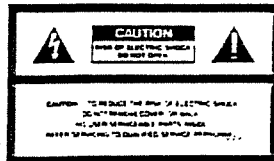# Roland®

MC·500MKII

Owner's Manual Set

The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK OR INJURY TO PERSONS.

IMPORTANT SAFETY INSTRUCTIONS

WARNING When using electric products, basic precautions should always be followed, including the following:

1. Read all the instructions before using the product.

2. Do not use this product near water- for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.

3. This product should be used only with a cart or stand that is recommended by the manufacturer.

4. This product, 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 level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.

5. The product should be located so that its location or position does not interfere with its proper ventilation.

6. The product should be located away from heat sources such as radiators, heat registers or other products that produce heat.

7. The product should avoid using in where it may be effected by dust.

8. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.

9. Changing the voltage selector may require the use of a different line cord or attachment plug, or both. To reduce the risk of fire or electric shock, refer servicing to qualified service personnel.

10. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.

11. Do not tread on the power-supply cord.

12. Do not pull the cord but hold the plug when unplugging.

13. When setting up with any other instruments, the procedure should be followed in accordance with instruction manual.

14. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.

15. The product should be serviced by qualified service personnel when:
A: The power-supply cord or the plug has been damaged; or
B: Objects have fallen, or liquid has been spilled into the product; or
C: The product has been exposed to rain; or
D: The product does not appear to operate normally or exhibits a marked change in performance; or
E: The product has been dropped, or the enclosure damaged.

16. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

SAVE THESE INSTRUCTIONS

WARNING
THIS APPARATUS MUST BE EARTH GROUNDED.

The three conductors of the mains lead attached to this apparatus are identified with color as shown in the table below, together with the matching terminal on the UK type power plug. When connecting the mains lead to a plug, be sure to connect each conductor to the correct terminal, as indicated.
"This instruction applies to the product for United Kingdom."

MAINS LEADS		PLUG
Conductor	Color	Mark on the matching terminal
Live	Brown	Red or letter L
Neutral	Blue	Black or letter N
Grounding	Green-Yellow	Green, Green-Yellow, letter E or symbol

Roland

MIDI MICRO COMPOSER

MC-500MKII

Hardware Manual

■ IMPORTANT NOTES

Power

- The appropriate power supply for this unit is shown on its name plate.
  Please make sure that the line voltage in your country meets the requirement.

- Do not use the same socket used for any noise generating device, or any device that may consume large amounts of power.

- This unit might not work properly if plugged into the wall socket while switched on, or if tunred on immediately after being turned off, and so on. If this happens, turn the unit off, then turn it on again after waiting for a few seconds.

- It is normal for this unit to become hot while being operated.

- To avoid damaging a power cable or causing a short circuit, be sure to hold the plug when disconnecting the cable from a wall socket. If the unit is not to be used for a long period of time, be sure to disconnect the power cable from the wall socket.

Location

- Do not place the MC-500MKII in any of the following locations. Malfunctions may result if it is placed where:
  o there is excessive heat (in direct sunlight, beside or on a heater, etc.)
  o there is excessive humidity
  o there is a lot of vibration

- Do not leave the MC-500MKII where it is exposed to direct sunlight or inside a closed car for a long period of time. Excessive heat could cause the cabinet to warp.

- Avoid placing the MC-500MKII near a neon or fluorescent light or near a cathode ray tube (television or computer display) because these devices generate noise.

- Do not place or drop anything heavy on the main unit or its power cable because this could damage either of these.

- Place this unit in a steady, horizontal place.

Cleaning

- Use a soft cloth and clean only with a mild detergent.

- Do not use solvents such as paint thinner or alcohol.

Miscellaneous

- Never put foreign matter (a coin, a wire, etc.) into the MC-500MKII. Never spill liquids (water, soft drinks, liquor, etc.) onto it either.

- Never push or hit the display.

Note on handling the floppy disk drive

• The built-in disk drive of MC-500MKII is a precision machine. So, Please handle it gently. Especially while the Disk Drive is running, do not give a strong shock to the unit.

• The floppy disk's hard plastic case conceals a thin disk of plastic film coated with a magnetic medium. Always handle with care because the slightest damage to this high-density recording medium can mean irretrievable loss of data.

• Disks could also become erased naturally after a certain length of time. To ensure a long life for your data disks, be sure to follow the instructions.

• Handling the floppy disk properly will maximize its life time. It, however will be erased some day in the course of nature. Please be sure to copy the system disk onto the supplied or a brand new disk and preserve the original system disk safely.

• We recommend that you make a few copies of your important data.

• Remove the disk from the disk drive before turning on or off the unit.

• Please do not touch the magnetic film, or the disk may become damaged.

• Please do not touch the shutter that covers the magnetic film. The magnetic field can be easily damaged, even by slight amount of grease.

• Please insert the disk securely into the disk drive. When removing the disk, push the Eject Button until it clicks. If the disk has stuck in the disk drive, do not attempt to remove it but push the Eject Button, and it will come out without any trouble.

• Never remove or insert the disk, or switch the unit on or off while the indicator of the disk drive is lit, or the disk may be permanently damaged.

• Be sure to protect the disk from dust.

• To protect the data saved on the disk from an accidental loss or overrecording, set the Protect Tab on the disk to the PROTECT position.

• Be sure that the label is securely attached to the disk, or the label may come off in the disk drive, making it difficult to take it out.

• When the disk is not to be used, preserve it vertically in the supplied protective jacket. Do not keep it on a slant or bent.

• Keep the disk away from extremely hot or cold temperatures or direct sunlight. The appropriate temperature for disk is 5 to 50°C.

• Do not expose the disk to strongly magnetic fields such as headphones or speakers.

■ PANEL DESCRIPTION

1. Front Panel

❸ Alpha Dial

❷ Beat Indicator

❹ Disk Indicator

❶ Display

❺ Disk Drive

Roland MICRO COMPOSER
MC-500MKⅡ

❻ Disk Eject Button

❼ Track Select Button

❷⑥ Ten Keys

❽ Reset Button
❾ Skip Button
❿ Record/Load Button
⑪ Record/Load Indicator
⑫ Pause Button
⑬ Pause Indicator
⑭ Stop Button
⑮ Play/Save Button
⑯ Play/Save Indicator

❷⑦ Enter Key

⑰ Cursor Button

⑱ Cursor Button

⑲ MIDI/Utility Button
⑳ Edit Button
㉑ Function Button
㉒ Microscope Button
㉓ Locate/Mode Button
㉔ Cancel/Available Memory Button
㉕ Shift Button

2. Rear Panel

㉘ MIDI IN Connector

㉙ MIDI THRU Connector

㉚ MIDI OUT 1 Connector

㉛ MIDI OUT 2 Connector

㊳ Power Switch

㊴ Receptacle

㉜ External Control Start/Stop Jack

㉝ External Control Punch In/Out Jack

㊲ Tape Sync Out Jack

㉞ Metronome Output Jack

㊱ Tape Sync In Jack

㉟ Metronome Level Knob

■ BASIC CONNECTION

* Before setting up, turn all unit off.

* The SUPER-MRC is default to Soft Thru OFF at MIDI 1 and Soft Thru ON at MIDI OUT 2.

1. Setup with a Keyboard

If you use MIDI OUT 2, set the local switch of the MIDI Keyboard to OFF.

MIDI IN   MIDI OUT

To Amplifier

MIDI OUT   MIDI IN   OUTPUT

MIDI Keyboard

D-50/20/10
S-50
RD-1000/300s
HP Series etc.
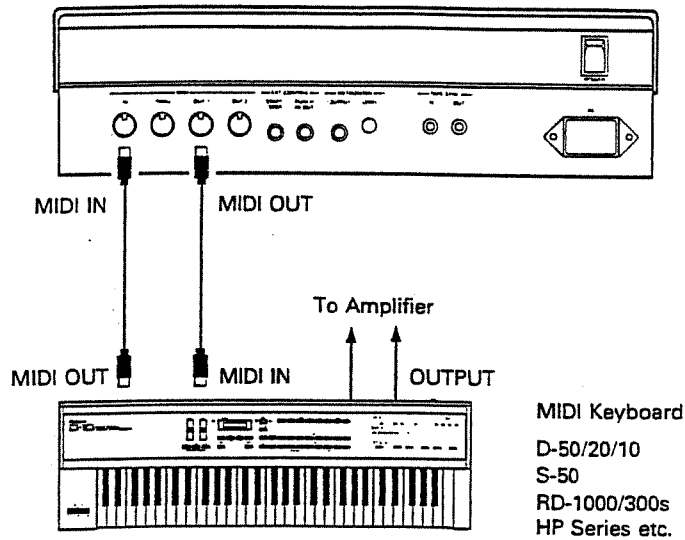
2. Set with MIDI Keyboard Controller and Sound Module

MIDI IN

MIDI OUT

To Amplifier

OUTPUT

MIDI Keyboard Controller

MKB-300/200
GM-70
VP-70 etc.

MIDI Sound Module

D-550/110
MT-32
S-550/330
P-330
MKS-20
DDR-30
MKS 80/70/50 etc.
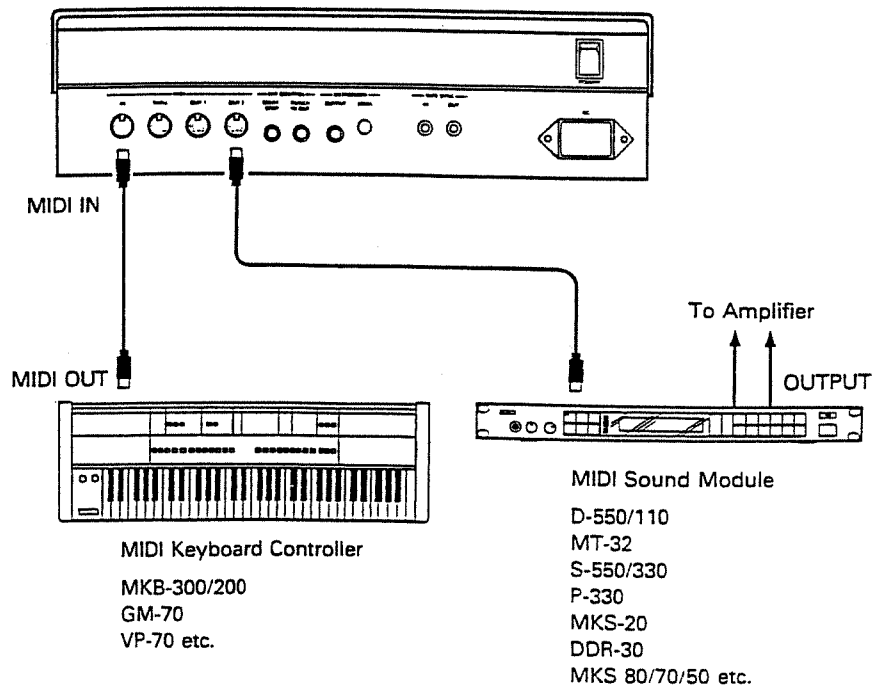
■ MC-500MKII HARDWARE SPECIFICATION

- **Memory Capacity (RAM)**
  768K bytes

- **Disk**
  Disk Drive (3.5 inch/2DD)
  Disk Memory Capacity
   720K bytes

- **Display**
  LCD Display (20 charactor × 2 line/with Back Light)

- **Rear Panel**
  MIDI Connector (IN, OUT × 2, THRU)
  Start/Stop Jack (DP-2)
  Punch In. Out Jack (DP-2)
  Metronome Output Jack
  Metronome Level Knob
  Tape Sync Jacks (RCA = pin)
  IN: −20 − 0 dBv/50 kΩ
  OUT: −10 dBv/50 kΩ Load
        [0 dBv = 0.775 Vrms]

- **Dimensions**
  305(W) × 285(D) × 91(H) mm
  12"(W) × 11-¼"(D) × 3-⁹/₁₆"(H)

- **Weight**
  3.4 kg/7 lb 8 oz

- **Power Consumption**
  14 W

- **Accessories**
  Super-MRC System Disk
  Blank Disk (MF-2DD)
  MIDI Cable (1.5 m) × 2
  AC Cord
  MC-500MKII Hardware Manual
  SUPER-MRC Software Manual (Basic/Advanced)
  What is MIDI

- **Options**
  Pedal Switch DP-2
  Connection Cord PJ-1M
  Carrying Case AB-300

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SUPER-MRP

Owner's Manual

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SUPER-MRP

Owner's Manual

TABLE OF CONTENTS

INTRODUCTION

■THE PURPOSE OF THIS MANUAL

This manualis limited to explaining the creation and use of the SUPER‐MRP system disks, using MODE 6 (SUPER‐MRP System Generator) which is a utility newly added to the SUPER‐MRC Version 2.00.

Read the SUPER‐MRC's owner's manuals (Basic Course and Advanced Course) together with this manual,

■ABOUT THE SYMBOLS USED IN THIS MANUAL

● Words enclosed by ☐ , such as PLAY and RESET , refer to buttons which should be pushed once and released. That is, PLAY means that the PLAY button should be pushed once then released.

Press and release
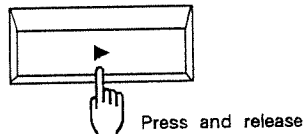
● Buttons shaded in gray, such as MODE , should be pressed while the SHIFT button is being held down. That is, MODE means that you should push the MODE button while holding the SHIFT button down. Please be sure to hold the SHIFT down first, then push the relevant button.

While holding down   Press
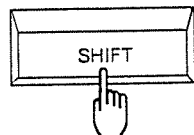
● Buttons and arrows, such as MODE→3→ENTER , mean that these buttons should be pushed in that order, as the arrows indicate. That is, MODE→3→ENTER means that you should push the MODE button while holding the SHIFT button down first, then 3 on the ten keypad, and finally the ENTER key.

①OUTLINE OF THE SUPER-MRP

1. Overview

The SUPER-MRC's MODE 6 includes the function of making the SUPER-MRP's system disk (this function is called System Generation). You must first make the SUPER-MRP's system disk using the System Generate function, then save the song files onto the system disk using the SUPER-MRC system, and set data (such as the order of songs) for each song file with the SUPER-MRP system disk you have made. Then you can play the songs just by switching the MC on and connecting the disk to it.

SUPER-MRC booted up

Destination Disk

SUPER-MRC

MODE 6
System Generator

System Generation

SUPER-MRP
System

CONFIG files from the MRP-500 are converted to Sequence Files.

If the destination disk contains any useful data, it will be retained.

Another Disk

Song File

SUPER-MRC

MODE 2
MODE 4

Load

Song Data

Save

(Any Song File of the MRC-500 will be converted to the SUPER-MRC Song File.)

SUPER-MRP
System

Song File

Memory

SUPER-MRP booted up

SUPER-MRP

MODE 2

Save the Sequence File

SUPER-MRP
System

Sequence File

Song File

Set the Sequence (order of songs) and save it onto a disk.

5

2. Functions of SUPER-MRP

The Roland Performance Package SUPER-MRP is the software for playing performance data programmed on the SUPER-MRC or MRC-500 with greater ease and speed on a live stage, etc. For instance, just by setting the order (sequence) of songs onto a floppy disk, the songs will automatically start playing by pressing the PLAY button at any time you like. The software also allows you to start or stop playing data with MIDI Start/Stop messages. Moreover, it is possible to perform Continuous Play, Repeat Play or set the Song Intervals etc.

3. About "Booting the MC"

MC series devices (such as MC-500MK II, MC-500 and MC-300) does not function at all unless they are activated with a system disk such as SUPER-MRC or SUPER-MRP. Further, the same MC works differently depending on the system disk used. The system program that determines how the MC should function is saved on each system disk, and the MC reads the program when it is switched on. This initial action taken to activate the MC is called BOOTING.

Thus, we say you BOOT the MC with such and such system.

4. Explanation of SUPER-MRP terminology

The following describes the terminology frequently used in this manual.

●Bank

A Bank is the group of songs which can be loaded by taking one loading procedure. There are 26 Banks, A to Z, in this software. Up to 32 different songs can be set in each Bank, and a maximum of 99 songs can be programmed far all 26 Banks. Depending on the hardware you use, the amount of song data which can be set in a Bank varies. The internal memory capacity of the MC-500MK II is approximately equivalent to a whole floppy disk, and that of the MC-500 or 300 a quarter of a floppy disk.

●**Sequence**

Sequence data includes the order of the songs to be played, pause, interval and loop play settings. Each Sequence has a Sequence number that is represented with a letter (A to Z) and a number (1 to 99), such as [A] − 3 (the third one in Bank A).

●**Sequence File**

Sequence file is the Sequence and Remote Control settings saved on a disk. One SUPER - MRP system disk can store only one Sequence File at the same time.

●**System Generate**

Writing the SUPER - MRP system program onto another disk is called System Generate. Unlike from "Initialize", System Generate retains the song files of SUPER - MRC or the MRC - 500 on the destination disk. Meanwhile, "Convert" is executed on the song files saved on the destination disk, so that the disk can be used as a SUPER - MRP system disk right away.

5. Structure of the Operation Modes

The SUPER-MRP features three main modes, each mode having several functions :

● MODE 1 : Play Mode

This mode allows you to play a song file according to the set Sequence.

Play ··················This plays only one Bank of Sequence numbers in a Sequence File.

Ring Play ···············This plays all the Sequence numbers set in a Sequence File.

Load Sequence ··········This loads a Sequence File and the System Configuration File in the SUPER-MRC.

● MODE 2 : Configuration Mode

This mode allows you to set the sequence (order) of songs to be played.

Sequence ···············This sets the Sequence of songs, Song interval, Loop Play, etc., in the internal memory.

Remote Control··········This sets MIDI control settings in a Sequence File in the internal memory.

Load Sequence ··········This loads a Sequence File and the System Configuration File of the SUPER-MRC from a disk.

Save Sequence ··········This saves the Sequence and Remote Control settings (all settings made in MODE 2) onto a disk as a Sequence File.

● MODE 3 : Disk Utilities

Disk Name··············This names a disk.

Restart ················This loads the System Program all over again.

2 Disk Making

The SUPER-MRP software is not provided with the function of making a system disk or saving song files, the following procedures (1, 2 and 3) should be taken with the SUPER-MRC already booted.

1. Making the SUPER-MRP system disk

The SUPER-MRP's system disk can be made as follows (System Generate procedure).

【Procedure】

① Boot up the SUPER-MRC.

② Select MODE 6.

MODE → 6 → ENTER

```
MODE 6 S-MRP SYS GEN
```

The following procedure will erase all song data in the internal memory. To remind you of this fact, the display shows the warning message:

```
Clear SONG data. OK?
Yes:ENTER    No:STOP
```

③ Erase the song data in the internal memory.

ENTER

```
Insert System Disk
and Press ENTER
```

④Insert the SUPER-MRC system disk into the disk drive with the protect tab set to the PROTECT position, then load the system program into the internal memory.

ENTER

```
Insert Dest. Disk
and Press ENTER
```

⑤Insert the destination disk into the disk drive with the protect tab set to the WRITE position.

ENTER

Note that, as listed below, the result will vary depending on the type of destination disk you use.

●SUPER-MRC System Disk

The SUPER-MRP system program is installed.

The SUPER-MRC system program is erased.

Song files remain intact.

●SUPER-MRC Data Disk

The SUPER-MRP system program is installed.

Song files remain intact.

●MRC-500 System Disk

The SUPER-MRP system program is installed.

The MRC-500 system program is erased.

Song files are converted for use with SUPER-MRC.

●MRC-500 Data Disk

The SUPER-MRP system program is installed.

Song files are converted for use with SUPER-MRC.

●MRP-500 System Disk

The SUPER-MRP system program is installed.

The MRP-500 system program is erased.

Song files are converted for use with SUPER-MRC.

●MRB - 500 System Disk

The SUPER - MRP System Program is installed.

The MRB - 500 system program is erased.

Bulk files are erased.

●Disk previously used for units other than the MC

All the files on the disk are erased.

The SUPER - MRP system program is installed.

●Brand new disk

The SUPER - MRP system program is installed.

The System Generate is being performed. (The SUPER - MRP system program is now being installed on the destination disk.)

```
Copying S-MRP SYSTEM
Please Wait
```

A metronome beep is heard, and the System Generate is completed. (The time needed for the System Generate differs depending on the disk you use.)

```
GEN. Complete! Cont?
Yes:ENTER    No:STOP
```

■ To continue to make another system disk of the SUPER - MRP

Press ENTER , then repeat step ⑤.

■ If you are using the MRC - 500 system/data disk, MRP - 500 system disk or the MRB - 500 system disk, repeat steps ④ and ⑤.

⑥ Leave this mode.

STOP

Now, the SUPER - MRP system disk is made.

2. Saving Song Files you wish to play

Now, save the song files you wish to play onto the SUPER-MRP system disk you have made. Song files can be saved onto (or loaded from) the SUPER-MRP system disk in exactly the same way as saving the SUPER-MRC system/data disk.

【Procedure】

①Load the song files you wish to play into the internal memory.
   (See page 161 in "Advanced Course" of the SUPER-MRC owner's manual.)

②Save the song data loaded into the internal memory onto the SUPER-MRP system disk.
   (See page 163 in "Advanced Course" of the SUPER-MRC owner's manual.)

Repeat steps ① and ② as many times as necessary.

We have used "Load" and "Save", canvenient when using a few song files from many different disks. However, if you are to use many song files from one disk, "Song File Transfer" may be easier. (See page 178 in "Advanced Course" of the SUPER-MRC owner's manual.)

3. Functions which should be set on the SUPER - MRC beforehand

All settings other than those for playing order (e.g. FUNC's 1 – 14 on a song file or System Configuration files stored on the disk such as MIDI transmit／receive status) cannot be changed after the disk is booted up as SUPER - MRP.

a. Functions set for each Song File

Each song file has 14 functions (FUNC's 1 to 14), but only 11 functions are required for the SUPER - MRP :

FUNC 1   SYNC CLOCK (Relative to "REMOTE CTRL"
                                    on the SUPER - MRP → See page 28.)

FUNC 2   METRONOME

FUNC 3   SONG TITLE

FUNC 4   RHYTHM VELO

FUNC 5   RHYTH INST

FUNC 7   BLOCK REPEAT (Relative to "LOOP PLAY"
                                    on the SUPER - MRP → See page 27.)

FUNC 8   AUTO STOP

FUNC 9   BASIC TEMPO

FUNC 10   LOCATE POINT

FUNC 11   OUTPUT ASSIGN

FUNC 12   XMT CHANNEL

b. Functions set on each disk

Using MODE 5 on the SUPER - MRC, save the System Configuration file onto the SUPER - MRP system disk. The SUPER - MRP system requires the following five functions :

CFNG 1 LOCATE MODE (Relative to "LOOP PLAY"
                                    on the SUPER - MRP → See page 35.)

CFNG 4 MIDI UPDATE

CFNG 7 SETUP UPDATE (MIDI 1, 2 and 3)

[3] BASIC SETTINGS FOR PLAYING SONGS

Set the order of songs to be played. Up to 32 different songs can be programmed in each Bank, and the total number of songs which can be used throughout all the Banks is 99.

1. Setting the order of songs to be played (Sequence)

【Procedure】

①Boot the MC with the SUPER-MRP system disk that contains the necessary song data.

| Flashing

```
CNFG 1 SEQUENCE
[A]- 1▸
```
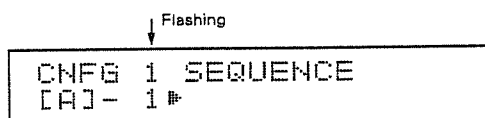
"1" flashes asking if you wish to set SEQUENCE (the playing order of songs).

＊If the unit is booted up with the disk where the Sequence data has already been set, song data is automatically loaded. To set the Sequence, select MODE 2 by pressing MODE →2 →ENTER .

②Select the Sequence Setting mode.

ENTER

| Display for the Sequence setting mode

```
CNFG 1   ▮▮    0%    0%
[A]- 1▸
```
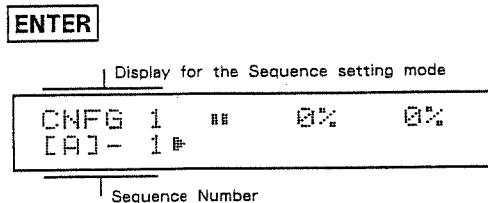
| Sequence Number

"[A] − 1" means that it is the first song of Bank A. (See page 6 for details of Banks.)

③Start setting the Sequence.

ENTER

The amount of memory that the current song has consumed

The amount of memory that the current Bank has consumed

```
CNFG 1   ▮▮    5%    0%
[A]- 1▸Time Track
```

| Flashing
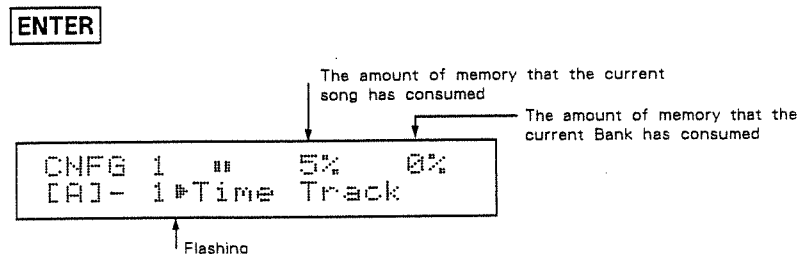
④Select the first song to be played.

| Alpha Dial | → | ENTER |

```
CNFG 1   ᴵᴵ    0%    5%
[A]- 2ᴵᵖ
```

Sequence number "[A] − 2" is now shown.

⑤Select the second song to be played in the similar way as step④.

| Alpha Dial | → | ENTER |

Repeat the procedure as many times as necessary.

The display, at the upper right, shows the amount of memory that Bank A's song data has consumed. If it excceeds 100%, you cannot play the songs you have set. If it is less than 100%, you can move to Bank B as follows.

⑥Change Banks.

ENTER

```
CNFG 1   ᴵᴵ    0%    0%
[B]- 1ᴵᵖ
```

⑦Repeat steps ④ and ⑤ (⑥) to set the Sequence of each Bank.

⑧Leave this mode.

| STOP |

```
CNFG 1 SEQUENCE
[B]- 6ᴵᵖ
```

The Sequence you have set is not yet written onto disk. To retain the Sequence data, do as follows.

⑨Remove the disk and reinsert it with the protect tab set to the WRITE position, then save the Sequence data.

SAVE

The display responds as below showing that the saving has started.

```
CONFIG FILE
Saving! Please Wait
```

When the display returns to the previous condition, the saving is completed.

⑩To avoid accidental erasure of data, set the protect tab on the disk back to the PROTECT position.

＊Whenever you write (save) data onto a disk, set the protect tab to the WRITE position first, then set it back to the PROTECT position after wards.

Now, the Sequence (the playing order of songs) has been set. (To play the songs you set, see page 29.)

2. Inserting and Deleting Songs

To change the Sequence you have set, use the Insert and Delete functions. (These functions do not actually insert or delete songs, but only change the order of songs.)

a. Insert

【Procedure】

①Select MODE 2.

MODE→2→ENTER

```
CNFG 1 SEQUENCE
[A]- 1▶Time Track
```

②Select the Sequence Setting mode.

ENTER

The current Sequence number flashes.

```
CNFG 1    ▮▮    5%  85%
[A]- 1▶Time Track
```

③Go to the Sequence number where you wish to insert a song.
(Alpha Dial or RESET / SKIP)

Example : To insert a song between 4th and 5th songs in Bank A, select Sequence number [A] − 5.

```
CNFG 1    ▮▮  12%  85%
[A]- 5▶Light Years
```

| A-1 | A-2 | A-3 | A-4 | A-5 | | B-1 | B-2 | --- |

| A-1 | A-2 | A-3 | A-4 | A-5 | A-6 | | B-1 | B-2 | --- |

Insert

17
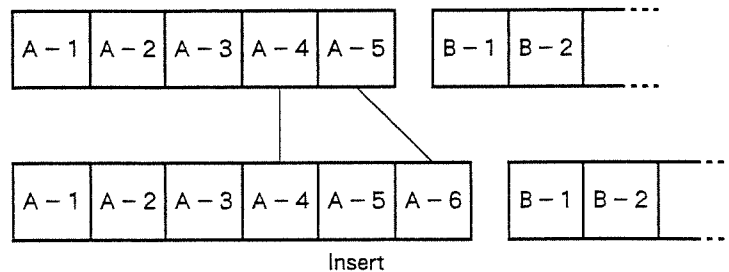
④Select the Insert mode.

EDIT → 1 → ENTER

```
EDIT 1        0%   85%
[A]- 5▶
```

⑤Select the song to be inserted.

Alpha Dial → ENTER

*If the memory consuming percentage exceeds 100% after inserting a song, you cannot move to MODE 1, and therefore cannot play the set songs. Delete unimportant song (s) to reduce the percentage to under 100%.

To continue inserting other songs right after the song you have just inserted, repeat step ⑤.

⑥Leave this mode.

STOP

*To insert a song at a different position, take step ⑥, then repeat steps ③ to ⑥.

⑦To write (save) the data you have set onto the disk, press SAVE .

★To insert a song after the Sequence number currently shown, for instance, to insert a song at the end of the Bank, do as follows instead of step ④.

④Change to the Insert mode.

EDIT → 1 → ENTER

Insert
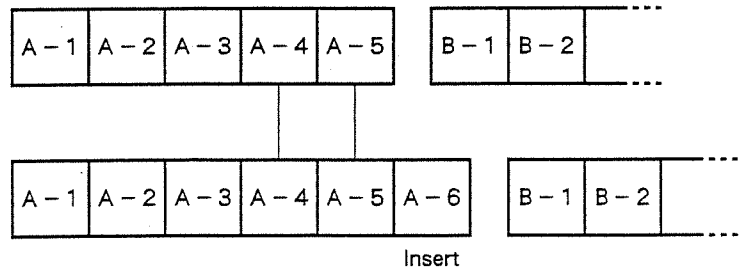
b. Delete

【Procedure】

①Select **MODE 2.**

[MODE]→[2]→[ENTER]

```
CNFG 1 SEQUENCE
[A]- 1▶Time Track
```

②Select the **Sequence Setting** mode.

[ENTER]

The current Sequence number flashes.

```
CNFG 1  ▥▥   5%  85%
[A]- 1▶Time  Track
```

③Go to the Sequencer number where you wish to delete a song.

([Alpha Dial] or [RESET] / [SKIP])

```
CNFG 1  ▥▥  12%  85%
[A]- 6▶Light Years
```

④Select the **Delete** mode.

[EDIT]→[2]→[ENTER]

```
EDIT 2 DELETE? >>REC
[A]- 6▶Light Years
```

⑤Canfirm the song name to be deleted, then delete it.

[REC]

＊When the song is deleted, the next song comes up in the display.

```
EDIT 2 DELETE? >>REC
[A]- 6▶Sidewalk
```

To continue, and delete the next song, press $\boxed{\text{REC}}$ again.

⑥Leave this mode.
$\boxed{\text{STOP}}$

＊To delete a song at a different position, take step ⑥, then repeat steps ③ to ⑥ .

⑦To write (save) the data you have set onto the disk, press $\boxed{\text{SAVE}}$.

★To delete all the songs after the Sequence number currently shown, do as follows instead of step ⑤.

⑤Canfirm the song name to be deleted, then delete it.
$\boxed{\text{RESET}}$ ＋ $\boxed{\text{REC}}$

3. Bank Split and Join

a. Split

When the total amount of memory that a Bank consumes exceeds 100 %, you cannot move to the Play mode (MODE 1), and therefore cannot play the Bank. To reduce it to under 100%, you can delete a song or songs in a Bank or divide a Bank into two sections.

【Procedure】

①**Select MODE 2.**

MODE → 2 → ENTER

```
CNFG 1 SEQUENCE
[A]- 1▶Time Track
```

②**Set to the Sequence Setting mode.**

ENTER

The current Sequence number flashes.

```
CNFG 1  ▥  10%  60%
[A]- 1▶Time Track
```

③**Select the Sequence number where you wish to split the Bank into two sections (the Sequence number that is to become the first song of the next Bank).**

(Alpha Dial or RESET / SKIP)

```
CNFG 1  ▥  10%  80%
[A]- 6▶Sidewalk
```

④**Execute the Split.**

ENTER

```
CNFG 1  ▥  10%  30%
[B]- 1▶Sidewalk
```

| A－1 | A－2 | A－3 | A－4 | A－5 | A－6 | A－7 | A－8 | | B－1 | B－2 |

| A－1 | A－2 | A－3 | A－4 | A－5 | | B－1 | B－2 | B－3 | | C－1 | C－2 |
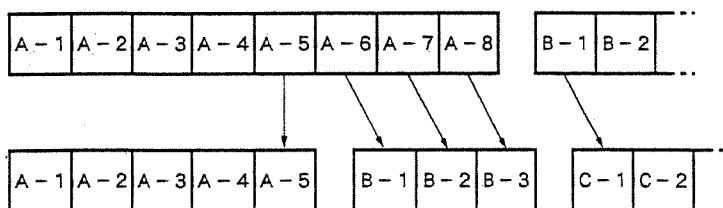
b. Joint

By joining Banks which occupy less than 50% in memory, you can play a greater number of songs after one load procedure.

【Procedure】

①Select **MODE 2.**

MODE → 2 → ENTER

```
CNFG 1 SEQUENCE
[A]- 1▶Time Track
```

②**Set to the Sequence Setting mode.**

ENTER

The current Sequence number flashes.

```
CNFG 1  ▥  10%  60%
[A]- 1▶Time Track
```

③**Select the leading Sequence number of the Bank which is to be connected to the Bank ahead of it.**
(Alpha Dial or RESET ╱ SKIP)

```
CNFG 1  ▥  10%  30%
[B]- 1▶Sidewalk
```

④**Execute the Bank Join.**

ENTER

```
CNFG 1  ▥  10%  80%
[A]- 6▶Sidewalk
```

A−1	A−2	A−3	A−4	A−5		B−1	B−2	B−3		C−1	C−2

A−1	A−2	A−3	A−4	A−5	A−6	A−7	A−8		B−1	B−2
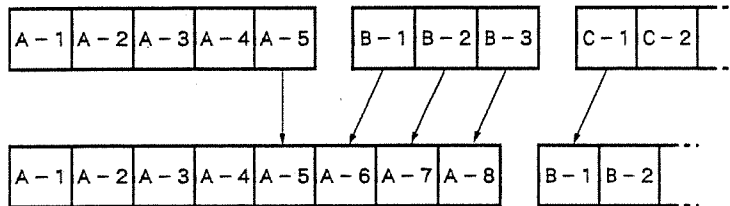
4 ADVANCED SETTINGS FOR PLAYING

1. Pause Cancel (Continuous Play)

Programming Sequence data as explained in the previous chapter 2 will automatically set Pause for each individual song. If you play such data (with Pause ON), the unit stops every time a song is played, so that you must press PLAY to play the next song. To play songs continuously, cancel the Pauses as follows.

【Procedure】

① Select MODE 2.

MODE → 2 → ENTER

② Set to the Sequence Setting mode.

ENTER

③ Select the Sequence number which should start playing right after the previaus one (where you wish to cancel PAUSE).

(RESET / SKIP or Alpha Dial)

```
          ↓Pause ON
CNFG 1   ▯▮      5%   97%
[B]- 9▮Flash Dance
```

④ Erase the Pause mark.

PAUSE

```
          ↓Pause OFF
CNFG 1    ¦      5%   97%
[B]- 9▮Flash Dance
```

When the Pause mark is lit (▯▮), Pause is set, and when it disappears, it is off (¦). Pressing PAUSE switches Pause on and off.

⑤ Repeat steps ③ and ④ as many times as necessary.

■ To continue, and cancel Pause in a different Bank, change Banks with ▦ (for a following Bank) ╱ ▦ (for a previous Bank), then repeat steps ③ to ⑤.

⑥ Leave this mode.

STOP

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⑦To save the edited data onto the disk press `SAVE` .

＊The above Pause Cancel procedure is effective only in the same Bank.

2. Interval

When several songs are played in succession (with the Pause cancelled), you may wish place an the interval between two songs. It can be set in one second units, from 0 to 240.

【Procedure】

①Select MODE 2.

`MODE`→`2`→`ENTER`

②Set to the Sequence Setting mode.

`ENTER`

③Move the cursor to the Interval position.

`←` ╱ `→`

Interval Time Display (second)

```
CNFG 1  ▮▮   0  ▪  ÷
[A]- 3▸Mid Manhattan
```

④Select the Sequence number where you wish to set the interval.

`SKIP` ╱ `RESET` (advancing╱backing up a Sequence number)

⑤Set the interval time.

`Alpha Dial` ╱ `Ten Key Pad`→`ENTER`

Now, the next Sequence number automatically comes up.

■To continue, and set the interval for the next song, repeat step ⑤.

■To set the interval in a different Bank, change Banks with`→` (for a following Bank) ╱`←` (for a previous Bank), then repeat steps ④ and ⑤.

⑥Leave this mode.

STOP

⑦To save the interval data you have set onto the disk, press SAVE .

＊If Pause has been set within the data, the Interval you set will be ignored.

3. Count In

You can set two bars of metronome count-in which you may need to get used to the timing of the performance. Programming Sequence data as explained in the previous chapter ② will automatically set the Count In to OFF.

【Procedure】

①Select MODE 2.

MODE →2→ENTER

②Set to the Sequence Setting mode.

ENTER

③Move the cursor to the Count In position.

← ／ →

Count In OFF

```
CHFG 1  ▥   0  .   ⇥
[A]- 3▸Mid Manhattan
```

④Select the Sequence number where you wish to set the Count In.

SKIP ／ RESET (advancing／backing up a Sequence number)

⑤Set the Count In ON or OFF.

(Alpha Dial or 1 ／ 0) →ENTER

(⇥) turns the Count In ON, and (▪) turns it OFF.

Here, the next Sequence number automatically comes up.

■To continue, and set the Count In for the next song, repeat step ⑤.

■To set the Count In in a different Bank, change Banks with ▦ (for a following Bank) ／▦ (for a previous Bank), then repeat steps ④ and ⑤.

⑥Leave this mode.

STOP

⑦To save the Count In you have set onto the disk, press SAVE .

4. Loop Play

The Loop Play function allows you to play a specified part of a song repeatedly. The part of a song to be Loop-played (Loop Section) needs to be set for each song file on the disk, with SUPER - MRC.

【Procedure】

①Select MODE 2.

$\boxed{\text{MODE}} \rightarrow \boxed{2} \rightarrow \boxed{\text{ENTER}}$

②Set to the Sequence Setting mode.

$\boxed{\text{ENTER}}$

③Move the cursor to the Loop Play position.

$\boxed{\leftarrow} / \boxed{\rightarrow}$

|Loop Play OFF

```
CNFG 1  ■■   0  .   ÷
[A]- 4▶Sidewalk
```

④Select the Sequence number which you wish to Loop-play.

$\boxed{\text{SKIP}} / \boxed{\text{RESET}}$ (advancing/reversing Sequence numbers)

⑤Set the Loop Play ON or OFF.

($\boxed{\text{Alpha Dial}}$ or $\boxed{1} / \boxed{0}$) $\rightarrow \boxed{\text{ENTER}}$

(♫) turns the Loop Play ON, and (÷) turns it OFF.

Here, the next Sequence number automatically comes up.

■To continue, and set the Loop Play for the next song, repeat step ⑤.

■To set the Loop Play in a different Bank, change Banks with $\boxed{\rightarrow}$ (for a following Bank) / $\boxed{\leftarrow}$ (for a previous Bank), then repeat steps ④ and ⑤.

⑥Leave this mode.

$\boxed{\text{STOP}}$

⑦To save the Loop Play you have set onto the disk, press $\boxed{\text{SAVE}}$.

5. Remote Control

The SUPER-MRP allows you to play the unit with the following MIDI messages, regardless of the sync clock of each song.

●System Real Time Messages

Start (starts playing from the beginning of a song)

Continue (resumes play of a song from the current position)

Stop (stops playing)

●System Common Messages

Song Position Pointer (goes to the current position)

Song Select (changes song numbers)

＊The SUPER-MRP default is Remote Control OFF (only the MC's panel controls are valid).

【Procedure】

①Select MODE 2.

MODE → 2 → ENTER

②Set to the Remote Control setting mode.

2 → ENTER

```
CNFG 2 REMOTE CTRL
          OFF
```

③Set the Remote Control ON or OFF.

(Alpha Dial or 1 ╱ 0) → ENTER

④To save the Remote Control you have set, press SAVE .

⑤PLAYBACK

1. When Pause is ON

【Procedure】

To play the songs immediately after setting the Sequence (the order of songs to be played), perform steps ① through ⑥.

If the unit has been booted up with a SUPER-MRP system disk which contains Sequence data, steps ① to ⑤ are automatically performed, and it goes to the Play mode (the song data in Bank A is loaded). So, start from step ⑥.

①Select **MODE 2.**
  MODE → 2 → ENTER

②Set to the Sequence Setting mode.
  ENTER

③Select the Sequence number to be played.
  (Alpha Dial or SKIP ╱ RESET)

④Leave the Sequence Setting mode.
  STOP

⑤Change to the Play mode.
  MODE → 1 → ENTER

Now, the unit loads all the song files contained in the Bank of the selected Sequence number.

```
[A]- 1▶Time Track
Loading! Please Wait
```

When the unit has finished loading the song files, it is ready to play them.

⑥Press PLAY to play the Sequence number you have selected in step ③.

```
[A]- 1▶Time Track
M= 103   ♩=130  [178]
```
                                      └Play Tempo
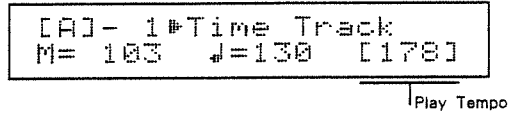
✳To stop playing, press STOP or RESET .

When the unit has played the song, it shows the next Sequence number and stops.

⑦To play the next song, press PLAY .

When all the songs in a Bank have been played, "MEASEND" appears at the lower left of the display. If you wish to continue, and play a different Bank, change Banks, then press PLAY .

★Bank Selection

To advance a Bank number, press ▦ .
To reverse a Bank number, press ▦ .

Here, the song files in the next or previous Bank are loaded from the disk to the unit, then the first song is readied.

✳If you wish to change the Sequence number quickly in the Play mode, read "Changing the Sequence Numbers" on page 39.

2. When Pause is OFF (when set to the Continuous Play mode)

【Procedure】

To play the songs immediately after setting the Sequence (the order of songs to be played), perform steps ① through ⑥.

If the unit has been booted up with a SUPER-MRP system disk which contains Sequence data, steps ① to ⑤ are automatically performed, and it goes to the Play mode (the song data in Bank A is loaded). So, start from step ⑥.

①Select **MODE 2**.

MODE → 2 → ENTER

②Set to the Sequence Setting mode.

ENTER

③Select the Sequence number to be played.

(Alpha Dial or SKIP ╱ RESET)

④Leave the Sequence Setting mode.

STOP

⑤Change to the Play mode.

MODE → 1 → ENTER

Here, the unit loads all the song files contained in the Bank of the selected Sequence number.

```
[A]- 1▶Time Track
Loading! Please Wait
```

When the unit has finished loading the song files, it is ready to play them.

```
             ┌Sequence Number   ┌Song Tytle
             │                  │
 [A]- 1▶Time  Track
 M=   1   ♩=130      10
     └─────  └───────  └──────
    Bar Number  Basic Tempo   Interval (second)
```

⑥Press PLAY to play the Sequence number you have selected in step ③.

＊To stop playing, press STOP or RESET .

When the unit has played the song, it automatically plays the next song. If an Interval time has been set, an interval occurs before the next song. (The interval time at the lower right corner decrements.)

When all the songs in a Bank are played, "MEASEND" appears at the lower left of the display. If you wish to continue, and play a different Bank, change Banks, then press PLAY .

★Bank Selection

To advance a Bank number, press ▦ .
To back up a Bank number, press ▦ .

Here, the song files in the next or previous Bank are loaded from the disk to the unit, then the first song is readied.

＊If you wish to change the Sequence number quickly , read "Changing the Sequence Numbers" on page 39.

3. When Count In is ON

【Procedure】

To play the songs immediately after setting the Sequence (the order of songs to be played), perform steps ① through ⑥.

If the unit has been booted up with a SUPER-MRP system disk which contains Sequence data, steps ① to ⑤ are automatically performed, and it goes to the Play mode (the song data in Bank A is loaded). So, start from step ⑥.

①Select **MODE 2.**

| MODE | → | 2 | → | ENTER |

②Set to the **Sequence Setting** mode.

| ENTER |

③Select the **Sequence number to be played.**
(| Alpha Dial | or | SKIP | / | RESET |)

④Leave the **Sequence Setting** mode.
| STOP |

⑤Change to the **Play mode.**

| MODE | → | 1 | → | ENTER |

Here, the unit loads all the song files contained in the Bank of the selected Sequence number.

```
[A]- 1▶Time Track
Loading! Please Wait
```

When the unit has finished loading the song files, it is ready to play them.

```
[A]- 1▶Time Track
M=   1  ♩=130       0
```

⑥Press | PLAY | , and the **Sequence number you have selected in step ③ starts playing after two bars of count-in.**

With count-in, you can get a better understanding of the tempo of the song.

*When Pause is ON, pressing PLAY will play the two bars of count-in, then the next song.

*When Pause is OFF, the two bars of count-in will be played automatically after the set Interval, then the next song starts playing.

4. When Loop Play is ON

When Loop Play has been set, connect the DP-2 (optional pedal switch) to the Punch In/Out socket on the rear of the unit. The Loop In/Out can be done with the pedal switch.

【Procedure】

To play the songs immediately after setting the Sequence (the order of songs to be played), perform steps from① through ⑥.

If the unit has been booted up with a SUPER-MRP system disk which contains the Sequence data, steps ① to ⑤ are automatically performed, and it goes to the Play mode (the song data in Bank A is loaded). So, start from step ⑥.

①Select MODE 2.
MODE → 2 → ENTER

②Set to the Sequence Setting mode.
ENTER

③Select the Sequence number to be played.
(Alpha Dial or SKIP / RESET)

④Leave the Sequence Setting mode.
STOP

⑤Change to the Play mode.
MODE → 1 → ENTER

Here, the unit loads all the song files contained in the Bank of the selected Sequence number.

```
[A]- 1♭Time Track
Loading! Please Wait
```

When the unit has finished loading the song files, it is ready to play them.

```
[A]- 1♭Time Track
M=    1  ♩=130        0
```

⑥Press PLAY , and the Sequence number you have selected in step ③ starts playing.

The Loop section you have specified in the song file is played as follows :

Loop Point
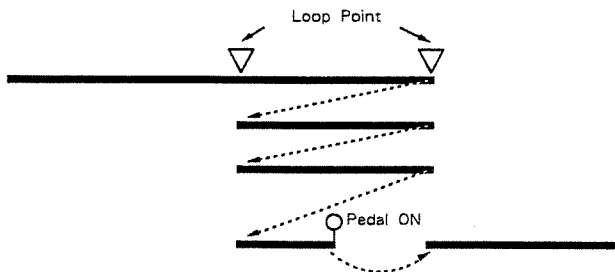
*Pressing the pedal before playing up to the the end of the loop section will jump you to the end of the loop section.

*Pressing the pedal while playing anywhere other than the loop section will jump you to the beginning of the loop section.

Loop Point
Pedal ON

*Depending on the System Configuration Files settings on the SUPER-MRC, how the songs are played after jumping to the head or end of the loop will differ.

Loop Point
Pedal ON
Bar
STOP = JUST

Loop Point
Pedal ON
Bar
STOP = MEAS
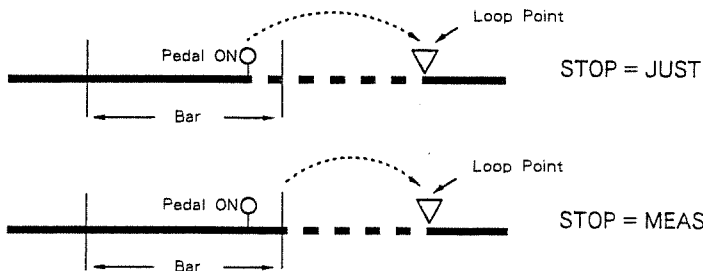
5. When Remote Control is ON

The MC can be externally controlled by MIDI messages such as Start, Continue, Stop, Song Position Pointer and Song Select. Using devices that can transmit these MIDI messages, you no longer need to operate the MC itself. Also, it is possible to use these MIDI messages and the panel controls on the unit at the same time.

【Procedure】

To play the songs immediately after setting the Sequence (the order of songs to be played), perform steps ① through ⑥.

If the unit has been booted up with a SUPER-MRP system disk which contains Sequence data, steps ① to ⑤ are automatically performed, and it goes to the Play mode (the song data in Bank A is loaded). So, start from step ⑥.

①Select **MODE 2.**
   MODE → 2 → ENTER

②Set to the Sequence Setting mode.
   ENTER

③Select the Sequence number to be played.
   (Alpha Dial or SKIP / RESET)

④Leave the Sequence Setting mode.
   STOP

⑤Change to the Play mode.
   MODE → 1 → ENTER

Here, the unit loads all the song files contained in the Bank of the selected Sequence number.

```
[A]- 1▶Time Track
Loading! Please Wait
```

When the unit has finished loading the song files, it is ready to play them.

```
[A]- 1▶Time Track
M=    1   ♩=130        0
```

⑥Transmitting the MIDI Start message from an external device to the MC will start play of the Sequence number you have selected in step ③.

＊To stop playing, transmit MIDI Stop message.

＊Song Position Pointer or Song Select are not received during song playing.

6. Ring Play

The Ring Play function plays all the songs in the set order (Sequence) up to the last Bank, then starts playing from the first Bank all over again. In Ring Play, intervals previously set are effective, but Pause and Loop Play settings are ignored. (There will be some interval before playing the next Bank. This, however is not the effect of Pause ; it happens because it takes time to read the song files in that bank.)

【Procedure】

To play the songs immediately after setting the Sequence (the order of songs to be played), perform steps ① through ⑥.

If the unit has been booted up with a SUPER-MRP system disk which contains Sequence data, steps ① to ⑤ are automatically performed, and it goes to the Play mode (the song data in Bank A is loaded). So, start from step ⑥.

①Select MODE 2.
MODE → 2 → ENTER

②Set to the Sequence Setting mode.
ENTER

③Select the Sequence number to be played.
(Alpha Dial or SKIP ╱ RESET)

④Leave the Sequence Setting mode.
STOP

⑤Change to the Play mode.
MODE → 1 → ENTER

⑥Start the Ring Play.
PLAY

Here, the unit loads all the song files contained in the Bank of the selected Sequence number.

⑥OTHER USEFUL FUNCTIONS

1. Jumping to a different Sequence Number

In the Play mode, you can shift to a different Sequence number.

● Jumping to a nearby Sequence Number

【Procedure】

①If the unit is playing, stop it.
| STOP |

②Select the Sequence number you wish to shift to.
SKIP ／ **RESET** (advancing or backing up a Sequence number)

To shift to a Sequence number in a different Bank, use **→** or **←** (advancing or reversing a Bank number) to change Banks, then take step②.

● Jumping to a distant Sequence Number

【Procedure】

①If the unit is playing, stop it.
| STOP |

②Move the cursor to the Sequence number.
| ← | ／ | → |

③Specify the Sequence number to which you wish to shift.
| Ten Key Pad |→| ENTER | (or | Alpha Dial |)

To shift to a Sequence number in a different Bank, assign the Bank with **Ten Key Pad** →| ENTER | , then take step③.

You can specify the Bank you want as follows :

1	A→B→C→A
2	D→E→F→D
3	G→H→I→G
4	J→K→L→J
5	M→N→O→M
6	P→Q→R→P
7	S→T→U→S
8	V→W→X→V
9	Y→Z →Y

* **You can select the Sequence number with** |Alpha Dial| **, advancing or reversing a Bank number, then press** |ENTER| **to shift to that Bank.**

2. Jumping within a Song

In the Play mode, you can jump to a different bar or to a locate point set in the song file.

● Jumping to a different bar

【Procedure】

①If the unit is playing, stop it.

|STOP|

②Specify the bar to which you wish to jump.

■To move to the previous or next bar :

|PAUSE| + |RESET| ╱ |PAUSE| + |SKIP|

■To move to the top of the song :

|RESET|

■To move to the end of the song :

|SKIP|

★To specify the bar number, do as follows after step ①.

②Move the cursor to the Bar Number.

| ← | / | → |

③Set the desired bar number.

(| Alpha Dial | or | Ten Key Pad |) → | ENTER |

● Jumping to the Locate Point

【Procedure】

①If the unit is playing, stop it.

| STOP |

②Jump to the set locate point.

(| LOC | → | Ten Key Pad | → | ENTER | ; or | LOC | + | Ten Key Pad |)

3. Track Mute

In the Play mode, you can stop transmitting the performance data for each Track (Track Mute).

＊Refer to page 22 in the Advanced Course of the SUPER-MRC owner's manual.

【Procedure】

Pressing the Track Select Button toggles between the MUTE and OUTPUT (MUTE ON or MUTE OFF) modes. (The Track Indicator goes out or lights up.)

＊The Track Mute can be done even during song playing.

＊For muting Tracks 5 to 8 and the tempo track, take the above procedure while holding | SHIFT | down.

4. Metronome

The Metronome ON or OFF set in each song file can be changed
temporarily in the Play mode.

【Procedure】

Press FUNC .

5. Disk ·Change

The SUPER - MRP allows you to change disks (change Sequence files)
without having to switch the MC off and ·on.

【Procedure】

Take out the disk in the MC, insert the new disk, then press REC .

＊This will erase any previous Sequence data and song data in the internal
memory.

★In cases when you have re-booted with the SUPER - MRP system, do as
follows.

①Set to the Disk Utility mode.
MODE →3→ENTER

②Select RESTART.
2→ENTER

③Execute the Restart.
ENTER

This may be effectively used to check a disk before using it in live
performance.

6. Disk Name

Each disk can be named using up to 13 letters.

【Procedure】

①Set to the Disk Utility mode.

MODE → 3 → ENTER

②Load the disk name.

1 → ENTER

＊When the disk does not have a disk name, there will be a blank.

③Specify the characters (letters, numbers or sign) to be used.

(Alpha Dial or Ten Key Pad)

＊See page 76 in the Advanced Course of the SUPER-MRC owner's manual for details of character selection.

④Move the cursor to the position where the specified character is to be written.

← ／ →

⑤Repeat steps ③ and ④ as many times as necessary.

⑥Save the disk name you have written onto the disk.

ENTER

＊If you do not wish to rewrite the previous disk name, press STOP .

⑦WARNINGS AND ERROR MESSAGES

● Messages shown right after the unit is booted up

```
Error 1 RAM CHECK
See owner's manual!
```

【Cause】 There is something wrong with the MC's internal memory.

【What to do】 Call your local Roland service center or the retailer from when you purchased your MC.

```
Error 2 ILLEGAL DISK
See owner's manual!
```

【Cause】 The system disk used for booting the MC is not the proper one for the MC series unit.

【What to do】 Replace the disk with a proper disk (the SUPER-MRP system disk), then repeat the procedure.

```
Error 3 DISK I/O
See owner's manual!
```

【Cause】 The MC series system disk is damaged ; or the disk has not been initialized yet.

【What to do】 Replace the disk with a proper disk (the SUPER-MRP system disk).

● Messages shown while you are setting the Sequence

```
OVER 32 SONGS/BANK
Press STOP
```

【Cause】 You have tried to set more than 32 songs in a Bank.

【What to do】 Press |STOP| . Then delete a song or songs or split the Bank so that the total number of songs becomes less than 32.

```
┌─────────────────────────────┐
│ OVER 99 SEQUENCE            │
│ Press STOP                  │
└─────────────────────────────┘
```

【Cause】   You have tried to set more than 99 songs in a Sequence.

【What to do】   Press STOP . Then delete a song or songs or split the Bank so that the total number of songs in a bank is less than 99.

● Messages shown while you move from MODE 2 to MODE 1


```
┌─────────────────────────────┐
│ Attn! SONG NOT FOUND        │
│ Copy Song Files             │
└─────────────────────────────┘
```

【Cause】   The song file you tried to use for a sequence file does not exist on the disk.

【What to do】   Press STOP , then copy the song file required with the SUPER-MRC system.


```
┌─────────────────────────────┐
│ Attn! NO SEQUENCE           │
│ Press STOP                  │
└─────────────────────────────┘
```

【Cause】   The MC cannot be set to the Play mode since no Sequence file is set.

【What to do】   Press STOP , then set the Sequence in MODE 2.


```
┌─────────────────────────────┐
│ OVER INTERNAL MEMORY        │
│ Press STOP                  │
└─────────────────────────────┘
```

【Cause】   The internal memory cannot handle the volume selected.

【What to do】   Press STOP , then delete songs in the Sequence or split the Bank so that the amount of memory that a Bank is using becomes smaller.

● Messages shown while the disk drive is running

```
Error 4 MEMORY FULL
Press STOP
```

【Cause】 The memory becomes full because you have changed song files after setting the Sequence. Or you are trying to use the Sequence set on the modified hardware of the MC-500MK II or OM-500 with the MC-500/300.

【What to do】 Press STOP , then set the Sequence again.

```
Error12 DISK I/O
See owner's manual!
```

【Cause】 The SUPER-MRP system disk is damaged, therefore the loading or saving of the song files or sequence file cannot be done. (Or the disk has not been initialized yet.)

【What to do】 Press STOP .

If the disk has not been initialized, initialize it or perform the system generate procedure.
If the disk is damaged, do not use it again.

```
Error99 DISK I/O ***
See owner's manual!
```

【Cause】 An unpredictable error occured in disk input and output.

【What to do】 Write down the number shown at the upper right of the display, exactly what you have done before this error message appeared, the configuration of the hardware, etc. Then call your local Roland service center.

```
Attn! WRONG DISK
Change Disk & ENTER
```

【Cause】   The disk you are using is not the SUPER-MRP system disk.

【What to do】   Replace the disk with the SUPER-MRP system disk, then press |ENTER| .


```
Attn! PROTECTED
Protect OFF & ENTER
```

【Cause】   The protect tab on the disk is set to the PROTECT position, therefore the writing cannot be done.

【What to do】   Take out the disk, and reinsert it with the protect tab set to the WRITE position.


```
Attn! NO DISK
Insert Disk & ENTER
```

【Cause】   No disk is inserted in the disk drive.

【What to do】   Insert a disk, then press |ENTER| .


```
Attn! DISK CHANGED
Change DISK & ENTER
```

【Cause】   You have changed disks while a series of procedures was not yet finished.

【What to do】   Replace the disk you were previously using, then press |ENTER| .

Function ···		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	All Ch ×	× ×	not BASIC ch
Mode	Default Messages Alterd	Mode 3 OMNI OFF, POLY * * * * * * * *	× ×	*2
Note Number	True Voice	0 - 127 * * * * * * * *	× ×	
Velocity	Note ON Note OFF	○ × 9n v = 0	× ×	
After Touch	Key's Ch's	○ ○	× ×	
Pitch Bender		○	×	
Control Change	0 - 121	○	×	
Prog Change	True #	○ * * * * * * * *	× ×	
System Exclusive		○	×	
System Common	Song Pos Song Sel Tune	*1 *1 ○	○ (SYNC = EXT or REMOTE = ON) ○ (SYNC = EXT or REMOTE = ON) ×	
System Real Time	Clock Commands	*1 *1	○ (SYNC = EXT) ○ (SYNC = EXT or REMOTE = ON)	
Aux Message	Local ON/OFF All Notes OFF Active Sense Reset	× *1 (123) ○ ×	× ○ (123 - 127) ○ ×	
Notes		*1 Can be set to ○ or × by system configuration file. *2 When SUPER - MRP first booted up, OMNI OFF, POLY are sent for all channels (1 - 16).		

Mode 1 : OMNI ON, POLY   Mode 2 : OMNI ON, MONO   ○ : Yes
Mode 3 : OMNI OFF, POLY   Mode 4 : OMNI OFF, MONO   × : No

1. RECOGNIZED RECEIVE DATA

1.1 Recognized only

■ Channel Mode Message

● All Notes off

Status	Second	Third
BnH	7BH	00H

n = MIDI channel number   : 0H — FH (0 – 15)   0 = ch.1 15 = ch.16

＊When SUPER – MRP receives this message, it produces Note off message for received notes remains on.

● OMNI OFF

Status	Second	Third
BnH	7CH	00H

n = MIDI channel number   : 0H — FH (0 – 15)   0 = ch.1 15 = ch.16

＊ Recognized only as All Notes off.

● OMNI ON

Status	Second	Third
BnH	7DH	00H

n = MIDI channel number   : 0H — FH (0 – 15)   0 = ch.1 15 = ch.16

＊ Recognized only as All Notes off.

● MONO

Status	Second	Third
BnH	7EH	mmH

n = MIDI channel number   : 0H — FH (0 – 15)   0 = ch.1 15 = ch.16
mm = Number of MIDI channel : 00H – 0FH (0 – 15)

＊ Recognized only as All Notes off.

● POLY

Status	Second	Third
BnH	7FH	00H

n = MIDI channel number   : 0H — FH (0 – 15)   0 = ch.1 15 = ch.16

＊ Recognized only as All Notes off.

1.2 Recognized messages for sync.

Recognized when SYNC CLOCK (FUNC 1 in the song file) is set at MIDI.

■ System Common Message

● Song position pointer

Status	Second	Third
F2H	mmH	llH

ll, mm = Value   : 00H, 00H – 7FH, 7FH   0 – 16383

＊ Only received when SUPER – MRP is in standby mode.
＊ Received REMOTE (CONFIG 2) is set at ON.

● Song select

Status	Second
F3H	ssH

ss = Value   : 00H – 62H   0 – 98

＊ Only received when SUPER – MRP is in standby mode.
＊ Received REMOTE (CONFIG 2) is set at ON.

■ System Realtime Message

● Timing clock

Status
F8H

● Start

Status
FAH

＊ Received REMOTE (CONFIG 2) is set at ON.

● Continue

Status
FBH

＊ Received REMOTE (CONFIG 2) is set at ON.

● Stop

Status
FCH

＊ Received REMOTE (CONFIG 2) is set at ON.

1.3 Message received for detecting trouble in MIDI connection

■ System Realtime Message

● Active sensing

Status
FEH

2. TRANSMITTED DATA

2.1 SUPER – MRP transmits memorized message in play back mode.

2.2 When THRU (Soft THRU) is set in the system configuration file, SUPER – MRP transmits received message (except System Common Message and System Realtime Message).

2.3 Created message

2.3.1 Messages are automatically created by system.

■ Channel Mode Message

● All Notes off

Status	Second	Third
BnH	7BH	00H

n = MIDI channel number   : 0H — FH (0 – 15)   0 = ch.1 15 = ch.16

＊ Transmitted when all notes are turned off in a specific channel.
＊ This message can be selectively set to ON or OFF (MIDI 3 AOff in the system configuration file).

● OMNI OFF

Status	Second	Third
BnH	7CH	00H

n = MIDI channel number   : 0H — FH (0 – 15)   0 = ch.1 15 = ch.16

＊ Transmitted on all channels (1 – 16) upon starting of the system program.

● **POLY**

Status	Second	Third
BnH	7FH	00H

n = MIDI channel number : 0H – FH (0 – 15)   0 = ch.1 15 = ch.16

* Transmitted on all channels (1 – 16) upon starting of the system program.

■ **System Realtime Message**

● **Active sensing**

Status
FEH

2.3.2 Created messages for sync.

Transmitted when MIDI 3 CLK (in the system configuration file) is ON.

■ **System Common Message**

● **Song position pointer**

Status	Second	Third
F2H	mmH	llH

ll, mm = Value : 00H, 00H – 7FH, 7FH   0 – 16383

● **Song select**

Status	Second
F3H	ssH

ss = Value : 00H – 62H   0 – 98

■ **System Realtime Message**

● **Timing clock**

Status
F8H

● **Start**

Status
FAH

● **Continue**

Status
FBH

● **Stop**

Status
FCH

2.3.3 Genaration upon execution of $\boxed{\text{STOP}}$ + $\boxed{\text{MIDI}}$.

■ **Channel Voice Message**

● **Control change**

Status	Second	Third
BnH	kkH	00H

n = MIDI channel number : 0H – FH (0 – 15)   0 = ch.1 15 = ch.16
kk = control number : 01H, 40H, 79H (1, 64, 121)

* Transmitted all over channels.

● **Channel pressure**

Status	Second
DnH	00H

n = MIDI channel number : 0H – FH (0 – 15)   0 = ch.1 15 = ch.16

* Transmitted all over channels.

● **Pitch bend change**

Status	Second	Third
EnH	00H	40H

n = MIDI channel number : 0H – FH (0 – 15)   0 = ch.1 15 = ch.16

* Transmitted all over channels.

● **All Notes off**

Status	Second	Third
BnH	7BH	00H

n = MIDI channel number : 0H – FH (0 – 15)   0 = ch.1 15 = ch.16

* Transmitted all over channels.

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SUPER-MRC

Owner's Manual

Basic Course

☲Roland

MIDI REAL TIME RECORDER

SUPER-MRC

for MC-500mkII / MC-500 / MC-300

Owner's Manual

BASIC
COURSE

■Page 69. MIDI 3 XMT CONDITION(Transmit Condition)

ActS (Active Sensing)

This massage prevents hanging notes on the sound module caused by MIDI cable breaking or cable disconnection.
The default value of the Active Sensing is "1+2".
Normally, the Active Sensing should be transmitted.

MIDI Function Number   MIDI Function Name

```
MIDI 3 XMT CONDITION
  CLK ▶ 1+2   23333
```

Set the transmitting condition of   The condition of all five parameters are
each parameter   indicated
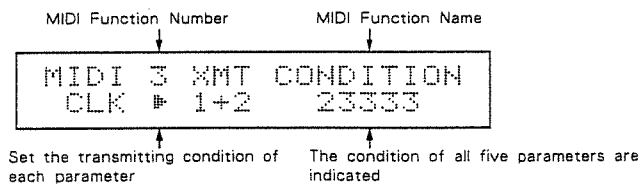
[NOTE]

★If the sound module cannot process the Active Sensing massage propery, set the Active Sensing to OFF.

TABLE OF CONTENTS

Please read the separate volume "MIDI", before reading this owner's manual.

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■PANEL DESCRIPTION

1. Front Panel

❸ Alpha Dial

❷ Beat Indicator

❶ Display

❹ Disk Indicator

❺ Disk Drive

❻ Disk Eject Button

Roland MICRO COMPOSER
MC-500 MK II

❼ Track Select Button

❷⑥ Ten Keys

❷⑦ Enter Key

❽ Reset Button
❾ Skip Button
❿ Record/Load Button
⓫ Record/Load Indicator
⓬ Pause Button
⓭ Pause Indicator
⓮ Stop Button
⓯ Play/Save Button
⓰ Play/Save Indicator

⓱ Cursor Button
⓲ Cursor Button

⓳ MIDI/Utility Button
⓴ Edit Button
㉑ Function Button
㉒ Microscope Button
㉓ Locate/Mode Button
㉔ Cancel/Available Memory Button
㉕ Shift Button

2. Rear Panel

㉘ MIDI IN Connector

㉙ MIDI THRU Connector

㉚ MIDI OUT 1 Connector

㉛ MIDI OUT 2 Connector

㊳ Power Switch

㊴ Receptacle

㉜ External Control Start/Stop Jack

㉝ External Control Punch In/Out Jack

㉞ Metronome Output Jack

㉟ Metronome Level Knob

㊲ Tape Sync Out Jack

㊱ Tape Sync In Jack

2

■ CONNECTIONS

*Before setting up the units, turn all of them off.

1. Setup with a keyboard

When using MIDI OUT 2, set the LOCAL to OFF on the MIDI keyboard.

*SUPER—MRC is default to Soft Thru ON only at MIDI OUT 2.

MIDI IN   MIDI OUT

To Amplifier

MIDI OUT   MIDI IN   OUTPUT

MIDI Keyboard

D-50/20/10
S-50
RD-1000/300s
HP Series etc.
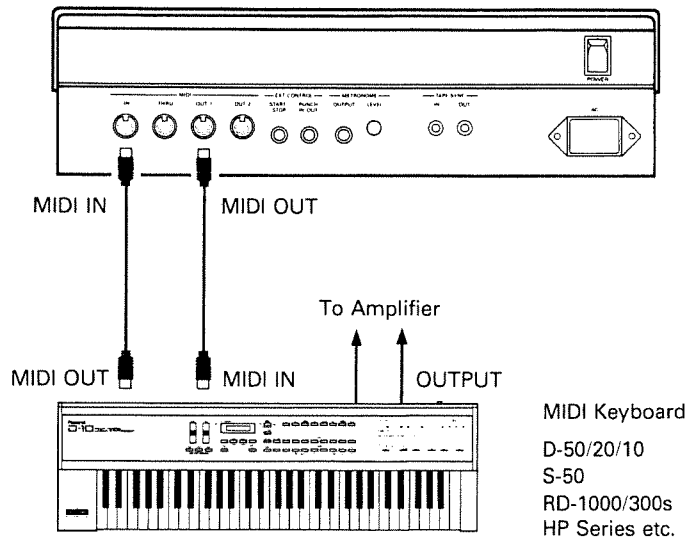
2. Setup with a MIDI keyboard controller + a MIDI sound module

*SUPER—MRC is default to Soft Thru ON at MIDI OUT 2.

MIDI IN

To Amplifier

MIDI OUT

OUTPUT

MIDI Keyboard Controller

MKB-300/200
GM-70
VP-70 etc.

MIDI Sound Module

D-550/110
MT-32
S-550/330
P-330
MKS-20
DDR-30
MKS 80/70/50 etc.
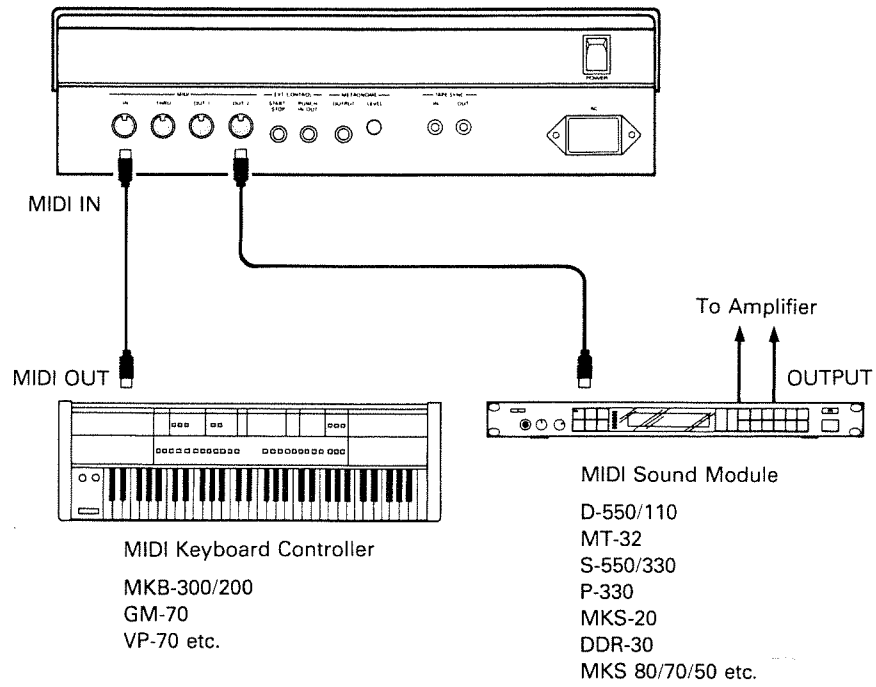
①FEATURES AND OUTLINE OF THE SUPER—MRC

1. Features

The SUPER—MRC software turns the MC series unit (e.g. MC—500 MKII, MC—500, MC—300) into a MIDI sequencer that can record, playback and edit performance data. It is drastically improved software compared with the MRC—500.

● A Multi—channel rhythm track.

● A Tempo track that is capable of wide—range tempo control.

● Eight phrase tracks which can play up to 128 parts altogether.

● Up to 32 MIDI devices (16 channels×2) can be controlled simultaneously.

● An Easy—to—use Auto Locate function, and imporved microscope function are provided.

● The Copy function allows you to copy from a different song, and the Link function can link songs.

● Data programmed on the MRC—500 can be converted to be used with SUPER—MRC.

● A Time Calculation function can work out the time needed for the entire song, or a part of the song data.

● Rhythm patterns can be recorded in real time.

● The system controlling data, such as the clock, soft thru, etc, can be saved on a disk. (System Configuration)

2. Outline

a. About Open System

The MC—500MKII, MC—500 or MC—300 (refered to as the "MC" in this manual from now on) does not work on its own. It requires program (software). Depedning on what program is used with the MC, the MC works differently. This is called an "Open System". The program used is called the system program. SUPER—MRC is a system program that turns the MC into a MIDI sequencer. The MC can take advantage of other software packages such as MRB—500 (Bulk Librarian). MRP—500 (Performance Package) System cannot accept SUPER—MRC's data.

The floppy disk that stores the system program is called system disk. When you turn on the hardware, it looks for the program on the disk in the drive, copies it into memory, and then begins running it. This process is called booting.

This manual explains how the SUPER—MRC software functions on the MC—500MKII hardware.

+
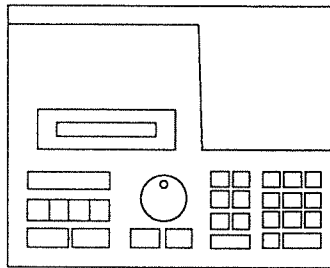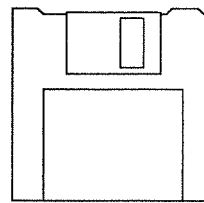
SUPER—MRC (Multi Track Sequencer)
MRB—500 (Bulk Librarian)

＊When this software is used with the MC-500 or MC-300, the results obtained differs from the MC-500MKII's slightly. This is because the memory capacity is different. The amount of performance data which can be written in memory is smaller on the MC-500 or MC-300, but sequencer function are the same.

★Review

Different software for the same hardware (＝Open system).

The hardware is booted-up with a system disk.

b. What is a sequencer?

The SUPER-MRC software turns the MC into a MIDI sequencer. A MIDI sequencer records performance data from MIDI instruments and plays back the recorded data. To a certain extent, it is similar to a multi-track recorder. SUPER-MRC provides the following functions:

```
            Recording      Edit        Saving
┌─────────────────┐    ┌──────────────┐    ┌──────────────┐
│ External MIDI Device │→│ MC-500MK II  │→│              │
│ e.g. MIDI Keyboard   │←│ Internal Memory │←│ Floppy Disk │
└─────────────────┘    └──────────────┘    └──────────────┘
            Playing                   Loading
```
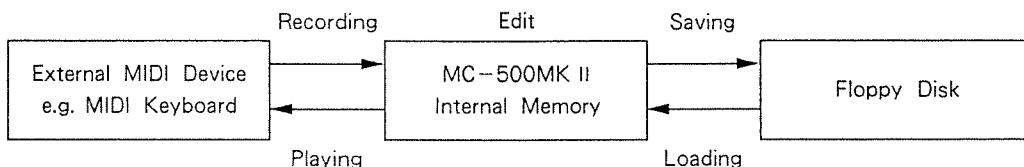
● Recording : Song data (performance data) can be written into memory by operating an external keyboard, or the MC.

● Editing :   The recorded data can be edited.

● Playing :   The recorded song data is transmitted from the MIDI OUTS, playing the external MIDI instruments.

● Saving :   The recorded data can be saved onto a floppy disk. Up to eight different songs can be saved at the same time.

● Loading :   The data saved on a floppy disk can be loaded back into the internal memory. Up to eight different songs can be loaded at the same time.

All song data (up to eight songs) written in the internal memory will be erased when the unit is turned off. If you wish to retain the data, you must save it on a disk. Data saved on a disk can be loaded back into the internal memory at any time, to be edited and played.

Unlike a tape recorder, a sequencer does not record "sound" itself. It records MIDI messages, which are data necessary for playing MIDI sound sources. MIDI messages are digitally controlled, therefore, you can benefit from various editing functions which a tape recorder does not feature. For instance, each note of a chord can be edited separately, that is, any mistakes you have made in your performance during recording can be edited later. Also, you can change pitch without changing tempo during playback.

★ Review

A MIDI sequencer is similar to a multi-track recorder (MTR).

One of the advantages of a sequencer is that each note can be edited separately.

Data on a floppy disk can be loaded back into the internal memory.

c. MIDI Channel

The SUPER—MRC software can control up to 32 channels (MIDI devices). Up to 16 channel data can be simultaneously transmitted through one MIDI cable. The receiver units receive the data transmitted on the respective MIDI channels assigned to them. This system is similar to TV channels. Various broadcasting stations transmit different waves to a TV through an antenna, but you select a channel which has the program you want. A MIDI device and MIDI signals are similar to a TV set and waves sent from broadcasting stations.

The MC provides two MIDI outputs where performance data from two different tracks can be sent, and therefore controls up to 32 channels of MIDI devices.

★ Review

Up to 16 channel MIDI messages can be sent through one MIDI cable.

This software can output 16 different MIDI messages from each of the two MIDI OUT's.

d. How to use this manual

[STRUCTURE OF MANUAL]
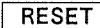
Two separate volumes ; "Basic Course" and "Advanced Course" are provided as manuals for this software.

If you wish to know something about the hardware, please read the respective owner's manual.

●The "Basic Course" manual covers the basic functions of SUPER—MRC, such as basic recording, editing, etc. If you are not very familiar with sequencers, MIDI or computers, read this manual first.

●The "Advanced Course" explains all the functions of SUPER—MRC in detail. Each function is described, and is often followed by [Additions], [Notes] and a [Reference] section. This manual includes a table of contents and an index so that you can find the function you want quickly.

This manual, and the "Basic Course" explains only about the SOFTWARE, therefore, the manual of the relevant hardware must also be read.

[ABOUT THE SIGNS IN THIS OWNER'S MANUAL]

●Words enclosed by ☐, such as [PLAY] and [RESET] , refer to buttons that should be pushed once and released. That is, [PLAY] means that the PLAY button should be pushed once then released, and [RESET] means that the RESET button should be pushed once then released.

Press and release
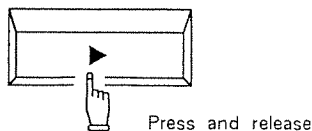
●Buttons shaded with gray, such as [MODE] , should be pressed while the SHIFT button is being held down. That is, [MODE] means that you should push the Mode button while holding the Shift button down. Please be sure to hold the SHIFT down first, then push the relevant button.

While holding down   Press
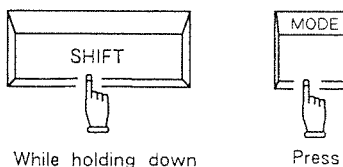
●If not specified, all the procedures are supposed to start from the stand-by condition of MODE 1 (the system is booted up).

Song Number   Song Title

```
┌─────────┐ ┌────────────────────────┐
│ SONG  1 │ │                        │
│ M=    1 │ │ ♩=120   REAL           │
└─────────┘ └────────────────────────┘
```

Bar Number   Current Tempo   Record Mode
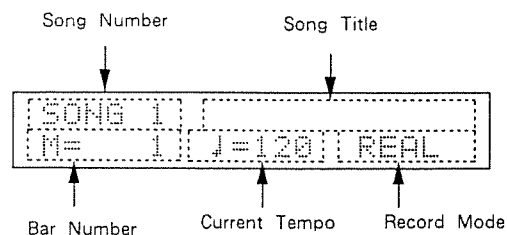
*Song titles are not shown in the display when the system is booted up.

●Buttons and arrows, such as ⎡MIDI⎦ → ⎡2⎦ → ⎡ENTER⎦, mean that these buttons should be pushed in that order, as the arrows indicate. That is, ⎡MIDI⎦ → ⎡2⎦ → ⎡ENTER⎦ means that you should push the MIDI button first, then the ten key 2, and finally the ENTER button.

●Refer to the pages which are shown for any related function or item.

* Review

⬜ means push the button once and release it.

▨ means push the button while holding the Shift button down.

→ indicates the order for pushing buttons.

Reference pages are shown.

2 PREPARATION

1. Booting up with the SUPER-MRC

Check if the setup is correct and boot the MC with SUPER-MRC as follows :

*Before booting the MC, turn all the other units off.

①Turn the units on in the following order :

MIDI sound module → Mixer, Amplifer, etc. → MC-500MKII (or MC-500 ╱300)

②Insert the system disk into the drive.

③Push the ENTER button.

The disk drive runs (the indicator lights up) and the system program is loaded into the MC. When the loading is completed, the MC will be in the stand-by condition of the MIDI Recorder Mode (MODE 1).

```
SONG 1
M=    1  J=120  REAL
```

*While the disk indicator is lit, do not push the Eject button on the disk drive. It may erase data on the disk.

★ Review

Switch on the MC after all the other devices.

2. Initializing a disk

Floppy disks are very delicate. If a disk is damaged, the data cannot be loaded. To avoid this, you must make a backup of the system disk (=save the system program on the system disk onto another disk). The backup disk you have made can store song data, but to save a large amount of song data, you may need to prepare another disk for saving data only.

Making a backup disk or disk for data saving is called initialization.

*Initialization will erase any existing data on the disk. Before initializing the disk that has been used with other equimpent, check if you wish to retain it or not.

Make SYSTEM Disk

SUPER – MRC
System Disk

A brand new disk

SUPER – MRC
Data Disk

Make DATA Disk
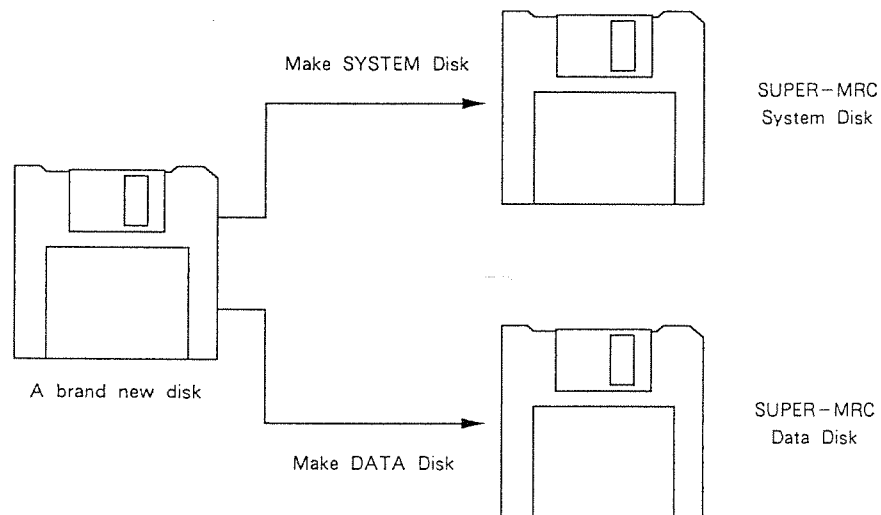
[Procedure]

① Push █MODE█ to select the Mode selecting display.

```
MODE 1 MIDI RECORDER
```

② Push [4] then [ENTER].

```
MODE 4 DISK UTILITY
1 INITIALIZE  [DISK]
```

The MC is now in the stand—by condition in the Disk Utility mode (MODE 4).

③ Push [ENTER].

```
1>Make SYSTEM Disk
2 Make DATA DISK
```

">" flashes, showing that "Make SYSTEM Disk" is now selected.

To make a backup of the system disk, follow the "Making a System Disk" procedure, and to make a disk for saving data, follow the "Making a Disk for Saving Data".

● Making a System Disk

④ Push ENTER .

```
Insert New Disk
>>Press ENTER [INIT]
```

When any song data exists in the internal memory, the display responds as shown below. Push ENTER and go to the next step. The song data will be erased.

```
Remake into S-MRC?
Yes:ENTER    No:STOP
```

⑤ Remove the disk and insert a disk to be initialized (=the destination disk) then push ENTER .

```
Initializing      XX
Please Wait   [INIT]
```
(It takes about 80 seconds.)

⇩

```
Insert System Disk
>>Press ENTER [INIT]
```

When any data exists on the disk, the display responds as shown below. If you do not mind erasing it, push ENTER and go to the next step.

```
Remake into S-MRC?
Yes:ENTER    No:STOP
```

⑥ Remove the disk from the drive and insert the system disk, then push ENTER

```
Loading System
Please Wait   [INIT]
```
(It takes about 40 seconds on the MC-500/300)
(It takes about 90 seconds on the MC-500MK II)

⇩

```
Insert New Disk
>>Press ENTER [INIT]
```

The system program is loaded into the internal memory.

⑦Remove the system disk and insert the destination disk again, then push ENTER .

```
Copying SYSTEM    XXX
Please wait    [INIT]
```

(It takes about 130 seconds on the MC-500/300)
(It takes about 235 seconds on the MC-500MK II)

The system program is copied onto the **destination** disk.

＊When using the MC-500/300, repeat steps 6 and 7 until the display responds as shown below.

```
INIT Complete! Cont?
Yes:ENTER    No:STOP
```

⑧Push STOP to leave this mode.

● Making a Disk for Saving Data

④Push 2 then ENTER .

```
Insert New Disk
>>Press ENTER [INIT]
```

⑤Insert the disk to be initialized (=the destination disk) into the drive, then push ENTER .

```
Initializing      XX
Please Wait    [INIT]
```

(It takes about 80 seconds.)

⇩

```
INIT Complete! Cont?
Yes:ENTER    No:STOP
```

When any data exists on the disk, the display responds as shown below. If you do not mind erasing it, push ENTER and go to the next step.

```
Remake into S-MRC?
Yes:ENTER    No:STOP
```

⑥ Push [STOP] to leave this mode.

★ Review

Initialize any brand new disk or disk that has been used with some other equipment.

Initialization changes a disk for the use with the SUPER—MRC.

Once the disk drive starts running, it cannot be stopped.

③BASIC PROCEDURE

1. Modes

a. Five Modes of SUPER−MRC

This software has five modes which contain various functions.

● MODE 1 : MIDI RECORDER (Sequencer)

This mode turns the unit into a MIDI recorder (sequencer) with the following functions :

Recording :	This records song data.
Play :	This plays the recorded song data.
Function :	This specifies the functions for recording, playback and editing.
MIDI :	This sets how MIDI messages should be received and transmitted.
Edit :	This allows you to edit data.
Microscope :	This allows you to check the contents of song data in details, and edit it.
Available Memory :	This lets you know the remaining space in the internal memory, or on a disk.
Locate :	This allows you to set a locate point or jump to the set locate point.
Utility :	This allows you to use various utility functions.

● MODE 2 : DISK OPERATION

This mode communicates song data between the internal memory and a disk with the following functions :

Load :	This loads the song files on a disk into the internal memory.
Save :	This saves the song data in the internal memory onto a disk.
Delete :	This deletes a song file on a disk.
Rename :	This rewrites the song file names on a disk.
Verify :	This verifies the song data in the internal memory with the song file on the disk.

● MODE 3 : SONG LINK

This mode allows you to link songs in the internal memory.

● MODE 4 : DISK UTILITY

This deals with data on a disk, with the following functions :

Initialize :   This function makes a SUPER-MRC disk.

Backup :   This copies the entire data on a disk onto another disk.

Transfer :   This copies a song file on a disk onto another disk.

Convert :   This converts the song data programmed on MRC-500 or MRC-300 so that it can be used with SUPER-MRC.

Disk Name : This function allows you to name a disk.

Restart :   This function loads the system program.

● MODE 5 SYSTEM CONFIGURATION

This mode allows you to set parameters for system control (=system configuration), with the following functions. The values you have set will be automatically recalled when the system is booted up the next time.

Change Configuration : This changes the values of the configuration parameters in the internal memory.
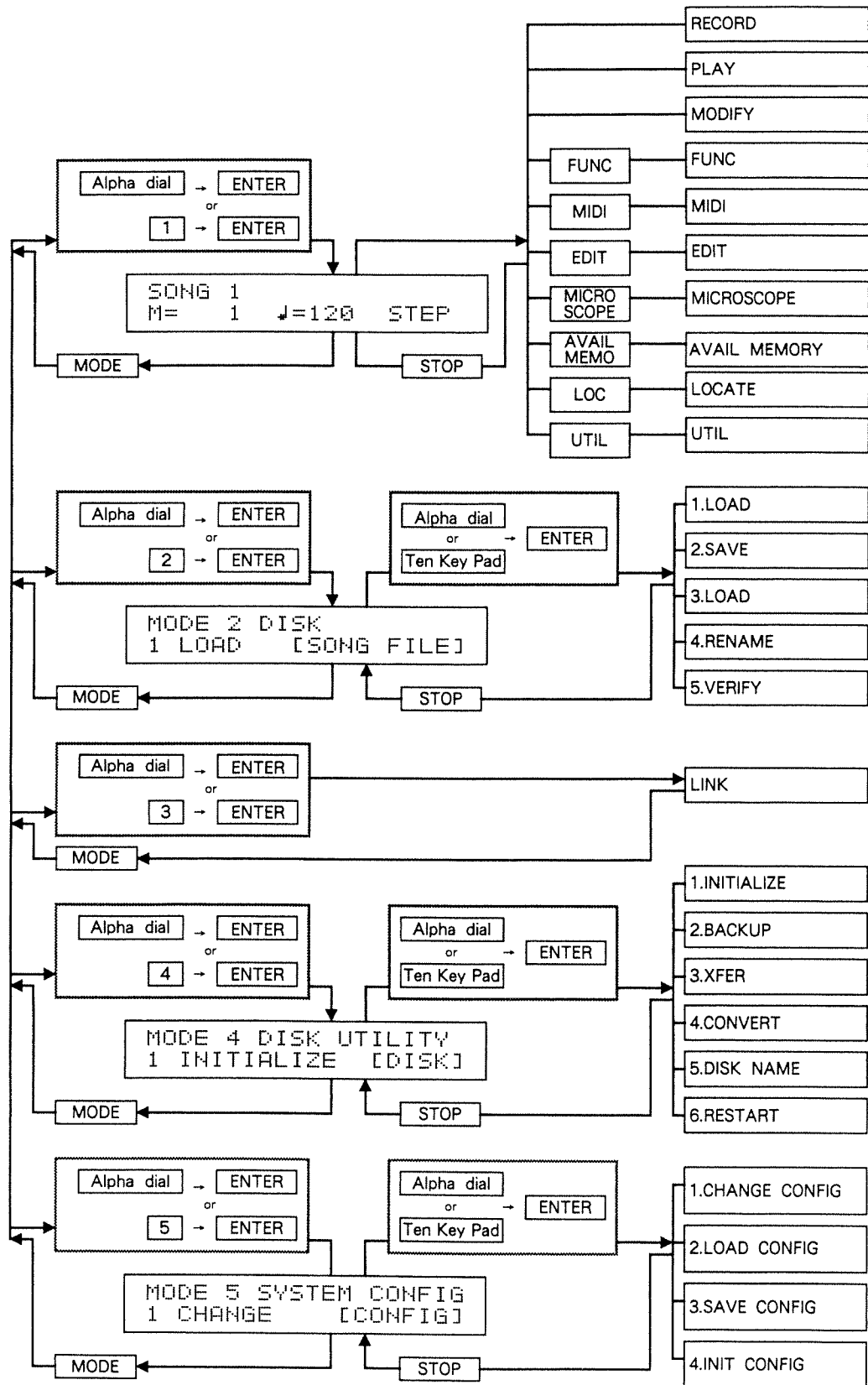
Load Configuration : This loads the settings of the configuration parameters on a disk into the internal memory.

Save Configuration : This saves the settings of the configuration parameters in the internal memory onto a disk.

Initialize Configuration : This initializes (=returns to the original values) the settings of the configuration parameters in the internal memory.

b. How to Change Modes

The following describes how to change modes :

```
                                                              ┌──────────────┐
                                                              │ RECORD       │
                                                              ├──────────────┤
                                                              │ PLAY         │
                                                              ├──────────────┤
                                                              │ MODIFY       │
  ┌─────────────────────────────┐             ┌────────┐     ├──────────────┤
  │ Alpha dial  → ENTER          │             │ FUNC   │────▶│ FUNC         │
  │         or                   │             ├────────┤     ├──────────────┤
  │     1  →  ENTER              │             │ MIDI   │────▶│ MIDI         │
  └─────────────────────────────┘             ├────────┤     ├──────────────┤
                                               │ EDIT   │────▶│ EDIT         │
       ┌──────────────────────────────┐        ├────────┤     ├──────────────┤
       │ SONG 1                        │        │ MICRO  │────▶│ MICROSCOPE   │
       │ M=   1  ♩=120   STEP          │        │ SCOPE  │     ├──────────────┤
       └──────────────────────────────┘        ├────────┤     │              │
                                               │ AVAIL  │────▶│ AVAIL MEMORY │
     MODE ◀         STOP                        │ MEMO   │     ├──────────────┤
                                               ├────────┤     │ LOCATE       │
                                               │ LOC    │────▶├──────────────┤
                                               ├────────┤     │ UTIL         │
                                               │ UTIL   │────▶└──────────────┘
                                               └────────┘
```

```
  ┌─────────────────────────────┐   ┌─────────────────────────┐   ┌──────────────┐
  │ Alpha dial  → ENTER          │   │ Alpha dial               │   │ 1.LOAD       │
  │         or                   │   │        or    → ENTER     │   ├──────────────┤
  │     2  →  ENTER              │   │  Ten Key Pad             │   │ 2.SAVE       │
  └─────────────────────────────┘   └─────────────────────────┘   ├──────────────┤
                                                                   │ 3.LOAD       │
       ┌──────────────────────────────┐                           ├──────────────┤
       │ MODE 2 DISK                   │                           │ 4.RENAME     │
       │ 1 LOAD   [SONG FILE]          │                           ├──────────────┤
       └──────────────────────────────┘                           │ 5.VERIFY     │
                                                                   └──────────────┘
     MODE ◀         STOP
```

```
  ┌─────────────────────────────┐
  │ Alpha dial  → ENTER          │
  │         or                   │                                 ┌──────────────┐
  │     3  →  ENTER              │                                 │ LINK         │
  └─────────────────────────────┘                                 └──────────────┘
     MODE ◀
```

```
  ┌─────────────────────────────┐   ┌─────────────────────────┐   ┌──────────────┐
  │ Alpha dial  → ENTER          │   │ Alpha dial               │   │ 1.INITIALIZE │
  │         or                   │   │        or    → ENTER     │   ├──────────────┤
  │     4  →  ENTER              │   │  Ten Key Pad             │   │ 2.BACKUP     │
  └─────────────────────────────┘   └─────────────────────────┘   ├──────────────┤
                                                                   │ 3.XFER       │
       ┌──────────────────────────────┐                           ├──────────────┤
       │ MODE 4 DISK UTILITY           │                           │ 4.CONVERT    │
       │ 1 INITIALIZE  [DISK]          │                           ├──────────────┤
       └──────────────────────────────┘                           │ 5.DISK NAME  │
                                                                   ├──────────────┤
     MODE ◀         STOP                                           │ 6.RESTART    │
                                                                   └──────────────┘
```

```
  ┌─────────────────────────────┐   ┌─────────────────────────┐   ┌────────────────┐
  │ Alpha dial  → ENTER          │   │ Alpha dial               │   │ 1.CHANGE CONFIG│
  │         or                   │   │        or    → ENTER     │   ├────────────────┤
  │     5  →  ENTER              │   │  Ten Key Pad             │   │ 2.LOAD CONFIG  │
  └─────────────────────────────┘   └─────────────────────────┘   ├────────────────┤
                                                                   │ 3.SAVE CONFIG  │
       ┌──────────────────────────────┐                           ├────────────────┤
       │ MODE 5 SYSTEM CONFIG          │                           │ 4.INIT CONFIG  │
       │ 1 CHANGE    [CONFIG]          │                           └────────────────┘
       └──────────────────────────────┘
     MODE ◀         STOP
```

● To use the MODE 1 functions

①Make sure that the unit is in the stand—by condition (= the system is booted up) and push the relevant Function Button.

②Select the function to be edited.

When you use the ⎡ Alpha Dial ⎤ , call the display of the desired function, then push the ⎡ ENTER ⎤ key.

When you use the ⎡ Ten Key Pad ⎤, select the number of the desired function, then push the ⎡ ENTER ⎤ key.

＊To return to the stand—by condition, push ⎡ STOP ⎤.

● To use a different Mode

①From the stand—by condition, push ▧MODE▧ to call the Mode selection display.

②Select the Mode you want, then change to the Function selecting display.

When you use the ⎡ Alpha Dial ⎤, change to the display of the Mode you want first, then push the ⎡ ENTER ⎤ key.

When you use the ⎡ Ten Key Pad ⎤, select the number of the Mode you want,then push the ⎡ ENTER ⎤ key.

③Select the function to be edited.

When you use the ⎡ Alpha Dial ⎤, call the display of the desired function, then push the ⎡ ENTER ⎤ key.

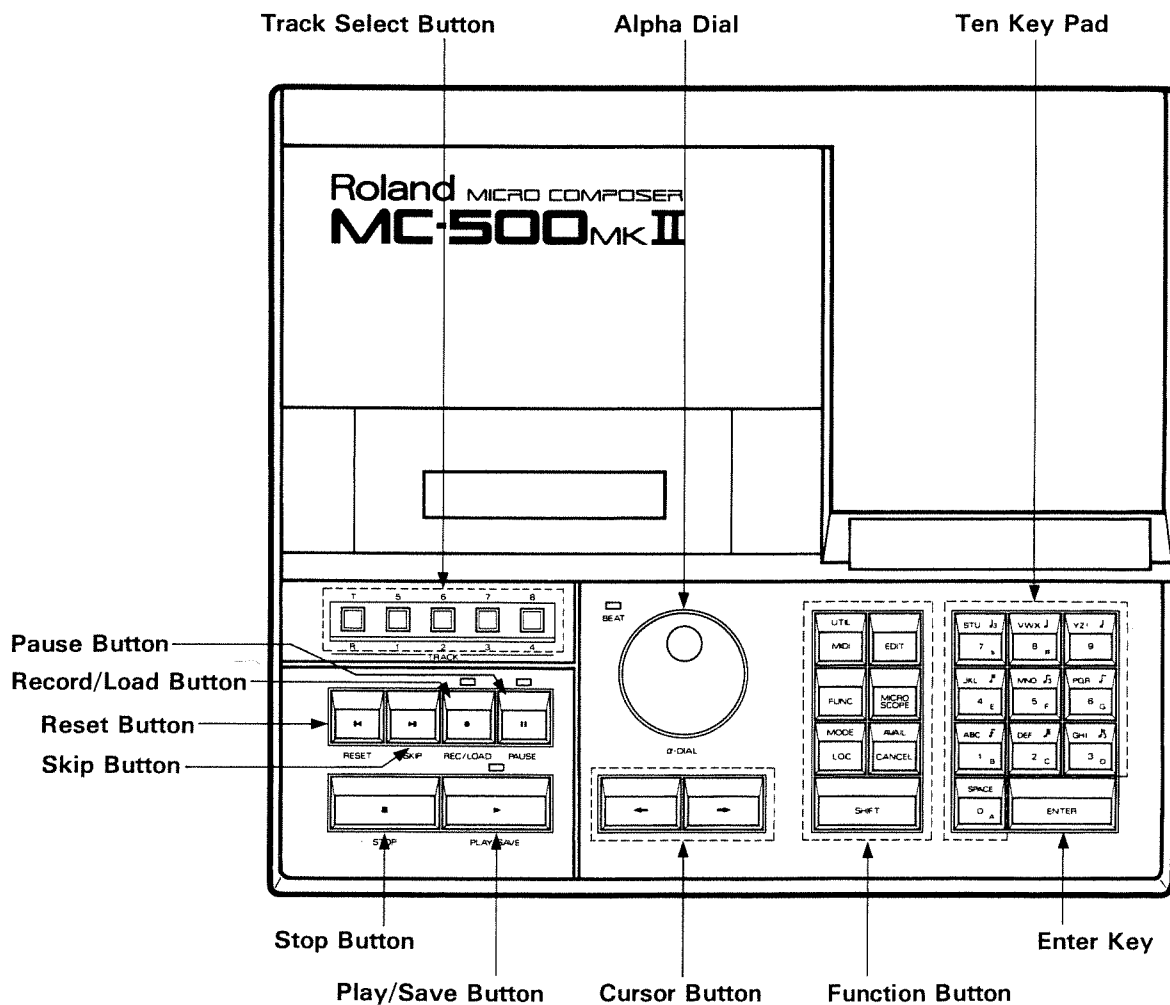When you use the ⎡ Ten Key Pad ⎤, select the number of the desired function, then push the ⎡ ENTER ⎤ key.

＊To return to the stand—by condition, push ⎡ STOP ⎤.

＊In any mode, you can check the remaining space of the internal memory, or disk, by pushing the ▧AVAIL MEMO▧.

2. Function of each Button

The following describes how each button works.

Track Select Button   Alpha Dial   Ten Key Pad

Pause Button

Record/Load Button

Reset Button

Skip Button

Stop Button   Enter Key

Play/Save Button   Cursor Button   Function Button

● Alpha Dial and Ten Key Pad

To select a mode or enter a value, you can use the � Alpha Dial ⌏ or ⌏ Ten Key Pad ⌏ .

When you use the ⌏ Ten Key Pad ⌏ , push the number you want, then ⌏ ENTER ⌏ . Before ⌏ ENTER ⌏ is pushed, the value is not yet entered and the value and the "+" mark alternately lights. At this stage, the value will return to the original when a different parameter is selected, or when ⌏ CANCEL ⌏ is pushed.

When you use the ⌏ Alpha Dial ⌏, the value is normally entered without pushing ⌏ ENTER ⌏ . However, to select a mode or function, you must push ⌏ ENTER ⌏ after setting the mode or function with ⌏ Alpha Dial ⌏ . Rotating the dial clockwise increases the value.

● Cursor Button and Enter Button

The flashing position (value or underline) in the display is called a cursor. The value of the cursor position can be changed by using ⌏ Alpha Dial ⌏ or ⌏ Ten Key Pad ⌏ . The cursor position can be shifted by using ⌏ ← ⌏ and ⌏ → ⌏ . When there are many prameters to be edited in sequence, simply push ⌏ ENTER ⌏ after entering each value, and the cursor will be shifted to the next parameter. When using ⌏ Ten Key Pad ⌏ , if ⌏ ENTER ⌏ has not yet been pushed, the value will be erased by moving the cursor with ⌏ ← ⌏ and ⌏ → ⌏ .

● Track Selector Buttons

By pushing one of the five Track Selector Buttons R/1−4, the rhythm track, or track 1, 2, 3 or 4 is selected. By pushing the same buttons while holding ⌏ SHIFT ⌏ down, the tempo track, track 5, 6, 7 or 8 is selected.
During normal playback, assigning a track already recorded will mute the track (=no output from MIDI OUT). During recording or editing, the Track Selector Buttons can be used for assigning a track.

● Function Buttons

These buttons are basically used for selecting a function in MODE 1. In the Available Memory or Utility mode, push the relevant Function button while holding ⌏ SHIFT ⌏ down.
Using ⌏ MODE ⌏ , you can return to the Mode selecting condition from any other mode.

3. Recording

● Preparing to record

Song data recorded in the MC is erased when it is switched off. To ratain the recorded data, you should save it onto a disk. If you wish to save song data you will be recording, prepare a disk initialized with SUPER — MRC. The supplied system disk is protected, to avoid accidentel loss of the system program. Use the other supplied disk or an optional disk after initializing it.

a. How to record

The following describes the basic recording methods :

Pops "Brightness"

by © Hiroshi Takayama

Percussion assignments

● Recording into a Phrase Track

To record into a phrase track (1-8), you can use real-time or step recording.

This Basic Course manual explains only real-time recording of a melody part and chord part, and easy step recording of bass part using a MIDI keyboard.

*You can use both real-time and step recording for one part.

1) Real time recording faithfully records what you actually play on the external MIDI keyboard.

2) Step recording enters each note message (pitch, note length and volume) on a score by operating the panel control on the MC, or from an external MIDI keyboard, etc. This may be suitable for the person who is not confident of his playing ability.
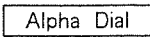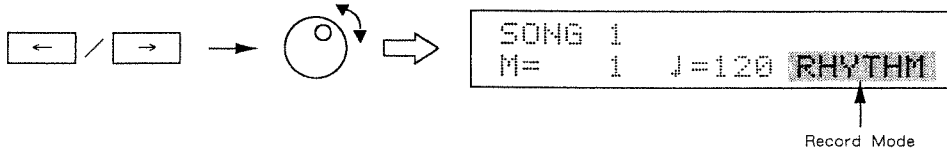
● Recording into the Rhythm Track

To record a rhythm part, you should make many bars of different rhythm patterns, and place those patterns, and rest patterns, in the rhythm track. This is called step recording. SUPER-MRC also allows you to record rhythm performance from the external MIDI instrument in real-time recording, but this Basic Course manual does not refer to it.

b. Rhythm Recording

Let's make the rhythm part first.

1) Recording rhythm patterns

Now, we record pattern number 3 (R−PTN3) of the example score.

＊Before recording rhythm patterns, set each rhythm voice of the rhythm sound module as shown below :

Rhythm Instulments assignment to the Key numbers

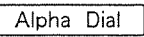|		Rim shot (Rim)	Hand Clap (HCp)		Closed Hi-Hat (CHH)	Closed Hi-Hat (cHH)	Open Hi-Hat (OHH)		Crash Cymbal (CCy)	Ride Cymbal (RCy)		Tambourine (Tmb)	Cow Bell (Cow)			Low Bongo (LBg)	Open High Conga (OCg)		Low Timbale (LTb)	Low Agogo (LAg)	Maracas (Mar)		Quijada (Qui)	
		37	39		42	44	46		49	51		54	56	58		61	63		66	68	70		73	
Bass Drum 1 (BD1)	Bass Drum 2 (BD2)	Snare Drum 1 (SD1)	Snare Drum 2 (SD2)	Low Tom (LT)		Mid Tom (MT)		High Tom (MT)						High Bongo (HBg)	Mute High Conga (MCg)	Low Conga (LCg)	High Timbale (HTb)	High Agogo (HAg)	Cabasa (Cab)	Short Whistle (WhS)	Long Whistle (WhL)	Star Chime (Chm)	
35	36	38	40	41	43	45	47	48	50	52	53	55	57	59	60	62	64	65	67	69	71	72	74

Middle C

29

[Procedure]

①Set the Record Mode to "RHYTHM".

Move the cursor to the Record Mode position with $\boxed{\leftarrow}$ / $\boxed{\rightarrow}$ then select "RHYTHM" with the $\boxed{\text{Alpha Dial}}$

$\boxed{\leftarrow}$ / $\boxed{\rightarrow}$ ⟶ ⟳ ⟹
```
SONG  1
M=    1  ♩=120 RHYTHM
```
　　　　　　　　　　　　　　　　Record Mode

②Select the Rhythm Pattern Recording mode.

Press $\boxed{\text{REC}}$, then select "R—PATTERN" with the $\boxed{\text{Alpha Dial}}$

$\boxed{\text{REC}}$ ⟶ ⟳ ⟹
```
RECORD R-PATTERN
```
⟹ $\boxed{\text{ENTER}}$
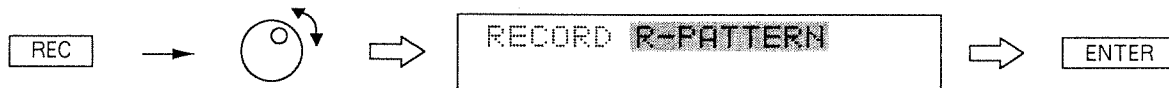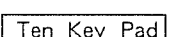
③Select a rhythm pattern number.

Select Pattern Number 3 with $\boxed{\text{Ten Key Pad}}$.

$\boxed{3}$ ⟹
```
PTN   3   4/4
```
⟹ $\boxed{\text{ENTER}}$

　　　　Rhythm Pattern Number
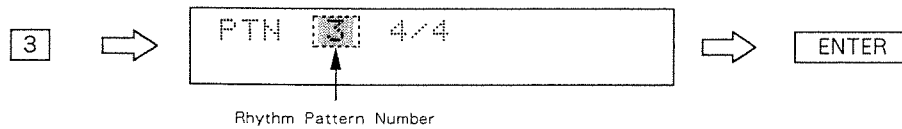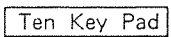
④Specify the beat of the rhythm pattern.

Specify 4/4 with $\boxed{\text{Ten Key Pad}}$.
　　　　　　　　　　　　　　　Time Signature

$\boxed{4}$ ⟶ $\boxed{\text{ENTER}}$ ⟶ $\boxed{4}$ ⟹
```
PTN   3   4/4
```
⟹ $\boxed{\text{ENTER}}$
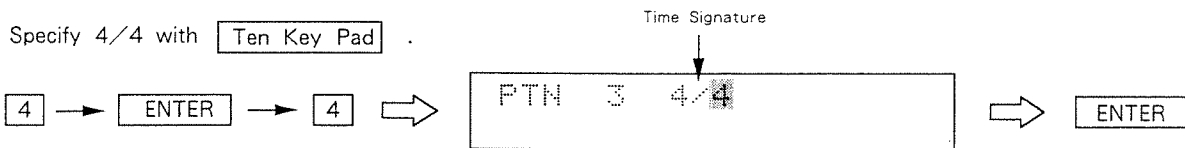
⑤Select a rhythm instrument.

Select Instrument Number 1 with $\boxed{\text{Ten Key Pad}}$.

$\boxed{1}$ ⟹
```
PTN   3   4/4
INST  1 BD1  RESO= ♪
```
⟹ $\boxed{\text{ENTER}}$

Instrument Number/Instrument Name
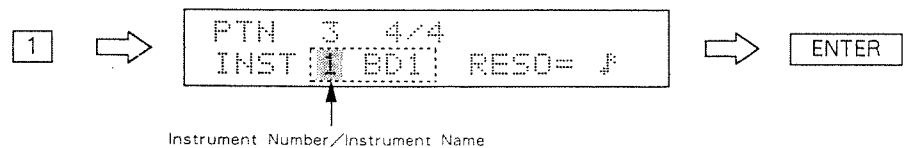
⑥ Specify the resolution (smallest note unit).

Simply push ENTER , since 16th note has already been selected.

```
PTN   3   4/4
INST 1 BD1   RESO=▓
```
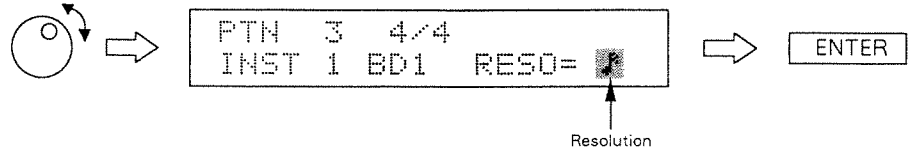
⇨ ENTER

Resolution

⑦ Enter the bass drum rhythm.

Specify the Velocity Code with Ten Key Pad .

5 ► 0 ► 0 ► 6 ► 0 ► 0
► 5 ► 0 ► 0 ► 7

Instrument Number／
Instrument Name

Current cursor position

```
[1 BD1]  4/4  [3- 3]
[5].6..5..7........
```

Velocity Code   Cursor
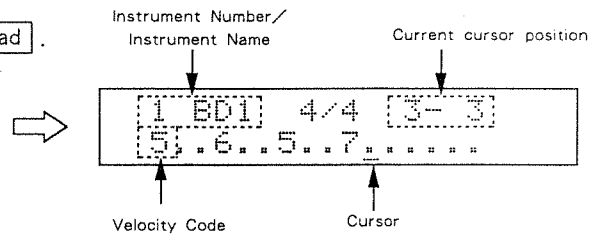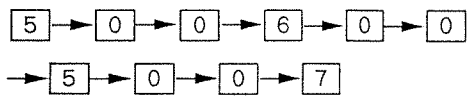
* The grid shown in the lower part of the display represents the position where the rhythm is to be entered. The digit position in the grid is determined by the beat and resolution.

* The value to be entered (1-8) is for the velocity (that represents the volume of a sound). Higher values increase the velocity (higher volume), and entering zero causes a dot to appear, showing that no rhythm is entered.

⑧ Change the rhythm instrument numbers.

Pressing SKIP (RESET) increases (decreases) the Instrument number.

RESET   or   SKIP   ⇨

```
3 SD1   4/4   3- 3
...............
```

⑨ Enter the rhythm for the snare drum.

(← ×10) ⟶

5 ⟶ (0 ×7) ⟶ 5

⇨

```
3 SD1   4/4   4- 2
.....5.......5...
```
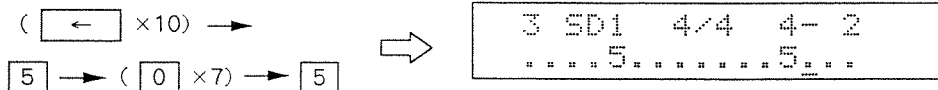
⑩Repeat steps 8 and 9 to enter the rhythm for closed hi-hat and hand-clap as shown below :

Select Instrument number 5, then enter the rhythm as shown below.

```
5 CHH  4/4  4- 4
5.5.5.5.5.5.5.5.
```

Select Instrument number 16, then enter the rhythm as shown below.

```
16 HCP  4/4  4- 2
. . . . . . . . . . . .6. . .
```

⑪Play the rhythm patterns you have recorded :

Pushing [PLAY] will play the rhythm pattern once.

⑫If you like it, continue to record another rhythm pattern.

Push [ENTER] while holding [SHIFT] down to return to the display of step ③, then repeat steps ③ to ⑪.

⑬When you have recorded all the rhythm patterns you want, leave this mode :
[STOP]

SUPER-MRC provides some other methods for recording rhythm patterns as shown below. For these and other more advanced features, please read the Advanced Course.

●Real-time Quantize Recording (=real-time recording from the MIDI keyboard)
● Copying rhythm patterns
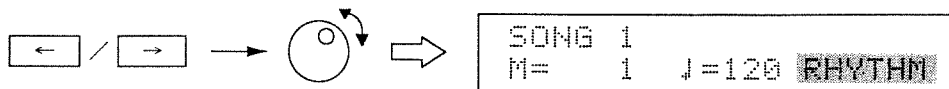● Erasing rhythm patterns

2) Recording into the Rhythm Track

Write the rhythm patterns you have made, and rest patterns in the rhythm track.

[Procedure]

① Set the Record Mode to "RHYTHM".

Move the cursor to the Record Mode position with ← / → , then select "RHYTHM" with the Alpha Dial

← / → ⟶ ⟳ ⟹

```
SONG 1
M=    1  ♩=120 RHYTHM
```

② Select the Rhythm Track Recording mode.

Press REC , the select "R−PATTERN" with the Alpha Dial

REC ⟶ ⟳ ⟹

```
RECORD R-TRACK
```

⟹ ENTER

③ Specify the rhythm pattern number and velocity for the first bar.

Specify the Bar number/Pattern number/Velosity Bias with Ten Key Pad   Bar Number

1 ⟶ ENTER ⟶ 1 ⟶ ENTER

⟶ (1 or ENTER) ⟶   ⟹

```
R TRK MEAS    1  4/4
        PTN: 1  BIAS: 0
```

Rhythm Pattern Number   Velocity Bias
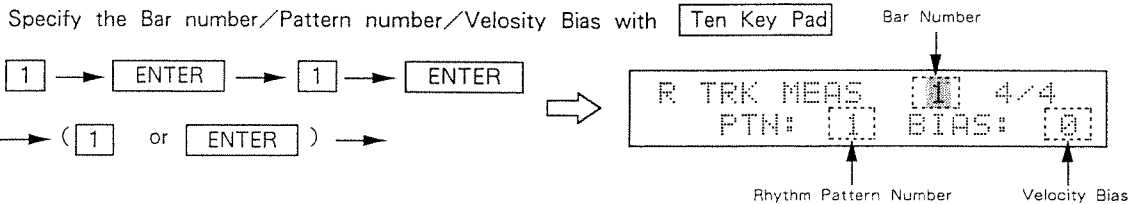
*The velocity bias is a parameter that adjusts the velocity of the rhythm pattern within the bar. Refer to the Advanced Course manual. Here, we record without using the velocity bias, so push 0 or ENTER and go to the next bar.

9 ENTER (0)   ⟹

```
R TRK MEAS   16  4/4
        PTN: 9  BIAS: 0
```
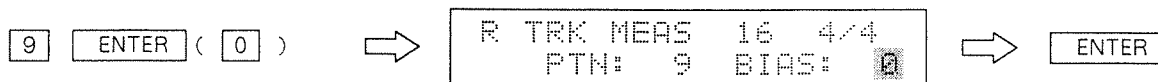
⟹ ENTER

④ Repeat step ③ until all the 16 bars are entered.

⑤ **Enter a rest pattern in the 17th bar.**

Enter zero for the pattern number than enter the time signature.

Select the Rest Pattern with | Ten Key Pad |, then specify the time signature.   Time Signature of the rest pattern.

| 0 | ➡ | ENTER | (Select the Rest Pattern)
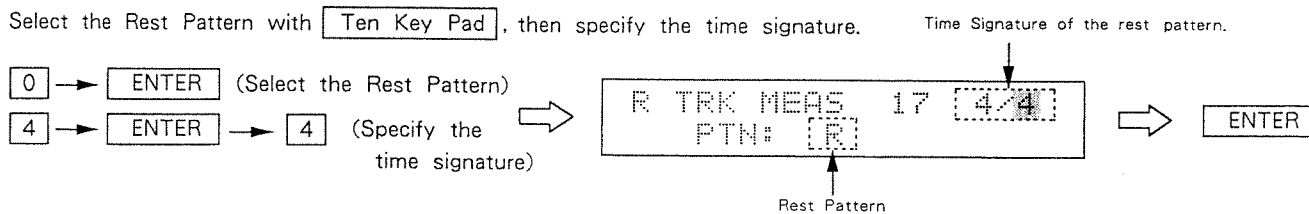
| 4 | ➡ | ENTER | ➡ | 4 | (Specify the
                              time signature)

```
R TRK MEAS   17  [4/4]
      PTN:  [R]
```

                                          Rest Pattern

➡ | ENTER |

⑥ **Leave this mode :**
   | STOP |

Now, the rhythm part has been recorded. Go to the head of the bar
with | RESET |, then play with | PLAY |.
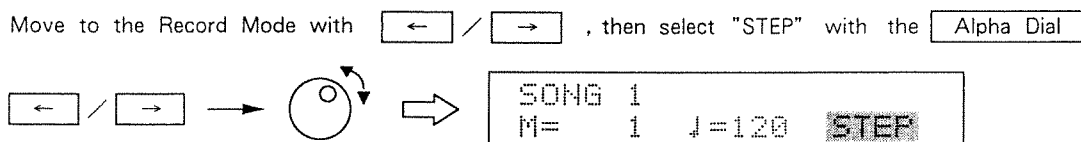
c. Step Recording

Here, we record the bass part using step recording. Let's enter note number (pitch) and velocity from the MIDI keyboard, and specify the step time (the timing within the measure) from the panel controls. The gate time (the length of a note) changes depending on the step time.

＊The bass score is written one octave higher than the actual notes (the sound one octave lower than the score is heard). However, some bass sounds are 8' (the score and the actual sounds are the same pitch). If so, lower the pitch of the bass sound or play one octave lower than the score.
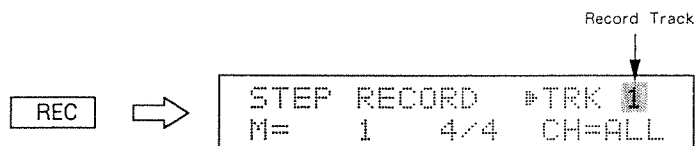
[Procedure]

① Push RESET to return to the first bar.

② Set the Record Mode to "STEP".

Move to the Record Mode with ← / → , then select "STEP" with the Alpha Dial

 ← / → ⟶ ◯ ⟹

```
SONG  1
M=    1   ♩=120  STEP
```

③ Set to the recording stand-by mode.

Record Track

 REC ⟹

```
STEP  RECORD   ▶TRK  1
M=    1    4/4   CH=ALL
```

④ Select a track.

Press Track Select button 2.

 TRACK SELECT 2 ⟹

```
STEP  RECORD   ▶TRK  2
M=    1    4/4   CH=ALL
```

⟹ ENTER
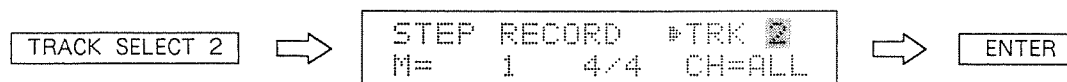
＊When you start recording from a bar where rhythm data has already been recorded, the above procedure will automatically set to the step recording mode.

When you start step-recording from the bar which does not have rhythm data, first set the beat then push ENTER .

⑤ Set the step time to the smallest note in the score.

Select " ♪ 24" with [Alpha Dial]

Track Number   Step Time

```
2
4   1  01-000    ♪  24
1
```

⟹ [ENTER]
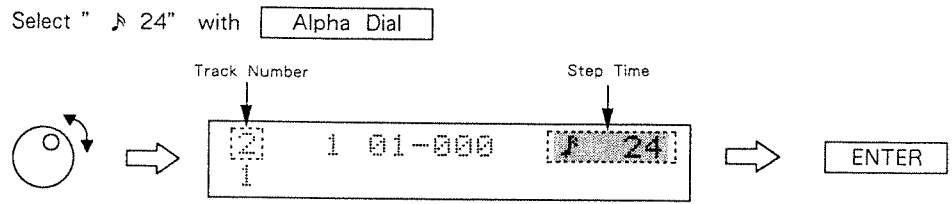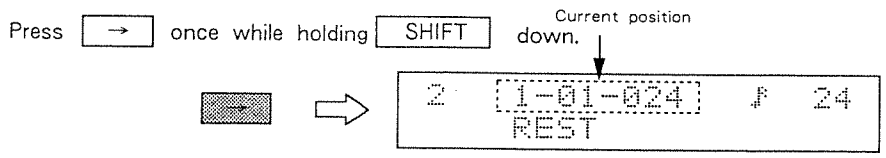
⑥ Enter the three and half beat rest as written in the score.

                                  Current position

Press [→] once while holding [SHIFT] down.

```
2   1-01-024    ♪  24
    REST
```

∗ The above procedure simply advances the current position, but the rest note data is not entered.

∗ At the current position, measure (bar number), beat and clock are shown. The number currently shown,"1−01−024", means the fist bar, the first beat, 24th clock.

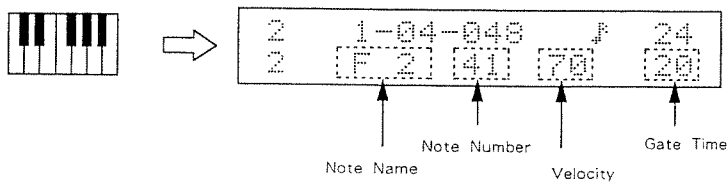⑦ Enter data up to the end of the second bar as written in the score, from the keyboard.

As the step time has been set to 16th note, the first and second bars are altered by 16th note.

Play F2 note.(Press the key and release it.)

Play F2 key.

```
2   1-04-048    ♪  24
2   F 2  [41]  [70]  [20]
```

                      Note Number   Gate Time

          Note Name   Velocity

*The gate time is the time needed from NOTE ON to NOTE OFF represented clock pulses.

Enter a tie twice. (Push ▒ twice.)

*The above procedure advances the current position as written in the score, extending the gate time.

Play F3 note.
Enter a rest once. (Push ▒ once.)
Play C3.
Enter a tie once. (Push ▒ once.)
Play C3 note.
Enter a tie twice. (Push ▒ twice.)
Play F3 note.
Enter a tie twice. (Push ▒ twice.)
Play C3 note.
Enter a tie once. (Push ▒ once.)

⑧In the similar way as step 6, continue to enter the following bars.

⑨When all the bars are entered, leave this mode :
    | STOP |

Now, the bass part has been recorded. Go to the head of the bar with | RESET |, and play it with | PLAY |.

SUPER−MRC also provides step recording with the | Ten Key Pad | Read the Advanced Course manual.

d. Real—time Recording

Suppose we are to record a lead guitar part in real—time.

There are two types of real—time recording, one is Count—in Recording that starts recording after waiting for two bars of count—in, and the other is Key On Start Recording, that records your performance from the first key played. The example score starts with rests, so we take the count—in recording procedure.

[Procedure]

① Push [RESET] to return to the first bar.

② Set the Recording Mode to "REAL".

Move the cursor to the Record Mode with [←] / [→] , then select "REAL" with [Alpha Dial]

[←] / [→] ⟶ ◯ ⟹
```
SONG  1
M=    1   ♩=120   REAL
```
Record Mode

③ Set to the recording stand—by mode.

[REC] ⟹
```
Press  PLAY  >>  RECORD
M=    1   ♩=120   REAL
```
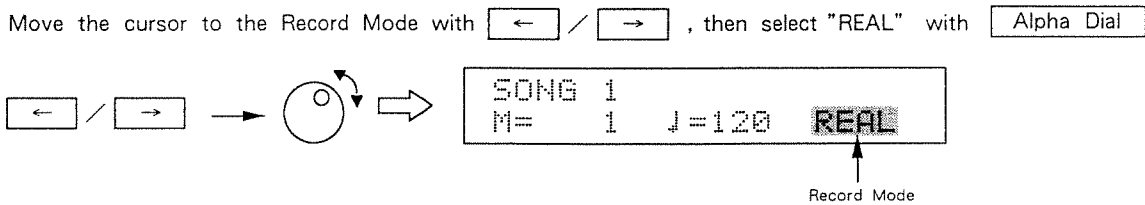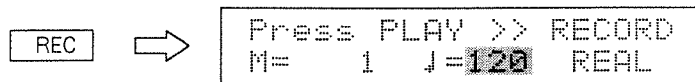
④ Select a recording track.

Press Track select button 1.

[TRACK SELECT 1] ⟹
```
Press  PLAY  >>  RECORD
M=    1   ♩=120   REAL
```
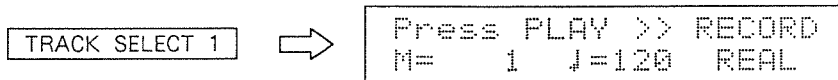
⑤ Start real—time recording.

Press "PLAY".

[PLAY] ⟹
```
SONG  1  Recording  1
M=   -2   ♩=120  [ 120 ]
```
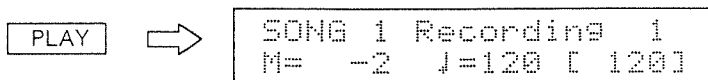
＊The recording starts after two bars of count—in.

⑥ Play the keyboard.

```
SONG 1 Recording   1
M=    1  ♩=120 [ 120]
```
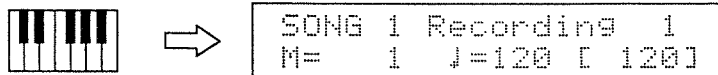
⑦ When you have finished playing the keyboard, leave this mode :
[STOP]

Now, the lead guitar part is recorded. Return to the beginning [RESET], then play the recorded data [PLAY].

SUPER－MRC also provides the following real－time recording methods :

● Key On Start Recording
This records your performance on the keyboard right from the beginning.

● Mix Recording
This overdubs new performance data on the previous song data in a track.

● Punch In Recording
This rewrites a part of song data.

● Tempo Recording
This records any tempo changes.

4. Let's Play

Now, let's play all the recorded data. To save the recorded song data, read the next section "Saving Data".

① Push the [**RESET**] to return to the head of the first bar.

② Push [**PLAY**] to start playing data.

Check if data has been correctly recorded (if parts are properly played, etc).

If the data is recorded correctly, at least, the bass and rhythm part must be played in accurate timing. The parts recorded in real-time recording may be slightly before or after the exact metronome beat. If so, corrcect them using the quantizing function (page 57).

● Track Muting

During playback or in the stand-by condition, any track (which contains song data) can be muted (=no MIDI messages are transmitted through MIDI OUT). This function, therefore, allows you to play only the tracks you want.

You can tell which tracks store song data, since the corresponding Track Selector buttons are lit. Pushing a Track Selector button will turn on and off the indicator alternately. When the indicator is dark, the corresponding track is muted. To mute the Tempo, 5, 6, 7 or 8, push the relevant Track Selector button while holding [**SHIFT**] down.
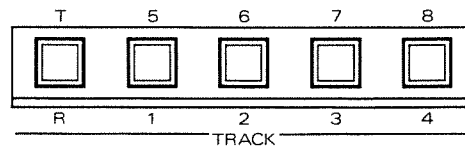
5. Data Preservation

a. Saving Data

Song data in memory can be saved onto a disk. Up to eight songs can be saved on a disk at one time.

*For saving data, use a SUPER—MRC system disk, or a disk for saving data only, which you have initialized. The supplied system disk cannot be used for saving song data.

```
┌─────────────────┐          ┌─────────────────┐
│ MC-500MK II     │          │                 │
│ Internal Memory │  ──────▶ │  Floppy  Disk   │
└─────────────────┘          └─────────────────┘
```
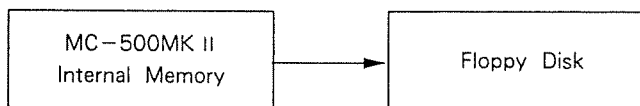
● Song data and song files

Each song in the internal memory is distinguished by its number, while the songs saved on a disk do not have song numbers, but distinguished by the song names. This fact means that you must put a different name to each song when saving it onto a disk. The song, with its name, is called a song file.

[Procedure]

① Push ▊MODE▊ to select the Mode selecting display.

② Push ⌑2⌑ → ⌑ENTER⌑ .

```
MODE 2 DISK
█ LOAD    [SONG FILE]
```

Rotating the ⌑ Alpha Dial ⌑ shows the functions available in this Mode, sequencially, in the lower part of the display.

③Push [2] → [ENTER] to select "2 SAVE". (You may also use the [Alpha Dial] and [ENTER] to obtain the same result.)

```
┌─────────────────────────────┐
│ SAVE SONG ONTO DISK         │
│ SELECT SONG▶1........       │
└─────────────────────────────┘
```

The internal memory can store up to eight different songs. The lower part of the display ▶ shows the condition of the song numbers sequencially. The number and signs in the display mean as follows. To save more than one song at the same time, specify the song numbers with the [Ten Key Pad].

Display	Description
.	There is no song data in the song number, and you can not assigned "Save".
*	There is song data in the song number you specified, but you have not assigned "Save".
Number	The song number you have specified can be saved.

④Remove the disk from the drive and insert the disk where you wish to save data.(To save data on the disk currently inserted, you do not need to change disks.)

✳Do not remove the disk while the disk drive is running. It would erase data on the disk. It is not possible to stop the disk drive to run by any means once it starts running.

⑤Push [ENTER].

```
┌─────────────────────────────┐
│ SAVE 1........▶ DISK        │
│ SONG 1▶_                    │
└─────────────────────────────┘
```

Now, the song file naming display is called. If the song has already been named, directly go to step ⑦.

⑥Give the song name (using up to 13 letters). Move the cursor to the relevant position and specify letters, numbers or signs with the [Alpha Dial] or [Ten Key Pad].

Pressing a number key of [Ten Key Pad] will select a number, letter or sign as shown below.

Ten Key Pad	Diaplay Sequence	Ten Key Pad	Display Sequence
⓪	0 → (Space) → 0	⑤	5 → M → N → O → 5
⓪ (shaded)	0 → (Space) → 0	⑤ (shaded)	5 → m → n → o → 5
①	1 → A → B → C → 1	⑥	6 → P → Q → R → 6
① (shaded)	1 → a → b → c → 1	⑥ (shaded)	6 → p → q → r → 6
②	2 → D → E → F → 2	⑦	7 → S → T → U → 7
② (shaded)	2 → d → e → f → 2	⑦ (shaded)	7 → s → t → u → 7
③	3 → G → H → I → 3	⑧	8 → V → W → X → 8
③ (shaded)	3 → g → h → i → 3	⑧ (shaded)	8 → v → w → x → 8
④	4 → J → K → L → 4	⑨	9 → Y → Z → ! → 9
④ (shaded)	4 → j → k → l → 4	⑨ (shaded)	9 → y → z → ? → 9

Rotating the [Alpha Dial] selects a number, letter or sign as shown below.

```
Clockwise rotation  (reversed sequence with counter-clockwise rotation.)

→ A → B → C → D → E → F → G → H → I → J → K → L → M →
→ N → O → P → Q → R → S → T → U → V → W → X → Y → Z →
→ a → b → c → d → e → f → g → h → i → j → k → l → m →
→ n → o → p → q → r → s → t → u → v → w → x → y → z →
→ 0 → 1 → 2 → 3 → 4 → 5 → 6 → 7 → 8 → 9 → & → ♩ → ♪ →
→ ♭ → # → ! → ? → . → , → : → ; → ' → " → * → + → - →
→ / → < → = → > → [ → ] → [ → ] → { → } → ˆ → _ → ¦ →
→ $ → % → @ → (Space) → A → B → C → D →   (Repeat)
```

∗A Song file name with all spaces cannot be saved.

⑦ Push [ENTER].

```
SAVE 1........▶ DISK
Sure? >> Press SAVE
```

⑧ If you wish to save it, push [SAVE]. To cancel, push [STOP].

```
MODE 2 DISK
2 SAVE   [SONG FILE]
```

When saved, the selection display of MODE 2 is called.

⑨ Remove the disk and insert the system disk.

⑩ Push [MODE] → [ENTER] to return to the stand-by condition.

b. Loading Data

The song data saved on a disk can be loaded back to the internal memory.
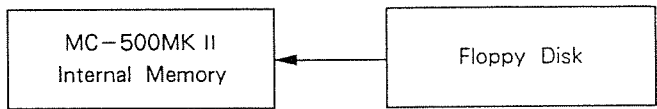
[Procedure]

① Push MODE to call the Mode selecting display.

② Push 2 → ENTER .

```
MODE 2 DISK
1 LOAD   [SONG FILE]
```

③ Push 1 → ENTER to call "1 LOAD". (You may just push ENTER to obtain the same result, since "1 LOAD" is already indicated.)

```
LOAD SONG FROM DISK
SELECT SONG 1.......
```

Just as in saving data, the lower part of the display shows the condition of the internal memory. The numbers and signs mean as follows.

Display	Description
.	There is no song data in the song number, you have not assigned "LOAD".
*	There is song data in the song number, but you have not assigned "LOAD".
Number	The song number you specified can be loaded.

④ Remove the disk from the drive and insert the disk which contains the data you wish to load.(To load data from the disk currently inserted, you do not need to change disks.)

* Do not remove the disk while the disk drive is running. It would erase data on the disk. It is not possible to stop the disk drive by any means once it starts running.

⑤To load only one song, push ENTER . To load more than one song, assign the relevant numbers with the Ten Key Pad and cause the display to show the song numbers, then push ENTER .

```
LOAD 12..5.7.◀DISK
SONG 1█ ┆.....................┆
```

      Destination Song Number   File Name

Now, the song file names on the disk are shown in the display.

⑥Put a song file name to each song number you have selected using the Alpha Dial , then push ENTER .

```
LOAD 12..5.7.◀ DISK
Sure? >> Press LOAD
```

When you have put file names to all the song numbers you selected, the verification display is called. If you wish to load only the song files you have specified so far, go to step ⑦ right away.

⑦If you wish to save them, push LOAD . To cancel, push STOP .

```
MODE 2 DISK
█ LOAD    [SONG FILE]
```

⑧Remove the disk and insert the system disk.

⑨Push MODE → ENTER to return to the stand−by condition.

4 Editing Song Data

The functions described so far are not much different form a tape recorder's recording and playback functions. However, a significant advantage of a sequencer is its editing capability. On a tape recorder, the editing procedure involves overdubbing or actual cutting and splicing of the tape. A MIDI sequencer performs all the editing proceudres digitally, in the built—in computer, resulting in more accurate editing, or new editing functions without deteriorating the sound quality.
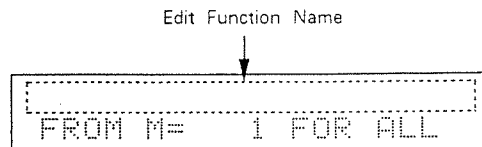
1. Specifying the section of data to be edited.

All the editing functions of the SUPER—MRC require you to specify the section where the functions are to be performed. You can specify the section either with bars or locate points. The section specifying procedure can also be used while using functions other than editing.

*You cannot specify the section using both bars and locate points at the same time. The method used last will have priority.

a. Specifying the section with bars

Specify the section by setting the beginning bar and how many bars to be edited.

Edit Function Name

```
┌─────────────────────────────────────┐
│ ┌·····································┐ │
│ :                                   : │
│ : FROM M=    1 FOR ALL              : │
│ └·····································┘ │
└─────────────────────────────────────┘
```

The upper part of the display shows the name of the editing function, and the lower part shows FROM (from which bar) and FOR (how many bars).

①Specify the beginning bar with ⌷ Alpha Dial ⌷ or ⌷ Ten Key Pad ⌷ and push ⌷ ENTER ⌷ .

②Specify the number of bars with ⌷ Alpha Dial ⌷ or ⌷ Ten Key Pad ⌷ and push ⌷ ENTER ⌷ .

b. Specifying the section with locate points

Locate points are position messages which can specify by measure, beat and clock. 0 to 9 are used for locate points, but 0 and 9 are automatically set when song data is recorded therefore you cannot change them.

●Locate point number 0 is the location where the recording starts. It is automatically set and cannot be changed.
●Locate point numbers 1 to 8 can be set to any position in song data.
●Locate point number 9 is the position where the recording ends. It is automatically set and cannot be changed.

1) Setting a locate point

A locate point can be set by specifying values (measure/beat/clock) or by getting to the actual position by playing data. When specifying with a value, you can name each locate number using up to eight letters.

＊The locate point messages remain even after the song is edited. Setting a new locate point automatically renews the previous one.

[Specifying with values]

①Push [FUNC] to call the Function Mode selecting condition.

②Push [1] → [0] → [ENTER] to select the locate point setting display.


```
FUNC10 NAME:
  LOC 1 = ****-**-***
```
Locate Point Number   Memory   Beat   Clock
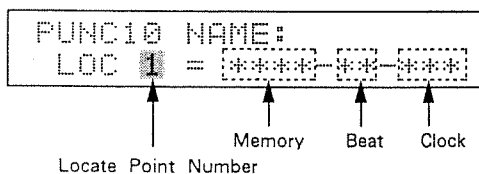
③Select the locate point number you wish to change then push [ENTER].

④Specify the measure (bar number), beat and clock in the same way as in step ③.

⑤Give the locate point a name (using up to 8 letters) in a similar way to the naming a song file.(If you do not wish to name the locate point, push [ENTER].)

⑥To continue to set the other locate points, push [ENTER] and repeat steps 2 to 5. To leave this mode, push [STOP].

[Specifying during playback]

①Go to the position where you wish to set the locate point, by playing the data or using the | Alpha Dial | or | Ten Key Pad | .

②Push | LOC | to change to the locate point setting display.

③Using | Alpha Dial | or | Ten Key Pad | , specify the locate point number, and push | ENTER | .

Locate Point Number

```
SET  : LOC 1
M=   1  ♩=120  REAL
```
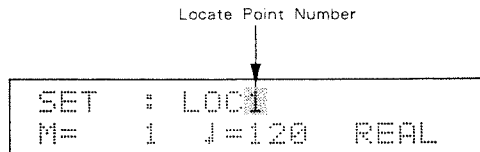
2) Specifying the locate points

To specify the section of data where you wish to perform editing, you should assign two locate point numbers : the start and the end.

① Push ⌈ LOC ⌉ or ▮MODE▮.

Edit Function

LOC: BTWN ✳ AND ✳
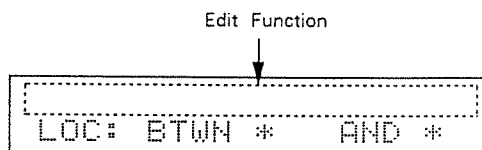
The lower part of the display shows "Between ✳ and ✳ " so that you can specify the start and end positions.

② Using the ⌈ Alpha Dial ⌉ or ⌈ Ten Key Pad ⌉ , set the start locate point, then push ⌈ ENTER ⌉ .

③ Using the ⌈ Alpha Dial ⌉ or ⌈ Ten Key Pad ⌉ , set the end locate point, then push ⌈ ENTER ⌉ .

✳ To return to the bar setting display, push ▮MODE▮ . At this stage, any value not yet entered (the ENTER button has not been pushed), will be erased. If locate points have been already entered, it will not be erased until a new bar value is entered.
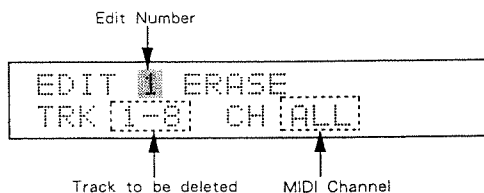
2. Editing Functions

a. Erase

This erases a certain portion of song data, leaving empty bars in that space. The erased section does not contain any rest data.

[**Procedure**]

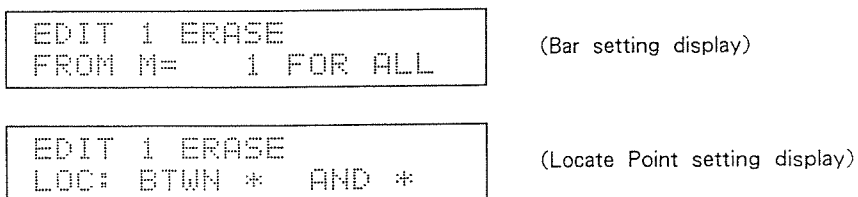① Push [EDIT] to move to the Edit Mode selecting condition.

Edit Number

```
EDIT 1 ERASE
TRK [1-8] CH [ALL]
```

Track to be deleted   MIDI Channel

② Push [1] → [ENTER] to select "Erase".

③ Select the track you wish to erase with the [Alpha Dial] or [Ten Key Pad], then push [ENTER].

✳To change the value you have set, go back to that value with [←], change values, then push [ENTER].

④ Similarly, set the MIDI channel or status of the song data to be erased.

```
EDIT 1 ERASE
FROM M=    1 FOR ALL
```
(Bar setting display)

```
EDIT 1 ERASE
LOC: BTWN *   AND *
```
(Locate Point setting display)

⑤ Specify the section of data which is to be erased using bars or locate points.

```
EDIT 1 ERASE
Sure? >> Press REC
```
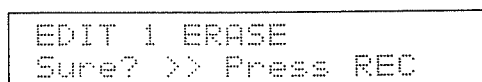
When the section has been specified, the erase execution display is called.

⑥ To execute the erase process, push REC .

When the erasure complete, the unit is returned to the step ②.

⑦ Push STOP to leave this mode.

b. Delete

This function allows you to delete a certain portion of song data, without leaving the space. This is similar to cutting and splicing the tape of a tape recorder.

*If Bender or Damper messages exist in the section you wish to delete, deleting it may cause problems, for example, the Bender or Damper may not return to the OFF position..

[Procedure]

①Push ⎡ EDIT ⎤ to move to the Edit Mode selecting condition.

```
EDIT 1 ERASE
TRK 1-8  CH ALL
```

②Push ⎡ 2 ⎤ → ⎡ ENTER ⎤ to select "Delete".

```
EDIT 2 DELETE
TRK ALL
```
↑
Track to be deleted

③Select the track you wish to delete with ⎡ Alpha Dial ⎤ or the ⎡ Ten Key Pad ⎤, then push ⎡ ENTER ⎤.

```
EDIT 2 DELETE
FROM M=   1 FOR ALL
```
(Bar setting display)

```
EDIT 2 DELETE
LOC: BTWN *  AND *
```
(Locate Point setting display)

④Specify the section of data which is to be deleted using bars or locate points.

```
EDIT 2 DELETE
Sure? >> Press REC
```

When the section has been specified, the delete execution display is called.

⑤ **To execute** the deletion, push ⌈ REC ⌉ .

When finished, the unit is returned to step ②.

⑥ Push ⌈ STOP ⌉ to leave this mode.

c. Merge

This function allows you to merge two tracks, storing it into one track.

＊When the two tracks to be merged have data which use the same MIDI channel, they cannot be separated once merged, even by using the Extract function. (See the Advanced Course manual.)

[Procdure]

① Push ⎡ EDIT ⎤ to move to the Edit Mode selecting condition.

```
EDIT ▮ ERASE
TRK 1-8   CH ALL
```

② Select "Merge" by pushing ⎡ 4 ⎤ → ⎡ ENTER ⎤.

```
EDIT 4 MERGE
TRK 8+TRK 1 ▶ TRK 8
```

Destination Track   Source Track   Souce Track (the same as the one at the far-left)

③ Using the ⎡ Alpha Dial ⎤ or ⎡ Ten Key Pad ⎤, select the destination track.

```
EDIT 4 MERGE
Sure? >> Press REC
```

④ Using the ⎡ Alpha Dial ⎤ or ⎡ Ten Key Pad ⎤, assign the source track.

⑤ To execute the merge, push ⎡ REC ⎤.

When finished, the unit is returned to the step ②.

⑥ Push ⎡ STOP ⎤ to leave this mode.

d. Copy

This function allows you to copy the entire data, or a part of any song data to the song data currently selected.

[Procedure]

① Push [EDIT] to move to the Edit Mode selecting condition.

```
EDIT 1 ERASE
TRK ALL
```

② Select "Copy" by pushing [1] → [0] → [ENTER].

```
EDIT10 COPY
SONG 1 ▸ SONG 1
```

③ Using the [Alpha Dial] or [Ten Key Pad], assign the song number to be copied, then push [ENTER].

```
EDIT10 COPY
TRK ALL ▸ TRK ALL
```

Source Track   Destination Track

④ Using the [Alpha Dial] or [Ten Key Pad], assign the tracks to be copied, then push [ENTER].

```
EDIT10 COPY
REPLACE    CH ALL
```

MIDI Channel

⑤Using the [Alpha Dial] or [Ten Key Pad] , select whether to REPLACE (copying the song data, erasing the existing data) or MIX (copying song data onto the existing data), then push [ENTER].

⑥Using the [Alpha Dial] or [Ten Key Pad] , set the MIDI channel of the song data to be copied, then push [ENTER].

```
EDIT10 COPY
FROM M=    1 FOR ALL
```
(Bar setting display)

```
EDIT10 COPY
LOC: BTWN *   AND *
```
(Locate Point setting display)

⑦Specify the section of data which is to be copied using bars.

```
EDIT10 COPY
▶ M= END
```

The bar number where the copied bars begin.

⑧Specify the destination bar number using the [Alpha Dial] or [Ten Key Pad], then push [ENTER].

```
EDIT10 COPY
COPY   1 TIME(S)
```

The number of copy repeats.

⑨Using the [Alpha Dial] or [Ten Key Pad] , specify how many times the data should be copied, then push [ENTER].

```
EDIT10 COPY
Sure? >> Press REC
```

The copy execution display appear.

⑩To execute the copy process, push [REC].

When the copy is complete, the unit is returned to step ②.

⑪To leave this mode, push [STOP].

e. Quantize

This function corrects the timing of the recorded data to set resolution (=the smallest note unit). It may be effectively used on the song data recorded in the real-time when it does not exactly match the rhythm.

[Procedure]

①Push EDIT to move to the Edit Function selecting condition.

```
EDIT 1 ERASE
TRK ALL   CH ALL
```

②Puah 9 → ENTER to select "Quantize".

```
EDIT 9 QUANTIZE
TRK 1-8 ▶ TRK 1-8
```

    ↑   ↑
Track to be quantized.   Track where the quantized track is to be written.

③Specify the track to be quantized using the Alpha Dial or Ten Key Pad , then push ENTER .

④Specify the track where the quantized song data is to be written using the Alpha Dial or Ten Key Pad , then push ENTER .

```
EDIT 9 QUANTIZE
CH ALL     RESO= ♪
```

    ↑   ↑
MIDI Channel   Resolution

⑤Specify the MIDI channel of the song data to be quantized using the Alpha Dial or Ten Key Pad , then push ENTER .

⑥Specify the base note length (resolution) for quantization using Alpha Dial or Ten Key Pad , then push ENTER .

```
EDIT 9 QUANTIZE
RATE 1.0
```

⑦Specify the rate of quantization using the [Alpha Dial] or [Ten Key Pad], then push [ENTER].

∗Here, we set the rate to "1.0" to quantize the exact resolution. Refer to the Advanced Course manual.

```
EDIT 9 QUANTIZE
FROM M=    1 FOR ALL
```
(Bar setting display)

```
EDIT 9 QUANTIZE
LOC: BTWN *   AND *
```
(Locate Point setting display)

⑧Specify the section of data which is to be quantized using bars or locate points.

```
EDIT 9 QUANTIZE
Sure? >> Press REC
```

When the section to be quantized is entered, the quantize execution display appears.

⑨To execute the quantization, push [REC].

When finished, the unit is returned to step ②.

⑩Push STOP to leave this mode.

⑤ Other Useful Functions

a. Locate Jump

This function allows you to jump to the set locate point.

[Procedure]

① Push ⎡ LOC ⎤ in the stand—by condition.

Locate Point Number

```
JUMP : LOC▊
M=    1  ♩=120   REAL
```

② Set the locate point to which you wish to jump using the ⎡Alpha Dial⎤ or ⎡ Ten Key Pad ⎤, then push ⎡ ENTER ⎤ .

b. Quick (four times quicker) and Slow (1/4) Playback

This allows you to play data quicker (4 times quicker) or slower (1/4). This can be effectively used for going to particular data, or for monitoring.

● Quick Play (4 times)

While holding ⎡ PLAY ⎤ down, press ⎡ → ⎤ , and the data is played four times quicker. Releasing the buttons will return to the normal speed.

File Name

```
SONG 1 [...........................]
M=   33  ♩=120 [FAST]
```

● Slow Play (1/4 times)

While holding ⎡ PLAY ⎤ down, press ⎡ ← ⎤ , and data is played four times slower. Releasing the buttons will return to the normal speed.

File Name

```
SONG 1 [...........................]
M=   33  ♩=120 [SLOW]
```

c. Block Repeat

This allows you to play a part of song repeatedly.

[Procedure]

①Push ⌈ FUNC ⌋ to move to the Function Selecting mode.

```
FUNC 1 SYNC CLOCK
        INTERNAL
```

②Push ⌈ 7 ⌋ → ⌈ ENTER ⌋ to select "Block Repeat".

```
FUNC 7 BLOCK REPERT
FROM M=    1 FOR ALL
```
(Bar setting display)

```
FUNC 7 BLOCK REPERT
LOC: BTWN *   AND *
```
(Locate Point setting display)

③Specify the section of data which is to be repeated with bars or locate points.

When the section to be repeated is entered, the step ② display is returned.

④Push ⌈ STOP ⌋ .

⑤Push PLAY to play the specified data repeatedly.

d. Transpose

This function allows you to transpose a portion of data in any track.

[Procedure]

①Push EDIT to select the Edit Mode selection display.

```
EDIT 1 ERASE
TRK 1-8  CH  ALL
```

②Push 6 → ENTER to select "Transpose".

```
EDIT 6 TRANSPOSE
TRK 1-8  CH  ALL
        ↑        ↑
      Track   MIDI Channel
```

③Specify the track to be transposed using the Alpha Dial or Ten Key Pad , then push ENTER .

④Specify the MIDI channel of the song data to be transposed using the Alpha Dial or Ten Key Pad , then push ENTER .

```
EDIT 6 TRANSPOSE
NOTE RANGE     0-127
```

⑤Assign the range of note numbers which are to be transposed using the Alpha Dial or Ten Key Pad , then push ENTER .

```
EDIT 6 TRANSPOSE
BIAS   0
```

⑥Specify the value (semi—tone steps, up or down, within two octaves) for transposition, using the [Alpha Dial] or [Ten Key Pad], then push [ENTER].

```
EDIT 6 TRANSPOSE
FROM M=   2 FOR ALL
```
(Bar setting display)

```
EDIT 6 TRANSPOSE
LOC: BTWN *  AND *
```
(Locate Point setting display)

＊While holding down [SHIFT] press the Ten key 7 selects "—", or the Ten key 8 selects "+".

⑦Specify the section of data which is to be transposed using bars or locate points.

```
EDIT 6 TRANSPOSE
Sure? >> Press REC
```

When the section to be transposed is entered, the transposition execution display appears.

⑧To execute the transposition, push [REC].

When the transposition is complete, the step ② display is recalled.

⑨Push [STOP] to leave this mode.

e. Punch In／Punch Out Recording

This function allows you to re—record a part of recorded data while playing it. The "Punch In" point is where the re—recording starts, and "Punch Out" is where the re—recording ends. The Punch In and Punch Out function can be controlled with a foot pedal, but here, we set the section for Punch In and Out, then play the keyboard.

*The Punch In and Out function is available only in the real—time recording.

[Procedure]

①Push FUNC to move to the Function selection display.

```
FUNC 1 SYNC CLOCK
        INTERNAL
```

②Push 6 → ENTER to select "Punch Point".

```
FUNC 1 PUNCH POINT
FROM M=   1 FOR ALL
```
(Bar setting display)

```
FUNC 1 PUNCH POINT
LOC: BTWN *   AND *
```
(Locate Point setting display)

③Specify the section to Punch In and Out with bars or locate points.

④Push STOP to return to the stand—by condition.

⑤Push REC twice.

```
REPLACE REC  ►TRK 1
M=   1   4/4  CH=ALL
```

⑥ Push ❑3 → ❑ENTER to select "AUTO PUNCH".

Track for Auto Punch In.

```
AUTO PUNCH IN▶TRK 1
M=    1    4/4   CH=ALL
```

⑦ Specify the track where you wish to perform the Punch In recording using the ❑Alpha Dial or ❑Ten Key Pad, then push ❑ENTER.

Now, all you have to do is play the keyboard to re—record the specified section.
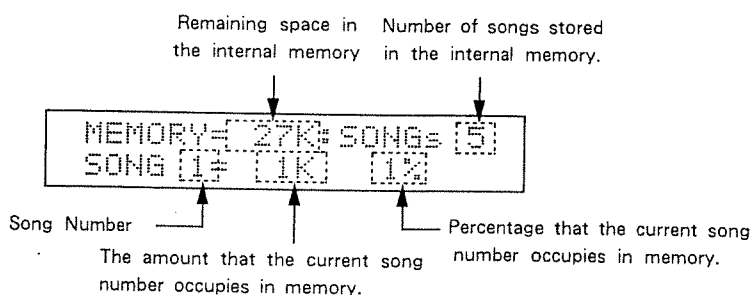
f. Available Memory

This function will show you the current memory status, the number of songs currently in memory, the percentage that the exisiting data occupies in memory, etc.

[Procedure]

● Available Memory in the internal memory

①Push ▊AVAIL▊ .

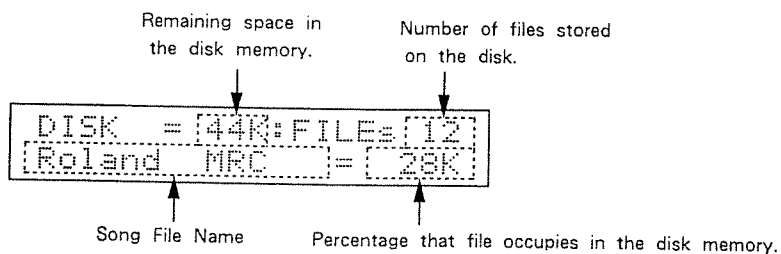Remaining space in — the internal memory

Number of songs stored in the internal memory.

```
MEMORY= 27K SONGs 5
SONG 1= 1K    1%
```

Song Number ——

The amount that the current song number occupies in memory.

Percentage that the current song number occupies in memory.

②Rotate the | Alpha Dial | .

③Push | STOP | to return to the stand—by condition.

● Available Memory on a disk

①Push ▊AVAIL▊ , then | MICROSCOPE |

Remaining space in the disk memory.

Number of files stored on the disk.

```
DISK  =44K:FILEs 12
Roland  MRC  =  28K
```

Song File Name

Percentage that file occupies in the disk memory.

②Rotate | Alpha Dial | .

Song files are called in alphabetical sequence.

③Push | STOP | to return to the stand—by condition.

MEMO

▣Roland®

10675

▣Roland®