



MICRO COMPOSER

MC-50

This Quick Start guide is intended to get you up and running with the MC-50 Micro Composer as soon as possible. Even if you have little or no experience with MIDI sequencers, this guide will help you achieve results quickly. Experienced sequencer users can also benefit from the guide's direct, operation-oriented approach.

The MC-50 is a fully professional MIDI sequencer and includes extensive recording and editing features. This guide provides step-by-step instructions for only the unit's *most basic functions* and therefore is *not* intended to replace the original two-volume Owner's Manual. To fully realize the MC-50's potential, we strongly recommend that you take the time to read these manuals (*User's Guide [Vol. I]* and *Reference [Vol. II]*) in their entirety.

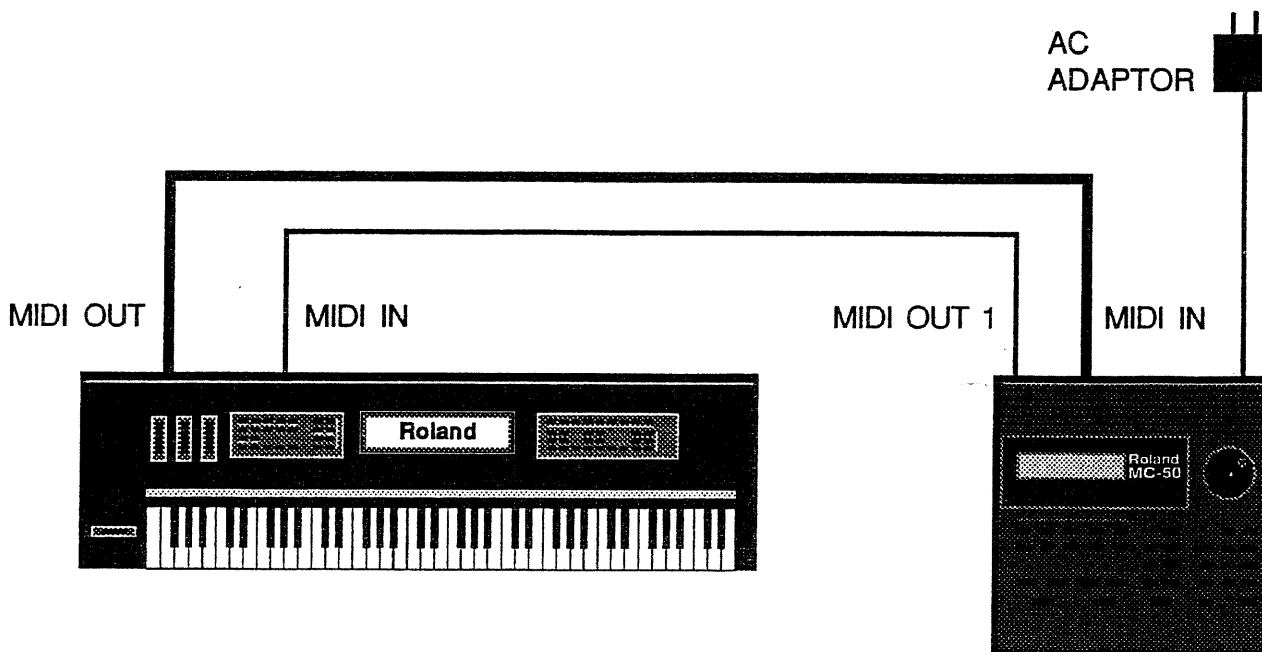
MC-50

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SETTING UP

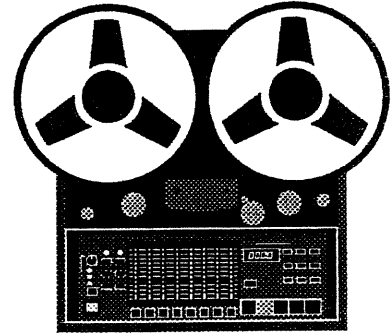
1. Place the MC-50 on a solid, level surface.
2. Connect the supplied AC power adaptor to the unit.
3. With the power off to both the MC-50 and your keyboard:
 - Connect the two devices using MIDI cables as shown in the following diagram:



POWER UP

- *** Be sure there is no disk in the MC-50's internal disk drive.
 - *** Also be sure the volume on your amplifier (monitor system) is turned down.
4. Turn on your keyboard *and then* turn on the MC-50.

RECORDING & PLAYBACK (REALTIME)



Immediately after power up, the unit is in the Standby mode - the point from which recording and playback begins:

SONG 1
M= 1 ♪ = 120 REAL

1. Press REC/LOAD. The following display will appear:

Press PLAY >> RECORD
M= 1 ♪ = 120 REAL

The unit is ready to record a new Song with a 4/4 time signature at a tempo of 120 beats per minute (bpm). To change the basic tempo, use the cursor buttons (◀ ▶) to select the tempo display (so it begins to flash) and then rotate the Alpha dial.

The REC/LOAD and TRACK 1 indicators will flash and the metronome will "beep" at the selected tempo. (Adjust the metronome volume with the control on the rear panel). Recording will take place on TRACK 1, in SONG position number 1.

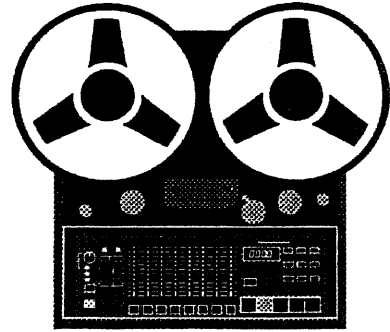
2. Press PLAY/SAVE (the metronome will give you a two bar "count-in" before recording actually begins).
3. Play the keyboard.
4. Press STOP when you are finished playing. The unit will automatically return to the Standby mode and the measure indicator (M=) will display the number of measures you have just recorded.
5. Press RESET to move to the beginning of the track (or rotate the Alpha dial to select any measure you have just recorded).
6. Press PLAY/SAVE to hear the track. During playback you can vary the tempo by rotating the Alpha dial: the tempo can be varied from 10-250 bpm.

If you are unsatisfied with the recording you have just made, simply record the track over again:

- Press RESET to move back to the beginning of the track.
- Press REC/LOAD.
- Press PLAY/SAVE and record the track again.

OVERDUBBING

(MULTI-TRACK RECORDING)



After you have recorded the first track to your satisfaction, you can begin to add additional tracks to enhance your Song. (By the way, it doesn't matter what you have recorded at this point - anything will do!)

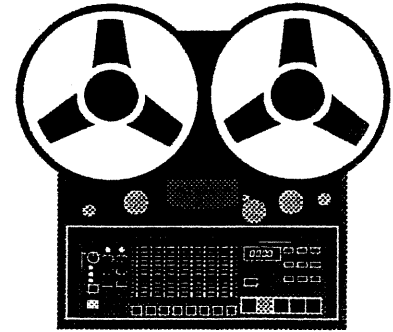
The first part was recorded on TRACK 1 so we'll record the second part on TRACK 2.

From the Standby mode (press RESET to move to the beginning of the track):

1. Press REC/LOAD.
2. Press the TRACK 2 button. *This selects TRACK 2 as the track we'll record on.*
3. Press PLAY/SAVE.
4. When recording starts, you will hear the first track that you recorded. Play along with it and record the second track.
5. Press STOP when you are finished recording.
6. Press RESET to move to the beginning of the piece.
7. Press PLAY/SAVE to hear the two tracks together.

If you don't want to hear a particular track during playback, simply press its TRACK button (the indicator light will go out) and the track will be muted.

RECORDING & PLAYBACK (STEPTIME)



The Steptime recording method is a process which allows you to record notes and rests individually. Using this method you actually build a track one step (or beat) at a time.

From the Standby mode (press RESET to move to the beginning of the track):

1. Select the Record mode display [the word "REAL"] with the cursor buttons - the display will start to flash. Rotate the Alpha dial (clockwise) to select "STEP".
2. Press REC/LOAD.
3. Press the TRACK 3 button (we'll save what's on TRACKS 1 and 2). Press ENTER. *The display should now read:*

3	1 - 01 - 000	♪ 24
1		

We are now ready to start entering notes and rests one at a time.

4. If the first note (rest) you want to enter is an 8th note (rest), for example, select the 8th note symbol (♪) by rotating the Alpha dial (clockwise).
5. On your keyboard, press and release the first note of the track. (Or hold SHIFT and press the right cursor button (REST) to enter a rest.) *The display will now read:*

3	1 - 01 - 048	♪ 48
1		

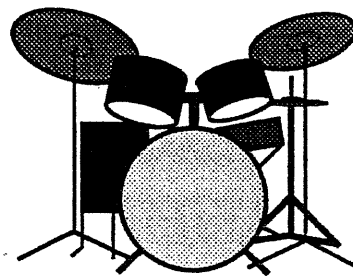
The position indicator has advanced by the value of one 8th note (or 48 'clocks').

6. Select the next note (or rest) value with the Alpha dial. Locate the desired note on the keyboard: press it once and release it. Or hold SHIFT and press REST.

Continue adding notes and rests in this way until the track is complete.

7. Press STOP when the track is complete.
8. Press RESET and then press PLAY/SAVE to hear the track. (Be sure to mute TRACKS 1 and 2 by pressing their TRACK buttons - that way you'll only hear what's on TRACK 3. If you want to hear all the tracks together, simply press TRACK buttons 1 and 2 again - all three TRACK indicators should be lit.)

RECORDING A RHYTHM PATTERN (REALTIME)



Individual, one-measure Rhythm patterns form the basis of the Rhythm track. (These one-measure patterns are later arranged in a Rhythm track.) *To create Rhythm patterns, you will need a keyboard (or sound module) which contains a selection of percussion sounds - eg., Roland's U-20, D-5, Rhodes 760 etc. NOTE: before beginning to record Rhythm patterns, set your keyboard to transmit MIDI data on channel 10.*

From the Standby mode:

1. Set the basic tempo. Set the Record mode to RHYTHM (*use the Alpha dial*).
2. Press REC/LOAD.
3. Select R-PATTERN (*use the Alpha dial*).
4. Press ENTER twice (this selects pattern number 1).
5. Set the time signature. 4/4 will be fine for now so press ENTER twice to advance to the next window. *The display will now read:*

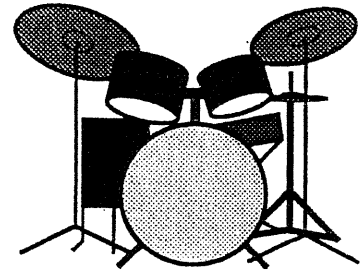
```
PTN 1 4/4
INST 1 BD 1 RESO= ♪
```

6. Press the right cursor button (*for Realtime recording the INST display is not relevant*).
7. Set the resolution for the pattern you want to create. *If the shortest notes in your pattern will be 16th notes, for example, select the 16th note symbol. Press ENTER. The display will now read:*

```
1 BD 1 4/4 1-1 ♪
- . . . . .
```

8. Press and hold SHIFT and then press PLAY/SAVE. (*Press PAUSE to temporarily stop the pattern if you wish; pressing STOP will take you back to the Standby mode. Press and hold SHIFT and then press PLAY/SAVE to start the pattern playing again.*)
9. Play a simple one measure pattern on the keyboard and the MC-50 will play it back repeatedly. *You can build on the pattern by playing new parts while the rhythm is running. You will hear these new parts as the measure is played over and over.*
10. Press STOP when the Rhythm pattern is complete. *You will automatically return to the Standby mode.*

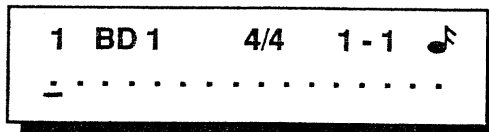
RECORDING A RHYTHM PATTERN (STEPTIME)



Creating a Rhythm pattern by the Steptime method is a little more time consuming than Realtime creation, but is not really that complicated - follow the example and see!

From the Standby mode:

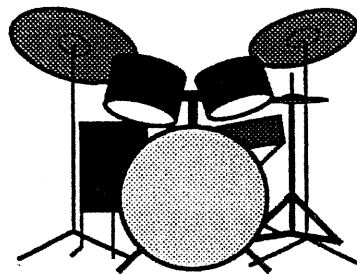
1. Set the basic tempo. Select RHYTHM as the Record mode (*use the Alpha dial*).
2. Press REC/LOAD.
3. Select R-PATTERN (*with the Alpha dial*) and press ENTER.
4. Press keypad key 2 (to select pattern 2); *save the pattern stored in number 1*.
5. Press ENTER. Set the time signature; we'll use 4/4 so press ENTER twice.
6. The INST display indicates which instrument you are going to be working with. *1 BD 1 indicates Bass Drum #1. (To select the sound you want to work with, use the Alpha dial or use SKIP and RESET). We'll use this sound so just press ENTER.*
7. Set the resolution for the pattern. (*Select the 16th note symbol, for example*). Press ENTER. *The following display will appear:*



The row of dots (or the "grid") corresponds to the resolution you have set. For example, because you set the resolution to equal a 16th note, the grid has 16 dots. Each dot represents one 16th note in the 4/4 measure - the first dot corresponds to the first 16th note, the second dot corresponds to the second 16th note and so on.

8. Press and hold SHIFT and then press PLAY/SAVE. *The one measure will be "looped" and will play over and over. (Press PAUSE to temporarily stop the pattern.)*
9. Suppose you want to construct a "standard" bass drum pattern, for example:
 - Since the cursor is on the first 16th note of the bar, press keypad key 8.
 - *You'll now hear the bass drum on the first beat of the bar.*
 - Press the right cursor button 5 times. Press keypad key 6 (a lower volume code).
 - Press the right cursor button. Press keypad key 8. *The pattern is now complete.*
10. Press ENTER when the pattern is complete. Press the left cursor button. Use the Alpha dial to select the next instrument to add to the Rhythm pattern. Press ENTER twice. *Place the new instrument sound on the desired steps of the pattern.*
11. Press STOP when the entire Rhythm pattern is complete.

THE RHYTHM TRACK



As mentioned earlier, the Rhythm track is constructed from the individual Rhythm patterns that you have created. Quite simply, the Rhythm track contains the playback sequence of the individual Rhythm patterns.

From the Standby mode (Press RESET and then mute TRACKS 1, 2 & 3):

1. Select the Song number the Rhythm track is for (*it should be the same Song number under which the Rhythm patterns were created - in this case, probably Song 1*).
2. Select RHYTHM as the Record mode (*use the Alpha dial*).
3. Press REC/LOAD.
4. Select R-TRACK and press ENTER. *The display will read:*

```
R-TRK MEAS  1  */*
PTN:  R
```

5. Press ENTER. *This selects the first measure in the Rhythm track. The cursor will move to the PTN: R (REST Pattern - see page 49 of Vol. 1 "User's Guide") portion of the display.*
6. Enter the *number* of the Rhythm pattern that will occur during the first measure of the Rhythm track - most likely you'll only have patterns 1 and 2 to choose from (*use the keypad or Alpha dial*). Press ENTER. *The display will read:*

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

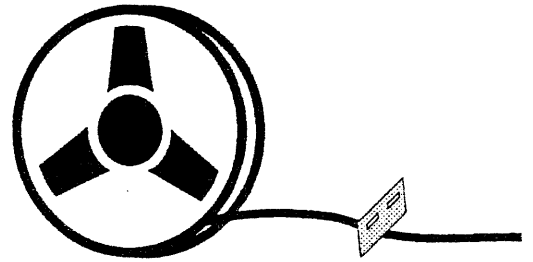
7. Press ENTER.
8. Select the pattern that will occur in the *second* measure of the Rhythm track (enter the pattern number).
9. Press ENTER twice.

Proceed in this manner until the entire Song structure is complete with the correct sequence of Rhythm patterns.

10. Press STOP when the Rhythm track is complete.
11. Press RESET to move to the beginning of the track and press PLAY/SAVE to hear the end result.

EDITING

(COPYING SECTIONS OF A SONG)



The MC-50 provides a comprehensive selection of editing functions. The Copy function allows you to copy a portion of a Song to another location within the Song. This is very useful for the millions of Songs which contain recurring sections!

From the Standby mode (press RESET to move to the beginning of your Song):

1. Press EDIT.
2. Rotate the Alpha dial to select **EDIT 10 COPY**.
3. Press ENTER. *The display will read:*

EDIT 10 COPY
SONG 1 ► SONG 1

The unit is now ready to copy a part of your Song to another location within that Song.

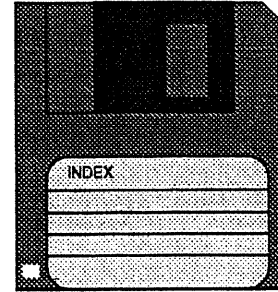
4. Press ENTER. *The unit is ready to copy all of your tracks. Press ENTER.*
5. Press ENTER. *The unit is ready to copy all the measures of your Song beginning with measure number 1:*

EDIT 10 COPY
FROM M= 1 FOR ALL

6. Press ENTER.
7. Press ENTER. *The MC-50 is now ready to copy the measures selected in step 5 (ie., all the measures) to the end of your Song.*
8. Press ENTER. *The unit is ready to copy the selected section once. Press ENTER.*
9. *The MC-50 asks you if you really want to copy that specified section - Press REC/LOAD if you wish to proceed (press STOP to cancel).*
10. Press STOP when the process is complete.
11. Press PLAY/SAVE to hear the edited track - it will now be twice as long.

NOTE: Because TRACKS 1, 2 & 3 have been muted, you will only hear the edited version of the Rhythm track. If you want to hear the edited version of the entire Song, simply press TRACK buttons 1, 2 & 3 so that all indicators are lit.

DISK FUNCTIONS



The MC-50 contains an internal memory bank which provides temporary storage for all the tracks and Rhythm patterns that you create during your work session. However, if you turn the MC-50 off while you are working, all of that internal data will be lost. This is why the unit contains a disk drive; the drive allows you to store all of your data on floppy disks.

Before a disk can be used by the MC-50 it must be *initialized* or prepared by the unit.

TO INITIALIZE A DISK

1. Attach a label to an MF 2DD floppy disk (the disk included with the unit) and then set the protect tab on the disk to the "WRITE" position.
2. Insert the disk into the drive (label side up and metal shutter first!).
3. Press and hold SHIFT and then press MODE.
4. Press keypad key 4 and then press ENTER twice.
5. Press ENTER.

When initialization is complete, the display will read:

INIT Complete!	Cont?
Yes: ENTER	No: STOP

6. Press STOP when you have initialized all of the disks that you require.
7. Press and hold SHIFT and then press MODE.
8. Press ENTER (to return to the Standby mode).

SAVING DATA TO DISK

Now that you have an initialized disk(s), you can store your work for future use.

Songs in the unit's internal memory are distinguished by *number*. Songs stored on disk are distinguished by *Song name* (title). In order to store a Song on disk it must first be given a name.

TO NAME A SONG:

From the Standby mode:

1. Select the Song you wish to save (*use the cursor buttons to select the SONG number display and then rotate the Alpha dial*).
2. Press FUNC, then keypad key 3, and then ENTER.
The following display will appear:

<p style="text-align: center;">FUNC 3 SONG TITLE</p> <p style="text-align: center;">▶ _</p>

3. You can now give your Song a name of up to 13 characters. *The characters for the name are entered from the keypad. Each keypad key contains 4 characters (eg., key 1 contains the characters 1, A, B and C). Pressing the key repeatedly will cycle through those characters. If you want to enter lower case characters, hold SHIFT while you press the keys. Once you have entered the desired character, press the right cursor button to advance to the next space.*
4. Press STOP when the name is complete.
5. Insert an initialized disk into the drive.
6. Press and hold SHIFT and then press AVAIL (*to check the amount of memory used by the Song*).
7. Press MICROSCOPE (*to check the amount of free memory on the disk*).
8. Press and hold SHIFT and then press PLAY/SAVE (*to save the Song to disk*).

LOADING DATA FROM DISK

In order to use the data stored on a floppy disk, the data must be loaded into the MC-50's internal memory.

1. Insert the disk containing the data into the drive.
2. Select a Song number that does not contain any data (*hold SHIFT and rotate the Alpha dial*).
3. Press and hold SHIFT and then press AVAIL.
4. Press MICROSCOPE.
5. Select the Song to be loaded into memory (*use the Alpha dial*).
6. Press REC/LOAD.

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