Owner's Manual

Digital Multitracker

MR-8mkⅡ

FOSTEX

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK,

DO NOT REMOVE COVER (OR BACK).

NO USER - SERVICEABLE PARTS INSIDE.

REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

"WARNING"

"TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE."

SAFETY INSTRUCTIONS

1. Read Instructions - All the safety and operating instructions should be read before the appliance is operated.
2. Retain Instructions - The safety and operating instructions should be retained for future reference.
3. Heed Warnings - All warnings on the appliance and in the operating instructions should be adhered to.
4. Follow Instructions - All operating and use instructions should be followed.
5. Water and Moisture - The appliance should not be used near water - for example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, and the like.
6. Carts and Stands - The appliance should be used only with a cart or stand that is recommended by the manufacturer.

An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.

7. Wall or Ceiling Mounting - The appliance should be mounted to a wall or ceiling only as recommended by the manufacturer.
8. Ventilation - The appliance should be situated so that its location or position dose not interfere with its proper ventilation. For example, the appliance should not be situated on a bed, sofa, rug, or similar surface that may block the ventilation openings; or, placed in a built-in installation, such as a bookcase or cabinet that may impede the flow of air through the ventilation openings.
9. Heat - The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
10. Power Sources - The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.
11. Grounding or Polarization - The precautions that should be taken so that the grounding or polarization means of an appliance is not defeated.

CAUTION:
TO PREVENT ELECTRIC SHOCK, MATCH WIDE BLADE OF PLUG TO WIDE SLOT, FULLY INSERT.

ATTENTION:
POUR ÉVITER LES CHOCS ÉLECTRIQUES, INTRODUIRE LA LAME LA PLUS LARGE DE LA FICHE DANS LA BORNE CORRESPONDANTE DE LA PRISE ET POUSSER JUSQU' AU FOND.

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 appliance.

12. Power Cord Protection - Power supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.
13. Cleaning - The appliance should be cleaned only as recommended by the manufacturer.
14. Nonuse Periods - The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.
15. Object and Liquid Entry - Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
16. Damage Requiring Service - The appliance 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 appliance; or
    C. The appliance has been exposed to rain; or
    D. The appliance does not appear to operate normally or exhibits a marked change in performance; or
    E. The appliance has been dropped, or the enclosure damaged.
17. Servicing - The user should not attempt to service the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.
18. The appliance should be situated away from drops of water or spray of water.
19. Objects containing liquid such as vase must not be put on the appliance.
20. The appliance is not completely isolated from the power supply even if the power switch is at off position.
21. Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.
22. Only use attachments/accessories specified by the manufacturer.
23. An appliance with a protective earth terminal should be connected to a mains outlet with a protective earth connection.
24. An appliance should be placed in a position where an AC plug / inlet can be easily pulled out by hand.
25. Main plug is used as the disconnection device. It shall remain readily operable and should not be obstructed during intended use. To be completely disconnected the apparatus from supply mains, the mains plug of the apparatus shall be disconnected from the mains socket outlet completely.

Important Safety Instructions

1) Read these instructions.

2) Keep these instructions.

3) Heed all warnings.

4) Follow all instructions.

5) Do not use this apparatus near water.

6) Clean only with dry cloth.

7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.

8) Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10) Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

11) Only use attachments/accessories specified by the manufacturer.

12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

13) Unplug this apparatus during lightning storms or when unused for long periods of time.

14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

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Read this chapter first!

This chapter describes precautions before using, as well as features and basic knowledge of the MR-8mkII.
To understand the MR-8mkII features and basic functions, read this chapter before using.

Introduction

Thank you very much for purchasing the Fostex MR-8mkII digital multitracker.
The MR-8mkII is a digital multitracker which records and plays back audio on a CompactFlash™
Card. You can record audio at 44.1 kHz/16 bits (in the normal mode) or 22.05 kHz/16 bits (in
the LP mode). Up to two tracks can be recorded simultaneously.

The MR-8mkII is also equipped with an 8-channel digital mixer, digital effects including the
delay/reverb, mastering effects and insert effects (simulation effects). It allows you to carry out
all the process for digital multitrack recording including overdubbing, track bouncing and
mixdown within the digital domain, ensuring no loss of sound quality.
Read this manual thoroughly for using all functions the MR-8mkII provides correctly.

MR-8mkII main features

- You can record high quality audio to the built-in high performance CompactFlash™ Card. You can also edit recorded audio later without sound deterioration.
  Up to 99 songs can be recorded.

- Provides two analog input channels and up to two tracks can be recorded simultaneously.

- You can bounce all eight tracks to a new song, which is automatically created in the bouncing process.

- An ASP digital effect processor (delay/reverb) with the algorithm newly developed by Fostex is built in, allowing effect processing to tracks 1 through 4 during track bouncing.
  In addition, the MR-8mkII also provides insert effects for microphone and amplifier simulation for coloring sounds.

- The dedicated mastering effects are built in for the stereo buss, allowing you to process sounds during track bouncing or final mixdown.

- The adoption of self-illuminated keys allows intuitive operation.

- User-friendly LCD screen configuration allows you to make recording intuitively.

- Phantom power is built in, allowing direct connection of condenser microphones.

- The rhythm guide function is provided. You can make global time signature/tempo setting for a simple song or create a conductor map for a more complicate song, and output the guide click.

- Song data (on mono WAV files on tracks 7 and 8) mastered by the MR-8mkII can be converted to a stereo WAV file easily.
  You can export the converted file to a personal computer and create an audio CD using the CD burn function of the PC.
  You can also create an audio CD using an external CD-R/RW drive connected via the [USB HOST] port of the MR-8mkII.

  > **<Important! >:** *Song data recorded in the LP mode cannot be burned to a CD-R/RW disc in the audio CD (CD-DA format) using an external CD-R/RW drive.*

- The whole or a part of track data can be edited (i.e. copied, pasted, moved, exported, exchanged and erased).

- The [MIDI OUT] port is provided. You can synchronize the MR-8mkII with external MIDI devices (MIDI sequencer, etc.) using MTC or MIDI clock.

- A large 132 x 64 dot graphic LCD display allows you to check the recorder status and various settings easily.

- Built-in compact and high quality microphone allows you to record microphone sound without an external microphone.

- Two ways of receiving power. You can drive the MR-8mkII by batteries (AA-type) or from the supplied AC adaptor (AD-12A).

Precautions before using

About power supply

- The MR-8mkII runs on the supplied AC adaptor (Model AD-12A) or batteries (six AA batteries). When running on the AC adaptor, Be sure to connect the MR-8mkII to the power supply specified in the Specifications section of this owner's manual. Do not use an AC outlet of any other voltage. When running on batteries, use alkaline batteries. Do not use manganese batteries.

- Do not connect the MR-8mkII to the same AC outlet to which devices that could generate noise (such as a large motor or dimmer), or the devices that consume a large amount of power (such as an air conditioning system or large electric heater) are connected.

- If you use the MR-8mkII in an area with a different power voltage, first consult your dealer or the nearest Fostex service station.

- You do not use the MR-8mkII for a long time, we recommend unplugging the AC adaptor from the AC outlet.

- It is very dangerous to use a power cord of the AC adaptor that is frayed or damage. In such a case, stop using the MR-8mkII immediately and ask your dealer to repair the cord.

> **<Important! >:** *Model name, power requirement, serial number and other information for the MR-8mkII are shown at the bottom of the unit.*
>
> **FOSTEX** MODEL MR-8MK2
> DIGITAL MULTITRACKER
> FOSTEX CO.
> INPUT : 12VDC
> SERIAL NO.
> フォステクスカンパニー   MADE IN CHINA
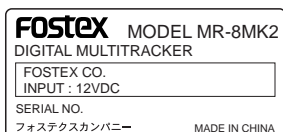
Precautions upon installing the MR-8mkII

- Do not install the MR-8mkII in locations subject to the following:

  * Extremely high or low temperature, or significant changes in temperature.
  * Excessive humidity or dust.
  * Excessive changes in power supply voltage.
  * Unstable or significantly vibrating or shaking surfaces.
  * Near a strong magnetic field (such as a TV or speaker).

Notes on repair

- The MR-8mkII does not use any parts that user can repair easily. Contact your dealer or the nearest Fostex service station to ask about repairs.

- Use the original packing carton of the MR-8mkII when you transport or send the MR-8mkII to the dealer or Fostex service station for repair.
  If you have discarded the packing carton, pack the MR-8mkII using shock absorbing materials. Fostex is not responsible for malfunction or damage due to incomplete packaging or caused during transportation.

- Because the MR-8mkII is a consumer product, Fostex does not offer on-site service or provide a loaner unit while your MR-8mkII is under repair.

About copyrights

- It is prohibited by law to use any part of a CD recording or video images or audio data for which copyright is possessed by a third party for commercial purposes such as contents, broadcasts, sales, or distribution-any purpose other than for your personal pleasure.

About damages

- Fostex is not responsible for any "direct damage" or "indirect damage" caused by using the MR-8mkII.

Notes on audio interruption

- If you make recording or editing to a song many times, audio may be occasionally interrupted when the song is played back, due to data fragmentation. Note that this is not a malfunction.

Note on USB connection with Mac OS

- Before you connect the MR-8mkII to a Macintosh computer, make sure that the OS is Mac OS X or higher. The MR-8mkII supports only Mac OS X or higher. If you connect the MR-8mkII to a Macintosh computer with Mac OS lower than "OS X", song data on the MR-8mkII may be damaged.

The basics of the MR-8mkII

This section describes the basics of the MR-8mkII you should know before using the MR-8mkII.

Recording method

The MR-8mkII is fitted with a CompactFlash™ Card. Songs are recorded on a CompactFlash™ Card along with the ABS time (from 00m 00s 000ms to 99m 59s 999ms).
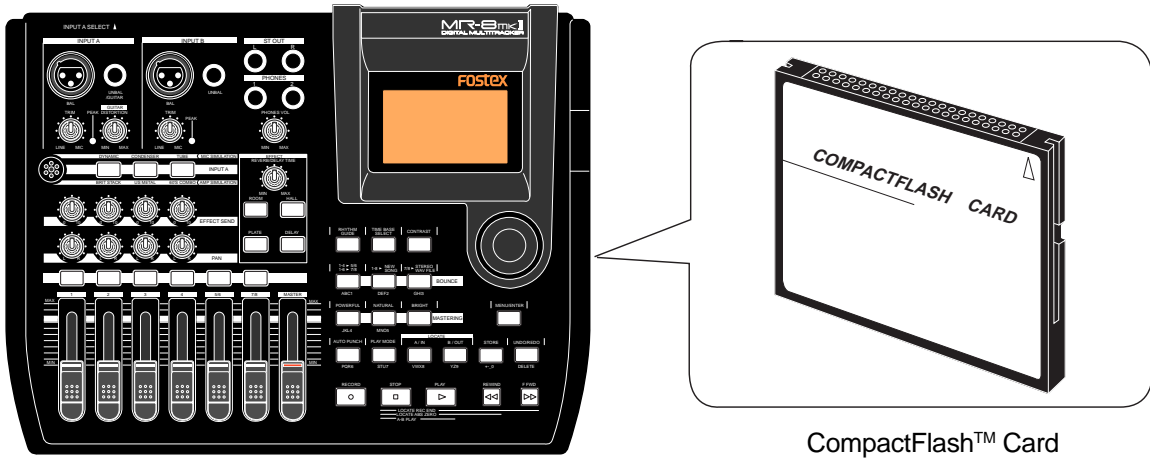
CompactFlash™ Card

The ABS time shows the absolute time on a CompactFlash™ Card and you can start recording from any desired time within the range between 00m 00s 000ms and 99m 59s 999ms ABS time.

The beginning of a song

0m00s000ms (ABS ZERO)	05m00s000ms	10m00s000ms	15m00s000ms (REC END)		99m59s999ms
Recorded area	Non-recorded area	Recorded area	Non-recorded area		

You can start recording from any desired time within the range between 00m00s000ms and 99m59s999ms ABS time.
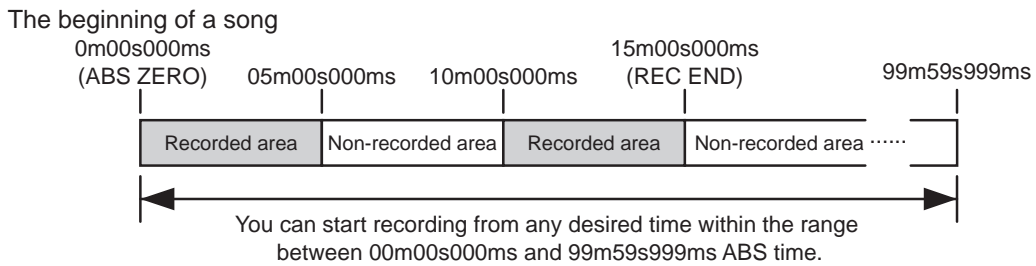
As the MR-8mkII does not consume the card space when no audio is recorded, you can record audio effectively, while the recordable time for a tape recorder depends on the tape length.

0m00s000ms			99m59s999ms
5-minute recording	5-minute recording	Non-recorded area (remain)	
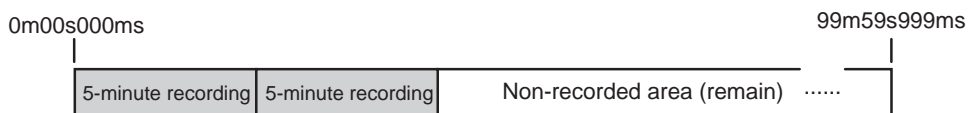
About song

To understand songs, imagine separated rooms as shown below. Each room can be regarded as a song. With the MR-8mkII, you can create up to 99 rooms (songs) on the CompactFlash™ Card (although the available space may limit the number of songs).

Recorded track data is stored in a song as mono WAV files, as shown below.
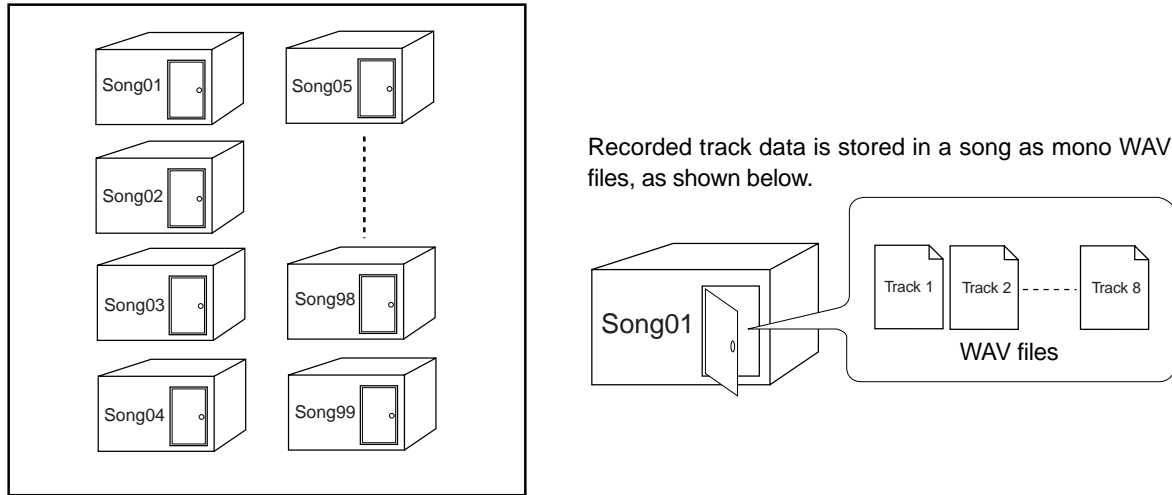
Each song is independent on a CompactFlash™ Card and you can record, play back or edit a song without affecting other songs. You can give a desired song name for managing recorded songs (see pages 23 and 91).

Recorded track data is stored in a song as mono WAV files.
The MR-8mkII can convert the two WAV files recorded on tracks 7 and 8 (L and R) to a stereo WAV file (see page 115).

You can export the converted stereo WAV file to your USB-connected personal computer, and use the file by a music software application or make an original audio CD on the computer using a CD burn software application. You can also burn an audio CD by using an external CD-R/RW drive connected via the [USB HOST] port of the MR-8mkII (see page 115 and 123).

Remain (recordable space left on the CompactFlash™ Card)

"Remain" shows how much time you can further record audio data to the available space left on the CompactFlash™ Card.

As described earlier, the MR-8mkII stripes ABS time from 0m 00s 000ms to 99m 59s 999ms at maximum for each song. However, the remaining time (= available recording time left) depends on the available space on the CompactFlash™ Card in actual use. The remaining time is shown as in the screen example below during recording or record standby. Note that it shows the remaining time for recording onto a mono track.

Remain value →

A "mono" track means a single track. Therefore, you can calculate the remaining time for recording to more than one track by dividing the displayed time by the number of tracks. Note that the remaining time shown on the screen is an approximate time.

Time base

The term, "time base", is used as the reference of recorder position information.
Using the [TIME BASE SELECT] key, you can select from among two time base modes: ABS time and bar/beat mode. Each screen example below shows the recorder is located at the beginning of a song in each time base mode.

<Time (ABS time) mode>

<Bar/beat mode>
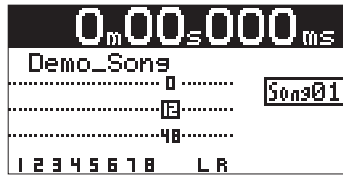
Time (ABS time) mode:

ABS time stands for Absolute time, which is "striped" on the CompactFlash™ Card when creating a song. It starts from 0m 00s 000ms (=ABS zero, the beginning of a song) and ends by 99m 59s 999ms at maximum.

Bar/beat mode:

The bar/beat/clock information is created according to the internal tempo map.
The ABS zero position is set to "bar -2/beat 1/clk 000" by default (this is called "bar offset").
The MR-8mkII determines the bar/beat/clock value in a song in referenced to the bar offset, as well as the time signature map and tempo map. You can set the bar offset between bar 1 to bar -8 via the menu mode (see page 81). The figure below shows the relation between two time base modes.

The beginning of a song
0m00s000ms
(ABS ZERO)   0m03s000ms   0m06s000ms

ABS time mode

-2bar 1 ♩000clk   1bar 1 ♩000clk   3bar 1 ♩000clk

Bar/beat mode
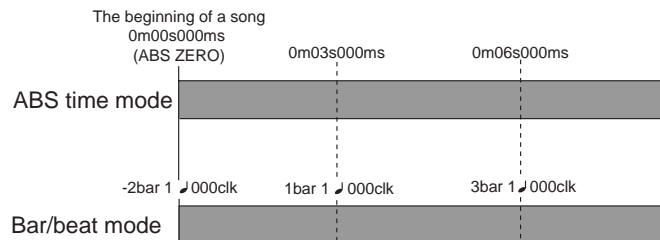
Input monitor and repro monitor

Each of the MR-8mkII tracks has two output modes: repro monitor and input monitor.
In the repro monitor mode, the track playback signal is output. So if you want to listen to the track playback sound, select the repro monitor mode.
In the input monitor mode, the input signal fed to the track is output. So you can check the level of the input signal to be recorded.

To enter a MR-8mkII track to input monitor mode, press the appropriate [REC SELECT] key to arm the track (i.e. make the track record-ready), then press only the [RECORD] key to enter the "RECORD READY" mode or press both the [RECORD] and [PLAY] keys simultaneously to start recording.

Input signals for
recorder tracks

Output signals from
recorder tracks

Track 1	Playback signal (repro monitor)
Track 2	Playback signal (repro monitor)
Track 3 READY	Input signal (input monitor)
Track 4 READY	Input signal (input monitor)
Track 5	Playback signal (repro monitor)
Track 6	Playback signal (repro monitor)
Track 7	Playback signal (repro monitor)
Track 8	Playback signal (repro monitor)

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[TRIM] control

You must pay great attention to the [TRIM] control adjustment when recording to the MR-8mkII.

[TRIM] control

PEAK LED
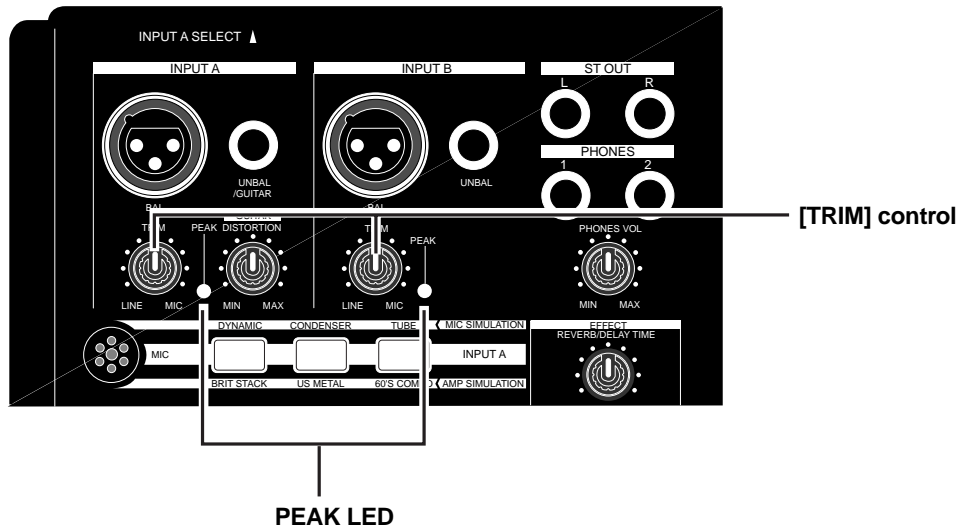
The analog signal received at each input ([INPUT A] and [INPUT B]) is sent to the TRIM control, by which the signal level fed to the A/D converter of the MR-8mkII is controlled.

You can check this level by the PEAK indicator. If the level is too high, the PEAK indicator lights, while you may hear the sound distorted or noisy. This distortion (noise) generated at this stage cannot be eliminated, therefore, adjust the TRIM control properly so that the PEAK indicator does not light at the loudest part of the input signal.

Proper level   **The level is too high.**

Clipping level

Clipping level
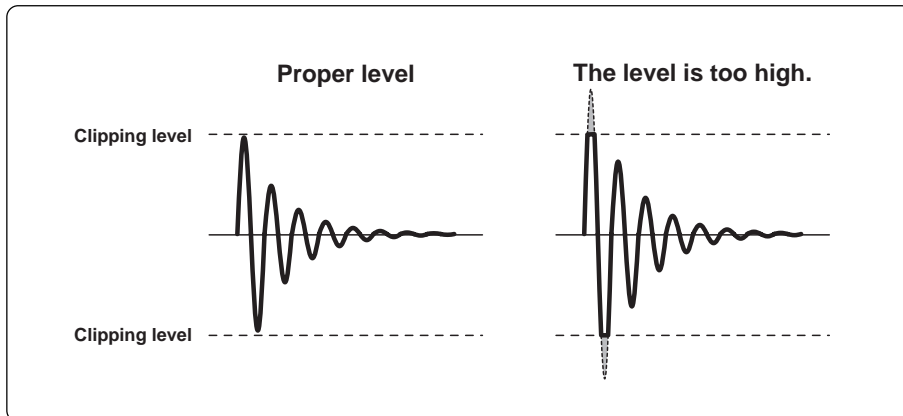
Preparation

This chapter describes preparation for recording, playback and editing using the MR-8mkII. The chapter is comprised of the following sections: "Preparation of recording media", "Preparation of power supply" and "Creating a new song". Read this chapter before using the MR-8mkII for the first time.

Preparation of power supply

The MR-8mkII can run on the supplied AC adaptor (Model AD-12A) or alkaline batteries. When preparing power supply, make sure that the MR-8mkII [POWER] switch is set to off.

Preparing the AC adaptor

<Important!>: Use only the supplied AC adaptor. Do not use an AC adaptor which has different voltage or polarity characteristics.
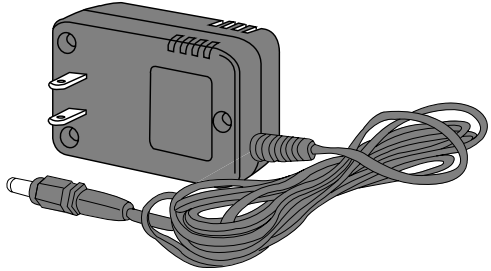
The polarity of the supplied AC adaptor is center plus/outer minus.

Connect the plug of the supplied AC adaptor to the [DC IN] connector on the MR-8mkII rear panel firmly.

After making connection above, connect the AC adaptor to the AC outlet of appropriate voltage.

Model AD-12A
AC outlet
DC IN
[DC IN] connector
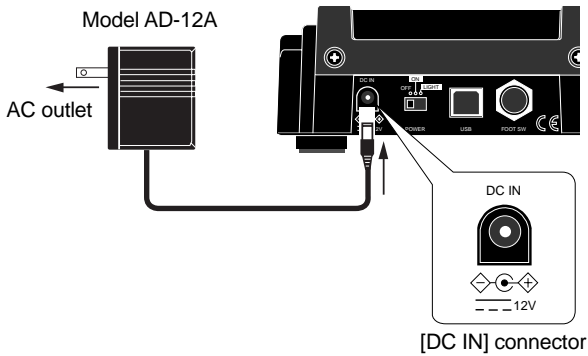
<Note>: If you connect the AC adaptor to the MR-8mkII while batteries are housed in the battery box, the MR-8mkII runs on the AC adaptor. If you disconnect the AC adaptor in this condition, the MR-8mkII switches to run on batteries.

Preparing batteries

<Note>: No battery is supplied with the MR-8mkII. Purchase 6 size AA alkaline batteries. Do not use manganese batteries.
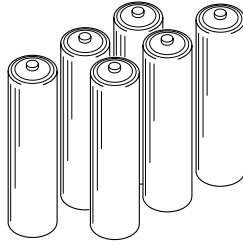
The continuous usable time is approximately four hours. However, the actual usable time may differ depending on the condition in which the MR-8mkII is used.

The battery compartment is located on the bottom of the MR-8mkII. Install batteries correctly by following the procedure below.

1) **Place the MR-8mkII upside-down on a soft surface (such as on a soft cloth).**

2) **Remove the battery compartment cover on the bottom by pushing the tab in the direction of the arrow in the figure below and lifting up the cover.**
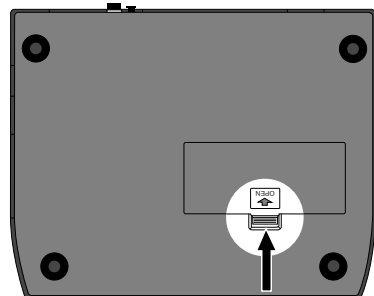
3) **Install batteries as shown below.**
   Make sure to install batteries in the correct direction.
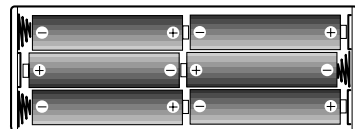
4) **Place back the battery compartment cover to the original position.**

<Notes on batteries>
* *Do not leave exhausted batteries in the battery compartment. Old batteries may leak caustic chemicals, which causes trouble of the unit. We recommend removing batteries even if they are new when you do not use the MR-8mkII for a long period of time.*
* *Do not mix old and new batteries together.*

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Preparation of recording media

The MR-8mkII uses a CompactFlash™ card as a recording medium (see the figure below).
In some countries, a formatted (or unformatted) CompactFlash™ card is supplied with the MR-8mkII, whereas in other countries, no CompactFlash™ card is supplied with the MR-8mkII.

\<About operation-confirmed CompactFlash™ cards\>

You can get the information of operation confirmed cards from your dealer or the nearest Fostex service station or the Fostex website (see below).

Fostex website:

http://www.fostex.com
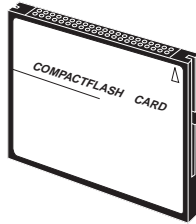
Image

\<Note\>: CompactFlash is a trademark of San Disk Corporation in the USA and is licensed to CFA (CompactFlash™ Association).

\<Note\>: Only use operation confirmed CompactFlash™ cards. If you use a card which is not operation confirmed, the MR-8mkII may malfunction.

About song modes

The MR-8mkII has two song modes: Normal and LP modes. You can choose the desired mode when making recording.
The Normal mode provides higher audio quality, while the LP mode provides longer recording time (see the table below).

The song mode can be set for each song. Each time you create a new song on a CompactFlash™ card, you can set the desired song mode.

If a formatted card is supplied with your MR-8mkII, a song of the Normal mode is created on the card. When you use an unformatted card (regardless of whether it is supplied with the MR-8mkII or it is purchased separately), you can set the song mode when formatting the card (see page 23).

Normal mode	Provides higher audio quality at 44.1-kHz/16-bit. This is the default setting.
LP mode	Provides longer recording time with 22.05-kHz/16-bit audio.

\<Note\>: Song data recorded in the LP mode cannot be burned to a CD-R/RW disc in the audio CD (CD-DA format) using an external CD-R/RW drive.

About recording time of a card

The total recordable time of a CompactFlash™ card depends on the capacity of the card as well as the song mode of each song.

The following table shows the approximate recordable time (in minutes) for both the Normal and LP modes (each value in parentheses shows the time in the LP mode). Use the table as reference when you purchase a card.

We recommend using a CompactFlash™ card of 128 MB or higher capacity for the MR-8mkII.

Capacity	Mono	2-track	4-track	6-track	8-track
128MB	24 (48)	12 (24)	6 (12)	4 (8)	3 (6)
256MB	48 (96)	24 (48)	12 (24)	8 (16)	6 (12)
512MB	96 (193)	48 (96)	24 (48)	16 (32)	12 (24)

*   Each time value above shows an approximate value (in minutes).

*   Each value in parentheses shows a value in the LP mode.

Handling of CompactFlash™ cards

<Important!>: When inserting or removing a card, make sure that the power of the MR-8mkII is off. If you insert or remove a card when the power is on, the card may be damaged or the recorded data may be destroyed.

Card slot
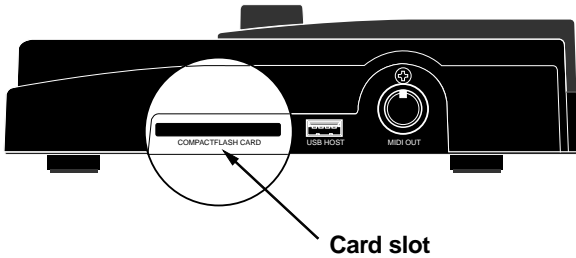
<Note>: When you set a card to the slot, insert the card with the rear side down.
On the rear side, there is a small protruding edge on which you can put your fingertip to pull out the card, as shown in the figure below. Do not insert a card upside down. Doing so may damage the card.

Protruding edge

Rear side

Inserted direction

How to insert a CompactFlash™ card

With the surface side up, insert a card gently until it cannot go further.

<Important!>: Do not insert a card in the wrong direction or push a card with excessive force.
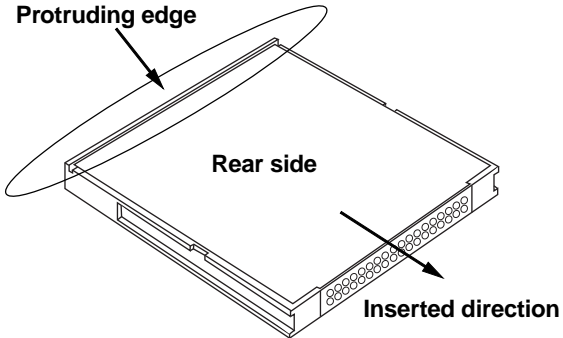
How to remove a CompactFlash™ card

Place your fingertip to the protruding edge on the rear side of the card and pull it forward gently.

<Handling of CompactFlash™ cards>
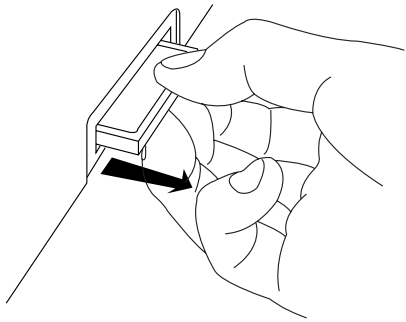
• Do not keep CF cards in the following circumstances.

* In a moist or dusty place
* In a extremely hot place such as in front of a heating appliance
* In the direct sunshine
* In the closed car in summer
* In a strong magnetic field or near a device which generates a magnetic field

• Do not drop a card or give it a strong shock.

• Do not step on a card or put a heavy thing on a card.

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Turning on the power

When peripheral devices are connected to the MR-8mkII, turn on the power of each device in the following order.

- Turn down the [MASTER] fader of the MR-8mkII.
- Turn on the external device which send signals to the MR-8mkII input(s).
- Turn on the MR-8mkII.
- Turn on the external monitor device (amplifier, powered speaker, etc.).

After preparing power supply (the AC adaptor or batteries), turn on the MR-8mkII by sliding the [POWER] switch the to "ON" position.
The following description assumes that a formatted or unformatted CompactFlash™ card is inserted to the card slot.

Turn on the MR-8mkII power by switching the [POWER] switch on the MR-8mkII rear panel to "ON".

Set to "ON".
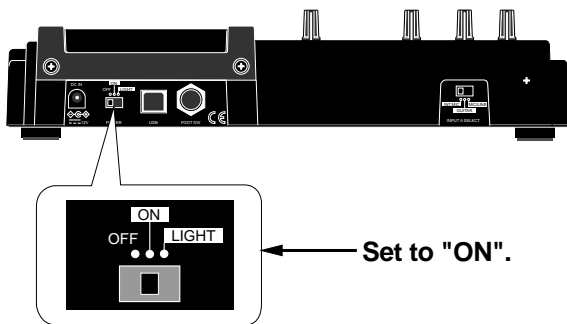
When turning on the MR-8mkII while a card is inserted, the MR-8mkII starts up and shows an appropriate screen as below depending on whether the card is formatted or unformatted.

When a formatted card is inserted:

When turning on the MR-8mkII while a formatted CompactFlash™ card is inserted, the display shows the Home screen as below.
On a formatted card, a song of the Normal mode exists. While the home screen is shown, you are ready for making recording with the MR-8mkII (see page 35).

The name of the song is "Song01" be default, however, you can change it later (see page 91). You can make up to 99 songs on a CompactFlash™ card (see page 23).

When an unformatted is inserted:

When turning on the MR-8mkII while an unformatted CompactFlash™ card is inserted, the display shows "Illegal Format! E01", followed by the Card Format screen as below. This shows that the MR-8mkII recognizes the card is unformatted and automatically enters the "Card Format" item in the "System" menu of the MENU mode.
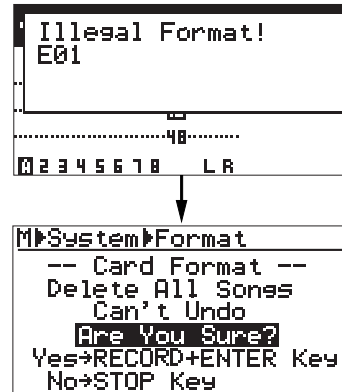
If the screen above is shown, follow the instruction on the screen. That is, press the [MENU/ENTER] key while holding down the [RECORD] key.
The MR-8mkII starts formatting the card. When formatting completes, the MR-8mkII enters the "Song" menu of the MENU mode and the display changes to show the screen for creating a new song (Song01).
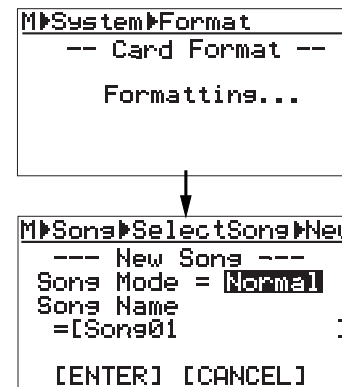
On this screen, you can create a new song with the desired song mode (Normal or LP) and song name. See steps 5 to 9 in "Creating a new song" on page 23 for details about how to select the song mode and how to set a song name.

<Note>: If you turn on the power without inserting a CompactFlash™ card, the display shows the screen below.

In this case, turn off the power, insert a CompactFlash™ card, and turn on the power again.

Backlight facility

The MR-8mkII provides a backlight facility, which allows improving observation in poor lighting conditions. To turn on the backlight, set the [POWER] switch to the "LIGHT" position.

"LIGHT" position
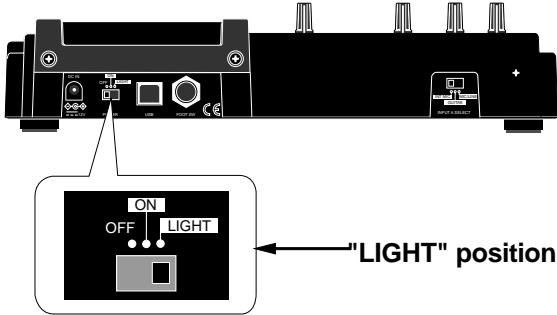
<Note>: Unless really needed, we recommend not turning on the backlight when running the MR-8mkII on batteries. Turning on the backlight consumes batteries, making the battery life shorter.

The MR-8mkII also has a facility for adjusting the display contrast. See page 32 for details.

Low battery indication

While running the MR-8mkII on batteries, if the battery voltage is getting low, "Low Battery!" starts flashing in the song name field. In this case, interrupt the operation and replace batteries with new ones.

Flashing ⟶

<Note>: If you continue operation after "Low Battery!" starts flashing, batteries are completely exhausted finally and the display shows the screen below, while the MR-8mkII accepts no operation. We recommend replacing batteries before they are completely exhausted.
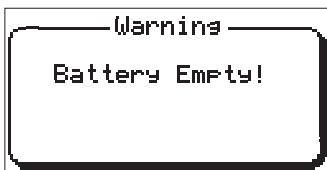
Turn off the power

When turning off the power, make sure that the MR-8mkII is stopped.
If any peripherals are connected, turn off the power of each unit in the reverse order of the order for turning on the power.

<Note>: If you turn off the power while the MR-8mkII is accessing the card, there is a risk for destroying the recorded song or the whole card.

You do not need any shutdown operation before turning off the MR-8mkII. The MR-8mkII keeps data recorded just before turning off the power. So you can concentrate on the recording operation.

"OFF" position
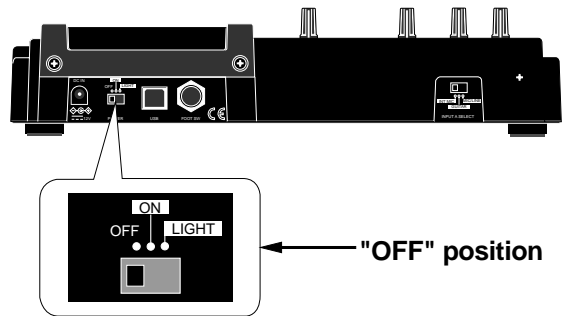
<Notes when peripheral devices are connected>
When peripheral devices are connected to the MR-8mkII, turn off the power of each device in the following order.

- Turn off the external monitor device (amplifier, powered speaker, etc.).

- Turn off the MR-8mkII.

- Turn off the external device which send signals to the MR-8mkII input(s).

Creating a new song

You can create a new song by following the procedure below. In the following procedure, it is assumed that Song01 is loaded and the recorder is at the beginning of the song. **If a card is unformatted, format the card by following the procedure on page 21, then execute steps 5) through 9) below for setting the song mode and song name.**

1) **While the recorder is stopped, press the [MENU/ENTER] key.**
The display now shows the first page of the menu selection screen.

```
-2bar 1,000clk
Song01
.............0.........
..............13........
...............48...
0123456 78   L R
```

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

2) **Rotate the jog dial to select "Song" and press the [MENU/ENTER] key.**
The display now shows the song menu screen.

```
MENU(1/2)▶Song
◀◀Back
  System        ▶
≑ Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

```
M▶Song(1/2)▶Select
◀◀Back
≑ Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
  Protect     = Off
  Delete Unused ▶
```
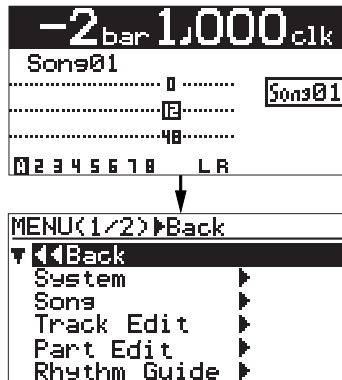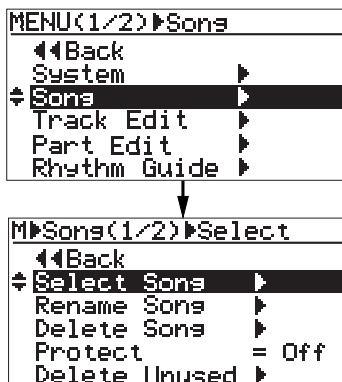
3) **While "Select Song" is highlighted, press the [MENU/ENTER] key.**
The display now shows the screen for selecting a song. You can see the list of the song numbers/names on the card.
In the screen example below, only Song01 is created. "---:(New Song)" is used to create a new song.

```
M▶Song▶SelectSong(1/1)
  ◀◀Back
  S01:Song01
  ---:(New Song)
```
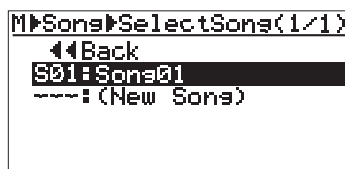
4) **Rotate the jog dial to select "---:(New Song)" and press the [MENU/ENTER] key.**
The display now shows the screen for setting the song mode and song name of the new song. The default song mode is "Normal", while the default song name is "Song02" (just after the card has been formatted, the default song name is "Song01").

```
M▶Song▶SelectSong(1/1)
  ◀◀Back
  S01:Song01
  ---:(New Song)
```

```
M▶Song▶SelectSong▶New
  --- New Song ---
  Song Mode = Normal    ←Flashing
  Song Name
    =[Song02         ]

  [ENTER] [CANCEL]
```
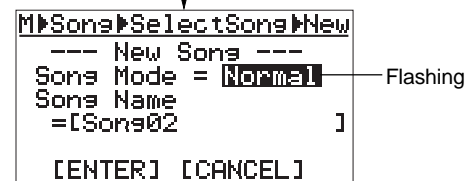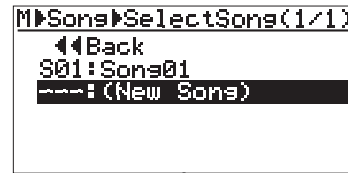
The "Normal" song mode is the standard mode. The LP mode allows longer recording.

Normal	With the Normal mode, audio is recorded at 44.1kHz Fs, 16-bit. This is the standard mode.
LP	With the LP mode, audio is recorded at 22.05kHz Fs, 16-bit. It allows longer recording time, while the audio frequency range is narrower. **<Note>: Song data recorded in the LP mode cannot be burned to a CD-R/RW disc in the audio CD (CD-DA format) using an external CD-R/RW drive.**

5) **Rotating the jog dial to select the desired song mode and press the [MENU/ENTER] key.**
You can now enter the desired song name.

```
M▶Song▶SelectSong▶New
  --- New Song ---
  Song Mode = Normal
  Song Name
    =[Song02         ]

  [ENTER] [CANCEL]
```

```
M▶Song▶SelectSong▶New
  --- New Song ---
  Song Mode = Normal
  Song Name
    =[Song02         ]  ←Flashing

  [ENTER] [CANCEL]
```
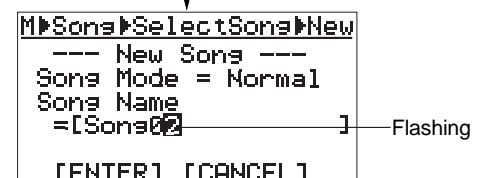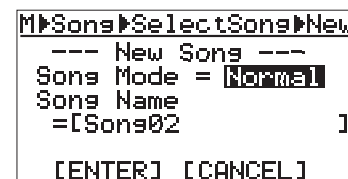
<Note>: *You may not edit the default song name ("Song02" in the example above). You can also edit the song name after creating a song (see page 91). If you do not change the default song name, press the [MENU/ENTER] key twice in step 5) above (which results the same as step 9) in the next page).*

6) **Press the [UNDO/REDO] / [DELETE] key repeatedly until the entire default name is deleted.**

7) **Use the character entry keys to enter a desired song name.**
See "How to enter a name" below for details about how to enter a song name. A song name can be up to 16 characters.

How to enter a name

<Character entry keys>

PLAY MODE

STU7

Some keys on the MR-8mkII top panel act as character entry keys in the MENU mode. For example, the [PLAY MODE] key (shown at the left) can be used for entering S, T, U, s, t, u and 7. Each press of a character entry key switches the character to be entered from among those assigned to the key.

<Example of song name entry>

The following example shows how to enter "Memory" as a song name.

1. **Using the [MNO5] key, enter "M".**

2. **Using the [DEF2] key, enter "e".**

3. **Using the [MNO5] key, enter "m".**

4. **Using the jog dial, move the cursor.**

5. **Using the [MNO5] key, enter "o".**

6. **Using the [PQR6] key, enter "r".**

7. **Using the [YZ9] key, enter "y".**

```
M▶Song▶SelectSong▶New
  --- New Song ---
Song Mode = Normal
Song Name
  =[Memor■       ]

  [ENTER] [CANCEL]
```

<Notes>

- *Pressing the different character entry key automatically moves the cursor right.*
  If the two adjacent characters are assigned to the same key, use the jog dial to move the cursor after entering the first character (as shown in step 4 above).

- *For a song name with eight or less characters, you cannot use "+" (for example, "AAA+BBB" is illegal). You can use "+" for a song name with more than eight characters (for example, "AAA + BBBBB" is legal).*

8) **After entering the desired name, press the [MENU/ENTER] key.**
The name is set, while the cursor moves to "[ENTER]".

```
M▶Song▶SelectSong▶New
  --- New Song ---
Song Mode = Normal
Song Name
  =[Memor■       ]

  [ENTER] [CANCEL]
```

```
M▶Song▶SelectSong▶New
  --- New Song ---
Song Mode = Normal
Song Name
  =[Memory       ]

  [ENTER] [CANCEL]
```
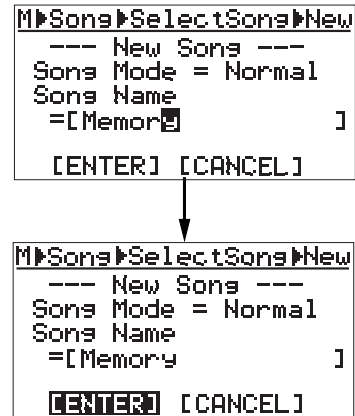
9) **While "[ENTER]" is highlighted, press the [MENU/ENTER] key.**
The second song (whose song name is "Memory") is created, while the MR-8mkII exits the MENU mode and the display shows the home screen of the newly created song02.
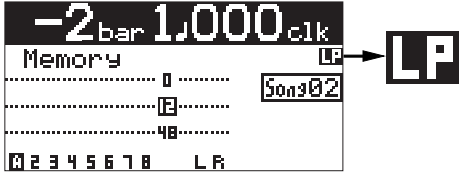
> *<Note>: If you enter the same name as an existing song, the display shows "Illegal Song Name!" and returns to the song name editing screen. In such a case, enter a different name.*

```
-2 bar 1.000 clk
Memory
           0          Song02
           12
           48
0 2 3 4 5 6 7 8   L R
```

As described above, you can create more than one song before you start recording.
Note that when more than one song is created, you must select the desired song before you start recording or editing.

See "Song management" on page 90 for details about how to select the desired song.

> *<Note>: When a song of the LP mode is loaded, "LP" is lit on the home screen as below, which allows you to recognize the song mode.*

```
-2 bar 1.000 clk
Memory            LP   →  LP
           0          Song02
           12
           48
0 2 3 4 5 6 7 8   L R
```

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Names and functions

This chapter describes the names and functions of the controls, keys, connectors, etc. on the MR-8mkII top panel, rear panel and side panel, as well as details of the display. See this chapter whenever you want to know the function of a control, key, etc.

Top panel 1
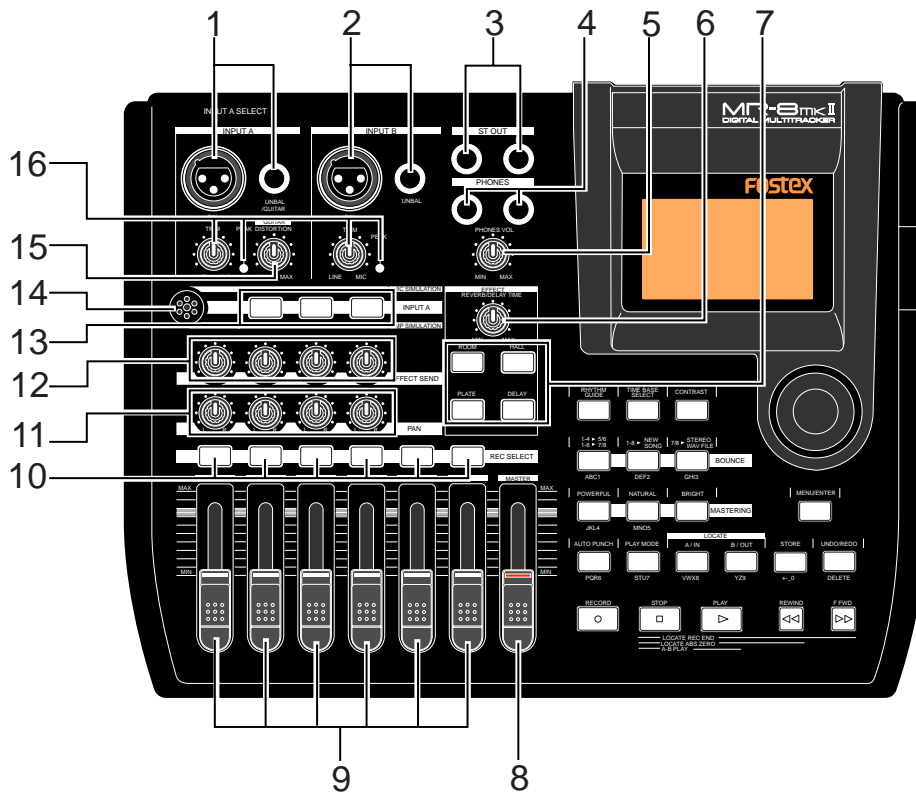
1. **[INPUT A] input connectors** (XLR and phone)

Both the [BAL] XLR connector and [UNBAL/GUITAR] phone jack are provided (if you connect sources to both the XLR connector and PHONE jack, the phone input jack priority). You can connect a guitar, microphone, keyboard, etc. (a guitar should be connected to the PHONE jack). To use either of the [INPUT A] connectors, set the [INPUT A SELECT] switch to "MIC/LINE" or "GUITAR" (you cannot use it when the [INPUT A SELECT] switch is set to "INT MIC").

To record a mono source, use only the [INPUT A] section. To record a stereo source, use both the [INPUT A] and [INPUT B] sections (see page 36).

2. **[INPUT B] input connectors** (XLR and phone)

Both the [BAL] XLR connector and [UNBAL] phone jack are provided (if you connect sources to both the XLR connector and PHONE jack, the phone input jack priority).. You can connect a microphone, keyboard, etc. This section is used only when recording a stereo source. When recording a mono source, this section is not used (see page 36).

3. **[STEREO OUT] jacks (L, R)**

These jacks output the stereo (L and R) buss signals. Connect these jacks to the monitoring equipment or master recorder (see page 44).

4. **[PHONES] jacks (1, 2)**

Two jacks (1 and 2) are provided. You can use two pairs of stereo headphones with the MR-8mkII (see page 36).

5. **[PHONES VOL] control**

Adjusts the headphone output level.

6. **[REVERB/DELAY TIME] control**

This control adjusts the reverb time or delay time. When you select "ROOM", "HALL" or "PLATE" for the effect type, it adjusts the reverb time. When you select "DELAY", it adjusts the delay time (See page 62).

7. **[EFFECT] keys**

These keys are used to select the effect type. You can select from three reverb types (ROOM, HALL and PLATE) and a delay (DELAY). The selected key is lit (see page 61).

8. **[MASTER] fader**

Adjusts the stereo (L and R) buss output level.

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9. Track faders

Each fader adjusts the track playback level. Each of track faders 5/6 and 7/8 controls the stereo signal (see pages 38 ~ 44).

10. [REC SELECT] keys

Used to select the recording track(s). You can record onto up to two tracks simultaneously. Pressing a key arms or unarms the corresponding track(s). Tracks 5/6 or 7/8 are armed or unarmed simultaneously (see pages 38 ~ 44).

11. [PAN] controls

Control panning for tracks 1 through 4.

12. [EFFECT SEND] controls

Control the amount of signals from tracks 1 through 4 sent to the internal effect (reverb or delay) (see page 62).

13. Insert effect selection keys

Used to select the insert effect (mic simulation or amp simulation) for the signal from the [INPUT A] jack.

When setting the [INPUT A SELECT] switch on the rear panel to "MIC/LINE", you can use the mic simulation effect. When setting the switch to "GUITAR", you can use the guitar amp simulation effect (see page 60).

14. Internal Microphone

You can make recording using the internal microphone by setting the [INPUT A SELECT] switch on the rear panel to "INT MIC" (see page 36). When you use the internal microphone, you cannot use the insert effect.

15. [DISTORTION] control

Controls the amount of the distortion effect for a guitar connected to the [XLR] connector or [UNBAL/GUITAR] jack (phone type) on the [INPUT A] channel.

This control is effective only when the [INPUT A SELECT] switch is set to "GUITAR" (see pages 36 and 38).

16. [TRIM] controls / [PEAK] indicators

Each control adjusts the input gain of the corresponding input channel (see pages 36 and 38 ~ 44).

Each indicator lights when the input signal is overloaded (see page 15). You should adjust the input gain using the [TRIM] control so that the [PEAK] indicator does not light.

Top panel 2

17. [RHYTHM GUIDE] key

Switches on/off of the rhythm guide function (see page 76). Each press of the switch alternates on and off. A long press of the key enters the rhythm guide menu, in which you can set the rhythm guide parameters.

18. [BOUNCE 1-4 > 5/6, 1-6 > 7/8] / ABC1 key

Selects the bounce mode (see page 68).
In the menu mode, this key is used for character entry of A, B, C, a, b, c and 1.

19. [TIME BASE SEL] key

Selects the time base shown on the display (see page 32). Each press of the key switch between "time" and "bar/beat".

20. [BOUNCE 1-8 > NEW SONG] / DEF2 key

Selects the bounce mode (see page 73).
In the menu mode, this key is used for character entry of D, E, F, d, e, f and 2.

21. [CONTRAST] key

By rotating the JOG dial while holding down this key, you can adjust the display contrast (see page 32).

22. [7/8 > STEREO WAV FILE] /GHI3 key

This key is used when converting a mono WAV file recorded on tracks 7/8 to a stereo WAV file (see page 116). You can export the stereo WAV file to your personal computer over the USB connection (see page 118).
In the menu mode, this key is used for character entry of G, H, I, g, h, i and 3.

23. LCD display

This 132 x 64 dot LCD display shows various information (see page 31).

24. JOG dial

In the menu mode, rotating this dial selects the item or numeric value.

25. [MASTERING] keys

Used to select the desired mastering effect during track bounce or mixdown. You can select from three effect types by pressing an appropriate key (see page 63).
In the menu mode, the [POWERFUL] key is used for character entry of J, K, L, j, k, l and 4, while the [NATURAL] key is used for character entry of M, N, O, m, n, o and 5.

26. [MENU/ENTER] key

Pressing this key enters the menu mode.
In the menu mode, while pressing this key confirm the setting/selection.

27. [STORE]/+-_0 key

Stores the current recorder position (time data) as the LOCATE A/IN or LOCATE B/OUT point (see pages 51 and 56).
In the menu mode, this key is used for character entry of +, -, _ and 0.

28. [UNDO/REDO]/[DELETE] key

Used to undo or redo recording or editing (see pages 39, 41, 43, 95 and 103).
Each press of the key alternates "undo" and "redo". In the menu mode, this key is used for deleting a character (see pages 23 and 91).

29. [LOCATE B/OUT]/GHI3 key

Pressing this key while holding down the [STORE] key sets the LOCATE B point (or punch out point) (see page 51 and 56).
In the menu mode, this key is used for character entry of G, H, I and 3.

30. Transport keys

[PLAY] key
Starts playback of the recorder.
Pressing this key while holding down the [RECORD] key starts recording of the armed (record-ready) track(s).
Pressing this key during recording exits recording.

[STOP] key
Stops the recorder.
By pressing the [PLAY], [REWIND] or [F FWD] key while holding down the [STOP] key, you can locate to a specific point or repeat playback as below.

• [STOP] + [PLAY] (A-B PLAY)
Repeats playback between the LOCATE A and LOCATE B points (see page 46).

• [STOP] + [REWIND] (LOCATE ABS ZERO)
Locates to the beginning (ABS ZERO) of the current song (see page 50).

• [STOP] + [F FWD] (LOCATE REC END)
Locates to the recording end of the current song (REC END) (see page 50).

[RECORD] key
Pressing the [PLAY] key while holding down the [RECORD] key starts recording of the armed (record-ready) track(s).
By pressing only the [RECORD] key when any track(s) is armed (in record-ready), the input signal(s) of the armed track(s) can be monitored (i.e. input monitor mode). (see pages 38 ~ 42).

[F FWD] key

Pressing this key fast forwards the recorder. During playback, pressing this key starts 3 x cueing (see page 46).

While holding down the [STOP] key, pressing this key locates to the recording end of the current song (REC END) (see page 50).

[REWIND] key

Pressing this key rewinds the recorder. During playback, pressing this key starts 3 x reverse cueing (see page 46).

While holding down the [STOP] key, pressing this key locates to the beginning (ABS ZERO) of the current song (see page 50).

This key is also used to go up the menu screen layer while a menu screen is displayed.

31. **[LOCATE A/IN] / VWX8 key**

Pressing this key while holding down the [STORE] key sets the LOCATE A point (or punch in point) (see page 51 and 56).

In the menu mode, this key is used for character entry of V, W, X, v, w, x and 8.

32. **[AUTO PUNCH] / PQR6 entry key**

Turns on or off the auto punch mode (see page 57).

In the menu mode, this key is used for character entry of P, Q, R, p, q, r and 6.

33. **[PLAY MODE] / STU7 key**

Selects a play mode. You can select from among normal, auto play, auto return and loop (see page 47).

In the menu mode, this key is used for character entry of S, T, U, s, t, u and 7.

Rear panel
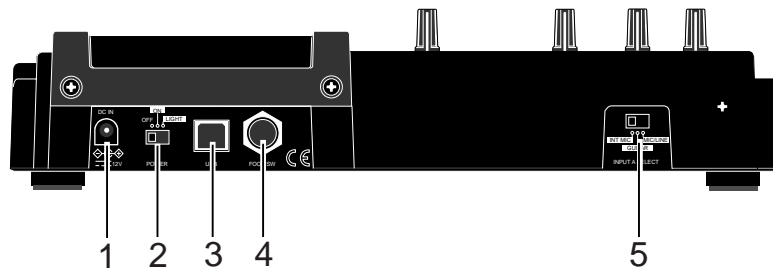
1. **[DC IN] connector**

Connect the supplied AC adaptor to this connector (see page 18).

2. **[POWER] switch**

Used to turn on or off the power. By setting this switch to "LIGHT", the backlight of the LCD display lights up (see page 22).

> *<Note>: When driving the MR-8mkII by batteries, we recommended not use the backlight, because the batteries are exhausted quickly.*

3. **[USB] port (USB B type)**

Used to connect with a personal computer using a standard USB cable for song file data transfer between the MR-8mkII and the personal computer (see page 118).

4. **[FOOT SW] jack (TRS phone jack)**

Used to connect with an unlatched-type footswitch (see page 55).

5. **[INPUT A SELECT] switch**

This switch must be set appropriately according to the input source of the [INPUT A] channel (see page 37).

MIC/LINE	Set the switch to this position when the source is an external microphone or line level source. Both the [BAL] (XLR) and [UNBAL/GUITAR] (phone) connectors can be used. You can also use the mic simulation insert effect.
GUITAR	Set the switch to this position when the source is a guitar connected to the phone connector. Both the [BAL] (XLR) and [UNBAL/GUITAR] (phone) connectors can be used. You can also use the amp simulation insert effect.
INT MIC	Set the switch to this position when the source is the built-in microphone. When the switch is set to the "INT MIC" position, you cannot use the [INPUT A] connectors (both the [BAL] and [UNBAL/GUITAR] connectors), as well as the insert effect.

Side panel
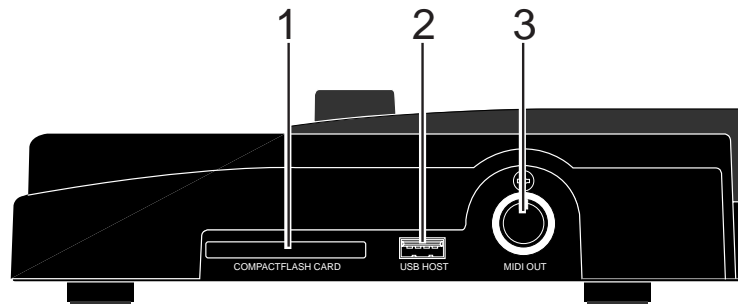
1. Card slot
A CompactFlash™ card is inserted to this slot (see page 20).

2. [USB HOST] connector (USB A type)
Used to connect to an external CD-R/RW drive for burning songs recorded by the MR-8mkII to a CD-R/RW disc in the CD-DA (audio CD) format (see page 123).

> *<Caution>: Do not connect your personal computer to the [USB HOST] port.*

3. [MIDI OUT] jack (DIN 5-pin connector)
Used to connect to a MIDI IN jack of an external MIDI device (such as a MIDI sequencer) (see page 85).

Bottom panel
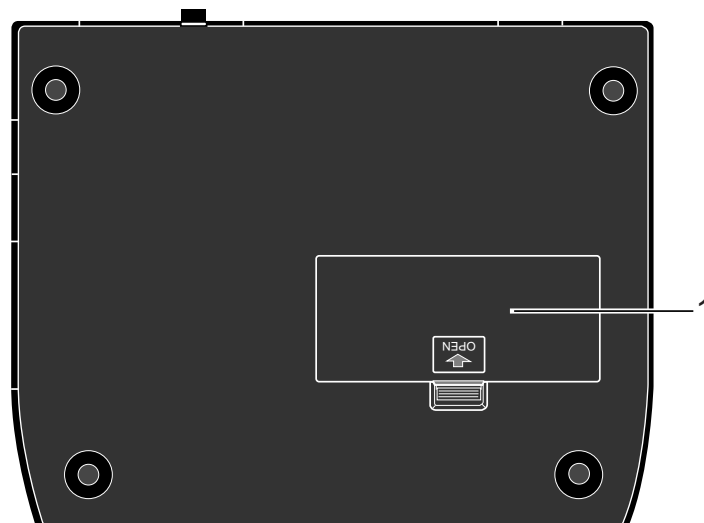
1. Battery compartment
To use the MR-8mkII with batteries, insert six standard alkaline AA-type batteries to this compartment (see page 18).

> *<Caution>: If the MR-8mkII is not used for a long period of time, remove batteries to prevent leakage in compartment.*

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LCD display

The following describes details about the LCD display, including screen contents and operation.

Home screen

When turning on the MR-8mkII, the display shows the startup screen (showing the startup status of the MR-8mkII), followed by the "home" screen, which is similar to the one below. In this condition, the previously loaded song is loaded and the recorder is located at the beginning of the song.
The home screen provides the following information.
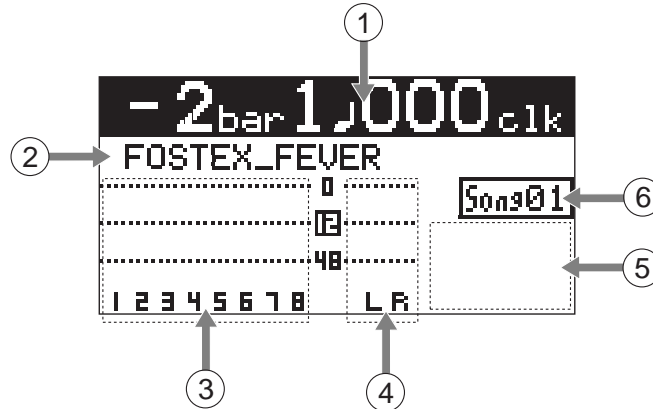
1. Time counter display

Time information of the current recorder position is shown in ABS or bar/beat mode (by default, bar/beat). Using the [TIME BASE SELECT] key, you can select a desired time base mode. When the recorder is moving (playing back, fast forwarding, etc.), the appropriate icon is also shown. While the hard disk drive is in access, "ACC" lights up.

2. Character display

Normally, the name of the song currently loaded is shown (up 16 characters can be shown at a time).
It also shows following information.
- A name of the operation mode currently being executed (such as "BOUNCE 1-6->7/8).
- A (not-so-serious) warning message
- The "Remain" time when at least one track is record-armed (i.e. At least one of the [REC SELECT] keys is active).

The remain time shows how much time you can further record audio data onto a mono track using the available space left on the hard disk.

3. Track level display

The recording or playback levels of tracks 1 through 8 are shown. When a track is record armed, the track number indication changes to the source input channel (any of A and B).

4. Stereo buss (L and R) level display

During recording or playback, the output levels of the L/R stereo buss are shown.

5. Song status display

Lights up the following status icons when the appropriate modes (functions) are active.

INPUT MONI	At least one of the tracks is in the input monitor mode (see pages 39, 41 and 43).
AUTO PUNCH	The auto punch mode is active (see page 57).
AUTO RTN	The auto return mode is active (see page 47).
LOOP	The loop mode is active (see page 47).
AUTO ▶	The auto play mode is active (see page 47).

6. Song number display

Shows the song number of the song currently loaded. Also, "🔋" is lit when the phantom power is on (see page 137).

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Selecting a time base mode

When the display shows the home screen, pressing the [TIME BASE SELECT] key switches the time base mode between Time and bar/beat.

[TIME BASE SELECT] key

Example of bar/beat display

Example of Time display
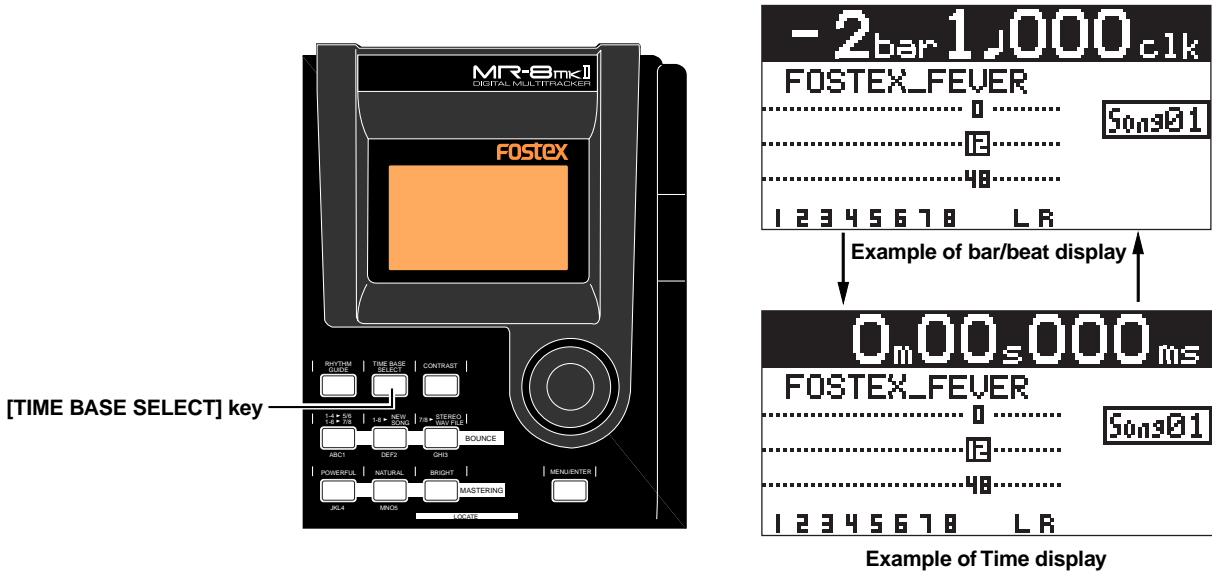
Adjusting the display contrast

You can adjust the display contrast by rotating the JOG dial while holding down the [CONTRAST] key. Rotating the dial clockwise heightens the contrast, while rotating it counterclockwise lowers the contrast.

[CONTRAST] key

JOG dial

High contrast
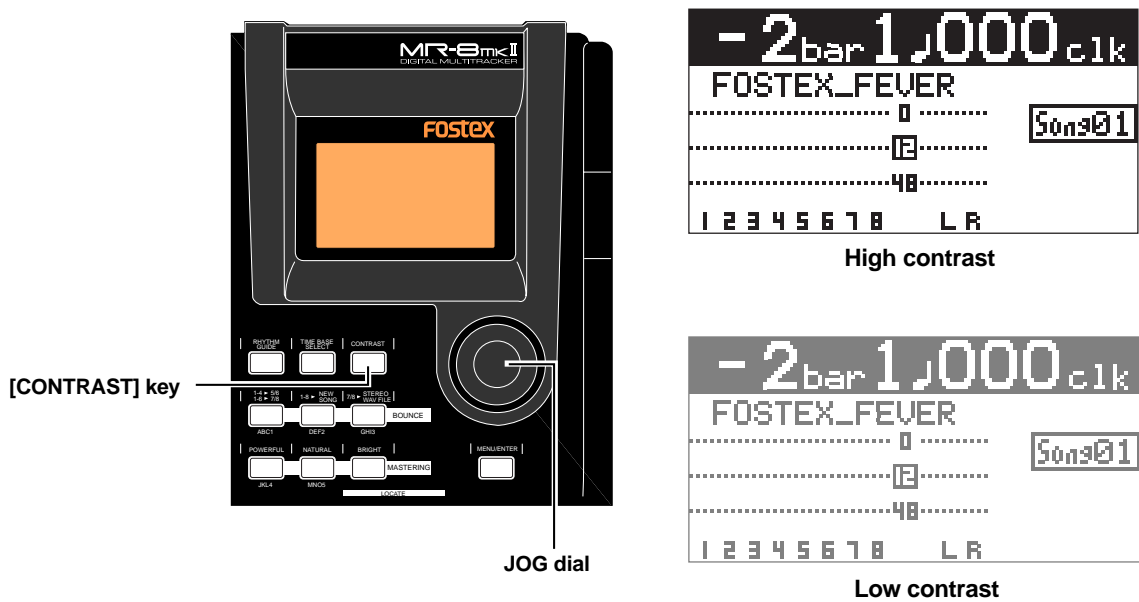
Low contrast

While pressing down the [CONTRAST] key, the display shows "CONTRAST -> DIAL".

CONTRAST → DIAL

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MENU mode screen

Pressing the [MENU/ENTER] key while the recorder is stopped enters the menu mode and brings up the menu screen. In the menu mode, you can make setting or editing via the appropriate screen. The top menu screen has two pages, in which you can select the desired menu by rotating the JOG dial.

JOG dial

[MENU/ENTER] key

```
MENU(1/2)▶Back
▼◀◀Back
   System        ▶
   Song          ▶
   Track Edit    ▶
   Part Edit     ▶
   Rhythm Guide  ▶
```
First page

```
MENU(2/2)▶Back
◆◀◀Back
   Input         ▶
   USB           ▶
   USB HOST      ▶
```
Second page
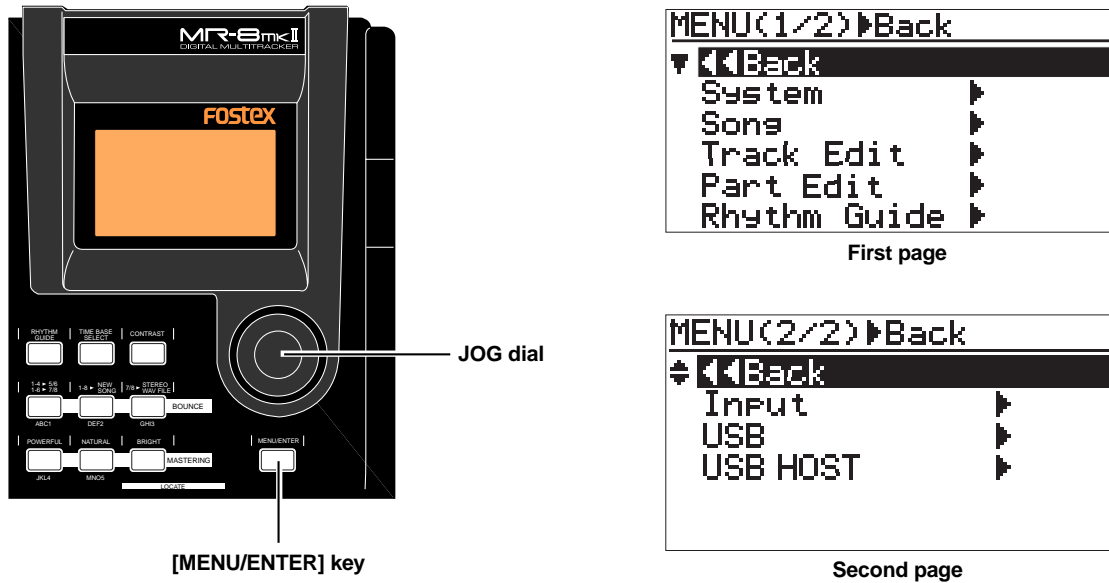
Warning message

If a serious problem happens to the MR-8mkII during operation, an appropriate warning message is shown on the display. Most warning messages are being shown until the [MENU/ENTER] key is pressed. Note that there are also not-so-serious warning messages besides the following.

This message is shown when the battery power is too low to drive the MR-8mkII.

```
── Warning ──
Battery Empty!
```

During recording, this message is shown if there is no more space left on the card for continuing recording.

```
── Warning ──
Card Full
Press ENTER key
```

This message is shown when you are going to delete a song which is protected.

```
── Warning ──
Can't Delete
    Protected Song
Press ENTER key
```

This message is shown when you are going to make recording or editing to a song which is protected.

```
── Warning ──
This Song is
        Protected
Press ENTER key
```

This message is shown when the MR-8mkII cannot read a card.

```
── Warning ──
Card Error
Press ENTER key
```

This message is shown when you are going to create a new song while 99 songs exist on the card.

```
── Warning ──
Too Many Songs
Press ENTER key
```

This message is shown when you are going to edit a track or part operation but there is not enough space on the card for executing the undo function.

```
── Warning ──
Card Full
Can't Undo
Press ENTER key
```

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Basic recording operations

This chapter describes basic multitrack recording.

If it is the first time for you to use a Multitracker, read this chapter carefully first so that you are familiar with the MR-8mkII basic operations, then read other sections which describe advanced operations.

Input connection

The MR-8mkII provides two input channels ([INPUT A] and [INPUT B]), which can connect a microphone or line-level source (such as a keyboard). In addition, the [INPUT A] channel also can accept an electric guitar as well as the internal microphone. The balanced (XLR) connector can supply the phantom power for a condenser microphone (see page 137).

[INPUT A] channel
Both the [BAL] XLR connector and [UNBAL/GUITAR] phone jack are provided. If you connect sources to both the XLR connector and PHONE jack, the phone jack takes priority. If you want to connect an electric guitar, connect it to the phone jack and set the [INPUT A SELECT] switch appropriately (see the next page).
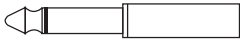
[INPUT B] channel
Both the [BAL] XLR connector and [UNBAL/GUITAR] phone jack are provided. You cannot use both at a time. If you connect sources to both the XLR connector and PHONE jack, the phone jack takes priority.

Internal microphone
You can use the internal microphone by setting the [INPUT A SELECT] switch to "INT MIC". In this condition, you cannot use the [INPUT A] connectors.
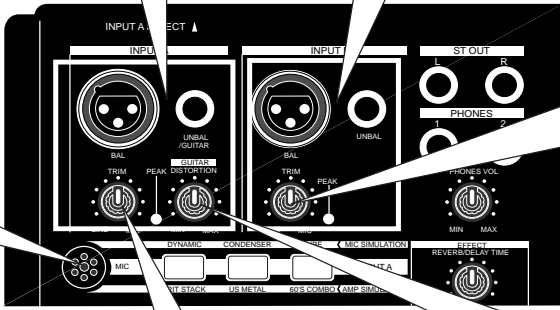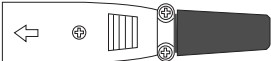
[TRIM] control
Controls the input gain (recording level) of the [INPUT B] channel. Adjust the [TRIM] control properly so that the PEAK indicator does not blink or light at the loudest part of the input signal (see page 15).

Connectors which can be connected to the MR-8mkII

Phone plug

XLR-3-12C type connector

[TRIM] control
Controls the input gain (recording level) of the [INPUT A] channel (including the internal microphone). Adjust the [TRIM] control properly so that the PEAK indicator does not blink or light at the loudest part of the input signal (see page 15).

[DISTORTION] control
You can record a distorted guitar sound to the MR-8mkII. This control adjusts the amount of the distortion effect for a guitar connected to the phone jack on the [INPUT A] channel. This control is effective only when the [INPUT A SELECT] switch is set to "GUITAR".

You can connect headphones to the [PHONES] jacks (you can connect two pairs of headphones at a time) and/or powered monitors to the [STEREO OUT] jacks, as shown below.

Headphones

Powered monitor
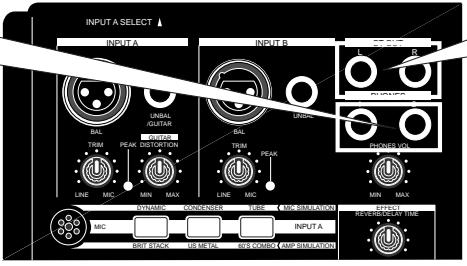
About the [INPUT A SELECT] switch

When you use the [INPUT A] channel, the [INPUT A SELECT] switch must be set appropriately.
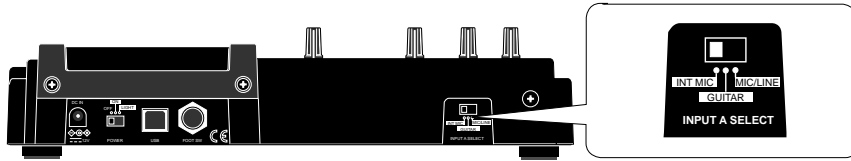
"**MIC/LINE**" position	"**GUITAR**" position	"**INT MIC**" position
Set the switch to this position when the source is an external microphone or line level source connected to the [BAL] XLR connector or [UNBAL/GUITAR] phone jack. You can use the mic simulation insert effects (see page 60).	Set the switch to this position when the source is a guitar connected to the [BAL] XLR connector or [UNBAL/GUITAR] phone jack. You can use the internal distortion effects, as well as the amplifier simulation insert effects (see page 60).	Set the switch to this position when the source is the built-in microphone. You cannot use any insert effects. The [BAL] XLR connector and [UNBAL/GUITAR] phone jack are disabled.

Selectable recording tracks

You can record audio to one or two tracks simultaneously. Basically, tracks 1 through 4 are used for recording mono sources, while tracks 5-6 and 7-8 are for recording stereo sources. The recording tracks can be selected by the [REC SELECT] keys. When you select a single track, a signal fed to the [INPUT A] channel (including the internal microphone) is recorded. When you select two tracks, each source signal of the [INPUT A] and [INPUT B] channels is recorded to each selected track.

[REC SELECT] key

<Selectable single tracks>
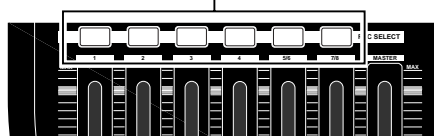
When you record audio to a single track, only the [INPUT A] channel is available (including the internal microphone). You cannot use the [INPUT B] channel.

Track 1
Track 2
Track 3
Track 4

<Simultaneously selectable two tracks>
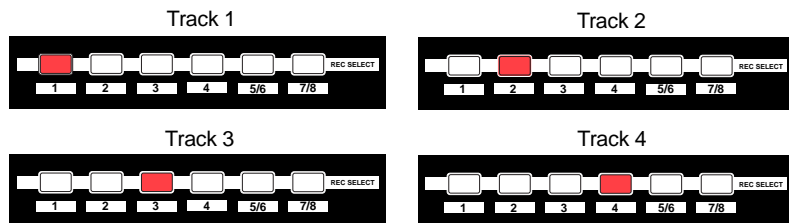
When you record audio to two tracks simultaneously, a source signal of the [INPUT A] channel is recorded to the smaller numbered track, while a source of the [INPUT B] channel is recorded to the larger numbered track. For example, when you record signals to tracks 5/6, the input signals are assigned as below.

[INPUT A] -> Track 5
[INPUT B] -> Track 6

Tracks 1 and 2
Tracks 2 and 4
Tracks 1 and 3
Tracks 3 and 4
Tracks 1 and 4
Tracks 5 and 6 (selectable with a single key)
Tracks 2 and 3
Tracks 7 and 8 (selectable with a single key)
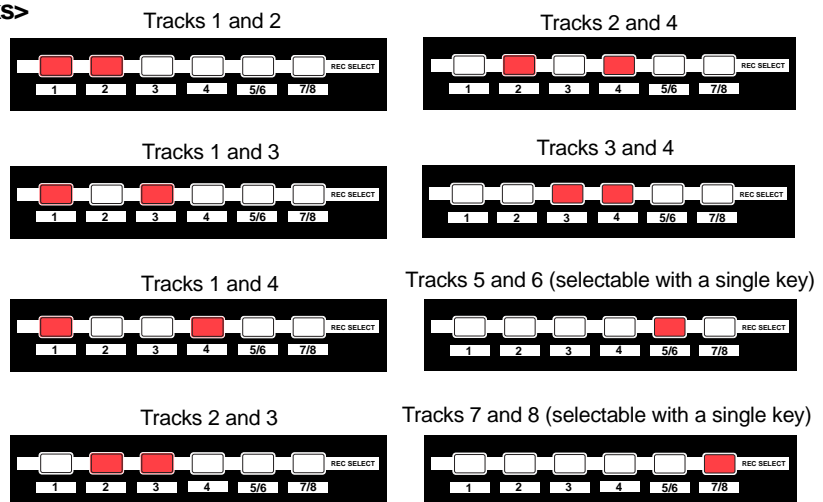
Recording onto a single track

You can record onto any one of tracks 1 through 4. When making recording to a single track, you can record a signal fed to the [INPUT A] channel.

The following describes the procedure for recording a guitar sound onto track 1. We assume that a CompactFlash™ Card is set to the slot and Song01 is loaded.
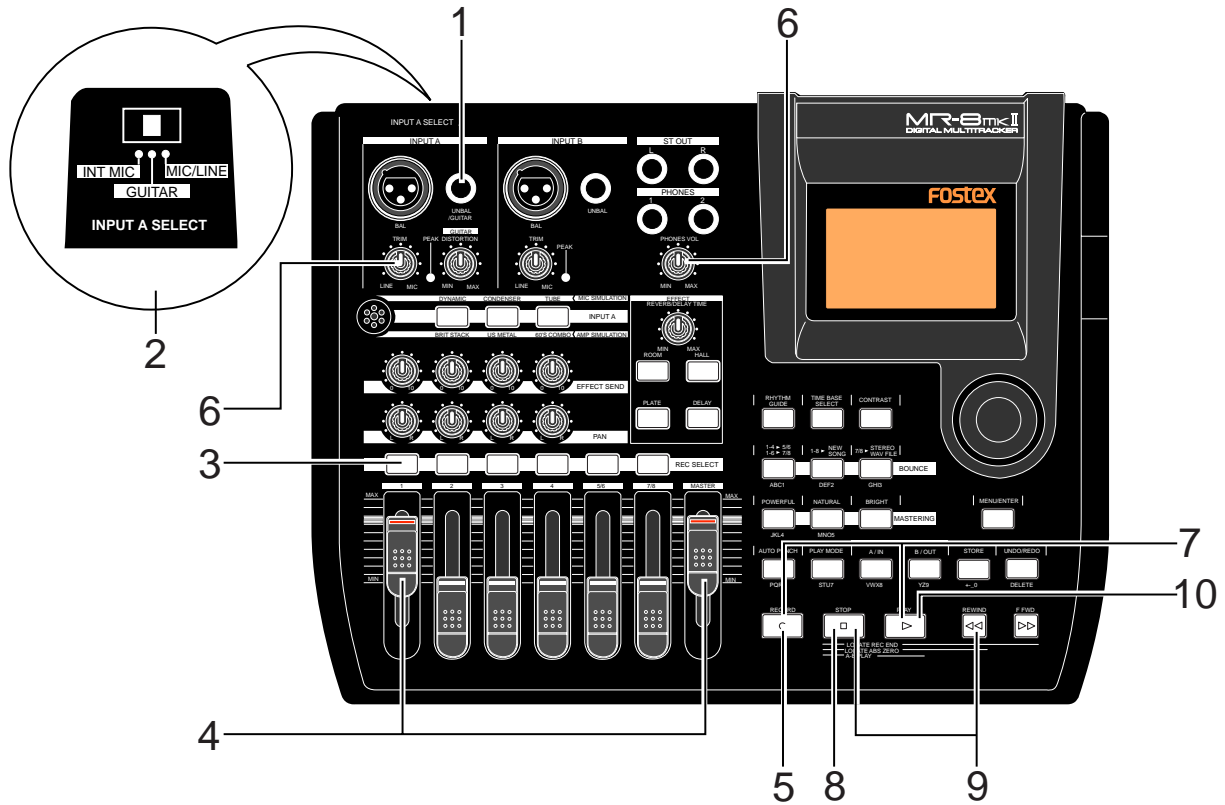
Preparation for recording

1) **Connect a guitar to the [UNBAL/GUITAR] phone jack of the [INPUT A] channel.**

2) **Set the [INPUT A SELECT] switch to "GUITAR".**

When recording a guitar sound with the [INPUT A SELECT] switch set to "GUITAR", you can use the amplifier simulation effect (see page 60).

> *<Note>: To record an external microphone or line output signal such as a keyboard output, set the [INPUT A SELECT] switch to "MIC/LINE". To record a built-in microphone sound, set the [INPUT A SELECT] switch to "INT MIC". When setting the switch to "MIC/LINE", you can use the microphone simulation effect (see page 60).*

3) **Press the [REC SELECT] key for track 1.**

Track 1 is record armed and the [REC SELECT] key for track 1 starts flashing.

On the home screen, the remaining time is shown, while "1" for the track number changes to "A".

This indicates that the [INPUT A] channel is assigned to track 1 and you can now record the source (guitar) connected to the [INPUT A] channel.
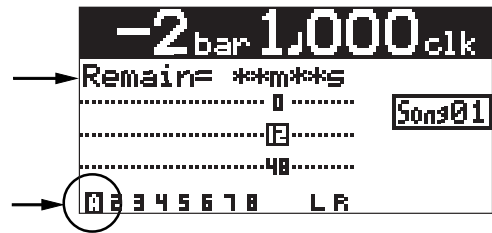
4) **Set track fader 1 and [MASTER] fader to the nominal position (marked by ≣).**

Raising these faders allows you to monitor the input sound. If these faders are not raised, you cannot monitor the sound via headphones.

> *<Note>: The fader for track 1 is used to adjust the monitor level. To adjust the recording level, use the [TRIM] control of the [INPUT A] channel.*

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5) **Press the [RECORD] key once (the key indicator starts flashing).**
Track 1 (which is record armed) now enters the input monitor mode and "INPUT MONI" is shown on the home screen.
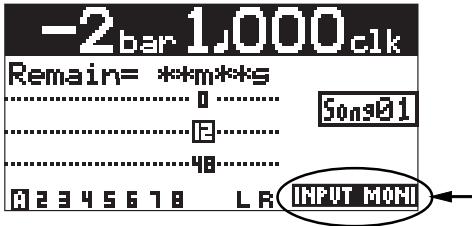
6) **While playing the guitar, adjust the recording level using the [TRIM] control of the [INPUT A] channel.**
Adjust the level appropriately so that the PEAK indicator does not light.
Turning the [PHONES VOL] control clockwise raises the headphone monitor level.

The screen shows the input level of track 1, as well as the stereo L and R output levels.
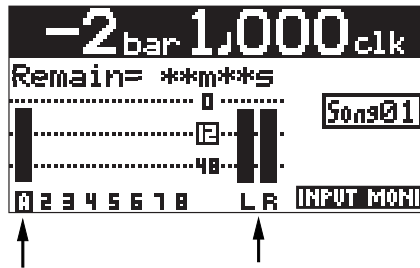
<Note>: Adjust the [TRIM] control properly so that the PEAK indicator does not light at the loudest part of the guitar sound. If the input level is too high, the PEAK indicator lights and the sound may be distorted or noisy.

<Note>: When you do not use the distortion effects, turn down the [DISTORTION] control fully counterclockwise.

<Tip>: When receiving a line level signal, set the [TRIM] control to left ("LINE") to get the appropriate level. When receiving a microphone signal, set the [TRIM] control to right ("MIC") to get the appropriate level.

Starting recording

7) **While holding down the [RECORD] key, press the [PLAY] key to start recording.**
The guitar is recorded.

8) **When recording completes, press the [STOP] key to stop the recorder.**

<Note>: We recommend to press the [REC SELECT] key for track 1 to unarm track 1.

Playing back the recorded track

9) **Press the [REWIND] key while holding down the [STOP] key to locate the recorder to the beginning of the song.**

10) **Press the [PLAY] key to start playback.**
You can adjust the monitor level using the track 1 fader, as well as the [MASTER] fader and [PHONES VOL] control.

<Tip>: If you are not satisfied with the result, use the undo/redo function to cancel the recording and try again.

Undoing recording (undo/redo)

If you press the [UNDO/REDO] key after finishing recording, you can return to the condition before the recording started (UNDO operation). Therefore, you can try recording again.

If you press the [UNDO/REDO] key again (after UNDO), the undo operation is canceled and you can return to the condition when the recording finished (REDO operation).

[UNDO/REDO] key

<Notes>: The undo/redo function is available for all kind of recordings, however, if you carry out any of the following operations after making recording, you cannot undo the recording.

- Carrying out new recording.
- Carrying out track or part editing.
- Turning off the power.
- Selecting another song or editing the song name.

Recording onto two tracks simultaneously

You can simultaneously record up to two tracks. See page 37 for the available combinations of two recording tracks. The following describes the procedure for recording different sound sources simultaneously to tracks 3 and 4. You can make two-track simultaneous recording with any available track combination in the same manner.
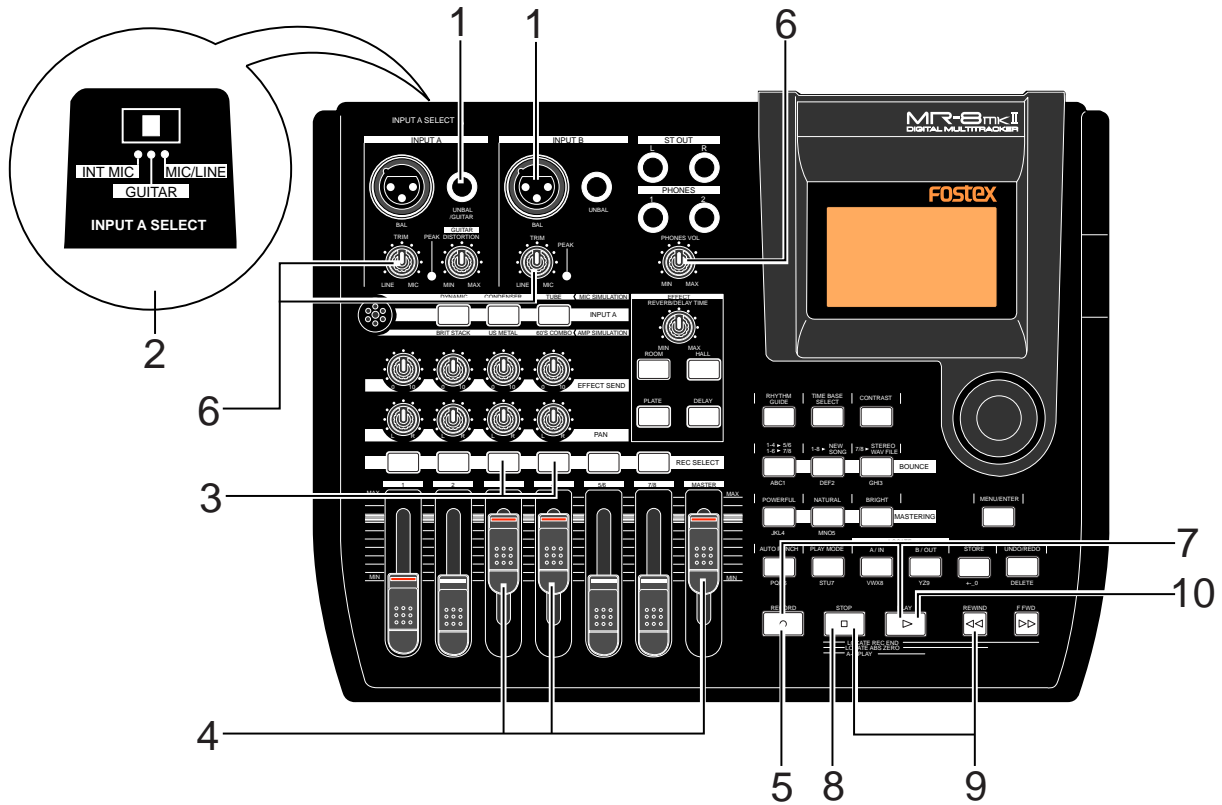
Preparation for recording

1) **Connect the following sound sources to the [UNBAL/GUITAR] phone jack of the [INPUT A] channel and [BAL] XLR connector of the [INPUT B] channels.**

    [INPUT A]   -> Electric guitar
    [INPUT B]   -> Microphone (vocal)

> **<Note>:** *If you connect a condenser microphone to the [BAL] XLR connector of the [INPUT B] channel, you can supply the phantom power to the microphone (see page 137).*

2) **Set the [INPUT A SELECT] switch to "GUITAR".**
You can add distortion of the internal effects to your guitar sound.

> **<Note>:** *You can apply the amp simulation as insert effects when the [INPUT A SELECT] switch is set to "GUITAR" (see page 60).*

3) **Press the [REC SELECT] key for tracks 3 and 4.**
Tracks 3 and 4 are record armed and the [REC SELECT] keys for tracks 3 and 4 start flashing.

On the home screen, track numbers "3" and "4" changes to "A" and "B" respectively, showing that each input is assigned to the appropriate track.
The remaining time of the CompactFlash™ Card is shown.
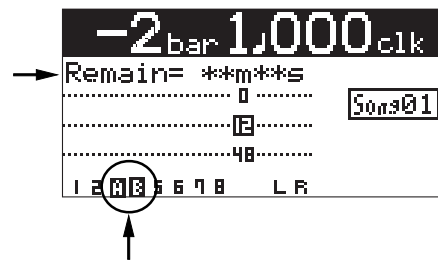
4) **Set the track faders 3, 4 and [MASTER] fader to the nominal position (marked by ≡).**
Raising these faders allows you to monitor the input sound. If these faders are not raised, you cannot monitor the sound via headphones.

> **<Note>:** *Track faders 3 and 4 are used to adjust the monitor levels. To adjust the recording level, use the [TRIM] controls for [INPUT A] and [INPUT B].*

5) Press the [RECORD] key once (the key indicator starts flashing).
Tracks 3 and 4 (which are armed) now enter the input monitor mode and "INPUT MONI" is shown on the home screen.
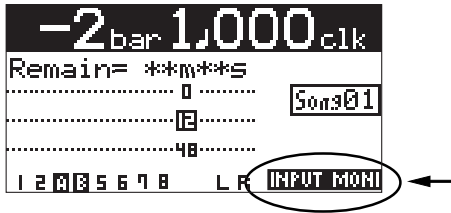

6) While playing the music, adjust the recording level of each track using the [TRIM] control of each input channel.
Adjust the level appropriately so that the PEAK indicator does not light.
Turning the [PHONES VOL] control clockwise raises the headphone monitor level.

The screen shows the input level of tracks 3 and 4, as well as the stereo L and R output levels.
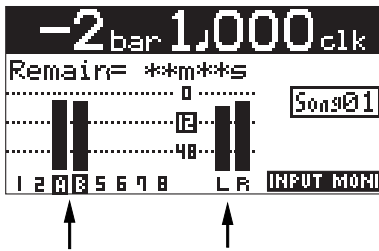
> **<Note>:** *Adjust the [TRIM] control of each input channel properly so that the PEAK indicator does not light at the loudest part of the sound.*

> **<Tip>:** You can add distortion to an electric guitar connected to [INPUT A]. Use the [DISTORTION] control to adjust the distortion level. When you add distortion, readjust the [TRIM] control.

> **<Tip>:** When receiving a line level signal, set the [TRIM] control to left ("LINE") to get the appropriate level. When receiving a microphone signal, set the [TRIM] control to right ("MIC") to get the appropriate level.

Starting recording

7) While holding down the [RECORD] key, press the [PLAY] key to start recording.
The recorder starts recording.

8) When recording completes, press the [STOP] key to stop the recorder.

> **<Note>:** *We recommend to press the [REC SELECT] key for tracks 3 and 4 to unarm these tracks.*

Playing back the recorded track

9) Press the [REWIND] key while holding down the [STOP] key to locate the recorder to the beginning of the song.

10) Press the [PLAY] key to start playback.
You can adjust the monitor level using track faders 3 and 4, as well as the [MASTER] fader and [PHONES VOL] control.

> **<Tip>:** If you are not satisfied with the result, use the undo/redo function to cancel the recording and try again.

Undoing recording (undo/redo)

If you press the [UNDO/REDO] key after finishing recording, you can return to the condition before the recording started (UNDO operation). Therefore, you can try recording again.

If you press the [UNDO/REDO] key again (after UNDO), the undo operation is canceled and you can return to the condition when the recording finished (REDO operation).

[UNDO/REDO] key

> **<Notes>:** *The undo/redo function is available for all kind of recordings, however, if you carry out any of the following operations after making recording, you cannot undo the recording.*
>
> • Carrying out new recording.
> • Carrying out track or part editing.
> • Turning off the power.
> • Selecting another song or editing the song name.

Overdubbing basics

Overdubbing is recording something new while listening to the previously recorded track(s). It is a very important method in multitrack recording. The following describes an example of overdubbing for recording a stereo keyboard to tracks 7/8 while listening to the guitar on track 1. See the procedure previously described in "Recording onto a single track" for details about how to record a guitar on track 1. In the procedure below, we assume that the song of which the guitar has been recorded on track 1 is loaded.

Note that you can make overdubbing to another track or other tracks in the same manner as described below.
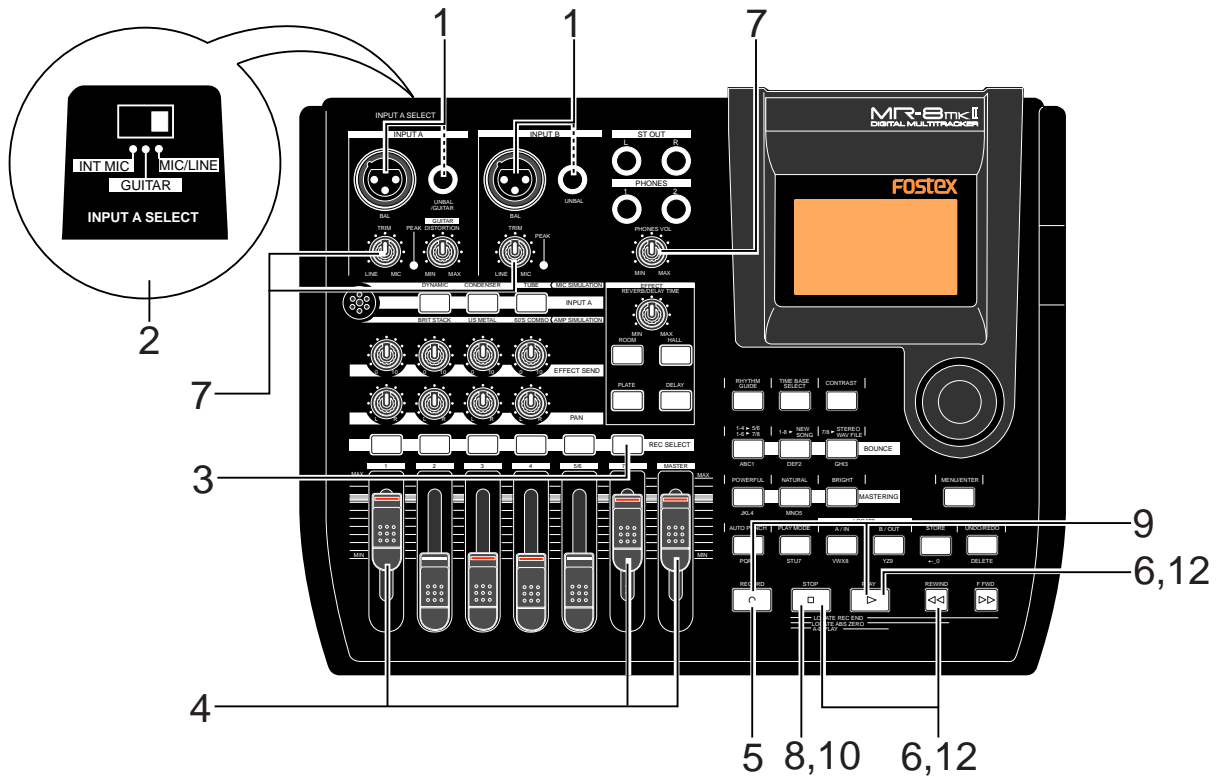
Preparation for recording

1) **Connect the L and R outputs of the keyboard to input connectors of the [INPUT A] and [INPUT B] channels.**
Connect the L and R outputs to the [INPUT A] and [INPUT B] channels respectively.

2) **Set the [INPUT A SEL] switch to "MIC/LINE".**

3) **Press the [REC SELECT] key for tracks 7/8.**
Tracks 7/8 are record armed and the [REC SELECT] key for tracks 7/8 starts flashing.
On the home screen, the remaining time is shown, while "7" and "8" for the track numbers change to "A" and "B" respectively.

This indicates you can now record the [INPUT A] and [INPUT B] channel signals to tracks 7 and 8 respectively.
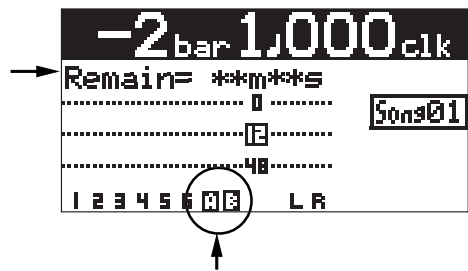
4) **Set track faders 1 and 7/8 and the [MASTER] fader to the nominal position (marked by ≡).**
Raising these faders allows you to monitor the input sound. If these faders are not raised, you cannot monitor the sound via headphones.

> *<Note>: Track 1 and 7/8 faders are used to adjust the monitor level. To adjust the recording levels, use the [TRIM] controls of the [INPUT A] and [INPUT B] channels.*

5) **Press the [RECORD] key once (the key indicator starts flashing).**

The armed tracks 7/8 now enter the input monitor mode, while "**INPUT MONI**" is shown on the home screen.
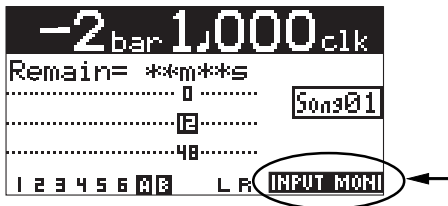
### Adjusting the recording levels while listening to track 1

6) **Press the [PLAY] key to play back the song from the beginning.**

Though tracks 7/8 are in the input monitor mode, you can hear the track 1 signal by rotating the [PHONES VOL] control clockwise (while the meter for track 1 shows the playback level).

7) **While playing the keyboard, adjust the recording levels using the [TRIM] controls of the [INPUT A] and [INPUT B] channels.**

Adjust the levels appropriately so that the PEAK indicators for these input channels do not light.

The home screen shows the playback level of track 1 and the input levels of tracks 7 and 8, as well as the stereo L and R output levels.
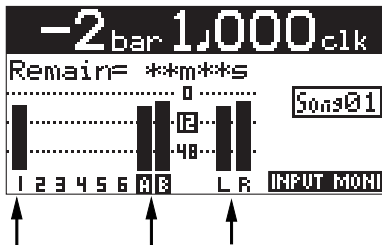
<Note>: Adjust each [TRIM] control properly so that the corresponding PEAK indicator does not light at the loudest part of the keyboard sound.

<Tip>: When receiving a line level signal, set the [TRIM] control to left ("LINE") to get the appropriate level. When receiving a microphone signal, set the [TRIM] control to right ("MIC") to get the appropriate level.

8) **After adjusting the recording levels properly, press the [REWIND] key while holding down the [STOP] key to locate the recorder to the beginning of the song.**

Starting recording

9) **While holding down the [RECORD] key, press the [PLAY] key to start recording.**

The recorder records the keyboard while playing back track 1 (guitar).

10) **When recording completes, press the [STOP] key to stop the recorder.**

<Note>: We recommend to press the [REC SELECT] key for tracks 7/8 to unarm tracks 7/8.

Playing back the recorded track

11) **Press the [REWIND] key while holding down the [STOP] key to locate the recorder to the beginning of the song.**

12) **Press the [PLAY] key to start playback.**

You can adjust the monitor level using the track faders, as well as the [MASTER] fader and [PHONES VOL] control.

<Note>: If you are not satisfied with the result, use the undo/redo function to cancel the recording and try again.

Undoing recording (undo/redo)

If you press the [UNDO/REDO] key after finishing recording, you can return to the condition before the recording started (UNDO operation). Therefore, you can try recording again.

If you press the [UNDO/REDO] key again (after UNDO), the undo operation is canceled and you can return to the condition when the recording finished (REDO operation).


[UNDO/REDO] key

<Notes>: The undo/redo function is available for all kind of recordings, however, if you carry out any of the following operations after making recording, you cannot undo the recording.

- Carrying out new recording.
- Carrying out track or part editing.
- Turning off the power.
- Selecting another song or editing the song name.

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Basic mixdown

This section describes basic mixdown which is the final process of multitrack recording. Mixdown mixes recorded materials on tracks 1 through 8 down to Stereo L/R (two tracks) as shown in the figure below. While playing back all tracks, you can apply effects (reverb/delay) to tracks 1 through 4 or adjust stereo panning and feed mixed-down signals to an external master recorder.

With the MR-8mkII, you can also record a mixed-down signal internally to a new song of the MR-8mkII using the track bouncing function, without the need of an external master recorder (see "Track bouncing" described later).

Analog master recorder
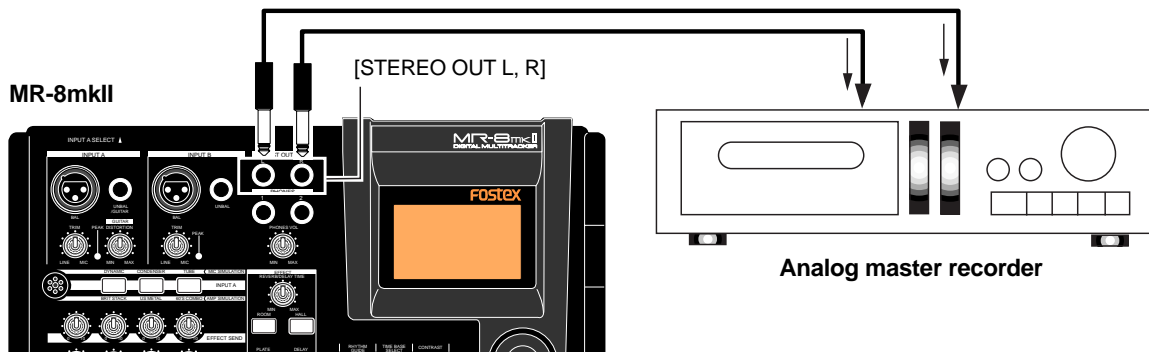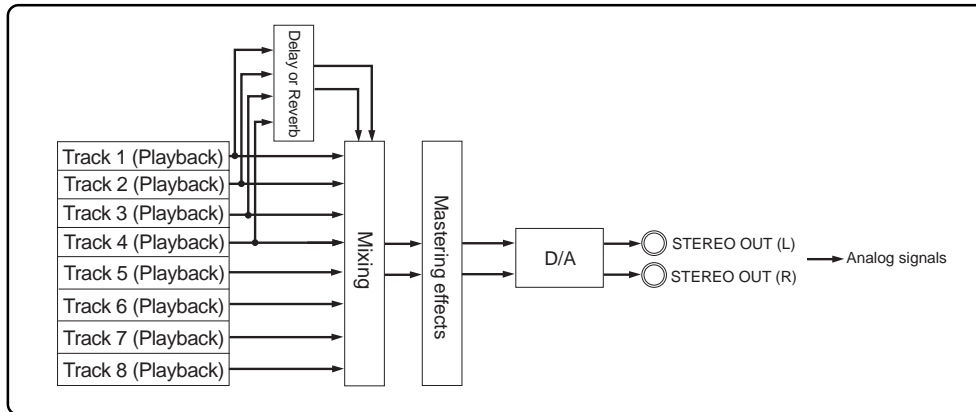
1) **Connect the [STEREO OUT (L, R)] connectors of the MR-8mkII to the input connectors of an analog master recorder.**

2) **While playing back the MR-8mkII, rehearse mixing down the recorded sounds by adjusting the level and panning of each track, applying effects to tracks 1 through 4 and applying the mastering effects to the L/R stereo mix, etc.**
The output levels from the [STEREO OUT (L, R)] connectors can be controlled by the [MASTER] fader.
Adjust the levels appropriately so that the highest segments of L and R meters do not light.

See "Using effects" on page 59 for details about the delay/reverb and mastering effects.

3) **Adjust the recording level of the master recorder while rehearsing mixdown.**
See the manual of the master recorder for details about how to adjust the recording level.

4) **After rehearsing mixdown and adjusting the recording level, locate the MR-8mkII to the beginning of the song.**

5) **Start the master recorder recording and then start the MR-8mkII playing back.**

6) **After finishing recording, stop both recorders.**

<Tip>: By sliding up or down the MR-8mkII [MASTER] fader gradually, you can fade in or fade out recording.

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Advanced playback and locate functions

This chapter describes advanced playback functions including cueing, partial playback (between points A and B), special play modes, as well as the locate function.

3 x cueing

By holding down the [F FWD] or [REWIND] key during playback, the recorder enters cueing mode and you can monitor playback at 3 x speed. It may be useful for searching a specific position.
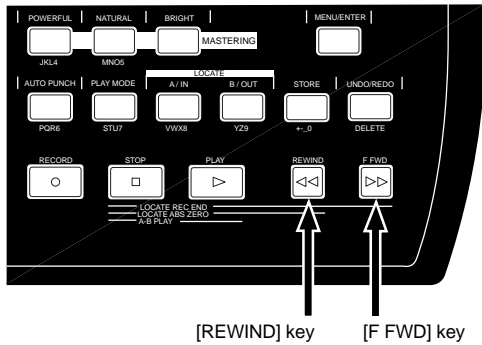
- **By holding down the [F FWD] key during playback, the recorder starts cueing forwards at 3 x speed.**
  During forward cueing, ">>" is shown on the display.

[REWIND] key   [F FWD] key

- **By holding down the [REWIND] key during playback, the recorder starts cueing backwards at 3 x speed.**
  During backward cueing, "<<" is shown on the display.

Playback between LOCATE A and B points

When the LOCATE A and LOCATE B points are set, you can playback between these points once. This function is always available regardless of the play mode setting (see "Play mode" on next page). This function allows you to check the editing part (between LOCATE A and B points) for copy/paste, erase, etc. See "Part editing" described later.

[STOP] key   [PLAY] key

<Note>: Note that this function is available only when the LOCATE A and B points are set.
See page 51 for details about how to set the LOCATE A and B points.

<Note>: If you carry out the operation above when the LOCATE A point is set ahead of the LOCATE B point (i.e. LOCATE A > LOCATE B), the MR-8mkII plays back audio data from the LOCATE A point to the REC END points once, then stops.

- **While the recorder is stopped, press the [PLAY] key while holding down the [STOP] key.**
  The MR-8mkII plays back audio data between the LOCATE A and LOCATE B points once, then stops.

LOCATE A point   LOCATE B point

Playback

While the recorder is playing back between the LOCATE A and B points, the display shows the icon as below.

During playback, you can monitor playback audio of the desired track(s) by raising the appropriate track fader(s), the [MASTER] fader and the [PHONES] control.

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Play mode

The MR-8mkII offers special play modes including the auto play, auto return and loop playback modes in addition to the normal playback mode.

Selecting a play mode

While the recorder is stopped, you can choose the desired play mode by pressing the [PLAY MODE] key as many times as needed.
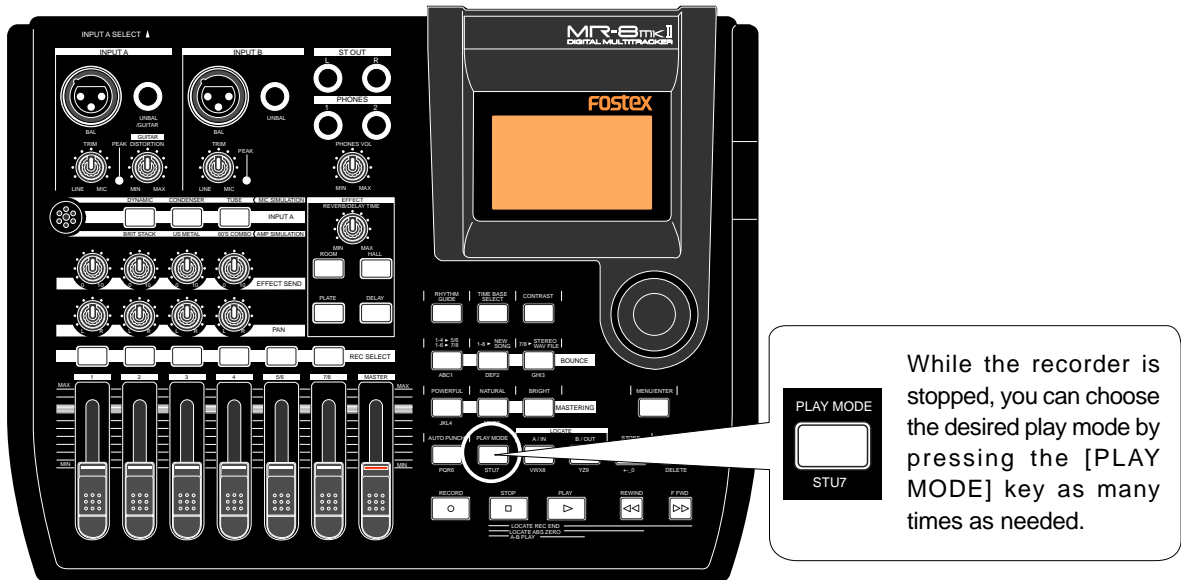
While the recorder is stopped, each time you press the [PLAY MODE] key, the play mode switches among "Off", "Auto Play", "Auto return" and "Loop".
The current mode is shown on the screen as follows (when "Off" is selected, there is no indication).

Play mode "off"

Auto play mode
← Lighting

Loop mode
← Lighting

Auto return mode
← Lighting

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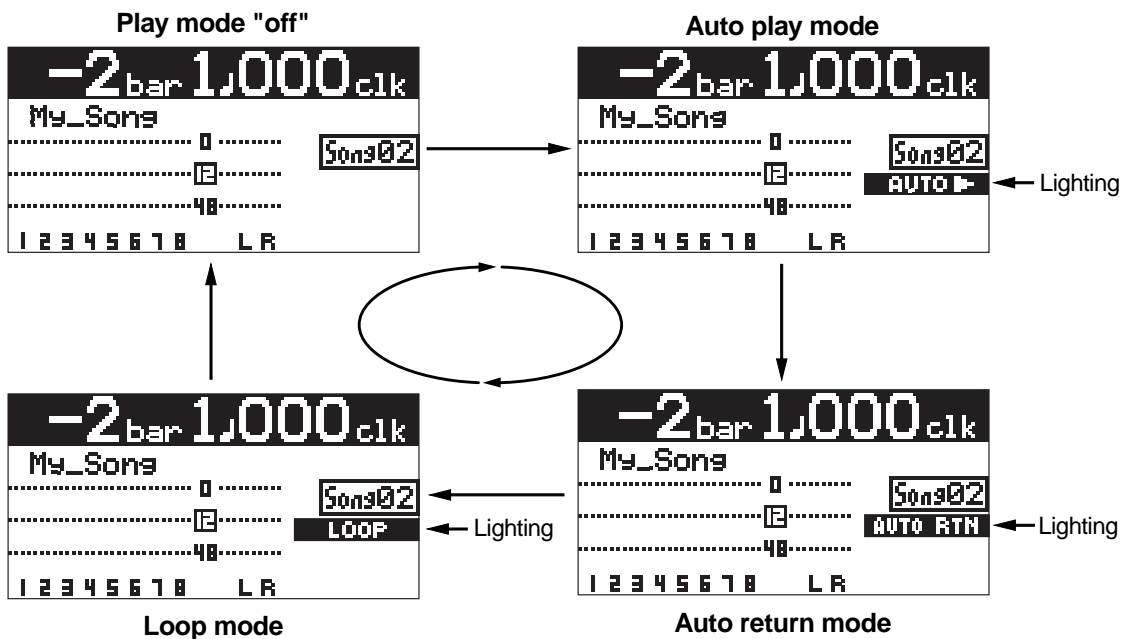
Auto play mode

In the Auto play mode, when locating to the ABS ZERO, REC END, LOCATE A or LOCATE B point, the recorder automatically starts playback from the point. The following shows the auto play function after locating to the LOCATE A point (see page 50 for the locate function).

The point where you execute the locate function

LOCATE A point

The point where you execute the locate function

Locate

Locate

Playback

When locating to the LOCATE A point, the recorder automatically starts playback immediately.
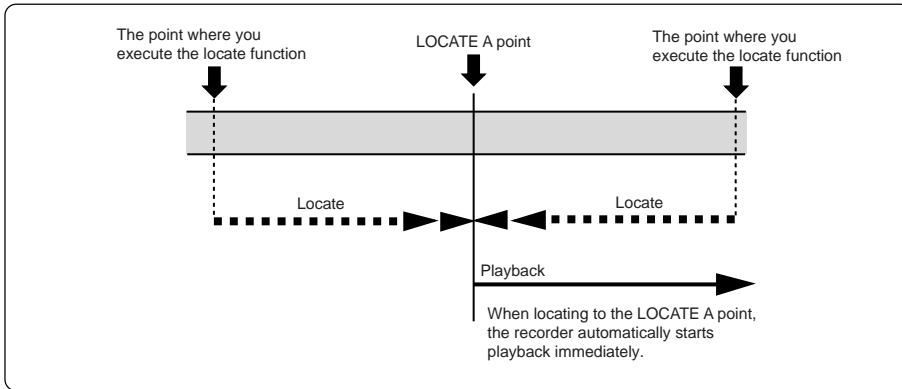
Auto return mode

The auto return mode is active when the LOCATE A and LOCATE B points are set.
In the auto return mode, when reaching at the LOCATE B point during playback, the recorder automatically locates to the LOCATE A point and stops.

LOCATE A point

LOCATE B point

playback

When reaching at the LOCATE B point during playback, the recorder automatically locates to the LOCATE A point and stops.
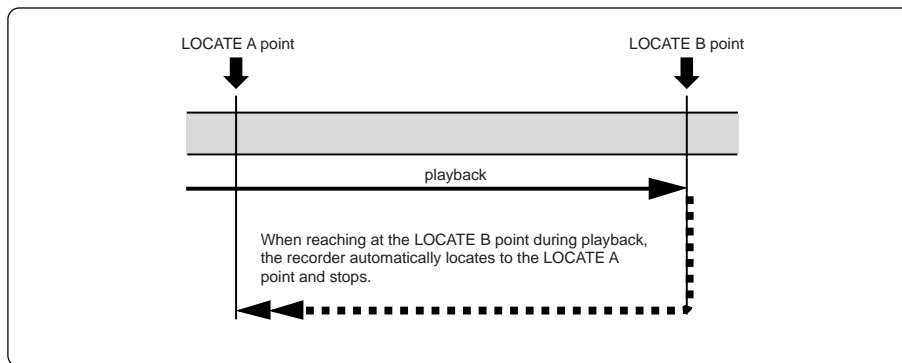
Loop mode

As with the auto return mode, the loop mode is active when the LOCATE A and LOCATE B points are set. In the loop mode, when reaching at the LOCATE B point during playback, the recorder automatically locates to the LOCATE A point and starts playback. The recorder repeats this behavior until you stop the recorder.
You may find it very convenience to use the loop function together with the auto punch in/out function (see the next page).

LOCATE A point

LOCATE B point

Playback

When locating to the LOCATE A point, the recorder automatically starts playback.

When reaching at the LOCATE B point during playback, the recorder automatically locates to the LOCATE A point.
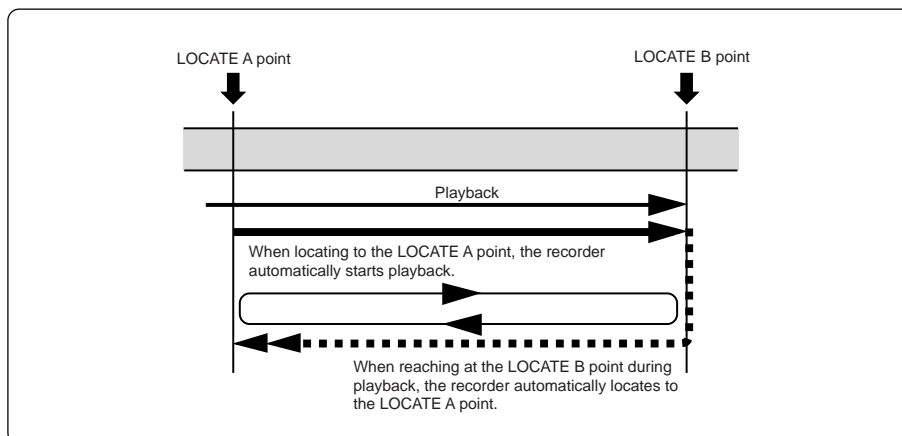
Loop function in auto punch in/out mode

When the loop mode is active (while the auto punch in/out mode is inactive), the LOCATE A and LOCATE B points are used as the loop start and end points. When the auto punch in/out mode is active (while the loop mode is inactive), the LOCATE A and LOCATE B points are used as the punch-in and punch-out points.

When both the auto punch in/out and loop modes are active, the LOCATE A and LOCATE B points are used as the punch-in and punch-out points, while the loop function starts at "the LOCATE A point minus the pre-roll time" and ends at "the LOCATE B point plus the post-roll time, as shown below. The pre-roll time is initially set to four seconds, while the post-roll time is set to one second.

> **<Note>:** *If you set the LOCATE A point to the beginning of a song (ABS ZERO) or set the LOCATE B point to the recording end point (REC END) of a song, the pre-roll or post-roll time is ignored.*
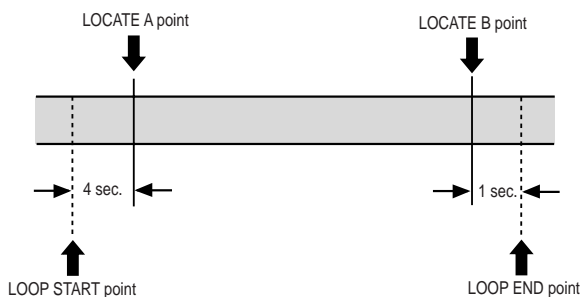
Using the loop function in the auto punch in/out mode reduces the number of key presses, allowing you to concentrate on playing.
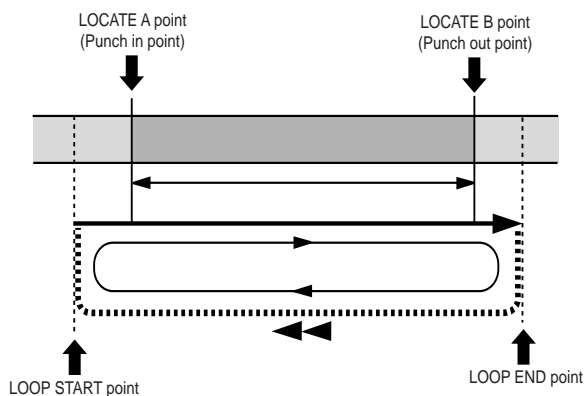
You can change the pre-roll and post-roll time within the range between 0.1 and 10.0 seconds (in 0.1 second steps) in the menu mode (see page 134).

Locate function

The following describes the locate functions, which allow you to immediately skip to a specified point in a song.

Time locate

Regardless of the current recorder position, you can locate to the beginning (ABS ZERO) of the song or the recording end (REC END) of the song.

Locating to the beginning (ABS ZERO) of a song

*   **While the recorder is stopped, press the [REWIND] key while holding down the [STOP] key.**

    The MR-8mkII immediately locates to the beginning of the song (ABS ZERO) and stops.
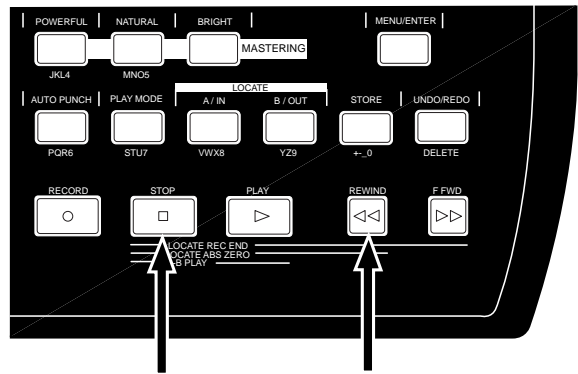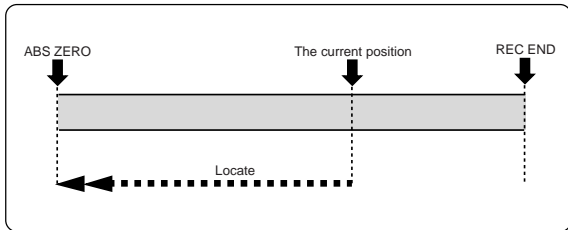
Press the [REWIND] key while holding down the [STOP] key.

Locating to the recording end point (REC END) of a song

*   **While the recorder is stopped, press the [F FWD] key while holding down the [STOP] key.**

    The MR-8mkII immediately locates to the recording end of the song (REC END) and stops.

Press the [F FWD] key while holding down the [STOP] key.

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Locating to the LOCATE A or LOCATE B point

You can set the desired point of a song as the LOCATE A or LOCATE B point.
The LOCATE A and B points can be used not only for locating, but also for auto punch in/out, play modes and part editing, etc.

Setting the LOCATE A or LOCATE B point

You can set the LOCATE A or LOCATE B point while the recorder is running or stops at the desired point, regardless of time base setting.

<Note>: You cannot set the LOCATE A or B point for a protected song. If you are going to do so, the warning message ("This song is protected!") is shown. To set the LOCATE A or B point for a protected song, release the protection first (see page 93).

<Note>: The LOCATE A point must be earlier than the LOCATE B point. If not, you cannot carry out the auto punch in/out or loop function correctly.

<Tip>: While the time base is set to the bar/beat mode, if you set the "Beat resolution" menu item in the menu mode to "On", you can store the LOCATE A or B point in beat resolution. In other words, the clock digit of the Bar/Beat/Clk value is automatically rounded down or up, so that the clock digit is always "000".
See page 136 for details about how to make the beat resolution active or inactive.

• **To set the LOCATE A point:**
When the recorder is playing back (or stopped), press the [LOCATE A/IN] key at the desired point while holding down the [STORE] key.
The display briefly shows "Store LOCATE A", and the point when pressing the [LOCATE A/IN] key is stored as the LOCATE A point.
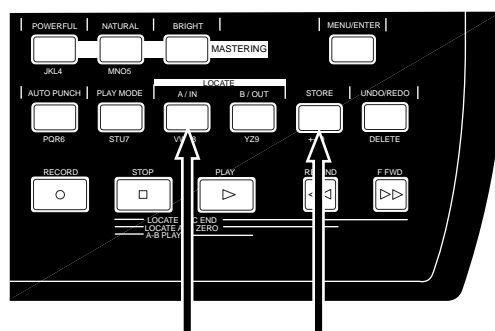
Press the [LOCATE A/IN] key while holding down the [STORE] key.

• **To set the LOCATE B point:**
When the recorder is playing back (or stopped), press the [LOCATE B/OUT] key at the desired point while holding down the [STORE] key.
The display briefly shows "Store LOCATE B", and the point when pressing the [LOCATE B/OUT] key is stored as the LOCATE B point.
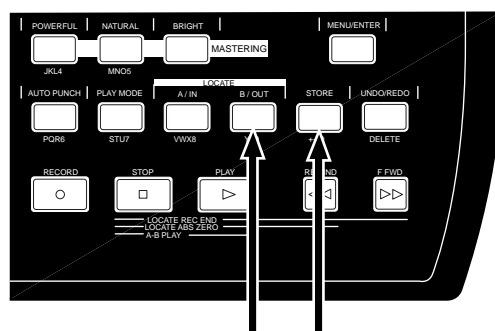
Press the [LOCATE B/OUT] key while holding down the [STORE] key.

Locating

While the recorder is stopped, press the [LOCATE A/IN] (or [LOCATE B/OUT]) key.
The recorder instantly locates to the appropriate point.

• **When the current recorder position is between the LOCATE A and LOCATE B points:**

LOCATE A point   The current position   LOCATE B point
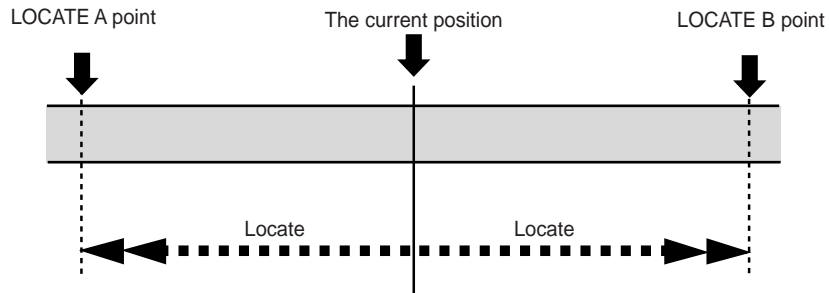
Locate   Locate

• **When the current recorder position is before the LOCATE A and LOCATE B points:**

The current position   LOCATE A point   LOCATE B point
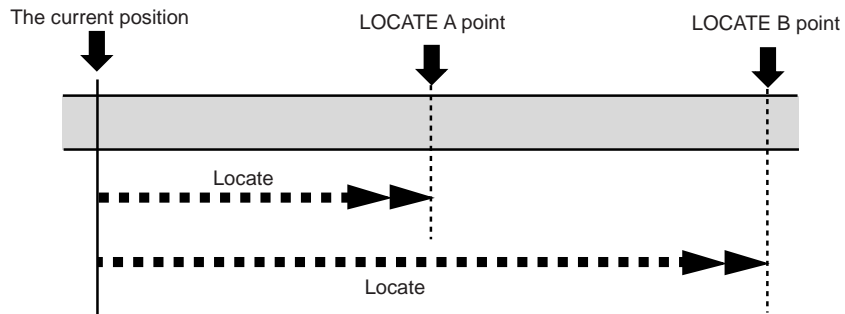
Locate

Locate

• **When the current recorder position is after the LOCATE A and LOCATE B points:**

LOCATE A point   LOCATE B point   The current position
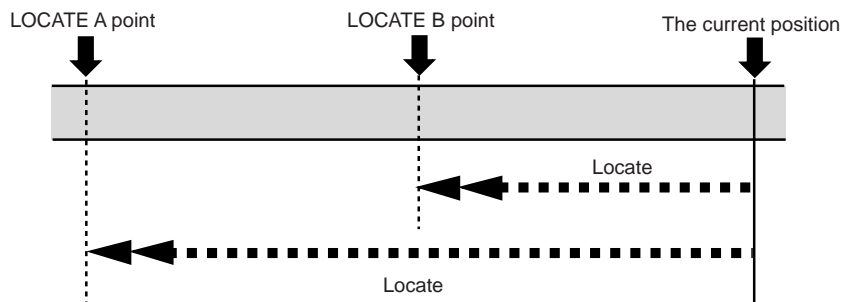
Locate

Locate

<Tip>: By selecting the play mode to "Auto play", the recorder automatically starts playback after locating the LOCATE A or LOCATE B point.

Punch in/out

Using the punch in/out function of the MR-8mkII, you can over-write the desired part of the recorded track. "Punch in" means switching from playback to recording, while "punch out" means switching from recording to playback. The MR-8mkII offers three methods for making punch in/out recording.

    1)   **Manual punch in/out using the top panel keys**
    2)   **Punch in/out using a footswitch**
    3)   **Auto punch in/out at the specified in/out points**

The following description assumes that the song you are going to make punch in/out recording to is loaded and the preparations for recording is completed.

Punch in/out using the keys on the top panel

You can make punch in/out manually by using the [RECORD] and [PLAY] keys on the MR-8mkII top panel.

> **<Note>**: *The punch in/out operation by yourself using the keys on the top panel sometimes prevents you from concentrating on playing. In such a case, ask someone to operate the MR-8mkII, or use either of the other two punch in/out methods described later.*

Press the [RECORD] key while holding down the [PLAY] key. (Punch in)

Press only the [PLAY] key. (Punch out)

Playback — Recording — Playback
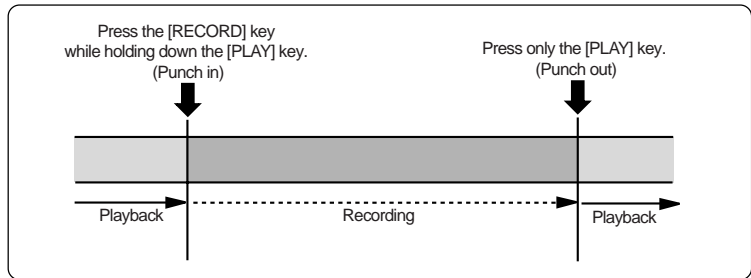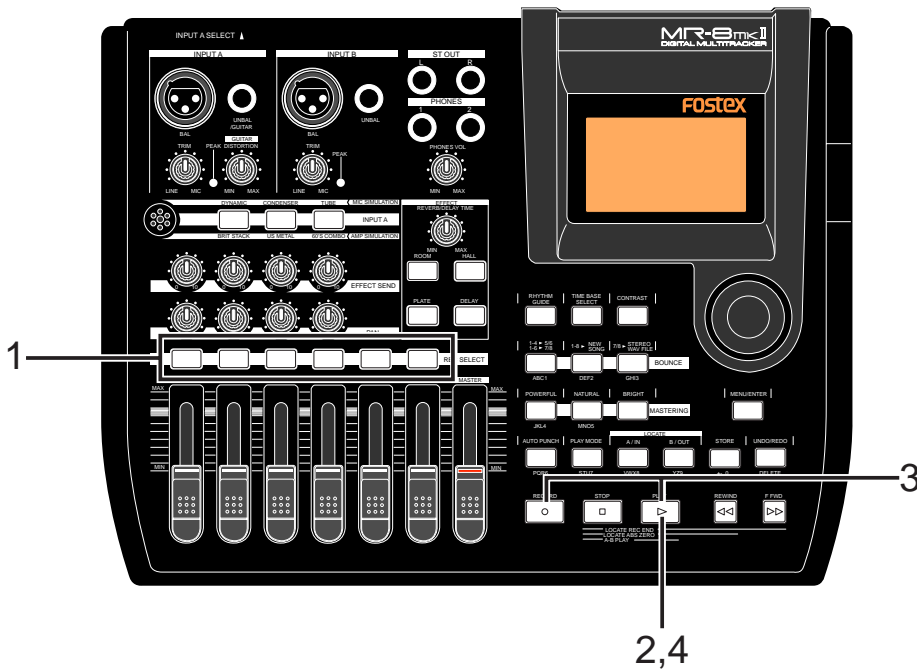
1) **Press the [REC SELECT] key for the track you are going to make punch in/out recording.**
The track is record-armed.

2) **Locate the recorder to the point before the punch-in point and press the [PLAY] key to start playback.**
It may be a good idea to play the instrument along with the playback sound, so that you can get the tempo and feel.

3) **When the recorder reaches at the point you want to punch in, press the [RECORD] key while holding down the [PLAY] key (see <Important note> below>).**
The armed track is punched in (i.e. starts recording).

> **<Important note>**
> *You cannot punch in by only pressing the [RECORD] key. You need to hold down the [PLAY] key when pressing the [RECORD] key.*

4) **When the recorder reaches at the point you want to punch out, press only the [PLAY] key.**
The recorder status switches from recording to playback.

5) **Press the [STOP] key to stop the recorder.**

6) **Rewind the recorder and play back the part you performed the punch in/out recording to check the result.**
If you are not satisfied with the result, use the undo function to cancel the punch in/out recording and try again.

Punch in/out using the footswitch

You can make hands-free punch in/out recording using an unlatched-type footswitch.

Press the footswitch.
(Punch in)

Press the footswitch.
(Punch out)

Playback   Recording   Playback
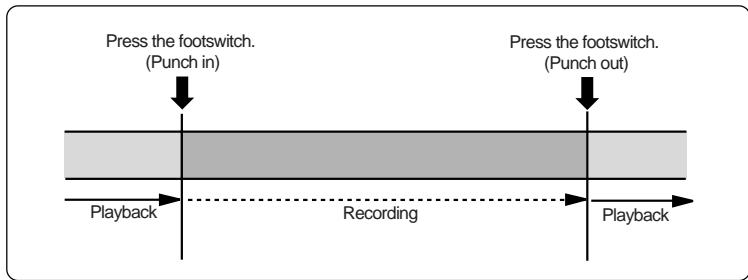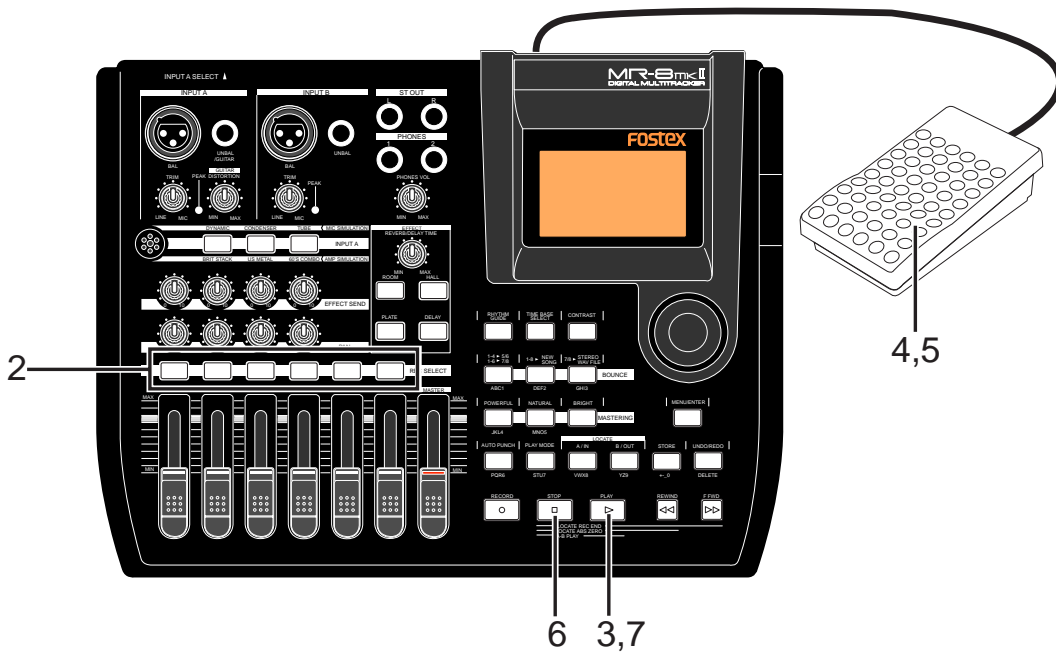
1) **Connect the footswitch to the [FOOT SW] jack on the MR-8mkII rear panel.**

[FOOT SW] jack

Unlatched-type footswitch

2) **Press the [REC SELECT] key for the track you are going to make punch in/out recording.**
    The track is record-armed.

3) **Locate the recorder to the point before the punch-in point, and press the [PLAY] key to start play back.**
    It may be a good idea to play the instrument along with the playback sound, so that you can get the tempo and feel.
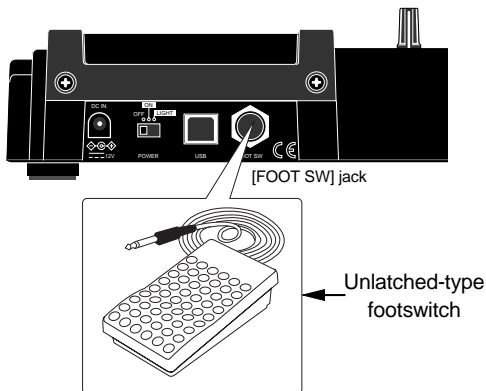
4) **When the recorder reaches at the point you want to punch in, press the footswitch.**
    The armed track is punched in (i.e. starts recording).

5) **When the recorder reaches at the point you want to punch out, press the footswitch again.**
    The recorder status switches from recording to playback.

    <Note>: You cannot perform another punch in/out recording successively.
    To perform punch in/out recording in another part, stop the recorder and perform the steps above again.

6) **Press the [STOP] key to stop the recorder.**

7) **Rewind the recorder and play back the part you performed the punch in/out recording to check the result.**
    If you are not satisfied with the result, use the undo function to cancel the punch in/out recording and try again.

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Auto punch in/out

By setting the punch-in and punch-out points in advance, The recorder automatically makes punch in/out recording for you. You can rehearse punch in/out recording as many times you like.

Setting the punch-in and punch-out points

You can set the punch-in and punch-out points on-the-fly while playing back the recorder (as well as you can set them while the recorder is stopped at the desired position).

Part replaced with a new recording
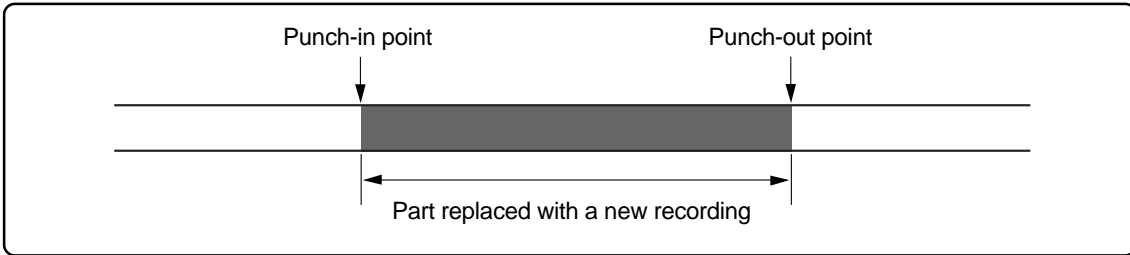
> **<Note>:** *You cannot make punch-in/out recording on a song which is protected. Release the song protection before making punch-in/out recording.*

1) **Start playback from the beginning of the song (or from a point before the point where you want to make punching in) by pressing the [PLAY] key.**

2) **When the recorder reaches at the point where you want to make punching in, press the [LOCATE A/IN] key while holding down the [STORE] key.**
   The display briefly shows "Store LOCATE A" and the time data when you press the [LOCATE A/IN] key is set as the punch-in point.

3) **When the recorder reaches at the point where you want to make punching out, press the [LOCATE B/OUT] key while holding down the [STORE] key.**
   The display briefly shows "Store LOCATE B" and the time data when you press the [LOCATE B/OUT] key is set as the punch-out point.

> **<Note>:** *If you are not satisfied with the punch-in or punch-out point you set, simply redo the operation above. The new time data overwrites the previous one.*

4) **Stop the recorder after setting the punch-in and punch-out points, and rewind the recorder to the beginning of the song (or to a point before the point where you want to make punching in).**

> **<Hint>:** To rewind the recorder to the beginning of the song after setting the punch-out point, press the [REWIND] key while holding down the [STOP] key.
>
> To locate before the punch-in point, carry out the following.
>
> (1) **While the recorder is stopped, press the [LOCATE A/IN] key.**
>   The recorder immediately locates to the punch-in point and stops.
>
> (2) **Press the [REWIND] key to move back the recorder and press the [STOP] key at the desired point.**
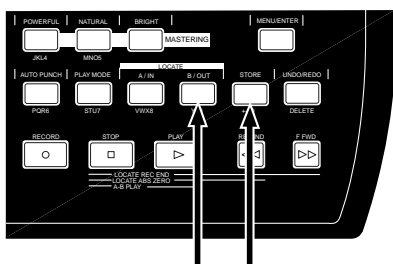
> **<Hint>:** The punch-in and punch-out points you set also can be used for the locate function, playback by the play mode and part editing (see pages 47 and 103).

Rehearsal for auto punch in/out

After setting the punch-in and punch-out points appropriately, you can rehearse the auto punch in/out for checking the punch-in and -out points or practicing punch-in and -out timing.

<How to make auto punch in/out mode active>
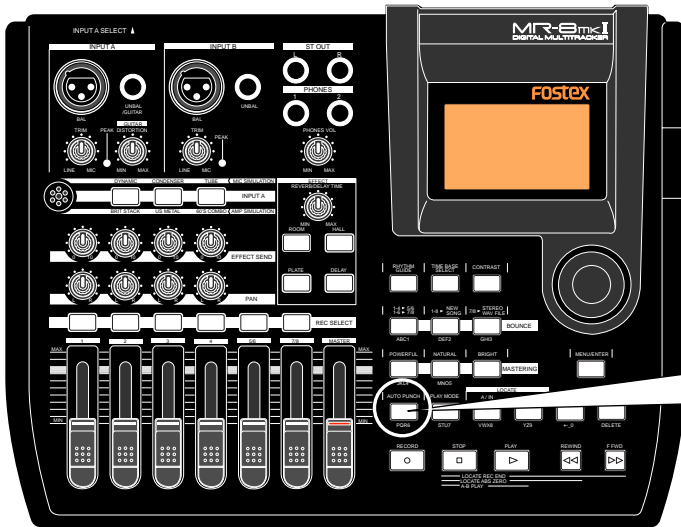
Pressing the [AUTO PUNCH] key switches the auto punch in/out mode on or off.
Each press of the [AUTO PUNCH] key turns on or off the indicator.
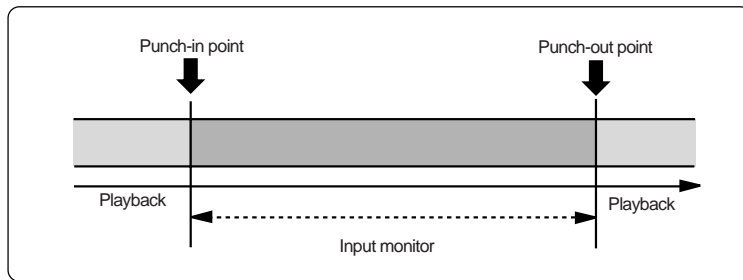
1) **Locate the recorder to the point before the punch-in point (or the beginning of the song).**

   <Tip>: You can immediately locate to the punch-in point by pressing the [LOCATE A/IN] key. Therefore, by pressing the [LOCATE A/IN] key, followed by the [REWIND] key then the [STOP] key, you can easily locate to the point before the punch-in point.

2) **Press the [REC SELECT] key of the track you are going to make punch in/out operation to arm the track.**

3) **Press the [AUTO PUNCH] key to make the auto punch mode active.**
   The "**AUTO PUNCH**" icon is now shown on the screen.

Lighting

4) **Press the [PLAY] key.**
   The recorder starts punch in/out rehearsal. The "**AUTO PUNCH**" icon on the display changes to the "**REHEARSAL**" icon.

   In the rehearsal mode, the recorder automatically switches the monitor of the armed track from "repro" to "input" at the punch-in point, but actual recording is not made (the [RECORD] key flashes while "**INPUT MONI**" is shown on the display.
   By repeating the operation above, you can practice auto in/out operation as many times as you like.

5) **After the punch-out point is passed, locate the recorder back to the beginning position.**

   <Note>: *By using the loop function when rehearsing the auto punch in/out operation, you can concentrate on playing without the need of troublesome operation of the MR-8mkII. See page 48 for details about the loop function.*

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Actual auto punch in/out

After rehearsing the auto punch-in/out operation, it's time for executing actual auto punch in/out operation.
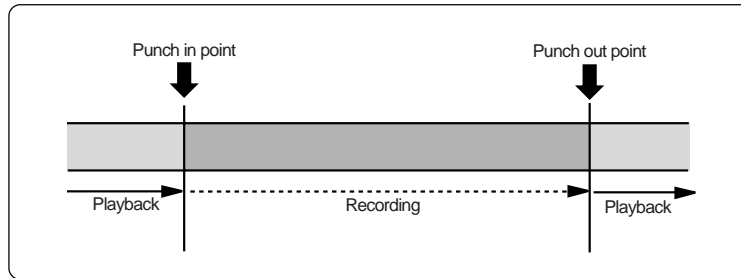
1) **Locate the recorder to the point before the punch-in point.**

2) **Make sure that "AUTO PUNCH" is shown on the screen (i.e. the auto punch mode is active).**
    If it is not shown, press the [AUTO PUNCH] key.

3) **Press the [RECORD] key while holding down the [PLAY] key.**
    The recorder starts executing actual punch in/out operation. The "AUTO PUNCH" icon on the display changes to the "TAKE" icon.

    Unlike the rehearsal, the recorder automatically starts recording when it reaches the punch-in point, then automatically stops recording and exits the auto punch mode at the punch-out point.

    > *<Note>: You can cancel the auto punch in/out recording you made by pressing the [UNDO/REDO] key.*

> *<Note>: In addition to the punch in/out function, the MR-8mkII allows you to edit the recorded material using the following editing functions.*

- Deleting the whole data on the desired track (using the "Erase Track" menu item). See page 96.

- Copying all data on a track and pasting it to another track (using the "Copy Paste Track" menu item). See page 97.

- Moving the desired track data to the other track(s) (using the "Move Track" menu item). See page 99.

- Exchanging all track data between tracks (using the "Change Track" menu item). See page 101.

- Deleting the desired part (using the "Erase Part" menu item). See page 105.

- Pasting the desired part(s) to the other track(s) (using the "Copy Paste Part" menu item or the "Copy Part" and "Paste Part" menu items). See pages 106 and 108.

- Moving the desired part(s) to the other track(s) (using the "Move Part" menu item). See page 111.

- Exchanging parts between tracks (using the "Change Part" menu item). See page 113.

<About "part">
A "part" is defined as audio data between the "LOCATE A" and "LOCATE B" points. Therefore, you have to set the "LOCATE A" and "LOCATE B" points when editing a "part".
The punch-in and punch-out points set for the auto punch in/out function also can be used as the "LOCATE A" and "LOCATE B" points.

Using effects

The MR-8mkII provides the insert effects for recording (microphone and amplifier simulation effects), the delay/reverb effects for track bounce or mixdown (for tracks 1 through 4 only), and the mastering effects for L/R mix.

Using the insert effects

The [INPUT A] channel of the MR-8mkII provides two types of insert effects: microphone and amplifier simulation effects. These effects can be used during recording.

These effects simulate popular microphones and guitar amplifiers. If you use the microphone simulation effect when you record an acoustic guitar through your microphone, you can make recording as if you are using a famous microphone. If you use the guitar amplifier simulation effect when you record an electric guitar directly connected to the MR-8mkII, you can make recording as if you are using a famous guitar amplifier.
Note that you cannot get exactly the same sound as the original microphone/guitar amplifier by using simulation effects.

Mic simulation effects

You can use mic simulation effects when the [INPUT A SELECT] switch on the rear panel is set to "MIC/LINE".

Set to the "MIC/LINE" position

INT MIC   MIC/LINE
GUITAR
INPUT A SELECT

"DYNAMIC"   "CONDENSER"   "TUBE"
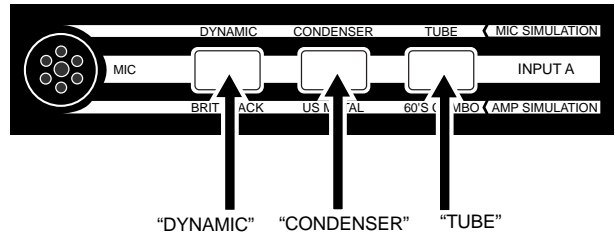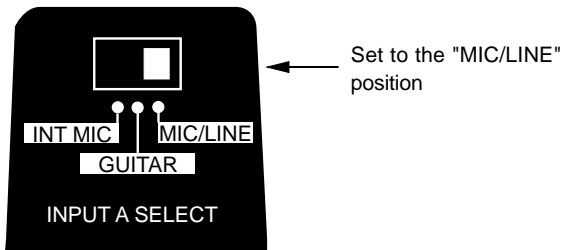
By pressing the appropriate key, you can choose from among three mic simulation effects: DYNAMIC, CONDENSER and TUBE (the indicator of the key lights up).

<Note>: When you use the internal microphone by setting the [INPUT A SELECT] switch to the "INT MIC" position, the insert effects are not available.

• Details of each mic simulation effect

DYNAMIC	Simulates the sound of a popular dynamic microphone.
CONDENSER	Simulates the sound of a popular condenser microphone for professional use.
TUBE	Simulates the sound of a popular tube microphone for professional use.

Amp simulation effects

You can use mic simulation effects when the [INPUT A SELECT] switch on the rear panel is set to "GUITAR". When the switch is set to "GUITAR", you can also use the distortion (adjusted by the [DISTORTION] control), as well as the insert effects.

Set to the "GUITAR" position

INT MIC   MIC/LINE
GUITAR
INPUT A SELECT

"BRIT STACK"   "US METAL"   "60"s COMBO"
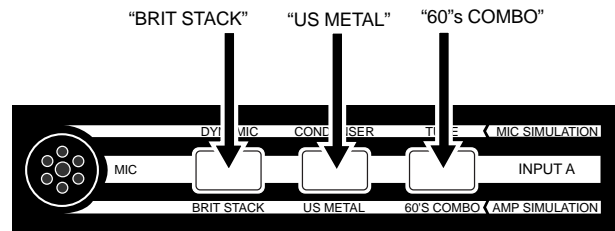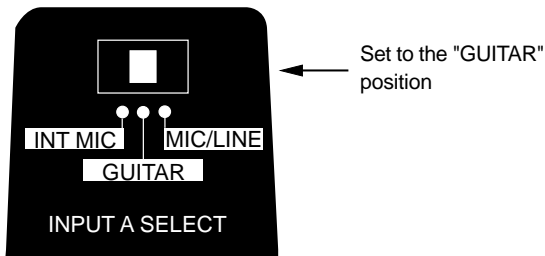
You can choose from three guitar amp simulation effects: BRIT STACK, US METAL and 60's COMBO (the selected key lights up).

• Amp simulation effects details

BRIT STACK	Simulates a popular British 800-series tube guitar amp head.
US METAL	Simulates a popular US high gain metal guitar amplifier.
60's COMBO	Simulates a popular tube combo guitar amplifier.

Using the reverb or delay

The MR-8mkII has the original built-in reverb/delay processor featuring the newly-developed algorithm. You can apply the reverb or delay to playback signals of tracks 1 through 4 during mixdown and track bouncing.

Selecting an effect type

You can select an effect type from among three reverb options (ROOM, HALL and PLATE) and a delay (DELAY) by using the keys in the [EFFECT] section shown below.

[ROOM] key —— [HALL] key

[PLATE] key —— [DELAY] key
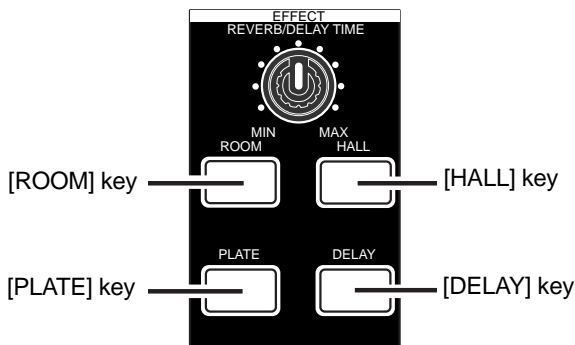
Details of each effect type

ROOM	Simulates reverberation in a medium-sized room. When you select "ROOM", you can adjust the reverb time using the [REVERB/DELAY TIME] control.
HALL	Simulates reverberation in a hall with moderate early reflection. When you select "HALL", you can adjust the reverb time using the [REVERB/DELAY TIME] control.
PLATE	Simulates a plate reverb with a wide frequency range. When you select "PLATE", you can adjust the reverb time using the [REVERB/DELAY TIME] control.
DELAY	Adds delay effects. You can select the desired delay types using the "Delay Type" item of the System menu in the menu mode (you can easily access to the "Delay Type" setting screen by a long press of the [DELAY] key). Three delay types are available: Mono, L-R and Diff. See below for details. When you select "ROOM", you can adjust the delay time using the [REVERB/DELAY TIME] control.

Selecting a delay type

When you use the delay effect, you can select a delay type.

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
   The display now shows the first page of the menu selection screen, where "**<< Back**" is highlighted initially.
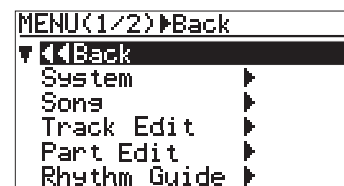
2) **Rotate the JOG dial to select "System", and press the [MENU/ENTER] key.**
   The display now shows the system menu screen, where "**<< Back**" is highlighted.
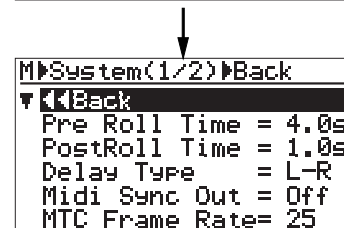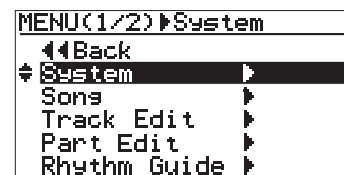
3) **Rotate the JOG dial to select "Delay Type" and press the [MENU/ENTER] key.**
   The current delay type starts flashing and you can now select from among three options shown below ("**L-R**" is initially selected).

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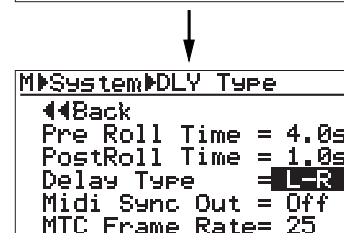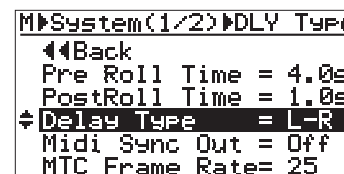
You can choose from among the following three delay types.

L - R	L-R delay (default)
Mono	Mono delay
Diff	Diffusion delay

4) **Rotate the JOG dial to select the desired delay type and press the [MENU/ENTER] key.**
The selected delay type is set, while the display returns to the previous screen.

5) **Press the [STOP] key to quit the menu mode.**

Adjusting the delay/reverb time

You can adjust the reverb time or delay time using the [REVERB/DELAY TIME] control, depending on the selected effect type.

[REVERB / DELAY TIME] control
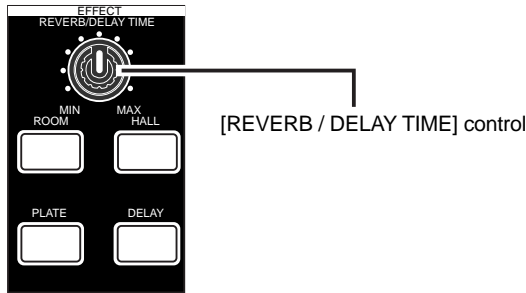
HALL	Adjusts the reverb time within the range between 1.0 s and 6.0 s (center position: 3.0 s)
ROOM	Adjusts the reverb time within the range between 0.1 s and 2.0 s (center position: 1.0 s)
PLATE	Adjusts the reverb time within the range between 0.5 s and 4.0 s (center position: 2.0 s)
DELAY	Adjusts the delay time within the range between 100 ms to 1000 ms (center position: 300 ms)

Adjusting the effect send levels

To apply the effect (reverb or delay) to tracks 1 through 4, adjust the [EFFECT SEND] control for each track to adjust the level of the track signal sent to the effect processor.
In the example as illustrated below, tracks 1 and 2 signals are sent to the effect processor.
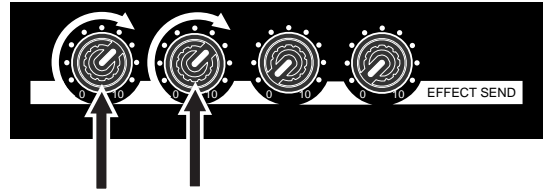
As shown in the signal flowchart below, a track (playback) signal after the track fader is fed to the [EFFECT SEND] control and adjusted, then fed to the effect processor input.

The effect processor's stereo output signals (wet signals) and stereo (L/R) signals (dry signals) are merged together and then output from the [STEREO OUT] jacks.

As you can see in the flowchart below, the signal sent to the effect processor is affected by the track fader (i.e. a track fader must be raised to send track signal to the effect processor). The signal which passes through a fader is generally called a "post fader signal".

<Signal flow from a track to the effect processor (only Track 1~ 4)>

Playback

Track 1

Dry sound

STEREO BUSS

PAN

L   R

EFFECT SEND

Adjusts the track playback level

Adjusts the send level to the effect processor

Delay or Reverb

Wet sound
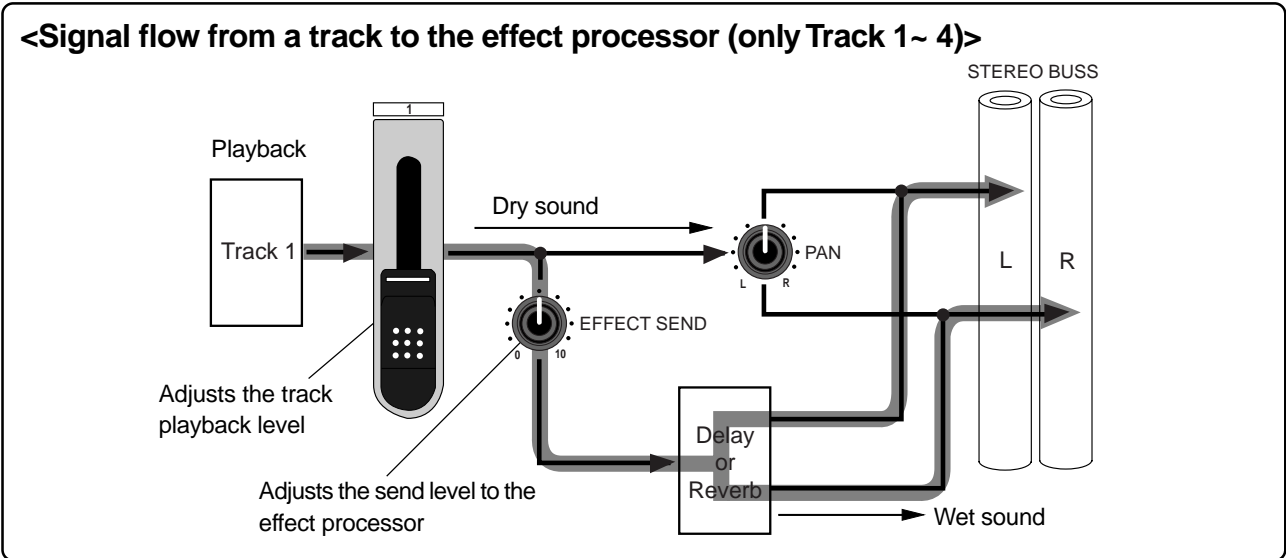
Using the mastering effects

The MR-8mkII provides the dedicated mastering effects for the L/R stereo buss.
You can use the mastering effects when bouncing more than one track to stereo tracks or when mixing down tracks 1 through 8 to stereo and sent to an external master recorder for recording.

<Bouncing tracks 1 through 4 to track 5/6>

<Bouncing tracks 1 through 6 to track 7/8>

<Bouncing tracks 1 through 8 to the New song>

<Mixing down tracks 1 through 8>

See "Track bounce" on page 65 for details about track bounce which allows mixing multiple tracks to stereo.
See "Mixdown" on page 44 for details about mixdown.
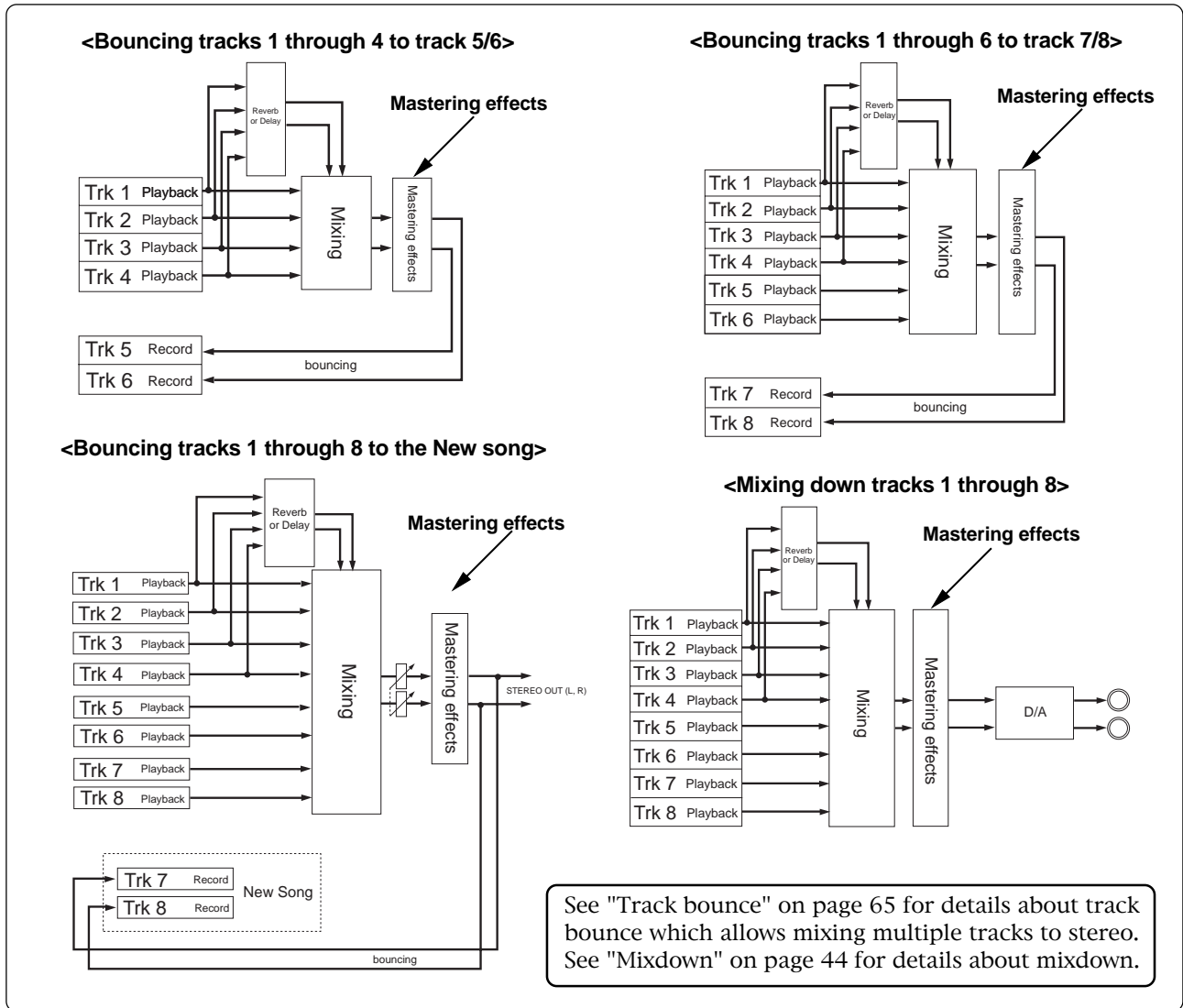
Selecting the desired effect type

Three mastering effect types are available. You can select the desired type using the [MASTERING] keys (POWERFUL, NATURAL and BRIGHT).

POWERFUL	Adds power to the sound. Good for rock.
NATURAL	Slightly adds power to the sound. Good for acoustic music.
BRIGHT	Add brightness to the sound. Good for use when the mixed sound is dark.

<Note>: By activating the mastering effect, the output level raises. Therefore, be careful of the level change when monitoring via headphones or monitor speakers, as well as when adjusting the recording level of an external recorder.

Each effect type has the following character. Select the appropriate type.

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Track bouncing

This chapter describes track bouncing which is an important function in the recording process.
The track bouncing mixes several tracks and records onto other two tracks. By using this function, you can record more sound materials to the MR-8mkII tracks.
Three track bouncing modes are available:

(1) **Bouncing tracks 1 through 4 to tracks 5/6.**

(2) **Bouncing tracks 1 through 6 to tracks 7/8**

(3) **Bouncing tracks 1 through 8 to tracks 7/8 of a new song.**

In any mode, you can apply a reverb (or delay) to tracks 1 through 4 when bouncing to two tracks in stereo. Furthermore, you can apply the mastering effect to the mixed signals.

Preliminary knowledge

Before executing track bouncing, read "Track bouncing example" below and "Track bouncing signal flow" on the next page.

Track bouncing example

You can record more than eight materials using the track bouncing function as shown in the following example.

<Step 1>
Make recording to tracks 1 through 6.

| Track 1 |
| Track 2 |
| Track 3 |
| Track 4 |
| Track 5 |
| Track 6 |
| Track 7 |
| Track 8 |

<Step 2>
Bounce tracks 1 through 6 to tracks 7/8.

| Track 1 |
| Track 2 |
| Track 3 | Mixing |
| Track 4 |
| Track 5 |
| Track 6 |
| Track 7 |
| Track 8 |

<Step 3>
Delete tracks 1 through 6.

| Track 1 |
| Track 2 |
| Track 3 |
| Track 4 |
| Track 5 |
| Track 6 |
| Track 7 |
| Track 8 |

<Step 4>
Overdub new materials to tracks 1 through 4.

| Track 1 |
| Track 2 |
| Track 3 |
| Track 4 |
| Track 5 |
| Track 6 |
| Track 7 |
| Track 8 |

<Step 5>
Bounce tracks 1 through 4 to tracks 5/6.

| Track 1 |
| Track 2 | Mixing |
| Track 3 |
| Track 4 |
| Track 5 |
| Track 6 |
| Track 7 |
| Track 8 |

In this step, you can make track bouncing while listening to tracks 7/8 as well.

<Step 6>
Delete tracks 1 through 4.

| Track 1 |
| Track 2 |
| Track 3 |
| Track 4 |
| Track 5 |
| Track 6 |
| Track 7 |
| Track 8 |

<Step 7>
Overdub new materials to tracks 1 through 4.

| Track 1 |
| Track 2 |
| Track 3 |
| Track 4 |
| Track 5 |
| Track 6 |
| Track 7 |
| Track 8 |

Signal flow of track bouncing

The following shows the signal flow for each of three track bouncing modes.

• "1-4 > 5/6" mode (see page 68)

In the "1-4 > 5/6" mode, tracks 1 through 4 are played back, mixed down to stereo, and bounced to tracks 5/6.
You can apply a reverb (or delay) to tracks 1 through 4, as well as the mastering effect to the mixed signals.

From headphones (or monitor speakers), you can hear the signals bounced to tracks 5/6 (i.e. mixed signals) as well as playback signals of tracks 7/8.
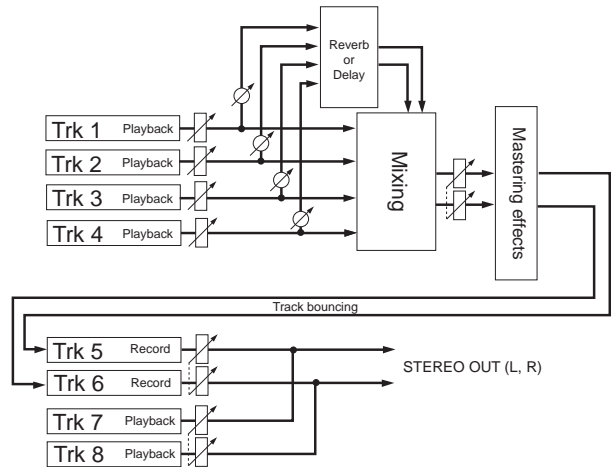
• "1-6 > 7/8" mode (see page 70)

In the "1-6 > 7/8" mode, tracks 1 through 6 are played back, mixed down to stereo, and bounced to tracks 7/8.
In this mode, you can apply a reverb (or delay) to tracks 1 through 4, as well as the mastering effect to the mixed signals.

From headphones (or monitor speakers), you can hear the signals bounced to tracks 7/8 (i.e. mixed signals).
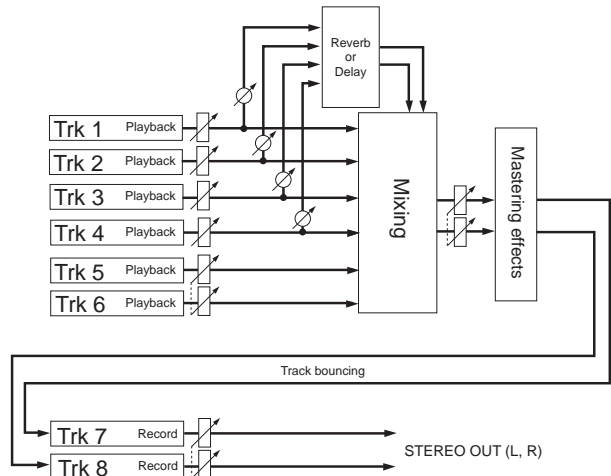
• "1-8 > NEW SONG" mode (see page 72)

In the "1-8 > NEW SONG" mode, tracks 1 through 8 are played back, mixed down to stereo, and bounced to tracks 7/8 of a new song which is automatically created. So this bouncing mode allows you to internally record a stereo master without the need of an external master recorder.
In this mode, you can apply a reverb (or delay) to tracks 1 through 4, as well as the mastering effect to the mixed signals.

From headphones (or monitor speakers), you can hear the signals bounced to tracks 7/8 of the new song.

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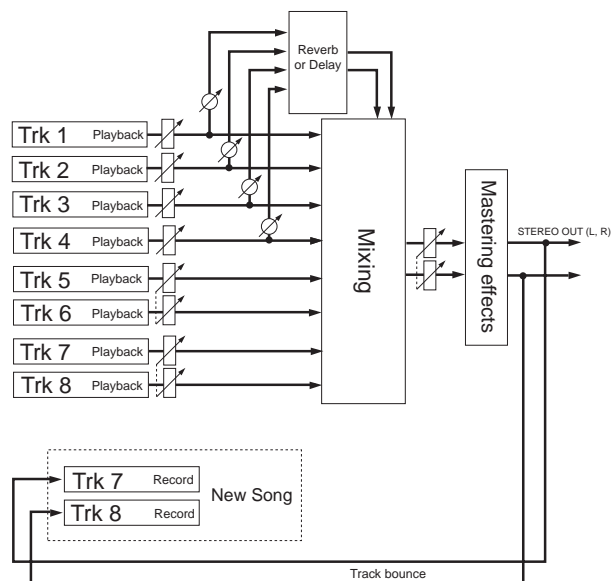
Bouncing tracks 1 through 4 to tracks 5/6

You can bounce tracks 1 through 4 to tracks 5/6.
Before executing track bouncing, you can rehearse track bouncing as many times as you like.

Rehearsal of track bouncing

Before executing track bouncing, you can rehearse it. While rehearsing track bouncing, you can control the playback level, panning and reverb (or delay) send setting of each source track, as well as apply the mastering effect to the mixed L/R signals. We recommend to make rehearsal thoroughly until you are satisfied with the sound.
The following assumes that the song you are going to execute track bouncing is loaded.
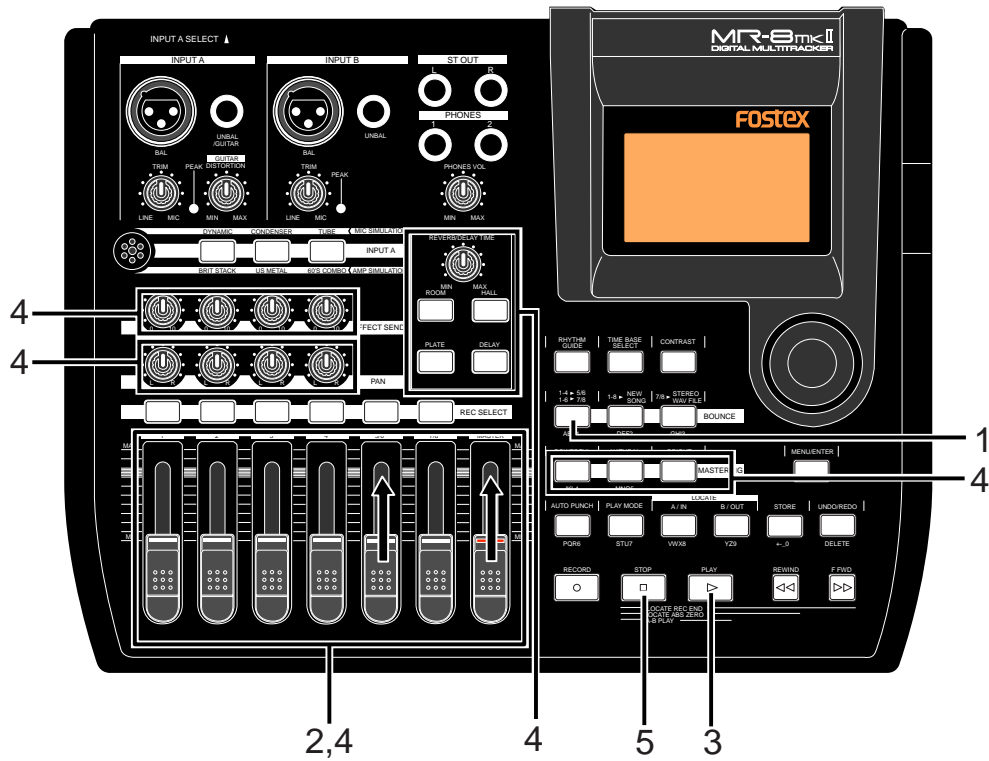
1) **Use the [1-4 > 5/6, 1-6 > 7/8] key to select the "1-4 > 5/6" bounce mode.**
Selecting this bounce mode automatically arms tracks 5/6 and changes the monitoring mode for these tracks to input monitoring mode. The display looks like this:
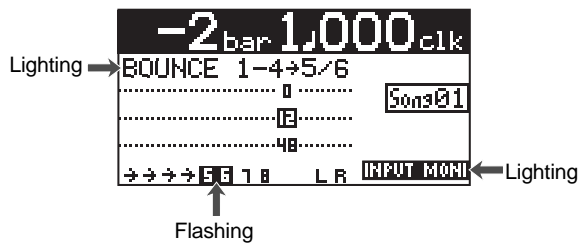
2) **Raise the [5/6] fader and [MASTER] fader to the "≡" position. Set all the other track faders down to the minimum position.**

3) **Press the [PLAY] key to start playback from the beginning of the song.**

4) **While playing back the song, adjust playback levels of tracks 1 through 4 using the track faders.**
You can also adjust panning for tracks 1 through 4 and apply the reverb or delay to these tracks, as well as apply the mastering effect to the mixed sound.

During rehearsal and actual track bouncing, the track faders and [MASTER] fader control the following signals.

Faders 1 through 4	Playback levels of tracks 1 through 4 for bouncing.
Fader 5/6	Monitor levels of tracks 5/6.
[MASTER] fader	Recording master level of tracks 5/6.

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During rehearsal and actual track bouncing, level meters on the screen show the following signal levels.

Meters 1 through 4	Playback levels of tracks 1 through 4.
Meters 5/6	Recording levels of tracks 5/6.
Meters L and R	Monitor output levels of STEREO OUT (L, R).

By raising the [PHONES VOL] control, you can hear the signals bounced to tracks 5/6.

Use the [5/6] fader to control the monitor output levels, and use the [MASTER] fader to adjust the recording levels of the bounced signals appropriately while checking meters 5/6.

You can apply the delay/reverb to tracks 1 through 4 and the mastering effects to the stereo L and R signals. See "Using effects" on page 57 for details about the delay/reverb and mastering effects.

> **<Panning control>**
> You can freely adjust panning for tracks 1 through 4 using the PAN controls.
> For example, a guitar to left, a vocal to center, etc.

5) **After finishing rehearsal, press the [STOP] key to stop the recorder and locate it to the beginning of the song.**
   Do not move the controls and faders after finishing rehearsal.

Actual track bouncing

After finishing rehearsal, let's carry out actual track bouncing. Make sure that the recorder stops at the beginning of the song.

1) **Before carrying out actual track bouncing, make sure that the bounce mode is selected to "1-4>5/6".**

2) **Press the [PLAY] key while holding down the [RECORD] key.**
   Track bouncing starts with the effect/level settings made in the rehearsal mode. The mixed signals are recorded onto tracks 5/6.

3) **After track bouncing completes, press the [STOP] key to stop the recorder.**
   Stopping the recorder automatically turns off the input monitoring mode of tracks 5/6, while the display changes to show the screen below, prompting you to play back tracks 5/6 for confirming the result.

Checking the bounced signals on tracks 5/6

You can check the bounced signals while the bounce mode is active.

1) **Press the [REWIND] key while holding down the [STOP] key to locate the recorder to the beginning of the song.**

2) **Make sure that the input monitoring mode is turned off.**

3) **Press the [PLAY] key to start playback from the beginning of the song.**

4) **Use the [5/6] fader to control the playback level of the bounced signals.**
   By playing back the recorder while the bounce mode ("1-4 > 5/6") is active, only tracks 5/6 can be monitored. In this condition, you cannot monitor playback signals of tracks 1 through 4 even if you raise their faders.

   If you want to redo track bouncing, use the undo function to go back to the condition before carrying out track bouncing, and try again.

> **<Auto punch in/out of track bouncing>**
> You can bounce only the desired part (between the IN and OUT points) using the auto punch in/out function (see page 74).

> **<Note>:** After track bouncing completes, press the [1-4 > 5/6, 1-6 > 7/8] key to exit the bounce mode.

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Bouncing tracks 1 through 6 to tracks 7/8

You can bounce tracks 1 through 6 to tracks 7/8.
As described earlier in "Bouncing tracks 1 through 4 to tracks 5/6", you can rehearse track bouncing as many times as you like before executing actual track bouncing.

Rehearsal of track bouncing

Before executing track bouncing, you can rehearse it. While rehearsing track bouncing, you can control the playback level, panning and reverb (or delay) send setting of each source track, as well as apply the mastering effect to the mixed L/R signals. We recommend to make rehearsal thoroughly until you are satisfied with the sound.
The following assumes that the song you are going to execute track bouncing is loaded.
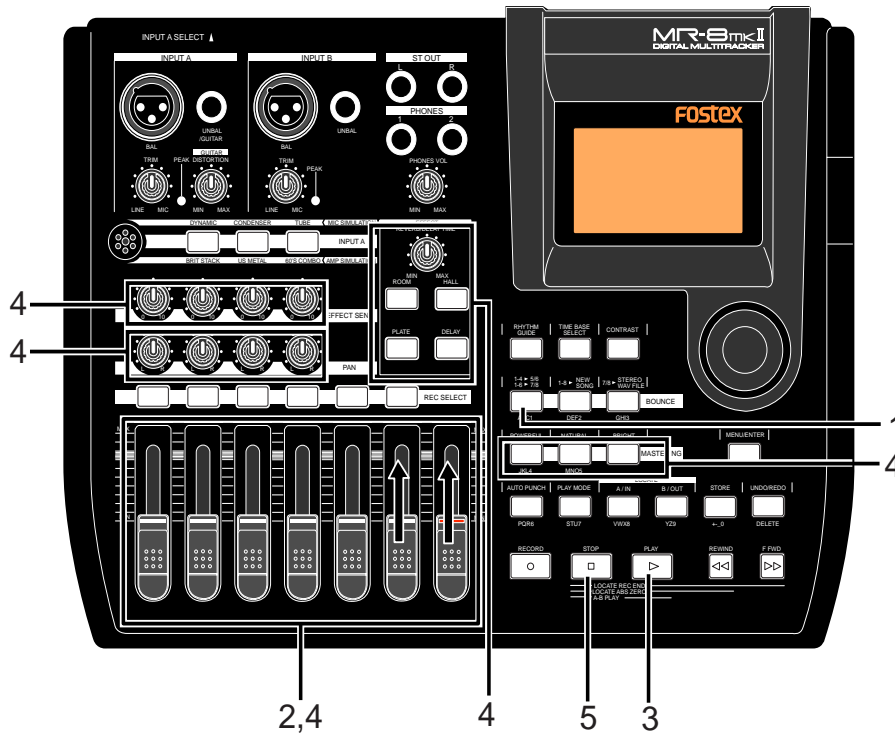
1) **Use the [1-4 > 5/6, 1-6 > 7/8] key to select the "1-6 > 7/8" bounce mode.**
Selecting this bounce mode automatically arms tracks 7/8 and changes the monitoring mode for these tracks to input monitoring mode. The display looks like this:
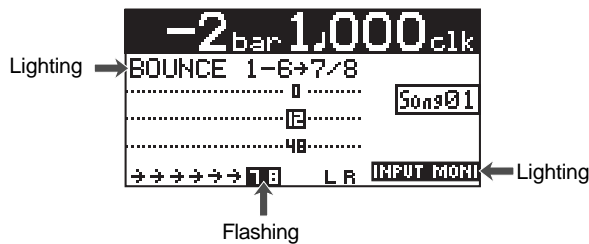
2) **Raise the [5/6] fader and [MASTER] fader to the "≡" position. Set all the other track faders down to the minimum position.**

3) **Press the [PLAY] key to start playback from the beginning of the song.**

4) **While playing back the song, adjust playback levels of tracks 1 through 6 using the track faders.**
You can also adjust panning for tracks 1 through 4 and apply the reverb or delay to these tracks, as well as apply the mastering effect to the mixed sound.

During rehearsal and actual track bouncing, the track faders and [MASTER] fader control the following signals.

Faders 1 through 4	Playback levels of tracks 1 through 4 for bouncing.
Fader 5/6	Playback levels of tracks 5/6 for bouncing.
Fader 7/8	Monitor levels of tracks 7/8.
[MASTER] fader	Recording master level of tracks 7/8.

During rehearsal and actual track bouncing, the level meters on the screen show the following signal levels.

Meters 1 through 4	Playback levels of tracks 1 through 4.
Meters 5/6	Recording levels of tracks 5/6.
Meters 7/8	Recording levels of tracks 7/8.
Meters L and R	Monitor output levels of STEREO OUT (L, R).

By raising the [PHONES VOL] control, you can hear the signals bounced to tracks 7/8.

Use the [7/8] fader to control the monitor output levels, and use the [MASTER] fader to adjust the recording levels of the bounced signals appropriately while checking meters 7/8.

You can apply the delay/reverb to tracks 1 through 4 and the mastering effects to the stereo L and R signals. See "Using effects" on page 59 for details about the delay/reverb and mastering effects.

> **<Panning control>**
> You can freely adjust panning for tracks 1 through 4 using the PAN controls. For example, a guitar to left, a vocal to center, etc.

5) **After finishing rehearsal, press the [STOP] key to stop the recorder and locate it to the beginning of the song.**
Do not move the controls and faders after finishing rehearsal.

Actual track bouncing

After finishing rehearsal, let's carry out actual track bouncing. Make sure that the recorder stops at the beginning of the song.

1) **Before carrying out actual track bouncing, make sure that the bounce mode is selected to "1-6>7/8".**

2) **Press the [PLAY] key while holding down the [RECORD] key.**
Track bouncing starts with the effect/level settings made in the rehearsal mode. The mixed signals are recorded onto tracks 7/8.

3) **After track bouncing completes, press the [STOP] key to stop the recorder.**
Stopping the recorder automatically turns off the input monitoring mode of tracks 7/8, while the display changes to show the screen below, prompting you to play back tracks 7/8 for confirming the result.

Checking the bounced signals on tracks 7/8

You can check the bounced signals while the bounce mode is active.

1) **Press the [REWIND] key while holding down the [STOP] key to locate the recorder to the beginning of the song.**

2) **Make sure that the input monitoring mode is turned off.**

3) **Press the [PLAY] key to start playback from the beginning of the song.**

4) **Use the [7/8] fader to control the playback level of the bounced signals.**
By playing back the recorder while the bounce mode ("1-6 > 7/8") is active, only tracks 7/8 can be monitored. In this condition, you can not monitor playback signals of tracks 1 through 6 even if you raise their faders.

If you want to redo track bouncing, use the undo function to go back to the condition before carrying out track bouncing, and try again.

> **<Auto punch in/out of track bouncing>**
> You can bounce only the desired part (between the IN and OUT points) using the auto punch in/out function (see page 74).

> **<Exporting bounced data to a PC>**
> Song data bounced to tracks 7/8 can be exported to a PC (see page 115).
> You can use the exported data as a source when burning an original audio CD using a CD-RW drive, or use it with a computer's music software. Before exporting song data on tracks 7/8 to a PC, you must convert the two mono WAV files on tracks 7/8 to a stereo WAV file (see page 116).

> **<Tips>:** By connecting an external CD-R/RW drive to the [USB HOST] connector, you can burn bounced song data on tracks 7/8 to a CD-R/RW disc for making your original audio CD (see page 123).

> **<Note>:** After track bouncing completes, press the [1-4 > 5/6, 1-6 > 7/8] key to exit the bounce mode.

Bouncing tracks 1 through 8 to a new song

You can bounce tracks 1 through 8 to tracks 7/8 of a new song. A new song is automatically created when executing track bouncing (**<Note>: In the "1-8 > NEW SONG" mode, you cannot bounce the desired part of a song by using the track bouncing and auto punch in/out functions together**).

Rehearsal of track bouncing

Before executing track bouncing, you can rehearse it. While rehearsing track bouncing, you can control the playback level, panning and reverb (or delay) send setting of each source track, as well as apply the mastering effect to the mixed L/R signals. We recommend to make rehearsal thoroughly until you are satisfied with the sound. The following assumes that the song you are going to execute track bouncing is loaded.

1) **Raise the [MASTER] fader to the "≡" position. Set all the track faders down to the minimum position.**

2) **Press the [PLAY] key to start playback from the beginning of the song.**

3) **While playing back the song, adjust playback levels of tracks 1 through 8 using the track faders.**
You can also adjust panning for tracks 1 through 4 and apply the reverb or delay to these tracks, as well as apply the mastering effect to the mixed sound.

During rehearsal and actual track bouncing, the track faders and [MASTER] fader control the following signal levels.

Faders 1 through 8	Playback levels of tracks 1 through 8 for bouncing.
[MASTER] fader	Recording master levels of bouncing.

During rehearsal and actual track bouncing, the level meters on the screen show the following signal levels.

Meters 1 through 8	Playback levels of tracks 1 through 8.
Meters L and R	Output levels of STEREO OUT (= recording levels of bouncing)

By raising the [PHONES VOL] control, you can hear the bounced signals.

Use the track faders (1 through 8) to control the track output levels, and use the [MASTER] fader to adjust the master recording levels of the bounced signals appropriately while checking meters L/R.

See "Using effects" on page 57 for details about the delay/reverb and mastering effects.

4) **After finishing rehearsal, press the [STOP] key to stop the recorder and locate it to the beginning of the song.**
Do not move the controls and faders after finishing rehearsal.

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Actual track bouncing

After finishing rehearsal, let's carry out actual track bouncing.
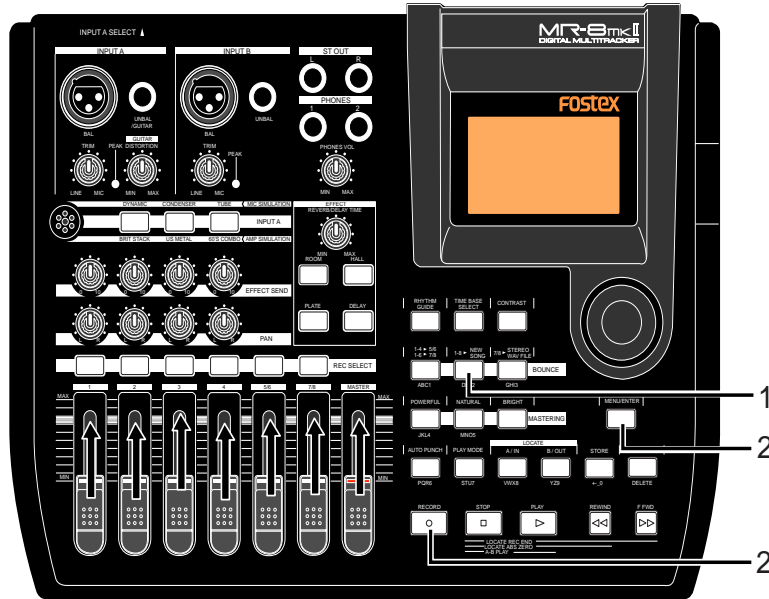
1) **While the recorder is stopped, press the [1-8 > NEW SONG] key.**

The [1-8 > NEW SONG] key lights up and the display shows the screen below.
If you execute track bouncing, press the [MENU/ENTER] key while holding down the [RECORD] key. If you cancel track bouncing, press the [STOP] key.

```
Bounce 1-8> New Song
  Bounce All Tracks.

     Are You Sure?      ─── flashing
 Yes→RECORD+ENTER Key
    No→STOP Key
```
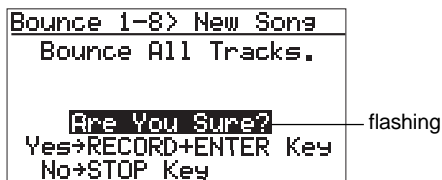
2) **Press the [MENU/ENTER] key while holding down the [RECORD] key.**

Track bouncing starts. The mixed (bounced) signals are recorded to tracks 7/8 of a new song. The screen example below shows that tracks 1 through 8 of Song02 (whose name is "Moonlit") is now being bounced to tracks 7/8 of the new song (Song04). Meters 1 through 8 show the playback levels of tracks 1 through 8, while the L and R meters shows the recording levels of tracks 7/8 of Song04.

```
  -2bar 1, ●
BOUNCE 1-8 → SONG04
          0
          12   Song02
          48   Cancel
++++++++    LRSTOPkey
```
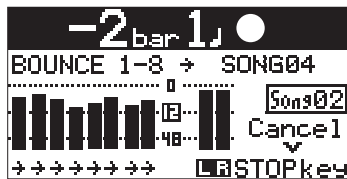
<Note>: To cancel track bouncing in the middle, press the [STOP] key. Pressing the [STOP] key automatically deletes the new song created in step 2 above and turns off the bounce mode.

<Note>: When you are going to execute track bouncing, if there is not enough space on the CompactFlash™ Card or 99 songs already exist on the disk, a warning message appears and the operation is canceled.

When track bouncing to a new song completes, the recorder automatically stops and the display shows the home screen of the new song.

The song name of the new song is given by the name of the original song with "-**" (** is a two-digit number).

```
  -2bar 1,000clk
Moonlit-01
          0
          12   Song04
          48
 12345678   LR
```

You can check the result by following the procedure described in "Checking the bounced signals on tracks 7/8" on page 71.

<Exporting bounced data to a PC>
Song data bounced to tracks 7/8 of the new song can be exported to a PC. You can use the exported data as a source when burning an original audio CD using a CD-RW drive, or use it with a computer's music software (see page 115).

<Chips>: By connecting an external CD-R/RW drive to the [USB HOST] connector, you can burn bounced song data on tracks 7/8 to a CD-R/RW disc for making your original audio CD (see page 123).

Bouncing the desired part of a song

Typically, bouncing is executed from the beginning to the end of a song, as shown in Figure 1 below. However, you can bounce only the desired part by using the track bouncing and punch in/out functions together. The following assumes that the song you are going to execute track bouncing is loaded and you finished rehearsal of track bouncing.

The following procedure shows the example of bouncing the desired part of a song in the "Bounce 1-6 > 7/8" mode **(<Caution!>: In the "1-8 > NEW SONG" mode, you cannot bounce the desired part of a song by using the track bouncing and auto punch in/out functions together).**

Typical bouncing (Fig. 1)   **Bouncing the desired part (Fig. 2)**
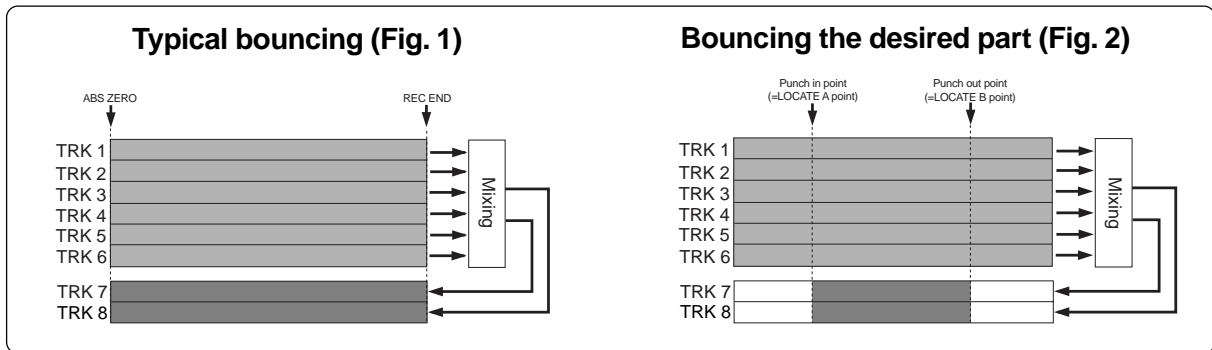
1) **Set the punch-in and punch-out points (see page 56).**
By pressing the [PLAY] key while holding down the [STOP] key, you can play back the part between the punch-in and punch-out points (see page 46).

2) **Locate the recorder to a position before the punch-in point.**

3) **Press the [1-4>5/6, 1-6>7/8] key to set the bounce mode to "1-6>7/8".**
When setting the bounce mode to "1-6>7/8", tracks 7/8 automatically enter the input monitor mode and "**INPUT MONI**" lights on the home screen.
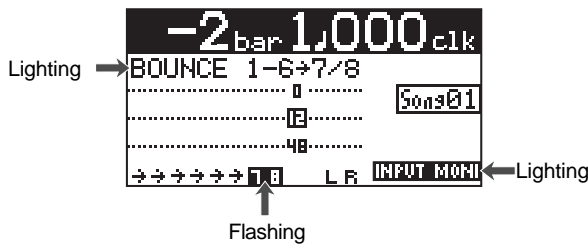
4) **Press the [AUTO PUNCH] key to activate the auto punch mode.**
When the auto punch mode is active, "**AUTO PUNCH**" lights on the home screen.

5) **Press the [RECORD] key while holding down the [PLAY] key.**
The "**TAKE**" icon is shown and the recorder starts playback. It automatically starts recording (bouncing) when it reaches the punch-in point.
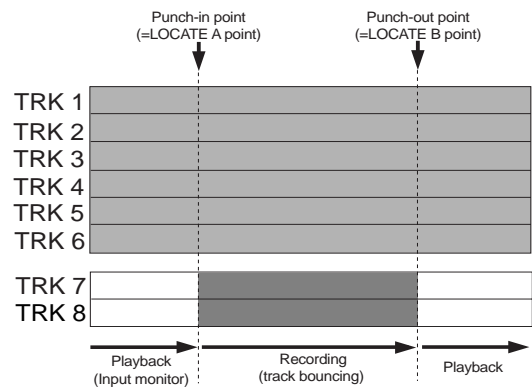
The recorder stops recording (bouncing) at the punch-out point and returns to playback, while the auto punch mode exits and "**TAKE**" in the screen turns off.

<Note>: During playback in the operation above, you cannot monitor the sound. You can monitor the sound (bounced sound) only during recording between punch-in and punch-out points.

6) **Press the [STOP] key to stop the recorder.**
Check the result by playing back the bounced tracks, as described earlier.

<Note>: If you are not satisfied with the result, press the [UNDO/REDO] key to redo the operation.

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Rhythm guide function

The MR-8mkII offers the rhythm guide function, which allows outputting the rhythm guide click during recording.

This chapter describes how to output the rhythm guide, set the time signature/tempo and create the conductor map.

Using the rhythm guide function

The MR-8mkII provides the metronome function which can output the rhythm guide click during recording. You can easily output the guide click from the [STEREO OUT] jacks by pressing the [RHYTHM GUIDE] key on the top panel. Two types of the rhythm guide are available: one has the constant time signature/tempo throughout a song, while the other has the programmed time signature/tempo map.
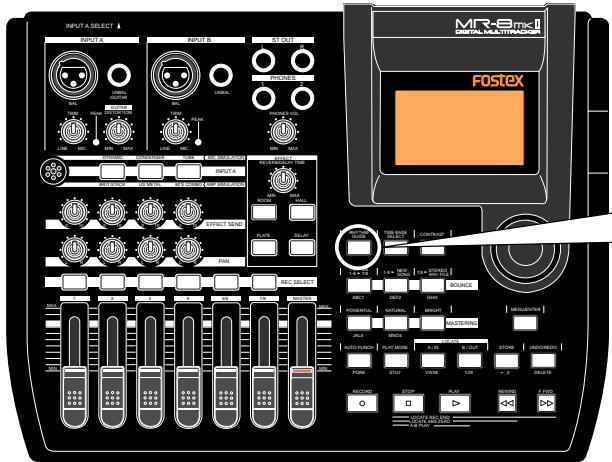
To output the rhythm guide click, turn on the [RHYTHM GUIDE] key. By default, the guide click is output at time signature=4/4, tempo=120.

You can output the rhythm guide click according to the desired constant time signature and tempo, as well as the programmed rhythm guide click based on the conductor map.

When recording starts, the MR-8mkII simultaneously starts feeding the rhythm guide click from the [STEREO OUT (L, R)] jacks at the selected level (the default is 80). Note that the rhythm guide click is not output during track bouncing. The output level of the rhythm guide click is shown on the L and R level meters.
Note that you can monitor the rhythm guide click via headphones or (a) monitor speaker(s). You cannot record the rhythm guide click to any MR-8mkII track(s). If you do not want to output the rhythm guide click, turn off the [RHYTHM GUIDE] key.

Setting the time signature and tempo

You can set the default rhythm guide (time signature: 4/4, tempo: 120), output level, etc. using the "Rhythm Guide" menu in the menu mode.

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).
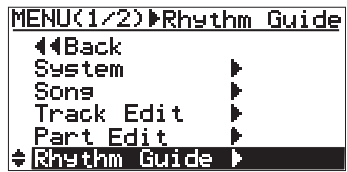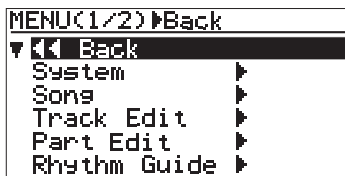
2) **Rotate the JOG dial to select "Rhythm Guide", and press the [MENU/ENTER] key.**
The display now shows the screen for setting the rhythm guide, where "<< Back" is highlighted.
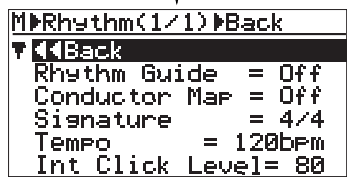
<Tip>: While the home screen is shown and the recorder is stopped, long press of the [RHYTHM GUIDE] key directly brings up the screen for setting the rhythm guide.

3) **Rotate the JOG dial to select the desired item, and press the [MENU/ENTER] key.**

The current setting of the selected item starts flashing. On the screen examples below, the "Rhythm Guide" item is highlighted (see the upper screen) and the [MENU/ENTER] key is pressed (see the lower screen).

```
M▶Rhythm(1/1)▶Guide
 ◀◀ Back
♦Rhythm Guide = Off
 Conductor Map = Off
 Signature    = 4/4
 Tempo        = 120bpm
 Int Click Level= 80
```

```
M▶Rhythm(1/1)▶Guide
 ◀◀ Back
 Rhythm Guide = Off ── flashing
 Conductor Map = Off
 Signature    = 4/4
 Tempo        = 120bpm
 Int Click Level= 80
```

4) **Rotate the JOG dial to select the desired option, and press the [MENU/ENTER] key.**

The selected option (in the example above, "On" or "Off") is confirmed and the display returns to the previous screen.

You can make setting for each item similarly.
The rhythm guide setting screen has the following items.

```
M▶Rhythm(1/1)▶Back
▼◀◀Back
 Rhythm Guide  = Off
 Conductor Map = Off
 Signature     = 4/4
 Tempo         = 120bpm
 Int Click Level= 80
```
① ② ③ ④ ⑤

1. Rhythm Guide: On/off selection of the rhythm guide
The setting you make here is reflected to the [RHYTHM GUIDE] key (the key is lit when ON, while it is unlit when OFF). Conversely, when you turn on or off the rhythm guide using the [RHYTHM GUIDE] key, the status is reflected to this screen. See the table on the right for details.

2. Conductor Map: On/off selection of the conductor map
This item enables or disables the conductor map (see "Conductor map" described later).
The default is "Off". See the table on the right for details.

3. Signature: Time signature setting
The default is "4/4". You can select from among 1/4 through 5/4 and 1/8 through 8/8.
The setting here is effective from the beginning to the end of the song when the "Conductor Map" item is set to "Off" (i.e. the same time signature all through the song). When the "Conductor Map" item is set to "On", the setting here is ineffective. See the table on the right for details.

4. Tempo: Tempo setting
The default is "120bpm". You can select between 30 and 250 bpm. The setting here is effective from the beginning to the end of the song when the "Conductor Map" item is set to "Off" (i.e. the same tempo all through the song).
When the "Conductor Map" item is set to "On", the setting here is ineffective. See the table on the below for details.

5. Int ClickLevel: Internal click output level
The default is "80". You can set it between 0 and 99.

To exit the menu mode, press the [STOP] key, or select "<< Back" and press the [MENU/ENTER] key repeatedly.

The table below shows how the "Rhythm Guide" and "Conductor Map" item settings affect the conditions of rhythm guide output and bar/beat indication.

On/off conditions	Rhythm guide	Bar/beat indication
Rhythm Guide: Off Conductor Map: Off	**No output**	The "Signature" and "Tempo" item settings are effective.
Rhythm Guide: Off Conductor Map: On	**No output**	The conductor map is effective.
Rhythm Guide: On Conductor Map: Off	**Output:** The tempo and time signature setting on this screen is effective.	The "Signature" and "Tempo" item settings are effective.
Rhythm Guide: On Conductor Map: On	**Output:** The conductor map setting is effective.	The conductor map is effective.

<Note>: *When "Conductor Map" is set to "On", the "Signature" and "Tempo" fields show "- - -" as below. This indicates that the signature and tempo values set on this screen are ineffective, while the conductor map setting is effective.*

```
M▶Rhythm(1/1)▶Back
 ◀◀Back
 Rhythm Guide  = On
 Conductor Map = On
 Signature     = ---
 Tempo         = ---bpm
 Int ClickLevel=  80
```
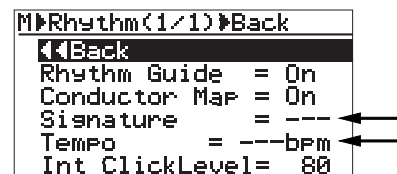
See the next page for details about how to set the conductor map.

Creating the conductor map

The MR-8mkII can output the rhythm guide click which follows the "conductor map" during recording. It can also output MIDI clock and song position pointer which follows the "conductor map" from the [MIDI OUT] connector.

The conductor map consists of the time signature map and tempo map. You can add "events" to each map. Each event specifies the time signature or tempo, as well as the position from which the specified time signature or tempo is effective. The time signature or tempo specified by each event is effective until the next event in the map appears.

For example, if the time signature map has two events -- one sets "4/4" at the first bar 1, while the other sets "2/4" at the third bar --, the song is played in 4/4 from bar 1 to 2, and played in 2/4 from bar 3 to the end.

For another example, if the tempo map has two events -- one sets "120" at the first bar 1/first beat while the other sets "90" at bar 12/beat 2 --, the song is played at 120 bpm from bar 1 to bar 12/beat 1, while it is played at 90 from bar 12/beat 2 to the end.
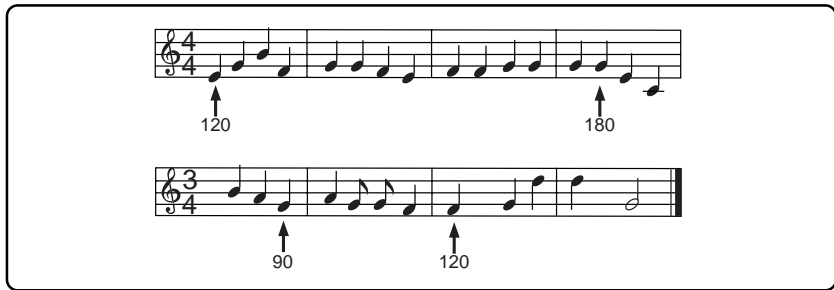
Setting the signature map

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen). You can also return to the previous screen by pressing the [REWIND] key.

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

2) **Rotate the JOG dial to select "Song", and press the [MENU/ENTER] key.**
The display now shows the song editing screen, where "<< Back" is highlighted.

```
MENU(1/2)▶Song
 ◀◀Back
  System        ▶
⇕ Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

```
M▶Song(1/2)▶Back
▼◀◀Back
  Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
  Protect     = Off
  Delete Unused ▶
```
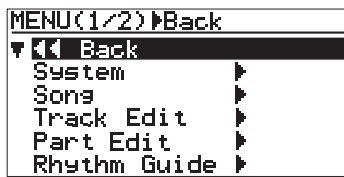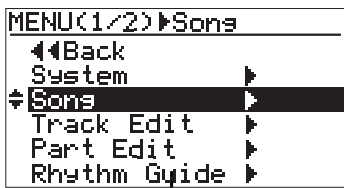
3) **Rotate the JOG dial to select "Signature Map" on the second page, and press the [MENU/ENTER] key.**
The display shows the signature map screen on which the current time signature events are listed. Each event specifies the bar number and time signature. By default, "1Bar -> 4/4" and "---Bar -> ---" are listed. In this condition, the song is played in 4/4 from the beginning to the end.
"---Bar -> ---" is used to create a new event.

```
M▶Song(2/2)▶Sig.Map
 ◀◀Back
⇕ Signature Map▶
  Tempo Map     ▶
  Bar Offset  =-2Bar
```

↓

```
M▶Song▶Sig.Map(1/1)
 ◀◀Back
     1Bar  →  4/4
   ---Bar  →  ---
```
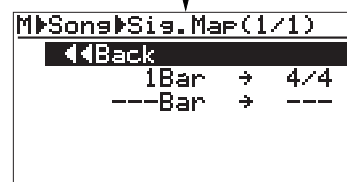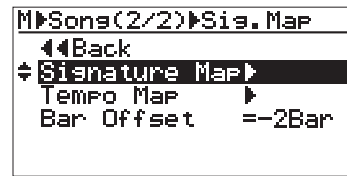
The procedure example below shows how to add the following events to the signature map.

Bar 1 through bar 3:	**4/4**
Bar 4 through bar 7:	**3/4**
Bar 8 through bar 11:	**4/4**
Bar 12 through bar 15:	**5/8**
Bar 16 through the last bar:	**3/4**

4) Rotate the JOG dial to select "---Bar -> ---", and press the [MENU/ENTER] key.
The display now shows the screen for setting the new time signature event, where "<< Back" is highlighted.

```
M▶Song▶Sig.Map(1/1)
 ◀◀Back
    1Bar    ⇥   4/4
    ---Bar  ⇥   ---
```

↓

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   2Bar
    Sig. = 4/4

 [ENTER] [DELETE]
```

5) Rotate the JOG dial to select "Bar = 2Bar", and press the [MENU/ENTER] key.
"2Bar" starts flashing and you can now set the bar number.

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   2Bar
    Sig. = 4/4

 [ENTER] [DELETE]
```

↓

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   2Bar ──── flashing
    Sig. = 4/4

 [ENTER] [DELETE]
```

6) Rotate the JOG dial to enter the desired bar number, and press the [MENU/ENTER] key.
In this procedure example, enter "4Bar". The display returns to the previous screen.

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   4Bar ──── flashing
    Sig. = 4/4

 [ENTER] [DELETE]
```
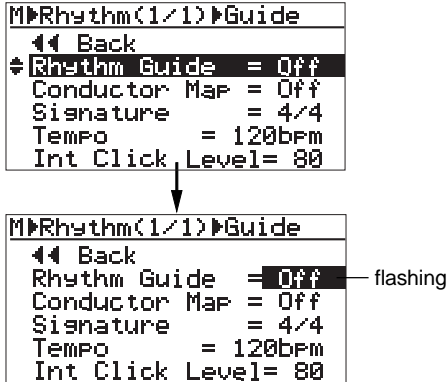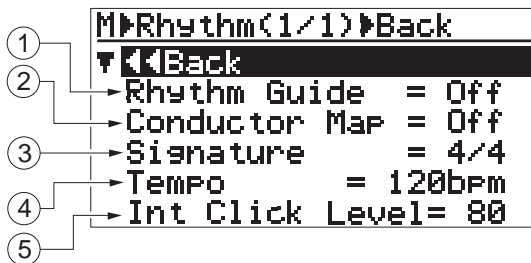
↓

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   4Bar
    Sig. = 4/4

 [ENTER] [DELETE]
```
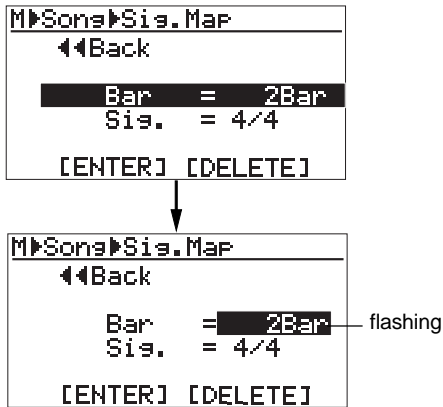
7) Rotate the JOG dial to select "Sig. = 4/4", and press the [MENU/ENTER] key.
"4/4" starts flashing and you can now set the time signature.

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   4Bar
    Sig. = 4/4

 [ENTER] [DELETE]
```

↓

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   4Bar
    Sig. = 4/4 ──── flashing

 [ENTER] [DELETE]
```

8) Rotate the JOG dial to select the desired time signature, and press the [MENU/ENTER] key.
In this procedure example, enter "3/4".
The display returns to the previous screen.

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   4Bar
    Sig. = 3/4 ──── flashing

 [ENTER] [DELETE]
```

↓

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   4Bar
    Sig. = 3/4

 [ENTER] [DELETE]
```

9) Rotate the JOG dial to select "[ENTER]" at the bottom, and press the [MENU/ENTER] key.
The new time signature event is set and the display shows the screen as below.
In this condition, the song is played in 4/4 from bar 1 to bar 3 and in 3/4 from bar 4.

```
M▶Song▶Sig.Map
 ◀◀Back

    Bar  =   4Bar
    Sig. = 3/4

 [ENTER] [DELETE]
```

↓

```
M▶Song▶Sig.Map(1/1)
 ◀◀Back
    1Bar    ⇥   4/4
    4Bar    ⇥   3/4
    ---Bar  ⇥   ---
```

Repeat steps 5 through 9 until creating all necessary events.

• Editing a time signature event

You can edit a time signature event.

1) On the time signature map screen, rotate the JOG dial to select the event you want to edit, and press the [MENU/ENTER] key.
As with the description on the previous page, the display now shows the screen for setting the event. For example, let's select "8Bar -> 4/4".

```
M▶Song▶Sig.Map(1/2)
  ◀◀Back
       1Bar   →   4/4
       4Bar   →   3/4
       8Bar   →   4/4
      12Bar   →   5/8
      16Bar   →   3/4
```
↓
```
M▶Song▶Sig.Map
  ◀◀Back

       Bar  =   8Bar
       Sig. =  4/4

  [ENTER] [DELETE]
```
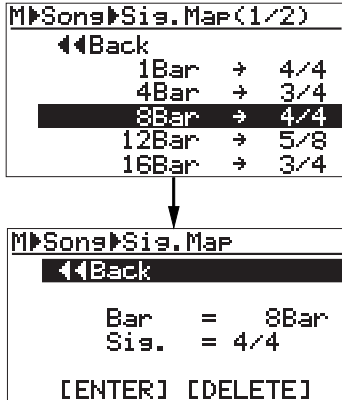
2) To change the bar number, rotate the JOG dial to select "Bar = 8Bar", and press the [MENU/ENTER] key.
To change the time signature, rotate the JOG dial to select "Sig. = 4/4", and press the [MENU/ENTER] key.
As with the procedure described on the previous page, you can now set the bar number or time signature.

3) Rotate the JOG dial to edit the value, and press the [MENU/ENTER] key.
In this procedure example, enter "10" for the bar number.

4) Rotate the JOG dial to select "[ENTER]" at the bottom, and press the [MENU/ENTER] key.
The editing is confirmed and the display returns to the signature map screen.

```
M▶Song▶Sig.Map(1/2)
  ◀◀Back
       1Bar   →   4/4
       4Bar   →   3/4
       8Bar   →   4/4
      12Bar   →   5/8
      16Bar   →   3/4
```
<Before editing>

```
M▶Song▶Sig.Map(1/2)
  ◀◀Back
       1Bar   →   4/4
       4Bar   →   3/4
      10Bar   →   4/4
      12Bar   →   5/8
      16Bar   →   3/4
```
<After editing>
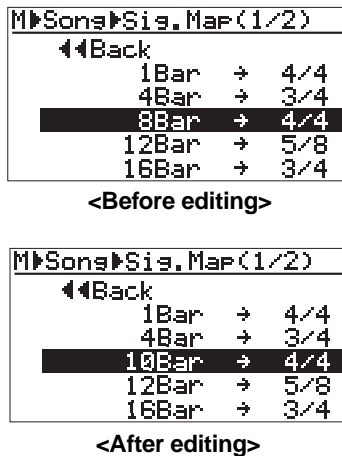
To exit the menu mode, press the [STOP] key,

• Deleting an unnecessary time signature event

You can delete an unnecessary time signature event.

1) On the time signature map screen, rotate the JOG dial to select the event you want to delete, and press the [MENU/ENTER] key.
As with the description on the previous page, the display now shows the screen for setting the event.
For example, let's select "8Bar -> 4/4".

```
M▶Song▶Sig.Map(1/2)
  ◀◀Back
       1Bar   →   4/4
       4Bar   →   3/4
       8Bar   →   4/4
      12Bar   →   5/8
      16Bar   →   3/4
```
↓
```
M▶Song▶Sig.Map
  ◀◀Back

       Bar  =   8Bar
       Sig. =  4/4

  [ENTER] [DELETE]
```

2) Rotate the JOG dial to select "[DELETE]" at the bottom, and press the [MENU/ENTER] key.
The event is immediately deleted and the display returns to the signature map screen.

```
M▶Song▶Sig.Map
  ◀◀Back

       Bar  =   8Bar
       Sig. =  4/4

  [ENTER] [DELETE]
```
↓
```
M▶Song▶Sig.Map(1/1)
  ◀◀Back
       1Bar   →   4/4
       4Bar   →   3/4
      12Bar   →   5/8
      16Bar   →   3/4
      ---Bar  →   ---
```
<After deleting>

```
M▶Song▶Sig.Map(1/2)
  ◀◀Back
       1Bar   →   4/4
       4Bar   →   3/4
       8Bar   →   4/4
      12Bar   →   5/8
      16Bar   →   3/4
```
<Before deleting>
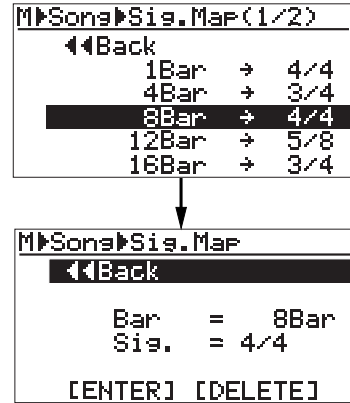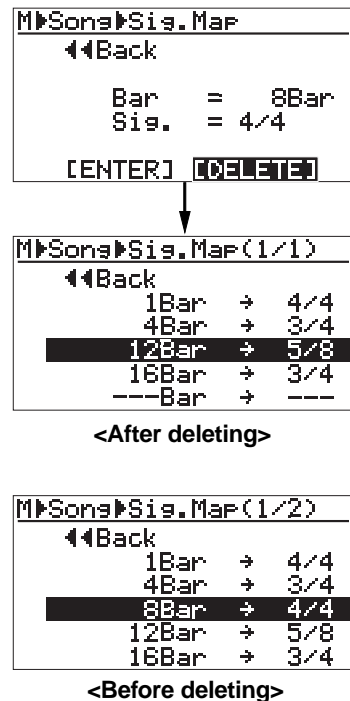
To exit the menu mode, press the [STOP] key,

Editing the bar offset

By default, the bar/beat value at the beginning (ABS ZERO) of the song is set to "bar -2/beat 1". This offset (the bar/beat value at ABS ZERO) is called "bar offset". You can change the default bar offset to the desired value.

1) **On the second page of the song editing menu screen, highlight "Bar Offset" and press the [MENU/ENTER] key.**
The current offset value (by default, "-2Bar") starts flashing.

```
M▶Song(2/2)▶Bar Offset
 ◀◀Back
 Signature Map▶
 Tempo Map    ▶
▲Bar Offset    =-2Bar
```

↓

```
M▶Song▶Bar Offset
 ◀◀Back
 Signature Map▶
 Tempo Map    ▶
 Bar Offset    =-2Bar  ── flashing
```
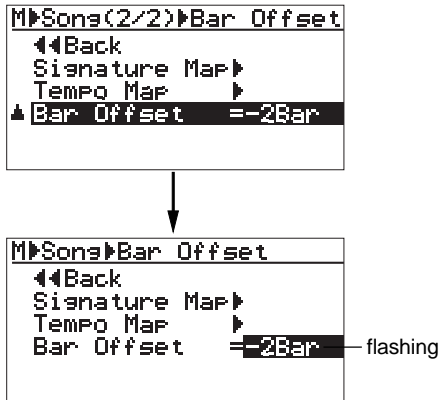
The table below shows the available offset values.

Option	Meaning	Option	Meaning
-8Bar	ABS Zero= bar -8	-3Bar	ABS Zero= bar -3
-7Bar	ABS Zero= bar -7	-2Bar	ABS Zero= bar -2
-6Bar	ABS Zero = bar -6	-1Bar	ABS Zero= bar -1
-5Bar	ABS Zero= bar -5	0Bar	ABS Zero= bar 1
-4Bar	ABS Zero= bar -4		

2) **Rotate the JOG dial to select the desired offset value, and press the [MENU/ENTER] key.**
The selected offset value is confirmed, while the display returns to the previous screen.

```
M▶Song▶Bar Offset
 ◀◀Back
 Signature Map▶
 Tempo Map    ▶
 Bar Offset    =-3Bar  ── flashing
```

↓

```
M▶Song(2/2)▶Bar Offset
 ◀◀Back
 Signature Map▶
 Tempo Map    ▶
▲Bar Offset    =-3Bar
```
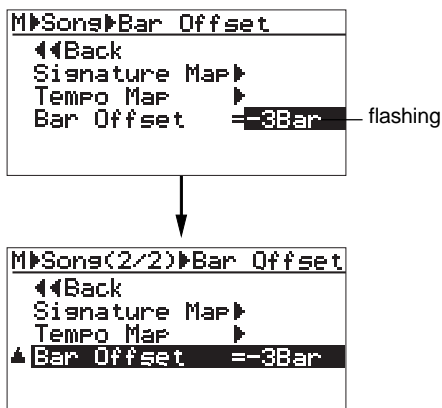
To exit the menu mode, press the [STOP] key,

You can see the bar offset value on the home screen when the recorder is at the beginning of the song (ABS 0).
The screen example below shows the home screen when the bar offset is set to "-4 bars".

The default home screen (bar offset = -2 bars).

The home screen when the bar offset is set to "-4 bars".

Setting the tempo map

After setting the time signature map, you have to create the tempo map by adding the necessary tempo event(s). Like a time signature event, a tempo event specifies the tempo at the tempo changing point. Each tempo specified by a tempo event is effective until the next event appears. For example, you can set the tempo to 120 at the third beat in bar 4, and set to 90 at the second beat in bar 12, etc.

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen). You can also return to the previous screen by pressing the [REWIND] key.

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

2) **Rotate the JOG dial to select "Song", and press the [MENU/ENTER] key.**
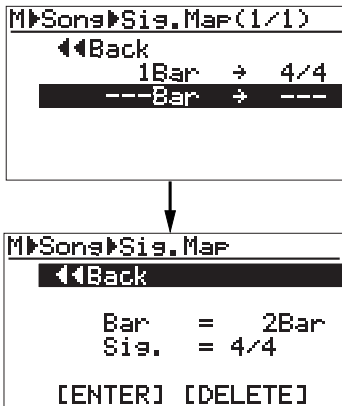The display now shows the song editing screen, where "<< Back" is highlighted.

```
MENU(1/2)▶Song
  ◀◀Back
  System        ▶
♦ Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

```
M▶Song(1/2)▶Back
▼◀◀Back
  Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
  Protect     = Off
  Delete Unused ▶
```
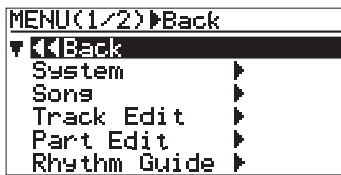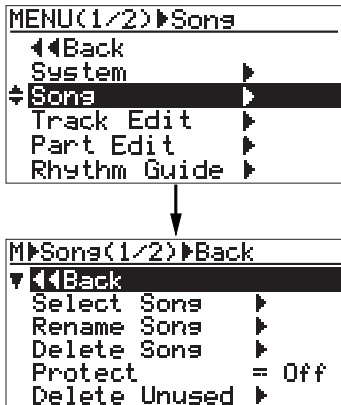
3) **Rotate the JOG dial to select "Tempo Map" on the second page, and press the [MENU/ENTER] key.**
The display shows the tempo map screen on which the current tempo events are listed. Each event specifies the bar/beat position and tempo. By default, "1Bar 1♩ -> 120 bpm" and "---Bar -♩ -> ---bpm" are listed. In this condition, the song starts in 120 bpm and there is no tempo change. "---Bar -♩ -> ---bpm" is used to create a new tempo event.

```
M▶Song(2/2)▶Tempo Map
  ◀◀Back
  Signature Map▶
♦ Tempo Map     ▶
  Bar Offset  =-2Bar
```

```
M▶Song▶TempoMap(1/1)
◀◀Back
  1Bar 1♩ → 120bpm
---Bar -♩ → ---bpm
```
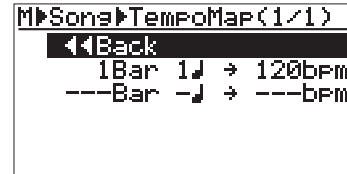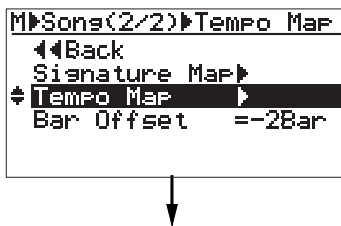
The procedure example below shows how to add the following tempo events to the tempo map.

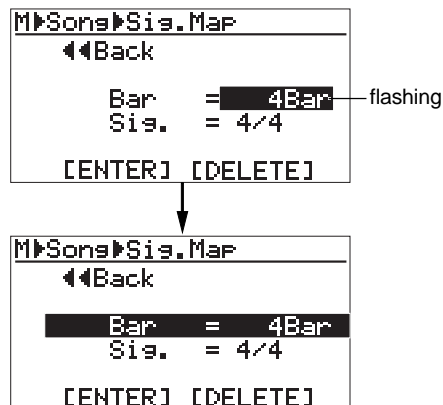| Bar 1/beat 1:	120 bpm
Bar 4/beat 2:	180 bpm
Bar 8/beat 3:	90 bpm
Bar 12/beat 1:	120 bpm
Bar 16/beat 4:	250 bpm

4) **Rotate the JOG dial to select "---Bar -♩ -> ---bpm", and press the [MENU/ENTER] key.**
The display now shows the screen for setting the new tempo event, where "<< Back" is highlighted.
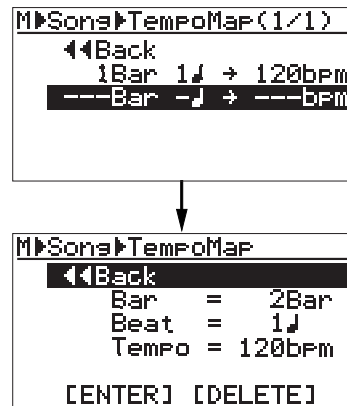
```
M▶Song▶TempoMap(1/1)
  ◀◀Back
  1Bar 1♩ → 120bpm
---Bar -♩ → ---bpm
```

```
M▶Song▶TempoMap
◀◀Back
  Bar   =   2Bar
  Beat  =   1♩
  Tempo = 120bpm

[ENTER] [DELETE]
```
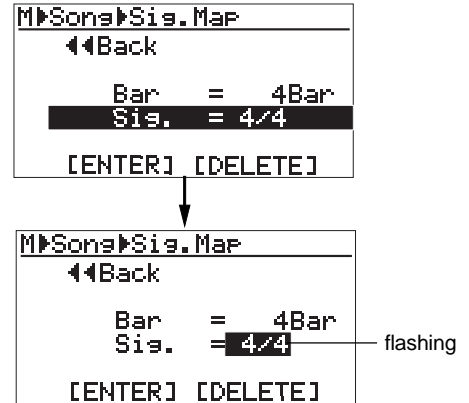
5) **Rotate the JOG dial to select "Bar = 2Bar", and press the [MENU/ENTER] key.**
"2Bar" starts flashing and you can now set the bar number. You can enter the bar number between 1 and 999.
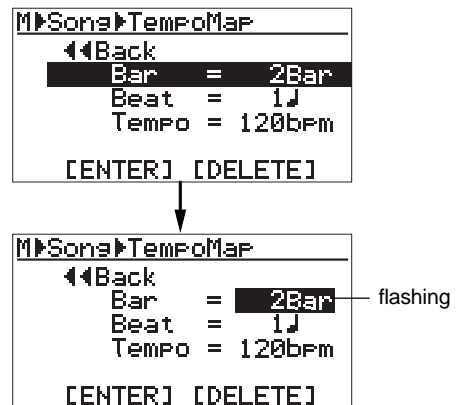
```
M▶Song▶TempoMap
  ◀◀Back
  Bar   =   2Bar
  Beat  =   1♩
  Tempo = 120bpm

[ENTER] [DELETE]
```

```
M▶Song▶TempoMap
  ◀◀Back
  Bar   =   2Bar ── flashing
  Beat  =   1♩
  Tempo = 120bpm

[ENTER] [DELETE]
```
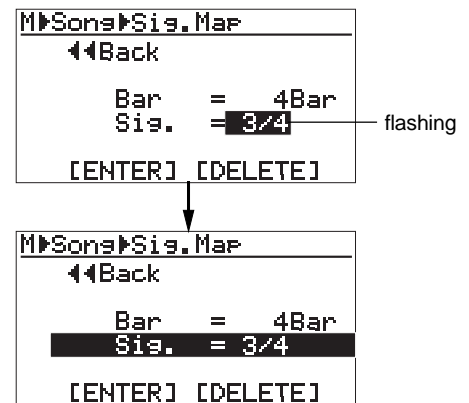
6) **Rotate the JOG dial to enter the desired bar number, and press the [MENU/ENTER] key.**
In this procedure example, enter "4Bar".
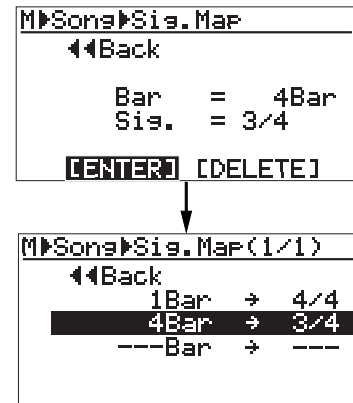The display returns to the previous screen.

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    1♩
    Tempo =  120bpm

    [ENTER] [DELETE]
```

↓

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    1♩
    Tempo =  120bpm

    [ENTER] [DELETE]
```
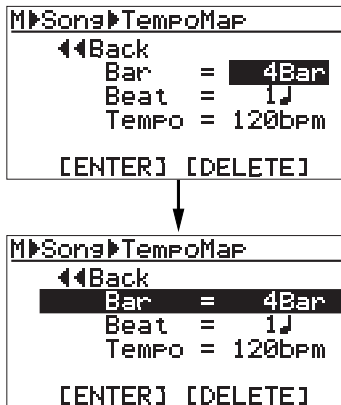
7) **Rotate the JOG dial to select "Beat = 1♩", and press the [MENU/ENTER] key.**
"1♩" starts flashing and you can now set the beat number. You can enter the beat number between 1 and 8.

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    1♩
    Tempo =  120bpm

    [ENTER] [DELETE]
```

↓

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    1♩          — flashing
    Tempo =  120bpm

    [ENTER] [DELETE]
```
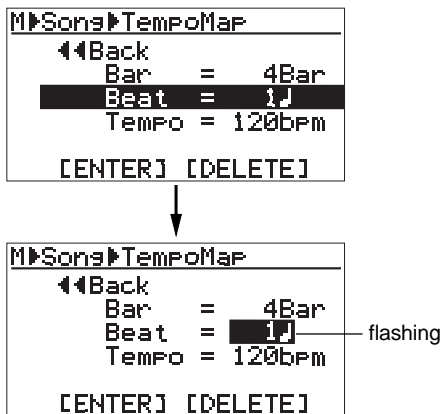
8) **Rotate the JOG dial to enter the desired beat number, and press the [MENU/ENTER] key.**
In this procedure example, let's enter "2♩".
The display returns to the previous screen.

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    2♩          — flashing
    Tempo =  120bpm

    [ENTER] [DELETE]
```

↓

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    2♩
    Tempo =  120bpm

    [ENTER] [DELETE]
```
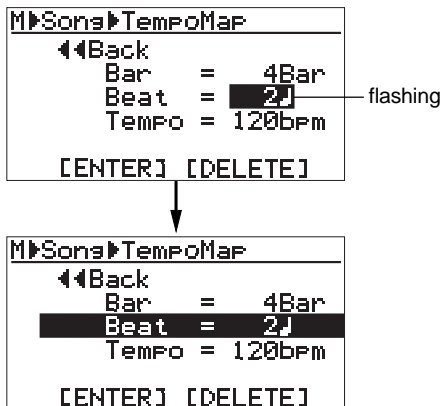
9) **Rotate the JOG dial to select "Tempo = 120bpm", and press the [MENU/ENTER] key.**

"120bpm" starts flashing and you can now set the tempo. You can enter the tempo between 30 and 250.

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    2♩
    Tempo =  120bpm

    [ENTER] [DELETE]
```

↓

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    2♩
    Tempo =  120bpm        — flashing

    [ENTER] [DELETE]
```
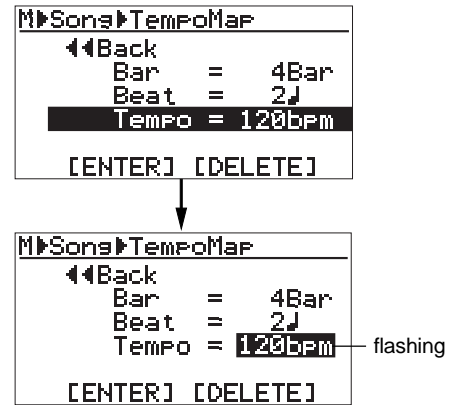
10) **Rotate the JOG dial to enter the desired tempo, and press the [MENU/ENTER] key.**
In this procedure example, enter "180bpm".
The display returns to the previous screen.

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    2♩
    Tempo =  180bpm        — flashing

    [ENTER] [DELETE]
```

↓

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    2♩
    Tempo =  180bpm

    [ENTER] [DELETE]
```
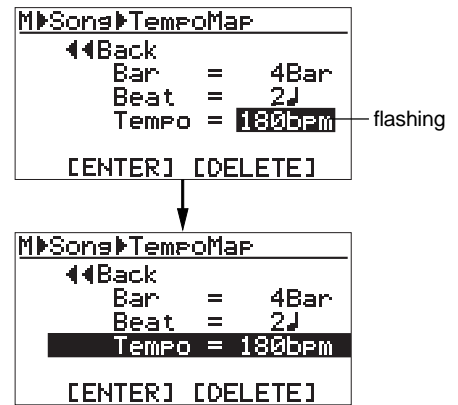
11) **Rotate the JOG dial to select "[ENTER]" at the bottom, and press the [MENU/ENTER] key.**
The new tempo event is set and the display shows the screen as below. In this condition, the song is played in 120 bpm from the beginning to bar 4/beat 1 and in 180 from bar 4/beat 2 to the end.

```
M▶Song▶TempoMap
 ◀◀Back
    Bar   =    4Bar
    Beat  =    2♩
    Tempo =  180bpm

    [ENTER] [DELETE]
```

↓

```
M▶Song▶TempoMap(1/1)
 ◀◀Back
   1Bar 1♩  →  120bpm
   4Bar 2♩  →  180bpm
   ---Bar -♩  →  ---bpm
```
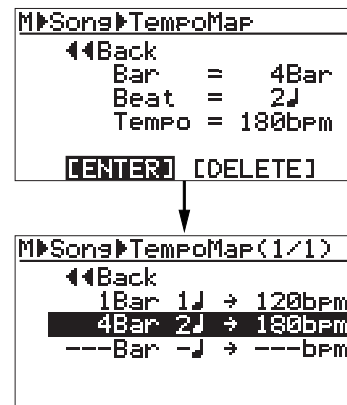
Repeat steps 4 through 11 until creating all necessary tempo events.

• Editing a tempo event

You can edit a tempo event.

1)   **On the tempo map screen, rotate the JOG dial to select the event you want to edit, and press the [MENU/ENTER] key.**
As with the description on the previous page, the display now shows the screen for setting the event.
For example, let's select "12Bar 1♩-> 120bpm".

```
M▶Song▶TempoMap(1/2)
 ◀◀Back
   1Bar  1♩  →  120bpm
   4Bar  2♩  →  180bpm
   8Bar  3♩  →   90bpm
  12Bar  1♩  →  120bpm
  16Bar  4♩  →  250bpm
```

↓

```
M▶Song▶TempoMap
 ◀◀Back
   Bar   =  12Bar
   Beat  =   1♩
   Tempo = 120bpm

 [ENTER] [DELETE]
```
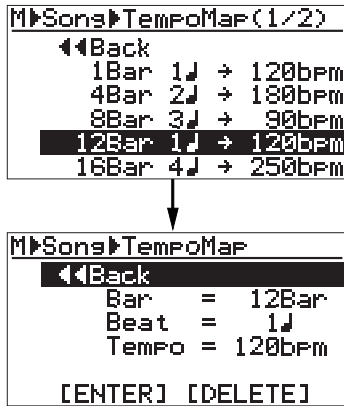
2)   **To change the bar number, rotate the JOG dial to select "Bar = 12Bar", and press the [MENU/ENTER] key.**
To change the beat number, rotate the JOG dial to select "Beat = 1♩", and press the [MENU/ENTER] key.
To change the tempo, rotate the JOG dial to select "Tempo = 120bpm", and press the [MENU/ENTER] key.
As with the procedure described on the previous page, you can now set the bar number, beat number or tempo.

3)   **Rotate the JOG dial to edit the value, and press the [MENU/ENTER] key.**
In this procedure example, let's enter "10" for the bar number.

4)   **Rotate the JOG dial to select "[ENTER]" at the bottom, and press the [MENU/ENTER] key.**
The editing is confirmed and the display returns to the tempo map screen.

```
M▶Song▶TempoMap(1/2)
 ◀◀Back
   1Bar  1♩  →  120bpm
   4Bar  2♩  →  180bpm
   8Bar  3♩  →   90bpm
  12Bar  1♩  →  120bpm
  16Bar  4♩  →  250bpm
```
<Before editing>

```
M▶Song▶TempoMap(1/2)
 ◀◀Back
   1Bar  1♩  →  120bpm
   4Bar  2♩  →  180bpm
   8Bar  3♩  →   90bpm
  10Bar  1♩  →  120bpm
  16Bar  4♩  →  250bpm
```
<After editing>
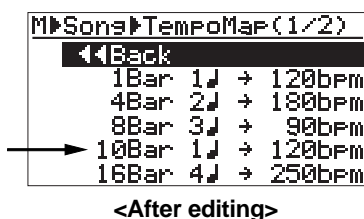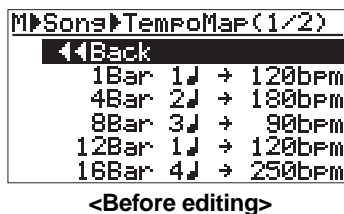
To exit the menu mode, press the [STOP] key, or select "<< Back" and press the [MENU/ENTER] key repeatedly.

• Deleting an unnecessary tempo event

You can delete an unnecessary tempo event.

1)   **On the tempo map screen, rotate the JOG dial to select the event you want to delete, and press the [MENU/ENTER] key.**
As with the description on the previous page, the display now shows the screen for setting the event. For example, let's select "12Bar 1 ♩ ->120bpm".

```
M▶Song▶TempoMap(1/2)
 ◀◀Back
   1Bar  1♩  →  120bpm
   4Bar  2♩  →  180bpm
   8Bar  3♩  →   90bpm
  12Bar  1♩  →  120bpm
  16Bar  4♩  →  250bpm
```

↓

```
M▶Song▶TempoMap
 ◀◀Back
   Bar   =  12Bar
   Beat  =   1♩
   Tempo = 120bpm

 [ENTER] [DELETE]
```

2)   **Rotate the JOG dial to select "[DELETE]" at the bottom, and press the [MENU/ENTER] key.**
The event is immediately deleted and the display returns to the tempo map screen.

```
M▶Song▶TempoMap
 ◀◀Back
   Bar   =  12Bar
   Beat  =   1♩
   Tempo = 120bpm

 [ENTER] [DELETE]
```

↓

```
M▶Song▶TempoMap(1/1)
 ◀◀Back
   1Bar  1♩  →  120bpm
   4Bar  2♩  →  180bpm
   8Bar  3♩  →   90bpm
  16Bar  4♩  →  250bpm
  ---Bar  -♩  →  ---bpm
```
<After deleting>
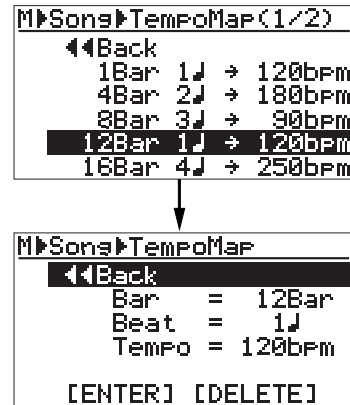
To exit the menu mode, press the [STOP] key, or select "<< Back" and press the [MENU/ENTER] key repeatedly.

MIDI synchronization

By connecting the external MIDI devices (such as a sequencer, sound module, computer, etc.) via the [MIDI OUT] connector of the MR-8mkII, you can make powerful recording.

For example, by synchronizing a sequencer with the MR-8mkII during playback, you can mix down signals (such as a vocal, guitar, etc.) recorded on the MR-8mkII tracks and audio from a sound module.

You can synchronize MIDI with the MR-8mkII by connecting a MIDI device to the [MIDI OUT] connector on the MR-8mkII and sending out MTC (MIDI time code) or MIDI clock (with Song Position Pointer) from the MR-8mkII.

Synchronization using MTC

The following describes how to synchronize a sequencer to the MR-8mkII which supports MTC (MIDI Time code).

Connection

Connect the [MIDI OUT] connector of the MR-8mkII to the [MIDI IN] connector of an external MIDI sequencer using a MIDI cable. (Note that no MIDI cable is supplied with the MR-8mkII. Use a commercially available MIDI cable.)
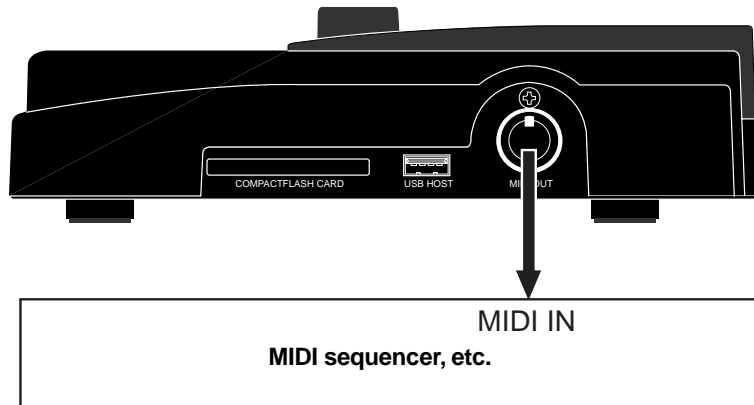
MIDI IN
MIDI sequencer, etc.

Settings of the MR-8mkII and MIDI sequencer

1) **Set the "Midi Sync Out" item in the "System" menu of the menu mode to "MTC" and the "MTC Frame Rate" to an appropriate frame rate.**
See "MIDI sync/MTC frame rate settings" described below for details.

2) **Enable the external MIDI sequencer to synchronize to MTC.**
See the operation manual of the sequencer for details.

3) **Press the [PLAY] key of the MR-8mkII to start playback.**
The sequencer automatically starts playback while synchronizing to the MR-8mkII

MIDI sync/MTC frame rate settings

While the MR-8mkII is stopped, you can set the reference of MIDI synchronization to "MTC" and the MTC frame rate appropriately to match the sequencer.

<MTC start time>
The MTC from the MR-8mkII has one hour off-set to the ABS time (the offset value is fixed). Therefore, when you start the MR-8mkII from the beginning of a song (ABS ZERO), the MTC starts from "01h 00m 00s 00f".

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

```
MENU(1/2)▶Back
▼◀◀Back
  System      ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide▶
```

2) **Rotate the JOG dial to select "System", and press the [MENU/ENTER] key.**
The display now shows the first page of the system menu screen, where "<< BACK" is highlighted initially.

```
MENU(1/2)▶System
 ◀◀Back
⬍System       ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide▶
```

```
M▶System(1/2)▶Back
▼◀◀Back
  Pre Roll Time = 4.0s
  Post RollTime = 1.0s
  Delay Type    = L-R
  Midi Sync Out = Off
  MTC Frame Rate= 25
```
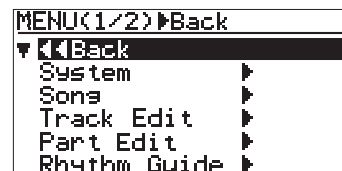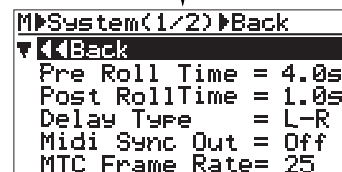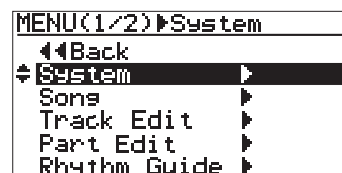
3) **Rotate the JOG dial to select "Midi Sync Out", and press the [MENU/ENTER] key.**

The current option (the default is "Off") flashes. You can now select the desired option (the available options are Off, CLK and MTC).

```
M▶System(1/2)▶MidiSync
 ◀◀Back
 Pre Roll Time = 4.0s
 Post RollTime = 1.0s
 Delay Type    = L-R
♦Midi Sync Out = Off
 MTC Frame Rate= 25
```

↓

```
M▶System▶MidiSync
 ◀◀Back
 Pre Roll Time = 4.0s
 Post RollTime = 1.0s
 Delay Type    = L-R
 Midi Sync Out = Off ──flashing
 MTC Frame Rate= 25
```
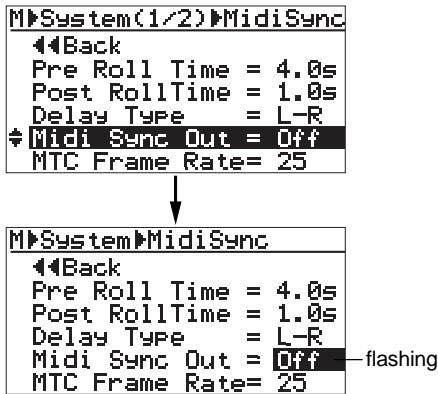
Off	No signal is output from the [MIDI OUT] connector. This is the default.
CLK	MIDI clock with Song Position Pointer is output from the [MIDI OUT] connector.
MTC	MIDI time code is output from the [MIDI OUT] connector.

4) **Rotate the JOG dial to select "MTC", and press the [MENU/ENTER] key.**
"Midi Sync Out" is now set to "MTC", while "Midi Sync Out" is highlighted on the screen.

5) **Rotate the JOG dial to select "MTC Frame Rate", and press the [MENU/ENTER] key.**
The current option (the default is "25") flashes. You can now select the desired frame rate (the options are "24", "25", "30nd" and "30df").

```
M▶System(1/2)▶Frame R.
 ◀◀Back
 Pre Roll Time = 4.0s
 Post RollTime = 1.0s
 Delay Type    = L-R
 Midi Sync Out = Off
♦MTC Frame Rate= 25
```

↓

```
M▶System▶Frame R.
 ◀◀Back
 Pre Roll Time = 4.0s
 Post RollTime = 1.0s
 Delay Type    = L-R
 Midi Sync Out = Off
 MTC Frame Rate= 25 ──flashing
```
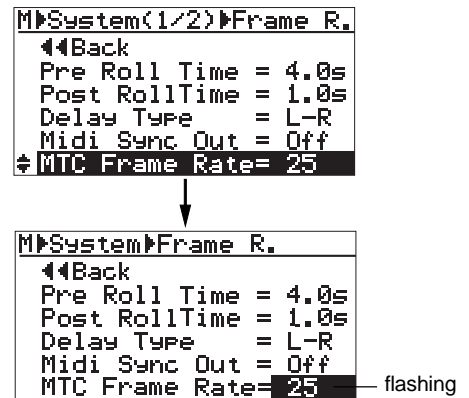
6) **Rotate the JOG dial to select the desired frame rate, and press the [MENU/ENTER] key.**
The selected frame rate is now effective, while "MTC Frame Rate" is highlighted on the screen.

7) **Press the [STOP] key to exit the menu mode.**

Synchronization using MIDI clock

The following describes how to synchronize a sequencer to the MR-8mkII using MIDI clock. Use this method if the sequencer does not support MTC (MIDI Time code)

<Notes>
- *To synchronize a sequencer to the MR-8mkII using MIDI clock, you have to make the signature/tempo map in the MR-8mkII. The MIDI clock is output based on the signature/tempo map in the MR-8mkII. When you record MIDI sounds, synchronize the sequencer to the MIDI clock fed from the MR-8mkII.*

- *Generally, a sequencer supporting MIDI song position pointer as well as MIDI clock can synchronize to the MR-8mkII when you start playback of the MR-8mkII from the middle of a song. It locates the current song position and chases the MR-8mkII. However, note that some sequencer may not synchronize to the MR-8mkII.*

Connection

As with the connection for MTC synchronization, connect the [MIDI OUT] connector of the MR-8mkII to the [MIDI IN] connector of an external MIDI sequencer using a MIDI cable.

Settings of the MR-8mkII and MIDI sequencer

1) **Set the "Midi Sync Out" item in the "System" menu of the menu mode to "Clk".**
See "MIDI sync/MTC frame rate settings" described above about how to set.

2) **Create the signature/tempo map by setting "Signature Map" and "Tempo Map" items in the "Song" menu of the menu mode appropriately.**
See "Using the rhythm guide function" on page 76 for details about how to set these items.

3) **Enable the external MIDI sequencer to synchronize to MIDI clock.**
See the operation manual of the sequencer for details.

4) **Press the [PLAY] key of the MR-8mkII to start playback.**
The sequencer also starts playback in sync with the MR-8mkII.

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Song management

This chapter explains the following five operation procedures for song management.

1) Selecting the desired song.

2) Editing a song name.

3) Deleting an unnecessary song.

4) Protecting a song.

5) Deleting an unused WAV file in a song.

<Notes>: *While a menu screen is shown, you can go up the menu screen level or directly exit the menu mode by the following operations.*

(1) Select "<< Back" on a menu screen and press the [MENU/ENTER] key.
The display returns to the previous (upper level) screen. Repeating this operation finally exits the menu mode.

(2) Press the [REWIND] key.
The display returns to the previous (upper level) screen. Repeating this operation finally exits the menu mode.

(3) Press the [STOP] key.
The menu mode exits and the display shows the home screen.

Selecting the desired song

The following describes how to select the desired song from the CompactFlash™ Card when more than one song is created on the CompactFlash™ Card. You can also create a new song by the similar procedure. See "Preparations" (page 23) for details about how to create a new song.

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "**<< Back**" is highlighted initially (selecting "**<< Back**" returns to the previous screen).

```
MENU(1/2)▶Back
▼◀◀Back
  System      ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```

2) **Rotate the JOG dial to select "Song >", and press the [MENU/ENTER] key.**
The display now shows the song menu screen, where "**<< Back**" is highlighted.

```
MENU(1/2)▶Song
 ◀◀Back
  System      ▶
↕ Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```

```
M▶Song(1/2)▶Back
▼◀◀Back
  Select Song    ▶
  Rename Song    ▶
  Delete Song    ▶
  Protect      = Off
  Delete Unused  ▶
```
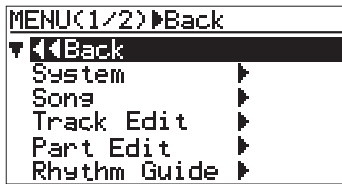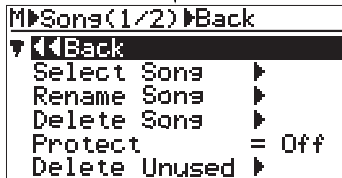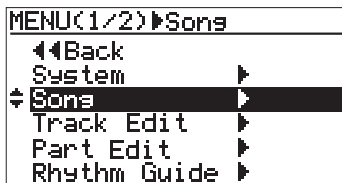
3) **Rotate the JOG dial to select "Select Song >" and press the [MENU/ENTER] key.**
The display now shows the song list screen.

```
M▶Song(1/2)▶Select
 ◀◀Back
↕ Select Song    ▶
  Rename Song    ▶
  Delete Song    ▶
  Protect      = Off
  Delete Unused  ▶
```

```
M▶Song▶SelectSong(1/1)
 ◀◀Back
  S01:*********
  S02:***********
  S03:********
  S04:**********
  ---:(New Song)
```

The screen example above shows that four songs are currently created on the CompactFlash™ Card. The song list is shown on a single page.

When more songs are created, the song list screen has more than one page, and you can scroll the list by rotating the JOG dial.
"**- - - :(New Song)**" at the bottom of the screen is used when you create a new song.

4) **Rotate the JOG dial to select the desired song number/song name, and press the [MENU/ENTER] key.**
The display returns to the song menu screen, where "**Select Song >**" is highlighted.

```
M▶Song▶SelectSong(1/1)
 ◀◀Back
  S01:*********
  S02:***********
  S03:********
  S04:**********
  ---:(New Song)
```

```
M▶Song(1/2)▶Select
 ◀◀Back
↕ Select Song    ▶
  Rename Song    ▶
  Delete Song    ▶
  Protect      = Off
  Delete Unused  ▶
```

5) **Press the [STOP] key to exit the menu mode.**
The display shows the home screen of the selected song.

Editing a song name

You can edit a current song name save the edited song name. Only the current song can be edited.

1) Load the desired song of which you are going to edit the song name.

2) While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

3) Rotate the JOG dial to select "Song >", and press the [MENU/ENTER] key.
The display now shows the song menu screen, where "<< Back" is highlighted.

```
MENU(1/2)▶Song
 ◀◀Back
  System        ▶
♦ Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

↓

```
M▶Song(1/2)▶Back
▼◀◀Back
  Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
  Protect     = Off
  Delete Unused ▶
```
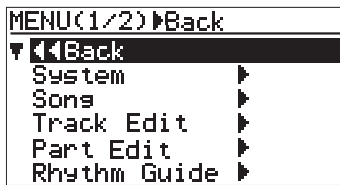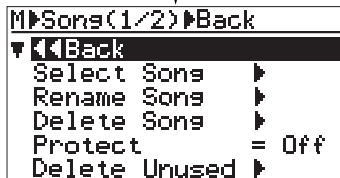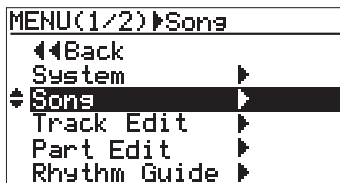
4) Rotate the JOG dial to select "Rename Song >", then press the [MENU/ENTER] key.
The display now shows the screen for song name editing of the current song, on which the rightmost character of song name flashes.

```
M▶Song(1/2)▶RenameSong
 ◀◀Back
  Select Song   ▶
♦ Rename Song   ▶
  Delete Song   ▶
  Protect     = Off
  Delete Unused ▶
```

↓

```
M▶Song▶Rename Song
  -- Rename Song --

  Song Name
  =[******█          ]      — flashing

     [ENTER] [CANCEL]
```

5) Use the character entry keys to enter the desired character to the flashing point.
You can move the cursor (flashing point) by rotating the JOG dial (or by pressing another character entry key).

<Character entry keys>

PLAY MODE

STU7

Some keys on the MR-8mkII top panel act as character entry keys in the menu mode. For example, the [PLAY MODE] key (shown on the left) can be used to enter S, T, U, s, t, u and 7. Each press of a character entry key switches the character to be entered from among those assigned to the key.

<[DELETE] key>

UNDO/REDO
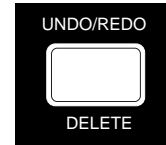
DELETE

Pressing the [DELETE] key deletes the character at the flashing point. By pressing this key repeatedly, you can delete all characters under the flashing point.

6) After entering the name, press the [MENU/ENTER] key.
The cursor moves to "[ENTER]" at the bottom of the screen. To cancel the operation, use the JOG dial to highlight "[CANCEL]" and press the [MENU/ENTER] key.

```
M▶Song▶Rename Song
  -- Rename Song --

  Song Name
  =[*******          ]

flashing — [ENTER] [CANCEL]
```
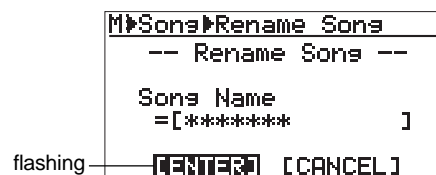
<Note>: If you enter the same name as an existing song or do not enter a name in step 5 and press the [MENU/ENTER] key in step 6 below, the display shows "Illegal Song Name!" and returns to the song name editing screen.

7) Press the [MENU/ENTER] key again.
The edited name is stored and the display returns to the song menu screen, where **"Rename Song >"** is highlighted.

8) Press the [STOP] key to exit the menu mode.
The MR-8mkII exits the menu mode and the display shows the home screen where the edited song name is displayed.

Deleting an unnecessary song

You can delete a song created on the CompactFlash™ Card.

> **<Note>:** *You cannot delete a song which is protected. To delete such a song, release the protection of the song first (see the next page).*
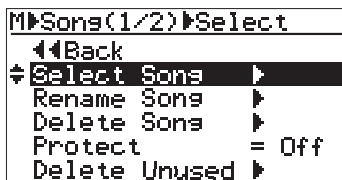
1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

2) **Rotate the JOG dial to select "Song >", and press the [MENU/ENTER] key.**
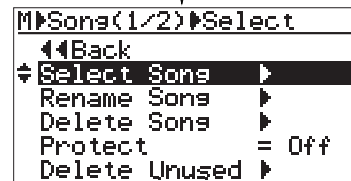The display now shows the song menu screen, where "<< Back" is highlighted.

```
MENU(1/2)▶Song
 ◀◀Back
  System        ▶
♦ Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

```
M▶Song(1/2)▶Back
▼◀◀Back
  Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
  Protect     = Off
  Delete Unused ▶
```
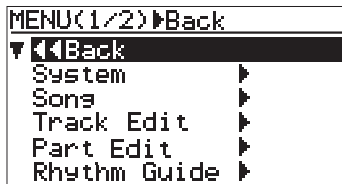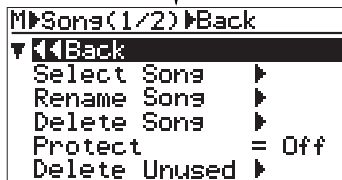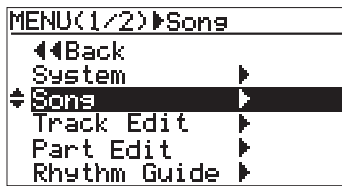
3) **Rotate the JOG dial to select "Delete Song >", and press the [MENU/ENTER] key.**
The display now shows the list of songs created on the CompactFlash™ Card, from which you select a song to be deleted. In the screen example below, five songs are created so the list has only one page. (If more than five songs are created, the list has more than one page.)

```
M▶Song(1/2)▶Delete
 ◀◀Back
  Select Song   ▶
  Rename Song   ▶
♦ Delete Song   ▶
  Protect     = Off
  Delete Unused ▶
```

```
M▶Song▶DeleteSong(1/1)
 ◀◀Back
  S01:AAAAAA
  S02:BBBBB
  S03:CCCCCCC
  S04:DDDDDDDD
```

4) **Rotate the JOG dial to select a song to be deleted, and press the [MENU/ENTER] key.**
The display shows warning and confirmation for deleting the song.

```
M▶Song▶DeleteSong(1/1)
 ◀◀Back
  S01:AAAAAA
  S02:BBBBB
  S03:CCCCCCC
  S04:DDDDDDDD
```

```
M▶Song▶DeleteSong▶S03
  --- Delete Song ---
       Can't Undo!
     Are You Sure?     ──── flashing

  Yes→RECORD+ENTER Key
  No→STOP Key
```

5) **Press the [MENU/ENTER] key while holding down the [RECORD] key.**
The selected song is deleted, and the display returns to the song list screen.

```
M▶Song▶DeleteSong(1/1)
 ◀◀ Back
  S01:AAAAAA
  S02:BBBBB
  S03:DDDDDDDD
```
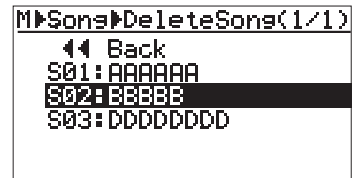
Any song number greater than the song number of the deleted song is moved up.
In the screen example above, after Song 03 is deleted, ex-Song 04 is moved up to Song 03 and ex-Song 05 is moved up to Song 04.

6) **Press the [STOP] key to exit the menu mode.**
In the example above, the display now shows the home screen of new Song 03 (ex-Song 04).

> If you delete all songs on the card by repeating the procedure above, only highlighted "<<Back" is shown on the song list. If you exit the MENU mode by pressing the [STOP] key, a new song (Song01) is automatically created and the display shows the Home screen of Song01.
>
> ```
> M▶Song▶DeleteSong(1/1)
>   ◀◀Back
> ```
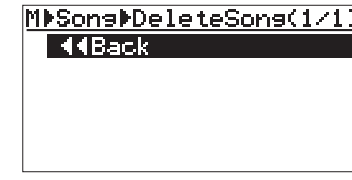
Protecting a song

You can protect a song to prevent an accidental erasure. The protection can be released whenever you want. To keep a recorded song safely, we recommend protecting it. You can make protection setting only for the current song.
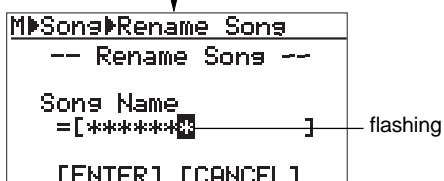
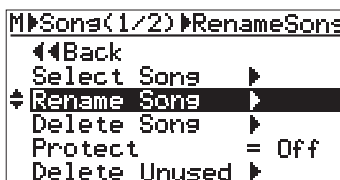**1)   Load the song you want to protect.**

2)   While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

3)   Rotate the JOG dial to select "Song >", and press the [MENU/ENTER] key.
The display now shows the song menu screen, where "<< Back" is highlighted.

```
MENU(1/2)▶Song
 ◀◀Back
  System        ▶
▼ Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

```
M▶Song(1/2)▶Back
▼◀◀Back
  Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
  Protect     = Off
  Delete Unused ▶
```
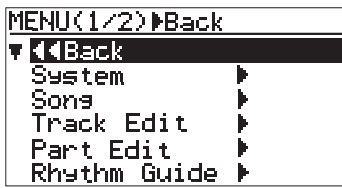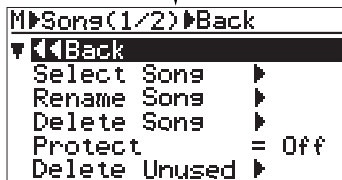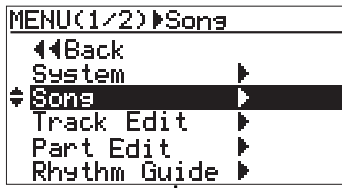
4)   Rotate the JOG dial to select "Protect = Off", then press the [MENU/ENTER] key.
The current option flashes.
The default option is "Off".

```
M▶Song(1/2)▶Protect
 ◀◀Back
  Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
▼ Protect     = Off
  Delete Unused ▶
```

```
M▶Song▶Protect
 ◀◀Back
  Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
  Protect     = Off ── flashing
  Delete Unused ▶
```
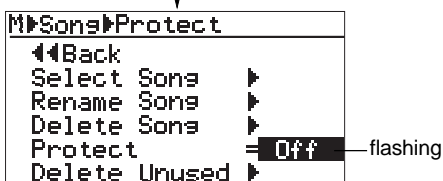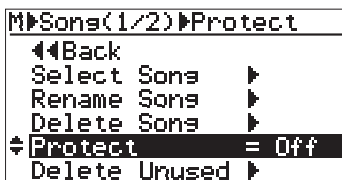
5)   Rotate the JOG dial to select "On", and press the [MENU/ENTER] key.
The current song is now protected.
The display returns to the previous screen.

```
M▶Song▶Protect
 ◀◀Back
  Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
  Protect     = On ── flashing
  Delete Unused ▶
```

```
M▶Song(1/2)▶Protect
 ◀◀Back
  Select Song   ▶
  Rename Song   ▶
  Delete Song   ▶
▼ Protect     = On
  Delete Unused ▶
```
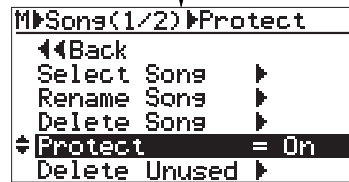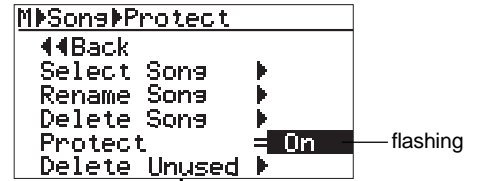
> To release the protection, carry out the same procedure above but select "Off" and press the [MENU/ENTER] key in step 5.

> *<Note>: You cannot make recording or editing to a protected song. If you want to make recording or editing to a protected song, you must release the protection first.*
>
> *<Note>: When you set the protection to "On", all the recording-related keys, such as the [REC SELECT] and [BOUNCE] keys, are turned off.*

6)   Press the [STOP] key to exit the menu mode.

> **<Tips>**
> When the protected song is loaded, "🔒" is shown in the upper left corner of the Home screen (indicated by the arrow in the screen example below).
> When this icon is shown, you cannot make recording or edit the song.
>
> ```
> 0ₘ00ₛ000ₘₛ
> 🔒→🔒Demo_Song
>              0          Song01
>              12
>              48
>   12345678  L R
> ```

Deleting an unused WAV file in a song

Each time you make recording or editing, a WAV file for undo operation is created in the song. Such files are used only in undo operation. Therefore, if you complete the song and you do not make undo/redo operation any more, these files are never used. You can delete such unused files using the "Delete Unused" menu item for increasing the free card space.

> **<Note>**
>
> - *You cannot delete the unused WAV files of a song which is protected. To delete unused files, release the protection of the song in advance (see page 93).*
>
> - *You cannot undo deleting unused WAV files, so make sure that you never used the files when executing the "Delete Unused" menu item.*
>
> - *After deleting the unused files, no undo/redo operation is possible with the song. However, each time you make recording after then, a new WAV file for undo operation is created.*
>
> - *With the default setting, the MR-8mkII automatically deletes the unused WAV files when deleting track data (or part data) within a song (without the need of executing "Delete Unused").*

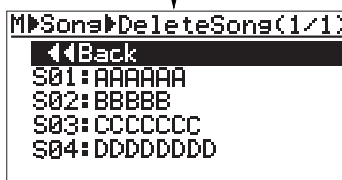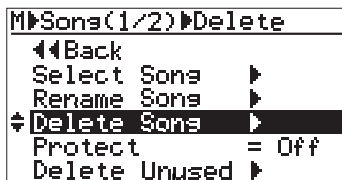**1)** **Load the song of which you want to delete the unused files.**

2) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
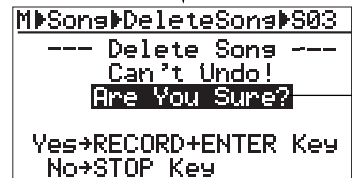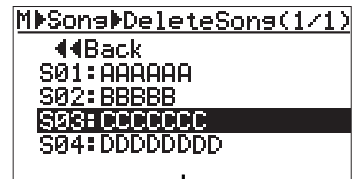The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

```
MENU(1/2)▶Back
▼◀◀Back
  System      ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```

3) **Rotate the JOG dial to select "Song >", and press the [MENU/ENTER] key.**
The display now shows the song menu screen, where "<< Back" is highlighted.

```
MENU(1/2)▶Song
  ◀◀Back
  System      ▶
▲ Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```

```
M▶Song(1/2)▶Back
▼◀◀Back
  Select Song  ▶
  Rename Song  ▶
  Delete Song  ▶
  Protect    = Off
  Delete Unused ▶
```
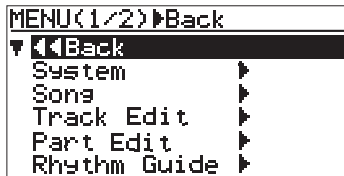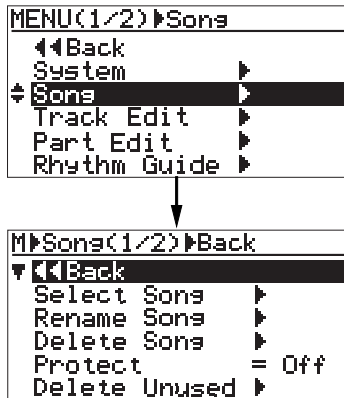
4) **Rotate the JOG dial to select "Delete Unused >", then press the [MENU/ENTER] key.**
The display shows the confirmation screen for deleting unused WAV files.

```
M▶Song(1/2)▶Del Unused
  ◀◀Back
  Select Song  ▶
  Rename Song  ▶
  Delete Song  ▶
  Protect    = Off
▲ Delete Unused ▶
```

```
M▶Song▶Del Unused▶S02
  -- Delete Unused --
      Can't Undo
    Are you sure ?          ——— flashing

  Yes→RECORD+MENU Key!
    No→STOP Key!
```

> **<Note>:** *To cancel deleting the unused files, press the [STOP] key.*

5) **Press the [MENU/ENTER] key while holding down the [RECORD] key.**
The unused files are deleted. When completed, "Completed!" is shown.

```
M▶Song▶Del Unused▶S02
  -- Delete Unused --

    Please Wait.
```

```
M▶Song▶Del Unused▶S02
  -- Delete Unused --

    Completed!

  Press MENU Key!
```

6) **Press the [MENU/ENTER] key.**
The display changes to show the screen where "Delete Unused>" is highlighted.

7) **Press the [STOP] key to exit the menu mode.**

Track data editing

This chapter describes the track data editing function for a recorded song. "Track data" means all data from the beginning (ABS0) to the end (REC END) of a song.

<Undo/redo of track editing>

By pressing the [UNDO/REDO] key after executing track editing, you can undo the editing. By pressing the [UNDO/REDO] key after the undo operation, you can return the track(s) to the condition after being edited.
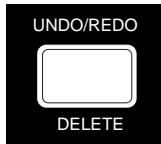
UNDO/REDO

DELETE

<Notes>: Also note that, if you carry out any of the following after editing, you cannot undo the editing anymore.

1. **Making new recording**
2. **Making new editing**
3. **Turning off the power**
4. **Loading another song**

<Note>: With the default setting, you cannot undo or redo erasing track data (while you can undo or redo all other track editing). Because erasing track data completely deletes track data from a card, the free card space increases after erasing track data. If you want to make it possible undo or redo erasing track data, set the "Auto Delete" menu item of the "System" menu in the MENU mode to "Off" (see page 135). In this case, however, note that the free card space does not increase after erasing track data.

<Notes>: While a menu screen is shown, you can go up the menu screen level or directly exit the menu mode by the following operations.

(1)   Select "<< Back" on a menu screen and press the [MENU/ENTER] knob.
The display returns to the previous (upper level) screen. Repeating this operation finally exits the menu mode.

(2)   Press the [REWIND] key.
The display returns to the previous (upper level) screen.
Repeating this operation finally exits the menu mode.

(3)   Press the [STOP] key.
The menu mode exits and the display shows the home screen.

Erasing track data

You can erase whole data (from ABS ZERO to REC END) of the desired track(s) of the song currently loaded.

```
ABS ZERO              REC END
```

TRK 1
TRK 2
TRK 3   Silent
TRK 4
TRK 5
TRK 6
TRK 7
TRK 8

> **<Note>:** *You cannot erase track data of a song protected.*

> **<Note>:** *With the default setting, you cannot undo or redo erasing track data. If you want to make it possible to undo or redo erasing track data, set the "Auto Delete" menu item of the "System" menu in the MENU mode to "Off" (see page 135).*

1) **Load the song you want to edit.**

2) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
   The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially .

   ```
   MENU(1/2)▶Back
   ▼◀◀Back
     System          ▶
     Song            ▶
     Track Edit      ▶
     Part Edit       ▶
     Rhythm Guide    ▶
   ```

3) **Rotate the JOG dial to select "Track Edit >", and press the [MENU/ENTER] key.**
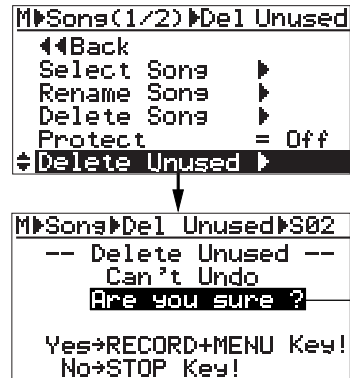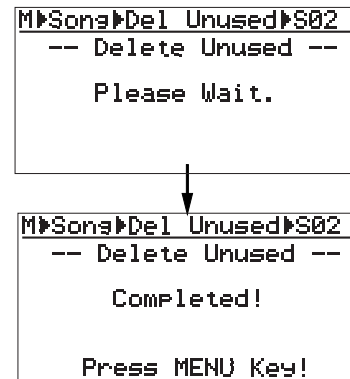   The display now shows the track edit menu screen, where "<< Back" is highlighted.

   ```
   MENU(1/2)▶Track Edit
   ◀◀Back
     System          ▶
     Song            ▶
   ↕ Track Edit      ▶
     Part Edit       ▶
     Rhythm Guide    ▶
   ```

   ```
   M▶Track(1/1)▶Back
   ▼◀◀Back
     Erase Track     ▶
     Copy-Paste Trk  ▶
     Move Track      ▶
     Change Track    ▶
   ```

4) **Rotate the JOG dial to select "Erase Track >", and press the [MENU/ENTER] key.**
   The display now shows the screen for selecting the track(s) to be erased.

As you can see from the message on the screen ("Can't Undo! Sure?"), you cannot undo erasing track data.

```
M▶Track(1/1)▶Erase TRK
◀◀Back
↕ Erase Track     ▶
  Copy-Paste Trk  ▶
  Move Track      ▶
  Change Track    ▶
```

```
M▶Track▶Erase Track
--- Erase Track ---
◀◀ Back

  Erase Track =  1
  Can't Undo! Sure?
  [ENTER] [CANCEL]
```
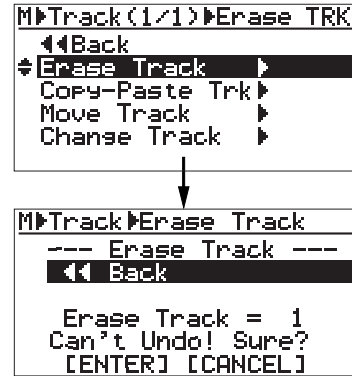
5) **Rotate the JOG dial to select "Erase Track = 1", and press the [MENU/ENTER] key.**
   The currently selected option flashes and you can now select the desired option by rotating the JOG dial. The available options are:

   - **1 through 8 (mono track)**
   - **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

   ```
   M▶Track▶Erase Track
   --- Erase Track ---
   ◀◀ Back

     Erase Track =  1
   Can't Undo! Sure?
   [ENTER] [CANCEL]
   ```

   ```
   M▶Track▶Erase Track
   --- Erase Track ---
   ◀◀ Back

     Erase Track =  1 ─── flashing
   Can't Undo! Sure?
   [ENTER] [CANCEL]
   ```

6) **Rotate the JOG dial to select the desired option, and press the [MENU/ENTER] key.**
   "Erase Track = *" is now highlighted on the screen.
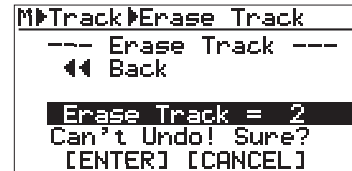
   ```
   M▶Track▶Erase Track
   --- Erase Track ---
   ◀◀ Back

     Erase Track =  2
   Can't Undo! Sure?
   [ENTER] [CANCEL]
   ```

7) **Rotate the JOG dial to move the cursor to "[ENTER]" on the screen, and press the [MENU/ENTER] key.**
   The display shows "Please Wait", immediately followed by "Completed" when the MR-8mkII completes erasing.

> **<Note>:** *If you want to cancel the erase operation, move the cursor to "[CANCEL]" on the screen, and press the [MENU/ENTER] knob.*

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```
M▶Track▶Erase Track
 --- Erase Track ---
 ◀◀ Back

 Erase Track =  2
 Can't Undo! Sure?
 [ENTER] [CANCEL]
```

```
M▶Track▶Erase Track
 --- Erase Track ---

 Please Wait
```

```
M▶Track▶Erase Track
 --- Erase Track ---

 Completed

 Press ENTER Key
```

8) **Press the [MENU/ENTER] key.**
The display now returns to the track edit menu screen, where "Erase Track >" is highlighted.

9) **Press the [STOP] key to exit the menu mode.**

Copying/pasting track data

You can copy whole data (from ABS ZERO to REC END) of the desired track(s) of the song currently loaded and paste it to the other desired track(s). The data on the source track(s) still remains after the copy/paste operation. Copy/paste operation can be done within the currently loaded song.

ABS ZERO   REC END

TRK 1
TRK 2
TRK 3
TRK 4
TRK 5
TRK 6
TRK 7
TRK 8
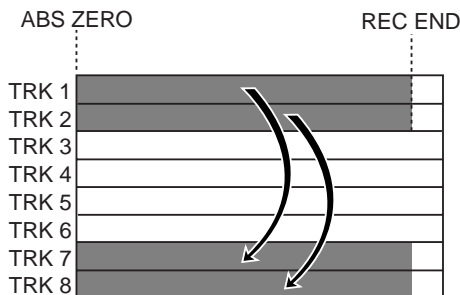
<Note>: You cannot copy/paste track data of a song protected. Release the protection before copying/pasting track data.

1) **Load the song you want to edit.**

2) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

```
MENU(1/2)▶Back
▼◀◀Back
 System        ▶
 Song          ▶
 Track Edit    ▶
 Part Edit     ▶
 Rhythm Guide  ▶
```
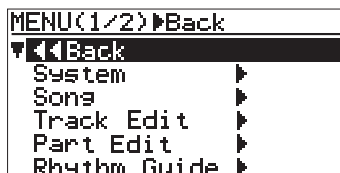
3) **Rotate the [MENU/ENTER] knob to select "Track Edit >", and press the [MENU/ENTER] knob.**
The display now shows the track edit menu screen, where "<< Back" is highlighted.

```
MENU(1/2)▶Track Edit
 ◀◀Back
 System        ▶
 Song          ▶
‡Track Edit    ▶
 Part Edit     ▶
 Rhythm Guide  ▶
```

```
M▶Track(1/1)▶Back
▼◀◀Back
 Erase Track   ▶
 Copy-Paste Trk▶
 Move Track    ▶
 Change Track  ▶
```
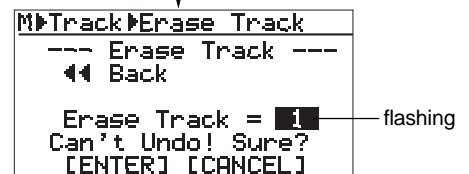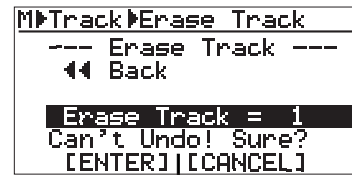
4) **Rotate the JOG dial to select "Copy-Paste Trk >", and press the [MENU/ENTER] key.**
The display now shows the screen for selecting the source track(s) and destination track(s) of copy/paste operation.
"Source Track" selects the copy source track(s), while "Dest. Track" selects the paste destination track(s).

```
M▶Track(1/1)▶CpyPstTRK
 ◀◀Back
  Erase Track      ▶
 ◆Copy-Paste Trk▶
  Move Track       ▶
  Change Track     ▶
```

```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --
 ◀◀ Back
 Source Track  =  1
 Dest. Track   =  1

  [ENTER] [CANCEL]
```

5) **Rotate the JOG dial to select "Source Track = 10⁰",**
and press the [MENU/ENTER] key.
You can now select the desired copy source
track(s) by rotating the JOG dial.
The available options are:

- **1 through 8 (mono track)**
- **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --
 ◀◀ Back
 Source Track  =  1
 Dest. Track   =  1

  [ENTER] [CANCEL]
```
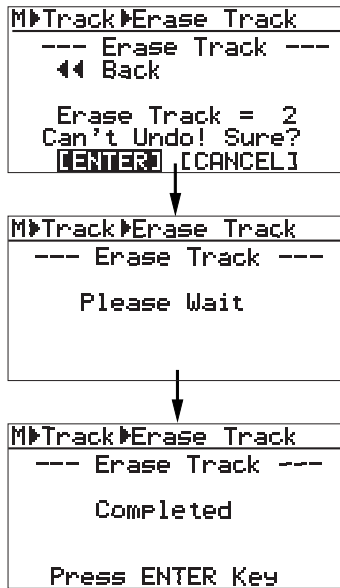
```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --
 ◀◀ Back
 Source Track  =  1 ──── flashing
 Dest. Track   =  1

  [ENTER] [CANCEL]
```

6) **Rotate the JOG dial to select the source track(s)**
to be copied, and press the [MENU/ENTER] key.
You can now select the desired copy
destination track(s)

```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --
 ◀◀ Back
 Source Track  =  1 ──── flashing
 Dest. Track   =  1

  [ENTER] [CANCEL]
```

```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --
 ◀◀ Back
 Source Track  =  1
 Dest. Track   =  1 ──── flashing

  [ENTER] [CANCEL]
```

You can select the same number of tracks as
the copy source track(s). For example, if you
select a mono track for the source, you can
only select a mono track for the destination.

> **<Note>:** *You cannot select the same track(s)*
> *for the copy source and destination.*

7) **Rotate the JOG dial to select the destination track(s),**
and press the [MENU/ENTER] key.
"Dest. Track = *" is now highlighted on the
screen.

```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --
 ◀◀ Back
 Source Track  =  1
 Dest. Track   =  2 ──── flashing

  [ENTER] [CANCEL]
```

```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --
 ◀◀ Back
 Source Track  =  1
 Dest. Track   =  2

  [ENTER] [CANCEL]
```

8) **Rotate the JOG dial to move the cursor to**
"ENTER" at the bottom of the screen, then press
the [MENU/ENTER] key.
The display shows "Please Wait", immediately
followed by "Completed" when the MR-8mkII
completes the copy/paste operation.

> **<Note>:** *If you want to cancel the copy/paste*
> *operation, move the cursor to "[CANCEL]"*
> *on the screen, and press the [MENU/ENTER]*
> *key.*

```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --
 ◀◀ Back
 Source Track  =  1
 Dest. Track   =  2

  [ENTER] [CANCEL]
```

```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --

   Please Wait
```

```
M▶Track▶Cpy-Pst Track
 -- Cpy-Pst Track --

   Completed

  Press ENTER Key
```

> **<Note>:** *If a destination track has recorded*
> *data, pasting the copied data overwrites the*
> *previous data.*

9) **Press the [MENU/ENTER] key.**
The display now returns to the track edit menu
screen, where "Copy-Paste Trk >" is highlighted.

10) **Press the [STOP] key to exit the menu mode.**

> **<Note>:** *If you are not satisfied with the re-*
> *sult, press the [UNDO/REDO] key to undo*
> *the operation (see page 95).*

Moving track data

You can move whole data (from ABS ZERO to REC END) of the desired track(s) to the other desired track(s). After the data is moved, the original track(s) is(are) silent. You can only move track data within the current song.

```
        ABS ZERO              REC END
TRK 1
TRK 2
TRK 3
TRK 4
TRK 5
TRK 6
TRK 7
TRK 8
```
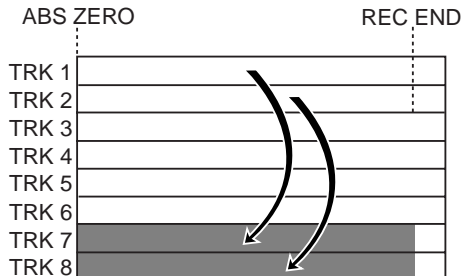
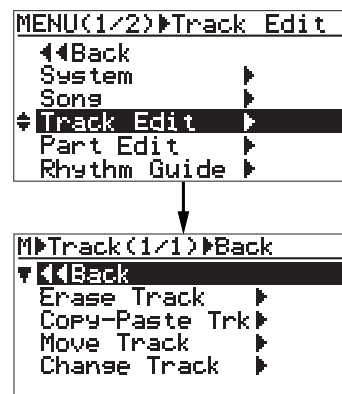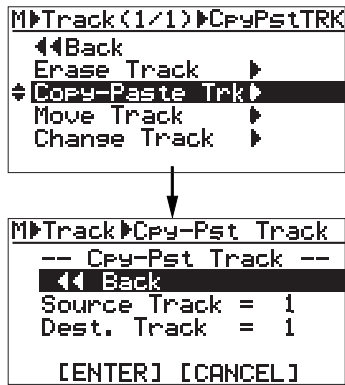*<Note>: You cannot move track data of a song protected. Release the protection before moving track data.*

1) **Load the song you want to edit.**

2) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
   The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

   ```
   MENU(1/2)▶Back
   ▼◀◀Back
     System        ▶
     Song
     Track Edit    ▶
     Part Edit     ▶
     Rhythm Guide  ▶
   ```

3) **Rotate the JOG dial to select Track Edit >", and press the [MENU/ENTER] key.**
   The display now shows the track edit menu screen, where "<< Back" is highlighted.

   ```
   MENU(1/2)▶Track Edit
     ◀◀Back
     System        ▶
     Song
   ✦ Track Edit    ▶
     Part Edit     ▶
     Rhythm Guide  ▶
   ```

   ```
   M▶Track(1/1)▶Back
   ▼◀◀Back
     Erase Track    ▶
     Copy-Paste Trk▶
     Move Track     ▶
     Change Track   ▶
   ```
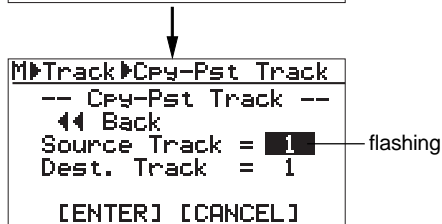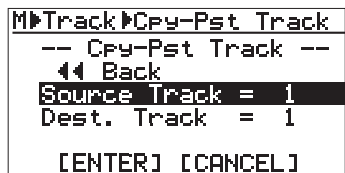
4) **Rotate the JOG dial to select "Move Track >", and press the [MENU/ENTER] key.**
   The display now shows the screen for selecting the source track(s) and destination track(s) of the move operation. "Source Track" selects the move source track(s), while "Dest. Track" selects the move destination track(s).

   ```
   M▶Track(1/1)▶
     ◀◀Back
     Erase Track    ▶
     Copy-Paste Trk▶
   ✦ Move Track     ▶
     Change Track   ▶
   ```

   ```
   M▶Track▶Move Track
     --- Move Track ---
     ◀◀ Back
     Source Track =  1
     Dest. Track  =  1

       [ENTER] [CANCEL]
   ```
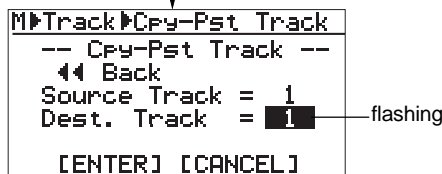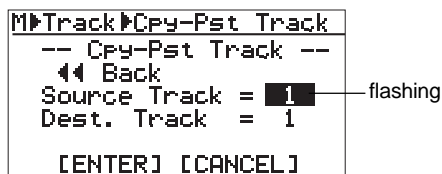
5) **Rotate the JOG dial to select "Source Track = *",** **and press the [MENU/ENTER] key.**
   You can now select the desired move source track(s) by rotating the JOG dial.
   The available options are:

   - **1 through 8 (mono track)**
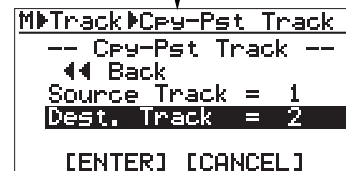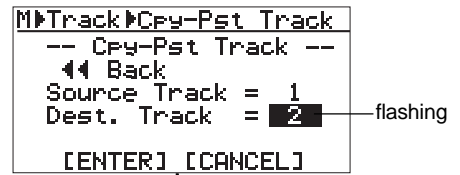   - **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

   ```
   M▶Track▶Move Track
     --- Move Track ---
     ◀◀ Back
     Source Track =  1
     Dest. Track  =  1

       [ENTER] [CANCEL]
   ```

   ```
   M▶Track▶Move Track
     --- Move Track ---
     ◀◀ Back
     Source Track =  1 ── flashing
     Dest. Track  =  1

       [ENTER] [CANCEL]
   ```

6) **Rotate the JOG dial to select source track(s), and press the [MENU/ENTER] key.**
   You can now select the desired destination track(s).

   ```
   M▶Track▶Move Track
     --- Move Track ---
     ◀◀ Back
     Source Track =  1 ── flashing
     Dest. Track  =  1

       [ENTER] [CANCEL]
   ```

   ```
   M▶Track▶Move Track
     --- Move Track ---
     ◀◀ Back
     Source Track =  1
     Dest. Track  =  1 ── flashing

       [ENTER] [CANCEL]
   ```

You can select the same number of tracks as the move source track(s). For example, if you select a mono track for the move source, you can only select a mono for the move destination.

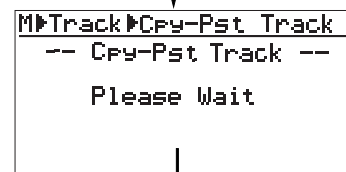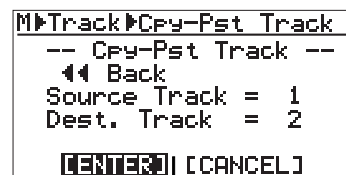> **<Note>:** *You cannot select the same track(s) for the move source and destination.*

7) **Rotate the JOG dial to select destination track(s), and press the [MENU/ENTER] key.**
"Dest. Track = *" is now highlighted on the screen.

```
M▶Track▶Move Track
 --- Move Track ---
 ◀◀ Back
 Source Track =  1
 Dest. Track  = ▣ ──── flashing

  [ENTER] [CANCEL]
```

```
M▶Track▶Move Track
 --- Move Track ---
 ◀◀ Back
 Source Track =  1
 Dest. Track  =  3

  [ENTER] [CANCEL]
```

8) **Rotate the JOG dial to move the cursor to "[ENTER]" on the screen, and press the [MENU/ENTER] key.**
The display shows "Please Wait", immediately followed by "Completed" when the MR-8mkII completes the move operation.

> **<Note>:** *If you want to cancel the move operation, move the cursor to "[CANCEL]" on the screen, and press the [MENU/ENTER] key.*

```
M▶Track▶Move Track
 --- Move Track ---
 ◀◀ Back
 Source Track =  1
 Dest. Track  =  3

  [ENTER] [CANCEL]
```

```
M▶Track▶Move Track
 --- Move Track ---

   Please Wait


```

```
M▶Track▶Move Track
 --- Move Track ---

   Completed

 Press ENTER Key
```

> **<Note>:** *If a destination track has recorded data, moving data overwrites the previous data.*

9) **Press the [MENU/ENTER] key.**
The display now returns to the track edit menu screen, where "Move Track >" is highlighted.

10) **Press the [STOP] key to exit the menu mode.**

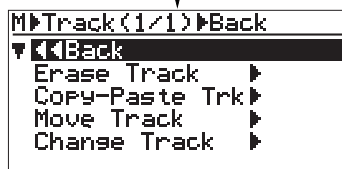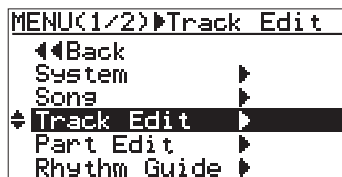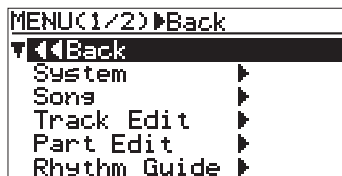> **<Note>:** *If you are not satisfied with the result, press the [UNDO/REDO] key to undo the operation (see page 95).*

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Exchanging whole track data

You can exchange whole data (from ABS ZERO to REC END) between the desired track(s).
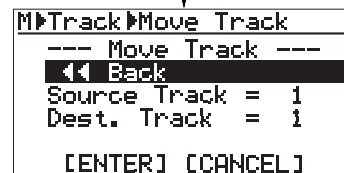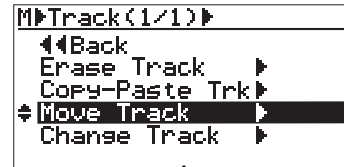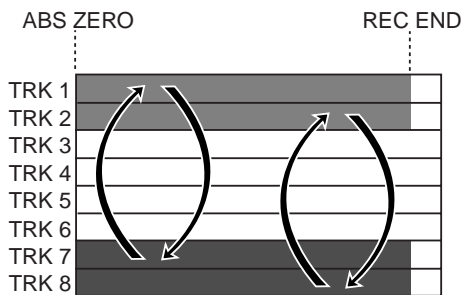

<Note>: *You cannot exchange track data of a song protected. Release the protection before exchanging track data.*

1) **Load the song you want to edit.**

2) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
   The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

```
MENU(1/2)▶Back
▼◀◀Back
  System          ▶
  Song            ▶
  Track Edit      ▶
  Part Edit       ▶
  Rhythm Guide    ▶
```

3) **Rotate the JOG dial to select "Track Edit >", and press the [MENU/ENTER] key.**
   The display now shows the track edit menu screen, where "<< Back" is highlighted.
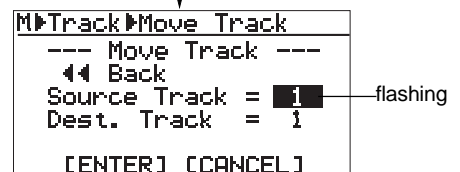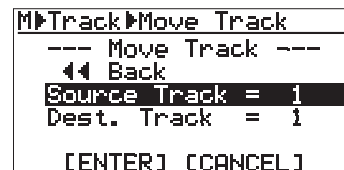
```
MENU(1/2)▶Track Edit
  ◀◀Back
  System          ▶
  Song            ▶
  Track Edit      ▶
  Part Edit       ▶
  Rhythm Guide    ▶
```

```
M▶Track(1/1)▶Back
▼◀◀Back
  Erase Track     ▶
  Copy-Paste Trk▶
  Move Track      ▶
  Change Track    ▶
```
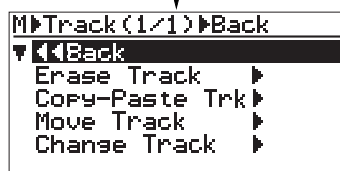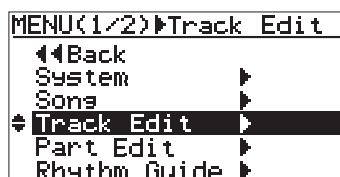
4) **Rotate the JOG dial to select "Change Track >", and press the [MENU/ENTER] key.**

   The display now shows the screen for selecting the source track(s) and destination track(s) of the exchange operation.

"Source Track" selects the exchange source track(s), while "Dest. Track" selects the exchange destination track(s).
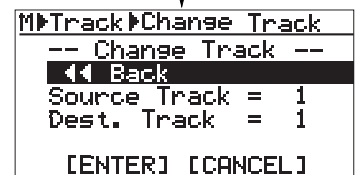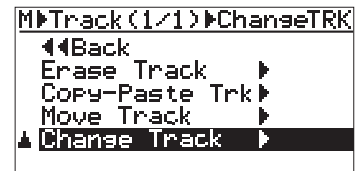
```
M▶Track(1/1)▶ChangeTRK
  ◀◀Back
  Erase Track     ▶
  Copy-Paste Trk▶
  Move Track      ▶
▲ Change Track    ▶
```

```
M▶Track▶Change Track
  -- Change Track --
  ◀◀ Back
  Source Track  =   1
  Dest. Track   =   1

  [ENTER] [CANCEL]
```
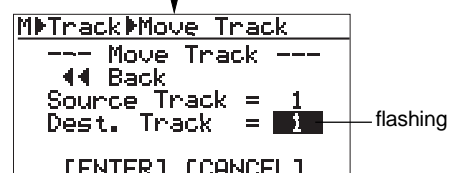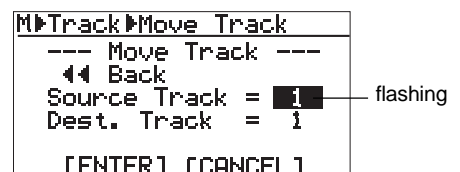
5) **Rotate the JOG dial to select "Source Track = *", and press the [MENU/ENTER] key.**
   You can now select the desired exchange source track(s) by rotating the JOG dial.
   The available options are:

   • **1 through 8 (mono track)**
   • **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

```
M▶Track▶Change Track
  -- Change Track --
  ◀◀ Back
  Source Track  =   1
  Dest. Track   =   1

  [ENTER] [CANCEL]
```

```
M▶Track▶Change Track
  -- Change Track --
  ◀◀ Back
  Source Track  =   1 ─── flashing
  Dest. Track   =   1

  [ENTER] [CANCEL]
```
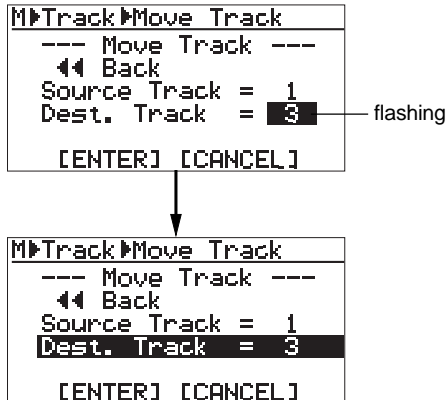
6) **Rotate the JOG dial to select the source track(s), and press the [MENU/ENTER] key.**
   You can now select the desired destination track(s).

```
M▶Track▶Change Track
  -- Change Track --
  ◀◀ Back
  Source Track  =   1 ─── flashing
  Dest. Track   =   1

  [ENTER] [CANCEL]
```

```
M▶Track▶Change Track
  -- Change Track --
  ◀◀ Back
  Source Track  =   1
  Dest. Track   =   1 ─── flashing

  [ENTER] [CANCEL]
```
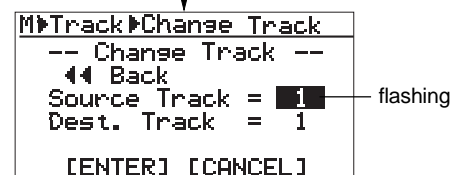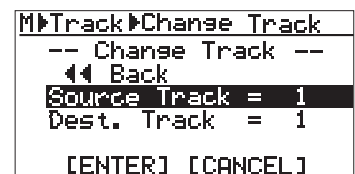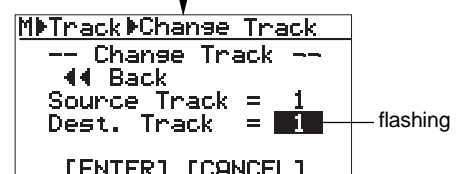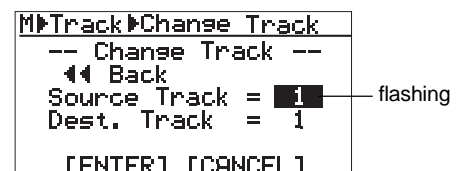
You can select the same number of tracks as the exchange source track(s). For example, if you select a mono track for the exchange source, you can only select a mono track for the exchange destination.
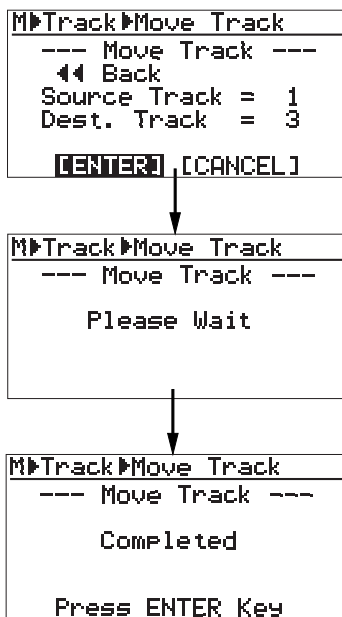
> ***<Note>:*** *You cannot select the same track(s) for the exchange source and destination.*

7)   Rotate the JOG dial to select the destination track(s), and press the [MENU/ENTER] key.
"Dest. Track = *" is now highlighted on the screen.

```
┌─────────────────────────────┐
│M▶Track▶Change Track          │
│ ── Change Track ──           │
│  ◀◀ Back                     │
│ Source Track =  1            │
│ Dest. Track  = ▐ 4 ▌ ──── flashing
│                              │
│  [ENTER] [CANCEL]            │
└─────────────────────────────┘
```

↓

```
┌─────────────────────────────┐
│M▶Track▶Change Track          │
│ ── Change Track ──           │
│  ◀◀ Back                     │
│ Source Track =  1            │
│▐Dest. Track  =  4           ▌│
│                              │
│  [ENTER] [CANCEL]            │
└─────────────────────────────┘
```

8)   Rotate the JOG dial to move the cursor to "[ENTER]" on the screen, and press the [MENU/ENTER] key.
The display shows "Please Wait", immediately followed by "Completed" when the MR-8mkII completes the exchange operation.

> ***<Note>:*** *If you want to cancel the exchange operation, move the cursor to "[CANCEL]" on the screen, and press the [MENU/ENTER] key.*

```
┌─────────────────────────────┐
│M▶Track▶Change Track          │
│ ── Change Track ──           │
│  ◀◀ Back                     │
│ Source Track =  1            │
│ Dest. Track  =  4            │
│                              │
│  ▐[ENTER]▌ [CANCEL]          │
└─────────────────────────────┘
```

↓

```
┌─────────────────────────────┐
│M▶Track▶Change Track          │
│ ── Change Track ──           │
│                              │
│     Please Wait              │
│                              │
│                              │
└─────────────────────────────┘
```

↓

```
┌─────────────────────────────┐
│M▶Track▶Change Track          │
│ ── Change Track ──           │
│                              │
│     Completed                │
│                              │
│  Press ENTER Key             │
└─────────────────────────────┘
```

9)   Press the [MENU/ENTER] key.
The display now returns to the track edit menu screen, where "Change Track >" is highlighted.

10)   Press the [STOP] key to exit the menu mode.

> ***<Note>:*** *If you are not satisfied with the result, press the [UNDO/REDO] key to undo the operation (see page 95).*
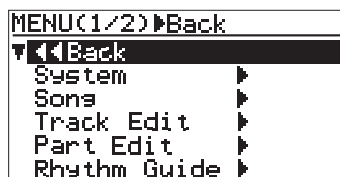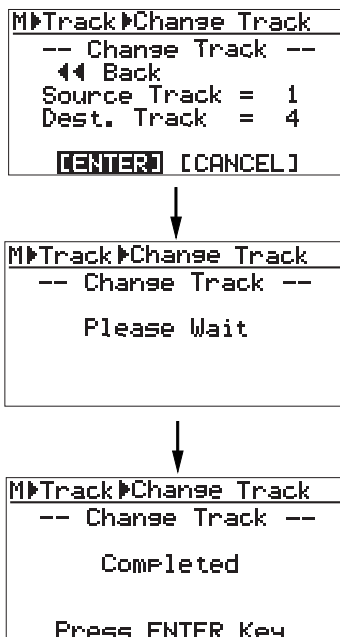
Part data editing

This chapter describes the part data editing function for a recorded song. "Part" means audio data between the LOCATE A and LOCATE B points.

<LOCATE A and LOCATE B points>

You have to set the LOCATE A and LOCATE B points before executing the part editing function. See page 49 for details about how to set these points. Note that you can set the LOCATE A and LOCATE B points after entering the part editing mode (see the next page for details).

<Undo/redo of editing>

You can undo part editing. By pressing the [UNDO/REDO] key after executing part editing, the song returns to the original condition before editing.
By pressing the [UNDO/REDO] key after undoing part editing, you can again return the song to the condition after being edited.

```
UNDO/REDO
[   ]
DELETE
```
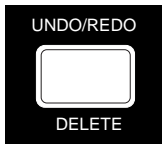
[UNDO/REDO] key

<Notes>: Also note that if you carry out any of the following after editing, you cannot undo the editing anymore.

1.	**Making new recording**
2.	**Making new editing**
3.	**Turning off the power**
4.	**Loading another song**

<Note>: With the default setting, you cannot undo or redo erasing part data (while you can undo or redo all other part data editing). Because erasing part data completely deletes part data from a card, the free card space increases after erasing part data. If you want to make it possible to undo or redo erasing part data, set the "Auto Delete" menu item of the "System" menu in the MENU mode to "Off" (see page 135). In this case, however, note that the free card space does not increase after erasing part data.

<Notes>: While a menu screen is shown, you can go up the menu screen level or directly exit the menu mode by the following operations.

(1) **Select "<< Back" on a menu screen and press the [MENU/ENTER] key.**
The display returns to the previous (upper level) screen. Repeating this operation finally exits the menu mode.

(2) **Press the [REWIND] key.**
The display returns to the previous (upper level) screen.
Repeating this operation finally exits the menu mode.

(2) **Press the [STOP] key.**
The menu mode exits and the display shows the home screen.

Playing back the "part" (between LOCATE A and LOCATE B) to be edited

You can play back audio of the "part" before carrying out edit operation. After setting the LOCATE A and LOCATE B points, follow the procedure below for checking the part. You can check the part before entering the menu mode, as well as while the part editing screen is shown.

1) **Press the [PLAY] key while holding down the [STOP] key.**
The MR-8mkII starts playback between the LOCATE A and LOCATE B points (see also page 46).

2) **During playback, raise the appropriate track fader(s) and the [MASTER] fader.**
You can monitor only the "part" to be edited, so you can check the editing range.

You can change the LOCATE A and LOCATE B points during the edit operation, as well as before entering the editing mode (see the following for details).

Changing an edit point during editing

On the screen for selecting the target track(s) to be edited, you can see the current recorder position information (in ABS time or bar/beat/clock). The following screen example shows the screen for selecting the track(s) for part erasing.

```
***Bar *♩ ***clk
--- Erase Part ---
◀◀ Back

Erase Track =  1

[ENTER] [CANCEL]
```
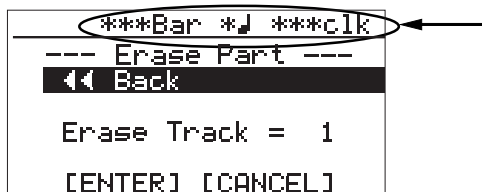
The time (or bar/beat/clock) value changes in realtime as the recorder moves (i.e. when it plays, fastforwards, rewinds, locates, etc.). When you carry out the locate operation to the LOCATE A or LOCATE B point and the current position matches the locate point, "LocA=" (or "LocB=") is shown to the left of the current position information, as shown below. This shows that the recorder is now at the LOCATE A (or LOCATE B) point.

```
LocA=***Bar *♩ ***clk
--- Erase Part ---
◀◀ Back

Erase Track =  1

[ENTER] [CANCEL]
```
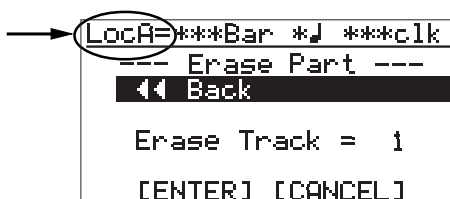
The LOCATE A or LOCATE B point can be changed while this screen is shown by following the procedure below.

1) **Move the recorder to the desired point by using the [PLAY], [REWIND] or [F FWD] key.**

2) **While the recorder is at the desired point, press the [STORE] key and followed by the [LOCATE A/IN] or [LOCATE B/OUT] key.**
The old editing point is overwritten by the new point. After setting the new editing point, "LocA=" (or "LocB=") is shown to the left of the current position information, as shown left.

After setting the new editing points, you can edit (erase, paste, move or exchange) data of newly specified part.

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Erasing the part(s)

You can erase the part(s) on the selected track(s) of the current song.

```
                  LOCATE A    LOCATE B
                   point       point
       ABS ZERO                       REC END
TRK 1
TRK 2
TRK 3            |   Silent   |
TRK 4
TRK 5
TRK 6
TRK 7
TRK 8
```
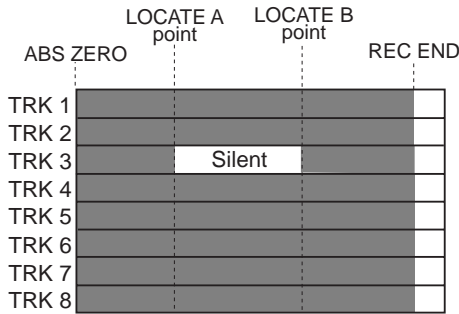
<Note>: You cannot erase the part(s) of a song which is protected. Release the song protection before erasing the part(s).

<Note>: With the default setting, you cannot undo or redo erasing part data. If you want to make it possible to undo or redo erasing part data, set the "Auto Delete" menu item of the "System" menu in the MENU mode to "Off" (see page 135).

1) **Load the song you want to edit.**

2) **Set the LOCATE A and LOCATE B points (see page 51).**
    You can check the part(s) by playing back the recorder between the LOCATE A and LOCATE B points (see page 46).

3) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
    The display now shows the first page of the menu selection screen, where "**<< Back**" is highlighted initially.

    ```
    MENU(1/2)▶Back
    ▼◀◀Back
      System        ▶
      Song          ▶
      Track Edit    ▶
      Part Edit     ▶
      Rhythm Guide  ▶
    ```

4) **Rotate the JOG dial to select "Part Edit >", and press the [MENU/ENTER] key**
    The display now shows the part edit menu screen, where "**<< Back**" is highlighted.

    ```
    MENU(1/2)▶Part Edit
     ◀◀Back
      System        ▶
      Song          ▶
      Track Edit    ▶
    ↕ Part Edit     ▶
      Rhythm Guide  ▶
    ```
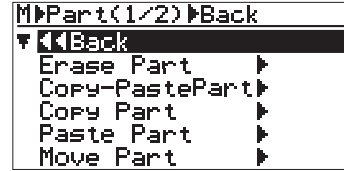
5) **Rotate the JOG dial to select "Erase Part >", and press the [MENU/ENTER] key.**
    The display now shows the screen for selecting a track or tracks of which you want to erase the part(s). On the screen, "<< Back" is initially highlighted.

    As you can see from the message on the screen ("Can't Undo! Sure?"), you cannot undo erasing part data.

    ```
    M▶Part(1/2)▶Back
    ▼◀◀Back
      Erase Part      ▶
      Copy-PastePart▶
      Copy Part       ▶
      Paste Part      ▶
      Move Part       ▶
    ```

    ```
    M▶Part(1/2)▶Erase Part
     ◀◀Back
    ↕ Erase Part      ▶
      Copy-PastePart▶
      Copy Part       ▶
      Paste Part      ▶
      Move Part       ▶
    ```

    ```
         ***Bar *♩ ***clk
        ─── Erase Part ───
        ◀◀ Back

        Erase Track =   1
        Can't Undo! Sure?
         [ENTER] [CANCEL]
    ```

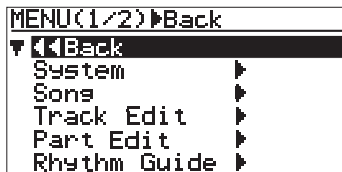6) **Rotate the JOG dial to select "Erase Track = *", and press the [MENU/ENTER] key.**
    The current option starts flashing and you can now select the desired track(s) by rotating the JOG dial. The available options are:

    - **1 through 8 (mono track)**
    - **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

    ```
         ***Bar *♩ ***clk
        ─── Erase Part ───
        ◀◀ Back

        Erase Track =   1
        Can't Undo! Sure?
         [ENTER] [CANCEL]
    ```

    ```
         ***Bar *♩ ***clk
        ─── Erase Part ───
        ◀◀ Back

        Erase Track =   1 ──flashing
        Can't Undo! Sure?
         [ENTER] [CANCEL]
    ```

7) **Rotate the JOG dial to select the desired option, and press the [MENU/ENTER] key.**
    The display returns to the previous screen.

```
      ***Bar *♩ ***clk
   --- Erase Part ---
   ◀◀ Back

   Erase Track =  3          flashing
   Can't Undo! Sure?
   [ENTER] [CANCEL]
```

↓

```
      ***Bar *♩ ***clk
   --- Erase Part ---
   ◀◀ Back

   Erase Track =   3
   Can't Undo! Sure?
   [ENTER] [CANCEL]
```

```
      ***Bar *♩ ***clk
   --- Erase Part ---
   ◀◀ Back

   Erase Track =   3
   Can't Undo! Sure?
   [ENTER] [CANCEL]
```

↓

```
   M▶Part▶Erase Part
   --- Erase Part ---

       Please Wait
```

↓

```
   M▶Part▶Erase Part
   --- Erase Part ---

       Completed

     Press ENTER Key
```
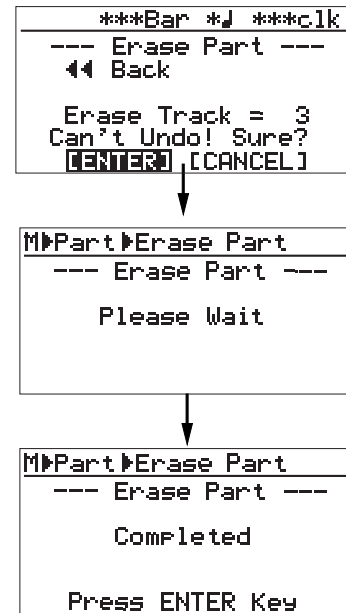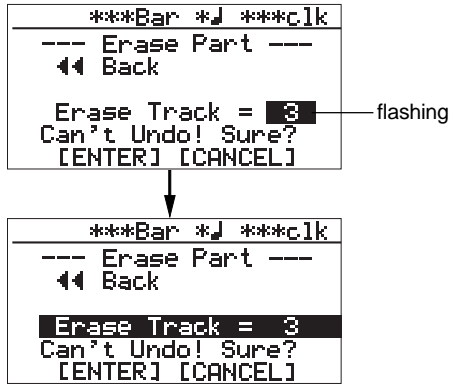
8) **Rotate the JOG dial to move the cursor to "[ENTER]" on the screen, and press the [MENU/ENTER] key.**
The display shows "**Please Wait**", immediately followed by "**Completed**" when the MR-8mkII completes erasing.

If you want to cancel the part erase operation, move the cursor to "**[CANCEL]**" on the screen, and press the [MENU/ENTER] key.

9) **Press the [MENU/ENTER] key.**
The display now returns to the part edit menu screen, where "**Erase Part >**" is highlighted.

10) **Press the [STOP] key to exit the menu mode.**

Copying/pasting the part(s)-1

You can copy the desired part(s) of the selected track(s) and paste it(them) to the same time position of the other desired track(s). The copy/paste operation of a part or parts can be made only within the current song. You can also make the copy/paste operation of a part or parts using another method described later in "Copying/pasting the desired part(s) (2)".
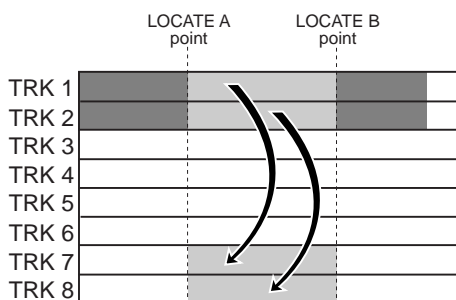
<Note>: You cannot copy/paste track data of a song protected. Release the protection before making the copy/paste operation.

<Note>: If you want to paste the copied part(s) to the desired time position of other track(s) other than the position between the LOCATE A and LO-CATE B points, use the method described later in "Copying/pasting the desired part(s) (2)".

1) **Load the song you want to edit.**

2) **Set the LOCATE A and LOCATE B points for specifying the desired part(s) (see page 51).**
You can check the part(s) by playing back between the LOCATE A and LOCATE B points (see page 46).

3) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
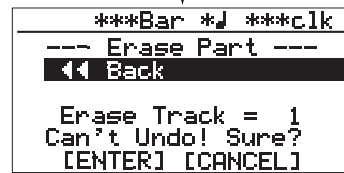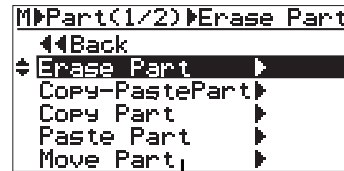The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

```
   MENU(1/2)▶Back
  ▼◀◀Back
   System          ▶
   Song            ▶
   Track Edit      ▶
   Part Edit       ▶
   Rhythm Guide    ▶
```

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4) **Rotate the JOG dial to select "Part Edit >", and press the [MENU/ENTER] key.**
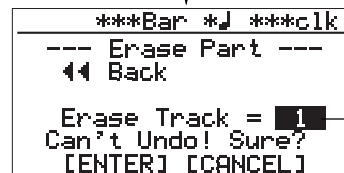The display now shows the part edit menu screen, where "<< Back" is highlighted.
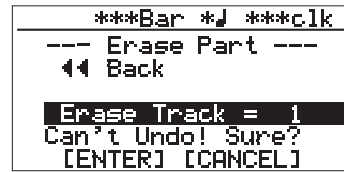
```
MENU(1/2)▶Part Edit
 ◀◀Back
 System        ▶
 Song          ▶
 Track Edit    ▶
 Part Edit     ▶
 Rhythm Guide  ▶
```

↓

```
M▶Part(1/2)▶Back
 ▼◀◀Back
 Erase Part      ▶
 Copy-PastePart▶
 Copy Part       ▶
 Paste Part      ▶
 Move Part       ▶
```
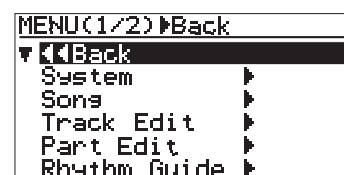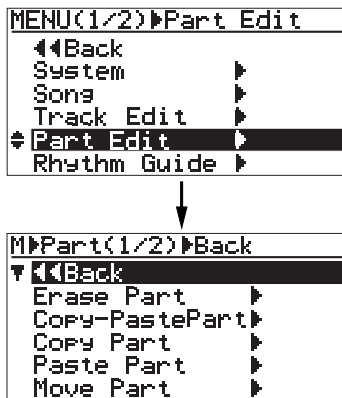
5) **Rotate the JOG dial to select "Copy-PastePart >", and press the [MENU/ENTER] key.**
The display now shows the screen for selecting the source track(s) and destination track(s) of copy/paste. "<<Back" is initially highlighted.

```
M▶Part(1/2)▶CpyPstPart
 ◀◀Back
 Erase Part      ▶
 Copy-PastePart▶
 Copy Part       ▶
 Paste Part      ▶
 Move Part       ▶
```

↓

```
    ***Bar *♩ ***clk
 -- Cpy-Pst Part --
 ◀◀ Back
 Source Track =   1
 Dest. Track  =   1

    [ENTER] [CANCEL]
```

6) **Rotate the JOG dial to select "Source Track = *",
and press the [MENU/ENTER] key.**
The display now shows the screen for selecting the copy source track(s).
You can select the copy source track(s) by rotating the JOG dial.
The available options are:

• **1 through 8 (mono track)**
• **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

```
    ***Bar *♩ ***clk
 -- Cpy-Pst Part --
 ◀◀ Back
 Source Track =   1
 Dest. Track  =   1

    [ENTER] [CANCEL]
```

↓

```
    ***Bar *♩ ***clk
 -- Cpy-Pst Part --
 ◀◀ Back
 Source Track =  1 ── flashing
 Dest. Track  =   1

    [ENTER] [CANCEL]
```

7) **Rotate the JOG dial to select the source track(s) to be copied, and press the [MENU/ENTER] key.**
You can select the destination track(s) by rotating the JOG dial.
The available options are:

• **1 through 8 (mono track)**
• **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

```
    ***Bar *♩ ***clk
 -- Cpy-Pst Part --
 ◀◀ Back
 Source Track =  1 ── flashing
 Dest. Track  =   1

    [ENTER] [CANCEL]
```

↓

```
    ***Bar *♩ ***clk
 -- Cpy-Pst Part --
 ◀◀ Back
 Source Track =   1
 Dest. Track  =  1 ── flashing

    [ENTER] [CANCEL]
```

<Note>: You cannot select the same track(s) for the copy source and destination.

8) **Rotate the JOG dial to select the destination track(s), and press the [MENU/ENTER] key.**
The display returns to the previous screen.

```
    ***Bar *♩ ***clk
 -- Cpy-Pst Part --
 ◀◀ Back
 Source Track =   1
 Dest. Track  =  4 ── flashing

    [ENTER] [CANCEL]
```

↓

```
    ***Bar *♩ ***clk
 -- Cpy-Pst Part --
 ◀◀ Back
 Source Track =   1
 Dest. Track  =   4

    [ENTER] [CANCEL]
```

9) **Rotate the JOG dial to move the cursor to "[ENTER]" at the bottom of the screen, then press the [MENU/ENTER] key.**
The display shows "Please Wait", immediately followed by "Completed" when the MR-8mkII completes the copy/paste operation.

To cancel the copy/paste operation, move the cursor to "[CANCEL]" at the bottom of the screen, and press the [MENU/ENTER] key.

```
    ***Bar *♩ ***clk
 -- Cpy-Pst Part --
 ◀◀ Back
 Source Track =   1
 Dest. Track  =   4

    [ENTER] [CANCEL]
```

↓

```
M▶Part▶Cpy-Pst Part
 -- Cpy-Pst Part --

    Please Wait
```

```
M▶Part▶Cpy-Pst Part
 -- Cpy-Pst Part --

    Completed

  Press ENTER Key
```
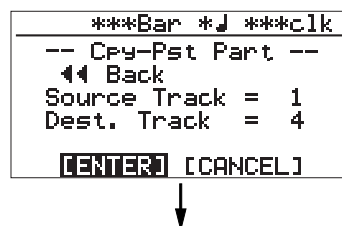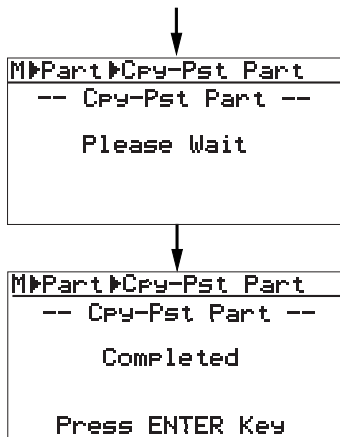
10)   Press the [MENU/ENTER] key.
The display now returns to the part edit menu screen, where "Copy-Paste Part >" is highlighted.
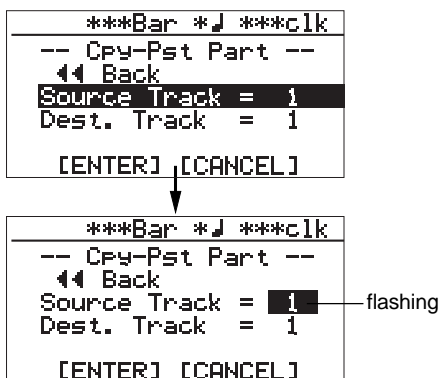
11)   Press the [STOP] key to exit the menu mode.

> ***<Note>:*** *If you are not satisfied with the result, press the [UNDO/REDO] key to undo the operation (see page 103).*

Copying/pasting the part(s)-2

You can copy the desired part(s) of the selected track(s) and paste it(them) to the other time position of the desired track(s). Unlike the method described above in "Copying/pasting the desired part(s) (1)", the part data is copied to the (virtual) clipboard and then pasted to the specified position of the other specified track(s).
The copy/paste operation of a part or parts can be made only within the current song.

> ***<Note>:*** *If you paste the part(s) to the same time position of the other track(s), we recommend using the method described above in "Copying/pasting the desired part(s) (1)", because it works faster.*

> ***<Note>:*** *You cannot copy/paste track data of a song protected. Release the protection before making the copy/paste operation.*

> ***<Note>:*** *If you turn off the MR-8mkII after copying the part data to the clipboard, the data on the clipboard is lost. Also note that you cannot undo copying data to the clipboard.*

Copying to the clipboard

1)   Load the song you want to edit.

2)   Set the LOCATE A and LOCATE B points (see page 51).
You can check the edited part(s) by playing back between the LOCATE A and LOCATE B points (see page 46).

3)   While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

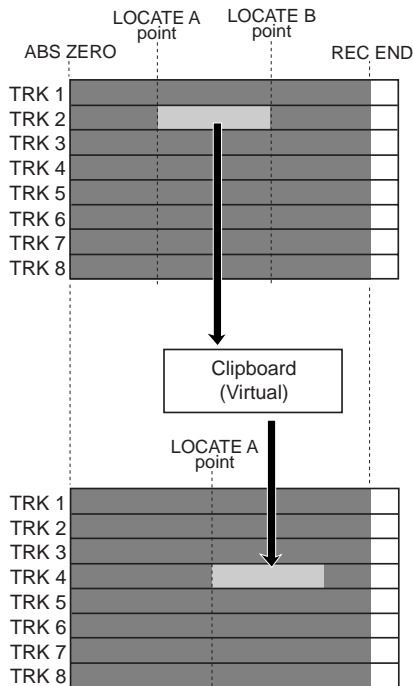**4)** **Rotate the JOG dial to select "Part Edit >", and press the [MENU/ENTER] key.**
The display now shows the part edit menu screen, where "<< Back" is highlighted.

```
MENU(1/2)▶Part Edit
  ◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
⬍ Part Edit     ▶
  Rhythm Guide  ▶
```

```
M▶Part(1/2)▶Back
▼◀◀Back
  Erase Part     ▶
  Copy-PastePart▶
  Copy Part      ▶
  Paste Part     ▶
  Move Part      ▶
```

5) **Rotate the JOG dial to select "Copy Part >", and press the [MENU/ENTER] key.**
The display now shows the screen for selecting the source track(s).
"<<Back" is initially highlighted.

```
M▶Part(1/2)▶Copy Part
  ◀◀Back
  Erase Part     ▶
  Copy-PastePart▶
⬍ Copy Part      ▶
  Paste Part     ▶
  Move Part      ▶
```

```
  ***Bar *♩ ***clk
  --- Copy Part ---
  ◀◀ Back

   Copy Track =  1

  [ENTER] [CANCEL]
```

6) **Rotate the JOG dial to select "Copy Track >", and press the [MENU/ENTER] key.**
The display now shows the screen for selecting the copy source track(s).
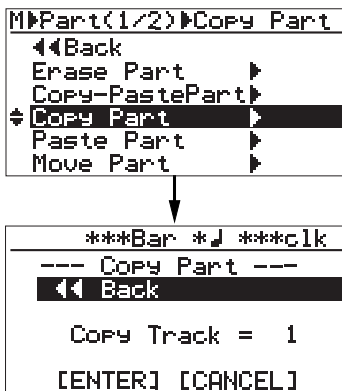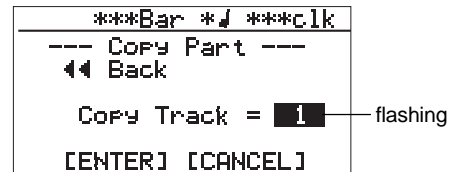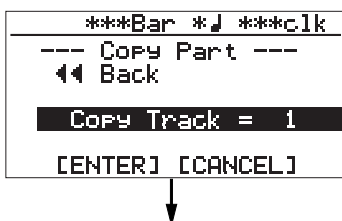You can select the copy source track(s) by rotating the JOG dial.
The available options are:

> • **1 through 8 (mono track)**
> • **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

```
  ***Bar *♩ ***clk
  --- Copy Part ---
  ◀◀ Back

   Copy Track =  1

  [ENTER] [CANCEL]
```

```
  ***Bar *♩ ***clk
  --- Copy Part ---
  ◀◀ Back

   Copy Track =  1 ── flashing

  [ENTER] [CANCEL]
```

7) **Rotate the JOG dial to select the track(s) to be copied, and press the [MENU/ENTER] key.**
The display returns to the previous screen.

```
  ***Bar *♩ ***clk
  --- Copy Part ---
  ◀◀ Back

   Copy Track =  2 ── flashing

  [ENTER] [CANCEL]
```

```
  ***Bar *♩ ***clk
  --- Copy Part ---
  ◀◀ Back

   Copy Track =  2

  [ENTER] [CANCEL]
```

8) **Rotate the JOG dial to move the cursor to "[ENTER]" at the bottom of the screen, then press the [MENU/ENTER] key.**
The display shows "Please Wait", immediately followed by "Completed" when the MR-8mkII completes the part copy operation.

To cancel the part copy operation, move the cursor to "[CANCEL]" at the bottom of the screen, and press the [MENU/ENTER] key.

```
  ***Bar *♩ ***clk
  --- Copy Part ---
  ◀◀ Back

   Copy Track =  2

  [ENTER] [CANCEL]
```

```
M▶Part▶Copy Part
  -- Copy Part --

    Please Wait
```

```
M▶Part▶Copy Part
  -- Copy Part --

    Completed

  Press ENTER Key
```
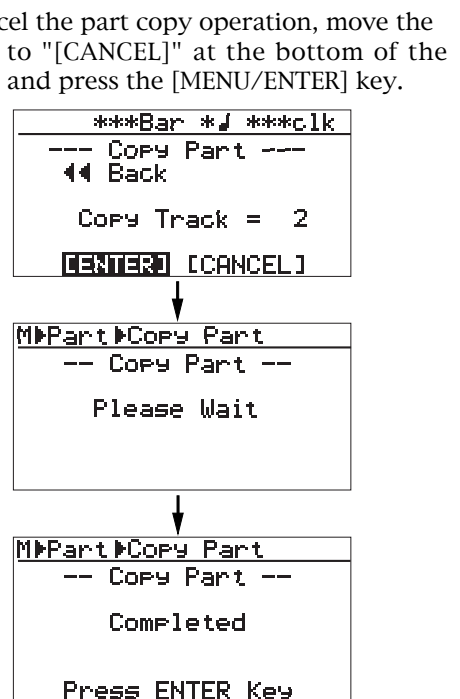
The display now returns to the part edit menu screen, where "Copy Part >" is highlighted.

The procedure example below shows how to paste the copied part data on the clipboard to the LOCATE A point of the selected track.

Pasting clipboard data

The following procedure is assumed that the LOCATE A point, the paste destination, is set

1) **Rotate the JOG dial to select "Paste Part >", and press the [MENU/ENTER] key.**
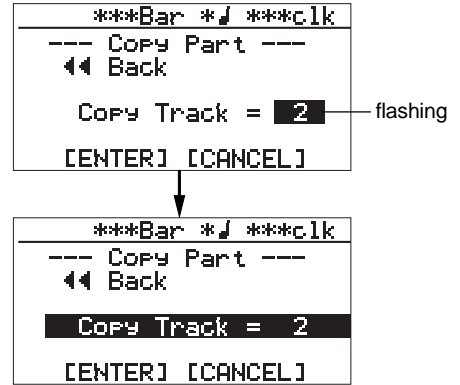The display now shows the screen for selecting the paste destination track(s). "<< Back" is initially highlighted .

```
M▶Part(1/2)▶Paste Part
 ◀◀Back
 Erase Part      ▶
 Copy-PastePart▶
 Copy Part       ▶
♦Paste Part      ▶
 Move Part       ▶
```

```
   ***Bar *♩ ***clk
 --- Paste Part ---
 ◀◀ Back

 Paste Track =   1

 [ENTER] [CANCEL]
```

2) **Rotate the JOG dial to select "Paste Track = *", and press the [MENU/ENTER] key.**
You can now select the desired paste destination track(s) by rotating the [MENU/ENTER] key.
The available options are:

- **1 through 8 (mono track)**
- **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

```
   ***Bar *♩ ***clk
 --- Paste Part ---
 ◀◀ Back

 Paste Track =   1

 [ENTER] [CANCEL]
```

```
   ***Bar *♩ ***clk
 --- Paste Part ---
 ◀◀ Back

 Paste Track =  1 ──flashing

 [ENTER] [CANCEL]
```

3) **Rotate the JOG dial to select the paste destination track(s), and press the [MENU/ENTER] key.**
The display returns to the previous screen.

```
   ***Bar *♩ ***clk
 --- Paste Part ---
 ◀◀ Back

 Paste Track =  3 ──flashing

 [ENTER] [CANCEL]
```

```
   ***Bar *♩ ***clk
 --- Paste Part ---
 ◀◀ Back

 Paste Track =   3

 [ENTER] [CANCEL]
```

4) **Rotate the JOG dial to move the cursor to "[ENTER]" on the screen, and press the [MENU/ENTER] key.**
The display shows "Please Wait", immediately followed by "Completed" when the MR-8mkII completes the paste operation.

If you want to cancel the part paste operation, move the cursor to "[CANCEL]" on the screen, and press the [MENU/ENTER] key.

```
   ***Bar *♩ ***clk
 --- Paste Part ---
 ◀◀ Back

 Paste Track =   3

 [ENTER] [CANCEL]
```

```
M▶Part▶Paste Part
 --- Paste Part ---

 Please Wait

```

```
M▶Part▶Paste Part
 --- Paste Part ---

 Completed

 Press ENTER Key
```

<Note>: If you are going to carry out the paste operation when no data is pasted on the clipboard, the error message ("Clipboard Empty!) is shown on the display and the MR-8mkII does not accept the operation.
Press the [STOP] key to exit the menu mode and copy the desired data to the clipboard before carrying out the paste operation.

5) **Press the [MENU/ENTER] key.**
The display now returns to the part edit menu screen, where "Paste Part >" is highlighted.

6) **Press the [STOP] key to exit the menu mode.**

<Note>: If you are not satisfied with the result, press the [UNDO/REDO] key to undo the operation (see page 103).
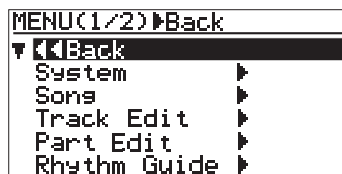
Moving the part(s)

You can move the desired part(s) of the desired track(s) to the other desired track(s).
The part move operation can be made only within the current song. After the part move operation is carried out, the source part(s) becomes silent.
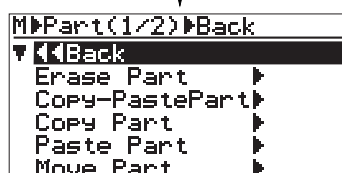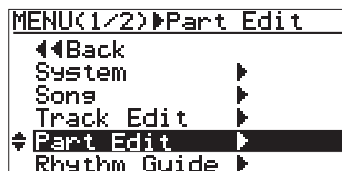
LOCATE A point   LOCATE B point

TRK 1
TRK 2
TRK 3
TRK 4
TRK 5
TRK 6
TRK 7
TRK 8
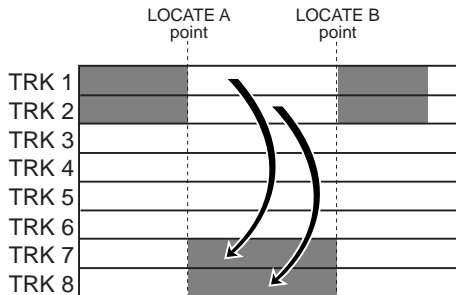
<Note>: You cannot move data of a song protected. Release the protection before moving data.

1) **Load the song you want to edit.**

2) **Set the LOCATE A and LOCATE B points (see page 51).**
You can check the part(s) by playing back between the LOCATE A and LOCATE B points (see page 46).

3) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).
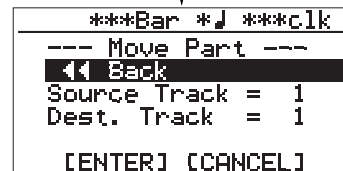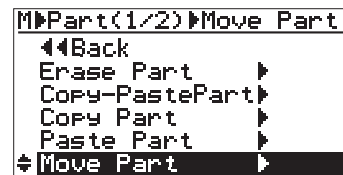
```
MENU(1/2)▶Back
▼◀◀Back
 System      ▶
 Song        ▶
 Track Edit  ▶
 Part Edit   ▶
 Rhythm Guide▶
```

4) **Rotate the JOG dial to select "Part Edit >", and press the [MENU/ENTER] key.**
The display now shows the part edit menu screen, where "<< Back" is highlighted.

```
MENU(1/2)▶Part Edit
 ◀◀Back
 System      ▶
 Song        ▶
 Track Edit  ▶
♦Part Edit   ▶
 Rhythm Guide▶
```

```
M▶Part(1/2)▶Back
▼◀◀Back
 Erase Part     ▶
 Copy-PastePart▶
 Copy Part      ▶
 Paste Part     ▶
 Move Part      ▶
```

5) **Rotate the JOG dial to select "Move Part >", and press the [MENU/ENTER] key.**
The display now shows the screen for selecting the source track(s) and destination track(s) of the move operation.
Initially, "<<Back" is highlighted.

```
M▶Part(1/2)▶Move Part
 ◀◀Back
 Erase Part     ▶
 Copy-PastePart▶
 Copy Part      ▶
 Paste Part     ▶
♦Move Part      ▶
```

```
***Bar *♩ ***clk
--- Move Part ---
◀◀ Back
Source Track = 1
Dest. Track  = 1
 [ENTER] [CANCEL]
```

6) **Rotate the JOG dial to select "Source Track = *", and press the [MENU/ENTER] key.**
You can now select the move source track(s) by rotating the JOG dial.
The available options are:
- **1 through 8 (mono track)**
- **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

```
***Bar *♩ ***clk
--- Move Part ---
◀◀ Back
Source Track = 1
Dest. Track  = 1
 [ENTER] [CANCEL]
```

```
***Bar *♩ ***clk
--- Move Part ---
◀◀ Back
Source Track = 1  — flashing
Dest. Track  = 1
 [ENTER] [CANCEL]
```

7) **Rotate the JOG dial to select the move source track(s), and press the [MENU/ENTER] key.**
You can now select the move destination track(s) by rotating the JOG dial.
The available options are:
- **1 through 8 (mono track)**
- **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

<Note>: You cannot select the same track(s) for the move source and destination.

```
    ***Bar *♩ ***clk
  --- Move Part ---
  ◀◀ Back
  Source Track = [ 1 ]———— flashing
  Dest. Track  =   1

    [ENTER] [CANCEL]
```

⬇

```
    ***Bar *♩ ***clk
  --- Move Part ---
  ◀◀ Back
  Source Track =   1
  Dest. Track  = [ 1 ]———— flashing

    [ENTER] [CANCEL]
```

8) **Rotate the JOG dial to select the destination track(s), and press the [MENU/ENTER] key.**
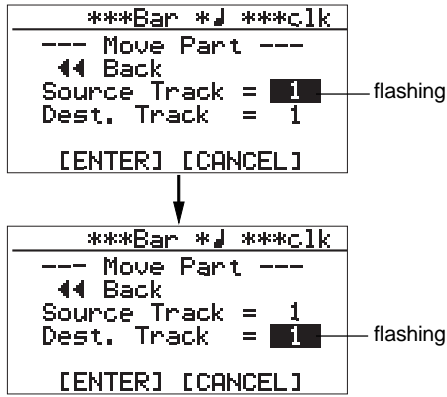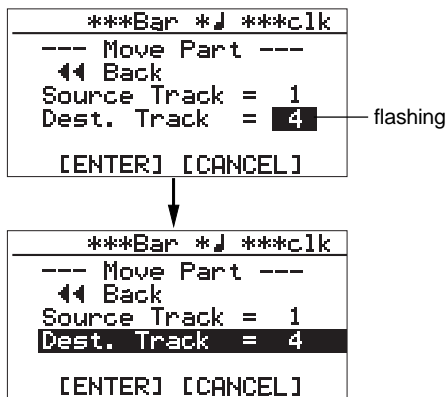The display returns to the screen where "Dest. Track = *" is highlighted.

```
    ***Bar *♩ ***clk
  --- Move Part ---
  ◀◀ Back
  Source Track =   1
  Dest. Track  = [ 4 ]———— flashing

    [ENTER] [CANCEL]
```

⬇

```
    ***Bar *♩ ***clk
  --- Move Part ---
  ◀◀ Back
  Source Track =   1
  Dest. Track  =   4

    [ENTER] [CANCEL]
```

9) **Rotate the JOG dial to move the cursor to "[ENTER]" on the screen, and press the [MENU/ENTER] key.**
The display shows "Please Wait", immediately followed by "Completed" when the MR-8mkII completes the move operation.

If you want to cancel the move operation, move the cursor to "[CANCEL]" on the screen, and press the [MENU/ENTER] key.

```
    ***Bar *♩ ***clk
  --- Move Part ---
  ◀◀ Back
  Source Track =   1
  Dest. Track  =   4

    [ENTER] [CANCEL]
```

⬇

```
M▶Part▶Move Part
  --- Move Part ---

     Please Wait


```

⬇

```
M▶Part▶Move Part
  --- Move Part ---

     Completed


  Press ENTER Key
```

10) **Press the [MENU/ENTER] key.**
The display now returns to the part edit menu screen, where "Move Part >" is highlighted.
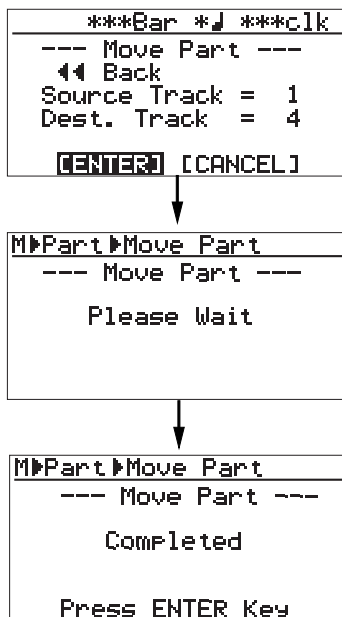
11) **Press the [STOP] key to exit the menu mode.**

> **<Note>:** *If you are not satisfied with the result, press the [UNDO/REDO] key to undo the operation (see page 103).*

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Exchange the part(s)

You can exchange the parts between the desired tracks. The part exchange operation can be made only within the current song.
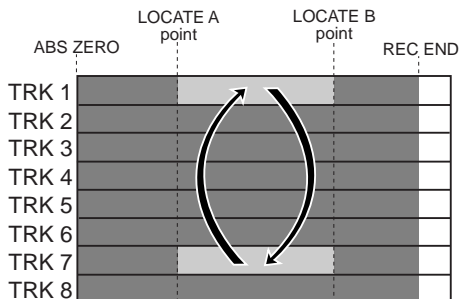
<Note>: *You cannot exchange data of a song protected. Release the protection before exchanging parts.*

---

1) **Load the song you want to edit.**

2) **Set the LOCATE A and LOCATE B points (see page 51).**
   You can check the parts by playing back between the LOCATE A and LOCATE B points (see page 46).

3) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
   The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially (selecting "<< Back" returns to the previous screen).

4) **Rotate the JOG dial to select "Part Edit >", and press the [MENU/ENTER] key.**
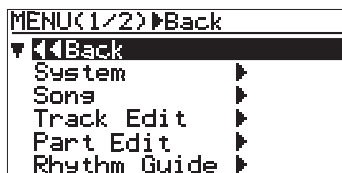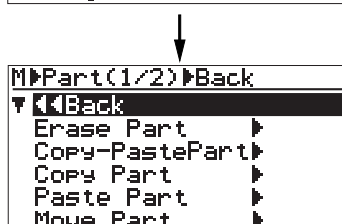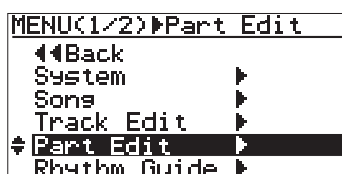   The display now shows the part edit menu screen, where "<< Back" is highlighted.

5) **Rotate the JOG dial to select "Change Part >" in the second page, and press the [MENU/ENTER] key.**
   The display now shows the screen for selecting the source track(s) and destination track(s) of the exchange operation.
   Initially, "<< Back" is highlighted.
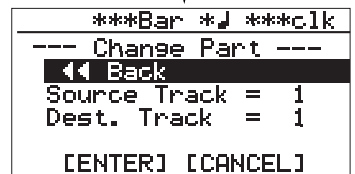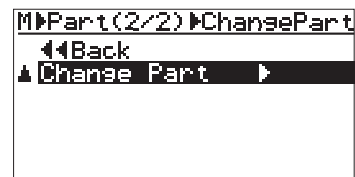
6) **Rotate the JOG dial to select "Source Track=*", and press the [MENU/ENTER] key.**
   You can now select the exchange source track(s) by rotating the JOG dial.
   The available options are:

   - **1 through 8 (mono track)**
   - **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**
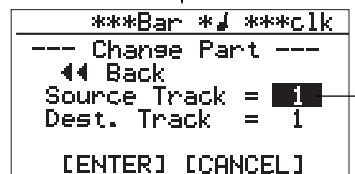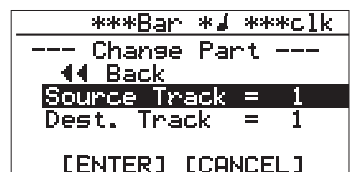
7) **Rotate the JOG dial to select the source track(s) to be exchanged, and press the [MENU/ENTER] key.**
   You can now select the exchange destination track(s) by rotating the JOG dial.
   The available options are:

   - **1 through 8 (mono track)**
   - **1/2, 3/4, 5/6 and 7/8 (stereo tracks)**

<Note>: *You cannot select the same track(s) for the exchange source and destination.*

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```
┌─────────────────────────────┐
│      ***Bar *♩ ***clk        │
│ --- Change Part ---          │
│  ◀◀ Back                     │
│  Source Track = ▐1▌          │──── flashing
│  Dest. Track  =  1           │
│                              │
│     [ENTER] [CANCEL]         │
└─────────────────────────────┘
```

```
┌─────────────────────────────┐
│      ***Bar *♩ ***clk        │
│ --- Change Part ---          │
│  ◀◀ Back                     │
│  Source Track =  1           │
│  Dest. Track  = ▐1▌          │──── flashing
│                              │
│     [ENTER] [CANCEL]         │
└─────────────────────────────┘
```

8) Rotate the JOG dial to select the destination track(s), and press the [MENU/ENTER] key.
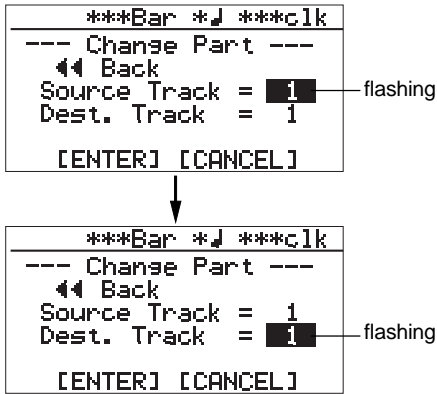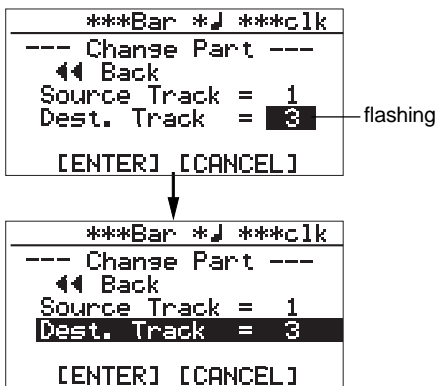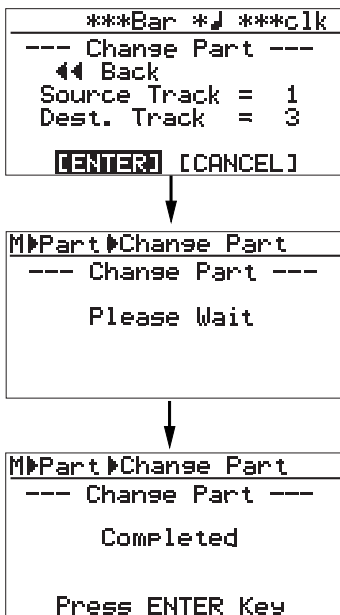The display shows the screen where "Dest. Track = **" is highlighted.

```
┌─────────────────────────────┐
│      ***Bar *♩ ***clk        │
│ --- Change Part ---          │
│  ◀◀ Back                     │
│  Source Track =  1           │
│  Dest. Track  = ▐3▌          │──── flashing
│                              │
│     [ENTER] [CANCEL]         │
└─────────────────────────────┘
```

```
┌─────────────────────────────┐
│      ***Bar *♩ ***clk        │
│ --- Change Part ---          │
│  ◀◀ Back                     │
│  Source Track =  1           │
│ ▐Dest. Track  =  3▌          │
│                              │
│     [ENTER] [CANCEL]         │
└─────────────────────────────┘
```

9) Rotate the JOG dial to move the cursor to "[ENTER]" on the screen, and press the [MENU/ENTER] key.
The display shows "Please Wait", immediately followed by "Completed" when the MR-8mkII completes the exchange operation.

If you want to cancel the exchange operation, move the cursor to "[CANCEL]" on the screen, and press the [MENU/ENTER] key.

```
┌─────────────────────────────┐
│      ***Bar *♩ ***clk        │
│ --- Change Part ---          │
│  ◀◀ Back                     │
│  Source Track =  1           │
│  Dest. Track  =  3           │
│                              │
│    ▐[ENTER]▌ [CANCEL]        │
└─────────────────────────────┘
```

```
┌─────────────────────────────┐
│ M▶Part▶Change Part           │
│ --- Change Part ---          │
│                              │
│      Please Wait             │
│                              │
│                              │
│                              │
└─────────────────────────────┘
```

```
┌─────────────────────────────┐
│ M▶Part▶Change Part           │
│ --- Change Part ---          │
│                              │
│      Completed               │
│                              │
│                              │
│    Press ENTER Key           │
└─────────────────────────────┘
```

10) Press the [MENU/ENTER] key.
The display now returns to the part edit menu screen, where "Change Part >" is highlighted.

11) Press the [STOP] key to exit the menu mode.

> **<Note>:** *If you are not satisfied with the result, press the [UNDO/REDO] key to undo the operation (see page 103).*

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Data export to a personal computer

This chapter describes how to export song data on tracks 7/8 to a personal computer.

To export the desired song data to a personal computer, you must convert the song data to a stereo WAV file.
You can export the converted (WAV) file to the personal computer and create an audio CD using a CD burning function on the personal computer.

\<Notes on USB connection with Mac OS\>

When making USB connection with a Macintosh computer, note that only Mac OS X or higher is supported. Do not connect to a Macintosh computer with the earlier version. The song data on the MR-8mkII may be damaged.

WAV file conversion

By converting track data recorded on tracks 7/8 (which consists of an L/R pair of mono WAV files) to a stereo WAV file, you can export the data to a personal computer.

The following describes how to convert data on tracks 7/8 (which may be bounced from other tracks or simply recorded in stereo) to a stereo WAV file. See page 118 for details about how to export a converted WAV file to a personal computer.

Two mono WAV files recorded on tracks 7/8 are converted to a stereo WAV file as shown below. (Note that only files recorded on tracks 7/8 can be converted to a stereo WAV file.)


<Note>: *If you are going to make conversion when no WAV data exists on tracks 7/8, the error message ("Track 7/8 Empty!") appears and the operation is canceled.*

You can convert all track data (from ABS ZERO to REC END) or data of a specified part (between the LOCATE A and LOCATE B points).

<Note>: *If you want to convert a part of track data, you have to set the LOCATE A and LOCATE B points in advance (see pages 51 and 56).*

Enabling the file conversion

You can enable the WAV file conversion function by pressing the [7/8 > STEREO WAV FILE] key.
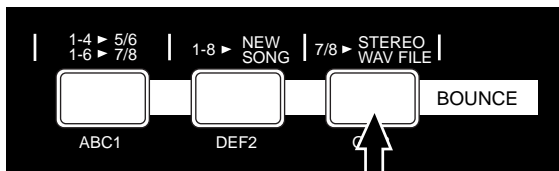
[7/8 > STEREO WAV FILE] key

Procedure of file conversion

The following assumes that the song whose track data you want to convert is loaded.

1) **While the recorder is stopped, press the [7/8 > STEREO WAV FILE] key to enable the file conversion function.**
    The display shows the "7/8 > STEREO WAV FILE" screen, on which "ABS0-Rec End" is highlighted.

    ```
    7/8>STEREO WAV FILE
    -Convert WAV File-
    MODE = ABS0-Rec End
    NAME =Song04
    ********************
    Enter→REC+ENTER Key
    Exit → STOP Key
    ```

2) **Press the [MENU/ENTER] key.**
    "ABS0-Rec End" starts flashing, and you can now select the conversion range between "ABS0-Rec End" and "LOCATE A-B".

    ```
    7/8>STEREO WAV FILE
    -Convert WAV File-
    MODE = ABS0-Rec End
    NAME =Song04
    ********************
    SEL  → Char. Key
    Exit → STOP Key
    ```

    To convert all track data, select "ABS0-Rec End". To convert a specified range, select "LOCATE A-B".

3) **Rotate the JOG dial to select the conversion range and press the [MENU/ENTER] key.**
    The selection is confirmed and the display returns to the previous screen.

    "NAME = ********" shows the name for the converted file, and you can enter a desired name. Initially, it shows the name of the source file, therefore, if you do not change the name, the same file name is given.
    The following assumes that the file name is not changed. For details about how to edit a name, see "Editing a file name" on the next page.

    When you convert data in the same song more than once, you have to give a different name for each converted file. See the <Note> on the next page.

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4) Press the [MENU/ENTER] key while holding down the [RECORD] key.

The file conversion starts and the percent number on the screen counts up as the conversion progresses.
To cancel the conversion in the middle, press the [STOP] key.

```
7/8>STEREO WAV FILE
-Convert WAV File-

  Converting...
     00 %

Cancel → STOP Key
```

> *<Note>:* If you cancel the conversion in the middle, no file (incomplete file) is created.

When the conversion is completed, the display shows "Completed".

```
7/8>STEREO WAV FILE
-Convert WAV File-

     Completed


   Press ENTER Key
```

5) Press the [MENU/ENTER] key.

The MR-8mkII quits the conversion function and the display returns to the home screen.

> *<Note>: If you convert data with the same name as previously converted data, the following screen appears on the display.*
> *This screen warns you that the WAV file with the same name already exists and asks you to carry out the conversion by overwriting the existing file or cancel the conversion.*
>
> ```
> 7/8▶STEREO WAV FILE
> - Convert WAV File -
>  Same file name
>  exists!
>  Overwrite Prev File?
>
>     [NO]     [YES]
> ```
>
> *If you carry out the conversion by overwriting the existing file, rotate the JOG dial to move the cursor to "[YES]", and press the [MENU/ENTER] key.*
>
> *If you do not want to overwrite the existing file, rotate the JOG dial to move the cursor to "[NO]", then press the [MENU/ENTER] key. The display returns to show the screen for editing the file name, so you can enter a different file name and then carry out the conversion.*
>
> *If you want to cancel the conversion when the screen above is shown, rotate the JOG dial to move the cursor to "[NO]" and press the [MENU/ENTER] key to show the screen for editing the file name, and then press the [STOP] key to quit the conversion function.*

<Editing a file name>

You can edit a file name by the following procedure.

1) After selecting the range of track data to be converted, rotate the JOG dial to move the cursor to "Name" and press the [MENU/ENTER] key.

The rightmost character of the file name starts flashing.
You can now start editing.

```
7/8>STEREO WAV FILE
-Convert WAV File-
MODE = ABS0-Rec End
NAME =Song04
********************
Enter→REC+ENTER Key
Exit → STOP Key
```

↓

```
7/8>STEREO WAV FILE
-Convert WAV File-
MODE = ABS0-Rec End
NAME =Song04 ——— Flashing
********************
SEL  → Char. Key
Exit → STOP Key
```

> While the rightmost character is flashing, pressing the [UNDO/REDO]/[DELETE] key repeatedly deletes the current file name.

2) Enter a new name using the character entry keys.

Pressing a different character entry key automatically moves the cursor right.
If two successive characters are assigned to the same character entry key, rotate the JOG dial after selecting the first character to move the cursor right.

3) After entering a new name, press the [MENU/ENTER] key.

Then, by pressing the [MENU/ENTER] key while holding down the [RECORD] key to carry out the WAV file conversion.

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Exporting data to a personal computer

The MR-8mkII is equipped with the USB port for direct connection to a personal computer using a USB cable.
The USB connection allows you to export the stereo WAV file data, which is converted from a pair of mono WAV files on tracks 7/8, to your computer. The exported data can be played back or edited using a computer's music software application, or used as a source when burning an original audio CD using a CD-R/RW drive. You can also use this exporting capability for backing up data to a personal computer when the remaining space of the CompactFlash™ Card becomes small.

USB cable

PC

[USB] port

Windows Me/2000/XP machine supporting USB connection
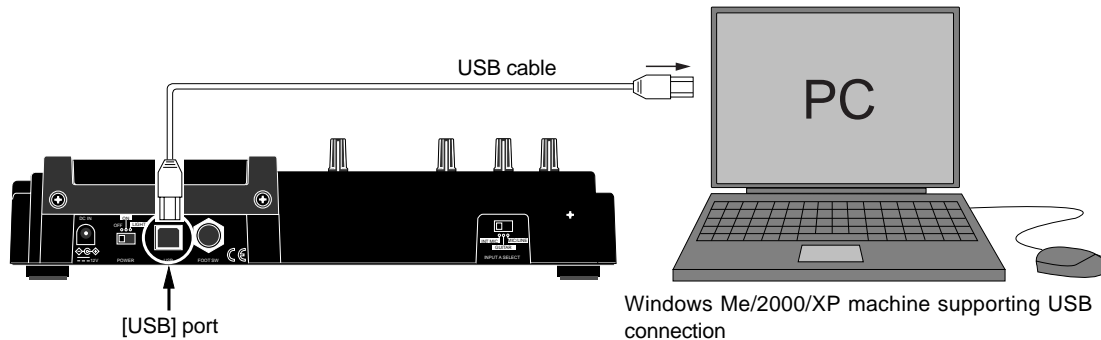
Connection to a personal computer

Connect the [USB] port of the MR-8mkII to the USB port of a personal computer using a USB cable, as shown above (A USB cable is not supplied with the MR-8mkII.).

<Caution>:
Use the [USB] port for connection to a personal computer. Do not connect the [USB HOST] port to a personal computer.

<Note>: Only Windows Me, 2000 and XP computers, as well as Macintosh computers with OS X or higher, can be used with the MR-8mkII. Other computers cannot be used.
Check your computer before making connection.

<Notes on USB connection with Mac OS>
When making USB connection with a Macintosh computer, note that only Mac OS X or higher is supported. Do not connect to a Macintosh computer with the earlier version. The song data on the MR-8mkII may be damaged.

* All company names and model names mentioned in this manual are trademarks or registered trademarks of their respective holders.

Notes on exporting a file

<Note>: You can export only a stereo WAV file which is converted from a pair of mono WAV files on tracks 7/8, as described earlier in "WAV file conversion". A mono WAV file or undo file cannot be exported to a personal computer. See the next page for details about the exportable files.

<Card protection>
By default, the "card protect" function which is effective in the USB mode is set to "On".
In this condition, the MR-8mkII can export data to a personal computer but cannot import data from a computer. This is for protecting the MR-8mkII CompactFlash™ Card from importing a file from a computer inappropriately and destroying the MR-8mkII song data.

You can enable or disable this function, however, we recommend using the MR-8mkII by setting it to "On".

If you use the MR-8mkII by setting the "card protect" function to "Off", read "Archiving a song" on page 121 before using. See page 120 for details about how to make the "card protection" setting.
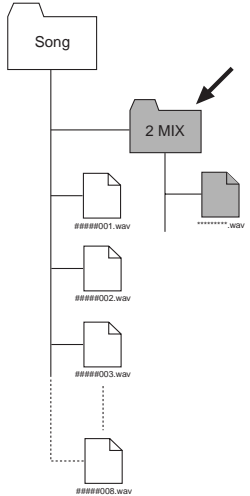
<Note on backup>
When exporting song data on the CompactFlash™ Card to a personal computer for backup, always export the whole song folder. You cannot export individual track data. See "Archiving a song" on page 121 for details about song data backup.

Exporting a WAV file to a personal computer

The following describes the procedure for exporting a WAV file to a Windows ME computer.
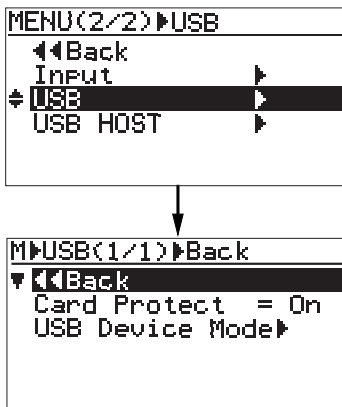
<Important note>

Converted stereo WAV files are located in the "2 MIX" folder in the Song folder, as shown below. So you can export only a stereo WAV file in the "2 MIX" folder (indicated by an arrow).

Note that, if you export a WAV file which is located in a folder other than the "2 MIX" folder, the MR-8mkII may malfunction.
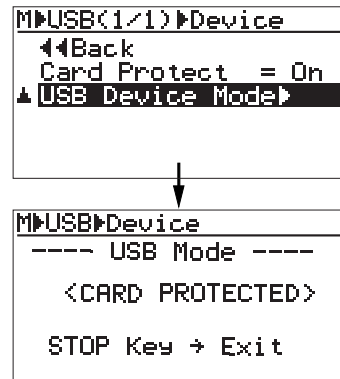
1) Turn on the power of the personal computer and the MR-8mkII.

2) Press the [MENU/ENTER] key to enter the menu mode.
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶Back
▼◀◀Back
  System      ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```
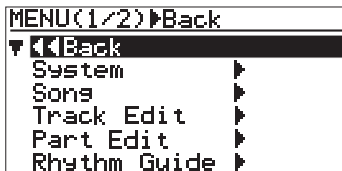
3) Highlight "USB" by rotating the JOG dial, then press the [MENU/ENTER] key.
The display shows the USB menu screen.

```
MENU(2/2)▶USB
▼◀◀Back
  Input       ▶
‡ USB         ▶
  USB HOST    ▶
```

```
M▶USB(1/1)▶Back
▼◀◀Back
  Card Protect  = On
  USB Device Mode▶
```

4) Rotate the JOG dial to move the cursor to "USB Device Mode", and press the [MENU/ENTER] key.
The MR-8mkII enters the USB mode and the display shows the screen as below.

```
M▶USB(1/1)▶Device
▲◀◀Back
  Card Protect  = On
▲ USB Device Mode▶
```

```
M▶USB▶Device
---- USB Mode ----

  <CARD PROTECTED>

STOP Key → Exit
```

<Note>: By default, the card protect function is enabled. In this condition, when the MR-8mkII enters the USB mode, "<CARD PROTECTED>" is shown in the USB screen, as above.

<Note>: While the MR-8mkII is in the USB mode, all keys except the [STOP] key are ineffective. Pressing the [STOP] key exits the USB mode.

5) Connect the MR-8mkII to a personal computer using a USB cable.

6) Open "My computer" on the computer screen.
You see the "Removable disk" drive added on the computer. The first time you connect the MR-8mkII, the device driver is installed automatically.

7) Open the added Removable disk drive, and select the stereo WAV file in the desired song folder, then copy to the computer.
When you open the added Removable disk drive, the contents of the MR-8mkII CompactFlash™ Card are shown, in which you can see all the song folders.

Open the "2 MIX" folder in the desired song folder, and select the stereo WAV file, then copy it to the computer.

While copying data, the [RECORD] key indicator of the MR-8mkII lights (flashes), showing that the CompactFlash™ Card is being accessed. When data copy completes, the indicator turns off.

<Note>: After copying a WAV file in the folder to a computer, the original file remains. However, if you execute "move to another folder", the original file on the card is lost.

8) When the data export completes, disconnect the MR-8mkII from the personal computer.

<Note>: To disconnect the MR-8mkII from the personal computer after completing the data export, make sure that the [RECORD] key indicator is not lit, and follow the procedure for hardware disconnection of Windows.

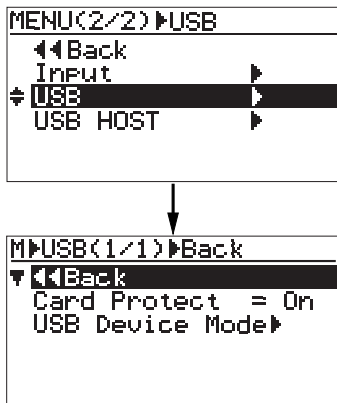**9) Press the [STOP] key to exit the menu mode.**

Protecting the card

The MR-8mkII CompactFlash™ Card is protected by default.
The protection is effective only in the USB mode in which the MR-8mkII is used with a personal computer. You can make the CompactFlash™ Card "read only" (protected) or "read/write enabled" (unprotected). The default is "read only". As mentioned earlier in "Card protection" on page 118, if you transfer song data from a computer to the MR-8mkII improperly, the data may be damaged. To avoid such an accident, we recommended enabling card protection. To disabling the card protection, follow the procedure below.
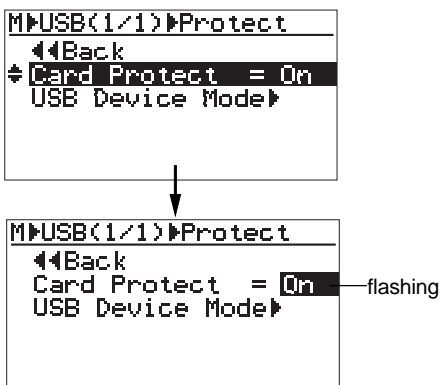
1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.
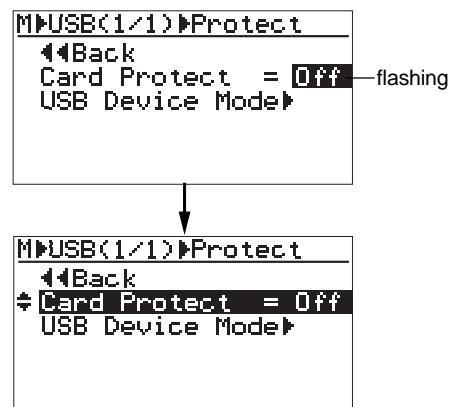
```
MENU(1/2)▶Back
▼◀◀Back
  System      ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```
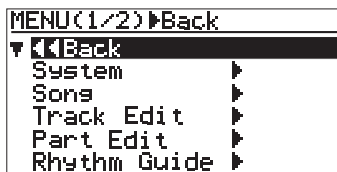
2) **Rotate the JOG dial to select "USB" on the second page, and press the [MENU/ENTER] key.**
The display now shows the USB menu screen, where "<<Back" is highlighted. Selecting "<<Back" returns to the previous screen.
You can also return to the previous screen by pressing the [REWIND] key.

```
MENU(2/2)▶USB
 ◀◀Back
  Input        ▶
 ↕USB          ▶
  USB HOST     ▶
```

```
M▶USB(1/1)▶Back
▼◀◀Back
  Card Protect = On
  USB Device Mode▶
```

3) **Rotate the JOG dial to highlight "Card Protect = On", and press the [MENU/ENTER] key.**
The current setting (the default is "On") flashes.

```
M▶USB(1/1)▶Protect
 ◀◀Back
 ↕Card Protect  = On
  USB Device Mode▶
```

```
M▶USB(1/1)▶Protect
 ◀◀Back
  Card Protect  = On —flashing
  USB Device Mode▶
```

4) **Rotate the JOG dial to select "Off", and press the [MENU/ENTER] key.**
The selection is confirmed and the display returns to the previous screen.

```
M▶USB(1/1)▶Protect
 ◀◀Back
  Card Protect  = Off —flashing
  USB Device Mode▶
```

```
M▶USB(1/1)▶Protect
 ◀◀Back
 ↕Card Protect  = Off
  USB Device Mode▶
```

Off	The CompactFlash™ Card is "read/write enabled" (unprotected). You can transfer data between the MR-8mkII and a computer in both ways.
On	The CompactFlash™ Card is "read only" (protected). You can transfer data only from the MR-8mkII to a computer (default setting).

5) **Press the [STOP] key to exit the menu mode.**

<Note>: When you enter the USB mode while the card protection is disabled, the screen as below is shown. In this condition, the CompactFlash™ Card is "read/write enabled" and you can bi-directionally transfer song data between a computer and the MR-8mkII.

```
M▶USB▶Device
---- USB Mode ----



STOP Key → Exit
```

Archiving a song

You can archive song data recorded by the MR-8mkII by using either of the following methods.

(1) Using the WAV Manager supplied by Fostex

The WAV Manager converts each track data to a single mono file. Data is compressed so you can save the file in small size to a personal computer. This method is useful for exporting data to a PC software application for multitrack recording.

For details about how to use the WAV Manager, see the owner's manual supplied with the WAV Manager. You can download the WAV Manager from Fostex web site (http:www.fostex.com).

(2) Using drag & drop technique

You can copy a song folder using drag & drop technique. This method allows saving all data in the folder (including the history data, etc.).

• Exporting data to a personal computer

1) **Connect the MR-8mkII to a personal computer via USB, and open the root folder.**
You can copy each song folder in the root folder to the personal computer.

2) **Copy a desired song folder to the personal computer using drag & drop technique.**

3) **After making copy, exit the USB mode.**

> *<Note>: When drag & drop the folder on your personal computer, use the "copy" function. If you use the "move" function, not only the song on the MR-8mkII is deleted but also other songs on the MR-8mkII may be destroyed.*
> *We recommend to enable the card protection (the default is "enabled") when executing data copy.*

• Importing data from a personal computer

When importing data from a personal computer to the MR-8mkII, there is the danger that the MR-8mkII file system may be destroyed. Especially, deleting or adding files many times may cause the fragmentation of FAT16, resulting in sound jump caused by performance deterioration. Therefore, before loading data from a personal computer to the MR-8mkII, save all necessary folders to the personal computer and format the MR-8mkII CompactFlash™ Card.

1) **Format the MR-8mkII CompactFlash™ card (see page 132).**

2) **Disable the card protection (see page 120).**

3) **Connect the MR-8mkII to a personal computer via USB (see page 118).**

4) **Copy the desired song folder on the personal computer to the root folder of the MR-8mkII CompactFlash™ Card.**

> *<Note>: Do not use "move" operation, as with saving data to a computer.*

5) **Repeat step 4) as many times as required.**

> *<Note>: Usually, the song order follows the copied order. However, it may be different depending on a computer OS.*

6) **After making copy of all necessary folders, exit the USB mode.**

Burning an audio CD

This chapter describes how to burn an audio CD (in the CD-DA format) using an external CD-R/RW drive.
Your original song recorded by the MR-8mkII can be burned to a CD-R/RW disc.

---

* CD-DA

CD-DA stands for "Compact Disc Digital Audio". It is the official designation for the audio format on CD. The specifications for the CD-DA format are described in the "Red Book". Sound is recorded as stereo digital signals which are PCM-coded at 44.1 kHz sampling and 16-bit quantization.

<Note>

Only song data recorded in the Normal mode (at 44.1 kHz/16-bit) can be burned to a CD-R/RW disc for creating an audio CD using an external CD-R/RW drive. You cannot burn song data recorded in the LP mode (at 22.05 kHz/16-bit).

Read this page before using!

Before connecting an external CD-R/RW drive and burning a CD-DA-format audio CD, read the following.

Important! CD-R/RW drives which can be connected to the MR-8mkII

You can connect the MR-8mkII [USB HOST] port to any CD-R/RW drive which has a [USB] port and can be powered by AC main or batteries. The MR-8mkII does not provide USB bus power facility (which allows supplying power to an external device from the MR-8mkII), therefore, you cannot connect a CD-R/RW drive which only can be powered by USB connection.

Also note that the models which can be used with the MR-8mkII may change. Check currently available CD-R/RW drives from Fostex website (http://www.fostex.com) before purchasing a drive unit.

Usable discs

Only discs with any of the following icons can be used with a CD-R/RW drive connected to the MR-8mkII.

COMPACT disc Recordable

<CD-R disc>: You can make additional recording to a CD-R disc until it is finalized if it is brand new and still has enough recordable area.

COMPACT disc ReWritable

<CD-RW disc>: You can make additional recording to a CD-RW disc until it is brand new and still has enough recordable area.

COMPACT disc DIGITAL AUDIO

<CD disc>: You can view TOC information of a disc with this logo (such as a commercially available CD) but you cannot make recording.

<Note>: Using a CD-R/CD-RW drive connected to the MR-8mkII, you can record CD-DA format audio tracks converted from stereo WAV files but you cannot play back audio discs you created (or commercially available audio CDs).

Notes on handling of discs

* When handling a disc, be careful not to dirty or scratch the surface of the disc. We recommended that you hold the disc with your finger on the disc edge and center hole.

* Do not stick any paper, etc. on the label side. Also, do not scratch the label side, which may cause problems during playback or recording. Use only a felt pen or equivalent for writing any memo on the label side.
  Using a ball-point pen, pencil, etc. that has a hard tip may damage a disc.

* Never use a warped or chipped disc, which may damage the CD-R/RW drive.
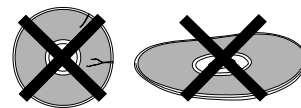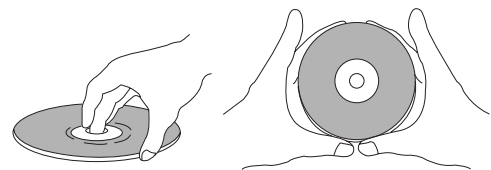
Notes on care of discs

* If there is a dust, dirt or fingerprints on the disc, which may cause error in playback or recording, wipe the disc with a soft, dry cloth or alcohol from the center out. Never wipe from the outside to center.

* Read the attached manual packed with the disc before using it.
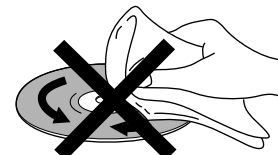
Connecting an external CD-R/RW drive

You can connect a CD-R/RW drive to the [USB HOST] port on the MR-8mkII side panel using a USB cable, as shown below (a USB cable is not supplied with the MR-8mkII).

[USB HOST] port
USB 1.1A type standard compatible

USB cable

CD-R/RW drive

AC outlet
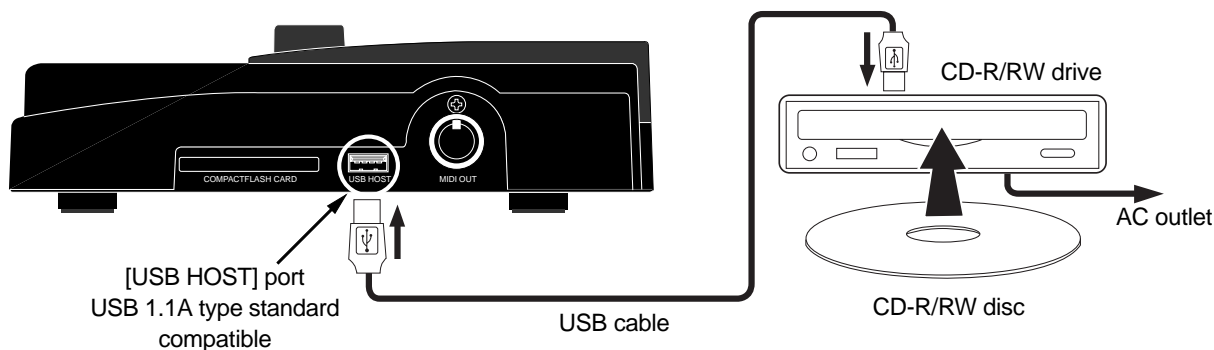
CD-R/RW disc

Song data which can be recorded to a CD-R/RW disc

You can record a stereo WAV file converted from two mono files on tracks 7 and 8 (final mixdowned files) to a CD-R/RW disc in the CD-DA format. Mixdowned files on tracks 7 and 8 can be created by in either of the following track bouncing methods.

(1) **Bouncing tracks 1 through 6 to tracks 7/8 of the same song.**

(2) **Bouncing tracks 1 through 8 to tracks 7/8 of the new song.**

See pages 65 through 74 for details about track bouncing. See pages 116 and 117 for details about how to convert files on tracks 7 and 8 to a stereo WAV file.
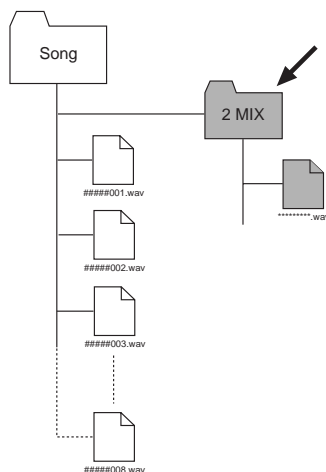

On the MR-8mkII, a stereo WAV file converted from track 7/8 data is stored to the "2 MIX" folder in the Song folder of the original song (see the illustration on the left).

Only stereo WAV files in the "2 MIX" folder can be burned to a CD-R/RW disc in the CD-DA format.

Therefore, you must load the song in which the desired stereo WAV file(s) is/are stored.
Before creating an audio CD, read the <Note> on the next page.

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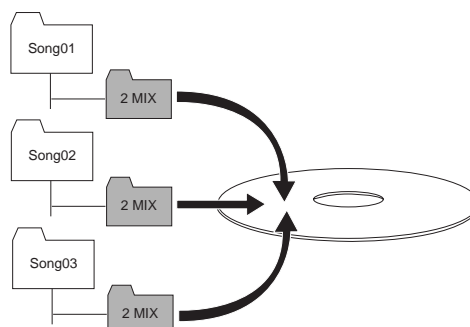
Procedure of creating an audio CD

<Note>: *Before creating an audio CD, you must load the song in which the bounced track data on tracks 7/8 has been converted to the stereo WAV file (see the example below).*

<Example>: If five songs (01 through 05) are recorded on the CompactFlash™ card and the stereo WAV file to be burned to a CD-R/RW disc is stored in the "2 MIX" folder of Song 03;

> **Load Song 03 before starting the operation below.**

Especially when you burn multiple audio files from different songs to a disc, make sure to load an appropriate song each time before you burn a file.
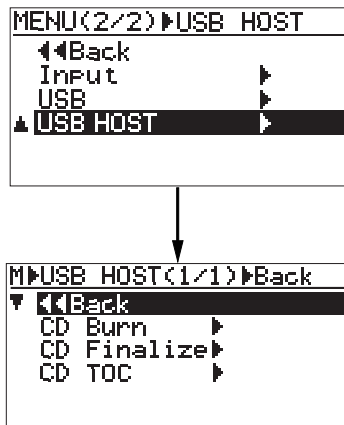To load the desired song, use the "Select Song" menu item in the "Song" menu (see page 90).

In the procedure described below, it is assumed that the following preparations are made.

- **The song which has the stereo WAV file to be burned is loaded.**
- **Both the MR-8mkII and CD-R/RW drive are powered, while a CD-R/RW disc is set to the CD-R/RW drive.**

1) **Connect the MR-8mkII to the CD-R/RW drive using a USB cable.**

2) **While the MR-8mkII is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the menu selection screen, where "<<Back" is initially highlighted.

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```
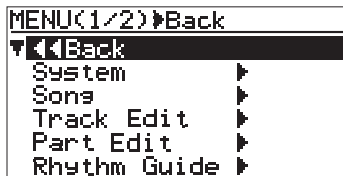
3) **Use the JOG dial to select "USB HOST>" on page 2 of the menu selection screen and press the [MENU/ENTER] key.**
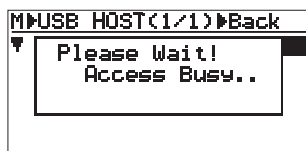The display now shows the USB HOST menu selection screen, where "<<Back" is initially highlighted.

```
MENU(2/2)▶USB HOST
 ◀◀Back
  Input         ▶
  USB           ▶
▲ USB HOST      ▶
```

↓

```
M▶USB HOST(1/1)▶Back
▼◀◀Back
  CD Burn       ▶
  CD Finalize▶
  CD TOC        ▶
```

The USB HOST menu has three menu items (see below).

|	
CD Burn	This menu item is used to record a stereo WAV file in the "2 MIX" folder to a CD-R/RW disc in the CD-DA format. By repeating the "CD Burn" operation, you can burn multiple tracks to a CD-R/RW disc. After recording all desired files to the disc, finalize the disc using the "CD Finalize" item below.
CD Finalize	To complete audio CD recording after recording all desired files to a CD-R/RW disc using the "CD Burn" operation, you must finalize the disc using this menu item. Finalizing a disc means you cannot add any more tracks to it.
CD TOC	This menu item is used to view the TOC information (including the number of tracks and total recording time) of an audio CD (regardless of whether it is a commercially available CD or not). You can also see the TOC information after making "CD Burn" or "CD Finalize".

Operation example of making an audio CD

- To make an audio CD with a single track
    - (1) Execute "CD Burn" once.
    - (2) Execute "CD Finalize".

- To make an audio CD with multiple tracks
    - (1) Execute "CD Burn" repeatedly.
    - (2) After completing "CD Burn" for the final track, execute "CD Finalize".

<Note>: *Depending on a CD-R/RW drive, the following screen may pop up when entering the USB HOST menu selection screen. While this pop-up screen is shown, the internal operation between the MR-8mkII and the CD-R/RW drive is being executed. The pop-up screen will disappear after about ten seconds. After the screen disappears, you can select the USB HOST menu.*
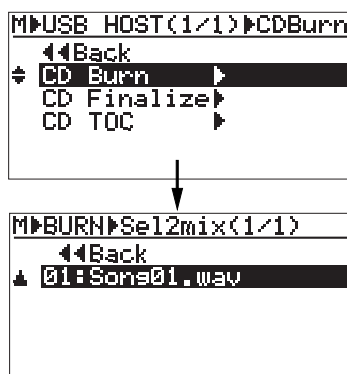
```
M▶USB HOST(1/1)▶Back
▼ ┌─────────────────┐
  │ Please Wait!    │
  │   Access Busy.. │
  │                 │■
  │                 │
  └─────────────────┘
```

<Note>: *During operation, if "Not Mounted" is shown at the bottom of the display as below, the MR-8mkII is not correctly connected to the CD-R/RW drive.*

```
M▶USB HOST(1/1)▶CDBurn
  ◀◀Back
⬍ CD Burn      ▶
  CD Finalize▶
  CD TOC       ▶

      Not Mounted.
```
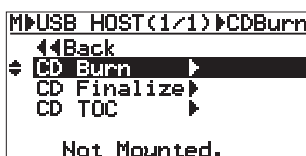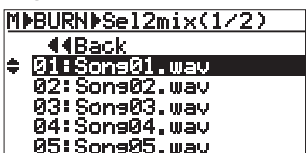
In such a case, confirm that a disc is set to the CD-R/RW drive, then unplug and replug the USB cable while the MR-8mkII is not accessing the CompactFlash™ card or the CD-R/RW drive.

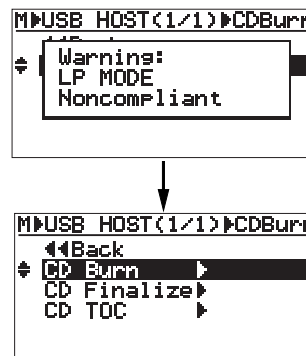4) **Use the JOG dial to select "CD Burn>" and press the [MENU/ENTER] key.**
   The display changes to show the screen for selecting a desired stereo WAV file from the "2 MIX" folder of the currently loaded song. The following (bottom) shows a screen example where only one stereo WAV file exists in the "2 MIX" folder.

```
M▶USB HOST(1/1)▶CDBurn
  ◀◀Back
⬍ CD Burn      ▶
  CD Finalize▶
  CD TOC       ▶
```

↓

```
M▶BURN▶Sel2mix(1/1)
  ◀◀Back
▲ 01:Song01.wav
```

<Note>: *The following shows a screen example where multiple stereo WAV files exist in the "2 MIX" folder of the currently loaded song.*

```
M▶BURN▶Sel2mix(1/2)
  ◀◀Back
⬍ 01:Song01.wav
  02:Song02.wav
  03:Song03.wav
  04:Song04.wav
  05:Song05.wav
```

<Note>: *If you attempt to execute "CD Burn" when a song of the LP mode is loaded, the display shows the warning message as below and returns to the USB HOST menu selection screen.*

```
M▶USB HOST(1/1)▶CDBurn
  ┌─────────────────┐
⬍ │ Warning:        │
  │ LP MODE         │
  │ Noncompliant    │■
  └─────────────────┘
```

↓

```
M▶USB HOST(1/1)▶CDBurn
  ◀◀Back
⬍ CD Burn      ▶
  CD Finalize▶
  CD TOC       ▶
```

If you select a stereo WAV file recorded in a song of the LP mode, you cannot create an audio CD. In such a case, exit the MENU mode and reselect a song of the Normal mode, then execute the procedure above from the beginning.

5) **Use the JOG dial to select the desired WAV file and press the [MENU/ENTER] key.**
   The MR-8mkII starts writing to the CD-R/RW disc, while the display changes to show the following screen. While the MR-8mkII is writing to the CD-R/RW disc, "Writing..." is shown and the "ACC" flashes on the screen.

```
M▶USB HOST▶Burn
 --- USB HOST ---

      Writing...
```
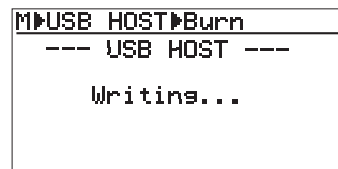
The access indicator on the CD-R/RW drive will also flash. In such a condition, do not turn off the power or press the eject key of the drive. Also note that all of the MR-8mkII keys are disabled while the MR-8mkII is writing to the disc.

When the MR-8mkII finishes writing to the disc, it stops CD-R/RW disc access and the display changes to show the following screen.

```
M▶USB HOST▶Burn
 --- USB HOST ---

      Completed!

   Press ENTER Key!
```

<Note>: *If there is a writing error while writing song data to a disc, the following message may appear.*

```
M▶USB HOST▶Burn
 --- USB HOST ---

     Write Error!

   Press ENTER Key!
```
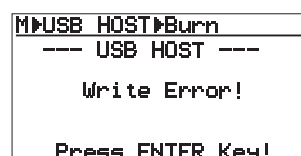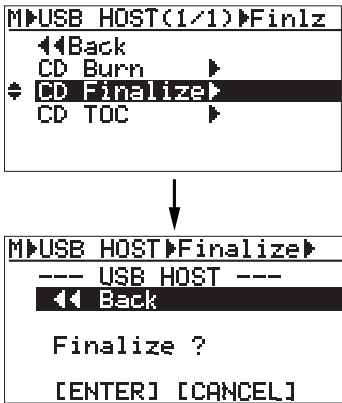
If this message appears while writing song data to a disc, you cannot correctly write data to the disc. Therefore, press the [MENU/ENTER] key to exit the message screen, change the disc and redo the procedure above.

6)   Press the [MENU/ENTER] key.
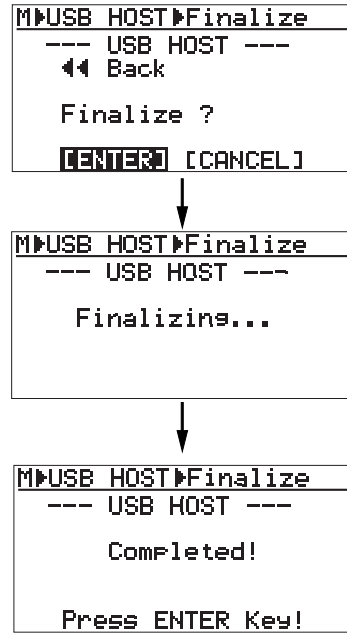The display returns to show the USB HOST menu selection screen, where "CD Burn>" is highlighted.

```
M►USB HOST(1/1)►CDBurn
  ◄◄Back
✦ CD Burn        ►
  CD Finalize►
  CD TOC         ►
```
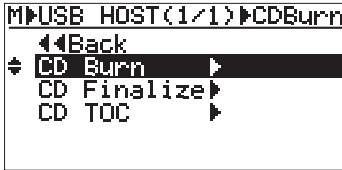
If you write more than one stereo WAV file to the disc, execute steps 4 through 6 above repeatedly and go to step 7 for finalizing the disc.

You can view the TOC information after carrying out "CD Burn". See "Viewing TOC" on the next page for details.

7)   Use the JOG dial to select "CD Finalize>" and press the [MENU/ENTER] key.
The display changes to show the confirmation screen for finalizing, where "<<Back" is highlighted.

```
M►USB HOST(1/1)►Finlz
  ◄◄Back
  CD Burn        ►
✦ CD Finalize►
  CD TOC         ►
```

↓

```
M►USB HOST►Finalize►
  --- USB HOST ---
  ◄◄ Back

  Finalize ?

  [ENTER] [CANCEL]
```

8)   Use the JOG dial to select "[ENTER]" and press the [MENU/ENTER] key.

The MR-8mkII starts finalizing the disc, while the screen shows "Finalizing...".
When finalizing completes, "Completed!" is shown and the disc is automatically ejected from the CD-R/RW drive.

```
M►USB HOST►Finalize
  --- USB HOST ---
  ◄◄ Back

  Finalize ?

  [ENTER] [CANCEL]
```

↓

```
M►USB HOST►Finalize
  --- USB HOST ---

  Finalizing...

```

↓

```
M►USB HOST►Finalize
  --- USB HOST ---

  Completed!

  Press ENTER Key!
```

<Note>: You cannot add any more tracks to a finalized disc.
If you reload the finalized disc to the drive and attempt to burn an additional WAV file, the following warning message appears and you cannot burn the file.

```
M►USB HOST►Burn
  --- USB HOST ---

  Not Writable Disc!

  Press ENTER Key!
```
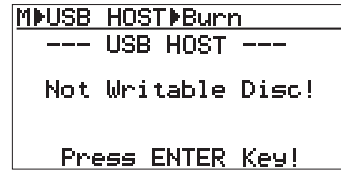
9)   Following the screen prompt, press the [MENU/ENTER] key.
The display now shows the USB HOST menu selection screen, where "CD Finalize>" is highlighted.

```
M►USB HOST(1/1)►Finlz
  ◄◄Back
  CD Burn        ►
✦ CD Finalize►
  CD TOC         ►
```
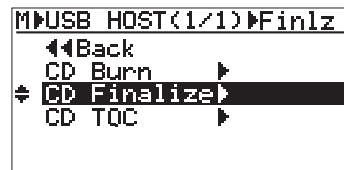
You can view the TOC after finalizing. See "Viewing TOC" below for details.

10)   Press the [STOP] key to exit the menu mode.
You can also exit the MENU mode by selecting "<<Back" and pressing the [MENU/ENTER] key repeatedly.
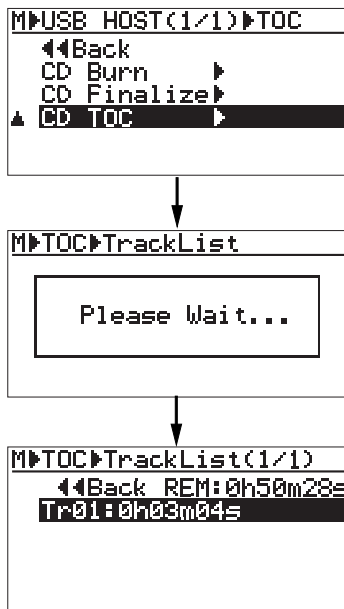
Viewing TOC

You can view the TOC when completing "CD Burn" or "CD Finalize". Therefore, when you burn more than one track to a disc, you can check the remaining time (the recordable time left) by viewing the TOC whenever you complete burning a track.

> <TOC>; TOC stands for Table of Contents. TOC lists number of CD tracks, their starting locations, playing time of each track on the disc, etc.

Viewing TOC after completing "CD Burn"

1) **Use the JOG dial to select "CD TOC>" and press the [MENU/ENTER] key.**
The display shows "Please Wait...", followed by the track number and playing time, as well as the disc remaining time.

```
M▶USB HOST(1/1)▶TOC
  ◀◀Back
  CD Burn        ▶
  CD Finalize▶
▲ CD TOC        ▶
```

```
M▶TOC▶TrackList

    Please Wait...
```

```
M▶TOC▶TrackList(1/1)
  ◀◀Back REM:0h50m28s
  Tr01:0h03m04s
```

<Note>: The following shows the screen example when you burn multiple WAV files. You can check the playing time of each track as well as the disc remaining time.

```
M▶TOC▶TrackList(1/1)
  ◀◀Back REM:0h30m28s
  Tr01:0h03m04s
  Tr02:0h03m16s
  Tr03:0h02m36s
  Tr04:0h05m38s
```

2) **After checking TOC, use the JOG dial to select "<<Back" and press the [MENU/ENTER] key.**
The display returns to the USB HOST menu selection screen. You can finalize the disc by selecting "CD Finalize>".

```
M▶TOC▶TrackList(1/1)
  ◀◀Back REM:0h50m28s
  Tr01:0h03m04s
```

```
M▶USB HOST(1/1)▶CDBurn
  ◀◀Back
♦ CD Burn        ▶
  CD Finalize▶
  CD TOC        ▶
```

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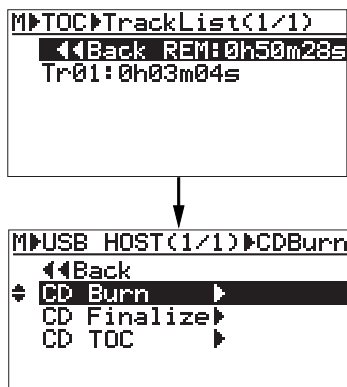
Viewing TOC after completing "CD Finalize"

1) Close the tray of the CD-R/RW drive (because after finalizing the disc, the tray opens).
You can close the tray by pressing the eject key or push the tray lightly.

> *<Note>:* When you close the tray, the access indicator starts flashing while the drive is reading the disc. Therefore, do not carry out the next operation until the drive stops accessing and the access indicator gets unlit.

2) Use the JOG dial to select "CD TOC>" and press the [MENU/ENTER] key.
As with viewing the TOC after "CD burn" operation, the display shows "Please Wait", followed by TOC.
However, in this case, the remaining time is shown as "00h 00m 00s", which means no more tracks can be recorded.

```
M▶USB HOST(1/1)▶TOC
  ◀◀Back
  CD Burn        ▶
  CD Finalize▶
▲ CD TOC         ▶
```

↓

```
M▶TOC▶TrackList


    Please Wait...

```

↓

```
M▶TOC▶TrackList(1/1)
   ◀◀Back REM:0h00m00s
  Tr01:0h03m04s
```

> *<Note>:* The following shows the screen example when you burn multiple WAV files and finalized. You can check the playing time of each track as well as the disc remaining time. In this case, the remaining time is also shown as "00h 00m 00s".
>
> ```
> M▶TOC▶TrackList(1/1)
>    ◀◀Back REM:0h00m00s
>   Tr01:0h03m04s
>   Tr02:0h03m16s
>   Tr03:0h02m36s
>   Tr04:0h05m38s
> ```

3) After checking TOC, use the [STOP] key to exit the menu mode.
The display returns to the Home screen.

> *<Note>:* You can also view the TOC of a commercially available audio CD, as with an audio CD you made using the MR-8mkII. To do this, set an audio CD to the CD-R/RW drive and carry out the same operation as described above using the "USB HOST" menu in the MENU mode.
> Note that you can view only the playing time of each track. You cannot view track titles.

Other functions

This chapter describes the following functions which are important for using the MR-8mkII.

(1)   CompactFlash™ Card formatting

(2)   Peak hold time setting

(3)   Pre-roll/post-roll time setting

(4)   Auto Delete function on/off

(5)   Beat resolution mode on/off

(6)   Phantom power on/off

(7)   Initializing the MR-8mkII

<Notes>: *While a menu screen is shown, you can go up the menu screen level or directly exit the menu mode by the following operations.*

(1)   Select "<< Back" on a menu screen and press the [MENU/ENTER] key.
The display returns to the previous (upper level) screen. Repeating this operation finally exits the menu mode.

(2)   Press the [REWIND] key.
The display returns to the previous (upper level) screen.
Repeating this operation finally exits the menu mode.

(3)   Press the [STOP] key.
The menu mode exits and the display shows the home screen.
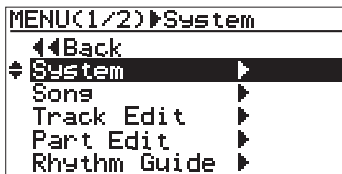

CompactFlash™ Card formatting

You can reformat the CompactFlash™ Card by using the FAT16 file system. By reformatting the card, all existing song data on the card is erased, while all setting data including the menu settings are initialized.

> **\<Note\>:** *You cannot undo card formatting. Therefore, before executing card formatting, make sure that all song data on the card is not necessary.*
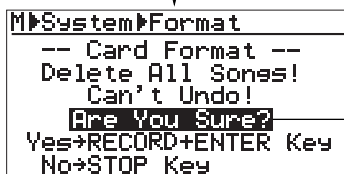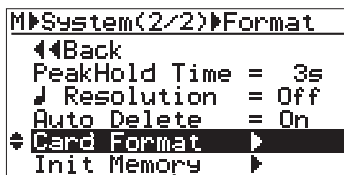
1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

2) **Rotate the JOG dial to select "System", and press the [MENU/ENTER] key.**
The display now shows the first page of the system menu screen, where "<< Back" is highlighted initially.
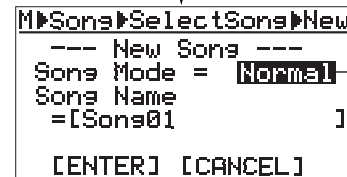
```
MENU(1/2)▶System
 ◀◀Back
♦ System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

```
M▶System(1/2)▶Back
▼◀◀Back
  Pre Roll Time  = 4.0s
  PostRoll Time  = 1.0s
  Delay Type     = L-R
  Midi Sync Out  = Off
  MTC Frame Rate = 25
```
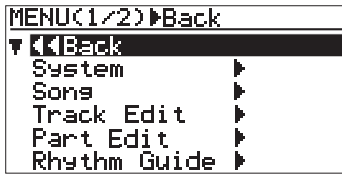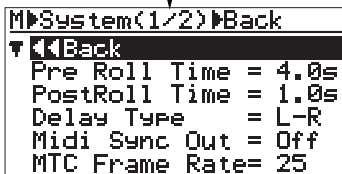
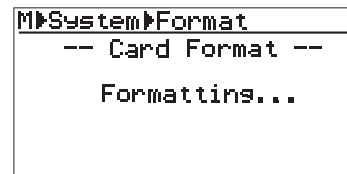3) **Rotate the JOG dial to select "Card Format" on the second page and press the [MENU/ENTER] key.**
The display show the screen where "Are You Sure?" flashes. As this screen indicates, formatting the card deletes all songs on the card and you cannot undo card formatting. To stop formatting, press the [STOP] key to exit the menu mode.

```
M▶System(2/2)▶Format
 ◀◀Back
  PeakHold Time = 3s
 ♩ Resolution   = Off
  Auto Delete   = On
♦ Card Format   ▶
  Init Memory   ▶
```

```
M▶System▶Format
  -- Card Format --
   Delete All Songs!
      Can't Undo!
    Are You Sure?  ——— flashing
  Yes→RECORD+ENTER Key
    No→STOP Key
```

4) **Press the [MENU/ENTER] key while holding down the [RECORD] key.**
Formatting starts.
Immediately after formatting completes, the MR-8mkII enters the "Song" menu of the MENU mode and the display changes to show the screen for creating a new song (Song01).

```
M▶System▶Format
  -- Card Format --

    Formatting...
```

```
M▶Song▶SelectSong▶New
  --- New Song ---
  Song Mode =  Normal  ——flashing
  Song Name
   =[Song01         ]

  [ENTER] [CANCEL]
```

On this screen, set the song mode (Normal or LP) and the song name, and create a new song. See "Creating a new song" on page 23 for details about how to create a new song.
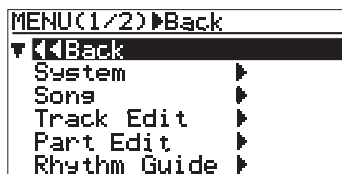
Peak hold time setting

The level meters shown on the display have the peak hold function. When it is enabled, the meter peak value during recording is held for the specified time.
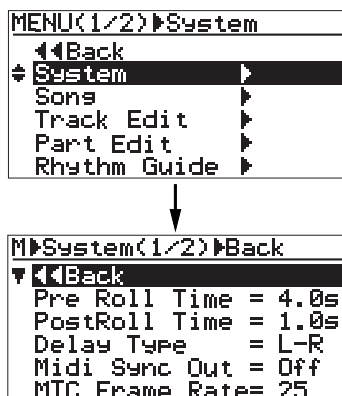The default meter peak hold time is three seconds. You can disable the peak hold function or change the peak hold time.
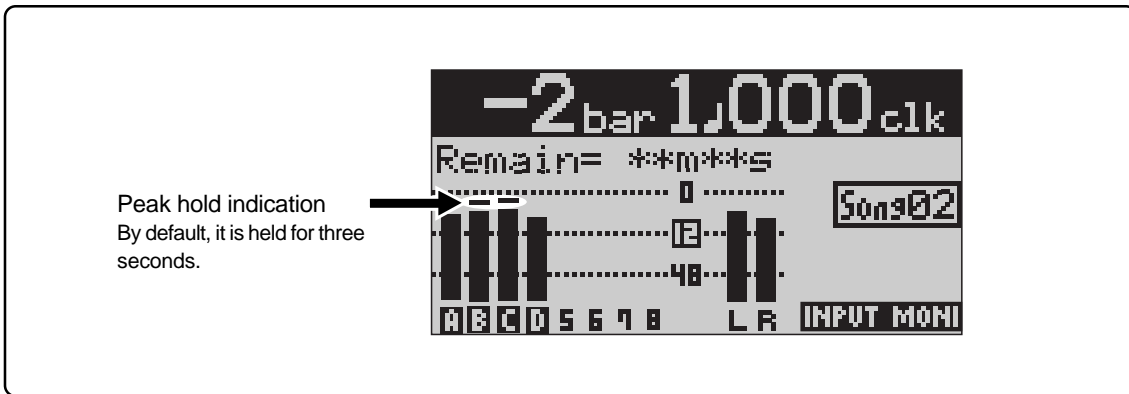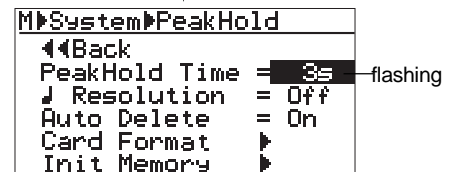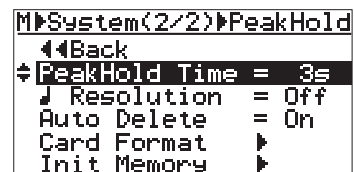
Peak hold indication
By default, it is held for three seconds.

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶Back
▼ ◀◀Back
  System      ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```

2) **Rotate the JOG dial to select "System", and press the [MENU/ENTER] key.**
The display now shows the first page of the system menu screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶System
  ◀◀Back
▲ System      ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```

```
M▶System(1/2)▶Back
▼ ◀◀Back
  Pre Roll Time = 4.0s
  PostRoll Time = 1.0s
  Delay Type    = L-R
  Midi Sync Out = Off
  MTC Frame Rate= 25
```

3) **Rotate the JOG dial to select "PeakHold Time" on the second page and press the [MENU/ENTER] key.**
The currently selected peak hold time (by default, "3s") flashes.
You can now make the desired peak hold setting.

```
M▶System(2/2)▶PeakHold
  ◀◀Back
▲ PeakHold Time =  3s
  ♩ Resolution  = Off
  Auto Delete   = On
  Card Format   ▶
  Init Memory   ▶
```

```
M▶System▶PeakHold
  ◀◀Back
  PeakHold Time =  3s  —flashing
  ♩ Resolution  = Off
  Auto Delete   = On
  Card Format   ▶
  Init Memory   ▶
```

You can select from "3s" (3 seconds, default), "1s", "2s", "4s", "5s" and "Off".

When "Off" is selected, the peak hold function is disabled (the peak value is not held).
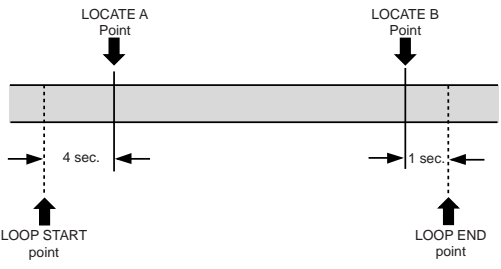
4) **Rotate the JOG dial to select the desired hold time, and press the [MENU/ENTER] key.**
The peak hold setting is confirmed and the display returns to the previous screen.

5) **Press the [STOP] key to exit the menu mode.**
The peak hold setting is effective to all songs.

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Pre-roll/post-roll time setting

As described earlier on page 49, when both the auto punch in/out and loop modes are active, the pre-roll and post-roll are effective in the loop function.
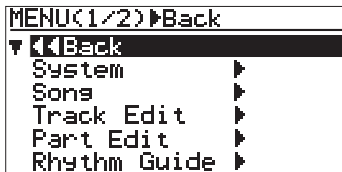You can set the pre-roll and post-roll time value by the following procedure.

When both the auto punch in/out and loop modes are active, the loop starts from "the LOCATE A point minus the pre-roll time" and ends by "the LOCATE B point plus the post-roll time". The pre-roll time is initially set to four seconds, while the post-roll time is set to one second.

In other words, with the default pre-roll and post-roll time settings, when executing auto punch in/out, the MR-8mkII starts playback four seconds before the punch-in point, and ends playback one second after the punch-out point.

LOCATE A Point   LOCATE B Point

4 sec.   1 sec.

LOOP START point   LOOP END point

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.
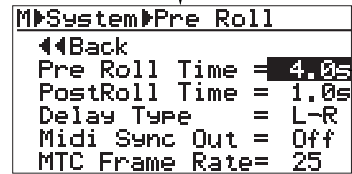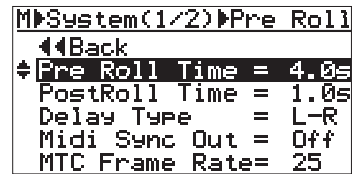
```
MENU(1/2)▶Back
▼◀◀Back
  System         ▶
  Song           ▶
  Track Edit     ▶
  Part Edit      ▶
  Rhythm Guide   ▶
```

2) **Rotate the JOG dial to select "System", and press the [MENU/ENTER] key.**
The display now shows the first page of the system menu screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶System
  ◀◀Back
✦ System         ▶
  Song           ▶
  Track Edit     ▶
  Part Edit      ▶
  Rhythm Guide   ▶
```

```
M▶System(1/2)▶Back
▼◀◀Back
  Pre Roll  Time = 4.0s
  PostRoll  Time = 1.0s
  Delay Type     = L-R
  Midi Sync Out  = Off
  MTC Frame Rate = 25
```
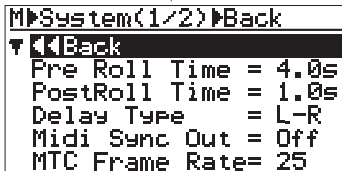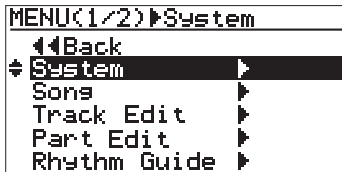
3) **Rotate the JOG dial to select "Pre Roll Time" and press the [MENU/ENTER] key.**
The currently selected pre-roll time (by default, "4.0s") flashes. You can now set the desired pre-roll time.

You can select between "0.1s" and "10s" in 0.1 second steps.

```
M▶System(1/2)▶Pre Roll
  ◀◀Back
✦ Pre Roll  Time = 4.0s
  PostRoll  Time = 1.0s
  Delay Type     = L-R
  Midi Sync Out  = Off
  MTC Frame Rate = 25
```

```
M▶System▶Pre Roll
  ◀◀Back
  Pre Roll  Time = 4.0s ──flashing
  PostRoll  Time = 1.0s
  Delay Type     = L-R
  Midi Sync Out  = Off
  MTC Frame Rate = 25
```

4) **Rotate the JOG dial to select the pre-roll hold time, and press the [MENU/ENTER] key.**
The pre-roll time setting is confirmed and the display returns to the previous screen. To set the post-roll time, follow the procedure below.

5) **Rotate the JOG dial to select "Post Roll Time" and press the [MENU/ENTER] key.**
The currently selected post-roll time (by default, "1.0s") flashes. You can now set the desired post-roll time.

You can select between "0.1s" and "10s" in 0.1 second steps.

6) **Rotate the JOG dial to select the post-roll hold time, and press the [MENU/ENTER] key.**
The post-roll time setting is confirmed and the display returns to the previous screen.

7) **Press the [STOP] key to exit the menu mode.**
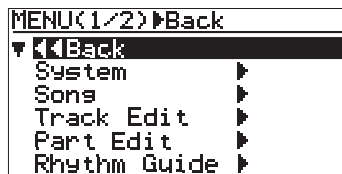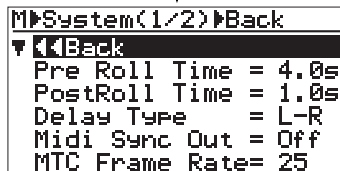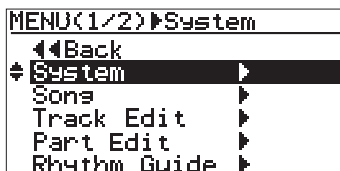
Auto Delete function on/off

While the Auto delete function is enabled, if you erase track data using the "Track Edit" menu or erase part data using the "Part Edit" menu, the unused WAV files in the song are automatically deleted from a card. This increases free card space. By default, the Auto Delete function is enabled (set to "On"). The Auto Delete function setting is effective to all songs on a card.

> **<Note>**
> • *When the Auto Delete function is enabled (which is the default setting), you cannot undo erasing track data (or part data). If you want to make it possible to undo or redo erasing track data, make the Auto Delete function disabled.*
>
> • *The Auto Delete function is effective only when erasing track data (or part data). If you want to delete unused WAV file of a song but you do not want to erase track data (or part data), execute "Delete Unused" in the "Song" menu (see page 94).*

1) **While the recorder is stopped, press the [MENU/ENTER] knob to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.
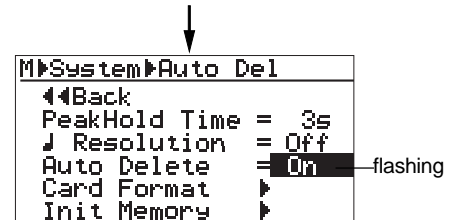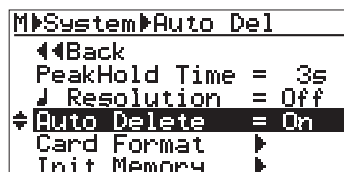
```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

2) **Rotate the JOG dial to select "System", and press the [MENU/ENTER] key.**
The display now shows the first page of the system menu screen, where "<< Back" is highlighted initially.
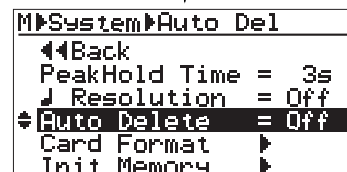
```
MENU(1/2)▶System
 ◀◀Back
◆System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

```
M▶System(1/2)▶Back
▼◀◀Back
  Pre Roll Time = 4.0s
  PostRoll Time = 1.0s
  Delay Type    = L-R
  Midi Sync Out = Off
  MTC Frame Rate= 25
```
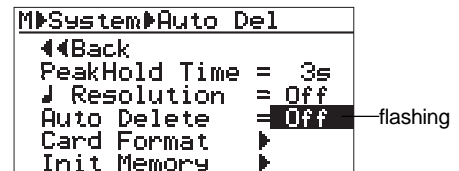
3) **Rotate the JOG dial to select "Auto Delete" on the second page, and press the [MENU/ENTER] key.**
The current option (by default, "On") flashes. You can now set the desired option.

```
M▶System▶Auto Del
 ◀◀Back
  PeakHold Time =  3s
  ♩ Resolution  = Off
◆Auto Delete    = On
  Card Format    ▶
  Init Memory    ▶
```

```
M▶System▶Auto Del
 ◀◀Back
  PeakHold Time =  3s
  ♩ Resolution  = Off
  Auto Delete   = On ──flashing
  Card Format    ▶
  Init Memory    ▶
```

4) **Rotate the JOG dial to select "Off", and press the [MENU/ENTER] key.**
The "Auto Delete" function is now disabled ("0ff") and the display returns to show the previous screen. The setting is stored to the Flash ROM on the MR-8mkII and becomes effective to all songs on the card.

```
M▶System▶Auto Del
 ◀◀Back
  PeakHold Time =  3s
  ♩ Resolution  = Off
  Auto Delete   = Off ──flashing
  Card Format    ▶
  Init Memory    ▶
```

```
M▶System▶Auto Del
 ◀◀Back
  PeakHold Time =  3s
  ♩ Resolution  = Off
◆Auto Delete    = Off
  Card Format    ▶
  Init Memory    ▶
```

To set the "Auto Delete" function to "On" again, follow the same steps as above.

5) **Press the [STOP] key to exit the menu mode.**

Beat resolution mode on/off

While the time base is set to the bar/beat mode, if you set the "Beat resolution" item in the menu to "On", the LOCATE A and B points are set in beat resolution.
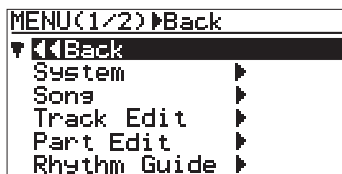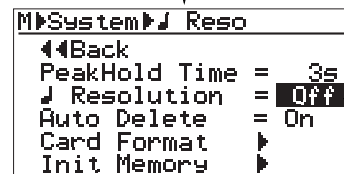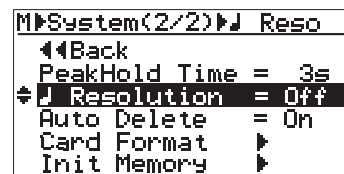When "Beat resolution" is set to "On", the clock digit in the bar/beat/clock value is automatically rounded down or up, so that the clock digit is always "000".

> Let's see an example when the time base is set to the bar/beat mode and the "Beat resolution" is set to "On". If you set the LOCATE A point to "Bar 1/1♩/clock 468" and the LOCATE B point to "Bar 12/ 4♩/clock 485", the rounded values are stored as below.
>
> **"Bar 1 / 1♩ / clock 468" -> "Bar 1 / 1♩ / clock 000"**
> (The clock value "468" is rounded down.)
>
> **"Bar 12 / 4♩ / clock 485" -> "Bar 13 / 1♩ / clock 000"**
> (The clock value "485" is rounded up.)

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

2) **Rotate the JOG dial to select "System", and press the [MENU/ENTER] key.**
The display now shows the first page of the system menu screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶System
 ◀◀Back
‡System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```

↓

```
M▶System(1/2)▶Back
▼◀◀Back
  Pre Roll Time = 4.0s
  PostRoll Time = 1.0s
  Delay Type    = L-R
  Midi Sync Out = Off
  MTC Frame Rate= 25
```
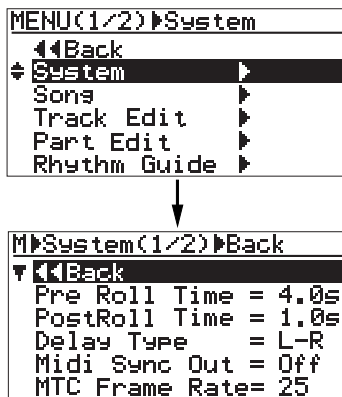
3) **Rotate the JOG dial to select "♩ Resolution" on the second page and press the [MENU/ENTER] key.**
The current option (by default, "Off") flashes.
You can now set the desired option.

```
M▶System(2/2)▶♩ Reso
 ◀◀Back
  PeakHold Time =  3s
‡♩ Resolution  = Off
  Auto Delete   = On
  Card Format   ▶
  Init Memory   ▶
```

↓

```
M▶System▶♩ Reso
 ◀◀Back
  PeakHold Time =  3s
  ♩ Resolution  = Off ──flashing
  Auto Delete   = On
  Card Format   ▶
  Init Memory   ▶
```

4) **Rotate the JOG dial to select "On" or "Off", and press the [MENU/ENTER] key.**
The selection is confirmed and the display returns to the previous screen.

**5)** **Press the [STOP] key to exit the menu mode.**

Phantom power on/off

The MR-8mkII can supply phantom power (+48 V) to the XLR balanced connectors of [INPUT A] and [INPUT B]. So you can connect condenser microphones which require phantom power. You can turn on or off phantom power to the XLR connectors via the menu mode.

> **<Note>:** *The phantom power can be supplied to the XLR balanced connectors of [INPUT A] and [INPUT B]. If any plug is inserted to the unbalanced phone input jack, the phantom power is not supplied to the balanced XLR connector on the same channel.*
> *The phantom power setting returns to "Off" (default) when you turn off the MR-8mkII power.*

> **<Notes on using phantom power>**
> - *Confirm that the connected microphone needs +48 V phantom power.*
> - *Turn on the phantom power after making microphone connection.*
> - *Mute the outputs of the MR-8mkII when turning on or off the phantom power or plugging/ unplugging the microphone.*

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶Back
▼◀◀Back
  System        ▶
  Song          ▶
  Track Edit    ▶
  Part Edit     ▶
  Rhythm Guide  ▶
```
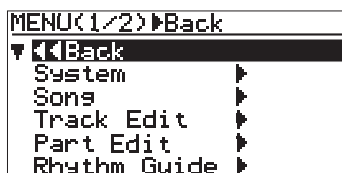
2) **Rotate the JOG dial to select "Input" on the second page, and press the [MENU/ENTER] key.**
The display now shows the input menu screen.

```
MENU(2/2)▶Input
  ◀◀Back
◆ Input         ▶
  USB           ▶
  USB HOST      ▶
```

```
M▶Input(1/1)▶Back
▼◀◀Back
  Phantom Power = Off
```
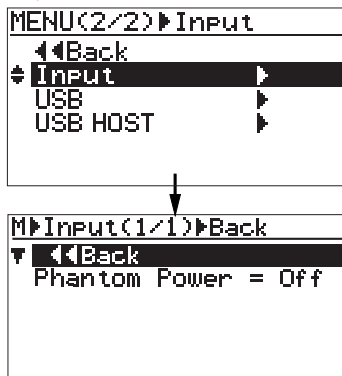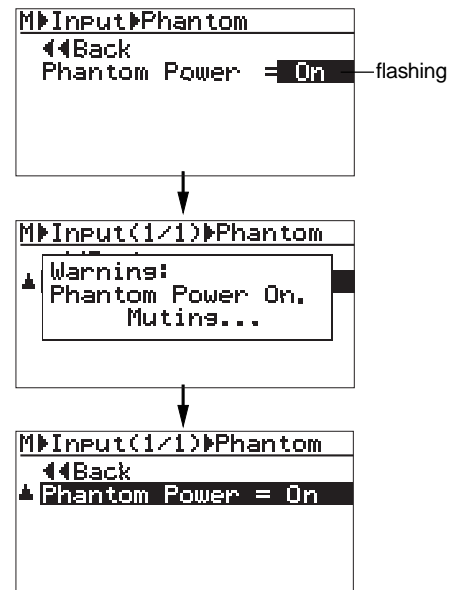
3) **Rotate the JOG dial to select "Phantom Power", and press the [MENU/ENTER] key.**
The current option (by default, "Off") flashes. You can now set the desired option.

```
M▶Input(1/1)▶Phantom
  ◀◀Back
▲ Phantom Power = Off
```

```
M▶Input▶Phantom
  ◀◀Back
  Phantom Power = Off ──flashing
```
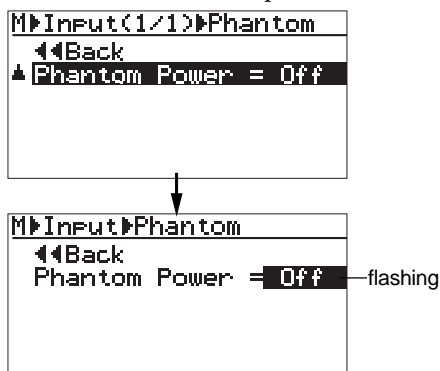
**4)** **Rotate the JOG dial to select "On", and press the [MENU/ENTER] key.**
The screen shows a warning message for few seconds, and returns to the previous screen. While the message is shown, all input channels are muted. When the message is dismissed, the mute is released.
If you select "Off" from "On", a warning message appears and all channels are muted.

```
M▶Input▶Phantom
  ◀◀Back
  Phantom Power = On ──flashing
```

```
M▶Input(1/1)▶Phantom
 ┌─────────────────┐
▲│Warning:         │
 │Phantom Power On.│
 │     Muting...   │
 └─────────────────┘
```

```
M▶Input(1/1)▶Phantom
  ◀◀Back
▲ Phantom Power = On
```

5) **After making "Phantom Power" setting, press the [STOP] key to exit the menu mode.**
The display returns to the home screen.

When "Phantom Power" is set to "On", "🔋48" lights on the home screen, as below.

```
-2bar1,000clk
FOSTEX_FEVER
      0 ······· [+48][Song01]
      12 ·······
      48·······
12345678  LR
```
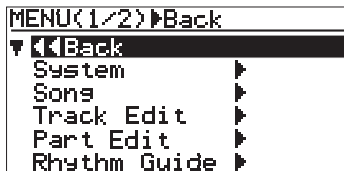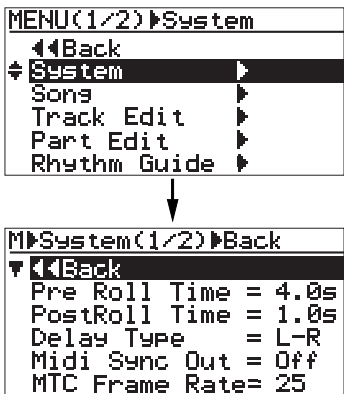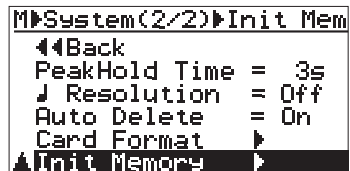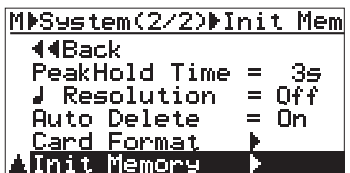
137
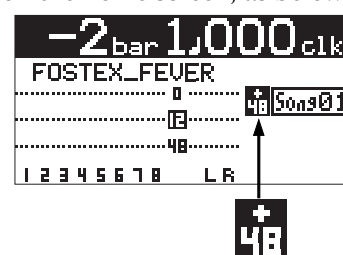
Initializing the MR-8mkII

By initializing the MR-8mkII, you can initialize all global menu settings common to all songs, as well as the time base and display contrast level.

Initialized item	Default setting
Pre-roll time setting	4 seconds
Post-roll time setting	1 second
Delay type setting	L-R (stereo) delay
MIDI sync out setting	Off
MTC frame rate setting	25 frames
Beat resolution mode setting	Off
Peak hold time setting	3 seconds
Auto Delete On/Off setting	On
Time base (shown when turning on the power)	Bar/Beat
Display contrast level	Factory present level
Card Protect On/Off setting	On
Phantom Power On/Off setting	Off
Rhythm Guide settings	Factory present setting

1) **While the recorder is stopped, press the [MENU/ENTER] key to enter the menu mode.**
The display now shows the first page of the menu selection screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶Back
▼◀◀Back
  System      ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```

2) **Rotate the JOG dial to select "System", and press the [MENU/ENTER] key.**
The display now shows the first page of the system menu screen, where "<< Back" is highlighted initially.

```
MENU(1/2)▶System
 ◀◀Back
♦ System      ▶
  Song        ▶
  Track Edit  ▶
  Part Edit   ▶
  Rhythm Guide ▶
```

```
M▶System(1/2)▶Back
▼◀◀Back
  Pre Roll Time = 4.0s
  PostRoll Time = 1.0s
  Delay Type    = L-R
  Midi Sync Out = Off
  MTC Frame Rate= 25
```

3) **Rotate the JOG dial to select "Init. Memory" on the second page, and press the [MENU/ENTER] key.**
The display now shows the confirmation screen for initializing.

```
M▶System(2/2)▶Init Mem
 ◀◀Back
  PeakHold Time =  3s
  ♩ Resolution  = Off
  Auto Delete   = On
  Card Format     ▶
▲ Init Memory     ▶
```

```
M▶System▶Init Mem
 - Initialize Memory -
      Initialize
    System Settings
    Are You Sure?          flashing
  Yes→RECORD+ENTER Key
  No→STOP Key
```

4) **Press the [MENU/ENTER] key while holding down the [RECORD] key.**
The settings are immediately initialized.
The initialize is confirmed and the display returns to the previous screen.
To cancel the initialization, press the [STOP] key.

```
M▶System(2/2)▶Init Mem
 ◀◀Back
  PeakHold Time =  3s
  ♩ Resolution  = Off
  Auto Delete   = On
  Card Format     ▶
▲ Init Memory     ▶
```

5) **Press the [STOP] key to exit the menu mode.**

Troubleshooting

If you encounter any problem while operating the MR-8mkII, check the following for the possible cause of the problem before contacting our service station or dealer.

Troubles for recording

<Trouble 1>: I cannot record the sound source connected to [INPUT B] to track 1.

• **When recording a sound source to a mono track, you can only use the [INPUT A] section.**
Connect the source to [INPUT A].

<Trouble 2>: I am going to make recording using the internal microphone but I cannot see the input level on the display.

• **Is the [INPUT A SELECT] switch on the rear panel set to "INT MIC"?**
To make recording using the internal microphone, set the switch to "INT MIC".

• **Is the [TRIM] control for the [INPUT A] section adjusted appropriately?**
Set the sound source near to the internal microphone or set the [TRIM] control just below the position where the [PEAK] indicator in the [INPUT A] section lights at the loudest part.

• **Is the [RECORD] key flashing and does "INPUT MONI" light on the display?**
Press the [RECORD] key to set the armed (record-ready) track to the input monitor mode by pressing only the [RECORD] key.

<Trouble 3>: The input level of the track to which I am going to record is too low.

• **Is the [TRIM] control of the input to which the sound source is connected adjusted appropriately?**
To set the input level (= recording level) appropriately, use the [TRIM] control so that the peak indicator does not light continuously.

<Trouble 4>: I cannot hear the input signal via the headphones though the [REC SELECT] key is active.

• **Did you press the [RECORD] key to make the armed track in the input monitor mode? Is the [PHONES VOL] control raised?**
You cannot hear the input signal unless the assigned track is in the input monitor mode by pressing the corresponding [REC SELECT] key to turn on the indicator. Also, you cannot hear any signal if the [PHONES VOL] control is set to minimum.

<Trouble 5> : The meter shows very low level and the recording level is too low.

• **Is the [TRIM] control for the input section the sound source is connected adjusted appropriately?**
Set the [TRIM] control just below the position where the [PEAK] indicator in the [INPUT A] section lights at the loudest part.

<Trouble 6>: The meter shows good level for recording, but no signal can be monitored via headphones though the [PHONES VOL] control is raised.

• **Are the track fader for the recording track and the [MASTER] fader raised?**
Both of these faders, as well as the [PHONES VOL] control, have to be raised in order to monitor the recording signal via headphones.
We recommend to raise both the track fader for the recording track and the [MASTER] fader to the "≣" position.

• **Is the recording track in the input monitor mode?**
Make sure that the [RECORD] key flashes and "INPUT MONI" is shown on the display. If not, press the [RECORD] key to set the armed track to the input monitor mode.

<Trouble 7>: During overdubbing, I cannot monitor the playback signal of the recorded track.

• **Is the track fader for the playback track raised?**
During overdubbing, raise the faders for both the playback and recording tracks appropriately.
Otherwise, you cannot make overdubbing while listening to the recorded track(s).

<Trouble 8>: The recorder stopped suddenly when recording.

• **Is there enough recordable space on the CompactFlash™ Card?**
You cannot record onto the CompactFlash™ Card which is full. Replace it with a new card or delete unnecessary data.

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<Trouble 9>: I cannot execute auto punch in/out.

↓

• **Is "▐AUTO PUNCH▌" shown on the screen?**
If it is not, press the [AUTO PUNCH] key to make the auto punch in/out function active.

• **Are the punch-in and punch-out points set correctly?**
To check each point, press the [LOCATE A/IN] or [LOCATE B/OUT] key. The recorder locates to the punch-in or punch-out point, while the screen shows the appropriate time data.

If the punch-out point is earlier than the punch-in point, set these points appropriately so that the punch-in point is earlier than the punch-out point.

Troubles for playback

<Trouble 1>: During playback, the recorder suddenly executes locating.

↓

• **Is "▐AUTO RTN▌" or "▐ LOOP ▌" shown on the display?**
If so, the play mode is set to the auto return or loop mode. Press the [PLAY MODE] key until "Off" is selected.

<Trouble 2>: Cannot monitor the playback sound.

↓

• **Are the track fader(s) for the playback track(s) and the [MASTER] fader brought up to the appropriate positions?**
Raise the fader(s) for the track(s) you want to monitor, as well as the [MASTER] fader.
If you monitor via headphones, also raise the [PHONES VOL] control.

<Trouble 3>: I press the [PLAY] key while holding down the [STOP] key, but I cannot execute loop playback.

↓

• **Are the LOCATE A and LOCATE B points set correctly?**
By default, both of these points are set to the beginning of a song (i.e. "0m00s000ms" or "-2bar 1beat 00clk"). In this condition, you cannot execute loop playback.
Also, if the LOCATE B point is earlier than the LOCATE A point, you cannot execute loop playback.

Troubles for effect

<Trouble 1>: I cannot apply the effects.

↓

• **Are the [EFFECT SEND] control for the track you want to apply the effect and track fader raised appropriately?**
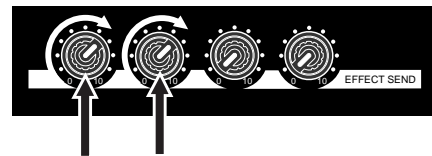
Raise the [EFFECT SEND] control(s) for the track(s) (1 through 4) you want to apply the effect to send signal(s) to the internal digital effects.
Also, make sure that the fader(s) for the track(s) you want to apply the effect is(are) raised.

<Trouble 2>: I cannot apply the mic simulation effects.

↓

• **Is the [INPUT A SELECT] switch on the rear panel is set to "MIC/LINE" position?**
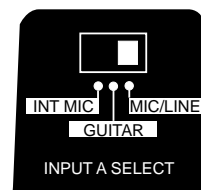
To apply the mic simulation effects to [INPUT A], the [INPUT A SELECT] switch on the rear panel must be set to "MIC/LINE" position.
When you set the switch to any other position, you can use the amp simulation effects for insert effects.

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Troubles for USB connection

<Trouble 1>: Cannot export a WAV file to a personal computer.

• Is the USB cable connected correctly?
Check the connection, as well as the USB cable.

• Is the personal computer meets the requirement?
The MR-8mkII can export a WAV file to a personal computer which runs on any of the following OS systems.

Windows Me, 2000 or XP
Macintosh 0S X or higher

<Trouble 2>: The MR-8mkII drive icon is not shown on the personal computer screen.

• It may take some times for showing a removable drive depending on a personal computer.
It may take some times for reading the drive data.
Wait for a while until the drive icon appears.

On a Windows machine, the MR-8mkII is shown as "removable drive". On a Macintosh machine, it is shown as "MR-8mkII".

Troubles for power supply

<Trouble 1>: The MR-8mkII suddenly turned off the power.

• Are the plugs of the AC adaptor plugged in firmly?
Check the connection of the AC adaptor with the MR-8mkII and AC main outlet.

• Are the batteries empty? (when supplying the power from batteries)
Check the batteries.

Other troubles

<Trouble 1>: I cannot hear the rhythm guide click.

• Is the [RHYTHM GUIDE] key is illuminated?
When the [RHYTHM GUIDE] key is not illuminated, the rhythm guide function is not active and you cannot hear the rhythm guide click.

• Is the "Int Click level" item in the "Rhythm Guide" menu set correctly?
If the "Int Click level" item is set to "00" or a small value, you cannot hear the rhythm guide click.

<Trouble 2> : I want to hear the rhythm guide click based on the "Signature" and "Tempo" settings on the rhythm guide setting screen but the rhythm guide click based on the conductor map is output.

• Is the "Conductor Map" setting on the rhythm guide setting screen set to "On"?
As shown on the screen below, if "Conductor Map" on the rhythm guide setting screen is set to "On", the rhythm guide click based on the conductor map is output.
In this condition, the "Signature" and "Tempo" fields on this screen indicate "---" as below, showing that they are disabled.

```
M▶Rhythm(1/1)▶Back
◀◀ Back
Rhythm Guide  = On
Conductor Map = On
Signature     = ---
Tempo         = ---bpm
Int ClickLevel=  80
```
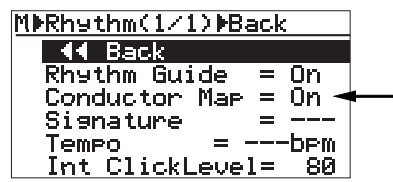
Set "Conductor Map" to "Off" (see page 77).

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MR-8mkII Specifications

Specifications

[Inputs/Outputs]

0dBu=0.775Vrms, 0dBV=1.0Vrms, Reference level: -12dBfs

Analog input [INPUT A / INPUT B]
Connectors : XLR-3-31 type (#2: hot balanced)
: 1/4-inch, phone type
Input level : -48dBu (MIC) to +4dBu (LINE)
Input impedance : 1.5kΩ or more
: 400kΩ or more (When the INPUT A SEL switch is set to "GUITAR".)
Phantom power : P48V (Phantom power ON/OFF is selected in the "Input" menu of the MENU mode.)

Stereo analog output [STEREO OUT (L, R)]
Connectors : 1/4-inch, phone type
Norminal output level : -10dBV (unbalanced)
Load impedance : 10kΩ or more

Headphones output [PHONES 1, 2]
Connectors : 1/4-inch, stereo phone type
Max. output power : 30mW or more (at 32Ω load)
Load impedance : 16Ω or more

MIDI output [MIDI OUT]
Connector : DIN 5-pin
Format : Conformed to the MIDI standard

Footswitch [FOOT SW]
Connector : 1/4-inch, phone type
Level : TTL level

USB (USB 2.0 HI-SPEED)
Connector : B type (standard)

USB HOST (USB 1.1)
Connector : A type (standard)

[Record / playback]

Recording medium : CompactFlash™ card

Sampling frequencies : 44.1kHz (Normal mode)
: 22.05kHz (LP mode)

Quantization : 16-bits, linear (non expanded)

File format : FAT16

The number of tracks : 8
* the number of simultaneously recordable tracks: 2

ADC : 24-bits, delta-sigma

DAC : 24-bits, delta-sigma

Frequency response : 20Hz to 20kHz
* Normal mode

Dynamic range : 87dB or more (TYPICAL)
* Normal mode

Total harmonic distortion : 0.05% or less (TYPICAL)
* Normal mode

[General]

Weight (net) : Approx. 1.6 kg
: AD-12A/ approx. 500g

Dimensions : 286 (W) x 220 (D) x 65 (H) mm

Power requirements : DC12V, 400mA
Using the AC adaptor or six AA-type alkaline batteries

Supplied Accessaries : Owner's Manual, AC adaptor

* Changes in specifications and features may be made without notice or obligation.
* The polarity of the supplied AC adaptor is center plus/ outer minus.

Pin assignment of XLR connectors
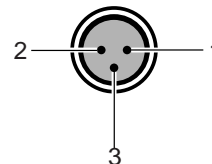
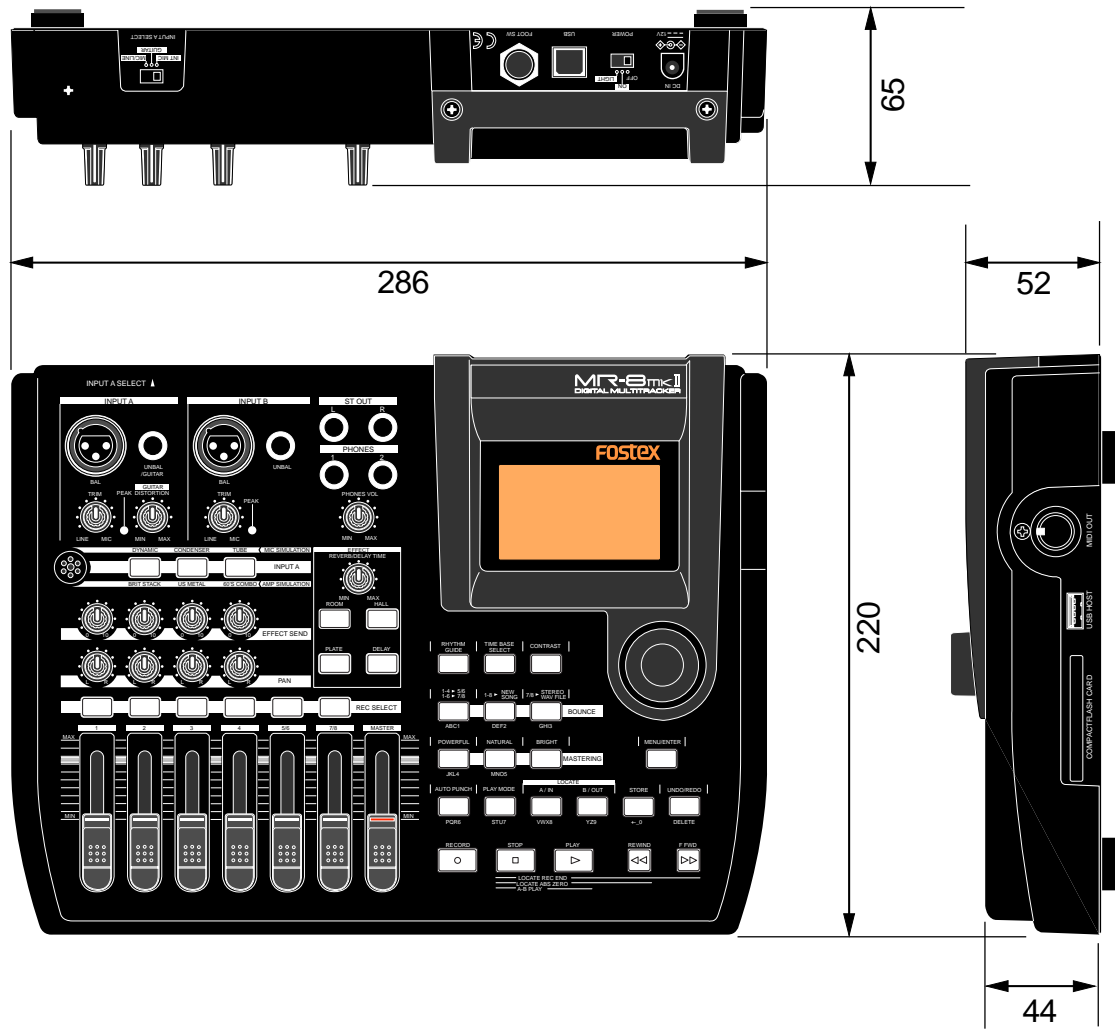| 1	GND
2	HOT
3	COLD

Pin assignment of [USB] port
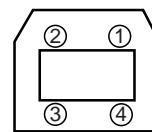
1	VBUS
2	D-
3	D+
4	GND

Pin assignment of [USB HOST] port
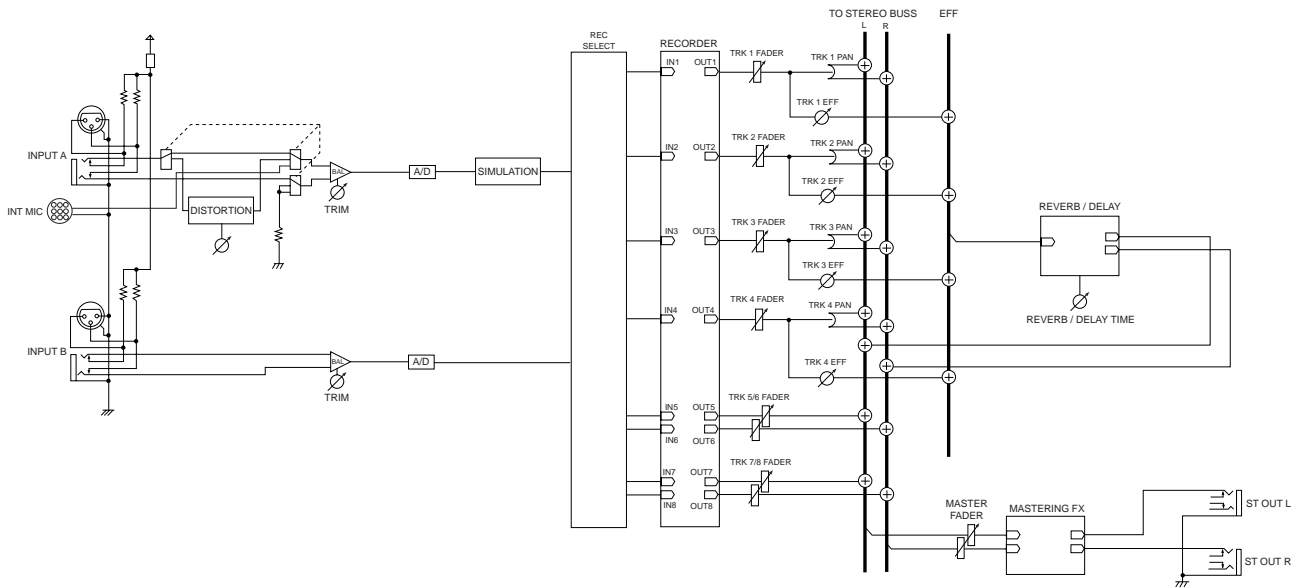

1	VBUS
2	D-
3	D+
4	GND

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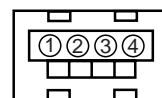
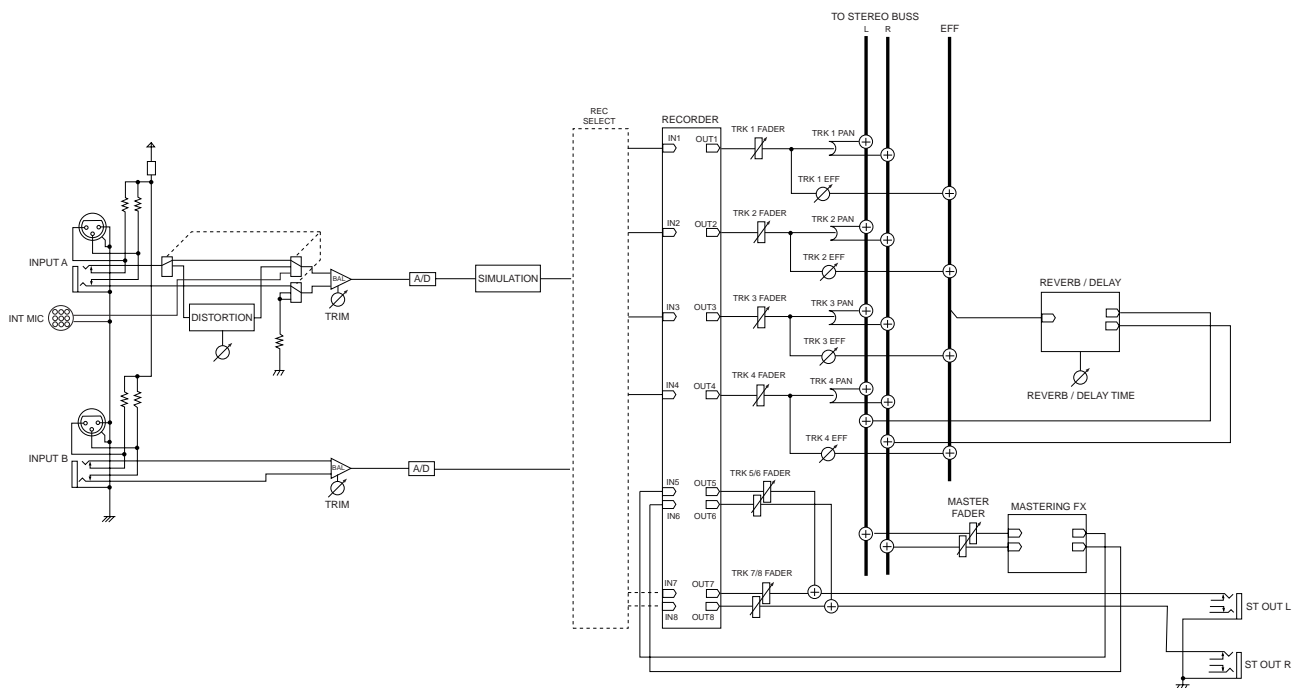# Physical dimensions
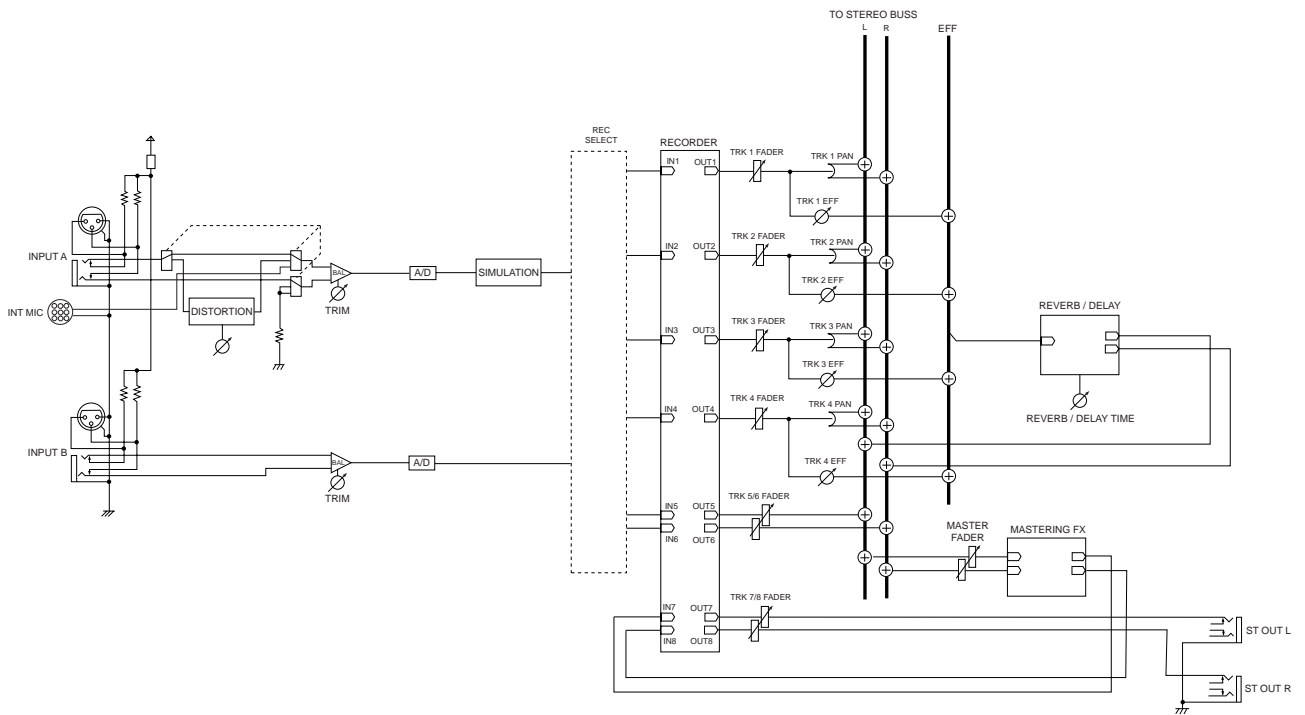
286

65

52

220
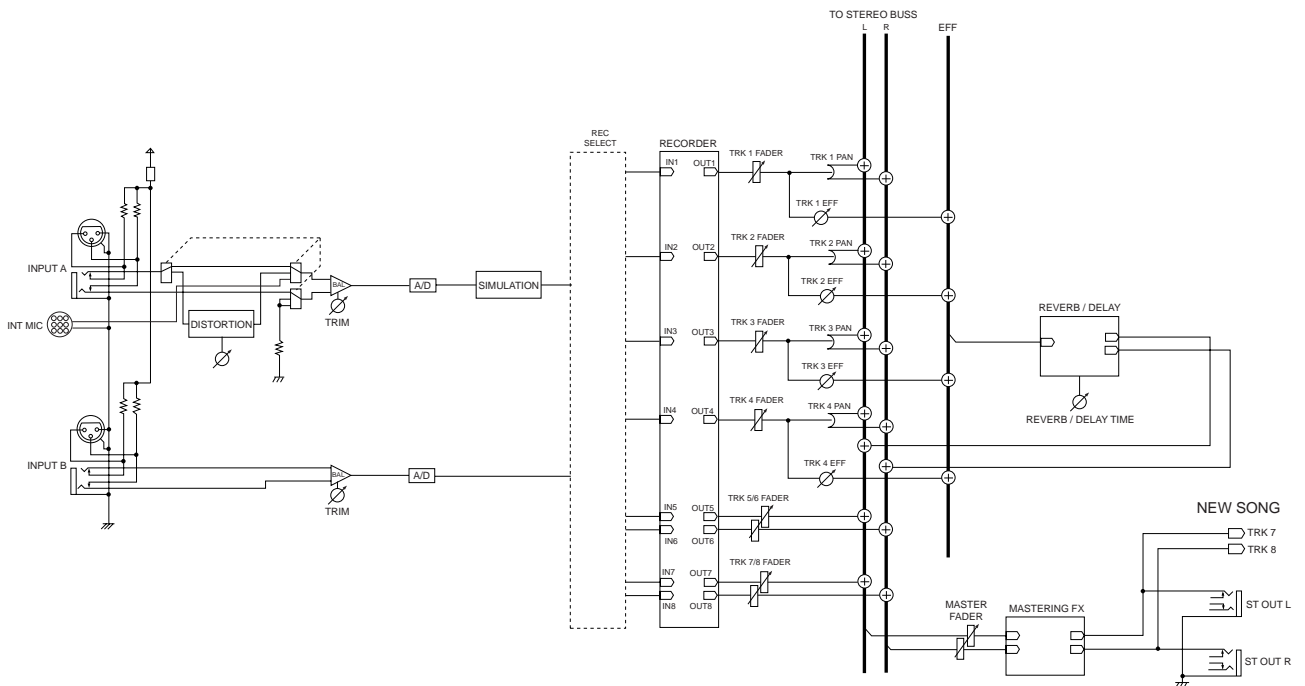
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Block diagram

When using the normal mode

When using the bounce mode (1-4 > 5/6 mode)

When using the bounce mode (1-6 > 7/8 mode)

When using the bounce mode (1-8 > New Song mode)

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MIDI Implementation Chart

<Digital multitracker>

Model MR-8mkII

Date:
Version: V1.00

Function............		Transmitted	Recognized	Remarks
Basic	Default	X	X	
Channel	Changed	X	X	
Mode	Default	X	X	
	Message	X	X	
	Altered	****************************	X	
Note		X	X	
Number:	True Voice	****************************	X	
Velocity	Note ON	X	X	
	Note OFF	X	X	
After	Key's	X	X	
Touch	Channel's	X	X	
Pitch Bend		X	X	
Control Change		X	X	
Program		X	X	
Change:	True #	****************************	X	
System Exclusive		◯ rem. 1	X	
Common	: Quarter Frame	◯	X	
	: Song Position	◯	X	
	: Song Select	X	X	
	: Tune	X	X	
System	: Clock	◯	X	
Real Time	: Commands	◯ rem. 2	X	
Aux. Message	: Local ON/OFF	X	X	
	: All Notes OFF	X	X	
	: Active Sense	X	X	
	: Reset	X	X	
Notes		rem.1 : MTC rem. 2 : START, STOP, CONTINUE		

Mode 1: OMNI ON, POLY   Mode 2: OMNI ON, MONO   ◯: Yes
Mode 3: OMNI OFF, POLY   Mode 4: OMNI OFF, MONO   X : No

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Declaration of EC Directive

This equipment is compatible with the EMC Directive (89/336/EEC) - Directive on approximation of member nation's ordinance concerning the electromagnetic compatibility and with the Low Voltage Directive (73/23/EEC) - Directive on approximation of member nation's ordinance concerning electric equipment designed to be used within the specified voltage range.

The Affect of Immunity on This Equipment

The affect of the European Specification EN61000-6-1 (coexistence of electromagnetic waves - common immunity specification) on this equipment are as shown below.

In the electrical fast transient/burst requirements, surge, conducted disturbances by radio-frequency fields, power frequency magnetic field, radiate electromagnetic field requirements and static electricity discharging environment, this could be affected by generation of noise in some cases.

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* Including non-EU countries (as of January, 2005)

\<AUSTRIA\>
NAME: ATEC Audio-u. Videogeraete VertriebsgesmbH.
ADD: Im Winkel 5, A-2325 Velm, Austria
TEL: (+43) 2234-74004, FAX: (+43) 2234-74074

\<BELGIUM\>
NAME: General Audio
ADD: Raymond Pelgrimslaan 101, B-1702 Groot-Bijgaarden, Belgium
TEL: (+32) 2-4630650, FAX: (+32) 2-4661500

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ADD: Malervej 2, DK-2630 Taastrup, Denmark
TEL: (+45) 4399-8877, FAX: (+45) 4399-8077

\<FINLAND\>
NAME: Noretron Oy Audio
ADD: P. O. Box 22, FIN-02631 Espoo, Finland
TEL: (+358) 9-5259330, FAX: (+358) 9-52593352

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NAME: Sennheiser France
ADD: 128 bis, avenue Jean-Jaures, 94851 Ivry-sur-Seine Cedex, France
TEL: (+33) 1 4987 0300, FAX: (+33) 1 4987 0324

\<GERMANY\>
NAME: Mega Audio GmbH
ADD: Stromberger Str. 32, D-55411 Bingen, Germany
TEL: (+49) 6721-94330, FAX: (+49) 6721-32046

\<GREECE\>
NAME: Bon Studio S. A.
ADD: 6 Zaimi Street, Exarchia, 106.83 Athens, Greece
TEL: (+30) 210-3809-605, 606, 607, 608
FAX: (+30) 210-3845-755, 210-3827-868

\<ICELAND\>
NAME: I. D. elrf. electronic Ltd.
ADD: ARMULA 38 108 REYKJAVIK, ICELAND
TEL: (+354) 588 5010, FAX: (+354) 588 5011

\<ITALY\>
NAME: Proel S. p. A.
ADD: Zona Via Alla Ruenia, 37/43 64027 - Sant'Omero (Teramo), Italy
TEL: (+39) 0861-81241, FAX: (+39) 0861-887862

\<THE NETHERLANDS\>
NAME: IEMKE ROOS AUDIO B. V.
ADD: Kuiperbergweg 20, 1101 AG Amsterdam, The Netherlands
TEL: (+31) 20-697-2121, FAX: (+31) 20-697-4201

\<NORWAY\>
NAME: Siv. Ing. Benum AS
ADD: P.O. Box 145, Vinderen, 0319 Oslo, Norway
TEL: (+47) 2213 9900, FAX: (+47) 2214 8529

\<PORTUGAL\>
NAME: Caius - Tecnologias Audio e Musica, Lda.
ADD: Praca do Bom Sucesso, No 61 Bom Sucesso Trade Center, Escritorio 701/702, 4150-1460 Porto, Portugal
TEL: (+351) 22-608-06-10, FAX: (+351) 22-608-06-29

\<SPAIN\>
NAME: Letusa S. A.
ADD: C/Laguna 10, 28923 Alcorcon, Madrid, Spain
TEL: (+34) 91-4862800, 91-4470898
FAX: (+34) 91-6414597

\<SWEDEN\>
NAME: Sennheiser AB
ADD: John Ericssonsgatan 10, P.O. Box 22035, SE-104 22 Stockholm, Sweden
TEL: (+46) 8 566 16400, FAX: (+46) 8 566 16490

\<SWITZERLAND\>
NAME: Audio Bauer Pro AG
ADD: Bernerstrasse-Nord 182, CH-8064 Zurich, Switzerland
TEL: (+41) 1-4323230, FAX: (+41) 1-4326558

\<UK\>
NAME: SCV London
ADD: 40 Chigwell Lane, Oakwood Hill Industrial Estate, Loughton, Essex IG10 3NY U. K.
TEL: (+44) 20-8418-0778, FAX: (+44) 20-8418-0624

FOR THE US CUSTOMERS ONLY

FOSTEX AMERICA LIMITED WARRANTY

The following statement defines specific legal rights. You may also have additional rights depending on the state in which the Fostex product was purchased.

WARRANTY PROTECTION

All Fostex parts are warranted for one (1) year from the date of original purchase, except for recording media, such as hard disc drives and compact flash cards, heads, lamps and fuses, which are warranted, for one hundred-eighty (180) days. Fostex America will repair and / or replace parts during the term of this warranty. Labor costs are also covered by Fostex America for one (1) year from the date of original purchase. Except as specified below, this warranty covers all defects in material and workmanship in this product.

The following are not covered by this warranty:

1. Batteries.

2. Damage to any product that has been altered.

3. Damage to any product on which the original serial number has been defaced, modified or removed.

4. Damage to or deterioration of the external cabinet.

5. Damage occurring during shipment of the product. (**NOTE:** Shipping claims must be presented to the carrier.)

6. Damage resulting from accident, misuse, abuse or neglect.

7. Damage resulting from failure to perform routine maintenance and / or calibration procedures.

8. Damage resulting from failure to follow instruction in the owner's manual.

9. Damage resulting from repair or attempted repair or by someone other than a Fostex America Service technician or a technician at an authorized Fostex America service station.

10. Damage resulting from causes other than product defects, including lack of technical skill, competence or experience on the part of the user.

11. External appearance items such as cosmetic parts, knobs, liquid crystal displays, buttons, etc.

12. Replacements or repairs necessitated by loss or damages resulting from any cause beyond the control of Fostex America.

13. Damage resulting from misuse or abuse on rental units.

NOTE: **FOSTEX AMERICA IS NOT RESPONSIBLE FOR DATA LOST OR DAMAGED DURING OPERATION OF THIS PRODUCT.**
CALIBRATION AND MAINTENANCE PROCEDURES ARE NOT COVERED BY THIS WARRANTY.

Fostex America reserves the right to inspect all products submitted pursuant to this warranty. If such an inspection shows reasonable cause to believe that any of the above exclusions to the above warranty are applicable, then Fostex America or the authorized service station will charge prevailing service rates and parts, costs for any repairs.

FOSTEX AMERICA LIMITED WARRANTY

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If this product needs service, you must take it, or package it carefully, using ample packaging materials to prevent damage during shipment and mail it to the distributor from whom you have purchased this product, postage pre-paid and insured.
NOTE: Fostex America will not assume responsibility for damages or losses occurred in transit, but will reasonably assist the sender in processing any claims whenever possible (such as submitting statements to the carriers when applicable).
Any collect or C.O.D. shipments will be refused. In order to obtain warranty repairs, you must include the following:

1. Date proof of original purchase (copy pf bill of sale or charge slip).

2. A note describing the problem with sufficient particularity to allow Fostex America to inspect or adjust the problem.

3. All accessory items appurtenant to that problem.

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Unless considered unenforceable or unlawful under applicable law:

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B. Fostex America's liability for any defect product is expressly limited to repair or replacement of the product, at the sole discretion and / or option of Fostex America. Fostex America shall not under any circumstances be liable for:

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  2. Any damages, whether incidental, consequential or otherwise, except damages which may not be excluded by under applicable law.

C. Fostex America makes no other warranties, express or implied, above and / or beyond the representations made herein.

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Service Department

FOSTEX AMERICA
13701 Cimarron Avenue Gardena, CA 90249
TEL: (310)-329-2960   FAX: (310)-329-1230
www.fostex.com

FOSTEX

FOSTEX CO.
3-2-35, Musashino, Akishima-shi, Tokyo, Japan, 196-0021

FOSTEX AMERICA
13701 Cimarron Avenue Gardena, CA 90249 U.S.A.