

MC-707 Update

Functions Added in Ver.1.20

Sampling Function Added

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

Sampling to a tone or drum track

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

- * If the sound source is Clip, select the clip whose sound you want to change.
- * Press the [SOUND] button. The menu screen appears.

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

Now you can use the sampling recorder.



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

MEMO

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

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

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

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

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

5. Use the [C1]-[C4] knobs to edit the sample.

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



Parameter	Value	Explanation
START	0-8388607	Specifies the position at which playback starts. You can press to maximize ZOOM.

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

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

MEMO

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

6. Load the sample into the track.

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

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

Chord Designer Function Added

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

CHORD DESIGNER appears.



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

Controller	Parameter	Explanation
[C1] knob	KEY	Specifies the note that will be the key of the scale.
[C2] knob	SCALE	Specifies the scale from which the chord is extracted. ➔ For details on scales, refer to "Scale List."
[C3] knob	ROOT	Specifies the root note of the chord.

Controller	Parameter	Explanation
[C4] knob	SPREAD	Specifies the constituent notes. The displayed numbers indicate the scale degree of each note, with the root as 1.

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

Scale Performance Function Added

The following item is added to the NOTE mode settings.

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

MEMO

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

Sample Browser Function Added

The sample browser now supports a folder hierarchy.

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

Clip Line Load Function Added

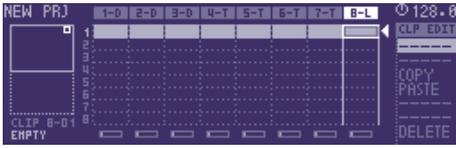
When importing clips, you can now import an entire line.

List of scales (when KEY is C)

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

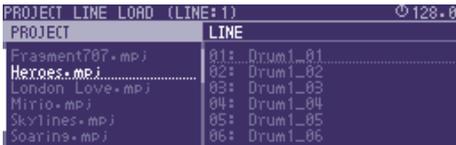
Loading clips by line

1. In the HOME screen, select a line.



2. Press the [CLIP] button.

The PROJECT LINE LOAD screen appears.



MEMO

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

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

The clips are loaded.

MEMO

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

Looper Track Functions Added

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

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

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

MIDI Input/Output Functions Added

Knob operations, switching clips, switches scenes, MIDI output

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

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

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

Parameter	Value	Explanation
Tx MIDI Note	OFF, ON	Specifies whether the notes of each track are output. * This is not shown for a looper track.

Parameter	Value	Explanation
Tx MIDI Control Change	OFF, ON	Specifies whether knob operations of each track are output.
Tx MIDI Program Change	OFF, ON	Specifies whether clip changes of each track are output.

Pad Sensitivity Adjustment Function Added

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

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

Metronome Sound Output Destination Selection Function Added

The following item is added to the system settings.

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

Added Shortcuts

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

Quantize Timing Adjustment Function Added

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

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

Problems Fixed

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

Functions Added in Ver.1.02

Added Functions for CUE

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

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

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

➔ For details on the system settings, refer to **“Reference Manual”** (PDF).

Maintaining CUE

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

Added Functions for TONE STEP EDIT

Changing all events in a step

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

Added shortcut to initialize the START value

You can set the START value to **“0.”**

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

Copying a step

1. Hold down the [FUNC] button and press the [^] button to copy the currently-edited step.
2. Hold down the [FUNC] button and press the [v] button to paste to the currently-selected step.

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

Using a connected MIDI device to edit notes

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

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

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

➔ For details on the system settings, refer to **“Reference Manual”** (PDF).

Added Waveforms for Motion Designer

The following waveforms are added.

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

S&H: A random value is output.

➔ For details on the MOTION DESIGNER, refer to **“Reference Manual”** (PDF).

Added Functions for SCATTER

Added SCATTER browser

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

➔ For details on the SCATTER settings, refer to **“Reference Manual”** (PDF).

Initializing values in the SCATTER PAD/STEP edit screen

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

Expanded range of parameter settings

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

Added Metronome Function

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

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

The following parameter is added to the master clock settings.

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

➔ For details on the master clock settings, refer to **“Reference Manual”** (PDF).

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

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

➔ For details on the system settings, refer to **“Reference Manual”** (PDF).

Added Step Loop Mode

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

You can specify the step for each track.

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

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

Loop playback starts for the selected step.

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

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

Added Automatic Setting Function for LOOPER Clips

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

Added Shortcuts

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

Problems Fixed

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