Roland™

MV-8000

Workshop

Getting the Most from Sample RAM

About the MV-8000 Workshop Series

Roland's MV-8000 Production Studio is packed with features for making music. It's a heavy-duty sampler that can do all sorts of things with sounds you sample or import. Its sequencer has 136 tracks for MIDI sequencing and playing back audio, and its set of editing tools is deep. It's a great box for performing—using its pads or an attached MIDI keyboard—and, of course, it can even burn a CD of your final master mix.

Each MV-8000 Workshop Series booklet focuses on one MV-8000 topic, and is intended as a companion to your *MV-8000 Owner's Manuals*.

This booklet requires MV-8000 O.S. Version 3.5 or higher. You can download the latest O.S. from *www.RolandUS.com*.

About This Booklet

As you work on a project, your MV-8000's sample RAM can fill up with unwanted stuff, leaving you no room for new samples. This booklet explains how to reclaim this wasted space by "optimizing" your project.

## The Buttons, the LCD, or a VGA?

On the MV-8000, you can work on the built-in LCD or on an optional color VGA monitor. You can use the MV-8000's front-panel controls, or a mouse on your VGA screen. No matter how you like to work, there's an easy way to get things done.

Probably the best idea is to work primarily with a mouse on a VGA, using the MV-8000's buttons to quickly get in and out of MV-8000 screens. The procedures in this booklet typically assume you'll be working this way.

If you're not, don't worry, because the VGA windows and LCD screens are essentially the same. There are clickable VGA icons for all of the MV-8000's buttons. You can also press an onscreen button by clicking your mouse or by pressing an F button on the MV-8000. The main difference has to do with how you deal with settings—or "parameters"—and how you select objects.

If you're using a mouse:

Left click   Right click

Scroll wheel

If you're using the MV-8000's buttons:

DEC   INC

CURSOR

VALUE

ZOOM
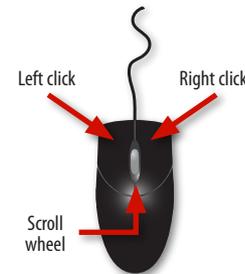
You select parameters and objects with a left click. You change the selected parameter's value by turning the scroll wheel. You can display an object's menu by right-clicking the object.
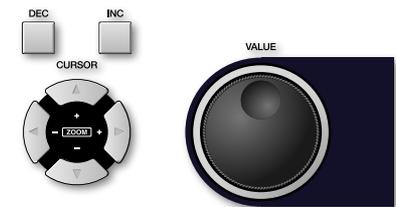
You select parameters and objects with the ◀ , ▶ , ▲ , and ▼ CURSOR buttons. Change a selected parameter's value by turning the VALUE dial or by pressing DEC and INC.

Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.

A note is something that adds information about the topic at hand.

A tip offers suggestions for using the feature being discussed.

Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

How Sample RAM Gets Jammed Up

The MV-8000 ships with a generous 128 MB of sample RAM, and you can expand it all the way up to 512 MB—see the *MV-8000 Owner's Manual* for details.

💡 To learn more about what sample RAM is, see the MV-8000 *Sampling* Workshop booklet.

No matter how much RAM you have, you may find yourself in a situation like this: you're only using a few patches or audio phrases in your project, but you find you've run out of room for new patches or samples. Here's how this can happen.

Hunting for the Right Patch

💡 To learn how to load patches stored on your hard drive, see the MV-8000 *Loading Patches* Workshop booklet.

When you're searching for the patches you want to use in a project, each patch you check out has to be loaded into the MV-8000 before you can hear it. When you do this, the patch's samples are loaded into sample RAM.
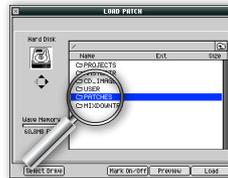
If you decide you don't want to use a patch, and move on to the next one you want to check out, the first patch's samples remain in sample RAM, taking up space. Try out a bunch of patches, and you can see how lots of space in sample RAM gets used up fast.

You can avoid this problem by manually deleting a patch along with its samples after you've checked it out. (We describe how to do this in detail in the MV-8000 *Loading Patches* Workshop booklet.) Of course, it means stopping your patch search over and over to take care of this housekeeping.

Experimenting with Samples

💡 To learn about sampling on the MV-8000, check out the following MV-8000 Workshop booklets: *Sampling*, *Auto Chop*, *Importing a Sample from CD*, *Direct Recording*, *Spreading a Sample Across the Pads*.

A similar thing can happen if you're fooling around with making samples. Even when you decide not to use a sample, it's still in sample RAM unless you stop and delete it.

As with an unwanted patch, you can get rid of each of these samples, one-by-one. You'd go to the MV-8000's Sample Manager in the PROJECT menu, select the sample, click Command, and use the Delete option. Again, this can take some time if you've got lots of samples to toss.

Edited Copies

Destructive sample editing operations—such as normalizing, truncating, and so on—offer you the choice of replacing a sample with the edited version, or of creating a new, edited copy. If you make copies of samples during editing, you may wind up with multiple versions of the same sample, even though you're only actually using one.

Wasted Notes

If you load an instrument that has lots of samples running up and down the pads, and you're only playing a few notes, all of its extra, unplayed samples tag along, taking up space in sample RAM.

Sticky Stuff

Let's say you start a project one day and try out a lot of patches, or you make a lot of samples you decide not to use. Eventually, you find the sounds you want and get down to business. At the end of the day, you save your project.

Here's the thing: when you save the project, all the unused stuff gets saved, too. The next time you load the project, all of this unwanted data gets loaded right alongside the good stuff. Ba-boom! Suddenly you're out of room for new patches or samples.

The Solution: Optimization

The MV-8000 offers a special operation that trims away everything in sample RAM that you're not using. It's called "optimizing" a project.

Optimization removes:

- *samples that belong to patches you're not using.*
- *individual samples you've made that you're not using.*
- *unused copies of samples you're using.*
- *samples in patches for notes you're not playing.*

Optimizing can't read your mind, so it doesn't know if you intend to use something in sample RAM that you're not using yet. It searches for data that's not being used *now*, and deletes it. Therefore, don't optimize your project if you've got stuff in sample RAM you may want to use later on. (Of course, you can always reload discarded patches from your hard drive later on if you need to.)

How to Optimize a Project

1. Press PROJECT and select Sample Manager from the PROJECT menu—this opens up the SAMPLE MANAGER window.
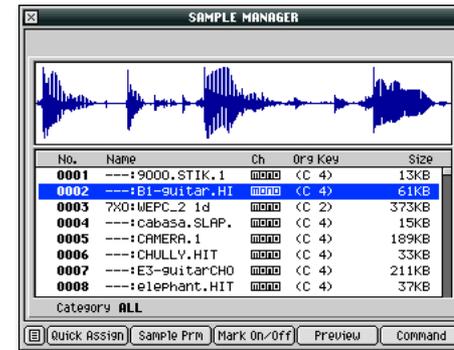
2. Press the MENU button to display the Sample Manager's MENU pop-up.

3. Select Optimize and click Select—the MV-8000 displays a warning to remind you that anything in sample RAM that's not currently being used is about to get tossed out.
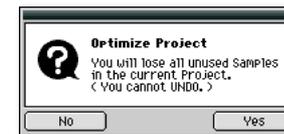
4. Click Yes to proceed.

5. When optimization's complete, save your project by selecting Save Project from the PROJECT menu.

The End

We hope you've found this workshop helpful. Keep an eye out for other MV-8000 Workshop booklets, all available for downloading at *www.RolandUS.com*.

For the latest MV-8000 updates and support tools, visit the Roland U.S. Web site at *www.RolandUS.com*. If you need personal assistance, call our amazing Product Support team at 323-890-3745.