

# Roland

PERFORMANCE  
PACKAGE

SYSTEM GENERATOR  
MRP-500

Owner's Manual

for **MC-500**



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## ■ HOW TO HANDLE THE FLOPPY DISK

- Floppy disks are delicate, and can be ruined if not handled properly.
- Do not touch the magnetic sheet, or the disk may be damaged.
- Remove the disk from the disk drive before turning on or off the unit.
- 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.
- Keep the disk from extremely hot or cold temperatures, or where it may be affected by direct sunlight. The appropriate temperature for disks is 5 to 50° C.
- Be sure to protect the disk from dust.
- To protect the data saved on the disk from an accidental loss or over-recording, 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.
- Do not expose the disk to strong magnetic fields such as headphones or speakers.

## ■ ABOUT THE MRP-500 SOFTWARE

The MRP-500 (we call this MRP in this manual) "Performance Package" is a system software designed to facilitate and simplify playback process of the performance data programmed on the MRC-500.

This software, more advanced than the MRC-500 system that adopts the Chain Play function, allows you to record parameters such as the order of songs to be played, and the settings of MIDI transmit channel and Soft Through onto a floppy disk. Therefore, on stage you need only insert the disk and push the Play Button.

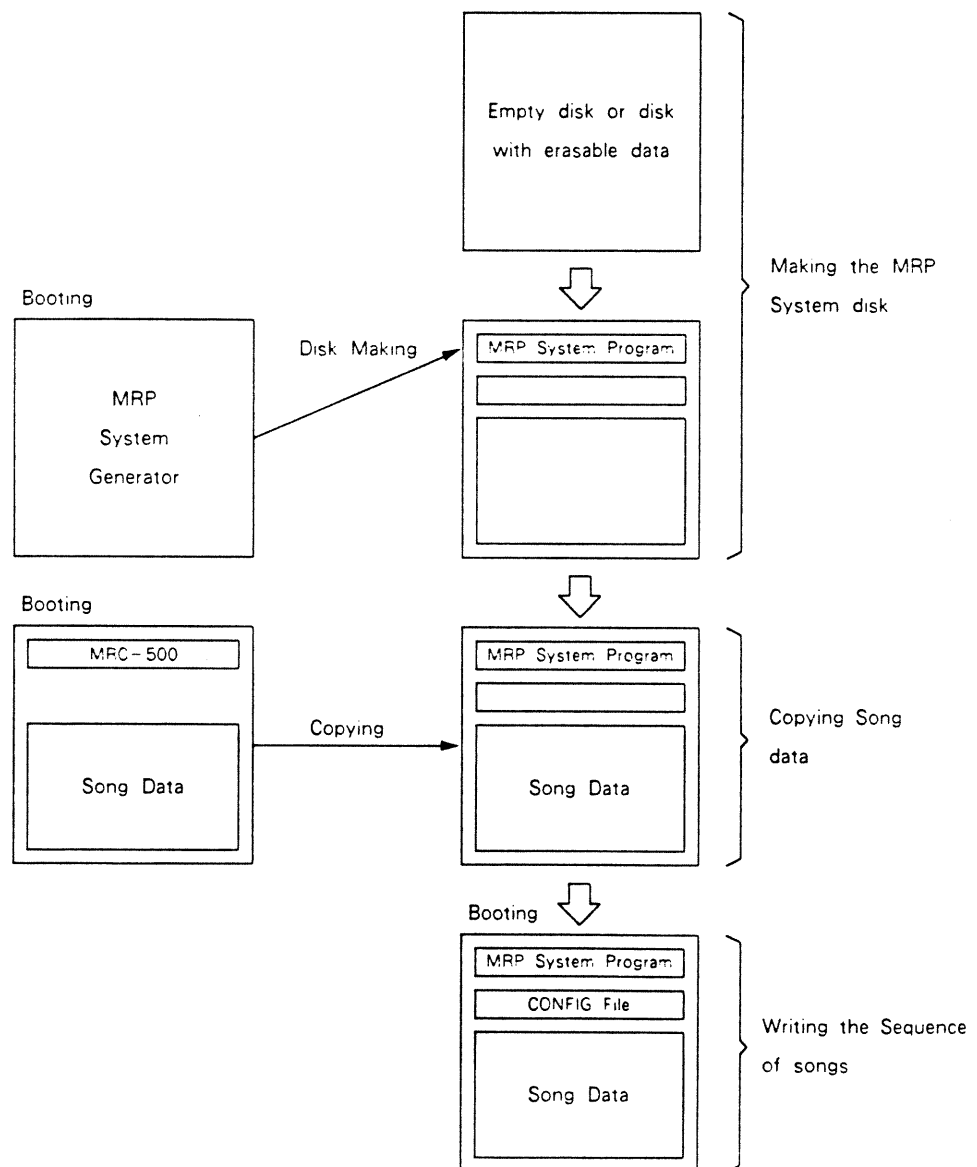
Basically, one song is played back by pushing the Play Button, but it is also possible to playback more than one song continuously by changing the setting on the disk. Also, it allows you to play a song or a number of songs repeatedly, and to set intervals (between songs) or Soft Through On/Off.

Read the instructions carefully in order to make the best use of the MRP software.

## ■ HOW TO USE THE MRP-500

The supplied software MRP System Generator is for making the MRP system disk. Once this system disk has been made, only a few simple steps remain.

First, using the MRC system, copy the song data onto the MRP system disk made with the above System Generator, then program the parameters (e.g. order of songs to be played) with the MRP system disk. Turn the MC-500 on, then insert the disk you have programmed into the MC-500, and now MC-500 is ready to play.



## ■ BANKS. A DESCRIPTION

The MC-500's internal memory has the capacity of about a quarter of a floppy disk. However, to prevent overloading the memory capacity, the MRP allows the MC-500 to load only one "BANK", a unit which never exceeds the memory capacity of the MC-500. Up to 26 banks, A to Z, can be programmed in the MRP, and up to 10 different songs can be set in each bank. The total number of songs that can be written in all the 26 banks is 99 (in this case, even repeated songs are counted each time).

## ■ BOOTING THE MC-500 WITH MRP-500

Without the system disk (software) such as the MRC-500 or MRP-500, the MC-500 (hardware) does not work. The MC-500 reads the system program recorded on the system disk immediately after being switched on, then starts functioning. This is called Booting. How the MC-500 functions varies depending on what system is being used. When using the MRC-500 system disk, the MC-500 works as an MRC-500 recorder.

# 1 MAKING DISKS

## 1. Making the MRP System Disk

First of all, you are required to make the MRP System Disk using the supplied software System Generator.

**\*Please handle the System Generator carefully and keep it in a safe place, as it cannot be copied by any means.**

**Step 1** Turn the MC-500 on.

```
Roland MC-500
```



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

**Step 2** Insert the System Generator into the disk drive, then push ENTER.

The System Generator is loaded into the MC-500.

```
Loading System  
Please Wait
```



```
MRP-System Generator  
Copyright Roland
```



```
Insert New Disk  
and Press ENTER
```



**Step 3**      **Replace the System Generator with a new disk, and push**

```
Initializing Disk
Please Wait
```

Now, the disk is being initialized. (The MRP System is being written on the new disk.)

In a few seconds, the metronome will beep, and initialization is completed.

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

**Step 4**      ① If you wish to continue to initialize another disk, push  and repeat Step 3. If not, remove the disk and turn the unit off.

② To advance to the next section (Copying Performance Data), replace with the MRC-500 system disk, then push . (In this way, the MC-500 is booted by the MRC system.)

Now, the MRP system disk (s) is prepared.

## 2. Copying Performance Data

Next, copy song data onto the MRP system disk you have made, using the LOAD and SAVE function of the MRC-500 system, as outlined here.

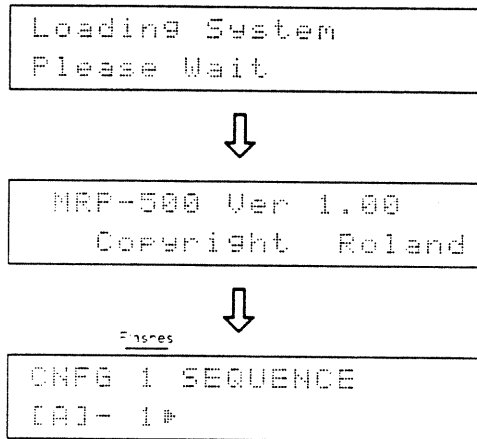
- Step 1**      **Boot the MC-500 with the MRC system.**
- Step 2**      **Load the necessary song data into the internal memory.**(See page 16 in the MRC-500 BASIC owner's manual.)
- Step 3**      **Save the data loaded into the internal memory onto the MRP system disk.** (See page 14 in the MRC-500 BASIC owner's manual.)
- Step 4**      **Repeat Steps 2 and 3 as many times as necessary.**

We have used LOAD and SAVE functions for copying song data from several disks. Instead, the TRANSFER function can be used, if copying from only one disk.(See page 42 in the MRC-500 ADVANCED owner's manual.)

## 2 BASIC PROGRAMMING FOR PLAYING SONGS

### 1. Writing the sequence of Songs to be played

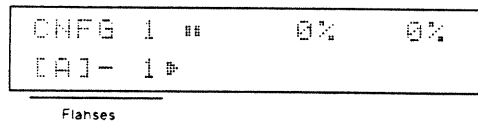
**Step 1** Boot the MC-500 with the MRP system disk which contains the song data you want.



The flashing "1" means Sequence setting mode.

\*When the MC-500 is booted with the disk which already contains a sequence of songs, the above Sequence setting display is not shown unless you push **MODE** , **2** then **ENTER** .

**Step 2** Push **ENTER** , selecting the Sequence setting mode.

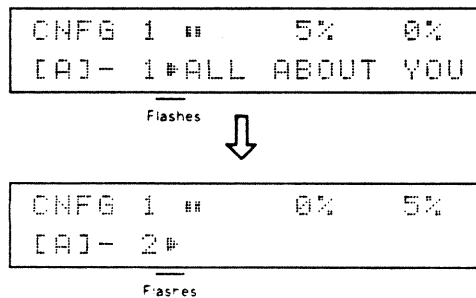


[A] -1 means this is the first song of bank A.(See page 6 for details of banks.)

**Step 3** Push **ENTER** .

**Step 4** Select the song name for the first songs to be played by using the Alpha Dial, and push **ENTER** .

\*The song name shown here is just an example.



The Display changes to [A]-2.

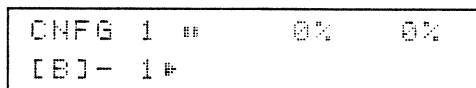
**Step 5** In the same way as for the first song, select a song name for the second song, then push **ENTER** .

Repeat the procedure for setting the following songs.

\*You can see two numbers at the upper right of the Display. The left number represents how much of the entire internal memory is occupied by the song currently selected, and the right one represents that occupied by all the songs written on the disk so far.

When bank A is full, the MRP does not react to any key. Move to B bank by following Step 6.

**Step 6** While holding the **SHIFT** down, press **ENTER** .



**Step 7** Repeat Steps 4, 5 and 6 for the other banks.

**Step 8** To stop setting the sequence of songs, simply push **STOP** .

Fasres  
—

```
DNFG 1 SEQUENCE
[BJ- 6#
```

Now, write the sequence of songs you have set as follows

**Step 9** Take out the floppy disk from the disk drive, and set the Protect Tab to the WRITE position, then re-insert it.

**Step 10** While holding **SHIFT** down, push **SAVE** .

The Display responds as shown below, and writing starts.

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

When completed, the Display returns to the previous indication.

**Step 11** Return the Protect Tab to the PROTECT position.

\*Whenever you write data on a disk, be sure to set the Protect Tab to the WRITE position before writing, and return it to PROTECT after writing.

Now, the sequence of songs to be played is recorded.(To play the songs, see page 24.)

## 2. Inserting and Deleting Songs

The MRP's insert and delete functions change the order of songs, but do not insert or delete performance data itself.

### a. Inserting Songs

Step 1 Push **MODE** , **2** then **ENTER** .

Flashes

```

CNFG 1 SEQUENCE
[A]- 1▶ALL ABOUT YOU
    
```

Step 2 Push **ENTER** again.

The number flashing in the Display is a song number.

Flashes

```

CNFG 1  #  5%  85%
[A]- 1▶ALL ABOUT YOU
    
```

Step 3 By rotating the Alpha Dial (or using the **◀** and **▶** keys), select the song number before which you wish to insert a song.

e.g.)To insert a song between the 5th and 6th songs in bank A, select [A] -6.

Flashes

```

CNFG 1  #  12%  85%
[A]- 6▶Let It Be
    
```

Step 4 Push **EDIT** , **1** then **ENTER** .

Flashes

```

EDIT 1          0%  85%
[A]- 6▶
    
```

Step 5      Using the Alpha Dial, select the song to be inserted, then push **ENTER**.

\*When the selected song is longer than the remaining of the internal memory, pushing **ENTER** does not cause any reaction, and the song cannot be inserted.

Step 6      ① To insert another song after the song just inserted, repeat Step 5

② To stop the insert operation, push **STOP**.

③ To insert a song to another position, repeat Steps 3 to 5.

Finally, push **SAVE** while holding **SHIFT** down, to write the new sequence.

b. Deleting Songs

Step 1 Push **MODE** , **2** then **ENTER** .

Flashes

```

CNFG 1 SEQUENCE
[A]- 1▶ALL ABOUT YOU
    
```

Step 2 Push **ENTER** again.

The flashing number in the Display is a song number.

Flashes

```

CNFG 1  5% 96%
[A]- 1▶ALL ABOUT YOU
    
```

Step 3 By rotating the Alpha Dial (or using the **◀** and **▶** keys), select the song number you wish to delete.

Flashes

```

CNFG 1  10% 78%
[B]- 4▶AKA-TONBO
    
```

Step 4 Push **EDIT** , **2** then **ENTER** .

```

EDIT 2 DELETE? >>REC
[B]- 4▶AKA-TONBO
    
```

Step 5 Make sure that the song name shown in the Display is the one you wish to delete. then push **REC** .

When the song has been deleted, the next song comes up in the Display.

```

EDIT 2 DELETE? >>REC
[B]- 4▶SYMPHONY #09
    
```



Step 6

① To delete the song that follows the one just deleted, push **REC** again.

② To stop the deleting operation, push **STOP**.

③ To delete a song at another position, push **STOP**, then repeat Steps 3 to 5.

\*If you wish to delete all the songs after the one shown in the Display, simply push **REC** while holding the **◀** key down.

Finally, push **SAVE** while holding **SHIFT** down to write the new sequence.

### ③ ADVANCED PROGRAMMING FOR PLAYING SONGS

#### 1. Continuous Playing (releasing PAUSE)

Basically, the MRP system is designed to play one song each time, but it is possible to set it so that more than one song will be played, continuously.

\*The above function only applies to the songs within a bank.

Step 1 Push **MODE** , **2** , **ENTER** then **ENTER** .

The Display shows a flashing number (=song number).

Step 2 By rotating the Alpha Dial (or by using **◀** and **▶** keys), make the Display show the song for which you wish to use "continue play".

```

CNFG 1  ■  5%  97%
[CB]- 9*Flash Dance
  
```

Step 3 Push **PAUSE** to erase the " ■ " mark shown at the upper middle of the Display. (When a " ■ " mark is lit, it is in the Pause mode, and when it goes out, the Pause mode is cancelled.)

Step 4 Repeat Steps 2 and 3 as many times as necessary.

Step 5 When you have completed setting all songs to be continuously played, push **STOP** .

Finally, push **SAVE** while holding the **SHIFT** down, to write the changes.

## 2. Intervals

The MRP allows you to set time intervals between songs which are to be continuously played. An interval should be set at the head of a song from 0 to 240 seconds (in one second step).

- Step 1 Push **MODE** , **2** then **ENTER** .
- Step 2 Push **ENTER** again to make a song number flash.
- Step 3 Using the Alpha Dial (or the **◀** and **▶** keys), select song whose interval is to be set.
- Step 4 Push **→** twice to flash the number at the upper middle of the Display.

Flashes

```

CNFG 1      0      OFF
[AI]- 3*Mid Manhattan
    
```

- Step 5 Using the Alpha Dial or Ten Key Pad, set the interval you want and push **ENTER** . (The variable range of an interval is from 0 to 240 seconds.)

The Display shows the next song.

- Step 6
- ① To continue to set the interval for the next songs, repeat Step 5.
  - ② To stop setting intervals, push **STOP** .
  - ③ To set an interval for the songs in other positions, push **STOP** , then repeat Steps 2 to 5.

Finally, push **SAVE** while holding **SHIFT** down, to write the changes.

### 3. Count-in

MRP allows you to set two bar count-in (metronome beep).

- Step 1** Push **MODE** , **2** then **ENTER** .
- Step 2** Push **ENTER** again to make a song number flash in the Display.
- Step 3** Using the Alpha Dial (or **◀** and **▶** keys), select the song to which you wish to add a count-in.
- Step 4** Push **→** three times to move the cursor to the number shown at the upper right of the Display.
- Step 5** Using the Alpha Dial or Ten Key Pad (1 and 0), select whether or not to add count-in (ON/OFF), then push **ENTER** .

The Display shows the next song.

- Step 6**
- ① To continue to set a count-in for the next song, repeat Step 5
  - ② To stop setting count-ins, push **STOP** .
  - ③ To continue to set count-ins in other positions, push **STOP** , then repeat Steps 2 to 5.

Finally, push **SAVE** while holding the **SHIFT** down, to write the changes.

## 4. Transmit Channels

The MRP allows you to divide MIDI transmit channels (1–16) into two groups (e.g. 1–5 vs 6–16) and transmit the MIDI messages of each group to OUT 1 or OUT 2.

For example, when a sound source such as a piano is connected to OUT 1, and a rhythm voice module is connected to OUT 2, you may not wish to send the MIDI signals for the piano from OUT 2 to improve timing.

**Step 1** Push **MODE** , **2** then **ENTER** .

Flashes

```

CNFG 1 SEQUENCE
[CH]- 1▶
    
```

**Step 2** Push **2** , then **ENTER** , to enter to Transmit Channel setting mode.

Flashes

```

CNFG 2 TRANSMIT CH
OUT1: ALL,OUT2: ALL
    
```

**Step 3** Using the Alpha Dial, set transmit channels for OUT 1 then push **ENTER** .

Finally, push **SAVE** while holding **SHIFT** down to write the changes.

## 5. Transmit Clock

The MRP allows you to select whether or not to send clock signals from each of the MIDI OUT's, 1 and 2. This function is useful when you wish to avoid sending unnecessary MIDI signals, or when accurate timing for Note On/Off is required.

**Step 1** Push **MODE** , **2** then **ENTER** .

Flashes

```

CNFG 1 SEQUENCE
[A]- 1#
```

**Step 2** Push **3** , then **ENTER** to enter to Transmit Clock setting mode.

Flashes

```

CNFG 3 TRANSMIT CLK
OUT1: ON , OUT2: ON
```

**Step 3** Using the Alpha Dial or Ten Key Pad ( **1** and **0** ), select whether or not to transmit the clock from OUT 1 (transmit clock ON, OFF), then push **ENTER** .

**Step 4** Use a similar procedure for OUT 2.

Finally, push **SAVE** while holding the **SHIFT** down to write the changes.

## 6. Soft Through

The MRP can select whether or not to send the signal fed into MIDI IN, from MIDI OUT.

Step 1 Push MODE , 2 , then ENTER .

Flashes

```
CNFG 1 SEQUENCE
[AD]- 1*
```

Step 2 Push 4 , then ENTER to enter the Soft Through setting mode.

```
CNFG 4 SOFT THRU
OUT1: OFF,OUT2: OFF
```

Flashes

Step 3 Using the Alpha Dial or Ten Key Pad ( 1 and 0 ), select ON - OFF of soft through for OUT 1, then push ENTER . (OUT 2 is automatically set to the same setting as OUT 1.)

Finally, push SAVE while holding SHIFT down to write what you have set.

## 7. Sync Clock

MRP allows you to select which sync clock (MIDI or Tape) is to be used. This is useful for when the MC-500 is syncing to another sequencer or a tape recorder.

**Step 1** Push **MODE** , **2** , then **ENTER** .

Flashes

```

CNFG 1 SEQUENCE
[A]- 1#
  
```

**Step 2** Push **5** then **ENTER** to enter to Sync Clock setting mode.

```

CNFG 5 SYNC CLOCK
INTERNAL
  
```

Flashes

**Step 3** Using the Alpha Dial, select the Sync Clock mode (MIDI for MIDI sync and TAPE for tape sync), then push **ENTER** .

Finally, push **SAVE** while holding the **SHIFT** down to write the changes.



## 4 PLAYBACK

### 1. Playing a Song (Basic Playback)

- Step 1 Push **MODE** . **2** . **ENTER** then **ENTER** again, to make a song number flash.
- Step 2 Using the Alpha Dial (or the **◀** and **▶** keys), select the first bar of the bank you wish to playback.
- Step 3 Push **STOP** .
- Step 4 Push **MODE** . **1** then **ENTER** . to enter the Play mode.

Song data of the entire bank will be loaded from the disk.

```
[A]- 1*ALL ABOUT YOU  
Loading! Please Wait
```



```
[A]- 2*Disco Music  
Loading! Please Wait
```



\*If the MC-500 is booted with the MRP system which already has song sequence programmed, it will automatically enter the Play mode.

When the data is loaded, the MC-500 is ready to play the data.

```
[A]- 1*ALL ABOUT YOU  
MEAS 1 ♯=120 0
```

**Step 5** Push **PLAY** , and the first song starts playing.

\*To stop playing, simply push **STOP** or the **⏮** key.

When the first song is played, the MC-500 stops playing just before the head of the next song. (If the next song does not have a PAUSE mark, the unit continues to play.)

**Step 6** Push **PLAY** to play the next song.

When the whole bank is played, "MEASEND" is shown at the lower left of the Display. To play a different bank, follow the instructions shown below, then push **PLAY** .

#### [Changing Banks]

To change to the next bank, push **▶** (or **→**) while holding **SHIFT** down.

To change to the preceding bank, push **◀** (or **←**) while holding **SHIFT** down.

The first song of the relevant bank will be called, ready to be played.

\*You may also use the procedure "Calling the Head of a Song" explained on page 27 to select a different bank.

## 2. Playing Songs Repeatedly (Ring Playing)

This function allows you to play all the songs in the set sequence, then go back to the beginning and play the whole lot, and so on. The intervals between songs are observed, but Pause On/Off is ignored. (When moving to the next bank, there will be a slight time gap, even if the interval is set very short.)

- Step 1 Push **MODE** , **2** , **ENTER** , then **ENTER** again.
- Step 2 Using the Alpha Dial (or **◀** and **▶** keys), select the song to be played first.
- Step 3 Push **STOP** .
- Step 4 Push **MODE** , **2** , then **ENTER** to enter the Play mode.
- Step 5 Push **PLAY** while holding **SHIFT** down.

\*When two MC-500's are synchronized in Ring Play mode, the time needed for loading banks is slightly longer on the receiving unit. This fact prevents two units from starting at the same time. To resolve this, set the interval time of the first song of a bank on the transmitter's MRP system disk longer than the receiver's.

## 5 OTHER USEFUL FUNCTIONS

### 1. Calling the head of a Song

In the Play mode, you can call the head of any song in any bank.

**Step 1** Push **STOP** to stop playing.

**Step 2** Push **MICRO SCOPE**.

A song number flashes in the Display.

Flashes

```
[A]- 1#ALL ABOUT YOU
Select Song & ENTER
```

**Step 3** Select a song with the Alpha Dial and push **ENTER**.

If the song you wish to call is within the bank currently in use, you can do it using **◀** and **▶** keys instead of Steps 2 and 3.

## 2. Calling the head of a Bar

In the Play mode, you can call the head of any bar in a song.

**Step 1** Cause the Display to show the relevant song (making sure that it is not playing), and push **MICRO SCOPE** while holding **SHIFT** down.

A bar number flashes in the Display.

```
Select Meas & ENTER
MEAS 1 J=136 0
```

Flashes

**Step 2** Using the Alpha Dial or Ten Key Pad, select a bar you want, then push **ENTER**.

Now, push **PLAY**, and the song will start playing from the bar you have set.

## 3. Output On/Off of each Track

In the Play mode (even while data is playing), the MRP allows you to select whether or not to send MIDI output from each track as follows:

Pushing the Track Button, select ON/OFF (LED lit/dark).

## 4. Using another MRP Disk

If you wish to use another MRP disk in the MC-500, take the following procedure. You do not need to switch off and re-boot the unit.

Change disks, then push **REC** while holding **SHIFT** down.

**\*Note that any previous data in the internal memory, including song data is erased.**

## 5. Writing a name on each Disk

The MRP allows you to name each disk using up to 20 letters, as follows.

**Step 1** Push **STOP** to enter the Stand-by mode.

**Step 2** Push **MODE** , **2** , **ENTER** , **6** then **ENTER** .

DNFB 6 MEMO

—

Flashes

**Step 3** Using the Alpha Dial or Ten Key Pad, select a letter (from the alphabet, or a number, or some special characters) you want.

When using the Ten Key Pad, do as follows:

Each of the number keys, **0** to **9** , has three letters other than the number. For example, pushing "1" key once displays **1** , but pushing it again displays A, then another push displays B, another push displays C, then one more push returns the "1" and so on. Study the following table for other keys. To select a small letter, push the relevant key while holding **SHIFT** down.

Key	Sequence of letters	Key	Sequence of letters
0	0 → (Space) → 0	5	5 → M → N → O → 5
1	1 → A → B → C → 1	6	6 → P → Q → R → 6
2	2 → D → E → F → 2	7	7 → S → T → U → 7
3	3 → G → H → I → 3	8	8 → V → W → X → 8
4	4 → J → K → L → 4	9	9 → Y → Z → , → 9

Select special letters by using the Alpha Dial as usual.

**Step 4** Using **→** and **←** , move the cursor to the next position, and select a letter you want as in Step 3.

**Step 5** Repeat Step 4 as many times as necessary, then push **ENTER** or **STOP** .

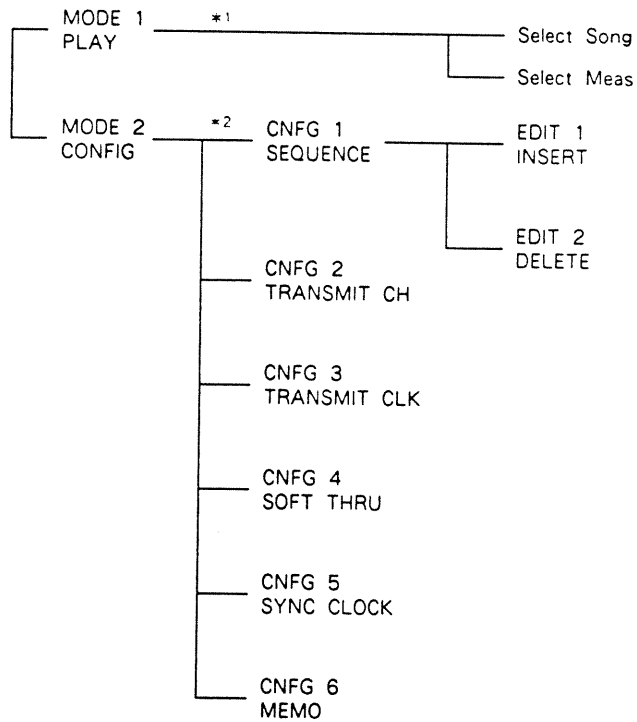
Finally, push **SAVE** while holding **SHIFT** down to write what you have set.

## 6. Quicker Writing

So far you have been instructed to take the writing procedure (=pushing **SAVE** while holding **SHIFT** down) each time you set data. This is just to prevent you from forgetting to write data. You may as well take the writing procedure after having finished all the necessary settings.

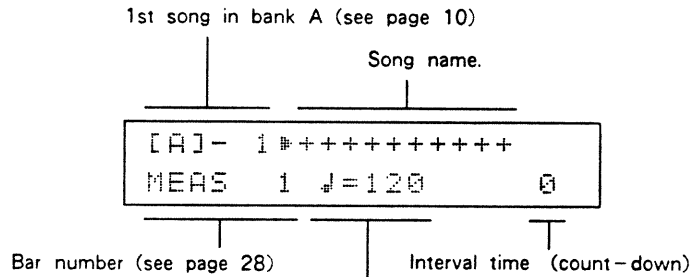
### Procedure

Instead of taking the writing procedure, move to other parameter by pushing **STOP**. When you have adjusted all the necessary parameters, take the writing procedure (=pushing **SAVE** while holding **SHIFT** down).



\*1

```
MODE 1 PLAY
```

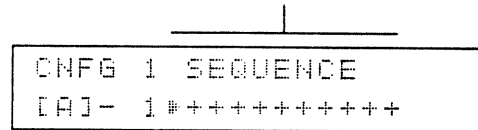


Tempo (this can be altered by using the Alpha dial, and returns to the previous value by rotating the Alpha dial while holding **SHIFT** down)

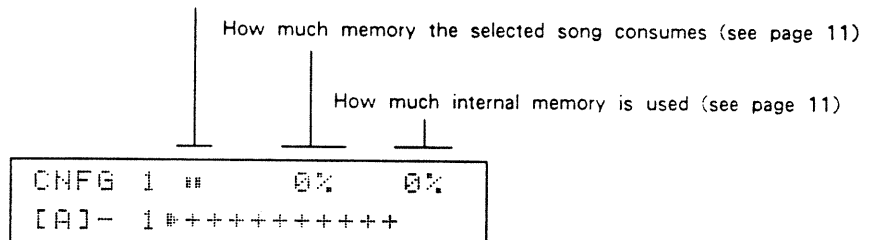
\*2

```
MODE 2 CONFIG
```

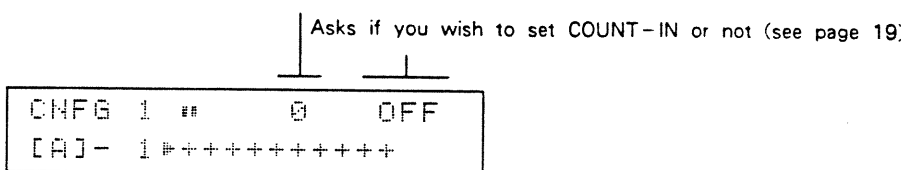
Sequence of songs can be set (see page 10)



Asks if you wish to set PAUSE or not (see page 17)



Interval time (see page 18)





## 6 ERROR MESSAGES

[Error messages shown during booting]

```
SONG FILE NOT FOUND  
COPY SONG FILE
```

**Cause** : Song data does not exist on the disk.

**What to do** : Copy song data.

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

**Cause** : The MC-500's internal memory (RAM) is damaged.

**What to do** : Call your local Roland service center.

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

**Cause** : The disk is not a proper MRP system disk.

**What to do** : Replace it with the MRP system disk made with the supplied System Generator.

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

**Cause** : Data cannot be read from the disk.

**What to do** : The disk is damaged. Replace it with a proper one, and do not use the damaged disk again.

\*The above error message is also shown when an un-initialized disk is inserted. In this case, initialize the disk.

[Error messages shown when changed from MODE- 2 to MODE- 1]

```
Error 7 NO SONG
See owner's manual
```

**Cause** : The selected song data does not exist on the disk.

**What to do** : Push **STOP** , then select a different song or copy the song you selected using the MRC system.

```
Error 8 NO SEQUENCE
Press STOP
```

**Cause** : The sequence of songs to be played is not yet written, therefore the unit cannot enter the Play mode.

**What to do** : Push **STOP** , then program the sequence of songs.

[Error messages shown while setting the song sequence]

```
OVER INTERNAL MEMORY
Press STOP
```

**Cause** : You have attempted to select a song that will exceed the capacity of the internal memory.

**What to do** : Push **STOP**, then select a shorter song or change banks. (See page 6 "About Bank".)

```
OVER 10 SONGS/BANK
Press STOP
```

**Cause** : You have attempted to set more than 11 different songs in a bank.

**What to do** : Push **STOP**, then re-select a song so that the bank will contain less than 10 different songs, or change banks. (See page 6 "About Bank".)

```
OVER 99 SEQUENCE
Press STOP
```

**Cause** : You have attempted to set a total of more than 100 songs.

**What to do** : Push **STOP**, then re-select songs so that the total number of the songs does not exceed 99.

[Error messages shown while the disk drive is running]

```

Error10 ILLEGAL DISK
Change Disk & STOP
  
```

**Cause** : The disk is other than the MRP system disk, and is therefore irrelevant.

**What to do** : Replace the disk with the MRP system disk, then push **STOP**.

```

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

**Cause** : The disk is damaged, therefore data cannot be read.

**What to do** : Replace it with a proper one, and do not use the damaged disk again.

\*The above error message is also shown when un-initialized disk is inserted. In this case, initialize the disk.

```

Error21 PROTECTED
Protect OFF & ENTER
  
```

**Cause** : The Protect Tab on the disk is set to PROTECT position, therefore data cannot be written.

**What to do** : Take out the disk, set the Protect Tab to WRITE, re-insert it, then push **ENTER**. (Now, writing will start.)

\*When completed, be sure to return the Protect Tab to PROTECT.

```
Error 6 NOT READY
Insert Disk & ENTER
```

**Cause** : No disk is inserted in the disk drive.

**What to do** : Insert a disk and push **ENTER**.

```
Error 9 DISK CHANGED
See owner's manual!
```

**Cause** : Disks are changed in the middle of a sequence of operations for some reason.

**What to do** : Return the original disk, then push **ENTER**.

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

**Cause** : The contents of a certain song have been altered, growing in size, therefore, the memory becomes full.

**What to do** : Push **STOP**, then re-select songs so as not to exceed the memory capacity.

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**1. RECOGNIZED RECEIVE DATA**

**1.1 Recognized only**

■ **MODE MESSAGE**

**ALL NOTES OFF**

<u>Status</u>	<u>Second</u>	<u>Third</u>
0x4F	0x7F	0x0F

Turns off all notes that have been kept on.

**OMNI OFF \***

<u>Status</u>	<u>Second</u>	<u>Third</u>
0x4F	0x7F	0x0F

**OMNI ON \***

<u>Status</u>	<u>Second</u>	<u>Third</u>
0x4F	0x7F	0x0F

**MONO \***

<u>Status</u>	<u>Second</u>	<u>Third</u>
0x4F	0x7F	0x0F

mm value: 0x0F, 0x1F, 0x2F

**POLY \***

<u>Status</u>	<u>Second</u>	<u>Third</u>
0x4F	0x7F	0x0F

\*Recognized as OFF as ALL NOTES OFF.

■ **SYSTEM COMMON**

**SONG POSITION POINTER**

<u>Status</u>	<u>Second</u>	<u>Third</u>
0xF2	0x0F	0x0F

Received only when in STANDBY mode during MIDI SYNC mode. Only 0x0F-0x0F is recognized.

**SONG SELECT**

<u>Status</u>	<u>Second</u>
0xF1	0x0F

ss value: 0x0F, 0x1F, 0x2F

Received only when in STANDBY mode during MIDI SYNC mode.

■ **SYSTEM REAL TIME**

**ACTIVE SENSING**

<u>Status</u>
0xF3

**1.2 Recognized messages and used for sync.**

■ **SYSTEM REAL TIME**

**TIMING CLOCK \***

<u>Status</u>
0xF4

**START \***

<u>Status</u>
0xF5

**CONTINUE \***

<u>Status</u>
0xF6

**STOP \***

<u>Status</u>
0xF7

\*Received only when SYNC is set at MIDI.

**2. TRANSMITTED DATA**

**2.1** All memorized messages are transmitted upon a play mode

**2.2** All received messages are transmitted to a down if SOFT THRU is ON.

**2.3 Created messages**

■ **MODE MESSAGE**

**ALL NOTES OFF**

<u>Status</u>	<u>Second</u>	<u>Third</u>
0x4F	0x7F	0x0F

Transmitted whenever all notes are turned off.

**OMNI OFF \***

<u>Status</u>	<u>Second</u>	<u>Third</u>
0x4F	0x7F	0x0F

**POLY \***

<u>Status</u>	<u>Second</u>	<u>Third</u>
0x4F	0x7F	0x0F

\*Sent on all channels. 1-16 on power up.

■ **SYSTEM COMMON**

**SONG POSITION POINTER**

<u>Status</u>	<u>Second</u>	<u>Third</u>
0xF2	0x0F	0x0F

mm value: 0x0F, 0x1F, 0x2F-0x8F

Sent when TRANSMIT CLK is on.

**SONG SELECT**

<u>Status</u>	<u>Second</u>
0xF1	0x0F

ss value: 0x0F, 0x1F, 0x2F

Sent when TRANSMIT CLK is on.

■ **SYSTEM REAL TIME**

**TIMING CLOCK \***

<u>Status</u>
0xF4

**START \***

<u>Status</u>
0xF5

**CONTINUE \***

<u>Status</u>
0xF6

**STOP \***

<u>Status</u>
0xF7

\*Sent when TRANSMIT CLK is on.

**ACTIVE SENSING**

<u>Status</u>
0xF3

# MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks
Basic Channel Default Changed	all ch X	X X	not BASIC ch
Mode Default Messages Altered	Mode 3 OMNI OFF.POLY *****	X X	**
Note Number True Voice	0-127 *****	X X	
Velocity Note ON Note OFF	O X 9n v=0	X X	
After Touch Key's Ch's	O O	X X	
Pitch Bender	O	X	
Control Change 0-121	O	X	
Prog Change True =	O *****	X X	
System Exclusive	O	X	
System Common Song Pos Song scl Tunc	* * O	O (SYNC CLOCK=MIDI) O (SYNC CLOCK=MIDI) X	
System Real Time Clock Commands	* *	O (SYNC CLOCK=MIDI) O (SYNC CLOCK=MIDI)	
Aux Message Local ON/OFF All Notes OFF Active Senc Reset	O O (123) O X	X O (123-127) O X	**
Notes	<p>* Can be set to O or X manually.and memorized. **When power is first applied. ALL NOTES OFF.OMNI OFF.and POLY ON are sent for all channels : 1-16..</p>		

Mode 1 : OMNI ON. POLY  
Mode 3 : OMNI OFF. POLY

Mode 2 : OMNI ON. MONO  
Mode 4 : OMNI OFF. MONO

O : Yes  
X : No





 **Roland**