Arpeggio Style, and how much of a "shuffle" syncopation is to be to applied (none/weak/strong) to it. **1/4:** Quarter note **1/8:** Eighth note **1/8L:** Eighth note shuffle Light **1/8H:** Eighth note shuffle Heavy **1/12:** Eighth note triplet **1/16:** Sixteenth note **1/16L:** Sixteenth note shuffle Light **1/16H:** Sixteenth note shuffle Heavy **1/24:** Sixteenth note triplet
End Step	1–32	Specifies the style length
Note (Note Number)	0 (C-1)–127 (G9)	Specifies the pitch of the note to be input.
Velo (Velocity)	1–127	Specify the velocity (volume) of the note messages you will input.

* *Alternatively, you can hold down [SHIFT] and press a keyboard pad to enter a note at the corresponding note number.*

You can also use the following buttons.

Button	Description
[FWD] [BWD]	If "End Step" is 17 or higher, these buttons switch the display.
[HOLD]	Hold down [HOLD] and press a pad to enter a tie. Extend the length of the most recently entered note by the length of the current setting. Pads will blink to indicate steps for which you've entered a tie.
[PLAY]	Audition the arpeggio style that you're inputting.

4. To input data, press a pad that corresponds to the timing at which you want to input a note, so the pad's indicator lights. To delete a note you've input, press the corresponding pad so its indicator goes out.

* *You cannot edit the velocity of a note message once you input it. If you want to change the velocity, you must delete the note and re-input it.*

* *A maximum of sixteen notes (specified pitches) can be used in one style.*

5. Press [STOP] to stop recording.

You're returned to the arpeggio setup screen.

Saving an arpeggio style

A arpeggio style you create will be lost when you turn off the power. If you want to keep your settings, save them as follows.

1. Confirm that the current Style is the one you want to save.

2. Press [WRITE].

A screen will appear where you can select the user arpeggio style into which you will write the settings you created.

```
ARPEGGIO WRITE
ARP User001
```

3. Use the VALUE dial or [INC] [DEC] to select the arpeggio style that you want to save.

Range: ARP User: 001–128

4. Press [ENTER].

You'll be asked to confirm your choice.

5. To write the data, press [ENTER].

* *To cancel, press [EXIT].*

About Arpeggio styles

An **arpeggio style** is a series of data for basic arpeggio patterns and chord styles recorded in the form of a grid consisting of a maximum of 32 steps x 16 pitches.
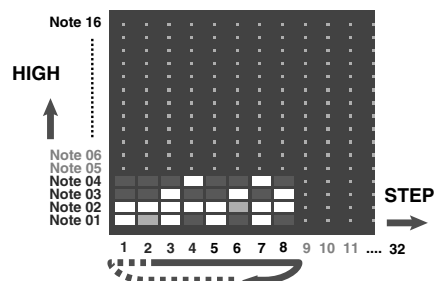
Each grid contains one of the following kinds of data.

- **On:** Note On (with Velocity data)
- **Tie:** Tie (hold of the previous note)
- **Rest:** Rest (no sound played)

The keys that are pressed along with the sequence in which they are pressed is referenced to the "lowest-pitched key during input."

Pattern mode

Playing a chord by pressing a single pad (Chord Memory)

You can play a specified **chord form** simply by pressing a single pad. You can use factory-set chord forms, or freely create your own.

Using chord memory
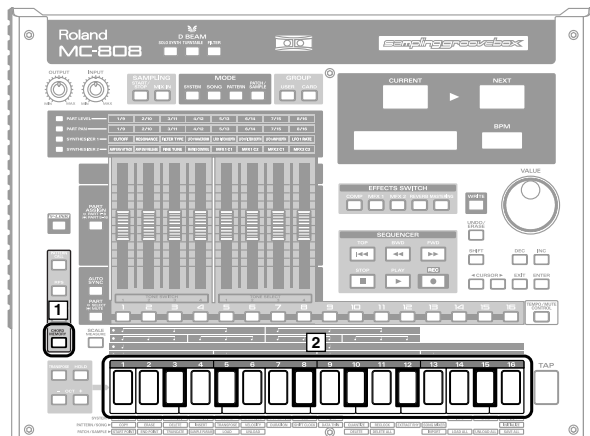
1. **Press [CHORD MEMORY] so its indicator is lighted.**

2. **Press one of the keyboard pads.**
   The pre-specified **chord form** will sound.

   MEMO
   When you press keyboard pad [2] (C4), the chord form will sound at the pitch that was specified. Other pads will sound parallel chords at pitches relative to pad [2] (C4).

   * *Chord Memory cannot be used simultaneously with Pattern Call or RPS.*

Selecting a chord form

1. **Hold down [CHORD MEMORY] and use the VALUE dial or [INC] [DEC] to select a chord form.**

Inputting a chord form

1. **Hold down [SHIFT] and press [CHORD MEMORY].**
   The chord memory setting screen will appear.

   ```
   CHORD MEMORY        ▶
   P001: C Maj
                          .....
   ```

2. **Press [REC].**
   The chord form input screen will appear.

3. **Use the keyboard pads to input the chord you want to sound.**
   Input the notes that you want to sound when keyboard pad [2] (C4) is pressed.
   The pads will light to indicate the notes that will sound.
   If you press a pad once again, it will go dark and will not sound.

4. **When you finish inputting the chord form, press [EXIT].**

   MEMO
   While inputting the chord form, you can press [PLAY] to play the chord that you have input.

Saving a chord form

A chord form you create will be lost when you turn off the power. If you want to keep your settings, save them as follows.

1. **Hold down [SHIFT] and press [CHORD MEMORY].**
   The chord memory setup screen will appear.

2. **Press [WRITE].**
   A screen will appear in which you can select the chord form to which your settings are to be written.

   ```
   CHORD WRITE
   U001: User
   ```
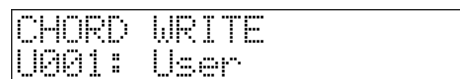
3. **Use the VALUE dial or [INC] [DEC] to select the chord form that you want to save.**

4. **Press [ENTER].**
   You'll be asked to confirm your choice.

5. **To save the chord form, press [ENTER].**
   * *To cancel, press [EXIT].*

Mix In

The sound of a device connected to the INPUT jacks can be mixed into the output.

You can also use the keyboard pads to play different pitches using the input sound.

Outputting the sound of an external device
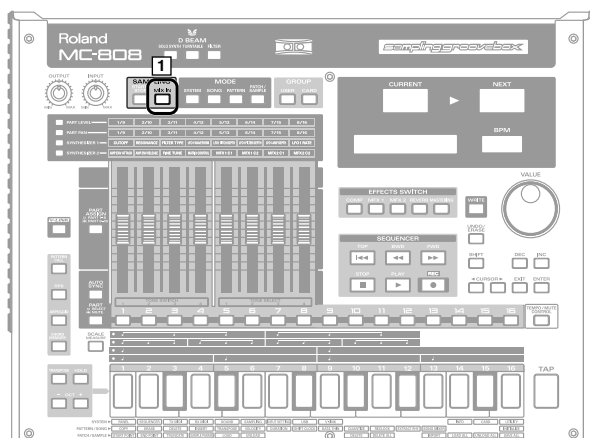
1. **Press [MIX IN] so its indicator is lighted.**
   The sound of the external device will be mixed into the output.

2. **To cancel the Mix In, press [MIX IN] once again so its indicator goes out.**

Adjusting the Mix In settings

1. **Hold down [SHIFT] and press [MIX IN].**
   The INPUT SETTING screen will appear.

```
INPUT SETTING        ▶
Input:    LINE IN L/R
```

2. **Adjust the volume of your external device.**
   You can use the [INPUT] knob of the volume section to adjust the volume of your external device.

   The CURRENT display and NEXT display will be the level meters.

Adjust the input level until it is as high as you can get it without causing the top level indicator to light.

3. **Use [CURSOR ◀ ▶] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.**

| Parameter	Range	Description
Input (Input Select)	LINE IN L/R, LINE IN L, MICRO- PHONE	Input source of the external input sound **LINE IN L/R:** INPUT jacks L/R (stereo) **LINE IN L:** INPUT jack L (mono) **MICROPHONE:** INPUT jack (mono, mic level)
Mix-In	OFF, ON, PADS	Switches Mix In on/off **OFF:** External input sound will not be used. **ON:** External input sound will be mixed into the output. **PADS:** The keyboard pads can be used to play scales using the external input sound.
Ext Output Asgn (External Out- put Assign)	DRY, MFX1, MFX2, COMP	Output destination of the external input sound that is mixed in **DRY:** Output to MIX OUT-PUT jacks without passing through effects **MFX1 (2):** Output through multi-effects 1 (or 2) **COMP:** Output through the compressor
Ext Level L	0–127	Volume level of the exter- nal input sound (left chan- nel)
Ext Level R	0–127	Volume level of the exter- nal input sound (right channel)
Ext Reverb Send Level	0–127	Depth of reverb applied to the external input sound Set this to "0" if you don't want to apply re- verb.

Using the sound of an external device to play melodically (input effect)

By setting Mix-In to "PADS," you can use the keyboard pads to play melodies using the sound of an external device, so that the pads will control the pitch and duration just as a conventional keyboard.

Pad 2 (C4) will play the input sound at its original pitch.

Relative to the original pitch, you'll be able to play a range from 14 semitones higher (pad [16]) to 25 semitones lower (pad [1] after pressing [OCT-] twice).

* *You can't play chords.*

Moving your hand above the D Beam to change the tone (D Beam controller)

The **D Beam controllers** let you perform control operations simply by passing your hand over the controller. Three different uses (such as solo synth and turntable) for this controller are offered as presets, but by editing the settings you can use these controllers to apply a wide range of other effects.
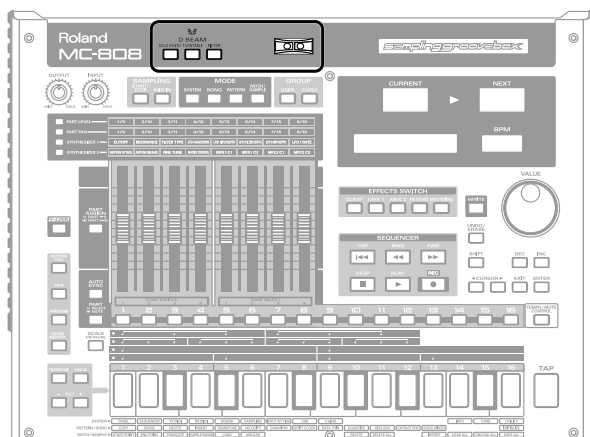
1. **Press either the D BEAM [SOLO SYNTH], [TURNTABLE], or [FILTER] button so it's lit, turning the D Beam controller on.**

Button	Description
[SOLO SYNTH]	Use the D Beam to play a monophonic synthesizer.
[TURNTABLE]	Use the D Beam to control the pitch and tempo (BPM) of all parts simultaneously.
[FILTER]	Use the D Beam to create various changes according to the settings.

2. **Place your hand above the D Beam controller and move it slowly up and down.**
   An effect will be applied to the sound according to the function you've assigned to the D Beam controller.

3. **To turn off the D Beam controller, once again press the button you pressed in step 1, making the indicator go dark.**

The effective range of the D Beam controller

The following diagram shows the effective range of the D Beam controller. Movements of your hand that occur outside of this range will not produce any effect.

NOTE

The effective range of the D Beam controller will be greatly reduced when it is used in strong, direct sunlight. Please be aware of this when using the D Beam controllers outdoors.
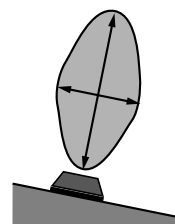
NOTE

The sensitivity of the D Beam controller will change depending on the amount of light in the vicinity of the unit. If it does not function as you expect, adjust the sensitivity as appropriate for the brightness of your location. Increase this value will raise the sensitivity (p. 118).

Editing the D Beam controller settings

1. **Hold down [SHIFT] and press one of the D BEAM [SOLO SYNTH]/[TURNTABLE]/[FILTER] buttons.**

The Setup screen will appear.

```
D BEAM:SOLO SYNTH   ▶
Pat Bank:       User A
```

2. **Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.**

Parameter	Range	Description
SOLO SYNTH		
Pat Bank (Solo Synth Patch Bank) Pat (Solo Synth Patch Number)	See **"Patch list"** (p. 3) in **"Sound & Parameter List"**.	Specifies the patch played by the solo synth.
Note (Solo Synth Note)	0(C-)–127(G9)	Specifies the basic pitch of the solo synth.
Scale (Solo Synth Scale)	FREE, CHROMATIC	Switches the scale on/off. **FREE:** Smooth pitch change **CHROMATIC:** Pitch change in semitone steps
Range (Solo Synth Range)	2OCTAVE, 4OCTAVE	Specifies the pitch range of the solo synth.
Level (Solo Synth Level)	0–127	Specifies the volume of the solo synth.
TURNTABLE		
Type (Turntable Type)	DOWN, UP	Specifies the type of turntable. **DOWN:** The effect will increase as you move your hand closer. **UP:** The effect will increase as you move your hand away.
Control (Turntable Control)	BPM, PITCH, BOTH	Specifies the parameter controlled by the D Beam. **BPM:** Control the tempo (BPM). **PITCH:** Control the pitch. **BOTH:** Control both tempo and pitch.
FILTER		
Type	CONTROL CHANGE, BEND UP, BEND DOWN, BEND UP/DOWN, CH AFTERTOUCH, START/STOP, GLISSANDO, ADLIB, ARP OCT UP, ARP OCT DOWN, ARP OCT BOTH, ARP DURATION, BPM UP, BPM DOWN, PITCH UP, PITCH DOWN, ALL MUTE	Specifies the parameter controlled by the D Beam. **CONTROL CHANGE:** Modifies the control change specified by CC# **BEND UP, BEND DOWN, BEND UP/DOWN:** Pitch bend up/down **CH AFTERTOUCH:** Channel aftertouch **START/STOP:** Start/stop the pattern or song **GLISSANDO, ADLIB:** Vary the pitch **ARP OCT UP, ARP OCT DOWN, ARP OCT BOTH:** Arpeggio octave up/down (maximum three octaves) **ARP DURATION:** Duration of each note in the arpeggio **BPM UP, BPM DOWN:** Tempo up/down **PITCH UP, PITCH DOWN:** Pitch up/down **ALL MUTE:** Mute all parts
CC #	CC01–CC31, CC33–CC95	Specifies the control change number. * You can set this only if Type is set to "Control Change."
Range Lower	0–127	Specify the lower limit of the range of the D Beam controller.
Range Upper	0–127	Specify the upper limit of the range of the D Beam controller.

3. **Press [WRITE] if you want to save your settings.**

Press [EXIT] to close the Setup screen.

TIP

D Beam settings are saved as part of the System settings.

Pattern mode

Synchronizing the tempo of a sample with the pattern tempo (Auto Sync)

The playback tempo of a sample (waveform) that you've sampled or imported from your computer can be automatically synchronized with the playback tempo of the pattern.
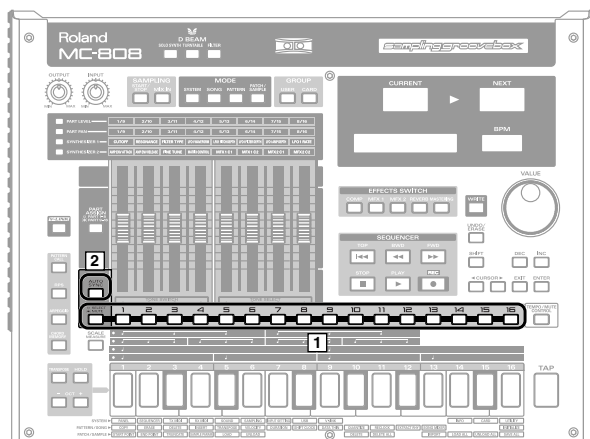
NOTE

In order to use Auto Sync, you'll first need to set the sample parameter **"BPM"** (p. 97).

1. **As the current part, select the part to which is assigned the patch that uses the sample you want to auto-sync.**

2. **Press [AUTO SYNC] so it's lit.**

   The tempo of the sample that's playing will automatically synchronize with the BPM of the pattern.

   (MEMO)

   You can turn Auto Sync on/off individually for each part.

   NOTE

   Auto Sync consumes twice the usual polyphony. This means that if you turn Auto Sync on, the MC-808's overall polyphony will decrease.

Applying effects

The MC-808 lets you apply a total of six effects simultaneously; two multi-effects, reverb, compressor, an external input effect, and a mastering effect.

The following diagram shows the signal flow for these effects.

Effect routing
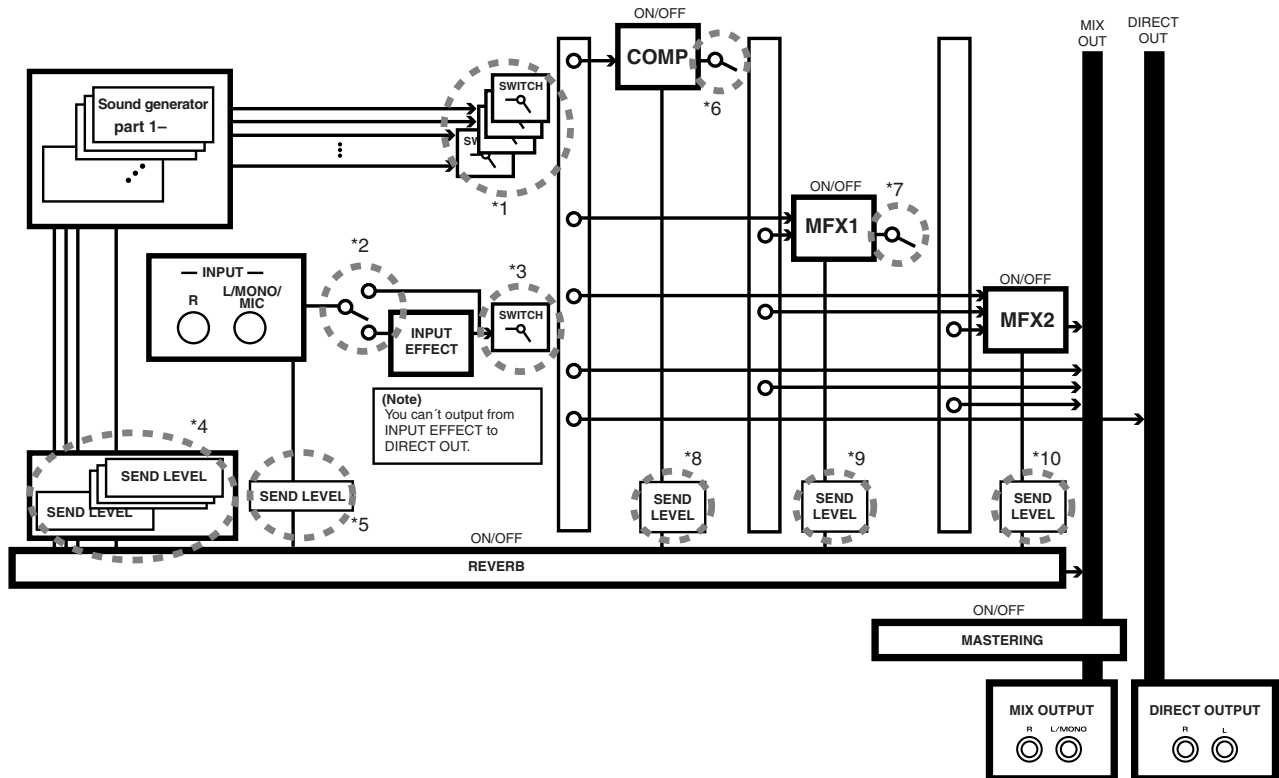
*1   Output Assign (p. 77)

*2   Mix-In (p. 57)

*3   Ext Output Asgn (p. 57)

*4   Rev Send (p. 77)

*5   Ext Rev Send Lev (p. 57)

*6   Output Assign (p. 62)

*7   Output Assign (p. 63)

*8   Reverb Send Lev (p. 62)

*9   Reverb Send Lev (p. 63)

*10   Reverb Send Lev (p. 63)

Effect on/off

Use the ON/OFF buttons of the Effects section to switch each effect on/off.
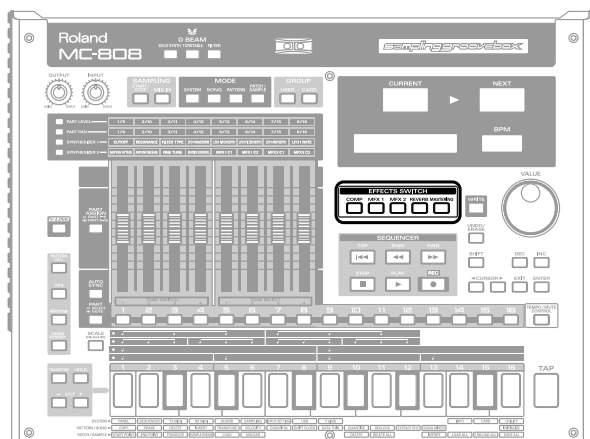
[COMP]: Compressor
[MFX 1] [MFX 2]: Multi-effects 1, 2
[REVERB]: Reverb
[MASTERING]: Mastering

Playing pitches using the sound of an external device (Input Effect)

If you set **"Mix-In"** (p. 57) to "PADS," you'll be able to use the keyboard pads to play pitches using the sound of an external input source.

Compressor

A compressor is an effect that reduces high levels and boosts low levels, thus making the overall level of the sound more consistent.

Making the compressor settings
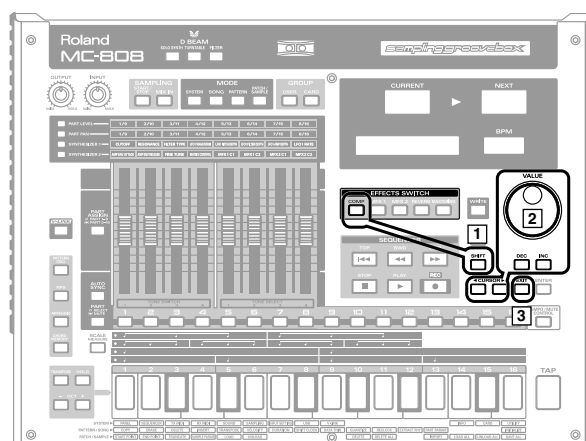
1. **Hold down [SHIFT] and press [COMP].**

   A screen will appear in which you can make the compressor settings.

   ```
   COMPRESSOR          ▶
   Reverb Send Lev:    0
   ```

2. **Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.**

Parameter	Range	Description
Reverb Send Lev (Reverb Send Level)	0–127	Depth of reverb applied to the sound processed through the compressor Set this to "0" if you don't want to apply reverb.
Output Assign	DRY, MFX1, MFX2	Output destination of the sound processed through the compressor **DRY:** MIX OUTPUT jacks **MFX1 (2):** Multi-effects 1 (or 2)

3. **Press [EXIT] to return to the previous screen.**

   TIP

   By using the dedicated editor that's included you can make more detailed settings (p. 137).

Multi-effects (MFX)

These are general-purpose multi-effect processors that can transform the sound itself, giving it a completely different character. MFX1 and 2 each provide 47 types of effects to choose from. These types include distortion, flanger, and many more effects. The multi-effect types also include a compressor, but this is independent of the compressor mentioned earlier.
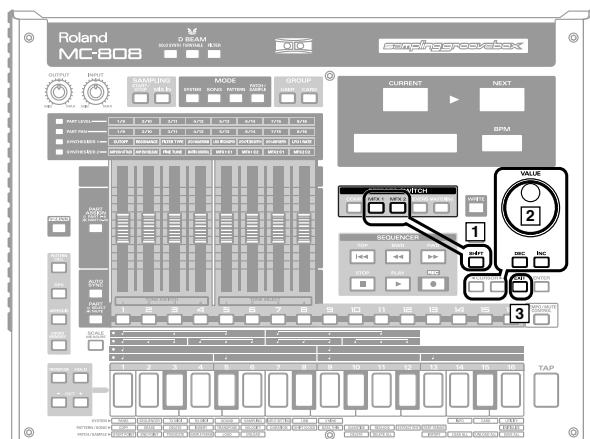
Making the multi-effect settings

1. **Hold down [SHIFT] and press [MFX1] or [MFX2].**

    A screen will appear in which you can make the MFX settings.

    ```
    MFX1 Type
    00:THRU
    ```

2. **Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.**

Parameter	Range	Description
(MFX1, 2) Type (Multi-effects Type)	00–47	The MFX type used by multi-effects 1 (or 2) *For details on each effect, refer to **"Multi-Effects Types"** (p. 29) in **"Sound & Parameter List"**.*
(MFX1, 2) Reverb Send Lev (Multi-effects Reverb Send Level)	0–127	Depth of reverb applied to the sound processed through multi-effects 1 (or 2) Set this to "0" if you don't want to apply reverb.
Output Assign (MFX1 only) (Multi-effects Output Assign)	DRY, MFX2	Output destination of the sound processed through multi-effects 1 **DRY:** MIX OUTPUT jacks **MFX2:** Multi-effects 2 (multi-effects 1 and 2 will be connected in series)

3. **Press [EXIT] to return to the previous screen.**

    TIP

    By using the dedicated editor that's included you can make more detailed settings (p. 137).

Using the motorized faders to control multi-effects
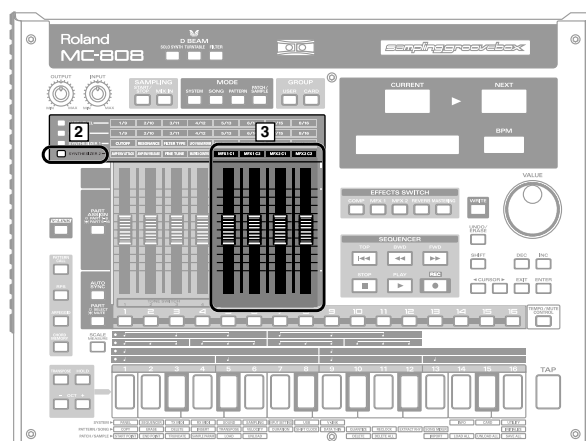
1. **Select the patch that you want to edit (p. 87).**

2. **Press [SYNTHESIZER2].**

    The faders will automatically move according to the patch settings.

3. **Move the faders to edit the multi-effect settings.**

    cf.

    The parameters controlled by the above four faders will differ depending on the multi-effect type. Refer to **"Multi-Effects Types"** (p. 29) in **"Sound & Parameter List."**

Pattern mode

Reverb

Reverb is an effect that creates the reverberation that occurs when sounds are played in a hall. You can choose from four types of reverberation as appropriate for your situation.
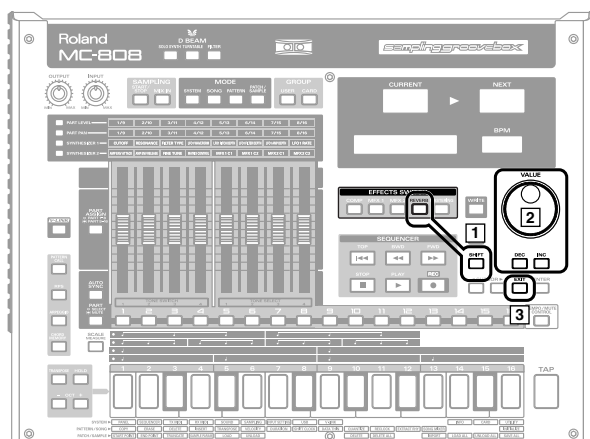
Selecting the reverb type

1. **Hold down [SHIFT] and press [REVERB].**

   A screen will appear in which you can select the reverb type.

   ```
   Reverb Type
   00: OFF
   ```

2. **Turn the VALUE dial or use [INC] [DEC] to select the desired reverb type.**

Range	Description
00: OFF	Reverb not used
01: Reverb	Basic reverb
02: SRV Room	A more detailed simulation of room reverberation
03: SRV Hall	A more detailed simulation of hall reverberation
04: SRV Plate	A simulation of a plate echo (a reverb device using a metal plate)

3. **Press [EXIT] to return to the previous screen.**

   TIP

   By using the dedicated editor that's included you can make more detailed settings (p. 137).

Mastering effect

This is a stereo compressor (limiter) that is applied to the final output of the MC-808. It processes the high, mid, and low-range frequency bands independently, compressing the sounds that exceed a specified volume level, and preventing the sound from distorting.

Selecting the mastering setting
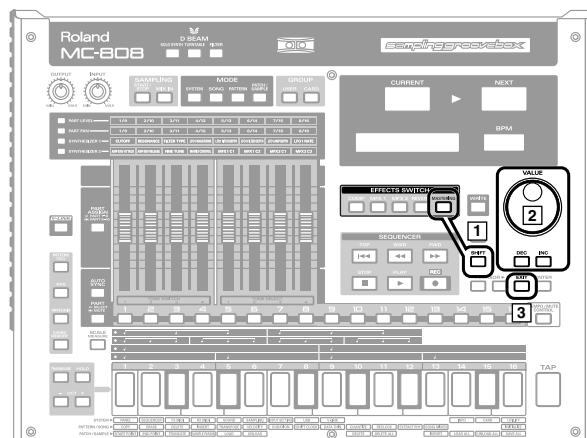
1. **Hold down [SHIFT] and press [MASTERING].**

   A screen will appear in which you can select the mastering settings.

   ```
   Mastering Setting
   Techno
   ```

2. **Turn the VALUE dial or use [INC] [DEC] to select the mastering settings.**

Range	Description
Techno	Recall settings suitable for the corresponding style.
Hip Hop	
Break Beats	
User	Recalls the user settings that you saved. You can use the dedicated editor that's included to modify the User settings (p. 137). After modifying them, press [WRITE] to save them. You can save only one set of User settings.

3. **Press [EXIT] to return to the previous screen.**

   TIP

   By using the dedicated editor that's included you can make more detailed settings (p. 137).

Creating an original pattern

The MC-808 lets you create original patterns by recording your performance into the internal sequencer.

You can use the following four types of recording.

- **Realtime recording** .... The data from the keyboard pads and faders, and the performance data from an external MIDI device will be recorded in real time (p. 65).
- **TR-Rec** .... Using the sixteen keyboard pads to signify notes, you can enter note data by turning the pads on/off (p. 67).
- **Step recording** .... This recording method lets you successively enter notes in a non-realtime fashion (p. 68).
- **Tempo/Mute recording** ..... This method lets you record tempo changes and mute on/off operations in real time (p. 69).

NOTE

When you record, any unsaved edits you made to patterns other than the patch and current pattern will be lost. Be sure to save your changes.

Selecting a recording method

1. **Press [PATTERN] to enter Pattern mode.**

2. **Press [REC].**
   The recording menu screen will appear.

   ```
   RECORDING MENU
      [ Realtime Rec ] ▶
   ```

3. **Use [CURSOR ◄ ►] to select the recording method you want to use.**

Realtime Rec	Realtime Recording (p. 65)
TR-Rec	TR-REC (p. 67)
Step Rec	Step Recording (p. 68)
Tempo/Mute Rec	Tempo/Mute Recording (p. 69)

4. **Press [ENTER].**
   The standby screen for the selected recording method will appear.

5. **Specify the time signature and length of the pattern, and record it.**
   For details, refer to the explanations of each recording method.

   MEMO

   You can record a maximum of approximately 28,000 notes in one pattern.

   TIP

   You can also create a pattern completely from scratch. In this case, start by initializing the pattern to create an empty pattern (p. 78).

Selecting the part to record

1. **In the Part Mixer section, press [PART] (SELECT/MUTE) so it is not lighted.**
   The part buttons [1]–[16] will operate as part select buttons.

2. **Press the button for the part you want to record; it will light.**

   MEMO

   The part to be recorded can also be selected during recording.

Recording your performance "as is" (Realtime Recording)

Here's how to record your performance on the MC-808.

Your operations on the keyboard pads, D Beam controller, and motorized faders will be recorded.

Recording procedure

1. **As described in "Selecting a recording method" (p. 65), select Realtime Recording.**

   ```
   RECORDING MENU
      [ Realtime Rec ] ▶
   ```

2. **Press [ENTER].**
   You will be in realtime recording standby mode.

   ```
   REALTIME REC STDBY ▶
   Rec Beat:          4/4
   ```

3. **Set the recording parameters before you start recording.**
   Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

Parameter	Range	Description
Rec Beat	2/4–7/4, 5/8–7/8, 9/8, 2/8, 9/16, 11/16, 13/16, 15/16, 17/16, 19/16	Pattern time signature * Can be specified only for an empty pattern.
Rec Measure Length	1–998	Pattern length * An already-recorded pattern can be made longer, but not shorter. To shorten it, use the pattern edit Delete Measure (p. 72) to delete one or more measures.

Parameter	Range	Description
Rec Mode	MIX, REPLACE	Whether the recorded data will be added to, or replace the existing data **MIX:** Newly recorded data will be added to the previously-recorded data. **REPLACE:** Previously-recorded data will be replaced by the newly-recorded data.
Rec Count In	OFF, 1MEAS, 2MEAS, WAIT NOTE	Length of the count before recording begins If this is set to Wait Note, recording will start when you press a keyboard pad.
Rec Loop Rest	OFF, ON	Insert a blank measure before you return to the beginning of the pattern If this is ON, one blank measure will be inserted before you turn to the first measure of the pattern. *This provides a convenient way to keep the end of the last measure from being recorded into the first measure.*
Qtz Reso (Quantize Resolution)	OFF, 32nd note– quarter note	Note value to which timing is to be corrected If this is set to OFF, timing will not be corrected.
Qtz Timing (Quantize Timing)	0–100%	Degree to which timing will be adjusted. Settings near 0% will produce essentially no effect, while a setting of 100% will adjust the note timings all the way to the note locations specified in the Input Qtz Reso.
Rec Velocity	1–127	Volume (velocity) of the notes that you input from the keyboard pads.

4. **Press [PART] (SELECT/MUTE) so it is not lighted, and select the part that you want to record.**

5. **Press [PLAY] to begin recording.**
   Perform using the keyboard pads, D Beam controller, and your external MIDI keyboard.

   * *If Rec Count In is set to WAIT NOTE, recording will start when you press [PLAY] or press a keyboard pad.*

   CURRENT   NEXT

   ```
    ___   ___            ___   ___
   |   | |   |     ▶    |   | |   |
   |___| |___|          |___| |___|
   ```

   Indicates the measure.   Indicates the beat.

   When you come to the last measure, recording will continue, repeating from the first measure. At the same time, you'll be able to hear the performance that you just recorded.

6. **Press [STOP] to stop recording.**

Practicing while you record (Rehearsal)

You can temporarily suspend actual recording while staying in realtime recording mode. This lets you alternate between practicing (rehearsing) and recording without leaving record mode.

1. **During realtime recording, press [REC].**
   [REC] will blink, and you'll be in rehearsal mode. None of your performance will be recorded.
   In this state, you can play phrases to try them out, and rehearse the content before you actually record it.

2. **Press [REC] once again to resume recording.**

Erasing unwanted data during recording (Realtime Erase)

During realtime recording, you can erase data by operating the keyboard pads or buttons.

1. **As described in "Selecting a recording method" (p. 65), select the part from which you want to erase data.**

2. **During recording, press [UNDO/ERASE].**
   You'll be in realtime erase standby mode.

3. **Press one of the following buttons or pads according to the type of data that you want to erase.**
   The corresponding data will be erased for the duration that you hold down the button.

[REC]	All data
Keyboard pad	Note messages
[TAP]	Control changes

   * *If you hold down two keyboard pads, the note messages included in that range of keys will be erased while you hold down the pads.*

4. **Press [UNDO/ERASE] once again to return to recording mode.**

   * *Recording will stop if you press [STOP].*

Canceling the entire recording (Recording Cancel)

Here's how you can cancel the entire recorded content and return to recording standby mode.

1. **Immediately after recording, press [UNDO/ERASE].**
   You'll be asked to confirm your choice.

2. **If you want to cancel the recording, press [ENTER].**
   The entire content that was recorded after you pressed [PLAY] to start recording until you pressed [UNDO] will be erased.

   * *To cancel, press [EXIT].*

Using the keyboard pads to record (TR-REC)

This method lets you use the MC-808's keyboard pads to enter notes in a way similar to programming a rhythm machine.

To enter or remove notes, press the relevant keyboard pads so they are lighted or extinguished. This provides visual and audible confirmation of the location of each note, letting you assemble a pattern easily.

* *This method cannot record data other than note messages. In other words, you can't use the motorized faders to record control change messages, etc.*

Recording procedure

1. **As described in "Selecting a recording method" (p. 65), select TR-Rec.**

```
RECORDING MENU
◀ [       TR-Rec      ] ▶
```
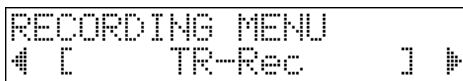
2. **Press [ENTER].**
Enter TR-REC standby mode.

3. **Set the recording parameters before you begin recording.**
Use [CURSOR ◀ ▶] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

Parameter	Range	Description
Rec Beat	2/4–7/4, 5/8–7/8, 9/8, 12/8, 9/16, 11/16, 13/16, 15/16, 17/16, 19/16	Pattern time signature * *Can be specified only for an empty pattern.*
Rec Measure Length	1–998	Pattern length * *An already-recorded pattern can be made longer, but not shorter. To shorten it, use the pattern edit Delete Measure (p. 72) to delete one or more measures.*
Rec Velocity	1–127	Volume (velocity) of the notes that you input from the keyboard pads.

4. **Select the part that you want to record (p. 65).**
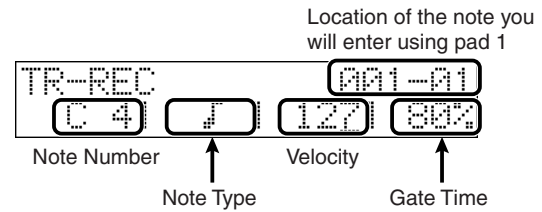
5. **Press [PLAY] to start recording.**
Now you'll be able to record.
At the same time, you'll be able to hear a loop playback of the data you're entering.

6. **Specify the note message you want to enter.**
Use [CURSOR ◀ ▶] to move the cursor, and use the VALUE dial or [INC] [DEC] to specify the value.

Location of the note you will enter using pad 1

```
TR-REC              001-A1
  [C 4] [ ♪ ] [127] [80%]
```
Note Number — Note Type — Velocity — Gate Time

Parameter	Range	Description
Note Number	C-1 –G9	Choose the pitch of the note to be input.
Note Type	1/32–1/1	Choose the note value to be input.
Gate Time	5–200 %	Specify the gate time (the duration that the note will be held) for the note data to be input, as a proportion of the value you chose for Note Type.
Velocity	1–127	Specify the velocity (volume) of the note data to be input.

(MEMO)
You can also select the pitch of the input note by holding down [SHIFT] and pressing a pad.

(MEMO)
By holding down [SHIFT] and pressing [TOP] [BWD] or [FWD], you can move the playback location within the pattern in the same way as during playback.

7. **Use [BWD] [FWD] to move the input location for the note message.**
The input location will follow the setting of the Timing Scale (p. 68).

(MEMO)
If you press [TOP], the pattern playback location will return to the beginning of the input region shown in the screen.

8. **To enter data, press the pad that corresponds to the timing at which you want to enter a note message, making the pad light.**
To remove a note you entered, press a lit pad and turn off its illumination.

NOTE
If you want to change the note type, gate time, or velocity of a note message you've already entered, you'll have to delete that note and re-enter it with the desired settings.
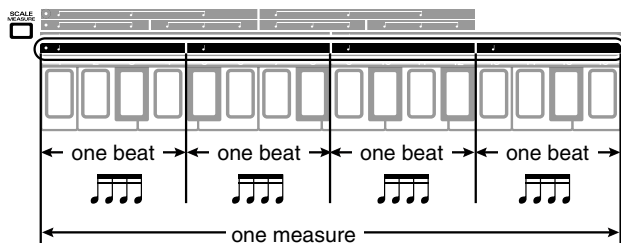
9. **Press [STOP] to stop recording.**
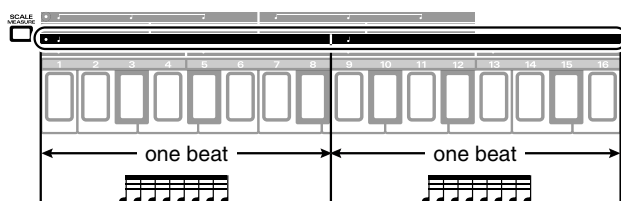
Pattern mode

About the Timing Scale

Each time you press [SCALE MEASURE], the scale will change in the following order, letting you select the type of note values to be entered.
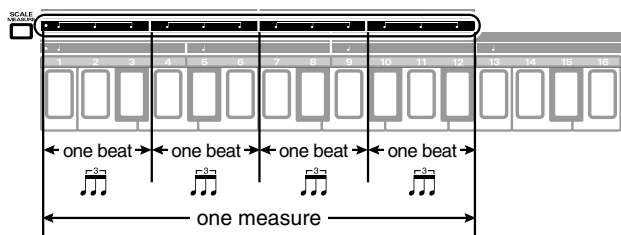
16th notes

Keyboard pads [1]–[16] will correspond to a recording input region of one measure, and you will be able to input notes at 16th note intervals.
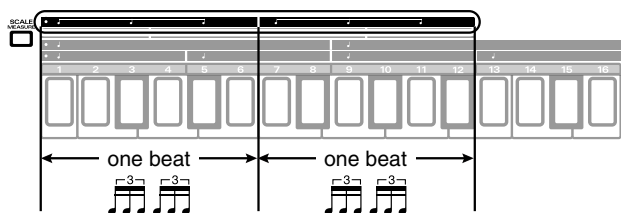
32nd notes

Keyboard pads [1]–[16] will correspond to a recording input region of two beats, and you will be able to input notes at 32nd note intervals.

8th note triplets

Keyboard pads [1]–[12] will correspond to a recording input region of one measure, and you will be able to input notes at 8th note triplet intervals.

16th note triplets

Keyboard pads [1]–[12] will correspond to a recording input region of two beats, and you will be able to input notes at 16th note triplet intervals.
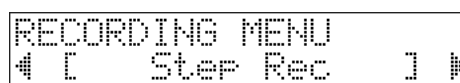
Consecutively recording notes one at a time (Step Recording)

This method lets you enter note messages one at a time.

* *You can't use this method to record data other than note messages, such as control changes from the motorized faders.*

Recording procedure

1. **Select Step Recording (Step Rec) as described in "Selecting a recording method" (p. 65).**

    ```
    RECORDING MENU
    ◀[   Step Rec   ]▶
    ```

2. **Press [ENTER].**
    You'll be in step recording standby mode.

3. **Set the recording parameters before you begin recording.**

    Use [CURSOR ◀ ▶] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

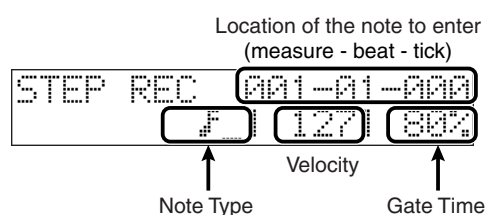 | Parameter | Range | Description |
    | --- | --- | --- |
    | Rec Beat | 2/4–7/4, 5/8–7/8, 9/8, 12/8, 9/16, 11/16, 13/16, 15/16, 17/16, 19/16 | Pattern time signature
* *Can be specified only for an empty pattern.* |
    | Rec Measure Length | 1–998 | Pattern length
* *An already-recorded pattern can be made longer, but not shorter. To shorten it, use the pattern edit Delete Measure (p. 72) to delete one or more measures.* |
    | Rec Velocity | 1–127 | Volume (velocity) of the notes that you input from the keyboard pads. |

4. **Select the part that you want to record (p. 65).**

5. **Press [PLAY] to begin recording.**
    Now you can record.

6. **Specify the note message that you want to enter.**

    Use [CURSOR ◀ ▶] to move the cursor, and use the VALUE dial or [INC] [DEC] to specify the value.

    Location of the note to enter
    (measure - beat - tick)

    Note Type   Velocity   Gate Time

Parameter	Range	Description
Note Type	1/32–1/1	Choose the note value to be input.
Velocity	1–127	Specify the velocity (volume) of the note data to be input.
Gate Time	5–200 %	Specify the gate time (the duration that the note will be held) for the note data to be input, as a proportion of the value you chose for Note Type.

7. Use the keyboard pads to enter a note message.

The note number is specified by the pad you press. You can also enter chords.

You can also use the following buttons.

Button	Description
[FWD]	Advance the input location by one measure.
[BWD]	Return the input location by one measure.
[ENTER]	Enter a tie. Extend the length of the previously input note by the current setting.
[TAP]	Enter a rest. Extend the length of the previously entered note by the current setting.
[UNDO/ERASE]	Cancel the previously input note.

NOTE

You can't return to a location at which you've already entered a note.

8. Repeat steps 6 and 7 to enter note messages.

9. Press [STOP] to stop recording.

Recording tempo changes and mute operations (Tempo/Mute Recording)

This recording method lets you record tempo changes and mute operations on a dedicated Tempo/Mute part. The recording procedure is essentially the same as for realtime recording.

(MEMO)

System exclusive messages will also be recorded on this same part.

1. Select Tempo/Mute Recording as described in "Selecting a recording method" (p. 65).

```
RECORDING MENU
◀ [Tempo/Mute Rec]
```

2. Press [ENTER].

You'll be in tempo/mute recording standby mode.

3. Set the recording parameters before you begin recording.

Use [CURSOR ◀ ▶] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

Parameter	Range	Description
Rec Beat	2/4–7/4, 5/8–7/8, 9/8, 12/8, 9/16, 11/16, 13/16, 15/16, 17/16, 19/16	Pattern time signature * Can be specified only for an empty pattern.
Rec Measure Length	1–998	Pattern length
Rec Count In	OFF, 1MEAS, 2MEAS	Length of the count before recording begins
Rec Loop Rest	OFF, ON	Insert a blank measure before you return to the beginning of the pattern If this is ON, one blank measure will be inserted before you turn to the first measure of the pattern. * This provides a convenient way to keep the end of the last measure from being recorded into the first measure.

4. Press [PLAY] to begin recording.

Only the changes you make to BPM (tempo) and the part mute status will be recorded. None of your operations on the keyboard pads, D Beam controller, or faders will be recorded.

- To change the BPM (tempo), you can use the VALUE dial or [INC] [DEC].
- For details on part mute settings, refer to p. 45.

5. Press [STOP] to stop recording.

Pattern mode

Editing patterns (Pattern Edit)

The MC-808 provides various ways for you to edit the performance data of a pattern one measure at a time. These operations let you modify the content of the performance data in existing patterns, or to combine various patterns to make completely different patterns.

NOTE

- You must stop the pattern before you can use pattern editing operations.
- When you use pattern editing, any unsaved changes that have been made to patterns other than the patch and current pattern will be lost.
  Save your changes if necessary.

Basic procedure for pattern editing

1. **Select the pattern that you want to edit.**

   * *If you'll be using the Copy operation (p. 71), select the copy-source pattern.*

2. **Hold down [SHIFT] and press a keyboard pad to specify the editing operation you want to execute.**

Pad	Editing operation	Explanation
[1]	COPY	Copies a pattern (p. 71).
[2]	ERASE	Erases unwanted data (p. 71).
[3]	DELETE	Deletes unwanted measures (p. 72).
[4]	INSERT	Inserts blank measures (p. 72).
[5]	TRANSPOSE	Transposes the pitch (p. 73).
[6]	VELOCITY	Modifies the strength of notes (p. 73).
[7]	DURATION	Modifies the length of notes (p. 73).
[8]	SHIFT CLOCK	Makes slight shifts in the timing (p. 74).
[9]	DATA THIN	Thin-outs unneeded data (p. 74).
[10]	QUANTIZE	Applies quantization (p. 75).
[11]	RECLOCK	Converts the note timing (p. 76).
[12]	EXTRACT RHY	Separates a rhythm set (p. 77).
[13]	PART PARAM	Sets part parameters (p. 77).
[16]	INITIALIZE	Initializes a pattern (p. 78).

3. **Press the part button [1]–[16] of the part you want to edit.**

4. **Set the parameters.**

   Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

   * *For details on the parameters, refer to the explanation for each pattern editing operation.*

5. **When you've finished making settings, press [ENTER].**
   The pattern editing operation will be executed.

   * *To cancel, press [EXIT].*

6. **The pattern settings will revert to their original state if you switch off the power without saving them.**
   Press [WRITE] if you want to save the changes you made.
   → **"Saving a pattern"** (p. 84)

   TIP

   If you've executed the editing operation by mistake, you can press [UNDO/ERASE] to revert to the previous state (p. 25).

   TIP

   If you're specifying a Note Min/Max parameter for a pattern editing operation, you can make these settings by pressing two keyboard pads to set the minimum and maximum values (Min/Max). The first pad you press will be the minimum value, and the second pad you press will be the maximum.
   If you press the same pad twice, the minimum and maximum values will be the same.

Copying a portion of a pattern (COPY)

This operation copies a portion (or all) of the current pattern to another pattern.

This is a convenient way to combine portions of various patterns into a different pattern.

* *If the copy-source pattern contains more measures than the copy-destination pattern, the number of measures in the copy-destination pattern may increase.*

* *You can't copy between patterns of differing time signatures.*

Parameter	Range	Description
COPY Src		Specifies the copy source.
Source From	Setup, 1–998, End	first measure of the region to be copied * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to be copied * *If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.*
Event	ALL, NOTE, PROG, CC, BEND, PAFT, CAFT, SYS-EX, BPM, MUTE	Data to be copied **ALL:** All music data **NOTE:** Note **PROG:** Program change **CC:** Control change **BEND:** Pitch bend **PAFT:** Polyphonic aftertouch **CAFT:** Channel aftertouch **SYS-EX:** System exclusive **BPM:** Tempo **MUTE:** Mute
Note Min Note Max	0 (C -)– 127 (G 9)	Note region to be copied (p. 70) * *This can be specified only if Event is set to "NOTE."*
Min Max	CC#0– CC#127	Control change message to be copied Messages in the specified range will be copied * *This can be specified only if Event is set to "CC."*
COPY Dest		Specifies the copy destination.
Dest Pttern	User, Card	Group of the copy-destination pattern
	001–800	Copy-destination pattern number
Dest Meas	1–(last measure + 1)	First measure of the copy-destination
Copy Mode	REPLACE, MIX	How the copy will occur **REPLACE:** The copy-destination data will be replaced by the copy-source data. **MIX:** The copy-destination data will be combined with the copy-source data.
Dest Part	1–16	Copy-destination part * *You can specify a copy-destination part (Dest Part) only if there is just one copy-source part. If there are two or more copy-source parts, they will be copied to the same parts of the copy-destination.*
Copy Times	1–998 (Max)	Number of times the data is to be copied

* *When copying data from one part to another part within the same pattern, you can select only one part at a time.*

Erasing unwanted performance data (ERASE)

This operation erases all or part of the data from a pattern.

You can use the part buttons to select multiple parts simultaneously.
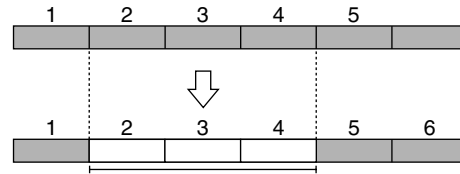
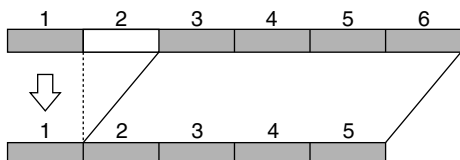* *The performance data that is erased will be replaced by rests, so the measures will remain.*

Parameter	Range	Description
Source From	Setup, 1–998, End	first measure of the region to be erased * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to be erased * *If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.*
Event	ALL, NOTE, PROG, CC, BEND, PAFT, CAFT, SYS-EX, BPM, MUTE	Data to be erased **ALL:** All music data **NOTE:** Note **PROG:** Program change **CC:** Control change **BEND:** Pitch bend **PAFT:** Polyphonic aftertouch **CAFT:** Channel aftertouch **SYS-EX:** System exclusive **BPM:** Tempo **MUTE:** Mute
Note Min Note Max	0 (C-)–127 (G9)	Note region to be erased (p. 70) * *This can be specified only if Event is set to "NOTE."*
Min Max	CC#0– CC#127	Control change message to be erased Messages in the specified range will be erased * *This can be specified only if Event is set to "CC."*

Pattern mode

Deleting unwanted measures (DELETE)

This operation deletes unwanted measures from a pattern, and joins the remaining measures together.

If a part contains data following the deleted region, the performance data of that part will be shortened by the corresponding length. If you specify all parts as the object of the delete operation, the pattern itself will be shortened.

Parameter	Range	Description
Source From	Setup, 1–998, End	first measure of the region to be deleted * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to be deleted * *If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.*

Inserting blank measures (INSERT)

This operation inserts blank measures between the specified measure of a pattern and the following measure. If you want to add more playing in the middle of a existing performance, use this operation to insert one or more blank measures, and then record the additional performance. The inserted measures will have the same time signature as the time signature preceding the insert location.
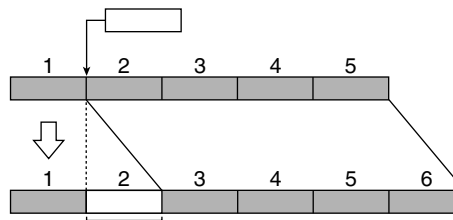
Parameter	Range	Description
Source From	Setup, 1–997, End	first measure of the region to insert * *If you set this to "SETUP," the setup parameters (p. 43) will be included.* * *If you set this to "END," the blank measures will be added to the end of the data.*
Insert Meas	1–998 (Max)	Number of measures to insert * *You cannot specify a number that would cause the pattern to exceed 998 measures.*

Transposing the pitch (TRANSPOSE)

This operation shifts the note numbers (pitch) of one or more parts in the pattern. You can transpose the notes in a range of +/-2 octaves.

Parameter	Range	Description
Source From	Setup, 1–998, End	first measure of the region to transpose * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to transpose * *If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.*
Value	-24– +24	Amount of transposition
Note Min	0 (C-)–127 (G9)	Range of notes to be transposed (p. 70)
Note Max		

Modifying the velocity of notes (VELOCITY)

This operation modifies the velocity (strength) of the notes recorded in the pattern.

Parameter	Range	Description
Source From	Setup, 1–998, End	first measure of the region to modify the velocity * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to modify the velocity * *If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.*
Value	-99– +99	Amount by which the velocity is to be changed
Note Min	0 (C-)–127 (G9)	Range of notes whose velocity is to be changed (p. 70)
Note Max		

* *If this operation would result in a velocity greater than 127 (or less than 1), the resulting velocity data will be limited to 127 (or 1).*

Modifying the note length (DURATION)

This operation modifies the duration (the length that the note is held) of the notes recorded in the pattern.

You can use DURATION to give the overall performance a staccato feel or tenuto feel.

Parameter	Range	Description
Source From	Setup, 1–998, End	first measure of the region to modify the duration * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to modify the duration * *If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.*
Value	-960– +960	Amount by which the duration is to be changed
Note Min	0 (C-)–127 (G9)	Range of notes whose duration is to be changed (p. 70)
Note Max		

Pattern mode

Making slight shifts in the timing (SHIFT CLOCK)

This operation shifts the timing of the performance data recorded in the pattern backward or forward in units of one tick (1/480th of a beat). Use this when you want to slightly shift the overall performance.

> * *Data which would otherwise be moved earlier than the beginning of the music data will be placed at the beginning. In the case of data which would be moved later than the end of the music data, the necessary number of measures will be added. However if the data would otherwise be moved beyond the end of the pattern, it will be placed at the end.*

Parameter	Range	Description
Source From	Setup, 1–998, End	first measure of the region to perform "SHIFT CLOCK" * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to perform "SHIFT CLOCK" * *If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.*
Value	-960– +960	Amount of tick shift
Event	ALL, NOTE, PROG, CC, BEND, PAFT, CAFT, SYS-EX, BPM, MUTE	Type of data whose timing is to be adjusted **ALL:** All music data **NOTE:** Note **PROG:** Program change **CC:** Control change **BEND:** Pitch bend **PAFT:** Polyphonic aftertouch **CAFT:** Channel aftertouch **SYS-EX:** System exclusive **BPM:** Tempo **MUTE:** Mute
Note Min Note Max	0 (C-)–127 (G9)	Range of notes for which the timing is to be adjusted (p. 70)

Thinning out unneeded data (DATA THIN)

Since data such as pitch bend or control change varies the value continuously, it can occupy an unexpectedly large amount of memory. The Data Thin operation thins out such data to reduce the amount of memory it occupies without audibly affecting the resulting playback. This lets you use the internal memory more efficiently.

Parameter	Range	Description
Source From	Setup, 1–998, End	first measure of the region to thin out the data * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to thin out the data * *If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.*
Value	0–99	Amount by which data is to be thinned * *Higher settings will cause more data to be thinned. If the setting is "0," the data will not be thinned.*
Event	ALL, CC, BEND, PAFT, CAFT	Type of data to be thinned **ALL:** All of the following musical data **CC:** Control change **BEND:** Pitch bend **PAFT:** Polyphonic aftertouch **CAFT:** Channel aftertouch

Correcting the timing of a pattern (QUANTIZE)

This operation corrects the timing of the pattern's performance data in the way that you specify.

Parameter	Range	Description
Source From	Setup, 1–998, End	first measure of the region to perform "QUANTIZE" * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to perform "QUANTIZE" * *If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.*
Type	GRID, SHUFFLE, GROOVE	Type of quantization
When Type is "GRID"		
Template	1/32, 1/24, 1/16, 1/12, 1/8, 1/6, 1/4	Note value toward which notes are to be moved
Timing	0–100	Strength of quantization * *Higher settings of this parameter will cause the note timings to be moved closer toward their exact value.*
When Type is "SHUFFLE"		
Template	1/16, 1/8	Note value toward which notes are to be moved
Timing	0–100	Amount of "shuffle" for back-beats * *A setting of "50" will produce a "straight" rhythm with no shuffle. Settings in a range of 60–66 will usually produce a pleasant shuffle feel.*
When Type is "GROOVE"		
Template	Refer to the right column.	Template to use
Timing	0–100	Strength of timing adjustment * *Higher settings of this parameter will cause the note timings to be moved closer toward the timings of the template.*
Velocity	0–100	Strength of velocity adjustment * *Higher settings of this parameter will cause the velocities to be adjusted closer toward the velocities of the template.*

Groove Template List

| 16 Beat Dance type	
Dance-Nm-L.Ac	exact/low dynamics
Dance-Nm-H.Ac	exact/high dynamics
Dance-Nm-L.Sw	exact/light swing
Dance-Nm-H.Sw	exact/strong swing
Dance-Hv-L.Ac	dragging/low dynamics
Dance-Hv-H.Ac	dragging/high dynamics
Dance-Hv-L.Sw	dragging/light swing
Dance-Hv-H.Sw	dragging/strong swing
Dance-Ps-L.Ac	rushing/low dynamics
Dance-Ps-H.Ac	rushing/high dynamics
Dance-Ps-L.Sw	rushing/light swing
Dance-Ps-H.Sw	rushing/strong swing
16 Beat Fusion type	
Fuson-Nm-L.Ac	exact/low dynamics
Fuson-Nm-H.Ac	exact/high dynamics
Fuson-Nm-L.Sw	exact/light swing
Fuson-Nm-H.Sw	exact/strong swing
Fuson-Hv-L.Ac	dragging/low dynamics
Fuson-Hv-H.Ac	dragging/high dynamics
Fuson-Hv-L.Sw	dragging/light swing
Fuson-Hv-H.Sw	dragging/strong swing
Fuson-Ps-L.Ac	rushing/low dynamics
Fuson-Ps-H.Ac	rushing/high dynamics
Fuson-Ps-L.Sw	rushing/light swing
Fuson-Ps-H.Sw	rushing/strong swing
16 Beat Reggae type	
Regge-Nm-L.Ac	exact/low dynamics
Regge-Nm-H.Ac	exact/high dynamics
Regge-Nm-L.Sw	exact/light swing
Regge-Nm-H.Sw	exact/strong swing
Regge-Hv-L.Ac	dragging/low dynamics
Regge-Hv-H.Ac	dragging/high dynamics
Regge-Hv-L.Sw	dragging/light swing
Regge-Hv-H.Sw	dragging/strong swing
Regge-Ps-L.Ac	rushing/low dynamics
Regge-Ps-H.Ac	rushing/high dynamics
Regge-Ps-L.Sw	rushing/light swing
Regge-Ps-H.Sw	rushing/strong swing
8 Beat Pops type	
Pops-Nm-L.Ac	exact/low dynamics
Pops-Nm-H.Ac	exact/high dynamics
Pops-Nm-L.Sw	exact/light swing
Pops-Nm-H.Sw	exact/strong swing
Pops-Hv-L.Ac	dragging/low dynamics
Pops-Hv-H.Ac	dragging/high dynamics
Pops-Hv-L.Sw	dragging/light swing
Pops-Hv-H.Sw	dragging/strong swing
Pops-Ps-L.Ac	rushing/low dynamics
Pops-Ps-H.Ac	rushing/high dynamics
Pops-Ps-L.Sw	rushing/light swing
Pops-Ps-H.Sw	rushing/strong swing

Pattern mode

8 Beat Rhumba type	
Rhumb-Nm-L.Ac	exact/low dynamics
Rhumb-Nm-H.Ac	exact/high dynamics
Rhumb-Nm-L.Sw	exact/light swing
Rhumb-Nm-H.Sw	exact/strong swing
Rhumb-Hv-L.Ac	dragging/low dynamics
Rhumb-Hv-H.Ac	dragging/high dynamics
Rhumb-Hv-L.Sw	dragging/light swing
Rhumb-Hv-H.Sw	dragging/strong swing
Rhumb-Ps-L.Ac	rushing/low dynamics
Rhumb-Ps-H.Ac	rushing/high dynamics
Rhumb-Ps-L.Sw	rushing/light swing
Rhumb-Ps-H.Sw	rushing/strong swing
Others	
Samba 1	samba (pandero)
Samba 2	samba (surdo and timba)
Axe 1	axe (caixa)
Axe 2	axe (surdo)
Salsa 1	salsa (cascara)
Salsa 2	salsa (conga)
Triplets	triplets
Quituplets	quintuplets
Sextuplets	sextuplets
7 Against 2	seven notes played over two beats
Lagging Tri	lagging triplets

NOTE

Quantization will correct only note messages; other messages are not corrected. This means that if messages that modify the sound in real time (such as pitch bend) have been recorded in the pattern, some Quantize settings may cause the timing of these messages to become incorrect, so that they are no longer played correctly. It is best to use Quantize on patterns that do not contain messages that produce realtime change.

Converting the Note Timing of a Pattern (RECLOCK)

This operation doubles or halves the note values of performance data recorded in the pattern. For example, a four-measure pattern recorded at tempo = 120 can be converted to a two-measure pattern with halved note values, and played at tempo = 60 to produce the identical playback. If you want to connect patterns whose tempo differs drastically, you can use the Reclock operation to match the note values of the two patterns.
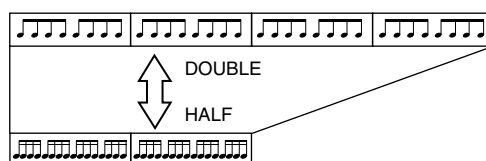
*   *Using the Reclock operation will not change the original tempo of the pattern.*

Parameter	Range	Description
Reclock Size	HALF, DOUBLE	How the note values are to be changed **HALF:** Note values will be halved. **DOUBLE:** Note values will be doubled.

*   *You cannot set this parameter in a way that would make the Reclock operation produce a pattern longer than 998 measures or shorter than 1 measure.*

Moving data of a specific note number to another part (EXTRACT RHY)

This operation extracts data of a specific note number from the specified part, and moves it to a different part. You can use this to divide a rhythm set into separate parts for each instrument.

Parameter	Range	Description
Source From	Setup, 1–998, End	first measure of the region to move data * *If you set this to "SETUP," the setup parameters (p. 43) will be included.*
Source End	Setup, 1–998	last measure of the region to move data If you set this to "SETUP," only the setup parameters will be selected, and no measures will be included.
Src Part	1–16	Move-source part
Src Note	0 (C-)–127 (G9)	Note number to be moved
Dest Part	1–16	Move-destination part

* *If the move-source part does not contain any data of the note number specified by Extract Note, a message of "Cannot Extract!" will appear.*

* *If the move-destination part contains no performance data, the setup parameters (p. 43) of the move-source part will be copied.*

* *If the move-destination part does contain performance data, only the note data will be moved. This means that the note data will be played using the sound of the patch selected for the move-destination part.*

Setting the part parameters (PART PARAM)

Here you can make settings for each part within the pattern.

(MEMO)
You can also use the faders to set the level and pan of each part (p. 46).

Parameter	Range	Description
Level (Part Level)	0–127	Volume of the part
Pan (Part Pan)	L64–0–63R	Left/right position of the part
Key Shift (Part Key Shift)	-48–+48	Transposition of the part The pitch will change in semitone steps over a range of +/-4 octaves.
Rev Send (Part Reverb Send Level)	0–127	Reverb level of the part When the value is "0," the original pitch of the patch itself will be used without change.
Output Assign (Part Output Assign)	DRY, MFX1, MFX2, COMP, DIR, RHY	How the original sound of each part will be output **DRY:** Output to MIX OUTPUT jacks without passing through effects **MFX1 (2):** Output through multi-effects 1 (or 2) **COMP:** Output through the compressor **DIR:** Output to DIRECT OUTPUT jacks without passing through effects **RHY:** Output according to the settings of the rhythm set assigned to the part * *"RHY" can be set only when a rhythm set is assigned to the part.*
Seq Out (Sequencer Output Assign)	INT, EXT, BOTH	Output destination from the sequencer **INT:** Internal sound generator **EXT:** MIDI OUT connector **BOTH:** Both of the above simultaneously

Pattern mode

Initializing a pattern (INITIALIZE)

This operation initializes the performance data of the pattern to an empty state (blank pattern).

NOTE

All the data of that pattern will be lost when you execute the initialize operation. Please be aware that you can't use Undo to recover from this operation.

1. **Select the pattern you want to initialize.**

2. **Hold down [SHIFT] and press keyboard pad [16].**
You'll be asked to confirm your choice.

```
Pattern Initialize,
Are you sure?
```

3. **Press [ENTER] to execute.**

  * *To cancel, press [EXIT].*

Editing a pattern in detail (Microscope)

The Microscope lets you edit individual items (events) of recorded performance data; for example you can move an individual event's location, make precise changes to it, or delete or insert a single note.

In the PATTERN mode, hold down [SHIFT] and press [REC] to switch to the Microscope screen. The events in the current part of the currently selected pattern will be displayed together with the current location (measure–beat–tick).

* *You must stop the pattern before you can use Microscope editing.*

Events you can edit using the Microscope

The Microscope lets you view and edit the following 9 types of music data (event).

Event	Range		Description
Note	Note	C- –G9	Note data for playing sounds. The note name will be displayed in brackets.
	Velo (Velocity)	1–127	
	Gate (Gate Time)	1–	
Program Change	(Program Number)	1–128	Messages that switch sounds (patches) The program number (PC#) selects the sound.
Control Change	CC# (Control Number)	0–127	Messages that can apply effects such as modulation or portamento, depending on the controller number of the message
	Value	0–127	The controller number (CC#) selects the function, and Value specifies the depth of the effect (function).
Pitch Bend	-8192–8191		Messages that change the pitch while you play
Poly Aftertouch (Polyphonic Aftertouch)	Note	C- –G9	Messages that apply aftertouch to individual keys. The note name will be displayed in brackets.
	Value	0–127	
			* *Polyphonic aftertouch is data transmitted independently from each key to indicate the force with which each key is being pressed down after it is played. Since the MC-808 is not able to transmit polyphonic aftertouch, these events cannot be recorded from the MC-808's keyboard.*
Channel Aftertouch	0–127		Messages that apply aftertouch to each MIDI channel
			* *Channel aftertouch is data transmitted for each channel to indicate the force with which the keys are being pressed down after notes are played.*
System Exclusive			MIDI messages specific to the MC-808. If the entire message cannot be shown on one line, a "▶" will appear at the right edge of the display.
			You can use [CURSOR ◄ ►] to scroll the display screen.
Tempo Change	5.0–300.0		Messages that change the tempo
Mute Control	OFF, ON		Mute data for each part

(MEMO)

System Exclusive, Tempo Change, and Mute Control data is contained in the Tempo/Mute part (p. 69).

To view the contents of the Tempo/Mute part, press [TEMPO/MUTE CONTROL].

Pattern mode

Editing the recorded events

1. **Select a pattern you want to edit.**

2. **Hold down [SHIFT] and press [REC].**
   The Microscope screen will appear.

3. **As described in "Selecting a recording method" (p. 65), select the part whose data you want to edit.**

4. **Use [CURSOR ◄ ►] to move the cursor under the location (measure or beat) and use VALUE dial or [INC] [DEC] to move the location forward or back.**
   The type and value of the event recorded at that location will be displayed.
   You can also use [BWD] [FWD] to move the current location a measure at a time, without regard to the cursor position.

   location (measure-beat-tick)   message

   ```
   002-01-000|Vel|Gate
   *Note(Eb4)|100|  240
   ```
   ‾| message   parameters
   symbol indicates that other MIDI messages exist
   at the same location

   You can press [TEMPO/MUTE CONTROL] to view system exclusive messages, tempo changes, and mute control data.

5. **Press [CURSOR ◄ ►] to move the cursor under the event and use VALUE dial or [INC] [DEC] to modify its value.**

Modifying system exclusive data

1. **In step 4 of the procedure described at left, press [TEMPO/MUTE CONTROL].**
   The events saved in the Tempo/Mute part (p. 69) will be displayed.

2. **Use [CURSOR ◄ ►] to move the cursor under the location (measure or beat) and use VALUE dial or [INC] [DEC] to move the location forward or back.**
   The type and value of the event recorded at that location will be displayed.

   ```
   001-01-093|F0:41 10
    SysEx    |00 59 12▶
   ```
   You can also use [BWD] [FWD] to move the current location a measure at a time, without regard to the cursor position.

3. **When you've found the system exclusive message that you want to edit, use [CURSOR ►] to select the byte that you want to modify.**
   (You cannot choose "F0" or "F7.")

4. **Input the value.**
   • **To input a value**
     Rotate VALUE dial or use [INC] [DEC]
   • **To insert a value midway**
     Move the cursor to that location, and press [REC]. A value of "00" will be inserted, and you can modify this to the desired value.
   • **To delete a value**
     Move the cursor to that location, and press [UNDO/ERASE].

5. **When you've finished editing, press [ENTER] to finalize the change.**
   If you decide not to modify the message, press [EXIT].

Auto calculate checksum

While editing an exclusive message, you can press [ENTER] to set it so the checksum is calculated automatically. When you press [ENTER] after editing the message, the MC-808 will automatically calculate the checksum and will write this value as the byte preceding the last byte of the message (F7).

Inserting an event (Create Event)

1. **Depending on the event that you want to insert, execute one of the following.**
   • **To insert one of the following events**

Note	Note
Program Change	Program Change
Control Change	Control Change
Pitch Bend	Pitch Bend
Poly Aftertouch	Polyphonic Aftertouch
Ch Aftertouch	Channel Aftertouch

   Press [REC], and turn the VALUE dial or use [INC] [DEC] to select the event that you want to insert.

   ```
   Create Event
            Control Change
   ```
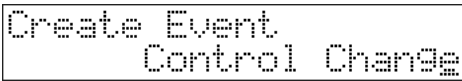
   • **To insert one of the following events**

System Exclusive Messages
Tempo Change
Mute Control

   Press [TEMPO/MUTE CONTROL] so it's lit, then press [REC].

   Turn the VALUE dial or use [INC] [DEC] to select the event that you want to insert.

2. **Press [ENTER].**

3. **Enter the location (measure-beat-tick) at which you want to insert the event.**

   ```
   Create Position
            001-01-000
   ```

   Use [CURSOR ◄ ►] to select the measure, beat, or tick field, and turn the VALUE dial or use [INC] [DEC] to specify each value.

4. **Press [ENTER] to execute.**

Erasing an event (Erase Event)

1. **In the Microscope screen, access the event that you want to erase.**

2. **Press [UNDO/ERASE].**
   The event will be erased.
   The event erased at this time can be pasted in later if desired.

   cf.

Pattern mode

Microscope Utilities

In addition to the Create/Erase Event operations, you can use microscope utility operations to do the following things.

Specifying the types of events to view (View Switch)

You can select the types of events that will be shown in the display. This is convenient when you want to edit only a specific type of event, since you'll be able to find and edit those events more easily if you see only that type of event.

1. **In the Microscope screen, hold down [SHIFT] and press [REC].**
    The MICROSCOPE UTILITY screen will appear.

```
MICROSCOPE UTILITY
   [ View Switch ] ▶
```

2. **Use [CURSOR ◄ ►] to select "View Switch" and press [ENTER].**

```
View Switch        ▶
Note:             ON
```

3. **Use [CURSOR ◄ ►] to select the event, and use VALUE dial or [INC] [DEC] to turn "ON" the display of events that you wish to view.**

EVENT	VALUE
Note	OFF, ON
Program Change	OFF, ON
Control Change	OFF, ON
Pitch Bend	OFF, ON
Poly Aftertouch (Polyphonic Aftertouch)	OFF, ON
Ch Aftertouch (Channel Aftertouch)	OFF, ON
SysEx (System Exclusive)	OFF, ON
Tempo Change	OFF, ON
Mute Control	OFF, ON

4. **Press [EXIT] to return to the Microscope screen.**
    Only the types of events you turned ON in step 3 will be shown.

Moving an event (Move Event)

1. **In the Microscope screen, display the event that you want to move.**

2. **Hold down [SHIFT] and press [REC].**
    The MICROSCOPE UTILITY screen will appear.

3. **Use [CURSOR ◄ ►] to select "Move Event" and press [ENTER].**

```
MICROSCOPE UTILITY
◄ [  Move Event  ] ▶
```

4. **Input the location (measure–beat–tick) to which you want to move the event.**

```
001-01-000
```

Use [CURSOR ◄ ►] to select measure–beat–tick, and use VALUE dial or [INC] [DEC] to input the value.

5. **Press [ENTER] to execute.**

Copying an event (Copy)

If you execute **copy**, that event will be temporarily saved, allowing you to **paste** it to the desired location.

1. **In the Microscope screen, display the event that you want to copy.**

```
001-01-000 Vel Gate
 Note(A 4) 127   96
```

2. **Hold down [SHIFT] and press [REC].**
The MICROSCOPE UTILITY screen will appear.

3. **Use [CURSOR ◄ ►] to select "Copy Event" and press [ENTER] to execute.**

```
MICROSCOPE UTILITY
◄ [  Copy Event  ] ►
```

Pasting an event (Paste)

If you execute **copy**, that event will be temporarily saved, allowing you to **paste** it to the desired location.

1. **In the Microscope screen, display the desired location you want to paste the copied event.**

```
002-01-000
```

2. **Hold down [SHIFT] and press [REC].**
The MICROSCOPE UTILITY screen will appear.

3. **Use [CURSOR ◄ ►] to select "Paste Event" and press [ENTER] to execute.**

```
MICROSCOPE UTILITY
◄ [  Paste Event ]
```

Pattern mode

Saving a pattern

Pattern settings that you edit will be lost if you edit another pattern or turn off the power.

If you want to keep the edited data, you must save it as follows.

1. **Select the pattern that you want to save.**

2. **Press [WRITE].**

   The pattern name entry screen will appear.

   ```
   PATTERN WRITE Name ?
        SuperGrime!
   ```

3. **Assign a name to the pattern.**

Button	Description
[CURSOR ◄ ►]	Moves the cursor (the location at which to enter/edit a character).
Hold down [SHIFT] and press [INC] or [DEC]	Switches letters between uppercase and lowercase.
VALUE dial, [INC] [DEC]	Selects characters.
[UNDO/ERASE]	Deletes the character at the cursor location, while shifting the following characters to the left, closing the gap.

   Range: space, A–Z, a–z, 0–9, ! " # $ % & ' ( ) * + , - . / : ; < = > ? @ [¥] ^ _ ` { | } → ←

4. **When you have finished entering the name, press [ENTER].**

   A screen will appear in which you can select the pattern to which the data will be written.

   ```
   PATTERN WRITE    U001
        SuperGrime!
   ```

   * *To cancel, press [EXIT].*

5. **Press either [USER] or [CARD] to select the pattern group into which you want to write the pattern.**

   [USER] U: User group

   The pattern will be saved in internal memory.

   [CARD] C: Card group

   The pattern will be saved on a card.

   * *You can't use the Card group unless a separately sold CompactFlash card is inserted.*

6. **Use VALUE dial or [INC] [DEC] to select the pattern to which the data will be written.**

   The number and name shown in the display will change.

   Range: U001–U800, C001–C800

7. **Press [ENTER].**

   You'll be asked to confirm your choice.

8. **To write the data, press [ENTER].**

   * *To cancel, press [EXIT].*

Patch/Sample Mode

This mode lets you edit sounds.

Editing patches (Patch Edit)

How a patch is organized

The type of sound most commonly played on the MC-808 is called a Patch. Each Patch can contain up to four Tones.

Patch

| Tone 1 | Tone 2 | Tone 3 | Tone 4 |
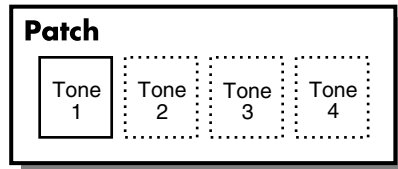
Example 1: A Patch consisting of only one Tone (Tones 2–4 are turned off).

Patch

| Tone 1 | Tone 2 | Tone 3 | Tone 4 |
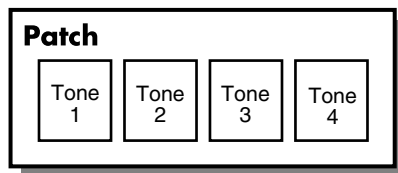
Example 2: A Patch consisting of four Tones.

You can turn each Tone on/off to specify which Tones will actually produce sound (p. 89).

How a tone is organized

Tones are the smallest programmable unit of sound on the MC-808, and are the basic building blocks that make up a Patch. You can't play a Tone by itself–it can only be played as part of a patch. A Tone consists of the following five components.

Tone

LFO 1   LFO 2

WG ▮▮▶ TVF ▮▮▶ TVA ▮▮▶

Pitch Envelope   TVF Envelope   TVA Envelope

▮▮▶ audio signal   ⟶ control signal

WG (Wave Generator)	This selects the PCM waveform material that provides the basis of the Tone. *The MC-808 has 622 different waveforms and two waveforms can be assigned to each Tone. (Refer to "Waveform list" (p. 2) in "Sound & Parameter List".)* All Patches built into the MC-808 consist of combinations of Tones based on these waveforms.
TVF (Time Variant Filter)	This specifies how the frequency components of the Tone change.
TVA (Time Variant Amplifier)	This determines how the volume and panning of the Tone change.
Envelope	An envelope applies changes to the Tone over time. There are separate envelopes for pitch, TVF (filter) and TVA (volume). For example, you would use the TVA Envelope to modify the way in which the Tone attacks and decays.
LFO (Low Frequency Oscillator)	Use the LFO to create cyclical changes-or cyclical "modulation"-in a Tone. Each Tone has two LFOs. An LFO can be applied to the Tone's pitch settings, TVF (filter), and TVA (volume). When an LFO is applied to pitch, a vibrato effect is produced. When an LFO is applied to the TVF cutoff frequency, a wah-wah effect is produced. When an LFO is applied to the TVA volume, a tremolo effect is produced.

Selecting a patch

Types of patch

The MC-808's patches are stored in banks that each contain 128 patches; user group banks A–H and card group banks A–H.

Group	Bank	Description
Usr (User group)	A–H	This is the group of rewritable banks in the MC-808's internal memory. Patches you create can be saved in this group of banks. Each bank A–G contains 128 patches, for a total of 896 patches in this group.
Crd (Card group)	A–H	This is the group of rewritable banks in a CompactFlash card inserted in the front panel memory card slot. Patches you create can be saved in this group of banks.
USAM (User sample patch)	–	Samples you've recorded can be selected in the same way as conventional patches.
CSAM (Card sample patch)	–	

Selecting a patch

1. **In Pattern mode, select a pattern.**

2. **Select the part that uses the patch you want to edit.**
   The currently selected patch or rhythm set (**the current patch/ current rhythm set**) is shown.

   Name of the pattern

   ```
   SuperAnime!
   Part 1: Sub Signal
   ```

   Part number

   Patch name

3. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**
   The currently selected patch or rhythm set (**the current patch/ current rhythm set**) is shown.

   Patch category

   Patch type   Patch group/ bank/number

   ```
   PATCH (SYN) UsrA1AB
   Part 1: Sub Signal
   ```

   Part number

   Patch name
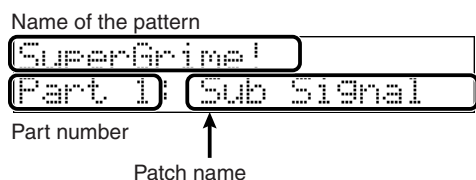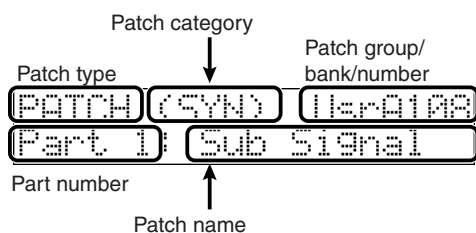
   * *Make sure that the patch type is set to "PATCH."*
     If it is set to "RHYTHM," place the cursor at "RHYTHM" and turn the VALUE dial or press [DEC] to change it to "PATCH."

4. **Turn the VALUE dial or use [INC] [DEC] to select the desired patch group, bank, and number.**
   USER: Usr A–H
   CARD: Crd A–H
   USAM: User sample
   CSAM: Card sample

   * *You can also use the GROUP [USER]/[CARD] buttons.*

   The current/next displays will show something like the following.
   Example: For USER A 001

CURRENT		NEXT
U r A	►	001

   Example: For USAM (user sample) 1050

CURRENT		NEXT
US.1	►	050

5. **Turn the VALUE dial or use [INC] [DEC] to select the desired patch.**

Patch/Sample mode

Editing patches (Patch Edit)

Selecting patches by category (Category Lock)

The MC-808 provides a patch search function that lets you quickly find a desired patch by specifying the desired patch category.

You can choose from the following categories.

If you've locked the category, you'll see only the sounds in that category when selecting patches. If you haven't locked the category, you may find yourself unintentionally looking through the next category; locking the category will prevent this.

Category		Contents
- - -	No Assign	No assign
PNO	AC.Piano	Acoustic Piano
EP	EL.Piano	Electric Piano
KEY	Keyboards	Other Keyboards (Clav, Harpsichord etc.)
BEL	Bell	Bell, Bell Pad
MLT	Mallet	Mallet
ORG	Organ	Electric and Church Organ
ACD	Accordion	Accordion
HRM	Harmonica	Harmonica, Blues Harp
AGT	AC.Guitar	Acoustic Guitar
EGT	EL.Guitar	Electric Guitar
DGT	DIST.Guitar	Distortion Guitar
BS	Bass	Acoustic & Electric Bass
SBS	Synth Bass	Synth Bass
STR	Strings	Strings
ORC	Orchestra	Orchestra Ensemble
HIT	Hit&Stab	Orchestra Hit, Hit
WND	Wind	Winds (Oboe, Clarinet etc.)
FLT	Flute	Flute, Piccolo
BRS	AC.Brass	Acoustic Brass
SBR	Synth Brass	Synth Brass
SAX	Sax	Sax
HLD	Hard Lead	Hard Synth Lead
SLD	Soft Lead	Soft Synth Lead
TEK	Techno Synth	Techno Synth
PLS	Pulsating	Pulsating Synth
FX	Synth FX	Synth FX (Noise etc.)
SYN	Other Synth	Poly Synth
BPD	Bright Pad	Bright Pad Synth
SPD	Soft Pad	Soft Pad Synth
VOX	Vox	Vox, Choir
PLK	Plucked	Plucked (Harp etc.)
ETH	Ethnic	Other Ethnic
FRT	Fretted	Fretted Inst (Mandolin etc.)
PRC	Percussion	Percussion
SFX	Sound FX	Sound FX
BTS	Beat&Groove	Beat and Groove
DRM	Drums	Drum Set
CMB	Combination	Other patches which use Split and Layer

NOTE

Rhythm sets don't have categories.

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**
   The currently selected patch/rhythm set (**the current patch or current rhythm set**) is shown.
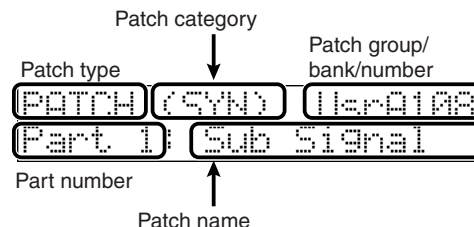
2. **Use [CURSOR ◄ ►] to move the cursor to the patch category.**

3. **Turn the VALUE dial or use [INC] [DEC] to change the category.**

4. **Press [ENTER].**
   The category lock screen will appear.
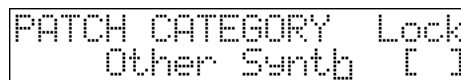
5. **The category lock setting will alternate each time you press [ENTER].**

   Patch category

   The category is not locked

   Locked indication
   The category is locked
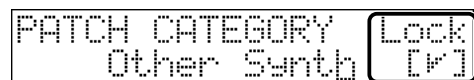
   * *You can also change the patch category while you're in the category lock screen.*
   Move the cursor to the patch category and turn the VALUE dial or use [INC] [DEC] to change the category.

6. **Press [EXIT] to return to Patch/Sample mode.**
   If the category is locked, the screen will show the following.

7. **Turn the VALUE dial or use [INC] [DEC] to select a patch.**
   If you have locked the category, you'll only be able to select sounds within that category.

Patch editing procedure

Tips for editing patches

- **Select a patch that is similar to the sound you wish to create.**

  It's hard to create a new sound that's exactly what you want if you just select a patch and modify its parameters at random. It makes sense to start with a patch whose sound is related to what you have in mind.

- **Decide which tones will sound.**

  When creating a patch, it is important to decide which tones you are going to use. It is also important to turn off unused tones to avoid wasting voices, unnecessarily reducing the number of simultaneous notes you can play.

Selecting the tones that will sound (TONE SWITCH)

Turn on the tones that you want to be heard. If you want to hear just a specific tone, you can turn the remaining tones off.
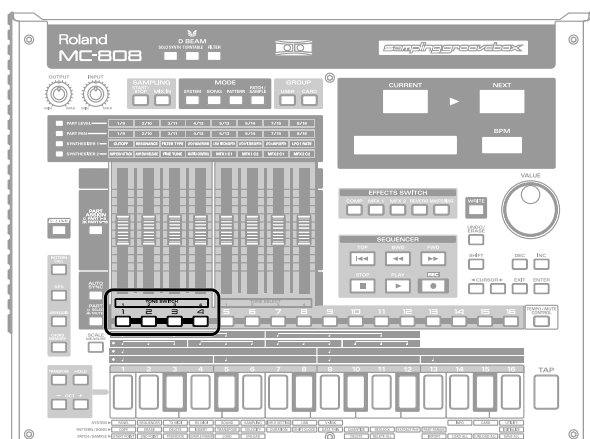
In Patch/Sample mode, hold down [SHIFT] and press TONE SWITCH [1]–[4] to turn a tone on (button's indicator lit) or off (indicator not lighted).

Using the motorized faders to edit a patch

The MC-808 lets you use the motorized faders to edit a patch.

When you've come up with a sound you like, save the patch (p. 91).
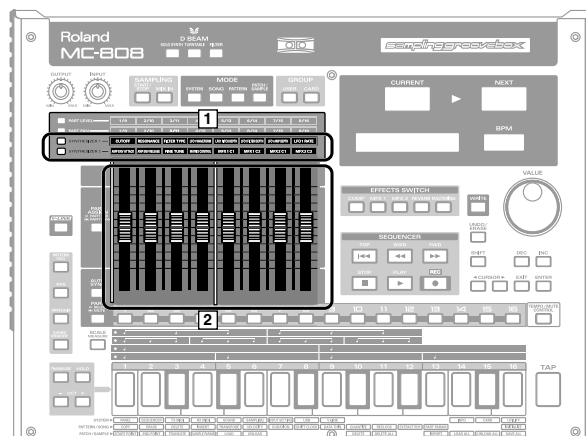
1. **Select the patch that you want to edit (p. 87).**

2. **Press [SYNTHESIZER1] or [SYNTHESIZER2].**

   The faders will automatically move according to the settings of the patch.

3. **Move the faders to edit the patch.**

   You can edit the patch parameters listed on the following page.

Selecting the tone to edit (TONE SELECT)

Turn on the tone(s) that you want to edit.
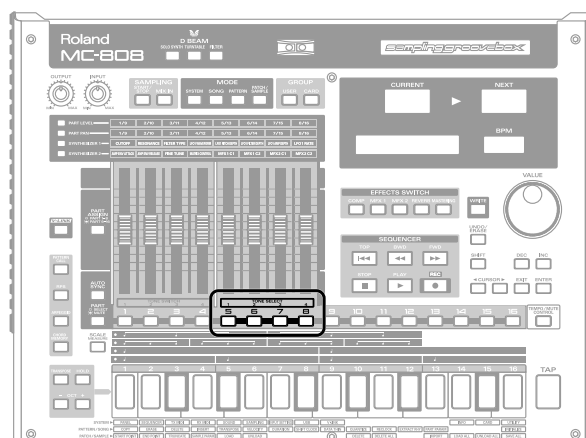
In Patch/Sample mode, hold down [SHIFT] and press TONE SELECT [1]–[4] to light the indicator(s) of the button(s) for the tone(s) you want to edit.

* *By pressing two or more TONE SELECT buttons you can select multiple tones simultaneously.*

Patch/Sample mode

Patch editing parameters

SYNTHESIZER 1

	[PART ASSIGN]=OFF		[PART ASSIGN]=ON	
Fader	Indication	Range	Indication	Range
1	Cutoff	0–127	Pitch Env Depth	-12–+12
2	Resonance	0–127 *Depends on the Resonance Limiter setting (p. 121).*	Pitch Env Attack (Time1)	0–127
3	Filter Type	OFF, LPF, BPF, HPF, PKG, LPF2, LPF3	Pitch Env Decay (Time3)	0–127
4	LFO1 Waveform	SIN, TRI, SAWU, SAWD, SQR, RND, BD-U, BD-D, TRP, S&H, CHS, XSIN, TWIM, STRS, VSIN, M001–M113 *Depends on the LFO Morphing Sw (p. 121).*	Pitch Env Depth	-63–+63
5	LFO1 Filter Depth	-63–+63	Filter Env Attack (Time1)	0–127
6	LFO1 Filter Depth	-63–+63	Filter Env Decay (Time3)	0–127
7	LFO1 Amp Depth	-63–+63	Filter Env Sustain (Level3)	0–127
8	LFO1 Rate	0–127	Filter Env Release (Time4)	0–127

SYNTHESIZER 2

	[PART ASSIGN]=OFF		[PART ASSIGN]=ON	
Fader	Indication	Range	Indication	Range
1	Amp Env Attack (Time1)	0–127	Amp Level	0–127
2	Amp Env Release (Time4)	0–127	Amp Env Attack (Time1)	0–127
3	Fine Tune	-50–+50	Amp Env Decay (Time3)	0–127
4	Matrix Control	0–127	Amp Env Sustain (Level3)	0–127
5	MFX1 C1	For details, refer to "Applying effects, **Multi-effects (MFX)**" (p. 63).	Amp Env Release (Time4)	0–127
6	MFX1 C2		Random Modify	0–127
7	MFX2 C1		Reverb Time (C1)	0–127
8	MFX2 C2		Reverb Level (C2)	0–127

cf.

For details on each parameter, refer to **"Patch editing parameters"** (p. 44) in **"Sound & Parameter List."**

MEMO

The patches of the MC-808 contain many other parameters in addition to those listed here.

You can use the dedicated editor that's included to edit these additional parameters.

For details on how to install and use the editor, refer to **"Using MC-808 editor"** (p. 137).

Saving a patch 91

Patch/rhythm set settings that you edit will be lost if you re-select the patch/rhythm set or turn off the power.

If you want to keep your edits, you must use the following procedure to save the data.

NOTE

All of the MC-808's patches are rewritable.

In other words, when you save a patch, the patch data that previously occupied the save destination will be overwritten and lost. However, you can restore the factory-set internal data by carrying out a Factory Reset (p. 25).

1. In Patch/Sample mode, select the patch that you want to save.

```
PATCH <SYN>  UsrA108
Part 1:⊞Sub Signal
```

This will appear when you edit the patch.

2. Press [WRITE].

The patch name entry screen will appear.

```
PATCH WRITE   Name ?
         Sub Signal
```

3. Assign a name to the patch.

Button	Description
[CURSOR ◄ ►]	Moves the cursor (the location at which to enter/edit a character).
Hold down [SHIFT] and press [INC] or [DEC]	Switches letters between uppercase and lowercase.
Hold down [SHIFT] and press [UNDO/ERASE]	Inserts a space at the cursor location.
VALUE dial, [INC] [DEC]	Selects characters.
[UNDO/ERASE]	Deletes the character at the cursor location, while shifting the following characters to the left, closing the gap.

Range: space, A–Z, a–z, 0–9, ! " # $ % & ' ( ) * + , - . / : ; < = > ? @ [¥] ^ _ ` { | } → ←

4. When you have finished entering the name, press [ENTER].

A screen in which you can select the write-destination patch will appear.

```
PATCH WRITE   UsrA108
          Sub Signal
```

* *To cancel, press [EXIT].*

5. Press [USER] or [CARD] to select the group into which you want to write the patch.

[USER] User group (Usr)

The patch will be saved in internal memory.

[CARD] Card group (Crd)

The patch will be saved on the card.

* *You can't use the Card group unless a separately sold CompactFlash card is inserted.*

6. Turn the VALUE dial or use [INC] [DEC] to select the write-destination patch.

The number and name in the display will change.

Range: UsrA001–H128

CrdA001–H128

7. Press [ENTER].

You'll be asked to confirm your choice.

8. To write the data, press [ENTER].

* *To cancel, press [EXIT].*

MEMO

The samples used by the patch will also be saved automatically.

If the destination indicates "Data Protected!" when you attempt to save

If the bank in which you're attempting to save the patch is protected, the following screen will appear and you won't be able to save the patch.

```
    Data Protected!
```

Either save the patch in a bank that's not protected, or turn off the Protect setting (p. 126).

* *With the factory settings, only "UsrH" (Patch) and "UsrB" (Rhythm set) is unprotected.*

Editing rhythm sounds (Rhythm Edit)

How percussion instruments are organized

A Rhythm Set is a collection of 16 rhythm tones. An instrument consists of the following four elements.
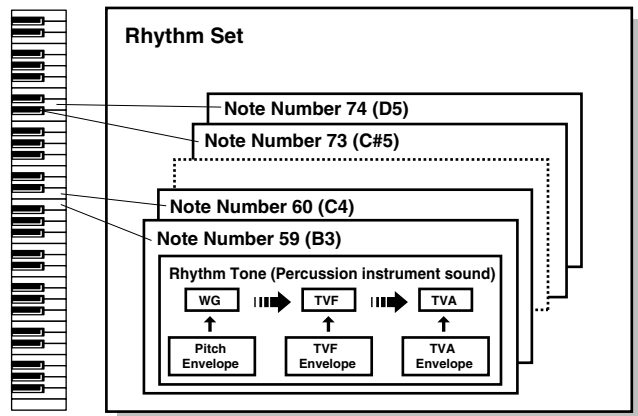
WG (Wave Generator)

This specifies the PCM waveform (or "wave") that forms the basis of the Rhythm Tone, and determines how the pitch of the Rhythm Tone will change. The MC-808 has 622 different waveforms, and four waveforms can be assigned to each Rhythm Tone.

cf.

Refer to **"Waveform list"** (p. 2) in **"Sound & Parameter List."**

TVF (Time Variant Filter)

This sets how the frequency characteristics of the Rhythm Tone will change.

TVA (Time Variant Amplifier)

This sets how the Rhythm Tone's volume and stereo positioning will change.

Envelope

An envelope applies changes to the Rhythm Tone over time. There are separate envelopes for pitch, TVF (filter) and TVA (volume). For example, you would use the TVA Envelope to modify the way in which the Rhythm Tone attacks and decays.

Rhythm editing procedure

Selecting a rhythm set

1. **In Pattern mode, select a pattern.**

2. **Select the part that uses the rhythm set you want to edit.**
   The currently selected rhythm set (**the current rhythm set**) is shown.
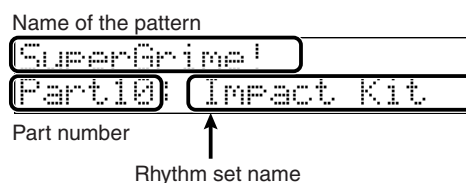
3. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**
   The currently selected rhythm set (**the current rhythm set**) is shown.
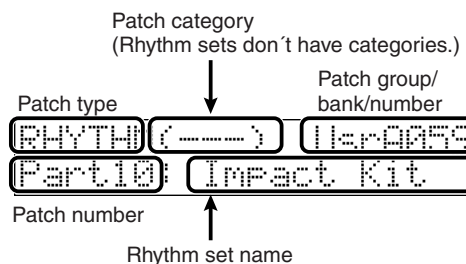
   * *Make sure that the patch type is "RHYTHM."*
     If it's "PATCH," place the cursor on "PATCH" and use the VALUE dial or press [DEC] to make it read "RHYTHM."

4. **Turn the VALUE dial or use [INC] [DEC] to select the patch group, bank, and number.**
   USER: Usr (User) A–B
   CARD: Crd (Card) A–B

   * *You can also use the GROUP [USER]/[CARD] buttons to make your selection.*

   The current/next displays will indicate the following.
   Example: For USER A 001

5. **Turn the VALUE dial or use [INC] [DEC] to select a rhythm set.**

Selecting the wave(s) that will sound

Turn "on" the wave(s) that you want to sound. If you want to hear just a specific wave, turn the other waves "off."
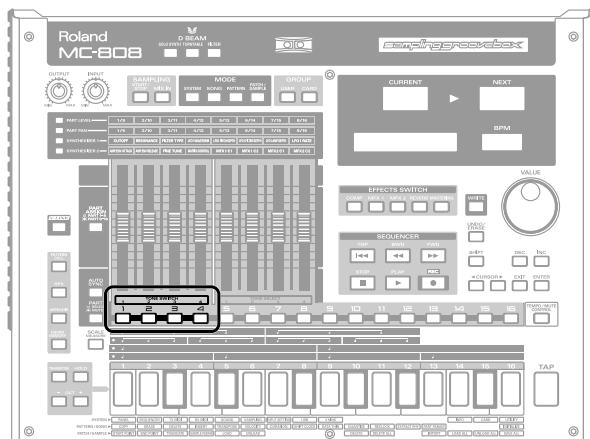
In Patch/Sample mode, hold down [SHIFT] and press TONE SWITCH [1]–[4] to turn each wave on (button's indicator lit) or off (indicator not lighted).

Using the faders to edit

The MC-808 lets you use the panel faders to edit a rhythm set. When you've come up with a sound you like, save the rhythm set (p. 95).
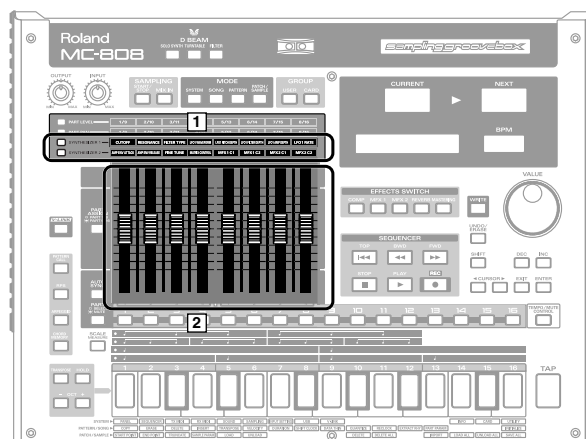
1. **Select the rhythm set that you want to edit (p. 92).**

2. **Press [SYNTHESIZER1] or [SYNTHESIZER2].**
   The faders will automatically move according to the settings of the rhythm set.

3. **Move the faders to edit the rhythm set.**
   You can set the patch parameters listed on the following page.

Selecting the rhythm tone to edit
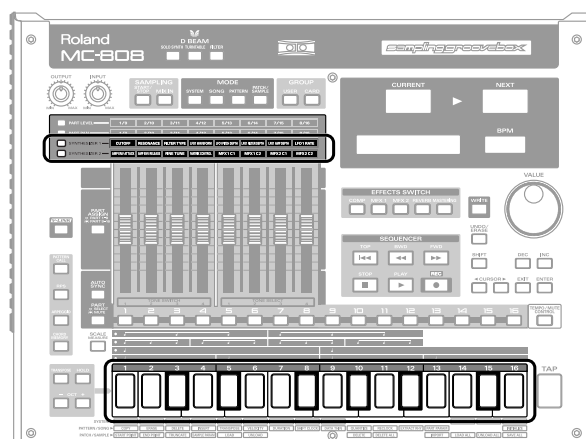
Hold down [SYNTHESIZER1] or [SYNTHESIZER2] and press a keyboard pad 1–16 to select the rhythm tone that you want to edit.

Patch/Sample mode

Rhythm editing parameters

SYNTHESIZER 1

	[PART ASSIGN]=OFF			[PART ASSIGN]=ON	
Fader	Indication	Range		Indication	Range
1	Cutoff	0–127		Pitch Env Depth	-12–+12
2	Resonance	0–127 *Depends on the Resonance Limiter setting (p. 121).*		Pitch Env Attack (Time1)	0–127
3	Filter Type	OFF, LPF, BPF, HPF, PKG, LPF2, LPF3		Pitch Env Decay (Time3)	0–127
4	LFO1 Waveform	–		Filter Env Depth	-63–+63
5	LFO1 Pitch Depth	–		Filter Env Attack (Time1)	0–127
6	LFO1 Filter Depth	–		Filter Env Decay (Time3)	0–127
7	LFO1 Amp Depth	–		Filter Env Sustain (Level3)	0–127
8	LFO1 Rate	–		Filter Env Release (Time4)	0–127

SYNTHESIZER 2

	[PART ASSIGN]=OFF			[PART ASSIGN]=ON	
Fader	Indication	Range		Indication	Range
1	Amp Env Attack (Time1)	0–127		Amp Level	0–127
2	Amp Env Release (Time4)	0–127		Amp Env Attack (Time1)	0–127
3	Fine Tune	-50–+50		Amp Env Decay (Time3)	0–127
4	Matrix Control	–		Amp Env Sustain (Level3)	0–127
5	MFX1 C1	For details, refer to "Applying effects, **Mastering effect**" (p. 64).		Amp Env Release (Time4)	0–127
6	MFX1 C2			Random Modify	0–127
7	MFX2 C1			Reverb Time (C1)	0–127
8	MFX2 C2			Reverb Level (C2)	0–127

cf.

NOTE

The LFO and MATRIX CONTROL parameters don't apply to the rhythm part.

MEMO

The patches of the MC-808 contain many other parameters in addition to those listed here.

You can use the dedicated editor that's included to edit these additional parameters.

Saving a rhythm set

The patch/rhythm set settings you edit will be lost if you reselect the patch/rhythm set or turn off the power. If you want to keep the changes you made, save them as described here.

NOTE

All of the MC-808's rhythm sets are rewritable.

In other words, when you save a rhythm set, the rhythm set data that previously occupied the save destination will be overwritten and lost. However, you can restore the factory-set internal data by carrying out a Factory Reset (p. 25).

1. **In Patch/Sample mode, select the rhythm set that you want to save.**

```
RHYTHM(---)   UsrA059
Part10:*Impact Kit
```

This will appear when you edit the rhythm set.

2. **Press [WRITE].**

The rhythm name entry screen will appear.

```
RHYTHM WRITE   Name ?
          Impact Kit
```

3. **Assign a name to the rhythm set.**

Button	Description
[CURSOR ◄ ►]	Moves the cursor (the location at which to enter/edit a character).
Hold down [SHIFT] and press [INC] or [DEC]	Switches letters between uppercase and lowercase.
Hold down [SHIFT] and press [UNDO/ ERASE]	Inserts a space at the cursor location.
VALUE dial, [INC] [DEC]	Selects characters.
[UNDO/ERASE]	Deletes the character at the cursor location, while shifting the following characters to the left, closing the gap.

Range: space, A–Z, a–z, 0–9, ! " # $ % & ' ( ) * + , - . / : ; < = > ? @ [¥] ^ _ ` { | } → ←

4. **When you have finished entering the name, press [ENTER].**

A screen will appear in which you can select the write-destination rhythm set.

```
RHYTHM WRITE UsrA059
          Impact Kit
```

* *To cancel, press [EXIT].*

5. **Press [USER] or [CARD] to select the group into which the rhythm set is to be written.**

[USER] User group (Usr)

The rhythm set will be saved in internal memory.

[CARD] Card group (Crd)

The rhythm set will be saved on the card.

* *You can't use the Card group unless a separately sold CompactFlash card is inserted.*

6. **Turn the VALUE dial or use [INC] [DEC] to select the write-destination rhythm set.**

The number and name shown in the display will change.

Range: UsrA:001–128, UsrB:001–128

CrdA:001–128, CrdB:001–128

7. **Press [ENTER].**

You'll be asked to confirm your choice.

8. **To write the data, press [ENTER].**

* *To cancel, press [EXIT].*

(MEMO)

If the samples used by the patch have not been saved, those samples will be saved automatically.

If the destination indicates "Data Protected!" when you attempt to save

If the bank in which you're attempting to save the patch is protected, the following screen will appear and you won't be able to save the patch.

```
    Data Protected!
```

Either save the patch in a bank that's not protected, or turn off the Protect setting (p. 126).

* *With the factory settings, only "UsrH" (Patch) and "UsrB" (Rhythm set) is unprotected.*

Patch/Sample mode

Editing samples (Sample Edit)

On the MC-808, waveforms (samples) that you've sampled, loaded, or imported can be easily selected and edited in the same way as patches or rhythm sets.

NOTE

The sample settings you edit will be lost when you turn off the power. If you want to keep your edits, you must save them (p. 101).

Selecting a sample patch

Types of sample patch

Waveforms (samples) that you've sampled, loaded, or imported can be selected and edited as "sample patches" in the same way as conventional patches or rhythm sets.

USAM: 0001–2000	These are samples in user memory. A maximum of 2,000 samples can be saved.
CSAM: 0001–7000	These are samples in a CompactFlash card. A maximum of 7,000 samples can be saved.

Selecting a sample patch

Selecting a patch used in a pattern

1. **In Pattern mode, select a pattern.**

2. **Select the part that uses the sample patch you want to edit.**
   The currently selected sample patch is displayed.
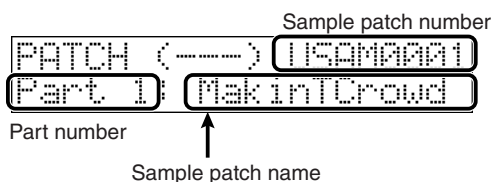
   Name of the pattern

   ```
   MC-808 Pattern
   Part 1: MakinTCrowd
   ```

   Part number

   Sample patch name

3. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

   Sample patch number

   ```
   PATCH (---) USAM0001
   Part 1: MakinTCrowd
   ```

   Part number

   Sample patch name

4. **Use [CURSOR ◄ ►] to move the cursor to the sample patch number, and use the VALUE dial or [INC] [DEC] to select the desired sample patch.**

Selecting a patch in Patch/Sample mode

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**
   The currently selected patch/rhythm set (**the current patch/ current rhythm set**) is shown.

   Sample patch number

   ```
   PATCH (---) USAM0001
   Part 1: MakinTCrowd
   ```

   Part number
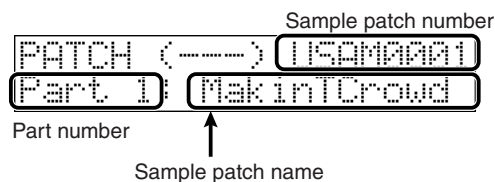
   Sample patch name

2. **Use [CURSOR ◄ ►] to move the cursor to the sample patch number, and turn the VALUE dial or use [INC] [DEC] to select the desired patch group.**
   USAM: User samples
   CSAM: Card samples

   * *You can also use the GROUP [USER]/[CARD] buttons to make your choice.*

   The current/next displays will show something like the following.
   Example: For USER SAMPLE 0001

   CURRENT   NEXT

   ```
   US.0    ►    001
   ```

3. **Use the VALUE dial or [INC] [DEC] to select the desired patch.**

Setting the start/end points of the sample

You can specify the portion of the sample that will actually sound. You can also specify the region that is to be looped.

1. **Select the sample patch that you want to edit (p. 96).**

2. **Execute the following operations.**
   - **To set the start point (the point at which playback begins): Hold down [SHIFT] and press keyboard pad [1].**

   ```
   EDIT:START POINT
   Part 5:    000000000
   ```

   * *Set this so that any unwanted portion at the beginning of the sample will be skipped, and the sound will begin at the desired moment.*

   - **To set the end point (the point at which playback ends): Hold down [SHIFT] and press keyboard pad [2].**

   ```
   EDIT:END POINT
   Part 5:    000050997
   ```

   * *Set this so that any unwanted portion at the end of the sample will not be heard.*

3. **Use the VALUE dial or [INC] [DEC] to move the point to the desired location.**

   (MEMO)

   After specifying the start point and end point, you can execute Truncate (p. 97) to delete unwanted portions at the beginning and end of the sample.

Removing unwanted portions of a sample (Truncate)

This operation cuts the portions of the sample that are earlier than the Start Point and later than the Loop End Point.

1. **Select the sample patch that you want to edit (p. 96).**

2. **Set the start/end points of the sample (p. 97).**

3. **Hold down [SHIFT] and press keyboard pad [3].**
   You'll be asked to confirm your choice.

   ```
   Sample Truncate,
   Are You Sure?
   ```

4. **To execute the Truncate operation, press [ENTER].**

   * *To cancel, press [EXIT].*

Sample settings (SAMPLE PARAM)

Here you can make various settings for the sample.

1. **Select the sample patch that you want to edit (p. 96).**

2. **Hold down [SHIFT] and press keyboard pad [4].**
   The sample parameter editing screen will appear.

3. **Set the parameters as desired.**

   Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

Parameter	Range	Description
Loop Mode	FWD, ONE-SHOT, REV, REV-ONE	How the sample will be played Refer to **"About the loop mode"** (p. 98)
BPM	5.00–300.00	Original BPM of the sample * *You will need to edit this value when using Auto Sync (p. 60).*
BPM Calc	–	Specifies the original tempo of the sample (p. 98).

4. **Press [EXIT] when you're finished.**

   (MEMO)

   The MC-808 has numerous other parameters in addition to those listed here, and these parameters can be edited using the dedicated editor that's included.
   For details on installing and using the editor, refer to **"Using MC-808 editor"** (p. 137).

Patch/Sample mode

Specifying how a sample will play (Loop Mode)

About the loop mode

FWD (Forward)

After the sample played back from the start point to the end point, it will then be repeatedly played back in the forward direction, from the Loop Start point to the End point.
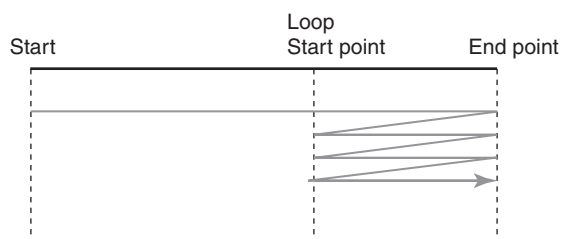
ONE-SHOT

The sample will be played back only once, from the Start point to the End point.
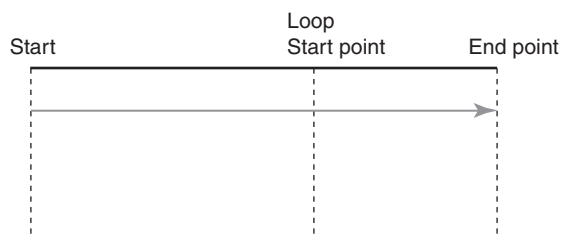
REV (Reverse)

When the sample has been played back from the End point to the Start point, it will be repeatedly played back in the reverse direction, from the Loop Start point to the Start point.
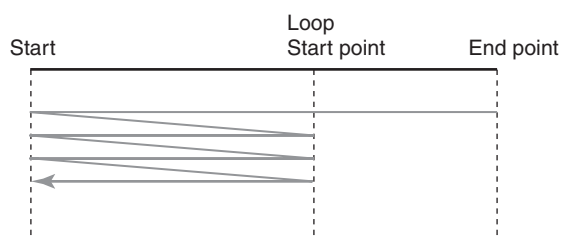
REV-ONE (Reverse One-shot)

The sample will be played back only once from the End point to the Start point in the reverse direction.
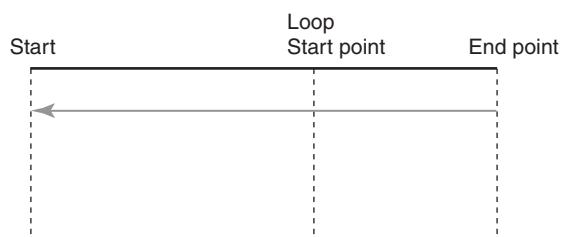
Calculating the BPM of a sample (BPM Calculator)

Here's how to specify the original tempo of a sample.

1. **Select the sample patch that you want to edit (p. 96).**

2. **Hold down [SHIFT] and press keyboard pad [4].**
    The sample parameter editing screen will appear.

3. **Set the parameters.**
    Use [CURSOR ◄ ►] to select "BPM Calc," then press [ENTER].
    The BPM Calculator screen will appear.

```
<< BPM Calculator >>
Meas:  1   Beat: 4/ 4
```

4. **Enter the length of the sample (Measure) and its time signature (Beat).**
    Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

Parameter	Range	Description
Measure	1–999	Length of the sample
Beat	1/1–32/16	Time signature of the sample

5. **When you press [ENTER], the tempo will be calculated and set.**

Loading a sample (LOAD)

Here's how you can load a sample to the memory.

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Select the sample you want to load.**

3. **Hold down [SHIFT] and press keyboard pad [5].**
   You'll be asked to confirm your choice.

   ```
   Load Sample Data,
   Are You Sure?
   ```

4. **Press [ENTER] to execute.**

   * *To cancel, press [EXIT].*

   (MEMO)

   For stereo samples, the two samples for L and R will be loaded/unloaded/deleted together.

   (MEMO)

   The samples will be loaded consecutively into vacant numbers of the card group (if there is a card) or the user group (if there is no card).

Unloading a sample (UNLOAD)

Here's how you can unload a sample from sample memory. The saved sample file itself will not be deleted.

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Select the sample you want to unload.**

3. **Hold down [SHIFT] and press keyboard pad [6].**
   You'll be asked to confirm your choice.

   ```
   Unload Sample Data,
   Are You Sure?
   ```

4. **Press [ENTER] to execute.**

   * *To cancel, press [EXIT].*

   (MEMO)

   For stereo samples, the two samples for L and R will be loaded/unloaded/deleted together.

Deleting a sample (DELETE)

Here's how to completely delete a sample file.

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Select the sample you want to delete.**

3. **Hold down [SHIFT] and press keyboard pad [10].**
   You'll be asked to confirm your choice.

   ```
   Delete Sample File,
   Are You Sure?
   ```

4. **Press [ENTER] to execute.**

   * *To cancel, press [EXIT].*

   (MEMO)

   For stereo samples, the two samples for L and R will be loaded/unloaded/deleted together.

Deleting all samples (DELETE ALL)

This operation completely deletes the sample with its file.

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Press a GROUP [USER]/[CARD] button to select the group containing the sample you want to delete.**
   USAM: User samples
   CSAM: Card samples

3. **Hold down [SHIFT] and press keyboard pad [11].**
   You'll be asked to confirm your choice.

   ```
   Delete All Samples,
   Are You Sure?
   ```

4. **Press [ENTER] to execute.**

   * *To cancel, press [EXIT].*

Patch/Sample mode
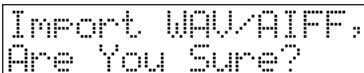
Importing WAV/AIFF data (IMPORT)

You can connect the MC-808 to your computer via USB and copy audio files from your computer into the MC-808. The audio files (WAV/AIFF) will be imported into the MC-808's memory as samples.

> **NOTE**
>
> Place the audio files in the "TMP/AUDIO_IMPORT" folder on the user memory or CompactFlash card. For details on how you can use your computer to copy a file into the user area or CompactFlash card, refer to **"Connecting to your computer via USB (USB mode)"** (p. 132).

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Hold down [SHIFT] and press keyboard pad [13].**

   ```
   UTIL:IMPORT WAV/AIFF
   USER0001        .WAV
   ```

3. **Press [USER] or [CARD] to select the import-source group.**
   [USER]: Select a file from the user area.
   [CARD]: Select a file from the CompactFlash card.

4. **Use the VALUE dial or [INC] [DEC] to select the sample that you want to import.**

5. **Press [ENTER].**
   You'll be asked to confirm your choice.

   ```
   Import WAV/AIFF,
   Are You Sure?
   ```

6. **If you're sure you want to import the file, press [ENTER].**
   The file will be imported, and the Sample Patch screen will appear.

   * *To cancel, press [EXIT].*

   * *The imported audio data will be added to the patch list as a sample patch. The patch will be added to an unused number in the Card group if a CompactFlash card is inserted, or to an unused number in the User group if no card is inserted.*
     This sample patch is temporary, and will be lost if you turn off the power. If you want to keep it, press [WRITE] to save it.

Loading all samples (LOAD ALL)

Load all samples from the user bank and card bank.

> **NOTE**
>
> All samples that have not been saved will be erased as a result of executing the Load All Samples procedure.

> **NOTE**
>
> If the combined amount of data in the user bank and card bank exceeds memory capacity, priority will be given to loading the user bank samples. Then, as many samples as possible will be loaded from the card bank, starting with the lowest-numbered samples.

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Hold down [SHIFT] and press keyboard pad [14].**
   You'll be asked to confirm your choice.

   ```
   Load All Samples,
   Are You Sure?
   ```

3. **Press [ENTER] to execute.**

   * *To cancel, press [EXIT].*

Erasing all samples (UNLOAD ALL)

This operation erases (unloads) the samples from sample memory. This will not delete the saved sample files themselves.

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Press a GROUP [USER]/[CARD] button to select the group containing the samples you want to erase.**
    USAM: User samples
    CSAM: Card samples

3. **Hold down [SHIFT] and press keyboard pad [15].**
    You'll be asked to confirm your choice.

    ```
    Unload All Samples,
    Are You Sure?
    ```

4. **Press [ENTER] to execute.**

    *   *To cancel, press [EXIT].*

Saving all samples (SAVE ALL)

This operation saves all samples from sample memory to user memory or a CompactFlash card.

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Hold down [SHIFT] and press keyboard pad [16].**
    You'll be asked to confirm your choice.

    ```
    Save All Samples,
    Are You Sure?
    ```

3. **Press [ENTER] to execute.**

    *   *To cancel, press [EXIT].*

Patch/Sample mode

Saving a sample

A newly loaded sample, as well as any changes you've made in the settings for a sample will be lost as soon as you turn off the power. If you want to keep such data, you must save it as follows.

NOTE
- You can't save by overwriting another sample.
- In order to save a stereo sample, there must be two adjacent sample numbers.

NOTE

All of the MC-808's sample patches can be rewritten. In other words, when you execute the Save operation, the sample patch data that previously occupied the save destination will be overwritten and lost. However, you can restore the factory-set internal data by carrying out a Factory Reset (p. 25).

1. Press [PATCH/SAMPLE] to enter Patch/Sample mode.

2. Select the sample that you want to save (p. 96).

3. Hold down [SHIFT] and press [WRITE].
The sample name entry screen will appear.

```
SAMPLE WRITE   Name ?
     Yeah
```

4. Assign a name to the sample.

Button	Description
[CURSOR ◄ ►]	Moves the cursor (the location at which to enter/edit a character).
Hold down [SHIFT] and press [INC] or [DEC]	Switches letters between uppercase and lowercase.
Hold down [SHIFT] and press [UNDO/ ERASE]	Inserts a space at the cursor location.
VALUE dial, [INC] [DEC]	Selects characters.
[UNDO/ERASE]	Deletes the character at the cursor location, while shifting the following characters to the left, closing the gap.

Range: space, A–Z, a–z, 0–9, ! " # $ % & ' ( ) * + , - . / : ; < = > ? @ [¥] ^ _ ` { | } → ←

5. When you have finished entering the name, press [ENTER].
A screen will appear, allowing you to select the save-destination patch.

```
PATCH WRITE   UsrA006
```

* *To cancel, press [EXIT].*

6. Press either [USER] or [CARD] to select the save-destination group.

[USER] User group (Usr)
        The sample will be saved in internal memory.

[CARD] Card group (Crd)
        The sample will be saved on the card.

* *You can't use the Card group unless a separately sold CompactFlash card is inserted.*

7. Use the VALUE dial or [INC] [DEC] to select the save-destination sample.

8. Press [ENTER].
You'll be asked to confirm your choice.

9. To write the data, press [ENTER].

* *To cancel, press [EXIT].*

Regarding the locations where samples are stored

The MC-808 can use two types of memory; sample memory and DIMM whose contents are lost when you turn off the power, and user area and CompactFlash card whose contents are preserved even when the power is off.

When shipped from the factory, the MC-808 has 4 MB of sample memory and 16 MB of user area.
By adding a DIMM module you can expand the sample memory to a maximum of 516 MB (if a 512 MB DIMM is used).
The user area can hold up to 16 MB, but by using a CompactFlash card you can store a maximum of 1 GB in addition to the user area.

When you record a sample on the MC-808 or play a patch that uses a sample, the sample is loaded into sample memory (including the DIMM). However when you turn off the power, the contents of the sample memory and DIMM will be lost. This means that if you want to keep the sample, you must use the Write operation to save it in the user area or on a CompactFlash card.

When managing data from your computer or from the MC-808's Utility menu, you can manage only the data located in the user area or the CompactFlash card. You cannot manage data that is located in sample memory or DIMM.

Patch/Sample mode

MC-808

| Factory-installed memory | Sample memory 4 MB | User area 16 MB |
| Expandable memory | DIMM 128 MB 256 MB 512 MB | CompactFlash Max. 1 GB |

USB

Computer

For sampling and playback
(contents disappear when powered-off)

For saving and transfer to/from computer
(contents preserved even when powered-off)
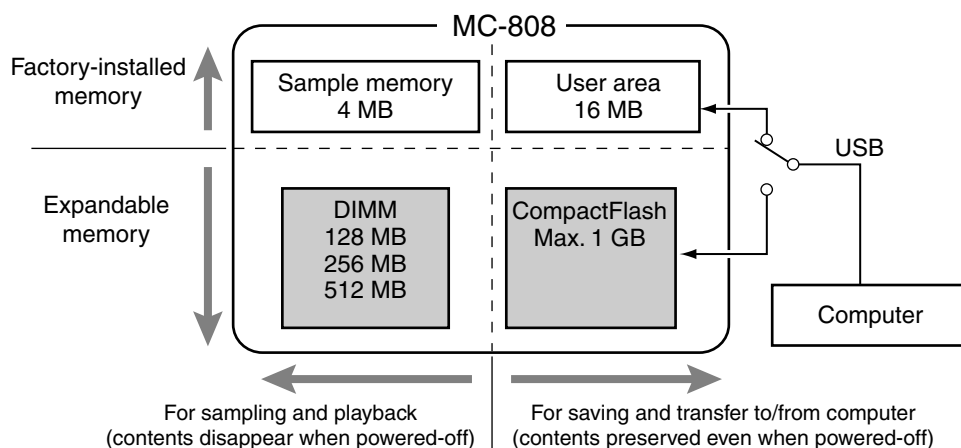
Song Mode

In this mode you can play, record, and edit songs.

Playing songs

Two or more patterns connected in the order of playback are called a **song**.

When you play back a song, the patterns will switch automatically—you don't need to select each pattern yourself. In one song, you can register **up to 50 patterns** in the desired order of playback.

The number describing the order in which the patterns are arranged is called the **step**.

Playing a song
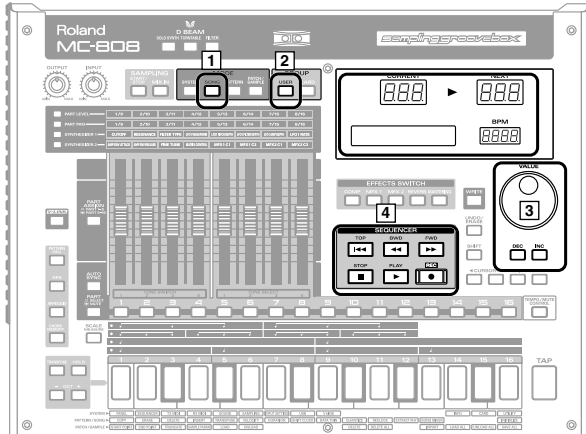
1. **Press [SONG] so it's lit; you're in Song mode.**

Current step/Total number of steps
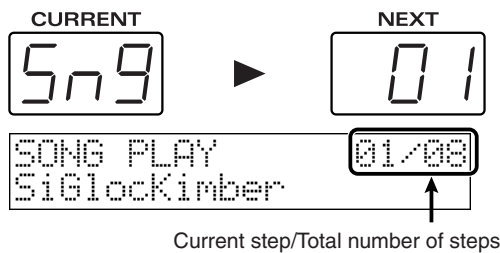
2. **Use the VALUE dial or [INC] [DEC] to select a song.**
   The number and name shown in the display will change.
   Range: 01–50

   * *You can't select the Card group for songs.*

3. **Press [PLAY]; the song will begin playing.**
   When the song begins playing, the display will indicate the number of the current pattern and the next pattern.

   current pattern
   current step
   next pattern
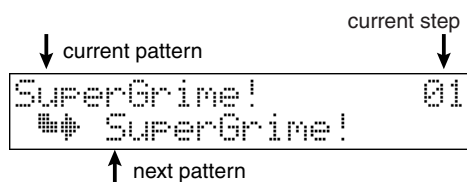
4. **Press [STOP] to stop song playback.**

   (MEMO)
   You can change the way in which the song plays.
   For details, refer to **"Song Loop Mode"** (p. 119) and **"Song Play Mode"** (p. 119)."

Basic playback operation

Use the following buttons to control the playback.

Move to the beginning of the song

Return to the previous step

Advance to the next step

Stop playback

Play back

Used for recording
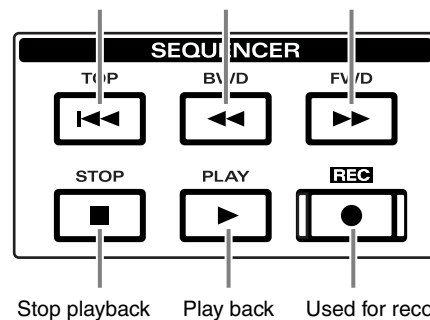
* *The [FWD], [BWD], and [TOP] buttons can also be used during playback.*

Song reset

You can have playback resume from step 1 when the currently playing pattern finishes playing.

This is convenient when you want to play back a few measures while you adjust the BPM to match a turntable, and then when the BPM is correct, play back from step 1.

1. **While the song is playing, press [PLAY].**
   When the currently playing pattern finishes, the playback will return to the beginning of the song.

Selecting a song to play

While song playback is stopped, use the VALUE dial or [INC] [DEC] to select the desired song.

Changing the BPM or mute status

In Song mode as well, you can change the BPM or part muting status in the same way as in Pattern mode. For details on how to change these, refer to the section **"Playing patterns"** (p. 42).

Recording a song

You can input patterns one by one to specify the order in which the patterns will be played back.

NOTE

A song does not contain the actual performance data of the patterns in the song; it merely stores the playback order of the patterns. This means that if you modify one of the patterns that's used by a song, the playback of that song will be affected. If you delete all of the performance data in the pattern, playback will stop the moment that pattern is selected. If the song uses a pattern that's saved on a CompactFlash card, the song will stop playing unless the CompactFlash card is inserted in the memory card slot. You must make sure that the CompactFlash card is inserted in the memory card slot.

Recording procedure

1. **Press [SONG] to enter Song mode.**

2. **Press [REC].**
   The indicator will light, and recording will begin.

   CURRENT   NEXT

   Step number   **Pattern number**
   Playback order   The pattern registered
                          at that step
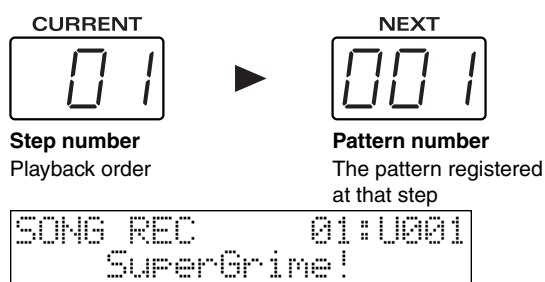
   ```
   SONG REC      01:U001
        SuperGrime!
   ```
   Name of the pattern

   If you've selected a new song and begun recording, the step number will be "01."

3. **Select the pattern to be played at this step (p. 42).**

4. **Press [ENTER].**
   You will proceed to the next step.

5. **Repeat the above steps 3 and 4 to input the patterns to be played for the subsequent steps.**

6. **After you have finished inputting the last step, press [STOP] to end the recording process.**

7. **If you want to save the song, press [WRITE].**
   If you don't save the song, the settings will revert to their prior state when you turn off the power.

   cf.
   "Saving a song" (p. 110)

Auditioning a pattern

While you are recording, you can press [PLAY] to audition the selected pattern. You can select different patterns while you audition them. To stop the auditioning, press [STOP].

Moving between steps

After recording several steps, you can press [BWD] [FWD] to move between steps.

Editing the setup parameters

During song recording, you can edit setup parameters (p. 43) such as part mute and effect settings and then press [ENTER] to register the state of those parameters. This will simply store the setup parameters of each pattern as song data, and does not affect the original pattern in any way.

By using this to change the mute status of a pattern or to change the MFX type, you can have a single pattern play in a variety of ways as the song progresses.

Editing songs (Song Edit)

"Song editing" is the process of editing individual steps of performance data for a song.

* *You must stop the song playback before you can edit the song.*

Copying a song (COPY)

This operation copies song data to a different song.

1. **Press [SONG] to enter Song mode.**

2. **Select the copy-source song (p. 106).**

3. **Hold down [SHIFT] and press keyboard pad [1].**

4. **Select the copy-destination song.**

```
EDIT:COPY Dest
01:SiGlocKimber
```

5. **Press [ENTER].**
   The song will be copied.

   * *To cancel, press [EXIT].*

   NOTE

   If the copy destination contains data, that data will be erased when you execute this copy operation.

6. **If you want to save the song, press [WRITE].**
   If you don't save the song, the settings will revert to their prior state when you turn off the power.

   cf.
   "Saving a song" (p. 110)

Deleting a step (DELETE STEP)

This operation deletes an unwanted step from the song, and joins the two sections.
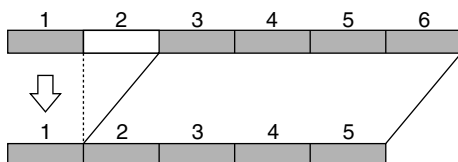
1. **Press [SONG] to enter Song mode.**

2. **Select the song that you want to edit (p. 106).**

3. **Hold down [SHIFT] and press keyboard pad [3].**

4. **Select the step that you want to delete.**

```
EDIT:DELETE  01:U014
     SiGlocKimber
```

5. **Press [ENTER].**
   You'll be asked to confirm your choice.

6. **Press [ENTER] once again.**
   The selected step will be deleted.

   * *To cancel, press [EXIT].*

7. **If you want to save the song, press [WRITE].**
   If you don't save the song, the settings will revert to their prior state when you turn off the power.

   cf.
   "Saving a song" (p. 110)

Inserting a step (INSERT STEP)

This operation inserts a step into the song, and moves subsequent steps backward by one.
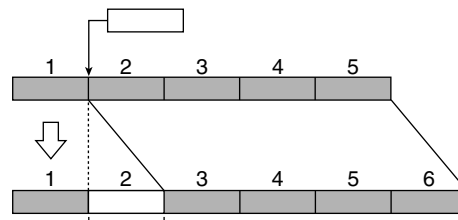
1. **Press [SONG] to enter Song mode.**

2. **Select the song that you want to edit (p. 106).**

3. **Hold down [SHIFT] and press keyboard pad [4].**

4. **Select the step at which you want to insert a pattern.**

```
EDIT:INSERT   01:U014
     SiGlocKimber
```

   * *In the example shown above, select step 2.*

5. **Press [ENTER].**
   A step containing the same pattern as the step you selected in step 1 will be inserted, and the subsequent steps will be moved backward by one.

   * *To cancel, press [EXIT].*

6. **If you want to save the song, press [WRITE].**
   If you don't save the song, the settings will revert to their prior state when you turn off the power.

   cf.
   "Saving a song" (p. 110)

Initializing a song (INITIALIZE)

This operation clears all the previously entered steps, so the song is in an empty state. This is convenient when you want to create a song from scratch.

NOTE

All of the song data will be lost when you execute the Initialize operation. Please note that you can't use Undo to recover from this operation.

1. **Press [SONG] to enter Song mode.**

2. **Select the song that you want to initialize (p. 106).**

3. **Hold down [SHIFT] and press keyboard pad [16].**
   You'll be asked to confirm your choice.

```
Song Initialize,
Are you sure?
```

4. **Press [ENTER] once again.**
   The song will be initialized.

 * *To cancel, press [EXIT].*

5. **If you want to save the song, press [WRITE].**
   If you don't save the song, the settings will revert to their prior state when you turn off the power.

cf.
"Saving a song" (p. 110)

Song mixer (SONG MIXER)

You can edit the level, pan, key shift, reverb, mute, and tempo settings for each step.

 * *You must stop song playback before you perform song editing operations.*

 * *These operations store the setup parameters of each pattern as song data; they do not affect the setup data of the original patterns.*

 * *If the system setting Song Play mode is set to "MODE2" (p. 119), the setup parameters of the next step will be ignored if the next step plays the same pattern as the currently playing pattern.*

1. **Press [SONG] to enter Song mode.**

2. **Select the song that you want to edit (p. 106).**

3. **Hold down [SHIFT] and press keyboard pad [13].**
   The song mixer screen will appear.

```
EDIT:MIXER   01/05   ▶
Part Level:           0
```

4. **Use [BWD] [FWD] to select the step whose setup parameters you want to edit.**

 * *During song editing, you won't proceed to the next step automatically.*

5. **Press [PART] (SELECT/MUTE) so it is not lighted, and press the part button [1]–[16] of the part you want to edit.**

6. **Set the parameters as desired.**

   Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

7. **Set the part mute status as desired (p. 45).**

8. **Set the tempo (p. 44).**

 * *For details on the various setup parameters, refer to **"Parameters that change when the pattern changes (Setup parameters)"** (p. 43).*

9. **If you want to save the song, press [WRITE].**
   If you don't save the song, the settings will revert to their prior state when you turn off the power.

cf.
"Saving a song" (p. 110)

Song mode

Saving a song

Songs that you record will be lost if you turn off the power. If you want to keep the song data, you must save it as follows.

1. Select the song that you want to save.

2. Press [WRITE].
The song name entry screen will appear.

```
SONG WRITE    Name ?
    SiGlocKimber
```

* *You can't save a song on a card.*

3. Assign a name to the song.

Button	Description
[CURSOR ◄ ►]	Moves the cursor (the location at which to enter/edit a character).
Hold down [SHIFT] and press [INC] or [DEC]	Switches letters between uppercase and lowercase.
Hold down [SHIFT] and press [UNDO/ ERASE]	Inserts a space at the cursor location.
VALUE dial, [INC] [DEC]	Selects characters.
[UNDO/ERASE]	Deletes the character at the cursor location, while shifting the following characters to the left, closing the gap.

Range: space, A–Z, a–z, 0–9, ! " # $ % & ' ( ) * + , - . / : ; < = > ? @ [¥] ^ _ ` { | } → ←

* *To cancel, press [EXIT].*

4. When you have finished entering the name, press [ENTER].
You'll be asked to confirm your choice.

5. To write the data, press [ENTER].

* *To cancel, press [EXIT].*

Sampling

Sampling procedure

1. Press [PATCH/SAMPLE] to enter Patch/Sample mode.

2. Press SAMPLING [START/STOP].

   The sampling menu screen will appear.

   ```
   SAMPLING MENU
      [   Sampling   ] ▶
   ```

3. Use the VALUE dial or [INC] [DEC] to select the desired sampling method.

Sampling	Sample the sound from the external input.
	* The internal sound generator won't produce sound even if you operate the keyboard pads, D Beam, or sequencer.
Resampling	Sample the sound from the internal sound generator.
	* [MIX IN] will be off. There will be no sound from the external input source.
Mix (Mix sampling)	Sample the sound of the internal sound generator mixed with the sound from the external input source.
Auto Divide (Auto divide sampling)	Sample a long (extended duration) source while automatically dividing it into multiple samples at regions of silence.
	* The internal sound generator won't produce sound even if you operate the keyboard pads, D Beam, or sequencer.
Solo (Solo sampling)	Sample only the external input source while you listen to the internal sound generator as usual. At the same time that sampling begins, the currently selected pattern will begin playing. Use this when you want to sample from an external source while listening to the pattern playback.
	* You won't be able to apply an effect to the sound of the external input source.
Solo with FX (Solo with FX sampling)	This is essentially the same as Solo Sampling. An effect can be applied to the sound of the external input source.
	* Make the desired effect settings before you begin sampling (p. 61).

4. Press [ENTER].

   The sampling-standby screen will appear.

   ```
   SAMPLING STNDBY    ▶
   Input:    LINE IN L/R
   ```

5. Make the settings for things such as the input source of the sound to be sampled, and triggering.

   Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

Parameter	Range	Description
Input	LINE IN L/R, LINE IN L, MICRO-PHONE	Input source to be sampled **LINE IN L/R:** INPUT jacks L/R (stereo) **LINE IN L:** INPUT jack L (mono) **MICROPHONE:** INPUT jack L (mono, mic level) *This cannot be set when resampling.*
Stereo Switch	MONO, STEREO	Stereo/mono setting for sampling **MONO:** The sound will be sampled as one wave. If the sound is stereo, the left and right signals will be mixed. **STEREO:** The sound will be sampled as two waves, L and R. *Mono sampling uses half as much memory space.*
Pre Sample (Pre Sample Time)	0–1000 ms	The length of sound preceding the moment at which sampling was manually or automatically initiated that will be captured in the sample This lets you prevent the attack portion of the sound from being omitted from the sample.
Stop Trigger	MANUAL, BEAT, TIME	How sampling will end **MANUAL:** Continue sampling until you press [START/STOP]. **BEAT:** Sample the specified number of beats at the current tempo (BPM). **TIME:** Sample the specified length of time.
Sampling Len (Sampling Length)	**When Stop Trigger is BEAT**	
	1–20000	Number of beats to continue sampling
	When Stop Trigger is TIME	
	00'01–50'00	Length of time to continue sampling
	The maximum value will depend on the amount of memory.	
	This parameter cannot be specified if Stop Trigger is set to MANUAL.	
Auto Trigger Sw (Auto Trigger Switch)	OFF, ON	If this is on, sampling will begin automatically when the input sound is detected. *Pressing [START/STOP] won't start sampling.*
Auto Trigger Level	0–7	Volume level at which sampling will begin when Auto Trig is ON A setting of 0 is the minimum.

Gap Time	500, 1000, 1500, 2000 ms	Length of silence at which the sample will be divided Whenever there is a silent region longer than the specified time, the sample will be divided at that point, and the next sample number will be assigned to the sound that follows. * *This parameter is valid only when you are using Auto Divide Sampling.*
Trim Sw (Trim Switch)	OFF, ON	If this is turned on, the Start point and End point settings (p. 97) will be automatically adjusted after sampling is performed, so any silent portions at the beginning or end of the sampled sound are excluded.

6. **Use the INPUT knob to adjust the level of the input from the external source.**

The CURRENT display and NEXT display will operate as level meters.

Input level from LINE IN L   **Input level from LINE IN R**

Adjust the input level until it is as high as you can get it without causing the top level indicator to light.

* *When connection cables with resistors are used, the volume level of equipment connected to the inputs may be low. If this happens, use connection cables that do not contain resistors, such as those from the Roland PCS series.*

* *The level meter shows the level after the signal has passed through the effects (compressor, multi-effects, reverb) and the mastering effect. If you want to see the actual input level, turn off all effects and the mastering effect (p. 62).*

Cautions when using a microphone

Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:

1. **Changing the orientation of the microphone(s).**
2. **Relocating microphone(s) at a greater distance from speakers.**
3. **Lowering volume levels.**

* *If you use a microphone, connect the ground terminal to an electrical ground (p. 16).*

7. **Press SAMPLING [START/STOP] to begin sampling/re-sampling.**

Clip indicator

```
SAMPLING RUN      [ □LR□ ]
         000:00:05
```

* *The clip indicator in the upper right of the screen will light if the input level is too high.*

NOTE

No further sampling is possible if the free memory reaches 0% (p. 124).

NOTE

If you're not using a CompactFlash card, you won't be able to save a sample that's greater than 16 MB (approximately 180 seconds of mono sound, or approximately 90 seconds of stereo sound).

MEMO

If you selected Solo or Solo with FX, a count will occur before sampling begins.

8. **Press SAMPLING [START/STOP] to stop sampling.**

The rest of the procedure will depend on the sampling method you've selected.

Sampling

Sampling procedure

If you selected Sampling, Resampling, Mix, or Auto Divide

9. The following message will appear.

```
Asgn to Current Part
Are You Sure?
```

Press [ENTER] if you want to assign the captured sample to the current part (the part that was selected while you were sampling).

The sample you captured will be selected as a patch.

If not assign the sample, press [EXIT].

Dividing a sample during sampling

1. During sampling, press [ENTER].

The sample will be divided at the point where you pressed the button, and the subsequent material will be sampled as a sample of the next number.

*   *When sampling in mono, you can divide the material into a maximum of 256 samples. When sampling in stereo, you can divide the material into a maximum of 128 samples (L/R total 256 samples).*

Samples that you load can be used in patches or rhythm sets in the same way as waves.

NOTE

Samples that you load will be lost when you turn off the power. If you want to keep them, you must Save them (p. 102).

If you selected Solo or Solo with FX

9. Specify the location at which the sample is to be assigned.

Use [CURSOR ◄ ►] to select a parameter, and turn the VALUE dial or use [INC] [DEC] to set the value.

```
SAMPLE ASSIGN
Position:  001-01-000
```

the location at which the sample is to be assigned
(measure - beat - tick)

10. Specify the part to which the sample is to be assigned.

The part buttons of empty parts will blink.

Press a blinking button to specify the desired part.
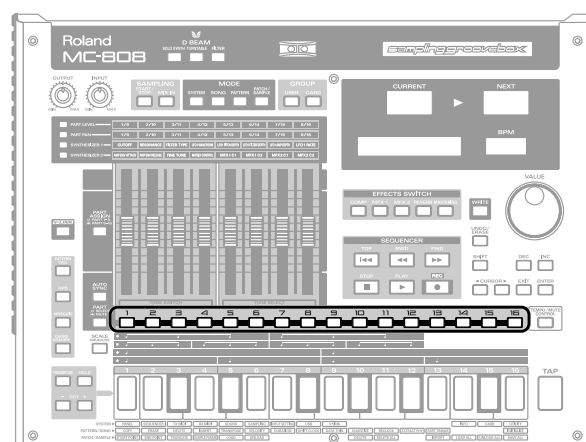
11. Press [ENTER].

The sample you captured will be selected as a patch.

NOTE

Note the following points

*   You won't be able to assign a sample if there's no empty part in the pattern.
*   You won't be able to perform Solo Sampling nor Solo with FX Sampling if the system parameter "Sync Mode" is set to "SLAVE."
*   When you perform Solo Sampling or Solo with FX Sampling, unsaved changes you've made to any patterns other than the current pattern will be lost. Be sure to save your changes.

About the sample numbers chosen during sampling

The samples created when you execute the sampling operation are placed in an area where there are at least 256 consecutive unused numbers in the sample patch.

> *   *You cannot perform sampling if there are not at least 256 consecutive unused numbers in the sample patch. You will need to delete unneeded samples (p. 99) in order to allocate 256 or more consecutive free numbers.*

About the volume when sampling

The volume of a phrase that you sample may be less than the volume of the original phrase. If necessary, execute the Normalize command to raise the volume.
Use the dedicated editor that's included to execute the Normalize command.

Sampling

System Mode

Here you can make settings that affect the entire system, such as those for tuning and synchronization.

System mode

Settings that affect the entire operating environment of the MC-808, such as tuning and MIDI message reception, are referred to as **system functions.** This section explains how to make settings for the System functions and describes the functions of the different System parameters.

How to make the *system function* settings

1. **Press [SYSTEM] to enter System mode.**

2. **The system parameters are organized into several categories. To select the parameter category you want to edit, hold down [SHIFT] and press a keyboard pad [1]–[9].**

```
            ↓ Category
  SYSTEM:PANEL
  LCD Contrast          7
       ↑ Parameter        ↑ Value
```
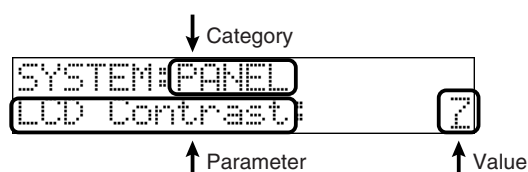
PAD	CATEGORY	DESCRIPTION
[1]	PANEL	Make settings for the panel controllers and the screen (p. 118).
[2]	SEQUENCER	Make sequencer and MIDI-related settings (p. 119).
[3]	TX MIDI	Make settings for MIDI transmission (p. 120).
[4]	RX MIDI	Make settings for MIDI reception (p. 120).
[5]	SOUND	Specify the tuning and how the sounds are to be produced (p. 121).
[6]	SAMPLING	Make sampling-related settings (p. 121).
[7]	INPUT SETTING	Make input source settings (p. 122).
[8]	USB	Specify the USB mode (p. 122).
[9]	V-LINK	Make V-LINK settings (p. 123).

3. **Use [CURSOR ◄ ►] to select a parameter.**

4. **Turn the VALUE dial or use [INC] [DEC] to set the value.**

5. **Unless you save your System settings, they will revert to their prior state when you turn off the power.
   Press [WRITE] if you want to save these settings.**

   * *If you don't want to save your settings, press [EXIT] to return to the previous screen.
   However, the changes you made will remain in effect until you turn off the power.*

   NOTE

   Once you execute the Save operation, all existing data at the save destination will be overwritten and lost. However, you can recover the factory-set data by executing the Factory Reset operation.

Settings for the panel controllers and the screen (PANEL)

Here you can make settings for the panel controllers and the screen.

Parameter	Range	Description
LCD Contrast	1–8	Adjusts the contrast of the display (brightness). Increasing the value will darken the characters.
Pad Velocity	1–127	Strength of the note when you press a keyboard pad
Tap Switch	OFF, ON	Turns the Tap button on/off. If this is OFF, you won't be able to use [TAP] to change the tempo.
Tap Reso (Tap Resolution)	QUARTER, 8TH, 16TH	Tap tempo resolution. The resolution (note value) to be used when using [TAP] to change the tempo **QUARTER:** Quarter note **8TH:** Eighth note **16TH:** Sixteenth note
D Beam Sens	0–127	Sensitivity of the D Beam controllers. Higher settings will make the D Beam controller more responsive.
Fader Motor Sw (Fader Motor Switch)	OFF, ON	Specifies whether the faders will move automatically. **OFF:** The faders will not move automatically, regardless of the value of the internal parameters. **ON:** The faders will move automatically according to the value of the internal parameters.

Settings related to sequencer operation (SEQUENCER)

Here you can make settings related to sequencer operation and MIDI.

Parameter	Range	Description
Sync Mode	MASTER, REMOTE, SLAVE	Specifies how the internal sequencer will operate and how MIDI clock messages will be transmitted and received. **MASTER:** The internal sequencer will synchronize to the internal tempo clock. Any MIDI clock messages received from an external device will be ignored. **REMOTE:** Operation will be essentially the same as "MASTER." However, Start/Stop messages from the external MIDI device will control playback/stop for the internal sequencer. **SLAVE:** The internal sequencer will synchronize to MIDI clock messages received from an external device. If no MIDI clock messages are being received, pattern/song playback will not occur even if you press the [PLAY] button.
Sync Output	OFF, ON	Determines whether synchronization-related MIDI messages will be transmitted. **OFF:** Messages will not be transmitted. **ON:** The following messages will be transmitted from the MIDI OUT connector. • Timing Clock: F8 • Stop: FC • Start: FA • Song Position Pointer: F2 • Continue: FB
Arp Sync Mode (Arpeggio Sync Mode)	OFF, MODE1, MODE2	Specifies how the arpeggio start timing will be synchronized to the pattern. **OFF:** The start timing will not synchronize. **MODE1:** When a pattern plays, the arpeggio will start in synchronization. When the pattern stops, the arpeggio will also stop. **MODE2:** In addition to the operation of MODE1, the arpeggio will start at the beginning of the next measure of the currently-playing pattern. * If the pattern is stopped, the arpeggio will start immediately, regardless of which of the above settings is selected.
RPS Trig Qtz (RPS Trigger Quantize)	REAL, 16TH, 8TH, QUARTER, MEASURE	When using RPS during pattern playback, patterns and phrases may not play back in precise alignment, depending on the timing at which you press the keyboard pads. On the MC-808 you can specify the playback timing of the phrase, so it will play back in precise synchronization with the pattern. **REAL:** The phrase will play back immediately, at the timing at which you pressed the keyboard pads. **16TH, 8TH, QUARTER:** The pattern will be divided into selected note units, and when you press the keyboard pads, the phrase will begin playing at the beginning of the next note unit. **MEASURE:** The pattern will be divided into one-measure units, and when you press the keyboard pads, the phrase will begin playing at the beginning of the next measure. * If this setting is anything other than "REAL," you'll be able to play phrases in perfect synchronization with the pattern by striking a pad slightly ahead of the playback timing you actually want. * If the pattern is stopped, the arpeggio will start immediately, regardless of which of the above settings is selected.
BPM Lock	ON, OFF	Specifies how the tempo will change when patterns are played back consecutively. **OFF:** When the pattern changes, the tempo will change at the same time. **ON:** The tempo of the first-played pattern will continue even when the pattern changes.
Song Loop Mode	OFF, LOOP1, LOOP2	Specifies how songs will be played back. **OFF:** The currently selected song will be played back only once. **LOOP1:** The currently selected song will be played back repeatedly. **LOOP2:** All songs will be played back repeatedly in sequence.
Song Play Mode	MODE1, MODE2	Specifies whether or not the pattern setup parameters will be loaded when you move to the next step of the song. **MODE1:** The setup parameters setting will be loaded each time you move to the next step. **MODE2:** The setup parameters setting will be maintained during playback only if the next step plays a pattern that is the same as the currently playing pattern.

System Mode

Settings related to MIDI transmission (Tx MIDI)

Parameter	Range	Description
Tx Prog Change (Transmit Program Change Switch)	OFF, ON	Specifies whether or not program changes will be transmitted from MIDI OUT when the patch of each part is changed.
Tx Bank Select (Transmit Bank Select Switch)	OFF, ON	Specifies whether or not bank select messages will be transmitted from MIDI OUT when the patch of each part is changed.
Tx Active Sens (Transmit Active Sensing Switch)	OFF, ON	Specifies whether Active Sensing messages will be transmitted (ON) or not (OFF).
Tx Patch Edit (Transmit Patch Edit Type)	QUICK, CC	Specifies the type of MIDI message that will be used to communicate with external devices when the faders are moved. **QUICK:** Fader data will be transmitted and received as control changes and as system exclusive data. **CC:** Fader data will be transmitted and received as control changes. The amount of data will be smaller than for TYPE-QUICK.
Tx Edit Data (Transmit Edit Data Switch)	OFF, ON	Specifies whether fader operations will be transmitted as system exclusive messages (ON) or not (OFF).
Soft Through	OFF, ON	Specifies whether or not MIDI messages received at the MIDI IN will be re-transmitted without change from the MIDI OUT.

Settings related to MIDI reception (Rx MIDI)

Parameter	Range	Description
Remote Kbd Switch (Remote Keyboard Switch)	OFF, ON	Set this parameter "ON" when you want to use an external MIDI keyboard instead of the MC-808's keyboard pads. * Set it to "OFF" to control the MC-808 from an external sequencer, as a multi-timbre sound generator with sixteen parts. Patches can be played back by part, according to the channel used for sending MIDI data from the external sequencer.
Device ID	17–32	Specifies the Device ID number of a system exclusive message on the MC-808. * A system exclusive message can only be received if the device number included in the message matches the device ID number set up on the receiving MIDI equipment. Using this function enables different system exclusive messages to be received by more than one MC-808 unit at the same time. * At the factory settings, the device ID number is set to "17."
Rx Prog Change (Receive Program Change Switch)	OFF, ON	Specifies whether or not each part will receive program changes.
Rx Bank Select (Receive Bank Select Switch)	OFF, ON	Specifies whether or not each part will receive bank select messages.
Rx Exclusive (Receive Exclusive Switch)	OFF, ON	Specifies whether or not each part will receive system exclusive messages.

Settings related to tuning and how the sound is produced (SOUND)

Parameter	Range	Description
Master Tune	415.3–466.2Hz	Adjusts the overall tuning of the MC-808. * The setting expressed as the frequency played by the A4.
Master Level	0–127	Adjusts the volume of the entire MC-808.
Output Gain	-12–+12dB	Adjusts the output gain from the MC-808.
Metronome Level	0–10	Adjusts the volume of the metronome.
Master Key Shift	-12–+12	Shifts the overall pitch of the MC-808 in semitone steps.
Patch Remain (Patch Remain Switch)	OFF, ON	Specifies whether currently sounding notes will continue sounding when another patch or rhythm set is selected (ON), or not (OFF).
Rhythm Octave Sw (Rhythm Octave Switch)	OFF, ON	Specifies the [OCT +/-] buttons will have effect when a rhythm set is assigned to current part (ON), or not (OFF).
Reso Limiter (Resonance Limiter)	50–127	Specifies the range in which the resonance can be adjusted. * As this setting is increased, the variable range of the resonance will increase.
LFO Morphing Sw (LFO Morphing Switch)	OFF, ON	Specifies whether LFO1 Waveform will be modified smoothly by the fader (ON) or not (OFF).

Settings related to sampling (SAMPLING)

Here you can make sampling-related settings.
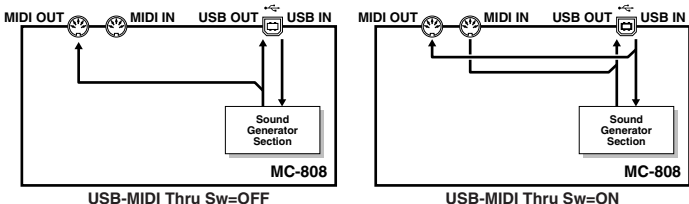
Parameter	Range	Description
File Type (Default File Type)	WAV, AIFF	File format used when saving a sample
Sample Auto Load	OFF, ON	Specifies whether the samples of the user area and CompactFlash card will be loaded when you turn on the power (ON), or will not be loaded (OFF).
Pre Sample Time	0–1000 ms	Specifies the duration of sound that is to be captured prior to the moment you initiate sampling or the moment the sound arrives at the input. * This lets you prevent the attack portion of the sound from being omitted from the sample.
Trigger Level	0–7	Volume level at which sampling will begin when "Auto Trig" is ON * A setting of 0 is the minimum.
Gap Time	500, 1000, 1500, 2000 ms	Length of silence at which the sample will be divided Whenever there is a silent region longer than the specified time, the sample will be divided at that point, and the next sample number will be assigned to the sound that follows. * This parameter is valid only when you are using Auto Divide Sampling.
Ext Src Sel (External Source Select)	LINE-L-R, LINE-L, MIC	Input source of the external input sound **LINE-L-R:** INPUT jacks L/R (stereo) **LINE-L:** INPUT jack L (mono) **MIC:** INPUT jack (mono, mic level)
Trimming Switch	OFF, ON	If this is turned on, the Start point and End point settings will be automatically adjusted after sampling is performed, so any silent portions at the beginning or end of the sampled sound are excluded.

System Mode

Settings related to the input source (INPUT SETTING)

Parameter	Range	Description
Ext Output Asgn (External Output Assign)	DRY, MFX1, MFX2, COMP	Output destination of the external input sound that is mixed in **DRY:** Output to MIX OUTPUT jacks without passing through effects **MFX1 (2):** Output through multi-effects 1 (or 2) **COMP:** Output through the compressor
Ext Level L (External Level L)	0–127	Volume level of the external input sound (left channel)
Ext Level R (External Level R)	0–127	Volume level of the external input sound (right channel)
Ext Rev Send Lev (External Reverb Send Level)	0–127	Depth of reverb applied to the external input sound Set this to "0" if you don't want to apply reverb.

Settings related to USB mode (USB)

Parameter	Range	Description
USB Mode	Storage, MIDI	Selects the mode in which the USB connector will be used. **STORAGE:** Storage mode. Select this if you want to transfer files. **MIDI:** MIDI mode. Select this if you want to exchange MIDI messages with a sequencer or other program. * You must switch the USB Mode before you connect the MC-808 to your computer via the USB cable. If you change this setting while the MC-808 is connected, the computer may fail to recognize it correctly. * For details on connections to your computer in each USB Mode, refer to **"Connections"** (p. 133).
USB-MIDI Thru (USB-MIDI Thru Switch)	OFF, ON	When USB Mode is set to "MIDI," this switch specifies whether MIDI messages received at the MIDI connector will be retransmitted from the MIDI OUT connector (ON) or not (OFF).
USB Storage	–	Refer to p. 132.

Settings related to V-LINK (V-LINK)

Parameter	Range	Description
Note Tx Ch A	1–16	Specifies the MIDI channels on which V-LINK devices will be controlled. (*)
Note Tx Ch B		
Note Tx Ch C		
D Beam	Assigns a V-LINK function to the D Beam controller.	
	OFF	The operation selected by [D BEAM] will occur regardless of whether V-LINK is on or off.
	ColorEQ Fore	CC1 (Modulation)	These are used by EDIROL motion dive .tokyo console edition.
	ColorEQ Back	CC71 (Resonance)	
	Scratch SW	CC3	
	Speed Knob	CC8 (Balance)	
	Total Fader	CC10 (Panpot)	
	Cross Fader	CC11 (Expression)	
	BPM Sync SW	CC64 (Hold)	
	Clip Loop SW	CC65 (Portamento)	
	Assign Knob	CC72 (Release)	
	Fade Time SW	CC73 (Attack)	
	Visual Knob	CC74 (Cutoff)	
	AB SW	CC81 (General-6)	
	Tap SW	CC83 (General-8)	
	Total Select	CC85	
	FX Select	CC86	
	Play Pos	CC91 (Reverb)	
	LoopStartPos	CC92 (Tremolo)	
	Loop End Pos	CC93 (Chorus)	
	LayerModeSel	CC94 (Celeste)	
	Dissolve Time	CC73 (Attack)	These are used by devices such as the EDIROL DV-7PR.
	Color Cb	CC1 (Modulation)	
	Color Cr	CC71 (Resonance)	
	Brightness	CC74 (Cutoff)	
	VFX1	CC72 (Release)	
	VFX2	CC91 (Reverb)	
	VFX3	CC92 (Tremolo)	
	VFX4	CC93 (Chorus)	
	Output Fade	CC10 (Panpot)	

*:   V-LINK compatible devices such as the EDIROL DV-7PR/P-1 use only Note Tx Ch A.

When using EDIROL motion dive .tokyo console edition, Note Tx Ch has the following correspondences:

A: The MIDI channel that controls section A

B: The MIDI channel that controls section B

C: The MIDI channel that controls the MIDI note plug-in

System Mode

Viewing the system information (INFO)

Here's how to view the MC-808's system information.

1. **Press [SYSTEM] to enter System mode.**

2. **Hold down [SHIFT] and press keyboard pad [14].**
   The system information will be displayed.

```
SYSTEM:INFO
Sample:   2.0MB Free
```

3. **Use [CURSOR ◄ ►] to switch the parameter display.**

Parameter		Description
(MEMORY) INFO	Sample	Indicates the amount of free sample memory.
	User	Indicates the amount of free user memory.
	Card	Indicates the amount of free card memory.
VERSION		Indicates the version of the MC-808.

*   *To cancel, press [EXIT].*

Settings related to the CompactFlash card (CARD)

Backing up user data (User Backup)

Here's how all user data in the user area can be saved on a CompactFlash card.
The following user data will be saved.

*   User Patterns
*   User Patches
*   User Rhythm sets
*   Songs
*   Samples

*   Pattern sets
*   RPS sets
*   Arpeggio styles
*   Chord forms
*   System settings

*   *In order for you to execute a User Backup, the CompactFlash card must have approximately 64 MB of free space.*

1. **Insert a CompactFlash into the slot with the MC-808's power turned off.**

2. **Turn on the MC-808's POWER switch.**

3. **Press [SYSTEM] to enter System mode.**

4. **Hold down [SHIFT] and press keyboard pad [15].**

5. **Use [CURSOR ◄ ►] to select "User Backup."**

```
SYSTEM:CARD
User Backup   [ENTER]
```

6. **Press [ENTER].**
   You'll be asked to confirm your choice.

```
User Backup,
Are You Sure?
```

7. **To execute the backup, press [ENTER].**
   *   *To cancel, press [EXIT].*

Recovering backed-up user data (User Restore)

Here's how user data previously saved on a CompactFlash card using the User Backup operation can be restored into the MC-808's user area.

NOTE

When you execute User Restore, the current contents of the user area will be completely erased.

1. **With the MC-808's power turned off, insert a CompactFlash on which user data has been saved into the slot.**

2. **Turn on the MC-808's POWER switch.**

3. **Press [SYSTEM] to enter System mode.**

4. **Hold down [SHIFT] and press keyboard pad [15].**

5. **Use [CURSOR ◄ ►] to select "User Restore."**

```
SYSTEM:CARD
User Restore [ENTER]
```

6. **Press [ENTER].**
   You'll be asked to confirm your choice.

```
User Restore,
Are You Sure?
```

7. **To proceed with the restoration, press [ENTER].**

   *   *To cancel, press [EXIT].*

   When the display indicates "Please Power Off," turn the power off, then on again.

Initializing a CompactFlash card (Card Format)

If you're using a CompactFlash card for the first time, you must format it on the MC-808. The MC-808 won't recognize a CompactFlash card that's been formatted by a different device.

NOTE

When you format a CompactFlash card, any data that was on the card will be erased.

1. **Insert a CompactFlash into the slot with the MC-808's power turned off.**

2. **Turn on the MC-808's POWER switch.**

3. **Press [SYSTEM] to enter System mode.**

4. **Hold down [SHIFT] and press keyboard pad [15].**

5. **Use [CURSOR ◄ ►] to select "Card Format."**

```
SYSTEM:CARD
Card Format   [ENTER]
```

6. **Press [ENTER].**
   You'll be asked to confirm your choice.

```
Card Format,
Are You Sure?
```

7. **To format the card, press [ENTER].**

   *   *To cancel, press [EXIT].*

System Mode

Performing a factory reset (UTILITY)

You can reset the MC-808's settings to the factory-set state.

For details, refer to **"Restoring the factory settings (Factory Reset)"** (p. 25).

Protecting individual patch banks (UTILITY)

The MC-808's internal patches are all user patches that can be overwritten. For this reason, there's a "protect" setting that you can apply to each patch bank so that you won't inadvertently write over data that you actually wanted to keep.

We recommend that you decide on a bank that you'll use to store your own original creations, and leave the protect setting enabled for the other banks.

1. **Press [SYSTEM] to enter System mode.**

2. **Hold down [SHIFT] and press keyboard pad [16].**
    The SYSTEM:UTILITY screen will appear.

3. **Use [CURSOR ◀ ▶] to select "Patch Protect."**

    ```
    SYSTEM:UTILITY
    Patch Protect[ENTER]
    ```

4. **Press [ENTER].**

5. **Use [CURSOR ◀ ▶] to select the parameter, and use the VALUE dial or [INC] [DEC] to turn the protect setting on/off.**

Parameter		Range
Patch	User A001-128 – H001-128	ON, OFF
Rhythm	User A001-128 – B001-128	ON, OFF

6. **Unless you save system settings, they will revert to their prior state when you turn off the power.**
    Press [WRITE] if you want to save the settings.

    *   *If you do not wish to save changes, press [EXIT] to return to the previous screen.*

    NOTE

    With the factory settings, Patch UserA–G and Rhythm User A are protected. If you want to save data in a protected bank, you'll need to turn off the protect setting first.

V-LINK

Performing music and video

About V-LINK

What is V-LINK?

V-LINK (**V-LINK**) is a function that allows music and images to be performed together.

By using MIDI to connect two or more V-LINK compatible devices, you can easily enjoy performing a wide range of visual effects that are linked to the expressive elements of a music performance.

(Examples)

By using the MC-808 and EDIROL motion dive .tokyo console edition together, you can:

- Make EDIROL motion dive .tokyo console edition playback settings remotely from the MC-808.
- Use the MC-808's sequencer to enjoy synchronized music and video.
- Use the MC-808's keyboard pads to switch images or generate images in EDIROL motion dive .tokyo console edition.
- Use the MC-808's faders to adjust the brightness or color of the image.

* *In order to use V-LINK with the MC-808 and EDIROL motion dive .tokyo console edition, you will need to make connections using a commercially-available MIDI cable.*

By using the MC-808 and EDIROL DV-7PR together, you can:

- Make EDIROL DV-7PR playback settings remotely from the MC-808.
- Use the MC-808's sequencer to enjoy synchronized music and video.
- Use the MC-808's keyboard pads to switch the EDIROL DV-7PR's images (clips/palettes).
- Use the MC-808's faders to adjust the brightness or color of the image.

* *In order to use V-LINK with the MC-808 and EDIROL DV-7PR, you will need to make connections using an EDIROL UM-1EX (sold separately).*

By using the MC-808 and EDIROL V-4 together, you can:

- Make EDIROL V-4 playback settings remotely from the MC-808.
- Use the MC-808's sequencer to perform video that's synchronized with music.
- Use the MC-808's keyboard pads to control the input selector of the EDIROL V-4, allowing you to switch between images from a variety of source devices.
- Use the MC-808's faders to make time settings for transition effects (such as overlap or wipe).

* *In order to use V-LINK with the MC-808 and EDIROL V-4, you will need to make connections using a commercially-available MIDI cable.*

Connection examples

* *Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.*

Connection to EDIROL DV-7PR

Use a EDIROL UM-1EX to connect the MC-808's MIDI OUT connector to the DV-7PR's remote jack.
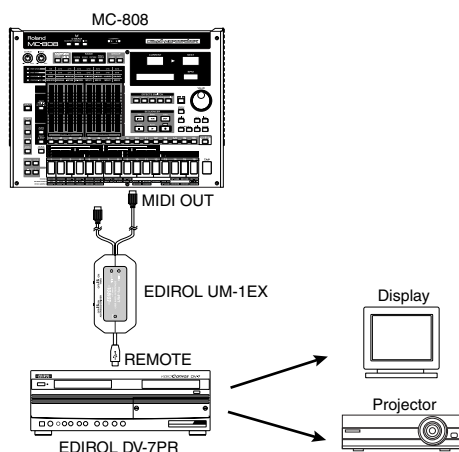
Connection to EDIROL motion dive .tokyo console edition or V-4

Use a commercially-available MIDI cable to connect the MC-808's MIDI OUT connector to the EDIROL motion dive .tokyo console edition's or V-4's MIDI IN connector.
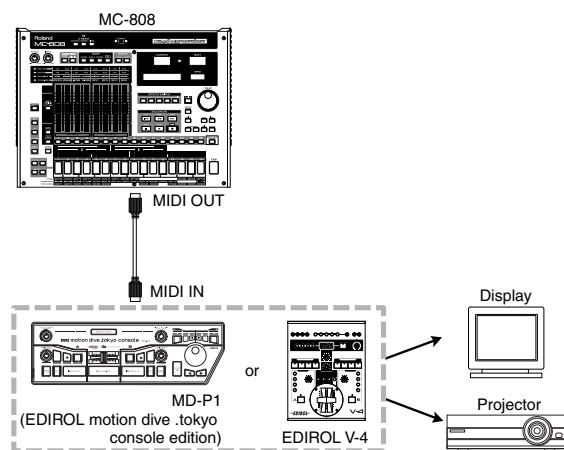
Using V-LINK

1. Press [V-LINK] so its indicator is lighted.

V-LINK will be on, and the V-LINK screen will appear.


```
V-LINK              ▶
Pad Mode:        CLIP
```
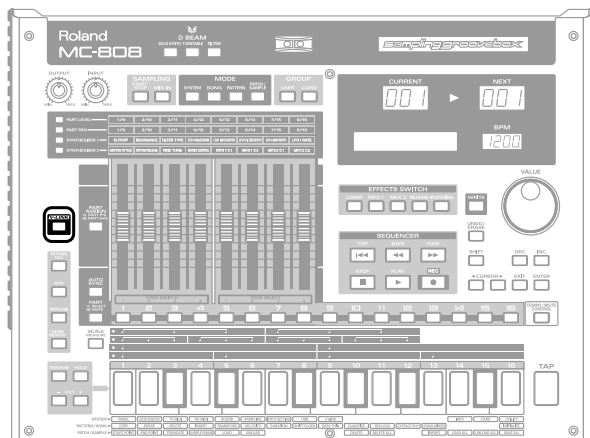
In this state, you can operate the keyboard pads and D beam to manipulate images in sync with the playback of the MC-808.

2. You can choose whether the keyboard pads will switch clips or palettes.

Use [CURSOR ◄ ►] to move the cursor, and use the VALUE dial or [INC] [DEC] to set the value.

Parameter	Range	Description
PAD MODE	Clip Mode	Switch clips.
	Palette Mode	Switch palettes (tabs).
Note Tx Ch A	Refer to p. 123.	
Note Tx Ch B		
Note Tx Ch C		
D Beam		

3. Press [EXIT].

The [V-LINK] indicator will remain lit, and you're returned to the previous screen.
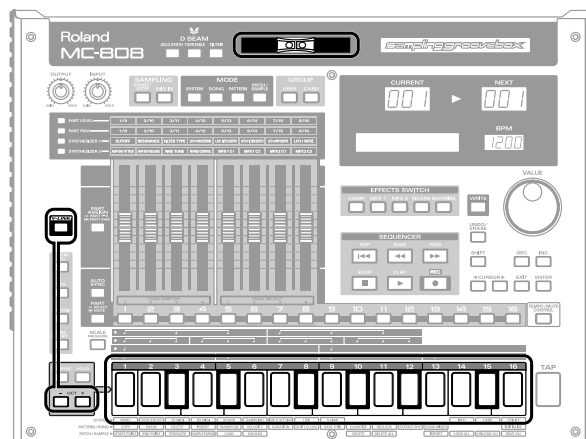
Keyboard pads	Switch either clips or palettes (tabs), depending on the Pad Mode setting.
D Beam	Controls the image according to the D Beam settings. Refer to p. 123 for details on how to assign the desired function to the D Beam controller.
Hold down [V-LINK] and press [OCT -]	Clip reset. Turns the image OFF (solid black).
Hold down [V-LINK] and press [OCT +]	All reset. The effect that had been applied to the image will be reset; all parameters such as brightness and hue will return to their default values.

(MEMO)

Even when V-LINK is on, the various areas of the panel will operate in the same way as in Pattern mode (p. 41), Patch/Sample mode (p. 85), and Song mode (p. 105).

4. Press [V-LINK] to access the V-LINK setting screen, and then press [V-LINK] once again.

The [V-LINK] indicator will go out, and V-LINK will be turned off.

* *You can't turn off V-LINK from a screen other than the V-LINK setting screen.*

NOTE

The MC-808 does not support the EDIROL DV-7PR's dual stream mode.

Connecting the MC-808 to a computer

Connecting to your computer via USB (USB mode)

About USB functions

The MC-808 has two modes of USB functionality: storage mode for transferring files, and MIDI mode for sending and receiving MIDI messages. You must switch between these two modes on the MC-808; they cannot be used simultaneously.

NOTE

The USB mode (storage mode/MIDI mode) must be switched before you connect the MC-808 with your computer.

Each mode can be used with the following operating systems.

Operating System	Storage mode	MIDI mode
Windows XP/2000 or later	√	√
Windows Me	√	not supported
Mac OS X	√	√
Mac OS 9 (9.04 or later)	√	not supported

* *This may not work correctly with some types of computer.*
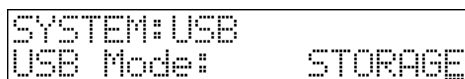
Switching the Storage mode and the MIDI mode

Selecting Storage mode

NOTE

The USB mode (storage mode/MIDI mode) must be switched before you connect the MC-808 with your computer.

1. **Press [SYSTEM] to enter System mode.**

2. **Hold down [SHIFT] and press keyboard pad [8].**
   The USB screen will appear.

3. **Turn the VALUE dial or use [INC] [DEC] to select "STORAGE."**

   ```
   SYSTEM:USB
   USB Mode:       STORAGE
   ```

   USB Storage mode is selected.

4. **If you want the MC-808 to start up in USB Storage mode the next time it is powered up, press [WRITE] to save the System settings.**

   * *If you do not wish to save changes, press [EXIT] to return to the previous screen.*
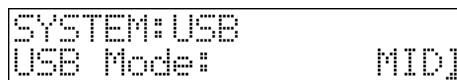
   cf.
   For details on operations in USB Storage mode, refer to **"Transferring files to or from your computer (Storage mode)"** (p. 133).

Selecting MIDI mode
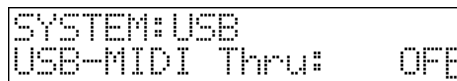
NOTE

- The USB mode (storage mode/MIDI mode) must be switched before you connect the MC-808 with your computer.
- If you've selected USB MIDI mode, nothing can be received from the MIDI IN connector.

1. **Press [SYSTEM] to enter System mode.**

2. **Hold down [SHIFT] and press keyboard pad [8].**
   The USB screen will appear.

3. **Turn the VALUE dial or use [INC] [DEC] to select "MIDI."**

   ```
   SYSTEM:USB
   USB Mode:          MIDI
   ```

   MIDI mode is selected.

4. **Press ► to select "USB-MIDI Thru."**

   ```
   SYSTEM:USB
   USB-MIDI Thru:     OFF
   ```

5. **Turn the VALUE dial or use [INC] [DEC] to make settings for USB-MIDI Thru switch.**
   This switch specifies whether MIDI messages received at the USB connector or the MIDI IN connector will be retransmitted from the USB connector or the MIDI OUT connector (ON) or not (OFF).

6. **If you want the MC-808 to start up in MIDI mode the next time it is powered up, press [WRITE] to save the System settings.**

   * *If you do not wish to save changes, press [EXIT] to return to the previous screen.*

In order to use the MC-808 as a USB MIDI device from your computer, you must first install the USB MIDI driver. The USB MIDI driver is on the included "MC-808 Editor CD" CD-ROM.
In order to use USB in MIDI mode, you must install the driver from the included CD-ROM into your computer.

   cf.
   "Driver installation and settings" (p. 136)

Transferring files to or from your computer (Storage mode)

If you've connected the MC-808 to your computer via a USB cable, WAV/AIFF files created on the MC-808 can be used by software on your computer, or conversely WAV/AIFF files created by software on your computer can be used in the MC-808.
In this way, USB Storage mode lets you transfer audio files between the MC-808 and a connected computer.

NOTE

Connect or disconnect the USB cable only when the MC-808 is powered-off. Never connect or disconnect the USB cable or turn off the power while in USB mode or while data is being transferred.

Cautions regarding folders and files

You must observe the following points when the MC-808 is connected to your computer via USB.

- Don't use your computer to move or delete folders within the MC-808.
- Don't use your computer to format or optimize the MC-808's user memory or CompactFlash card, or execute operations such as Scan Disk.
- The MC-808 can only handle filenames consisting of single-byte alphanumeric characters.
- Audio files (WAV/AIFF) are the only type of files that can be exchanged between the MC-808 and your computer.
- To handle these files, use the appropriate method described below.

Audio files	When placing the files from your computer, place them in the following location. **TMP/AUDIO_IMPORT folder** Then import the audio files. If you want to use your computer to read samples that were written by the MC-808, load the files from the ROLAND/SMPL folder into your computer.

- Do not use your USB-connected computer to delete or rewrite any files placed in the ROLAND folder.

Connections

1. **With the MC-808 not connected, start up your computer.**

2. **Use a USB cable to connect the MC-808 to your computer.**

3. **Turn on the power (POWER switch) of the MC-808.**

Connecting to a
Computer

Specify the connection-destination

Before connecting the MC-808 to your computer, you must first choose whether the connection destination is to be the MC-808's internal user memory or the CompactFlash card.

1. **Press [SYSTEM] to enter System mode.**

2. **Hold down [SHIFT] and press keyboard pad [8].**
    The USB screen will appear.

    ```
    SYSTEM:USB
    USB Mode:      STORAGE
    ```

3. **Press ▶ to select "USB Storage."**

    ```
    SYSTEM:USB
    USB Storage  [ENTER]
    ```

4. **Press [ENTER].**
    The STORAGE screen will appear.

    ```
    SYSTEM:USB:STORAGE
    Select:     Internal
    ```

    *   *If USB is not set to Storage mode, a warning of "The USB is in MIDI Mode!!" will appear when you press [ENTER]. Press [ENTER] if you want to switch to USB Storage mode (the USB settings screen will appear). If you decide to cancel, press [EXIT].*

5. **Turn the VALUE dial or use [INC] [DEC] to select to connect with your computer.**
    Internal: Connect to the user memory
    Memory Card: Connect to the CompactFlash card.

    *   *To cancel the connection, press [Exit].*

6. **When the connection is successfully established, the MC-808's display will indicate "Connected."**
    Your computer will show the new connection as follows.

    *   **Windows Me/2000 users**
        A drive named "Removable disk" will be displayed within My Computer.
        Below that drive there will be folders named "ROLAND" and "TMP."

    *   **Windows XP users**
        A drive named "MC808 USER" will be displayed within My Computer. If a CompactFlash is connected, its volume name will be displayed.
        Below that drive there will be folders named "ROLAND" and "TMP."

    *   **Macintosh users**
        A drive icon named "MC808 USER" will appear on the desktop. If a CompactFlash is connected, its volume name will be displayed.
        Below it will be folders named "ROLAND" and "TMP."

Importing audio file

Here's how to import an audio file (WAV/AIFF).

> In order to import a file, it must be located in the following folder found on your computer.
> *   **Windows Me/2000 users**
>   Removable disk/TMP/AUDIO_IMPORT folder
> *   **Macintosh, Windows XP users**
>   MC808 USER (in the case of the CompactFlash, the card volume)/TMP/AUDIO_IMPORT folder
>
> *   *"/" indicates a directory level.*

1. **Press [PATCH/SAMPLE] to enter Patch/Sample mode.**

2. **Hold down [SHIFT] and press keyboard pad [13].**

    ```
    UTIL:IMPORT WAV/AIFF
    USER0001       .WAV
    ```

3. **Press [USER] or [CARD] to select the import-destination area.**
    [USER]: Import from user memory.
    [CARD]: Import from a CompactFlash card.

4. **Turn the VALUE dial or use [INC] [DEC] to select the file that you want to import.**

5. **Press [ENTER].**
    You'll be asked to confirm your choice.

    ```
    Import WAV/AIFF.
    Are You Sure?
    ```

    *   *To cancel, press [EXIT].*

6. **Press [ENTER].**
    The file will be imported, and the Patch/Sample screen will appear.

    *   *To cancel, press [EXIT].*

    (MEMO)
    The imported file will be added to the end of the USAM group as a sample patch. (The imported file from the card will be added to the end of the CSAM group.) This sample is temporary, and will be lost when you turn off the power. If you want to keep it, press [WRITE] and save the file.

Important!

Caution regarding folders and files

The user area (User) and the CompactFlash (Card) have the following folder structures.

```
(User)
    └── ROLAND
            ├── SEQ
            │       ├── P00–P28
            │       ├── PCL
            │       ├── PTN
            │       ├── RPS
            │       └── SNG
            ├── SMPL
            └── SND
    └── TMP
            └── AUDIO_IMPORT


(Card)
    └── ROLAND
            ├── SEQ
            │       └── PTN
            ├── SMPL
            └── SND
    └── TMP
            └── AUDIO_IMPORT
```
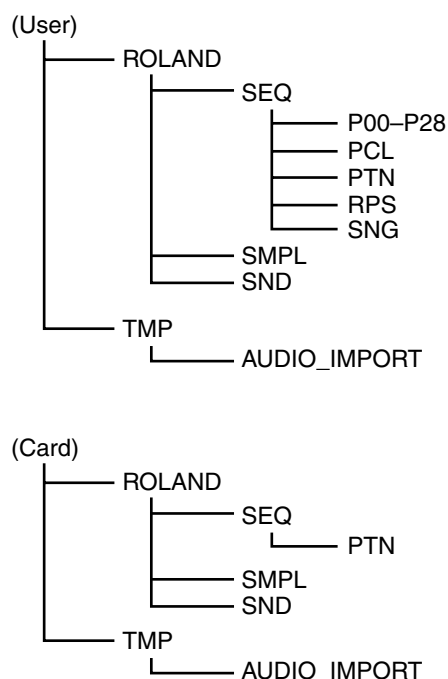
NOTE

Do not use your USB-connected computer to delete or rewrite any files placed in the ROLAND folder.

Audio files (WAV/AIFF format) are the only type of file that can be exchanged between the MC-808 and the computer. Don't place any other type of file in the user area or on the CompactFlash card.

- The MC-808 can only handle filenames consisting of single-byte alphanumeric characters.
- You cannot use a period "." at the beginning of a file name. Certain other characters (\ / : , ; * ? " < > |) can also not be used in a file name.
- The file name extension for WAV files must be **WAV**, and for AIFF files it must be **AIF**. The file cannot be recognized if the extension is anything else.

Exiting Storage mode

NOTE

You must exit Storage mode before you disconnect the USB cable.

Windows Me/2000/XP users

1. **In My Computer, right-click the "removable hard disk" icon and execute "Remove."**

Macintosh users

1. **Drag the MC-808 drive icon into the trash.**

Canceling USB communication

If you want to power off the MC-808 when it is connected to your computer in Storage mode, you must first cancel USB communication on your computer as described here.

Windows Me/2000/XP users

1. **Use the device eject button shown in the taskbar at the lower right of your computer screen to cancel the connection with the MC-808.**

Macintosh users

1. **Make sure that the MC-808 drive icon is not on your desktop.**

Exchanging MIDI messages with your computer (MIDI mode)

Driver installation and settings

In order to use the MC-808 as a USB MIDI device from your computer, you must first install the USB MIDI driver. The USB MIDI driver is on the included "MC-808 Editor CD" CD-ROM.

In order to use USB in MIDI mode, you must install the driver from the included CD-ROM into your computer.

The driver program and the installation procedure to use will differ depending on your system, so please be sure to read the following Readme files provided on the CD-ROM.

Windows XP/2000

> **/Win2kXP/Readme_E.htm**

Mac OS X

> **/MC-808 Driver OSX/Readme_E.htm**

> * *"/" indicates a directory level.*

Before Installing the Driver

You must set the USB Mode of the MC-808 to "MIDI mode" (p. 132).

⚠ Caution when disconnecting the USB cable

You must shut down your computer before disconnecting the USB cable. Disconnecting the cable while your computer's power is on may destabilize its operation.

What is the USB MIDI driver?

The USB MIDI Driver is a software which passes data between the MC-808 and the application (sequencer software, etc.) that is running on the USB-connected computer.

The USB MIDI Driver sends data from the application to the MC-808, and passes data from the MC-808 to the application.

Computer

Application

USB Driver

USB connector

USB cable
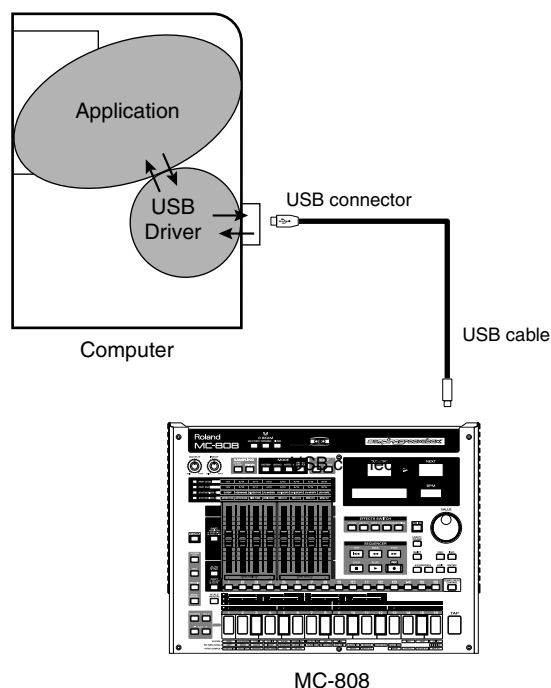
MC-808

Using MC-808 editor

To help you take even greater advantage of its functionality, the MC-808 comes with MC-808 Editor software. MC-808 Editor enables you to use your own computer screen to edit patch, rhythm, and sample parameters that cannot be edited using the MC-808 itself and allows you to modify samples, all while enjoying the use of an efficient, graphical editing environment.

For further information on the parameters that can be edited using the editor, refer to the included "Sound & Parameter List."

Installing MC-808 editor into your computer

Detailed instructions on installing the software can be found in the online manual contained on the "MC-808 Editor CD" CD-ROM.

- **Windows users**

  In the "MC-808 Editor CD" CD-ROM, open the "Readme_E.txt."

- **Macintosh users**

  In the "MC-808 Editor CD" CD-ROM, open the "Readme(English).txt."

Making connections

1. **Make sure that the System USB setting is set to MIDI (p. 132).**

   * *If it is set to Storage, you cannot use the editor via a USB connection.*

2. **Use an USB cable (sold separately) to connect the MC-808 and your computer.**

MC-808

USB

USB

Windows

Macintosh
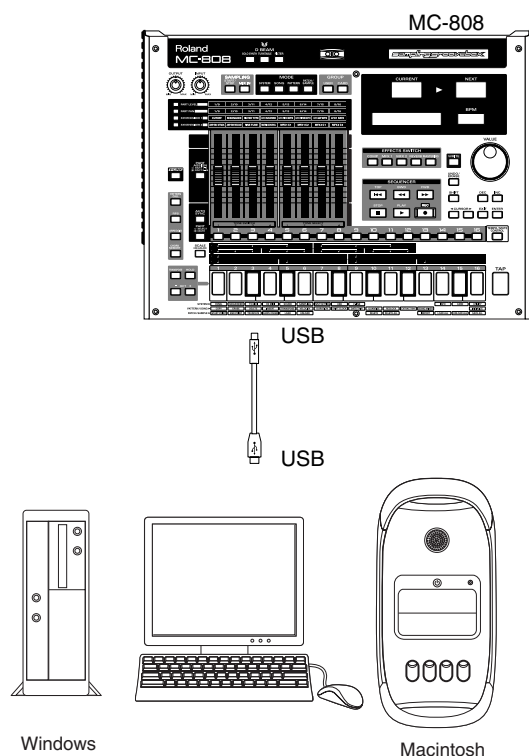
About PC Mode

If you start up the sample editor within MC-808 editor, the MC-808 will automatically switch to PC mode and will be inoperable from its own panel. This prevents conflict between operations on your computer and on the MC-808 itself.

```
      <<  PC Mode  >>
```

When you finish using the editor, the MC-808 will exit PC mode, and the normal screen will reappear.

NOTE

Only in the event of emergencies, such as when your computer has crashed, you can press [EXIT] to exit PC mode. A screen will ask you for confirmation; press [ENTER] and the MC-808 will be forcibly returned to the normal screen.

MC-808 editor
system requirements

System requirements (Windows)

- Operating System :
  Microsoft® Windows® 2000 Professional
  Microsoft® Windows® XP
- CPU/Clock :
  Pentium®/Celeron® processor 800 MHz or higher
- Memory (RAM) :
  384 MB or more
- Hard Disk :
  60 MB or more
- CD-ROM Drive :
  Built-in CD-ROM drive (IDE)
- Display/Colors :
  800 x 600 or higher/65,536 colors (16 bit High Color) or more

* *Microsoft and Windows are registered trademarks of Microsoft Corporation.*

* *Windows® is known officially as: "Microsoft® Windows® operating system."*

* *Pentium is a registered trademark of Intel Corporation.*

System requirements (Mac OS)

- Operating System :
  Mac OS X 10.2 or later
- CPU/Clock :
  PowerPC G4 867 MHz or higher
- Memory (RAM) :
  384 MB or more
- Hard Disk :
  60 MB or more
- CD-ROM Drive :
  Built-in CD-ROM drive (IDE)
- Display/Colors :
  800 x 600 or higher/32,000 colors or more

* *Apple and Macintosh are registered trademark of Apple Computer, Inc.*

* *MacOS is a trademark of Apple Computer, Inc.*

Appendices

Expanding the memory

The MC-808 comes with 4 MB of memory into which audio samples can be loaded. However, in some cases, 4 MB of memory will be insufficient for loading large amounts of data. In such a case, you will have to add separately sold memory (DIMM). Memory can be expanded up to 512 MB.

Before expanding the memory, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor.

Precautions for expanding memory

- To avoid the risk of damage to internal components that can be caused by static electricity, please carefully observe the following whenever you handle the board.
  - Before you touch the board, always first grasp a metal object (such as a water pipe), so you are sure that any static electricity you might have been carrying has been discharged.
  - When handling the board, grasp it only by its edges. Avoid touching any of the electronic components or connectors.
  - Save the bag in which the board was originally shipped, and put the board back into it whenever you need to store or transport it.

- Use a Phillips screwdriver that is suitable for the size of the screw (a number 2 screwdriver). If an unsuitable screwdriver is used, the head of the screw may be stripped.

- To remove a screw, rotate the screwdriver counter-clockwise. To tighten the screws, rotate the screwdriver clockwise.

loosen / tighten

- Be careful that the screws you remove do not drop into the interior of the MC-808.

- Be careful not to cut your hand on the edge of the cover or the opening edge while removing the cover.

- Do not touch any of the printed circuit pathways or connection terminals.

- Never use excessive force when installing a circuit board. If it doesn't fit properly on the first attempt, remove the board and try again.

- When circuit board installation is complete, double-check your work.

- When turning the unit upside-down, get a bunch of newspapers or magazines, and place them under the four corners or at both ends to prevent damage to the buttons and controls. Also, you should try to orient the unit so no buttons or controls get damaged.

- When turning the unit upside-down, handle with care to avoid dropping it, or allowing it to fall or tip over.

- Do not leave the bottom cover removed. After installation of the memory module is complete, be sure to replace the cover.

How to expand the memory

Install the memory module after removing the bottom panel cover.

1. **Before expanding the memory, turn off the power of the MC-808 and all connected devices, and disconnect all cables, including the Power cord, from the MC-808.**

2. **Turn the MC-808 over, remove the screws indicated in the following diagram, and remove the cover.**

Screws to be removed
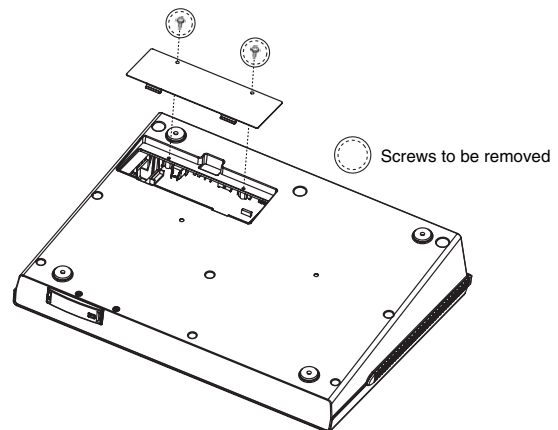
3. **Press outward on the white clips at either end of the socket so they are in their downward position.**
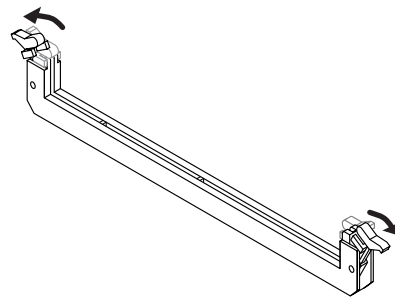
4. **Paying attention to the location of the notches on the memory module and the correct orientation, insert the module vertically within the guides at either side of the socket.**
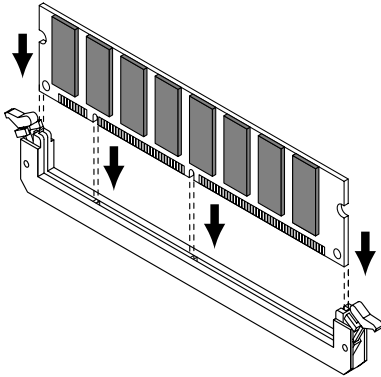
> **TIP**
>
> If you have difficulty inserting the memory module, try tilting it a bit and inserting one end at a time.

5. **Press them until the white clips move upward and memory module is locked in place.**
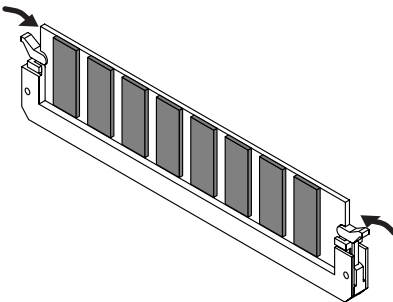
6. **Use the screws that you removed in step 2 to fasten the cover back in place.**

Removing the memory

To remove the memory module, reverse the installation procedure.

1. **Simultaneously press outward the white clips located at either end of the socket.**
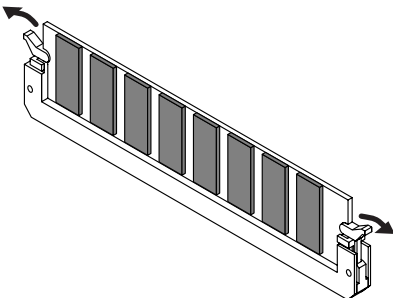
2. **Remove the memory module from the socket.**

Checking that memory is installed correctly

1. **Turn off the power as described in "Turning on/off the power" (p. 18).**

2. **Press [SYSTEM] to enter System mode.**

3. **Hold down [SHIFT] and press keyboard pad [14].**
   Verify that the screen shows the amount of free memory you installed.

```
SYSTEM:INFO
Sample:   2.0MB Free
```

4. **Press [EXIT] to return to the previous screen.**

* *If the correct amount of free memory is not shown, it is possible that the memory is not being recognized properly. Turn off the power as described in "Turning Off the Power" (p. 18), and re-install the memory correctly.*

Specifications of the expansion memory (DIMM) that can be used

Number of pins: 168-pin
Speed: 100 MHz (PC100 CL=2)
133 MHz (PC133 CL=3)
Voltage: 3.3 V
Capacity: 128 MB–512 MB
Board height: 38 mm or less

> **NOTE**
>
> The MC-808 has been confirmed to work with standard memory that meets the above specifications. However, we cannot guarantee that all memory of these specifications will work correctly. Please be aware that even with identical specifications, differences in the design of the memory module or the conditions of use may mean that a memory module may not be usable.

Appendices

Error messages

If an incorrect operation is performed, or if processing could not be performed as you specified, an error message will appear. Refer to the explanation for the error message that appears, and take the appropriate action.

Message	Meaning	Cause/Action
Beat Differs!	While using the Pattern Edit operation Copy (p. 71), the copy could not be executed since the copy-source and copy-destination patterns have differing time signatures.	You must copy between patterns that have the same time signature.
Cannot Assign Phrase!	Since there are two or more unmuted parts, the phrase cannot be registered in an RPS set.	Choose one part of the phrase that you want to register, and mute all of the remaining parts (p. 45).
Cannot Assign Sample!	Since there are no empty parts, you can't assign a sample.	Sample into a pattern that contains an empty part, or use an editing operation (Erase) to create an empty part.
Cannot Extract!	When executing the Pattern Edit command Extract a Rhythm Instrument (EXTRACT RHY) (p. 77), the move-source part contained no data of the note number you specified by Extract Note.	Specify a note number for which data exists in the move-source part.
Cannot Solo Sample on the Song	You can't perform solo sampling or solo with effect sampling in Song mode.	Choose Patch mode or Pattern mode.
Card Not Ready!	A CompactFlash card is not inserted in the slot.	Insert a CompactFlash card into the slot.
Data Protected!	The group in which you're attempting to save the data is protected.	You can't save patches or rhythms in a protected bank. Either change the save-destination bank, or alter the System settings to switch off the protect setting for that bank (p. 126).
DIMM Error	The DIMM is not inserted correctly.	Turn off the power, and reinsert it correctly (p. 140).
Empty Pattern!	The pattern cannot be played since it contains no performance data.	Select a pattern that contains data.
Empty Sample!	The sample contains no data.	Select a sample that contains data.
Empty Song!	The song has not been recorded, and therefore cannot be played.	Select a song that contains data.
Illegal File!	The MC-808 cannot use this file.	The MC-808 can use only audio files (WAV/AIFF format).
Memory Damaged!	The contents of memory may have been damaged.	Please perform the Factory Reset operation (p. 25). If this does not resolve the problem, please contact your dealer or the nearest Roland Service Center.
MIDI Offline!	There is a problem with the MIDI cable connection.	Check that the MIDI cable has not been disconnected or broken.
No More Sample Numbers!	The sample cannot be divided any further.	Delete unneeded samples (p. 99) in order to allocate 256 or more consecutive sample numbers.
	Since fewer than 256 consecutive sample numbers are vacant, no further sampling is possible.	
Now Playing!	Since the MC-808 is playing, this operation cannot be executed.	Stop playback before you execute the operation.
Pattern Full!	Since the maximum number of notes that can be recorded in one pattern has been exceeded, no further pattern recording is possible.	Erase unneeded data from the pattern you are recording (p. 81).
Permission Denied!	The file is protected.	—
Recording Overflow!	Too much recording data was received all at once and could not be processed correctly.	Reduce the amount of data that's being recorded.
Sample Memory Full!	Since there is insufficient sample memory, no further sampling or sample editing is possible.	Erase unneeded samples (p. 99).
Song Recording Full!	Since the maximum number of patterns that can be recorded in one song has been exceeded, no further song recording is possible.	A maximum of 50 patterns can be recorded in one song. No further patterns can be recorded.
Sync Mode: Slave!	If the system parameter "Sync Mode" is set to "SLAVE," you can't perform pattern/song playback (from the MC-808), solo sampling, or solo with effect sampling.	Set "Sync Mode" to "MASTER" or "REMOTE" (p. 119).
Unformatted!	The CompactFlash card is in an unsupported format.	Format the CompactFlash card (p. 125).
User/Card Memory Full!	Saving is not possible because there is insufficient space in the user memory or card memory.	Increase the amount of free memory by initializing patterns (p. 78) or songs (p. 109), or by deleting samples (p. 99).
Wrong Setting!	The pattern edit setting is incorrect.	Make the correct setting.

Troubleshooting

If the MC-808 does not function in the way you expect, first check the following points.
If this does not resolve the problem, consult your dealer or a nearby Roland Service Station.

* *If any sort of message is being displayed on the screen during an operation, refer to* **"Error messages"** *(p. 142).*

Q: The Editor doesn't work even though the MC-808 is connected via USB to my computer.

A: Here are some possible reasons for this problem.

- **USB mode is not set to MIDI**

  With the factory settings, the MC-808's USB mode is set for file transfer (Mass Storage). If you want to use the Editor, you must change the USB mode to MIDI mode (p. 132).

- **The USB Driver is not installed**

  Install the USB Driver for computer from the included CD-ROM (p. 136).

- **MIDI settings are not made correctly**

  In the Editor's [Settings] - [MIDI device settings], select Roland MC-808 as the setting for the MC-808's Input and Output.

Q: Are the MC-808's sounds compatible with previous models of groovebox (MC-909, MC-307, MC-505, MC-303, D2)?

A: They are not compatible with previous models of groovebox.

The MC-808's sounds were newly created specifically for this product to meet the needs of today's music.

Q: Even if I use the MC-808's motorized faders to increase the Resonance as far as possible, the setting does not reach 127.

A: When you use the motorized faders to increase the MC-808's RESONANCE as far as possible, the maximum value will be 115 by default.

This is in order to prevent excessive oscillation from distorting the sound.
You can use the **"Reso Limiter"** (p. 121) parameter to adjust the maximum RESONANCE value that can be set by the motorized faders.

Q: The MC-808's motorized faders don't move automatically.

A: The MC-808 has a setting that lets you choose whether the motors of the motorized faders will always be active. If you turn the [SYSTEM] - [PANEL] - [FADER MOTOR SW] setting ON, the faders will move automatically.

Also, the MC-808's motorized faders are touch sensitive, and will automatically switch from automatic to manual operation when you touch a fader.

To return a fader to automatic operation, you can hold down the [PART LEVEL], [PART PAN], [SYNTHESIZER 1], or [SYNTHESIZER 2] button (whichever is currently selected) and press the part button that you want to return to automatic operation. Alternatively, you can press the [EXIT] button to return the faders to automatic operation (p. 23).

Q: When playing patterns successively, can I play back while preserving the BPM of the first pattern?

A: The MC-808 is designed so that each pattern plays at the optimal BPM even when patterns are played back successively, but also provides a function that lets you preserve the BPM of the pattern you first selected.

Turn the [SYSTEM] - [SEQUENCER] - [BPM LOCK] setting ON (p. 119).

Q: The octave shift buttons don't work.

A: Could a rhythm set be assigned to the currently selected part (the current part)?

If you've selected a patch, the octave shift buttons will operate at all times. However, if you've selected a rhythm set, the octave shift buttons will generally be inactive.

This is because a rhythm set consists of only sixteen sounds assigned to the B3–D5 range, and the MC-808 is designed so that you'll always be able to play the sounds of the rhythm set from the pads.

However, there may be times when you want to use the MC-808's pads to play an external MIDI device from a part for which a rhythm set is selected, and the MC-808 does provide a function that lets you enable the octave shift buttons in such cases. Turn the [SYSTEM] - [SOUND] - [RHYTHM OCTAVE SW] setting ON (p. 121).

Troubleshooting

Q: **Can I change the time signature of the MC-808 in the middle of a pattern?**

A: **No, you cannot.**

Q: **Can I change the tempo in the middle of an MC-808 song?**

A: **No, you cannot. However, since you can change the tempo within a pattern, you can create a pattern with a differing tempo or a pattern in which you've recorded a tempo change, and use this pattern in your song to make the tempo change during the song.**

Q: **The MC-808's sequencer has a maximum recording capacity of 1,300,000 notes, but I can't record that many notes in a pattern. Why?**

A: **On the MC-808, each pattern can record a maximum of approximately 28,000 notes (events).**

The maximum recording capacity of the sequencer is the total number of events recorded in all patterns.

Q: **The Play button of the MC-808's sequencer does not work.**

A: **The following reasons are possible.**

- **Could the MC-808 be in Slave mode?**
  Set the [SYSTEM] - [SEQUENCER] - [SYNC MODE] setting to Master (p. 119).

- **Could the MC-808 be in SYSTEM mode?**
  Switch to SONG, PATTERN, or PATCH/SAMPLE mode.

Q: **The volume level of the instrument connected to the INPUT jacks is too low.**

A: **Could you be using a connection cable that contains a resistor?**

Use a connection cable that does not contain a resistor.

Specifications

MC-808: Sampling groovebox

Sound Generator Section

Maximum Polyphony	128 voices
	(shared with sampling section)
Sampling Frequency	44.1 kHz
Parts	16 (Main) + 16 (RPS)
Waves	622
Patches	
User	1024 (pre-load: 896)
Card	1024
Rhythm Sets	
User	256 (pre-load: 128)
Card	256

Sampling Section

Data Format	16-bit linear (File Type: WAV/AIFF)
Maximum Polyphony	shared with sound generator section
Sampling Frequency	44.1 kHz (fixed)

Maximum Sampling Time

- When sampling memory isn't expanded (4MB)
  mono: 47 sec. approx., stereo: 23.5 sec. approx.
- When sampling memory is expanded with DIMM (516 MB)
  mono: 102 min. approx., stereo: 51 min. approx.

Samples		
User	2000
Card	7000

Sequencer Section

Parts	16 + Tempo/Mute Control
Resolution	480 ticks per quarter note
Tempo	5–300
Maximum Note Storage	approx. 1,300,000 notes
Recordable Number of Measures	1–998
Patterns	
User	800
Card	800
Recording Method	
Realtime	
TR-REC	
Step	
Songs	50
Arpeggio Styles	128
Chord Memory	128
RPS Sets	50
Pattern Sets	50

Effects Section

Reverb	1 (4 types)
Compressor	1 (1 type)
Multi-effects (MFX)	2
	(MFX1, 2: 47 types)
Pitch Shifter (for external input)	1 (1 type)

Mastering Section

3-band Compressor	1 (1 type)

Expansion Slot

Expansion of sampling memory: DIMM	1 slot
Number of pins:	168-pin
Speed:	100 MHz (PC100 CL=2)
	133 MHz (PC133 CL=3)
Voltage:	3.3 V
Capacity:	128 MB
	256 MB
	512 MB
Board height:	38 mm or less

External Memory

For saving Patterns/Patches/Samples

CompactFlash:	1 slot
	Max. 1 GB (3.3 V)

Controllers, Display

Display

20x2 character Type LCD (with Back lit.)	
Pattern Number Display:	7 segment 3 character x 2 (LED)
BPM Display:	7 segment 4 character (LED)

Control Knobs

OUTPUT Volume:	1
INPUT Volume:	1

Control Sliders

Motorized Fader (60mm):	8

Other Controller

    D Beam Controller

Specifications

Connectors

MIX OUTPUT Jacks (L/MONO, R)
DIRECT OUTPUT Jacks (L, R)
INPUT Jacks (L/MONO/MIC, R)
Headphones Jack
MIDI Connectors (IN, OUT)
USB Connector (Function): MIDI, Mass storage class
DC IN Jack

Power Supply

DC 12 V (AC adaptor)

Current Draw

1500 mA

Dimensions

431 (W) x 327 (D) x 104 (H) mm
17 (W) x 12-7/8 (D) x 4-1/8 (H) inches

Weight

3.4 kg
7 lbs 8 oz

Accessories

Owner's Manual
Sound & Parameter List
AC Adaptor
CD-ROM (Editor, USB MIDI Driver)
Ferrite Core
Band for fastening the core
Leaflet ("Attaching the Ferrite Core")

* *In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.*

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