# Roland®

# MV-8000
## PRODUCTION STUDIO

# Quick Start

## Welcome to the MV-8000 Production Studio!

This manual is written for people who ...

- Are using the MV-8000 for the first time
- Want to learn what the MV-8000 is
- Want to get started making sounds

### ● About the Symbols and icons in this manual

Text in square brackets [ ] refers to buttons on the panel of the MV-8000.

Buttons indicated as [F1 (Sample)] refer to the F1 (function 1) button when the F1 function shown in the LCD is "Sample."

**NOTE**

Indicates information that you should be aware of when using the MV-8000.

**HINT**

Indicates a convenient operation or useful music production technique.

**MEMO**

Indicates supplementary information about an operation.

☞

Indicates a reference page.

❓

Indicates an explanation of a term.

Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (Owner's Manual p. 2), "USING THE UNIT SAFELY" (Owner's Manual p. 3, p. 4), and "IMPORTANT NOTES" (Owner's Manual p. 5–7). 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, Quick Start and Owner's Manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

Roland Web Site http://www.roland.co.jp/

# Let's get started (Contents)

## 1 Preparations and concepts .................. 3

Explains how to connect the MV-8000 with peripheral equipment, and how to turn the power on/off.

## 2 Listening to the demo song ................ 11

When shipped from the factory, the internal hard disk contains demo songs. To get an idea of the MV-8000's potential, start by listening to these demo songs.

**MEMO**
With the factory settings, demo song data will be loaded automatically when you turn on the power. If data other than the demo song is loaded, you will need to load the demo project before continuing.

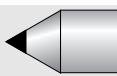## 3 Using the velocity pads ...................... 13

Try using the pads to play the sounds you heard in the demo songs. The sound will change according to the force with which you strike the pads. You can also switch sounds by changing the part that is played by the pads.

## 4 Creating a song ................................... 17

Let's create a song by recording your pad performance and by putting sounds together. We'll use the Loop function to input a drum part, and the Quantize function to adjust the sense of groove.

## 5 Assembling additional materials ........ 24

Here's how to load data from a commercially-available sampling CD-ROM or audio CD, or record your own samples from a mic.

## 6 Index .................................................. 29

# 💡 Preparations and concepts

## Checking the included items

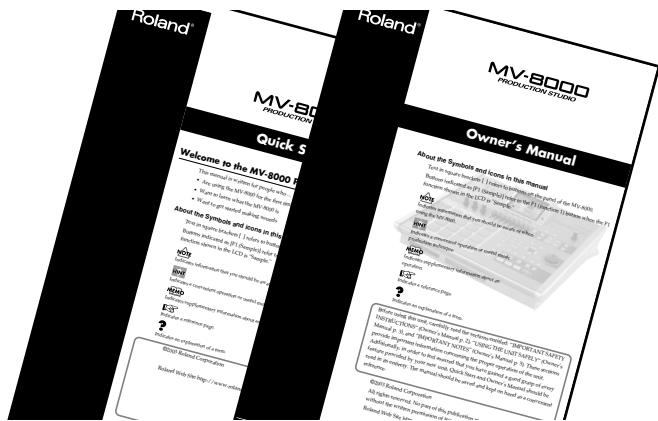The MV-8000 package contains the following items.

**📖 MEMO**

If any of the included items are missing, please contact a "Roland Service Center" or an "authorized Roland distributor" (p. 31).
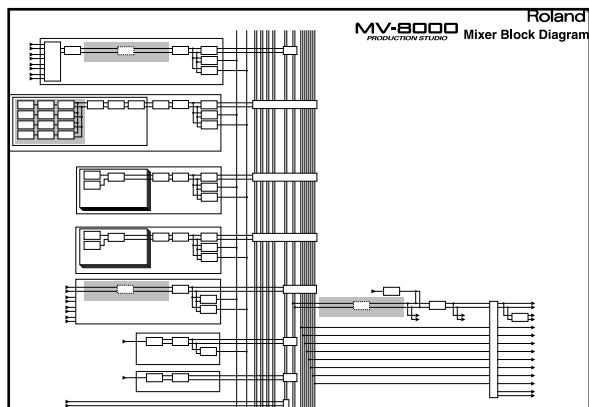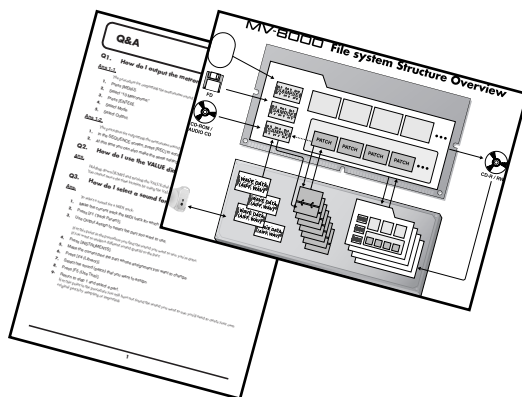
• MV-8000



• Quick Start (the document you are reading)
• Owner's Manual



• Block diagram sheet/surface
• MV-8000 Structure Overview/reverse side



• Q&A
• File system Structure Overview/surface
• How you use the MV-8000 depends on what you want to do!/reverse side



• Shortcut labels

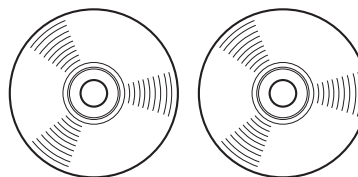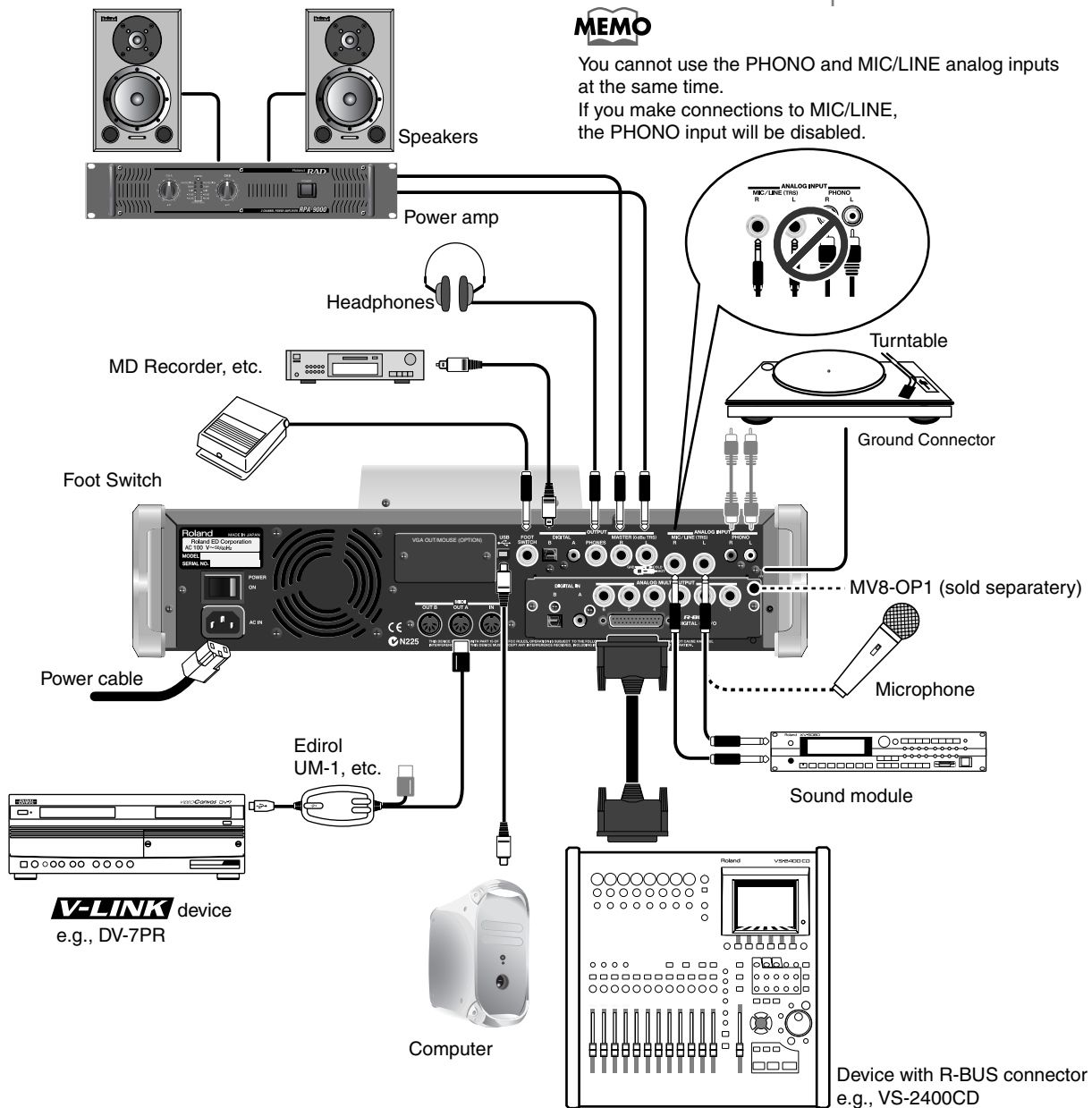| | |
|---|---|
| [SHIFT]+[SHUTDOWN] | Show SAVE PROJECT Screen |
| [SHIFT]+[V-LINK] | Show V-LINK Screen |
| [SHIFT]+[ASSIGNABLE SLIDER] | Show SYSTEM ASSIGNABLE SLIDER Screen |
| [SHIFT]+[AUTO PUNCH] | Show AUTO PUNCH Screen |
| [SHIFT]+LOOP [ON] | Show LOOP Screen |
| [SHIFT]+[JUMP] | Show JUMP Screen |
| [SHIFT]+[ROLL] | Show PAD ROLL INTERVAL Screen |
| [SHIFT]+[>>] | Forward 1 beat |
| [SHIFT]+[<<] | Rewind 1 beat |
| [SHIFT]+VALUE | Increase/Decrease value by 10 units |
| [JUMP]+VALUE | Move position on sequencer by 1 tick |
| [SHIFT]+[INC] | Increase value by 10 units |
| [SHIFT]+[DEC] | Decrease value by 10 units |

• Short pin
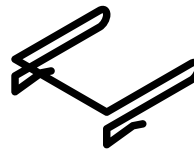


**📖 MEMO**

When the MV-8000 is shipped from the factory, a shorting pin is installed in the PHONO jacks.

• Backup CD-ROM
• Sample data CD-ROM

# Preparing your equipment and making connections

**MEMO**

You cannot use the PHONO and MIC/LINE analog inputs at the same time.
If you make connections to MIC/LINE, the PHONO input will be disabled.

Speakers

Power amp

Headphones

Turntable

MD Recorder, etc.

Ground Connector

Foot Switch

MV8-OP1 (sold separatery)

Power cable

Microphone

Edirol UM-1, etc.

Sound module

**V-LINK** device
e.g., DV-7PR

Computer

Device with R-BUS connector
e.g., VS-2400CD

**NOTE**

In order to prevent malfunctions and speaker damage, you must turn down the volume of all your equipment and turn off the power before making connections.

**MEMO**

- Connect the rear panel ground connector if you are using a turntable. This can prevent hum noise.

- When connection cables with resistors are used, the volume level of equipment connected to the inputs (ANALOG INPUT) may be low. If this happens, use connection cables that do not contain resistors, such as those from the Roland PCS series.

- If you're not using the PHONO jacks, insert the included short plug. This will prevent noise from being introduced via the PHONO jacks.

**HINT**

In addition to the equipment shown above, the following items can also be convenient.

- Audio CD or CD-ROM discs containing materials for sampling

- CD-R or floppy discs for backup or data exchange

Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:

- Changing the orientation of the microphone(s).
- Relocating microphone(s) at a greater distance from speakers.
- Lowering volume levels.

# Connecting the power

Use the included power cable to connect the MV-8000 to an AC outlet.

To prevent electrical shock, use the included power cable and connect the ground correctly.

The included power cable has a three-pin plug with a ground pin that can prevent electrical shock and damage to your equipment.

* *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)

**NOTE**

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 (see figure) 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.

# Turning on the power

## 1

**Make sure that the audio devices connected to the MV-8000 are powered-off.**

## 2

**Set the rear panel POWER switch to the ON position.**

The LCD backlight (illumination) will light, and the opening screen and the MV-8000's system software version will be displayed.
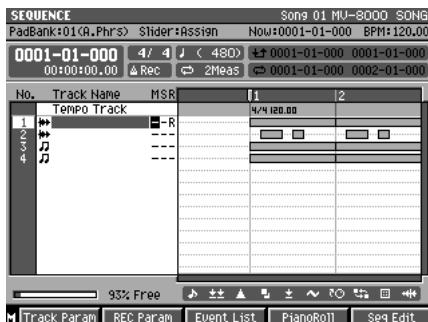
Roland

# MV-8000

*PRODUCTION STUDIO*

Loading Song ...

Press [F5] to cancel loading.
then create new project.

MV8-OP          Ver.1.01          Create New

**MEMO**

- When you turn on the power, you may hear a sound even though the MASTER knob is turned down; this is not a malfunction.

- While the opening screen is displayed, the MV-8000 is checking its system and loading data required for startup. Please wait until it is ready to operate.

- To cancel loading and to create a new project, press [F5 (Create New)].

- To adjust the contrast of the display, turn the CONTRAST knob located at the right of the LCD.

## 3

**When start-up is complete, the SEQUENCE screen will appear.**

SEQUENCE                         Song 01 MV-8000 SONG
PadBank:01(A.Phrs) Slider:Assign   Now:0001-01-000 BPM:120.00
0001-01-000  4/ 4  ♩ ( 480)  ↕ 0001-01-000 0001-01-000
    00:00:00.00  ⚠Rec  ⟳ 2Meas  ⟳ 0001-01-000 0002-01-000
No.  Track Name      MSR    |1            |2
     Tempo Track            4/4 120.00
1 ▶▶                   ▬–R
2 ♫                    –––
3 ♫                    –––
4 ♫                    –––

                        93% Free  ♪ ±↕ ▲ ⊡ ± ∼ ↻⊙ ▾▾ ▥ ◂▸
M Track Param REC Param Event List  PianoRoll    Seq Edit

## 4

**Turn on the power of your audio equipment.**

## 5

**Use the MV-8000's MASTER knob and the volume controls of your audio equipment to adjust the volume appropriately.**

**NOTE**

After making connections correctly as described in Preparing your equipment and making connections (p. 4), turn on the power using the procedure given here. If you fail to observe this procedure, you risk malfunctions or speaker damage.

**MEMO**

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.

**MEMO**

The first time you start up the MV-8000, demo playback data will be loaded automatically. The next time you start up, the project and song that were being used when you last shut-down the system will be loaded automatically.

# Turning off the power

You must perform the Shutdown operation before turning the power off. The Shutdown operation saves the stored parameters before powering-off, and safely stops the hard disk.

*1* Press [SHUTDOWN] .

A message of "SHUTDOWN Are you sure?" will appear.

*2* Press [F5] (Yes).

A message of "Save Current Project before SHUTDOWN?" will appear.

*3* Press [F5] (Yes).

The current project will save. When save process is completed, the "SHUTDOWN Completed. You May Turn Off." message will appear.

*4* **Turn down the volume of all connected equipment**

*5* **Turn off the rear panel POWER switch.**

Make sure that the "You May Turn Off." message is displayed before you turn off the power.

**NOTE**

If you turn off the power without performing Shutdown, or if you turn off the power before "You May Turn Off." is displayed, the data and the MV-8000 itself will be damaged. Roland will accept no responsibility for any damage that results from your failure to perform the Shutdown operation.

**MEMO**

• When you turn off the power, you may hear a sound even though the MASTER knob is turned down; this is not a malfunction.

• While the Shutdown process is occurring, system parameters and project/song data is being saved. This will require a certain amount of time before the MV-8000 is ready for you to turn off the power.

**MEMO**

If you press [EXIT] in step 3, shutdown will be cancelled. If you want to shutdown without saving the current project, press [F1 (No)].

# Basic operations

## Moving the cursor

Each screen displays various parameters (items to set) or menus (items to select). To edit the value of a parameter, move the cursor to the value you want to edit. To select a menu item, move the cursor to the desired item. The cursor is enclosed in a frame as shown below.

Cursor

Cursor (highlighted)

Black characters
on white background
(value display)

Use [CURSOR] to move the cursor.
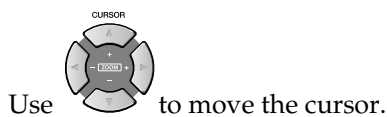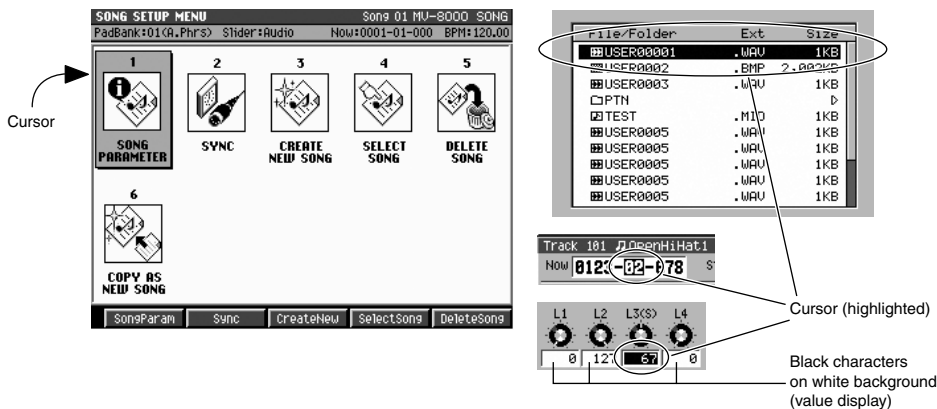
### ● Finalizing a menu selection

Press [ENTER] to finalize the selected menu item. The selection or command (operation) will be executed.

## Editing the value of a parameter

To edit the value of a parameter, use the VALUE dial or [DEC]/[INC].

### ● VALUE dial

Turn the VALUE dial toward the right to increase the value, or toward the left to decrease it.

decrease / increase
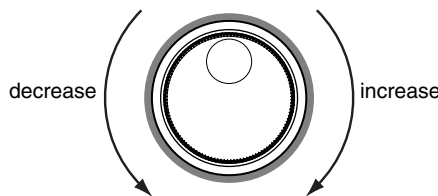
### ● [DEC]/[INC]

Press [DEC] to increase a value. Press [INC] to decrease a value.

## Using the F (function) buttons

The top panel F buttons ([F1] – [F5]) have various functions assigned to them depending on the screen shown in the LCD. These buttons correspond one-to-one with the function names shown at the bottom of the LCD.

**HINT**
If functions are shown at the bottom of the LCD, you can use the F buttons to select them directly.

**MEMO**
To edit a parameter value, move the cursor to an area displayed in black characters on a white background.

**HINT**
You can hold down [SHIFT] and use the VALUE dial or [INC][DEC] to change a value in larger steps.

**HINT**
You can continue holding down [DEC] or [INC] to make the value continue changing ("repeat"). At this time, you can hold down the other button as well to make the value change even faster ("turbo repeat").

## Using the SHIFT button

Some buttons have more than one function assigned to them; use [SHIFT] to access these additional functions.

**SHIFT**

Hold down [ ] and press the desired button.

**SHIFT**

In this manual, operations accessed using the [ ] are indicated as [SHIFT] + [(button name)]. Use [SHIFT] to access the functions whose names are printed inside a white frame on the panel of the MV-8000.
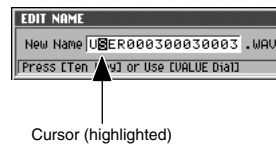
## Inputting text

Here's how to input alphanumeric characters, such as when specifying a file name.

**1** ▸

### Move the cursor to the desired location.

The cursor is the highlighted character, as shown below.

**2** ▸

### Turn the VALUE dial.

Input the desired character. To move to the next place (toward the right) the right cursor button.

● **Using the numeric keys to input characters**

You can use the numeric keys to input alphanumeric characters. Let's try inputting "Hello!"

**1** ▸

### Press [3 GHI] three times.

"H" will be input at the cursor location.

**2** ▸

### Press [CURSOR ▸].

The cursor will move to the right.

**3** ▸

### Press [2 DEF] three times.

"E" will be input.

**4** ▸

### Press [F5] (A→a/a→A) to switch to lowercase input.

This will switch the type of character that is input. Press [F4 (A→a/a→A)] so that lowercase character is changed.

**5** ▸

### Press [CURSOR ▸].

The cursor will move to the right.

**6** ▸

### Press [4 JKL] four times and press [F5] (A→a/a→A).

**HINT**

You can use the SHIFT LOCK parameter (p.302) to change the operation of the SHIFT button.

EDIT NAME
New Name USER000300030003 .WAV
Press [Ten  y] or Use [VALUE Dial]

Cursor (highlighted)

**MEMO**

If you use the VALUE dial to input characters, turning the dial toward the right will select characters in the order of "a...z, A...Z, 0...9,!,#..."

**HINT**

When you are inputting lowercase characters, you can temporarily input uppercase characters by holding down [SHIFT] as you input.
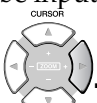
**MEMO**

When you are in uppercase input mode, repeatedly pressing [3] will cycle in the order of 3→G→H→I→3→G.
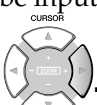
**MEMO**

When in lowercase character input mode, pressing [2] repeatedly will cycle in the order of 2→D→E→F→2→D.

"l" will be input.

**7**

**Press** ⬕.

The cursor will move to the right.

**8**

**Press** ⬚ (4 JKL) **four times and press** ⬚ (A→a/a→A).

"l" will be input.

**9**

**Press** ⬕.

The cursor will move to the right.

**10**

**Press** ⬚ (5 MNO) **four times and press** ⬚ (A→a/a→A).

"o" will be input.

**11**

**Press** ⬕.

The cursor will move to the right.

**12**

**Press** ⬚ (9 YZ!) **four times.**

"!" will be input.

**13**

**Press** ⬚ (OK).

You have input "Hello!" This ends the procedure.

● **Part of the F buttons**

⬚ F1 **History**

You can recall (and re-input) up to the ten most recent names you input in the EDIT NAME popup since turning on the power. Selects the name at the cursor in the history list then press [ENTER].

⬚ F2 **Insert Space**

Inserts a space at the cursor location.

⬚ F3 **Delete**

Deletes the character at the cursor location. Characters at the right of the cursor will be moved forward to fill the gap.

⬚ F4 **A→a/a→A (switch character case)**

Switches the character at the cursor location between uppercase and lowercase.

⬚ F5 **OK**

Finalizes the name and closes the EDIT NAME popup.

# 🎧 Listening to the demo song

## ● Preparations

Perform the following steps.

- "Preparing your equipment and making connections" (p.4)
- "Connecting the power" (p.5)
- "Turning on the power" (p.5)

The project and song will be loaded automatically. Please wait until the SEQUENCE screen appears.

### ⚠ NOTE

Do not strike the pads or otherwise subject the MV-8000 to physical shock while the DISK indicator (red) is lit. Doing so will cause malfunctions.
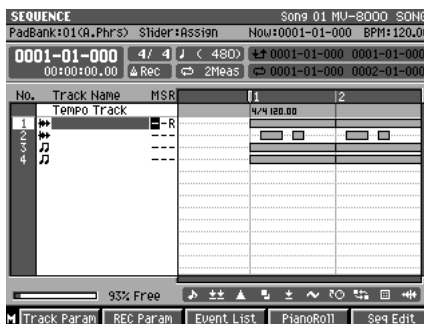
## Start playback the demo song

The demo song included with the MV-8000 may not be used for any purpose other than your own personal enjoyment without permission from the copyright holder. You may not create copies or derivative works of this data without permission from the copyright holder.

## About the demo song

### ● "TRIBE of THREE"

Written & Composed by HUSTON SINGLETARY
Copyright 2003 Huston Music, BMI
Guitar: Peter Vogle
Vocals: Tara Amedure

### ● "REALITY CHECK"

Written & Composed by Hans-Joerg Scheffler
Copyright 2003 Roland Corporation
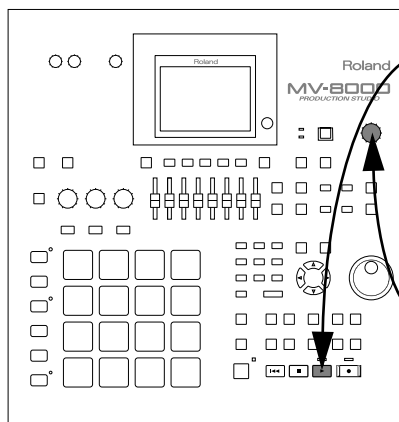
### 1 ▶

#### Start playback

Press [▶] PLAY . The sequencer will start playing a demo song.

### 2 ▶

#### Adjust the volume

Turn 🎛 MASTER toward the right to increase the volume to an appropriate level.

---

### 📖 MEMO

When the MV-8000 is shipped from the factory, the internal hard disk contains a demo song.

### ❓

A project is a collection of data that manages songs (performance data) and samples (audio materials).

### ❓

A song is a collection of data that includes sequence data (playback "events" located on a time axis), patches (instrument settings), and various libraries (effect settings). Playback data specifies "the time" at which "what sound" will be played for "what duration" and "how strongly." By pressing [PLAY], you can reproduce this data in

### ⚠ NOTE

Using the demo song and samples for any purpose other than personal enjoyment without permission of the copyright owner is prohibited by law.
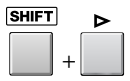
### ❓
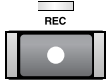
A sequencer is somewhat like a tape recorder that reads sequence data ("song" = performance data) at a specified tempo. The sequence data that is read can be used to play the MV-8000's sound generator (sampler section) or transmitted as MIDI messages to an external device.

### 📖 MEMO

If you are monitoring through headphones connected to the PHONES jack, use the PHONES knob to adjust the volume.

---

# Moving the time location and operating the sequencer

You can use the following functions.

| | |
|---|---|
| ● **Stop** | STOP ■ |
| ● **Return to the beginning** | TOP |◄◄ |
| ● **Return/advance by measures** | ◄◄ / ►► |
| ● **Return to the previous event / Advance to the next event** | SHIFT + ◄◄ / SHIFT + ►► |
| ● **Record** | REC ● / STEP REC |
| ● **Return/advance by steps** | ◄ / ► |
| ● **Return to the previous marker / Advance to the next marker** | SHIFT + ◄ / SHIFT + ► |
| ● **Return/advance by one tick** | SHIFT + VALUE dial |

**NOTE**

If a message of "Project is too Large!" appears ...

The project you are attempting to load is too large, and cannot be loaded. This can happen when the amount of currently-installed memory is less than the amount of memory that was installed when this project was created.

If this occurs, install the same amount of memory as when the project was created (or more memory). For details on installing memory, refer to Owner's Manual "Exchanging the memory (removing and installing)" (p. 184). To check the amount of currently-installed memory, refer to "Testing the installed memory (Memory Diagnosis)" (p. 182).

**MEMO**

During recording, you can press [REC] once again to enter record-ready mode.

**?**

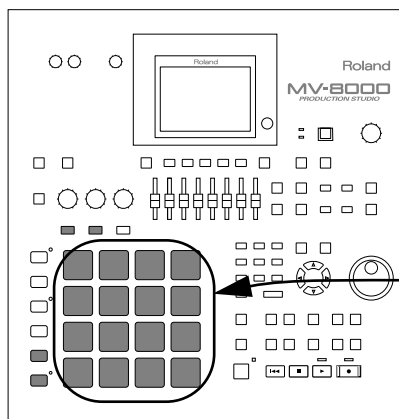A "step" is the interval specified by the Step Time (p. 231).

**HINT**

In the SEQUENCE screen you can change the step time by pressing [SHIFT] + numeric key [1]~[9] (the note values are printed on the top panel).

# Using the velocity pads

Let's try using the velocity pads (we'll simply call them "pads" from here on) to play the sounds used in the demo song.

### ● Preparations

Perform the following procedures.

- Preparing your equipment and making connections (p. 4)
- Connecting the power (p. 5)
- Turning on the power (p. 6)

**1** ▷ **Play!**

Go ahead and strike the [    ] pads.

**VELOCITY PADS**

The loudness (volume) will vary depending on the strength (velocity) with which you strike the pads.

## Playing techniques

### Roll

If you hold down **ROLL** [    ] and strike (press) a pad, the sound of that pad will played repeatedly. The Roll function is active only while you are holding down [ROLL]. The spacing (the interval between notes) of the roll is the Roll Interval (p. 301).

### Hold

If you hold down **HOLD** [    ] and strike a pad, the sound of that pad will be held just as if you were continuing to hold down the pad, and the HOLD indicator (red) will light. To cancel the Hold function, press [HOLD] once again (the indicator will go dark).

### Multilevel

After striking the pad of a certain note number, you can press **MULTILEVEL** [    ] to assign varying velocity levels (from soft to strong) of that note to pads 1–16. Pad 1 will play the minimum velocity and pad 16 will play the maximum velocity.

### Fixed Velocity

If you press **FIXED VELOCITY** [    ], the pads of the current track will always sound at the same velocity, regardless of how strongly you strike the pad.

### Aftertouch

After you strike a pad, try varying the pressure you apply to it. Changes in the pressure you apply will create changes in the sound.

**?**
"Step" is the interval specified by the Step Time setting (p.231).

**HINT**
In the SEQUENCE screen you can change the step time by pressing [SHIFT] + numeric key [1]–[9] (note value symbols are printed on the top panel).

**MEMO**
To defeat Multilevel or Fixed Velocity, press the same button once again.

**MEMO**
To adjust the strength produced by Fixed Velocity, edit the PAD/CONTROLLER setting in the SYSTEM screen.

**MEMO**
In order to hear the effect of Aftertouch, use it with a sustained or slowly-decaying sound.

# Playing other materials

The demo song uses other materials as well. Here's how to select and play these materials.

## Switching tracks

The pads will play the materials used in the current track (the currently selected track number). By switching the current track to a track used by a different part, you can play a different set of sounds.

**1**

**Press [SEQUENCE].**

The SEQUENCE screen will appear.

**2**
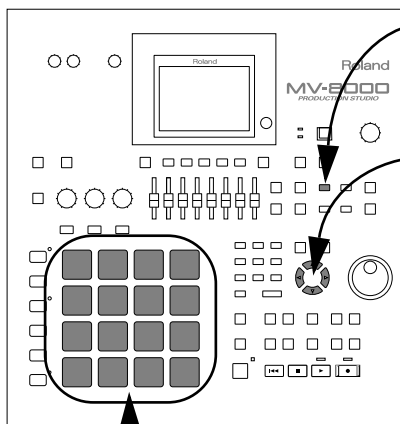
**Use the cursor buttons to select a different MIDI track.**

This changes the current track. The pads play the part used by the current track.

| Current track | Sound source |
|---|---|
| MIDI track | Part, or MIDI output from MIDI OUT |
| Audio track | Audio phrase |

The track number that is the current track will be highlighted. The type of each track is indicated by an icon as shown below.

The sound source that is used by pads play

Current track (highlighted)

Audio track

MIDI track

**3**
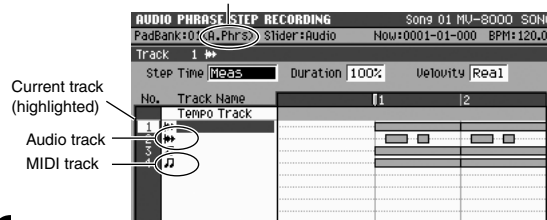
**Strike the [VELOCITY PADS] to play the sounds.**

You will hear the sounds of a different track.

?
Each of the sixteen sound sources is called a "part." A patch is assigned to each part, and determines how that part will sound.

**MEMO**
Even if you switch MIDI tracks, you may not hear any difference if the tracks use the same part.

?
An "audio phrase" is sampled data of an appreciable length, containing a performed phrase and used as a pattern.

# Switching the pad bank

By switching the "pad bank" you can use the sixteen pads on the top panel to play a larger number of materials.
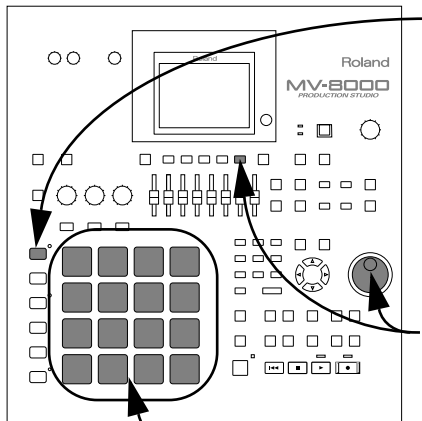
**1** ▶

**Press** **PAD BANKS** .

The PAD BANKS pop-up will appear.

**2** ▶

**Use the VALUE dial to select a pad bank and press** **F5** **(SELECT).**

The pad bank will be switched.

**3** ▶

**Strike the** **VELOCITY PADS** **to play sounds.**

You will hear the sounds that are assigned to the newly-selected pad bank.

**MEMO**
The number of pad banks depends on the type of the current track.
- MIDI tracks = 6 pad banks (96 notes=6 pad banks x 16 pads)
- Audio tracks = 32 pad banks (512 phrases = 32 pad banks x 16 pads)

# Switching the patch of a part

Here's how to switch the patch (instrument) used by the part for a MIDI track, so that you can play a different sound from that part.

**1** ▶

**Press** **SEQUENCE** .

The SEQUENCE screen will appear.

**2** ▶
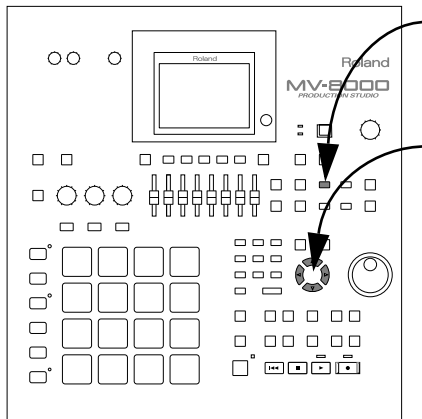
**Use the cursor buttons to choose a MIDI track as the current track.**

In the SEQUENCE screen, the pads will play the sounds of the current track. The track number that is the current track will be highlighted.
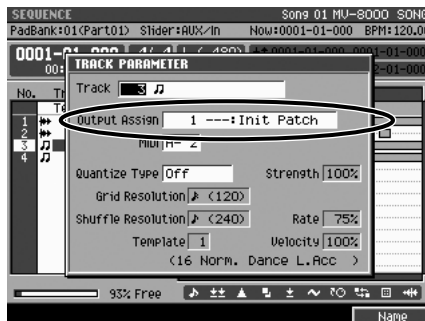
Current track (highlighted)

MIDI track

**MEMO**
"Patches" are used by MIDI tracks. If you select an audio track, you will not be able to switch the patch.

**3**

Press [ ] (Track Param).

*F1*
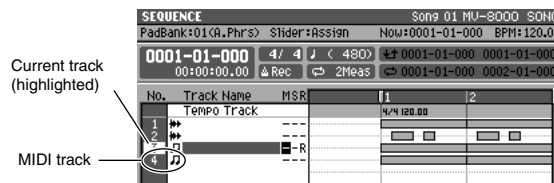


The area indicated in the illustration shows information about the current track. Check this area to see the part number used by the current track. In the example shown here, part 1.

**?**
The Output parameter specifies the part (sound source) played by each track.

**4**

Press [ ].

*INSTRUMENTS*

The INSTRUMENTS screen will appear. Move the cursor to the part number you noted in step 3.



In the example shown here, part 1.

**5**

Press [ ] (Library).

*F1*

The patch library will appear.



**6**

Use the VALUE dial to select a patch, and press [ ] (Use This).

*F5*

The part will switch to the selected patch.

**7**

Strike the [ ] to play.

*VELOCITY PADS*

You will hear the sound of the selected patch.

**MEMO**
Your selection is limited to the patches that are saved in the current project; however, you can use Import (Owner's Manual p.152) or Sampling (Owner's Manual p.38) to bring in more of your favorite sounds.

**HINT**
If you come up with a cool phrase while hitting the pads, go ahead and make a song out of it! For details, refer to Owner's Manual "Creating a song (Song Recording)" (p. 76).
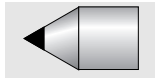
# ◀ Creating a song

Let's record a song using the sounds provided.
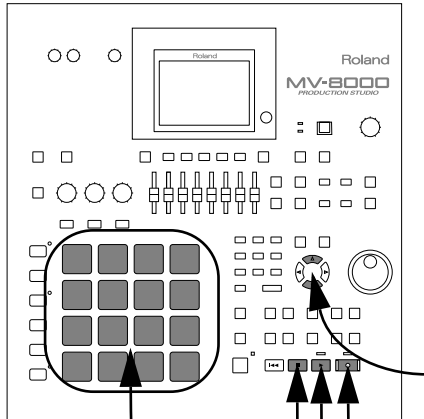
## ● Preparations

Perform the following procedure.

- Preparing your equipment and making connections (p. 4)
- Connecting the power (p. 5)
- Turning on the power (p. 6)
- If you want to create a blank song for recording your new composition, perform Creating a new song (p. 18)

### 1 Select a track

In the SEQUENCE screen, use (up/down) to select the track on which you will record sequence data (performance data) as the current track. If you want to record MIDI events, select a MIDI track; if you want to record audio, select an audio track.

### 2 Standby for sequence recording
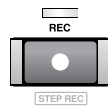
Press [REC]. The REC indicator (red) will blink.

### 3 Start recording

Press [PLAY]. The REC indicator (red) and PLAY indicator (green) will light.

### 4 Perform

Strike the VELOCITY PADS to begin performing.

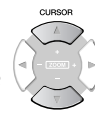The performance data will be recorded.

### 5 When you are finished recording, press [STOP].

Recording will stop.

☞ If you want to add more tracks for recording, add a track as described in Creating a track for sequence recording (p. 20).

**MEMO**
At this time the RECORDING PARAMETER screen will appear. For details on the recording parameters, refer to Owner's Manual p. 209, 212.

**HINT**
"Loop Recording" provides a convenient way to record drum patterns. For details, refer to Loop recording (p. 19).

**HINT**
If you want to erase data that you input, hold down [EVENT ERASE] (while you are still in recording mode) and hold down the pad of the note number you want to erase. Events of the note number whose pad you are holding down will be erased from the current track when the current time location passes over the event.

# Creating a new song

Here's how to create a new song that contains no data.
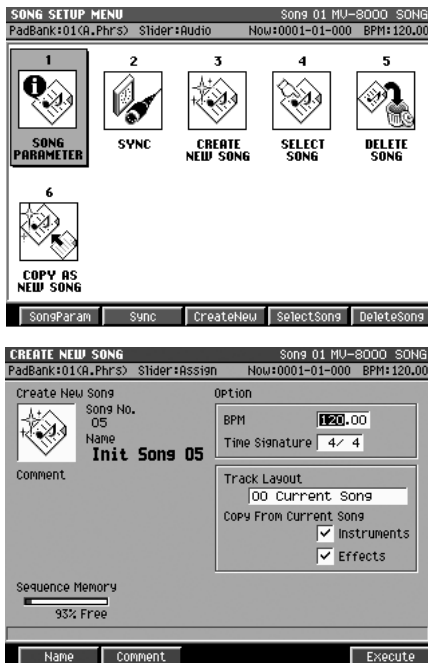
**1**

**Press SONG** <sup>SETUP</sup> **.**

The SONG SETUP MENU screen will appear.

**2**

**Choose CREATE NEW SONG and press** <sup>ENTER</sup> **.**

The CREATE NEW SONG screen will appear.

**3**

**Select a Track Layout.**

For this example, select Track Layout = "01 Very Simple," and check the Instrument parameter.

| Parameter | Explanation |
|-----------|-------------|
| Instrument | If you check this, the source material data of the current song will be used in the new song. |
| Effect | If you check this, the effect settings of the current song will be used in the new song. |

☞
For details on other song settings, refer to Owner's Manual p. 258.

**4**

**Press** <sup>F5</sup> **(Execute).**

The newly created song will become the current song, and the Sequence screen will appear.

**MEMO**
If you create a song without checking the Instrument box in Copy Current, instrument settings will not be copied to the new song. This means that immediately after creating the song, striking the pads will not produce sound.

**?**
The "current song" is the song data that is currently loaded.

# Loop recording

Here's how you can use Loop Recording to keep layering additional pad performances while the specified region continues to loop (i.e., plays back repeatedly).
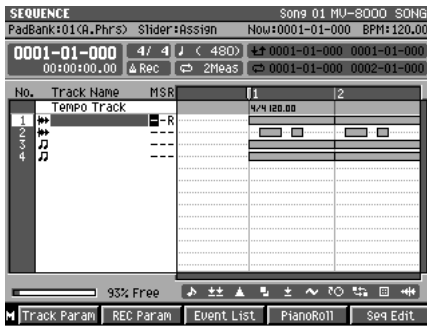
**1** **Press [SEQUENCE].**

The SEQUENCE screen (Owner's Manual p. 203) will appear.

**2** **Press [TOP |◄◄].**

The current time location will return to the beginning of the song (0001-01-000).

**3** **Press [QUICK SET].**

The four measures starting at the beginning of the current measure will be set as the loop region, and the Loop screen will be turned on ([ON] is lit). In this example, the loop region extends from the beginning of the song (0001-01-000) to the end of the fourth measure (0004-04-479).

**4** **Begin recording as described in Creating a new song (p. 18).**

## Try these!

### Rehearsal

If you start the sequencer by pressing [PLAY] instead of pressing [REC], your performance will not be recorded. You can use this feature to practice your performance before actually recording it. During rehearsal, you can press [REC] to start recording immediately.

### Track Mute/Solo

If you make the track parameter "M" light, that track will be muted (silenced). If you make "S" light, only that track will be heard.

**MEMO**
If both Mute (M) and Solo (S) are lit, mute will take priority.

**?**
"Loop" is a function that repeatedly plays back the specified region.

**HINT**
To change the loop region, move the time to the measure from which you want to loop, and press [QUICK SET] once again.

**HINT**
To change the loop length, press [MENU] in the SEQUENCE screen and choose Loop, or press [SHIFT] + [LOOP ON]. Set the Loop Quick Set Length parameter in the LOOP pop-up.

**MEMO**
To add a MIDI track to the song, use Add MIDI Tracks. To add an audio track to the song, use Add Audio Tracks. For details, refer to Creating a track for sequence recording (p. 20).

**HINT**
To delete data that you input, hold down [EVENT ERASE] (while you are still in recording mode), and hold down the pad of the note number you want to erase. Events of the note number whose pad you are holding down will be erased from the current track when the current time location passes over the event.

**HINT**
If you're not satisfied with the results of the realtime-recording performed, you can press [UNDO] to return to the previous state (Owner's Manual p. 80).
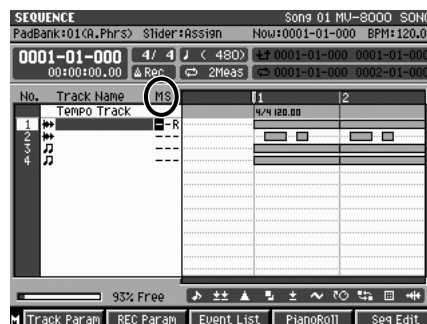
# Creating a track for sequence recording

Here's how to add a track to the song so that you can record additional performance data.
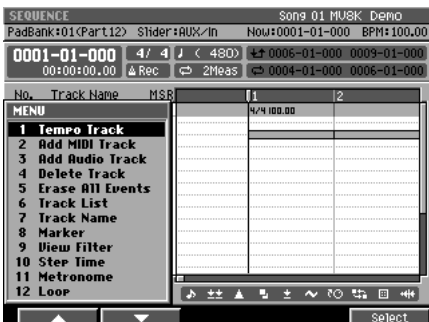
**1**

Press [SEQUENCE] and then [MENU].

A menu will pop up.

**2**

**Choose Add MIDI Tracks or Add Audio Tracks, and press [F5] (Select).**

The ADD MIDI TRACKS pop-up or the ADD AUDIO TRACKS pop-up will appear.

**3**

**Make settings for the track(s) you want to add.**

| Parameter | Explanation |
|---|---|
| Track Output Assign | Specify the part used by the track. |
| Track MIDI Output Assign | Specify the output connector and output channel used to transmit MIDI messages from MIDI OUT. |
| Number of Tracks | Specify the number of tracks you want to add. |

**4**

**Press [F5] (Execute).**

The track(s) will be added below the current track.

**?**
A "MIDI track" is an area where MIDI messages are stored. An "audio track" is an area where the timing of audio phrases (audio events) is stored.

**MEMO**
To add a track for recording MIDI messages, choose Add MIDI Tracks. To add a track for recording audio events, choose Add Audio Tracks.

**MEMO**
To delete the track, choose "Delete Track" in step 2. The DELETE TRACKS popup (Owner's Manual p. 246) will appear.
To delete a track, use the DELETE TRACKS popup (owner's manual p. 246) in step 2. The track you specify here will be deleted. For detail, refer to Deleting tracks (owner's manual p. 103).

# Correcting the timing (Play Quantize)

Performances you input by striking the pads manually will inevitably have slight timing inaccuracies. Play Quantize is a function that lets you align the timing of the notes precisely to the beat during playback.

**1**
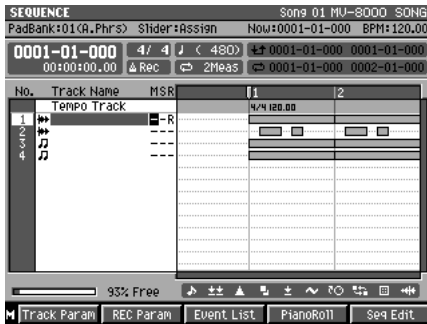
**Press** [ ] **.**

The SEQUENCE screen will appear.

**2**

**Select the track you want to quantize as the current track.**

Use the (up/down) to choose the current track.

**3**

**Press** [ ] **(Track Prm).**

The TRACK PARAMETER pop-up for the current track will appear.

**4**

**Set the Play Quantize parameters.**

**HINT**
(Example) To align your performance to 16th notes ...

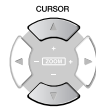| Parameter and setting | Result |
|---|---|
| Quantize Type= Grid | Apply grid quantization. |
| Grid Resolution= ♪ (1/16) | Specifies 16th notes as the smallest unit of time into which the quantized measure will be divided. |
| Grid Strength= 1~100% | Specifies the degree to which quantization will correct the timing. With a setting of 100, the notes will be aligned precisely to the timing intervals specified by Grid Resolution. With a setting of 0, the note timing will not be corrected at all. Try out various settings. |

**5**

**Listen to the quantized performance as described in the procedure for Listening to the demo song (p. 11).**

The note timing will be aligned to 16th note steps.

**HINT**
In addition to the Play Quantize function described here, there is also an "Edit Quantize" (Owner's Manual p. 227) function that directly affects the sequence data itself, and a "Input Quantize" (Owner's Manual p. 209) function that applies quantization while you are recording the sequence data.

**HINT**
You can use "Quantize Templates" (Owner's Manual p. 228) to quantize a performance to various types of "groove."

# Recording a live performance

Here's how to use an audio track to record audio (Direct Recording). For example you might use this to record a vocal along with your sequence data.

**1**

**Create an audio track as described in Creating a track for sequence recording (p. 20), and make it the current track.**

Recording will take place on the current track.

**2**
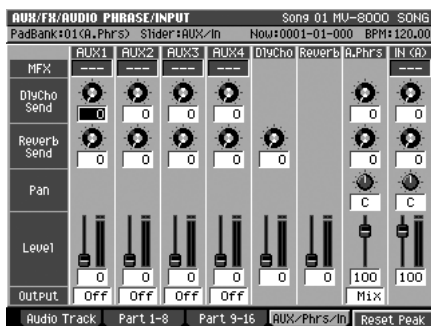
**Press MIXER , and then F4 (AUX/ Phrs/In).**

The AUX/FX/AUDIO PHRASE/INPUT MIXER screen will appear.

**3**

**Set the IN (A) slider to 100.**

**4**

**While singing or speaking into your mic, gradually turn the SENS knob toward the right.**

Adjust the knob so that the IN (A) (analog input) level meter shown in the LCD moves approximately in the upper half (the -12–0 dB region).

Clip

Recommended input level

100

**5**

**Press REC / STEP REC .**
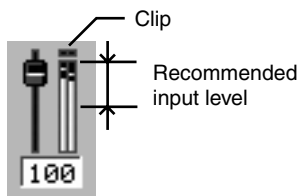
The REC indicator (red) will blink, and the RECORDING PARAMETER screen will appear.

**6**

**For the REC Mode parameter, specify Direct.**

With this setting, your live performance can be recorded on the audio track.

**7**

**Press PLAY ► .**

Recording will begin. The REC indicator (red) and PLAY indicator (green) will light. Record your vocal performance.

# Saving your completed composition

So that an unexpected accident does not cause you to loose the data you have edited up to this point, let's save it to the MV-8000's internal hard disk.

**PROJECT MENU** Song 01 MV-8000 SONG
PadBank:01(A.Phrs) Slider:AUX/In   Now:0001-01-000  BPM:120.00

| 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|
| RENAME PROJ | SET PROJ PROTECTION | LOAD PROJ | SAVE PROJ | SAVE AS NEW PROJ |

| 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|
| CREATE NEW PROJ | DELETE PROJ | OPTIMIZE PROJ | BACKUP TO CD | RECOVER FROM CD |

| Name | Protect | Load | Save | SaveAs |
|------|---------|------|------|--------|

**1**

**Press** [SEQUENCE] **.**

The PROJECT screen will appear.

**2**

**Choose SAVE PROJECT, and press** [ENTER] **.**

A message will ask "Save Current Project?"

**3**

**To save, press** [F5] **(YES).**

The project will be saved. If you decide not to save, press [F1] (No).

**HINT**
You can also use [SHIFT] + [SHUTDOWN] to save your project. This method can be used from any screen.

☞
If you now want to turn off the MV-8000's power, perform the Shutdown operation. For details, refer to Turning off the power (p. 7).

# 🎤 Assembling additional materials

Here's how you can collect materials (samples) in addition to those already saved on the hard disk, and use them in a composition that's uniquely your own.

## Importing sounds from a sampling CD-ROM

You can import files (sample data) from commercially-available sampling CD-ROMs and use them as patches. As an example, here's how to create a drum-type patch that is ideal for assigning different percussion instrument sounds to each pad.

### ● Preparations

Perform the following procedures.

- Preparing your equipment and making connections (p. 4)
- Connecting the power (p. 5)
- Turning on the power (p. 6)

**1**

**Insert your sampling CD-ROM into the CD-R/RW drive.**

Prepare to load data from the CD-ROM. There are several points that you must observe when inserting a disc into the CD-R/RW drive. For details, refer to Owner's Manual p. 129, and insert the disc as directed.

**2**

**Press** ☐ IMPORT **and then** ☐ F2 **(Patch).**

The IMPORT (PATCH) screen will appear.

**3**

**Press** ☐ F1 **(Drive Select) and then select "CD-ROM."**

**4**

**Use the cursor to select the file you want to import, and press** ☐ F5 **(Execute).**

The file highlighted by the cursor will be imported. The Quick Assign (Patch) screen will appear.

**?**
Drum-type patches are suitable when you want to assign a different type of sound to each pad (note number). For example you can create a patch that contains kick, snare, tom, and cymbal sounds etc. as a single "drum set."

**MEMO**
The included CD-ROM contains the same materials that are already loaded into the MV-8000's hard disk when it is shipped. (I.e., it is a backup disc.)

**MEMO**
To import a file from the CD-R/RW drive, press [F1 (Select Drive)] and select the drive from which you want to import.

**HINT**
To audition (preview) the sound before importing it, press [F4 (Preview)].

**HINT**
If you want to automatically detect and divide the sample at regions of silence and assign each slice to a pad, turn on the Auto Divide setting. To make this setting, go to the IMPORT (PATCH) screen, press [MENU] - Import Options - [ENTER] to access the IMPORT OPTION popup, and check the Auto Divide setting.

**QUICK ASSIGN (PATCH)**

```
No    Name
Sample 0008 ---:Sample  0008 mono
        ▼
Part      1:---:
Assign To 1-01(A 0)
  As Partial "---:Sample  0008"

☑ Make Keyboard
Assign To
            Original
1-01(A 0) - 1-01(A 0) - 1-16(C 2)

Bank1   2    3    4    5    6
```

Name          Preview    Set
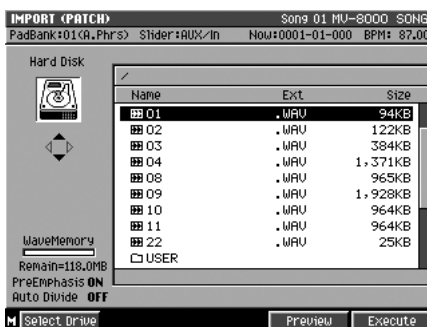
**5** ▶

**Set the parameters in the QUICK ASSIGN (PATCH) screen.**

● **(Example) If you want to assign the imported sound to C4 ...**

| Parameter and setting | Result |
|---|---|
| Make Keyboard setting unchecked (Drum mode) | With this method of assignment, the playback pitch will be the same as the pitch during sampling. |
| Assign To= 3-08 (C 4) | The sound will be assigned to C4. You may specify a range in which the same sound is assigned to all notes in the range. |

**6** ▶

**Press [F5] (Set).**

The file will be imported. You can play the sound as described in Using the velocity pads (p. 13).

If you want to import another sample, repeat the procedure from step 4.

☞
For details on settings for other parameters, refer to Owner's Manual p. 359.

**MEMO**
In the following cases, pressing [F4 (Assign All)] will assign sounds consecutively, starting with the Assign To setting (in the example, C4, C#4, D4, ...).

- When importing two or more samples
- If Make Keyboard= off (drum mode)
- If the Assign To region is a single note

# Importing sounds from an audio CD

You can import audio from a conventional audio CD. As an example, here's how to create audio phrases (longer samples that might contain several notes or more) that you can assign to each pad.

## ● Preparations

Perform the following procedures.

- Preparing your equipment and making connections (p. 4)
- Connecting the power (p. 5)
- Turning on the power (p. 6)

### 1

**Insert your audio CD into the CD-R/RW drive.**

Prepare to load data from the audio CD.

### 2

**Press** IMPORT **and then** F1 **(A.Phrase).**

The audio phrase import screen will appear. In this example we will use the imported audio as an "audio phrase" (a longer sample that might contain several notes or more).

### 3

**Press** F1 **(Drive Select) and then select "Audio CD."**

### 4

**Use the cursor to select the CD track that you want to import, and press** F5 **(Execute).**

The track highlighted by the cursor will be imported. The quick assign (audio phrase) screen will appear.

### 5

**Specify the pad number.**

Specify the number of the pad to which you want to assign the imported audio.

### 6

**Press** F5 **(Set One).**

The data will be imported. You can play the sound as described in Using the velocity pads (p. 13).

---

**?**
An "audio phrase" is a sample containing a performance (phrase) of an appreciable length. For example, you might assign a four-measure phrase containing a guitar riff to a pad, so that the four-measure guitar performance would play each time you struck that pad.

☞
There are several points that you must observe when inserting a disc into the CD-R/RW drive. For details, refer to Owner's Manual p.129, and insert the disc as directed.

**MEMO**
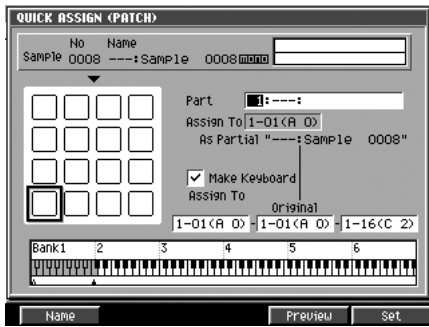To import a file from the CD-R/RW drive, press [F1 (Select Drive)] and select the drive from which you want to import.

**HINT**
When you strike a pad, the Assign To field will be set to the number of the pad you struck.

**MEMO**
The black areas of the pads displayed in the screen indicate pads to which a sound has already been assigned. When you strike a pad for these note numbers, you will hear the assigned sound.

**HINT**
In the following cases, pressing [F4 (Assign All)] will assign sounds consecutively, starting with the Assign To setting (in the example, C4, C#4, D4, ...).

- When importing two or more samples
- If the Assign To region is a single note
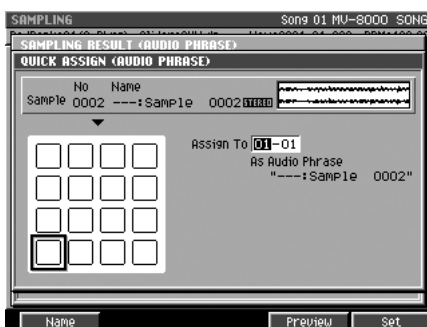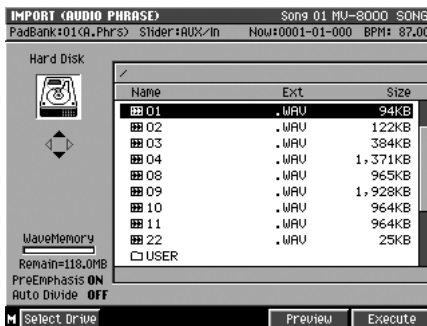
# Sampling

Here's how you can use a mic etc. to sample (record) a sound, and assign the sample to a pad. As an example, we will create a keyboard-type patch that will assign each sampled sound to a separate pad at different pitches.

● **Preparations**

Perform the following procedures.

- Preparing your equipment and making connections (p. 4)
- Connecting the power (p. 5)
- Turning on the power (p. 6)

*1* SAMPLING F2

**Press [ ] and then [ ].**

The SAMPLING (PATCH) screen (Owner's Manual p. 352) will appear. In this example we will use the sampled sound as a keyboard-type (pitched) patch.

*2* F5

**Press [ ] (Start).**

Sampling will begin. Record the desired audio material.

*3* F5

**Press [ ] (Stop).**

Sampling will end. The SAMPLING RESULT screen (Owner's Manual p. 354) will appear.

*4* F5

**Press [ ] (OK).**

Check the recorded result.

The QUICK ASSIGN (PATCH) screen (Owner's Manual p. 358) will appear.

**?**
You use a keyboard-type patch by assigning it to a range of pads (note numbers) and using it to play a sampled sound at different pitches. For example you might sample just one note of a piano, and assign this sample to two or more pads so that you can use the pads to play different piano pitches.

**HINT**
You can use Start Trigger (p. 336) to make sampling start automatically when an audio signal is input.

☞
You can use various operations to edit your sample, such as deleting unwanted portions at the beginning and end of the sample (Truncate, p. 338) or maximizing the level (Normalize, p. 338). For details, refer to the SAMPLING RESULT screen (p. 338).

**5** ▶

### Set parameters in the QUICK ASSIGN screen.

**HINT**

(Example) To assign the sample to separate pitches F3 through E4

| Parameter and setting | Result |
|---|---|
| Make Keyboard checked (keyboard mode) | This assigns the sample in a scale of semitone steps around the Original Key. |
| Original Key= C4 etc. | With a setting of C4, note number C4 will sound the sample at the same pitch as when it was recorded. |
| Assign To= F3–E4 | This assigns the sample over the range F3 through E4. |

**6** ▶

F5

### Press ▭ (Set).

The sampled sound will be assigned to the pads. Assign the patch to the current track, and play it as described in Using the velocity pads (p. 13).

**HINT**

You can import sample data that was created for the Roland S-700 series or the Akai MPC-2000(XL).

**MEMO**

You can use [F1 (Name)] to write or edit the name. For details on inputting a name, refer to Inputting text (p. 9).

**MEMO**

For details on other parameters, refer to Owner's Manual p. 359.

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# Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

## AFRICA

### EGYPT
**Al Fanny Trading Office**
9, EBN Hagar A1 Askalany Street,
ARD E1 Golf, Heliopolis,
Cairo 11341, EGYPT
TEL: 20-2-417-1828

### REUNION
**Maison FO - YAM Marcel**
25 Rue Jules Hermann,
Chaudron - BP79 97 491
Ste Clotilde Cedex,
REUNION ISLAND
TEL: (0262) 218-429

### SOUTH AFRICA
**That Other Music Shop (PTY) Ltd.**
11 Melle St., Braamfontein,
Johannesbourg, SOUTH AFRICA

P.O.Box 32918, Braamfontein 2017
Johannesbourg, SOUTH AFRICA
TEL: (011) 403 4105

**Paul Bothner (PTY) Ltd.**
17 Werdmuller Centre,
Main Road, Claremont 7708
SOUTH AFRICA

P.O.BOX 23032, Claremont 7735,
SOUTH AFRICA
TEL: (021) 674 4030

## ASIA

### CHINA
**Roland Shanghai Electronics Co.,Ltd.**
5F. No.1500 Pingliang Road
Shanghai 200090, CHINA
TEL: (021) 5580-0800

**Roland Shanghai Electronics Co.,Ltd.
(BEIJING OFFICE)**
10F. No.18 Anhuaxili
Chaoyang District, Beijing 100011
CHINA
TEL: (010) 6426-5050

**Roland Shanghai Electronics Co.,Ltd.
(GUANGZHOU OFFICE)**
2/F., No.30 Si You Nan Er Jie Yi
Xiang, Wu Yang Xin Cheng,
Guangzhou 510600, CHINA
Tel: (020) 8736-0428

### HONG KONG
**Tom Lee Music Co., Ltd.
Service Division**
22-32 Pun Shan Street, Tsuen
Wan, New Territories,
HONG KONG
TEL: 2415 0911

**Parsons Music Ltd.**
8th Floor, Railway Plaza, 39
Chatham Road South, T.S.T,
Kowloon, HONG KONG
TEL: 2333 1863

### INDIA
**Rivera Digitec (India) Pvt. Ltd.**
409, Nirman Kendra Mahalaxmi
Flats Compound Off. Dr. Edwin
Moses Road, Mumbai-400011,
INDIA
TEL: (022) 2493 9051

### INDONESIA
**PT Citra IntiRama**
J1. Cideng Timur No. 15J-150
Jakarta Pusat
INDONESIA
TEL: (021) 6324170

### KOREA
**Cosmos Corporation**
1461-9, Seocho-Dong,
Seocho Ku, Seoul, KOREA
TEL: (02) 3486-8855

### MALAYSIA
**BENTLEY MUSIC SDN BHD**
140 & 142, Jalan Bukit Bintang
55100 Kuala Lumpur,MALAYSIA
TEL: (03) 2144-3333

### PHILIPPINES
**G.A. Yupangco & Co. Inc.**
339 Gil J. Puyat Avenue
Makati, Metro Manila 1200,
PHILIPPINES
TEL: (02) 899 9801

### SINGAPORE
**Swee Lee Company**
150 Sims Drive,
SINGAPORE 387381
TEL: 6846-3676

**CRISTOFORI MUSIC PTE LTD**
Blk 3014, Bedok Industrial Park E,
#02-2148, SINGAPORE 489980
TEL: 6243-9555

### TAIWAN
**ROLAND TAIWAN ENTERPRISE CO., LTD.**
Room 5, 9fl. No. 112 Chung Shan
N.Road Sec.2, Taipei, TAIWAN,
R.O.C.
TEL: (02) 2561 3339

### THAILAND
**Theera Music Co. , Ltd.**
330 Verng NakornKasem, Soi 2,
Bangkok 10100, THAILAND
TEL: (02) 2248821

### VIETNAM
**Saigon Music**
Suite DP-8
40 Ba Huyen Thanh Quan Street
Hochiminh City, VIETNAM
Tel: (08) 930-1969

## AUSTRALIA/ NEW ZEALAND

### AUSTRALIA
**Roland Corporation Australia Pty., Ltd.**
38 Campbell Avenue
Dee Why West. NSW 2099
AUSTRALIA
TEL: (02) 9982 8266

### NEW ZEALAND
**Roland Corporation Ltd.**
32 Shaddock Street, Mount Eden,
Auckland, NEW ZEALAND
TEL: (09) 3098 715

## CENTRAL/LATIN AMERICA

### ARGENTINA
**Instrumentos Musicales S.A.**
Av.Santa Fe 2055
(1123) Buenos Aires
ARGENTINA
TEL: (011) 4508-2700

### BRAZIL
**Roland Brasil Ltda**
Rua San Jose, 780 Sala B
Parque Industrial San Jose
Cotia - Sao Paulo - SP, BRAZIL
TEL: (011) 4615 5666

### COSTA RICA
**JUAN Bansbach Instrumentos Musicales**
Ave.1. Calle 11, Apartado 10237,
San Jose, COSTA RICA
TEL: 258-0211

### CHILE
**Comercial Fancy II S.A.**
Rut.: 96.919.420-1
Nataniel Cox #739, 4th Floor
Santiago - Centro, CHILE
TEL: (02) 688-9540

### EL SALVADOR
**OMNI MUSIC**
75 Avenida Norte y Final
Alameda Juan Pablo II ,
Edificio No.4010 San Salvador,
EL SALVADOR
TEL: 262-0788

### MEXICO
**Casa Veerkamp, s.a. de c.v.**
Av. Toluca No. 323, Col. Olivar
de los Padres 01780 Mexico D.F.
MEXICO
TEL: (55) 5668-6699

### PANAMA
**SUPRO MUNDIAL, S.A.**
Boulevard Andrews, Albrook,
Panama City, REP. DE PANAMA
TEL: 315-0101

### PARAGUAY
**Distribuidora De Instrumentos Musicales**
J.E. Olear y ESQ. Manduvira
Asuncion PARAGUAY
TEL: (021) 492-124

### URUGUAY
**Todo Musica S.A.**
Francisco Acuna de Figueroa 1771
C.P.: 11.800
Montevideo, URUGUAY
TEL: (02) 924-2335

### VENEZUELA
**Musicland Digital C.A.**
Av. Francisco de Miranda,
Centro Parque de Cristal, Nivel
C2 Local 20 Caracas
VENEZUELA
TEL: (212) 285-8586

## EUROPE

### AUSTRIA
**Roland Austria GES.M.B.H.**
Siemensstrasse 4, P.O. Box 74,
A-6063 RUM, AUSTRIA
TEL: (0512) 26 44 260

### BELGIUM/HOLLAND/ LUXEMBOURG
**Roland Benelux N. V.**
Houtstraat 3, B-2260, Oevel
(Westerlo) BELGIUM
TEL: (014) 575811

### CZECH REP.
**K-AUDIO**
Kardasovska 626.
CZ-198 00 Praha 9,
CZECH REP.
TEL: (2) 666 10529

### DENMARK
**Roland Scandinavia A/S**
Nordhavnsvej 7, Postbox 880,
DK-2100 Copenhagen
DENMARK
TEL: 3916 6200

### FRANCE
**Roland France SA**
4, Rue Paul Henri SPAAK,
Parc de l'Esplanade, F 77 462 St.
Thibault, Lagny Cedex FRANCE
TEL: 01 600 73 500

### FINLAND
**Roland Scandinavia As, Filial Finland**
Elannontie 5
FIN-01510 Vantaa, FINLAND
TEL: (0)9 68 24 020

### GERMANY
**Roland Elektronische Musikinstrumente HmbH.**
Oststrasse 96, 22844 Norderstedt,
GERMANY
TEL: (040) 52 60090

### GREECE
**STOLLAS S.A.
Music Sound Light**
155, New National Road
Patras 26442, GREECE
TEL: 2610 435400

### HUNGARY
**Roland East Europe Ltd.**
Warehouse Area 'DEPO' Pf.83
H-2046 Torokbalint, HUNGARY
TEL: (23) 511011

### IRELAND
**Roland Ireland**
G2 Calmount Park, Calmount
Avenue, Dublin 12
Republic of IRELAND
TEL: (01) 4294444

### ITALY
**Roland Italy S. p. A.**
Viale delle Industrie 8,
20020 Arese, Milano, ITALY
TEL: (02) 937-78300

### NORWAY
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Lilleaker N-0216 Oslo
NORWAY
TEL: 2273 0074

### POLAND
**MX MUSIC SP.Z.O.O.**
UL. Gibraltarska 4.
PL-03664 Warszawa POLAND
TEL: (022) 679 44 19

### PORTUGAL
**Tecnologias Musica e Audio, Roland Portugal, S.A.**
Cais Das Pedras, 8/9-1 Dto
4050-465 PORTO
PORTUGAL
TEL: (022) 608 00 60

### ROMANIA
**FBS LINES**
Piata Libertatii 1,
535500 Gheorgheni, ROMANIA
TEL: (266) 364 609

### RUSSIA
**MuTek**
3-Bogatyrskaya Str. 1.k.l
107 564 Moscow, RUSSIA
TEL: (095) 169 5043

### SPAIN
**Roland Electronics de España, S. A.**
Calle Bolivia 239, 08020
Barcelona, SPAIN
TEL: (93) 308 1000

### SWEDEN
**Roland Scandinavia A/S SWEDISH SALES OFFICE**
Danvik Center 28, 2 tr.
S-131 30 Nacka SWEDEN
TEL: (0)8 702 00 20

### SWITZERLAND
**Roland (Switzerland) AG**
Landstrasse 5, Postfach,
CH-4452 Itingen,
SWITZERLAND
TEL: (061) 927-8383

### UKRAINE
**TIC-TAC**
Mira Str. 19/108
P.O. Box 180
295400 Munkachevo, UKRAINE
TEL: (03131) 414-40

### UNITED KINGDOM
**Roland (U.K.) Ltd.**
Atlantic Close, Swansea
Enterprise Park, SWANSEA
SA7 9FJ,
UNITED KINGDOM
TEL: (01792) 702701

## MIDDLE EAST

### BAHRAIN
**Moon Stores**
No.16, Bab Al Bahrain Avenue,
P.O.Box 247, Manama 304,
State of BAHRAIN
TEL: 211 005

### CYPRUS
**Radex Sound Equipment Ltd.**
17, Diagorou Street, Nicosia,
CYPRUS
TEL: (022) 66-9426

### IRAN
**MOCO, INC.**
No.41 Nike St., Dr.Shariyati Ave.,
Roberoye Cerahe Mirdamad
Tehran, IRAN
TEL: (021) 285-4169

### ISRAEL
**Halilit P. Greenspoon & Sons Ltd.**
8 Retzif Ha'aliya Hashnya St.
Tel-Aviv-Yafo ISRAEL
TEL: (03) 6823666

### JORDAN
**AMMAN Trading Agency**
245 Prince Mohammad St.,
Amman 1118, JORDAN
TEL: (06) 464-1200

### KUWAIT
**Easa Husain Al Yousifi Est.**
Abdullah Salem Street,
Safat, KUWAIT
TEL: 243-6399

### LEBANON
**Chahine S.A.L.**
Gerge Zeidan St., Chahine Bldg.,
Achrafieh, P.O.Box: 16-5857
Beirut, LEBANON
TEL: (01) 20-1441

### QATAR
**Al Emadi Co. (Badie Studio & Stores)**
P.O. Box 62, Doha, QATAR
TEL: 4423-554

### SAUDI ARABIA
**aDawliah Universal Electronics APL**
Corniche Road, Aldossary Bldg.,
1st Floor, Alkhobar,
SAUDI ARABIA

P.O.Box 2154, Alkhobar 31952
SAUDI ARABIA
TEL: (03) 898 2081

### SYRIA
**Technical Light & Sound Center**
Khaled Ebn Al Walid St.
Bldg. No. 47, P.O.BOX 13520,
Damascus, SYRIA
TEL: (011) 223-5384

### TURKEY
**Ant Muzik Aletleri Ithalat Ve Ihracat Ltd Sti**
Siraselviler Caddesi Siraselviler
Pasaji No:74/20
Taksim - Istanbul, TURKEY
TEL: (0212) 2499324

### U.A.E.
**Zak Electronics & Musical Instruments Co. L.L.C.**
Zabeel Road, Al Sherooq Bldg.,
No. 14, Grand Floor, Dubai, U.A.E.
TEL: (04) 3360715

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As of November 1, 2003 (Roland)

**Roland Corporation**