

MIDI KEYBOARD CONTROLLER**PCR-30****PCR-50****PCR-80****Mode d'emploi**

Thank you for purchasing the PCR-30/50/80 USB MIDI controller.

Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" and "IMPORTANT NOTES". These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

IMPORTANT NOTES

In addition to the items listed under “USING THE UNIT SAFELY” on page 2 -3, please read and observe the following:

Power Supply

- Do not use this unit on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).
- The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.

Handling CD-ROMs

- Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD-ROM discs may not be read properly. Keep your discs clean using a commercially available CD cleaner.

Maintenance

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of losing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory in another MIDI device (e.g., a sequencer).
- Unfortunately, it may be impossible to restore the contents of data that was stored in another MIDI device (e.g., a sequencer) once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels (especially when it is late at night).
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

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Contents of the package

The PCR-30/50/80 includes the following items. When you open the package, first make sure that all items are included. If any are missing, contact the dealer where you purchased the PCR-30/50/80.

●MIDI Keyboard Controller

PCR-30/50/80



**This figure is the PCR-30.*

●AC adaptor

This is the only AC adaptor you should use with the PCR-30/50/80. Do not use any AC adaptor other than the supplied one, since doing so may cause malfunction.

●USB cable

Use this to connect the USB connector of your computer with the USB connector of the PCR-30/50/80. For details on connections and driver installation, refer to **Installation (p. 15)**.

** Please use only the included USB cable. If you require a replacement due to loss or damage, please contact a "EDIROL/Roland Service Center" listed in the "Information" section at the end of this manual.*

●CD-ROM

This contains drivers and editors for use with the PCR-30/50/80.

●Template sheets (two sheets)

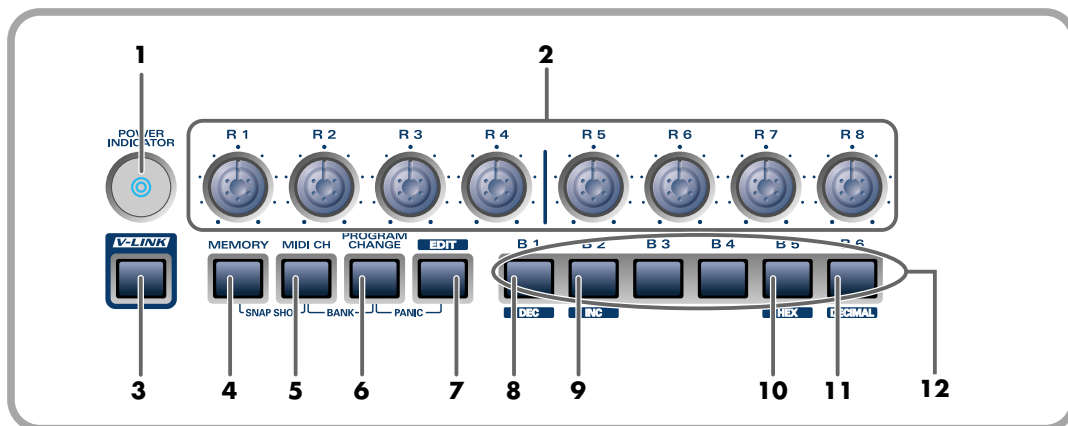
One of these templates lists the messages that are assigned to the knobs and sliders (controllers) by GM2 memory (memory no. 0). A blank sheet is also included for you to make a note of your own controller settings.

●Owner's Manual

This is the manual you are reading. Please keep it on hand for reference.

Names of things and what they do

Panel



1. Power Indicator

Lights when the power is on.

2. Controllers [R1]–[R8]

You can assign MIDI messages to these controllers.

3. V-LINK Button

Press the V-LINK button to enter V-LINK mode (p. 83). When V-LINK mode is on, the V-LINK button will light.

V-LINK

V-LINK (**V-LINK**) is a function that lets you play music and images. By using this with a V-LINK compatible video device, you can enjoy various video effects that are linked to your performance.

4. MEMORY Button

Accesses memories that are stored within the PCR-30/50/80.

5. MIDI CH Button

Specifies the transmission channel (“current channel”) for the keyboard and bender.

6. PROGRAM CHANGE Button

Transmits program change messages on the current channel.

7. EDIT Button

Used to assign MIDI messages to the controllers.

8. DEC Button

Decreases the value of a setting by one (except in PLAY mode (p. 36)).

9. INC Button

Increases the value of a setting by one (except in PLAY mode (p. 36)).

10. HEX Button

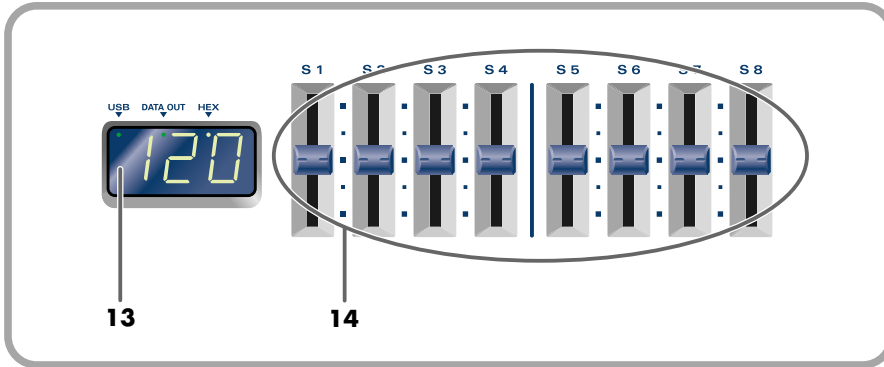
When not in PLAY mode, sets the input mode to hexadecimal (HEX input mode).

11. DECIMAL Button

When not in PLAY mode, sets the input mode to decimal (DECIMAL input mode).

12. Controllers [B1]–[B6]

You can assign MIDI messages to these controllers.



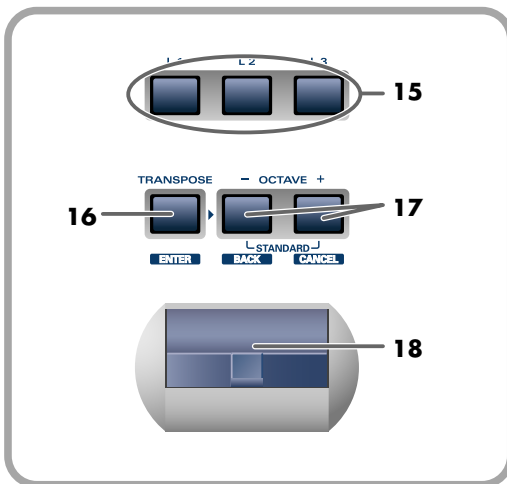
13. Display

Indicates the current status and various other information.

USB	Lights if the PCR-30/50/80 is connected to your computer via USB.
DATA OUT	This will blink when MIDI messages are transmitted via USB or MIDI OUT.
HEX	Lights when the value shown in the display is hexadecimal.

14. Controllers [S1]–[S8]

You can assign MIDI messages to these controllers.



15. Controllers [L1]–[L3]

You can assign MIDI messages to these controllers.

16. TRANPOSE/ENTER Button

Use **[TRANPOSE]** + **[OCTAVE +/-]** to transpose the pitch of the keyboard in semitone steps. Also, in any mode except PLAY mode, it functions as the **[ENTER]** button, which you need to press to confirm the settings you've made.

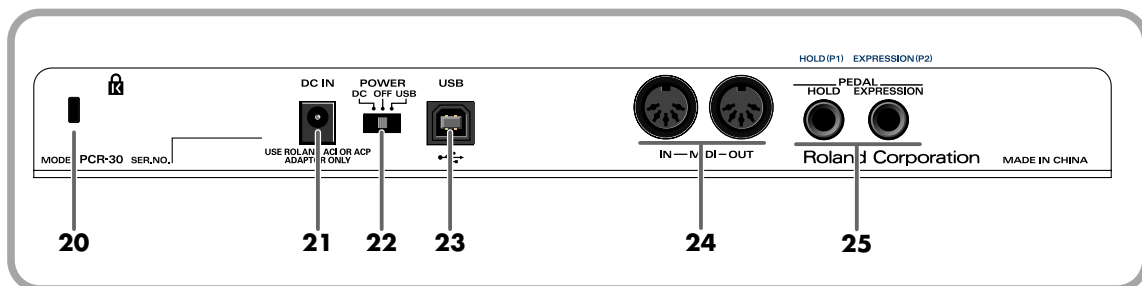
17. OCTAVE +/-

Press **[OCTAVE +/-]** to shift the pitch of the keyboard up or down in steps of an octave. When not in PLAY mode, use these buttons to return to the previous setting item (the **[BACK]** button) or to cancel the setting and return to PLAY mode (the **[CANCEL]** button).

18. BENDER Lever

This lever can be used to modify the pitch or apply vibrato.

Rear Panel



20. Security Slot ()

A commercially available security lock can be attached here.

<http://www.kensington.com/>

21. AC adaptor jack

Connect the include AC adaptor to this jack. Insert the plug firmly so it won't get unplugged accidentally.

22. Power switch

DC	Power on using the AC adaptor
OFF	Power is off
USB *1	Power on using a USB cable (when not using the AC adaptor)

*1 Bus power (USB)

BUS power can be used when the PCR-30/50/80 is connected to your computer via a USB cable. In this case, the power will be supplied from your computer via the USB cable. To use the PCR-30/50/80 with bus power, set the power switch to **USB**.

** For some computers, the PCR-30/50/80 may not operate if bus power is used. In this case, use the included AC adaptor.*

23. USB connector

Use this when connecting the PCR-30/50/80 to your computer via a USB cable.

24. MIDI IN/OUT connectors

These can be connected to the MIDI connectors of other MIDI devices to transmit and receive MIDI messages.

25. Controller [P1] and [P2]

You can connect the appropriate type of pedals to these jacks and use them as controllers.

HOLD	Connect a pedal switch to this jack and use it as a Hold pedal.
EXPRESSION	Connect an expression pedal to this jack and use it to control tone or volume in real time.

You can also assign MIDI messages to these controllers as desired.

Installation

Cette section décrit l'installation des pilotes requis pour la connexion du PCR-30/50/80 à un ordinateur, ainsi que leur configuration.

Français

Installation et configuration du pilote (Windows) (p. 16)

Installation et configuration du pilote (Macintosh) (p. 27)

Qu'est-ce qu'un pilote ?

Un pilote est un logiciel qui sert à transférer les données entre le PCR-30/50/80 et l'application installée sur votre ordinateur, lorsque votre ordinateur et le PCR-30/50/80 sont reliés par un câble USB. Le pilote transmet les données de l'application au PCR-30/50/80 et vice-versa.

Installation et configuration du pilote (Windows)

Installation du pilote

La procédure d'installation dépend de votre système d'exploitation. Veuillez lire la section qui vous concerne.

- Windows XP..... (p. 16)
- Windows 2000..... (p. 20)
- Windows Me/98 (p. 23)

■ Windows XP

1

Le PCR-30/50/80 étant débranché, démarrez Windows.

Débranchez tous les câbles USB, à l'exception de ceux du clavier et de la souris (le cas échéant).

2

Ouvrez la boîte de dialogue **Propriétés Système**.

1. Cliquez sur le menu **Démarrer** de Windows, puis, dans le menu qui s'affiche, choisissez **Panneau de configuration**.
2. Dans "**Choisissez une catégorie**", cliquez sur "**Performances et maintenance**".
3. Dans "**ou choisissez une icône du Panneau de configuration**", cliquez sur l'icône **Système**.

3

Cliquez sur l'onglet **Matériel**, puis cliquez sur **[Signature du pilote]**.

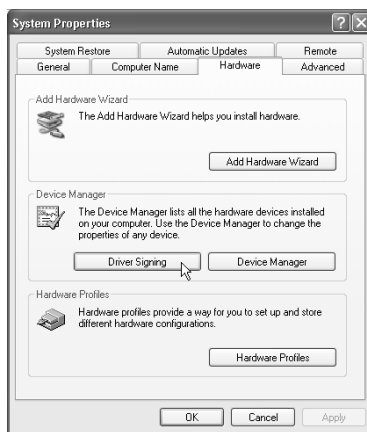
Ouvrez la boîte de dialogue **Options de signature du pilote**.

4

Vérifiez que le paramètre "**Que voulez-vous faire ?**" est défini sur "**Ignorer**".

Si ce paramètre est réglé sur "**Ignorer**", cliquez sur **[OK]**.

Si elle n'est pas définie sur "**Ignorer**", notez le paramètre indiqué ("**Avertir**" ou "**Bloquer**"). Choisissez ensuite "**Ignorer**" et cliquez sur **[OK]**.



Si vous utilisez Windows XP Professional, vous devez ouvrir une session avec un nom d'utilisateur disposant des droits d'administrateur. Pour plus de détails sur les comptes utilisateur, veuillez prendre contact avec l'administrateur système de votre ordinateur.



Selon la configuration de votre ordinateur, l'icône **Système** s'affiche peut-être dans le **Panneau de configuration** (Vue classique). Dans ce cas, cliquez deux fois sur l'icône **Système**.



Si vous avez modifié "**Que voulez-vous faire ?**" à l'étape 4, vous devez restaurer le réglage précédent après installation du pilote.

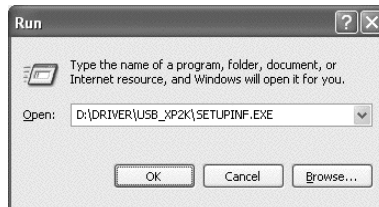
5 Cliquez sur **[OK]** pour fermer la boîte de dialogue **Propriétés système**.

6 Quittez tous les logiciels (applications) actifs.
Fermez également toutes les fenêtres éventuellement ouvertes. Si vous utilisez un anti-virus, quittez-le également.

7 Munissez-vous du CD-ROM.
Introduisez-le dans le lecteur de CD de votre ordinateur.

8 Cliquez sur le bouton **Démarrer** de Windows. Dans le menu qui s'affiche, sélectionnez **“Exécuter...”**.
Ouvrez la boîte de dialogue **“Exécuter...”** (voir ci-dessous).

9 Dans la boîte de dialogue qui s'affiche, tapez ce qui suit dans le champ **“Ouvrir”**, puis cliquez sur **[OK]**.



D:\Driver\USB_XP2K\SETUPINF.EXE

* La lettre du lecteur **“D:”** n'est pas forcément celle de votre ordinateur. Tapez la lettre affectée au lecteur de CD de votre ordinateur (par exemple, E: ou F:).

10 La boîte de dialogue **SetupInf** s'affiche.

Vous êtes maintenant prêt à installer le pilote.

11 Utilisez le **câble USB** pour brancher le **PCR-30/50/80** à votre **ordinateur**.

- 1.** L'interrupteur d'alimentation sur **OFF**, branchez le **cordon secteur** sur le **PCR-30/50/80**.
- 2.** Branchez le **cordon secteur** sur une prise électrique (secteur).
- 3.** Utilisez le **câble USB** pour brancher le **PCR-30/50/80** à votre **ordinateur**.

12 Placez l'**interrupteur d'alimentation** du PCR-30/50/80 sur **ON**.

Près de la barre des tâches, votre ordinateur indique **“Nouveau matériel détecté”**. Veuillez patienter.

MEMO

Une fois les connexions effectuées, mettez sous tension les différents appareils dans l'ordre spécifié. Ne pas respecter cet ordre peut entraîner des dysfonctionnements et/ou endommager les enceintes ou tout autre appareil.

MEMO

Cet appareil est équipé d'un circuit de protection. Après la mise sous tension, attendez quelques secondes avant d'utiliser l'appareil.

13

La boîte de dialogue **Assistant ajout de nouveau matériel** s'affiche.

Vérifiez que l'écran indique **EDIROL PCR**, sélectionnez **Installer à partir d'une liste ou d'un emplacement spécifique (Avancé)**, puis cliquez sur **[Suivant]**.

14

L'écran indiquera **“Veuillez choisir vos options de recherche et d'installation”**.

Sélectionnez **“Ne pas rechercher. Je vais choisir le pilote à installer”**, puis cliquez sur **[Suivant]**.



15

Vérifiez que le champ **Modèle** indique **EDIROL PCR**, puis cliquez sur **[Suivant]**. L'installation du pilote commence.

Si le paramètre **“Que voulez-vous faire ?”** n'est pas défini sur **“Ignorer”**, la boîte de dialogue **“Installation du matériel”** s'affiche.

Si “Que voulez-vous faire ?” est définie sur “Avertir”

1. Cliquez sur **[Continuer]**.
2. Poursuivez l'installation.

Si “Que voulez-vous faire ?” est définie sur “Bloc”

1. Cliquez sur **[OK]**.
2. Lorsque l'**“Assistant ajout de nouveau matériel”** s'affiche, cliquez sur **[Terminer]**.
3. Procédez à l'installation comme décrit à la section **“En cas de problème”** (voir **Device Manager shows “?”, “!”, or “USB Composite Device”** (p. 92).

16

La boîte de dialogue **Insérez le disque** s'affiche.

Cliquez sur **[OK]**.

17

La boîte de dialogue **Fichiers nécessaires** s'affiche.

Tapez ce qui suit dans le champ **“Copier les fichiers depuis”**, puis cliquez sur **[OK]**.

D:\Driver\USB_XP2K

* La lettre du lecteur **“D:”** n'est pas forcément celle de votre ordinateur. Tapez la lettre affectée au lecteur de CD de votre ordinateur (par exemple, E: ou F:).



La boîte de dialogue **Insérez le disque** ne s'affiche pas. Dans ce cas,

18

La boîte de dialogue **Assistant ajout de nouveau matériel** s'affiche.

Vérifiez que l'écran indique **EDIROL PCR**, puis cliquez sur **[Terminer]**.

Attendez que **"Nouveau matériel détecté"** s'affiche près de la barre des tâches.

19

Une fois l'installation du pilote terminée, la boîte de dialogue **Modification des paramètres système** s'affiche.

Cliquez sur **[Oui]**. Windows redémarre automatiquement.

Si vous avez modifié "Que voulez-vous faire ?"

Si vous avez modifié **"Que voulez-vous faire ?"** restaurez le paramètre d'origine après le redémarrage de Windows.

1. Si vous utilisez **Windows XP Professional**, vous devez ouvrir une session avec un nom d'utilisateur disposant des **droits d'administrateur**.
2. Cliquez sur le menu **Démarrer** de Windows, puis dans le menu qui s'affiche, choisissez **Panneau de configuration**.
3. Dans **"Choisissez une catégorie"**, cliquez sur **"Performances et maintenance"**.
4. Dans **"ou choisissez une icône du Panneau de configuration"**, cliquez sur l'icône **Système**. La boîte de dialogue "Propriétés système" s'affiche.

* Selon la configuration de votre ordinateur, l'icône **Système** s'affiche peut-être dans le **Panneau de configuration** (Vue classique). Dans ce cas, cliquez deux fois sur l'icône **Système**.

5. Cliquez sur l'onglet **Matériel**, puis cliquez sur **[Signature du pilote]**. La boîte de dialogue **Options de signature du pilote** s'affiche.
6. Restaurez le paramètre **"Que voulez-vous faire ?"** ("Avertir" ou "Bloquer"), puis cliquez sur **[OK]**.
7. Cliquez sur **[OK]**. La boîte de dialogue **Propriétés Système** se ferme.

Vous devez ensuite procéder à la configuration du pilote.
(→ **Paramètres d'entrée et de sortie MIDI** (p. 25))

■ Windows 2000

1

Le PCR-30/50/80 étant débranché, démarrez Windows.

Débranchez tous les câbles USB, à l'exception de ceux du clavier et de la souris (le cas échéant).

2

Ouvrez une session Windows en tant qu'**utilisateur doté de droits d'administration** (Administrateur, par exemple).

3

Ouvrez la boîte de dialogue **Propriétés Système**.

Cliquez sur le bouton **Démarrer** de Windows, puis dans le menu qui s'affiche, choisissez **Paramètres | Panneau de configuration**. Dans **Panneau de configuration**, cliquez deux fois sur l'icône **Système**.

4

Cliquez sur l'onglet **Matériel**, puis cliquez sur **[Signature du pilote]**.

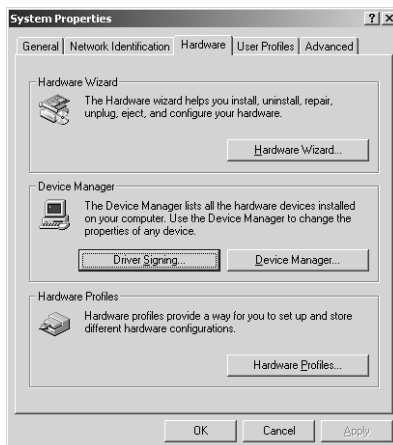
Ouvrez la boîte de dialogue **Options de signature du pilote**.

5

Assurez-vous que l'option **"Vérification des signatures de fichiers"** est définie sur **"Ignorer"**.

Si ce paramètre est réglé sur **"Ignorer"**, cliquez sur **[OK]**.

S'il n'est pas défini sur **"Ignorer"**, notez le paramètre indiqué ("Avertir" ou "Bloquer"). Choisissez ensuite **"Ignorer"** et cliquez sur **[OK]**.



6

Fermez la boîte de dialogue **Propriétés Système**.

Cliquez sur **[OK]**.

7

Quittez tous les logiciels (applications) actifs.

Fermez également toutes les fenêtres éventuellement ouvertes. Si vous utilisez un anti-virus, quittez-le également.

8

Munissez-vous du CD-ROM.

Introduisez-le dans le lecteur de CD de votre ordinateur.

MEMO

Si vous avez modifié **Vérifier la signature des fichiers** à l'étape 5, vous devez restaurer le réglage précédent après installation du pilote.

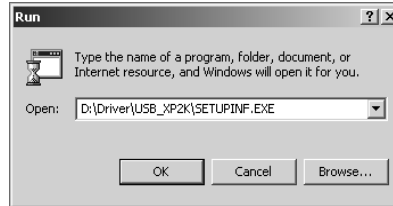
9

Cliquez sur le bouton **Démarrer** de Windows. Dans le menu qui s'affiche, sélectionnez **“Exécuter...”**.

Ouvrez la boîte de dialogue **“Exécuter...”** (voir ci-dessous).

10

Dans la boîte de dialogue qui s'affiche, tapez ce qui suit dans le champ **“Ouvrir”**, puis cliquez sur **[OK]**.



D:\Driver\USB_XP2K\SETUPINF.EXE

* La lettre du lecteur **“D:”** n'est pas forcément celle de votre ordinateur. Tapez la lettre affectée au lecteur de CD de votre ordinateur (par exemple, E: ou F:).

11

La boîte de dialogue **SetupInf** s'affiche.

Vous êtes maintenant prêt à installer le pilote.

12

Utilisez le **câble USB** pour brancher le **PCR-30/50/80** à votre **ordinateur**.

1. L'interrupteur d'alimentation sur **OFF**, branchez le **cordon secteur** sur le **PCR-30/50/80**.
2. Branchez le **cordon secteur** sur une prise électrique (secteur).
3. Utilisez le **câble USB** pour brancher le **PCR-30/50/80** à votre **ordinateur**.

13

Placez l'**interrupteur d'alimentation** du **PCR-30/50/80** sur **ON**.

Si l'option **“Vérification de la signature des pilotes”** n'a pas été définie sur **“Ignorer”**, une boîte de dialogue **“Signature numérique introuvable”** s'affiche.

Si “Vérification des signatures des fichiers” est défini sur “Avertir”

1. Cliquez sur **[Oui]**.
2. Poursuivez l'installation.

Si “Vérification des signatures des fichiers” est définie sur “Bloquer”

1. Cliquez sur **[OK]**.
2. Lorsque l'**“Assistant ajout de nouveau matériel”** s'affiche, cliquez sur **[Terminer]**.
3. Procédez à l'installation comme décrit à la section **“En cas de problème”** (voir **Device Manager shows “?”, “!”, or “USB Composite Device”** (p. 92).



Une fois les connexions effectuées, mettez sous tension les différents appareils dans l'ordre spécifié. Ne pas respecter cet ordre peut entraîner des dysfonctionnements et/ou endommager les enceintes ou tout autre appareil.



Cet appareil est équipé d'un circuit de protection. Après la mise sous tension, attendez quelques secondes avant d'utiliser l'appareil.

14

La boîte de dialogue **Insérez le disque** s'affiche.

Cliquez sur **[OK]**.

15

La boîte de dialogue **Fichiers nécessaires** s'affiche.

Tapez ce qui suit dans le champ **“Copier les fichiers depuis”**, puis cliquez sur **[OK]**.

D:\Drivers\USB_XP2K

** La lettre du lecteur “D:” n’est pas forcément celle de votre ordinateur. Tapez la lettre affectée au lecteur de CD de votre ordinateur (par exemple, E: ou F:).*

16

La boîte de dialogue **Assistant Nouveau matériel détecté** peut s'afficher.

Vérifiez que **EDIROL PCR** est affiché, puis cliquez sur **[Terminer]**.

17

La boîte de dialogue **Modification des paramètres système** peut s'afficher.

Cliquez sur **[Oui]**. Windows redémarre automatiquement.



Si la boîte de dialogue **Insérez le disque** ne s'affiche pas, lisez la section **The “Insert Disk” dialog box does not appear** (p. 91)

Si vous avez modifié l’option “Vérification de la signature des fichiers”

Si vous avez modifié “Vérification des signatures des fichiers”, restaurez le paramètre original après le redémarrage de Windows.

1. Une fois Windows redémarré, ouvrez une session Windows avec des **privileges d’administration**, (par exemple, en ouvrant une session Administrateur).
2. Sur le bureau Windows, cliquez avec le bouton droit de la souris sur l’icône **Poste de travail** puis, dans le menu qui s’affiche, sélectionnez **Propriétés**. La boîte de dialogue **Propriétés Système** s’affiche.
3. Cliquez sur l’onglet **Profils matériels**, puis cliquez sur **[Signature des pilotes]**. La boîte de dialogue **Options de signature du pilote** s’affiche.
4. Restaurez l’option **“Vérification de la signature des fichiers”** à sa valeur d’origine (**“Avertir”** ou **“Bloquer”**), puis cliquez sur **[OK]**.
5. Cliquez sur **[OK]**. La boîte de dialogue **Propriétés Système** se ferme.

Vous devez ensuite procéder à la configuration du pilote.
(→ **Paramètres d’entrée et de sortie MIDI** (p. 25))

■ Windows Me/98

1

Le PCR-30/50/80 étant débranché, démarrez Windows.

Débranchez tous les câbles USB, à l'exception de ceux du clavier et de la souris (le cas échéant).

2

Quittez tous les logiciels (applications) actifs.

Fermez également toutes les fenêtres éventuellement ouvertes. Si vous utilisez un anti-virus, quittez-le également.

3

Munissez-vous du CD-ROM.

Introduisez-le dans le lecteur de CD de votre ordinateur.

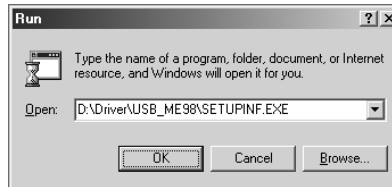
4

Cliquez sur le bouton **Démarrer** de Windows. Dans le menu qui s'affiche, sélectionnez "**Exécuter...**".

Ouvrez la boîte de dialogue "**Exécuter...**" (voir ci-dessous).

5

Dans la boîte de dialogue qui s'affiche, tapez ce qui suit dans le champ "**Ouvrir**", puis cliquez sur **[OK]**.



D:\Driver\USB_ME98\SETUPINF.EXE

* La lettre du lecteur "**D:**" n'est pas forcément celle de votre ordinateur. Tapez la lettre affectée au lecteur de CD de votre ordinateur (par exemple, E: ou F:).

6

La boîte de dialogue **SetupInf** s'affiche.

Vous êtes maintenant prêt à installer le pilote.

7

Utilisez le **câble USB** pour brancher le **PCR-30/50/80** à votre **ordinateur**.

1. L'interrupteur d'alimentation sur **OFF**, branchez le **cordon secteur** sur le **PCR-30/50/80**.
2. Branchez le **cordon secteur** sur une prise électrique (secteur).
3. Utilisez le **câble USB** pour brancher le **PCR-30/50/80** à votre **ordinateur**.

8

Placez l'**interrupteur d'alimentation** du PCR-30/50/80 sur **ON**.

9

Le pilote s'installe automatiquement.

10

Dans la boîte de dialogue, cliquez sur [OK].

* *Si un message vous recommande de relancer Windows, faites-le.*

Vous devez ensuite procéder à la configuration du pilote.
(→ **Paramètres d'entrée et de sortie MIDI** (p. 25))



Une fois les connexions effectuées, mettez sous tension les différents appareils dans l'ordre spécifié. Ne pas respecter cet ordre peut entraîner des dysfonctionnements et/ou endommager les enceintes ou tout autre appareil.



Cet appareil est équipé d'un circuit de protection. Après la mise sous tension, attendez quelques secondes avant d'utiliser l'appareil.

Paramètres

■ Paramètres d'entrée et de sortie MIDI

Windows XP/2000/Me :

1

Ouvrez le **Panneau de configuration**.

Cliquez sur le bouton **Démarrer** de Windows, puis dans le menu qui s'affiche, choisissez **Paramètres | Panneau de configuration**.

Windows XP

Cliquez sur le bouton **Démarrer** de Windows, puis dans le menu qui s'affiche, choisissez **Panneau de configuration**.

2

Ouvrez la boîte de dialogue **Propriétés sons et périphériques multimédia** (avec Windows 2000/Me, **Propriétés Son et multimédia**).

Windows XP

Dans "**Choisissez une catégorie**", cliquez sur "**Son, voix et périphériques audio**". Dans "**ou choisissez une icône du Panneau de configuration**", cliquez sur l'icône **Sons et périphériques audio**.

Windows 2000/Me

Dans le **Panneau de configuration**, cliquez deux fois sur l'icône **Sons et Multimédia** pour ouvrir la boîte de dialogue "**Propriétés de Sons et multimédia**".

3

Cliquez sur l'onglet **Audio**.

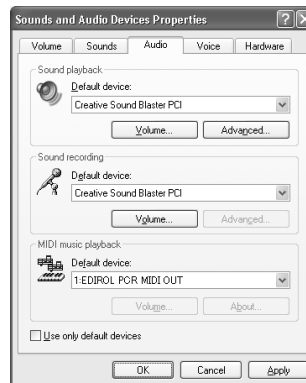
4

Pour **Lecture MIDI**, cliquez sur le ▼ situé à droite de [**Périphérique par défaut**] (avec Windows 2000/Me, [**Périphérique par défaut**]), puis sélectionnez un périphérique MIDI dans la liste qui s'affiche.

Si vous voulez utiliser Media Player pour piloter un module de sons branché au connecteur MIDI OUT du PCR, sélectionnez **EDIROL PCR MIDI OUT**.

5

Fermez la boîte de dialogue **Propriétés Son et périphériques multimédia**. Cliquez sur [**OK**] pour terminer les réglages.



MEMO

Selon la configuration de votre ordinateur, l'icône **Sons et périphériques audio** s'affiche peut-être dans le **Panneau de configuration** (Vue classique). Dans ce cas, cliquez deux fois sur l'icône **Sons et périphériques audio**.

MEMO

Sélectionnez le périphérique MIDI approprié. Vous n'êtes pas obligé de sélectionner **EDIROL PCR MIDI OUT**.

MEMO

Pour plus de détails sur cette connexion, reportez-vous à la section "**About the ports when using a USB connection**" (p. 79)

6

Procédez aux réglages MIDI du périphérique dans votre application (séquenceur). Pour plus de détails sur le **périphérique MIDI OUT/IN** à sélectionner, reportez-vous à la section **About the ports when using a USB connection** (p. 79).

Le paramétrage du pilote est terminé.

MEMO

Pour plus de détails sur les réglages MIDI, reportez-vous au manuel de l'application utilisée.

Windows 98

1

Ouvrez le **Panneau de configuration**.

Cliquez sur le bouton **Démarrer** de Windows, puis dans le menu qui s'affiche, choisissez **Paramètres | Panneau de configuration**.

2

Ouvrez la boîte de dialogue **Propriétés de Multimédia**.

Dans le **Panneau de configuration**, cliquez deux fois sur l'icône **Multimédia** pour ouvrir la boîte de dialogue **Propriétés de multimédia**.

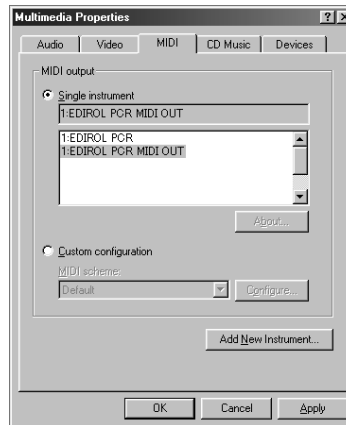
3

Cliquez sur l'onglet **MIDI**.

4

Spécifiez la sortie MIDI (**MIDI output**). Sélectionnez [**Single instrument**], puis sélectionnez le périphérique MIDI dans la liste qui s'affiche.

Si vous voulez utiliser Media Player pour piloter un module de sons branché au connecteur MIDI OUT du PCR, sélectionnez **EDIROL PCR MIDI OUT**.



5

Fermez la boîte de dialogue **Propriétés de Multimédia**. Cliquez sur **[OK]** pour terminer les réglages.

6

Procédez aux réglages MIDI du périphérique dans votre application (séquenceur). Pour plus de détails sur le **périphérique MIDI OUT/IN** à sélectionner, reportez-vous à la section **“About the ports when using a USB connection”** (p. 79).

Le paramétrage du pilote est terminé.

MEMO

Sélectionnez le périphérique MIDI approprié. Vous n'êtes pas obligé de sélectionner **EDIROL PCR MIDI OUT**.

MEMO

Pour plus de détails sur cette connexion, reportez-vous à la section **“About the ports when using a USB connection”** (p. 79).

MEMO

Pour plus de détails sur les réglages MIDI, reportez-vous au manuel de l'application utilisée.

Installation et configuration du pilote (Macintosh)

Installation du pilote

Utilisation d'OMS ou de FreeMIDI comme pilote MIDI.

Le **pilote PCR-30/50/80** est un module supplémentaire fourni pour pouvoir faire fonctionner le PCR-30/50/80 avec OMS ou FreeMIDI.

* **OMS** ou **FreeMIDI** doit être installé sur votre Macintosh, selon le logiciel séquenceur utilisé.

Procédez comme suit pour installer le pilote PCR-30/50/80.

MEMO

OMS se trouve dans le dossier **OMS 2.3.8 E** du dossier **OMS** sur le CD-ROM. Pour plus d'information sur OMS, veuillez lire le document **OMS_2.3_Mac.pdf** (manuel au format Acrobat) situé dans le dossier **OMS Driver** du dossier **OMS** sur le CD-ROM.

* *Débranchez l'PCR-30/50/80 du Macintosh avant d'effectuer l'installation.*

Si le PCR-30/50/80 est allumé, un message similaire à celui présenté ici s'affiche à la mise sous tension du Macintosh. Suivez une des procédures décrites ci-après, selon le message qui s'affiche.

Si l'écran affiche :

"Driver required for USB device 'unknown device' is not available. Search for driver on the Internet?" → Cliquez sur **[Cancel]**.

Si l'écran affiche :

"Software required for using device 'unknown device' cannot be found. Please refer to the manual included with the device, and install the necessary software"
→ Cliquez sur **[OK]**.

1

Quittez tous les logiciels (applications) actifs.
Si vous utilisez un anti-virus, quittez-le également.

2

Munissez-vous du CD-ROM.
Insérez le CD-ROM dans le lecteur de CD-ROM.

3

Cliquez deux fois sur l'icône **Driver-E Installer** (dans le dossier **Driver E** du CD-ROM) pour lancer l'installateur.

4

Vérifiez l'**emplacement de l'installation** et cliquez sur **[Install]**.

5

Si un message du type suivant s'affiche, cliquez sur **[Continuer]**.

Les autres applications actives se ferment et l'installation continue.



6

Une boîte de dialogue s'affiche : **Installation completed.**

Cliquez sur **[Redémarrer]** pour redémarrer le Macintosh.

Paramètres

■ Paramètres OMS

1

Utilisez le **câble USB** pour relier le **PCR-30/50/80** à votre **ordinateur**.

1. L'interrupteur d'alimentation sur **OFF**, branchez le **cordon secteur** sur le **PCR-30/50/80**.
2. Branchez le **cordon secteur** sur une prise électrique (secteur).
3. Utilisez le **câble USB** pour relier le **PCR-30/50/80** à votre **ordinateur**.

2

Placez l'**interrupteur d'alimentation** du PCR-30/50/80 sur **ON**.

3

Depuis le CD-ROM, faites glisser le dossier **Driver E - OMS Setting** vers le disque dur du Macintosh pour le copier.



4

Dans le dossier **Opcode-OMS Application** où vous avez installé OMS, cliquez deux fois sur **OMS Setup** pour le lancer.



5

Si une boîte de dialogue similaire à celle présentée ici s'affiche, cliquez sur **[Turn It Off]**. Une boîte de confirmation s'affiche, cliquez sur **[OK]**.



MEMO

Une fois les connexions effectuées, mettez sous tension les différents appareils dans l'ordre spécifié. Ne pas respecter cet ordre peut entraîner des dysfonctionnements et/ou endommager les haut-parleurs ou tout autre appareil.

MEMO

Baissez toujours le volume avant la mise sous tension. Même avec le volume à zéro, il se peut que vous entendiez des sons lors de la mise sous tension, mais cela ne signifie rien d'anormal.

MEMO

Nous vous recommandons de désactiver **AppleTalk**, en activant le **Sélecteur** dans le menu Apple.

6

La boîte de dialogue **Create a New Studio setup** s'affiche. Cliquez sur **[Annuler]**.

Si vous avez cliqué sur **[OK]** par erreur, cliquez sur **[Annuler]** dans la boîte suivante.

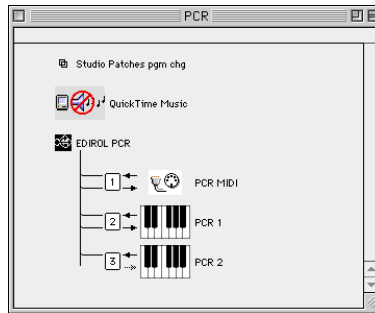


7

Choisissez **"Open"** dans le menu **File**.

Dans le dossier **Setting** que vous avez copié à l'**étape 3**, sélectionnez le fichier **PCR**, puis cliquez sur **[Open]**.

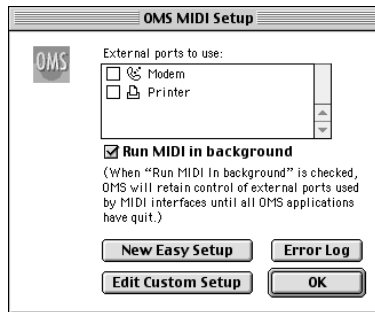
Un écran similaire à celui présenté ici s'affiche.



8

Dans le menu **Edit**, sélectionnez **OMS MIDI Setup**.

Dans la boîte de dialogue **OMS MIDI Setup** qui s'affiche, sélectionnez **Run MIDI in background** (Lancer MIDI en tâche de fond), puis cliquez sur **[OK]**.

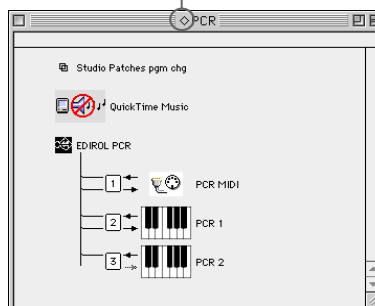


9

Dans le menu **File**, sélectionnez **Make Current** (Rendre actif).

Si vous ne pouvez pas sélectionner **Make Current**, cela signifie qu'il est déjà activé et que vous pouvez passer à l'étape suivante.

A diamond mark (◊) indicate in the settings are enabled.

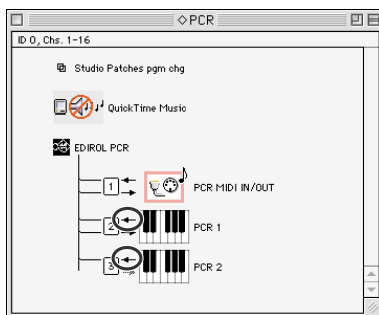


10 Vérifiez que l'envoi et la réception MIDI fonctionnent correctement. Dans le menu **Studio**, sélectionnez **Make Current** (Rendre actif).

11 Pressez une touche du clavier du PCR-30/50/80. Si la flèche à côté du numéro 2 ou 3 sur le schéma de droite clignote, les réglages sont corrects.

Lorsque vous déplacez le curseur de la souris sur l'icône représentant une prise MIDI, le curseur se transforme en note de musique.

Si un module de sons est branché en sortie MIDI OUT du PCR-30/50/80, cliquer sur l'icône de prise MIDI du schéma de droite produira un son: les réglages sont alors corrects.



MEMO

Pour plus d'informations sur la connexion d'un module de sons MIDI, reportez-vous à la documentation de votre module de sons MIDI.

12 Quittez **OMS Setup**.

Dans le menu **File**, choisissez **[Exit]**. Si la boîte de dialogue **AppleTalk confirmation** s'affiche, cliquez sur **[OK]** pour la fermer.

La connexion du PCR-30/50/80 au Macintosh, l'installation du pilote MIDI ainsi que sa configuration sont terminées.

■ Paramètres FreeMIDI

MEMO

Une fois les connexions effectuées, mettez sous tension les différents appareils dans l'ordre spécifié. Ne pas respecter cet ordre peut entraîner des dysfonctionnements et/ou endommager les haut-parleurs ou tout autre appareil.

MEMO

Baissez toujours le volume avant la mise sous tension. Même avec le volume à zéro, il se peut que vous entendiez des sons lors de la mise sous tension, mais cela ne signifie rien d'anormal.

1

Utilisez le **câble USB** pour relier le **PCR-30/50/80** à votre **ordinateur**.

1. L'interrupteur d'alimentation sur **OFF**, branchez le **cordon secteur** sur le **PCR-30/50/80**.
2. Branchez le **cordon secteur** sur une prise électrique (secteur).
3. Utilisez le **câble USB** pour relier le **PCR-30/50/80** à votre **ordinateur**.

2

Placez l'**interrupteur d'alimentation** du PCR-30/50/80 sur **ON**.

3

Depuis le CD-ROM, copiez le dossier **Driver E – FreeMIDI Setting** sur le disque dur du Macintosh.

4

Ouvrez le dossier **FreeMIDI Applications** à l'emplacement où vous avez installé FreeMIDI, puis cliquez deux fois sur l'icône **FreeMIDI Setup** pour démarrer la configuration.

5

Quand le message suivant apparaît : "**OMS is installed on this computer...**", cliquez sur **[FreeMIDI]**.

6

Au premier lancement de FreeMIDI, une boîte de dialogue "**Welcome to FreeMIDI!**" s'affiche. Cliquez sur **[Continue]**.

7

Quand la boîte de dialogue **FreeMIDI Preferences** s'affiche, cliquez sur **[Cancel]**.

8

Quand la boîte de dialogue **About Quick Setup** s'affiche, cliquez sur **[Cancel]**.

9

Dans le menu **File**, sélectionnez **Open**.

10

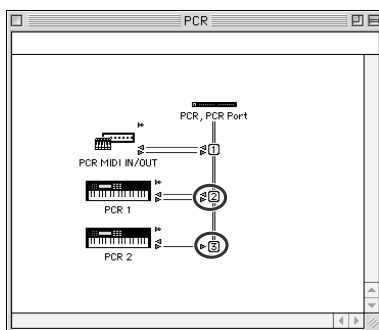
Sélectionnez **PCR** dans le dossier **FreeMIDI Settings** que vous avez copié à l'**étape 3**, puis cliquez sur **[Open]**.

11

Vérifiez que l'envoi et la réception MIDI fonctionnent correctement. Dans le menu **MIDI**, choisissez **Check Connections**.

12

Si un module de sons est branché en sortie MIDI OUT du PCR-30/50/80, cliquer sur l'icône de prise MIDI du schéma de droite produira un son: les réglages sont alors corrects.



13

Choisissez à nouveau la commande **MIDI Check Connections** pour terminer le test.

14

Dans le menu **File**, choisissez **Quit** pour quitter **FreeMIDI Setup**.

La connexion du PCR-30/50/80 au Macintosh, l'installation du pilote MIDI ainsi que sa configuration sont terminées.

MEMO

Pour plus d'informations sur la connexion d'un module de sons MIDI, reportez-vous à la documentation de votre module de sons MIDI.

Fonctionnement

Le PCR-30/50/80 est un contrôleur qui transmet des messages MIDI. Le PCR-30/50 ne permet pas de jouer directement de la musique. Vous devez pour cela le relier à un module de sons ou à un ordinateur.

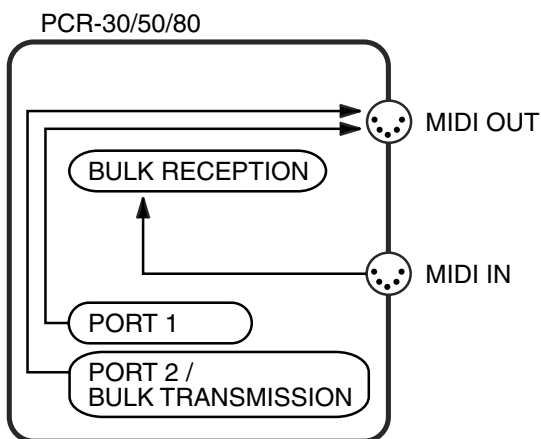
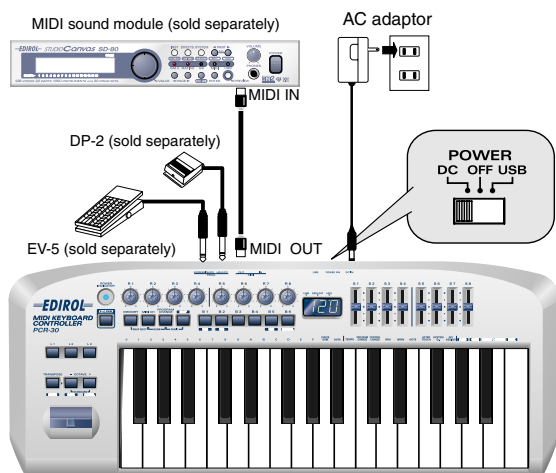
Les différents contrôleurs ([R1--R8], [S1--S8], [B1--B6], [L1--L3], [P1, P2]) peuvent être affectés à quasiment tous les messages nécessaires à votre configuration personnelle. Pour plus de détails sur les messages utilisables, reportez-vous à la section “**Controller settings**” (p. 46).

Connexions et transfert de données MIDI

Cette section explique comment établir les connexions de base du PCR-30/50/80.

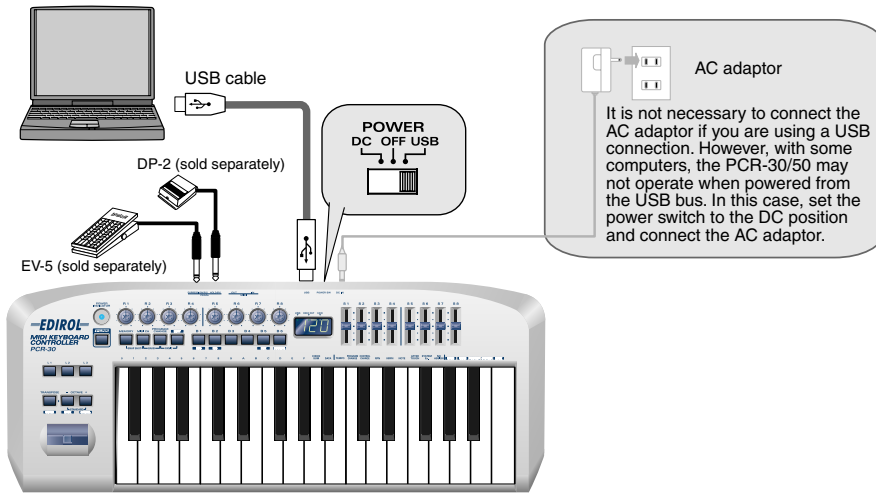
- * Afin d'éviter un mauvais fonctionnement et/ou d'endommager les haut-parleurs et autres périphériques, diminuez toujours le volume et mettez toujours les périphériques hors tension avant d'effectuer toute connexion.
- * N'utilisez que la pédale d'expression préconisée (EV-5, vendue séparément). Si vous branchez d'autres pédales d'expression, vous risquez d'obtenir de mauvais résultats ou d'endommager l'appareil.

Connexions MIDI

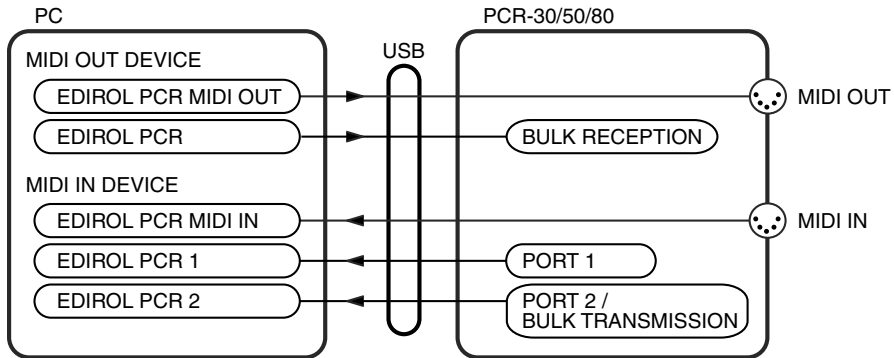


- * Pour plus de détails sur les différents éléments du schéma, reportez-vous à la section **“About the ports when using a USB connection”** (p. 79).

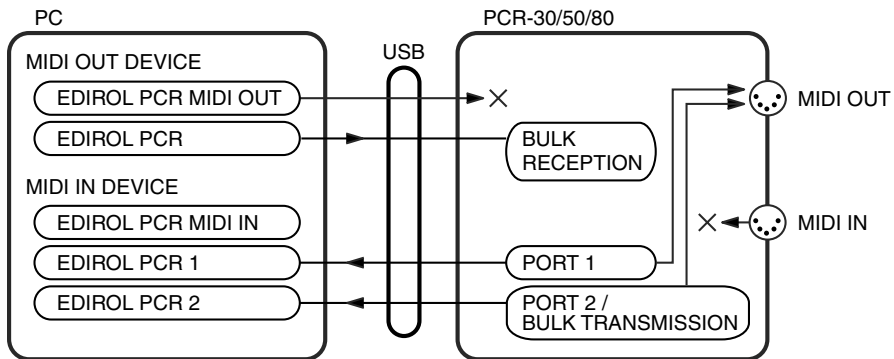
ConnexionUSB



V-LINK OFF



V-LINK ON



* Si V-LINK est "ON", les messages PCR 1 et PCR 2 sont envoyés à la fois au connecteur USB et au connecteur MIDI.

* Pour plus de détails sur les différents éléments du schéma, reportez-vous à la section "About the ports when using a USB connection" (p. 79).

Fonctionnement de base

Changement de mode

Vous pouvez changer de mode à tout moment, comme expliqué ci-dessous.

Mode	Changement de mode	Explication
Mode PLAY (p. 37)	A sa mise sous tension, le PCR-30/50/80 démarre en mode PLAY.	Transmettez des messages MIDI en jouant au clavier ou en manipulant les contrôleurs.
Mode Canal MIDI (MIDI CH) (p. 38)	Appuyez sur le bouton [MIDI CH] .	Définissez le canal de transmission (canal actif) pour le clavier et la roue de modulation (bender).
Mode Program Change (changement de programme) (PROGRAM CHANGE) (p. 39)	Appuyez sur le bouton [PROGRAM CHANGE] .	Transmettez des messages de changement de programme sur le canal actif.
Mode Bank (BANK) (p. 40)	Appuyez simultanément sur les boutons [PROGRAM CHANGE] et [MIDI CH] .	Transmettez des messages de sélection de banque (MSB, LSB) sur le canal actif.
Mode Memory (MEMORY) (p. 41)	Appuyez sur le bouton [MEMORY] .	Chargez un jeu de sons de la mémoire interne dans la mémoire active (p. 68).
Mode Instantané (Snapshot) (SNAPSHOT) (p. 42)	Appuyez simultanément sur les boutons [MEMORY] et [MIDI CH] .	Transmettez les valeurs actives de tous les contrôleurs ([R1--R8], [S1--S8]) en une seule opération.
Mode Panique (PANIC) (p. 43)	Appuyez simultanément sur les boutons [PROGRAM CHANGE] et [EDIT] .	Arrêtez les notes "collées" ou d'autres problèmes de son sur un module de sons MIDI connecté.
Mode Edition (EDIT) (p. 45)	Appuyez sur le bouton [EDIT] .	Affectez des messages MIDI aux contrôleurs, transmettez/recevez des données en bloc ou réglez les paramètres système.

Vous revenez en mode Play dès qu'un réglage ou un processus est terminé dans les autres modes. Si vous désirez revenir au mode Play sans terminer un réglage ou une opération, appuyez sur le bouton du mode actif (le bouton qui est allumé). Vous pouvez aussi appuyer sur le bouton **[CANCEL]**. Le réglage que vous étiez en train d'effectuer sera ignoré.

Mode PLAY

A sa mise sous tension, le PCR-30/50/80 démarre en mode PLAY. L'affichage indique le canal actif (p. 38).

- * Le PCR-30/50/80 démarre en fonction des paramètres Startup Memory (p. 84). Avec les réglages d'usine, il démarre avec la mémoire GM2 MEMORY. Pour l'affectation des messages par la mémoire GM2 MEMORY à chaque contrôleur, reportez-vous p. 84.

■ Contrôleurs disponibles

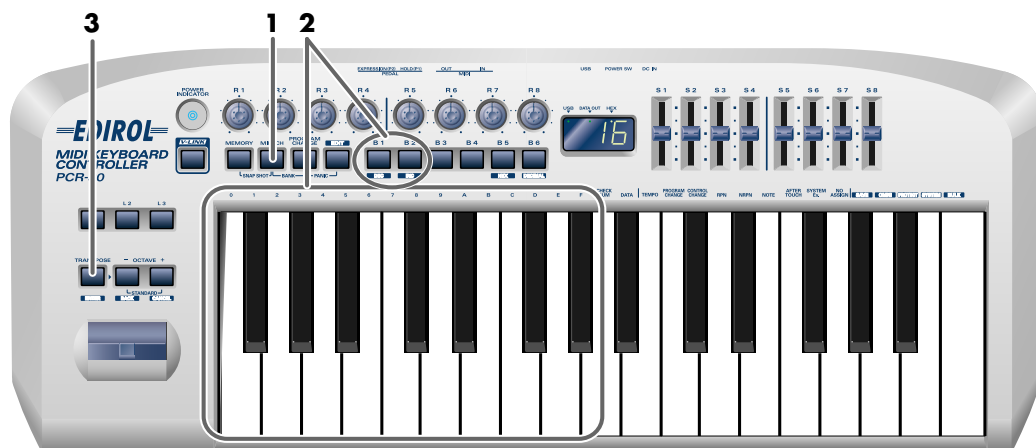
[R1–R8], [S1–S8], [B1–B6] [L1–L3], [P1, P2]	Ces contrôleurs transmettent les messages qui y sont associés. * La valeur transmise apparaît dans l'affichage.
[OCTAVE -/+]	Changement d'octave * [OCTAVE -] ou [OCTAVE +] s'allume, selon le paramètre de changement d'octave actif. La valeur de changement d'octave ne s'affiche que si vous êtes en train de modifier le paramètre (-4–5).
[TRANSPOSE]+[OCTAVE -/+]	Transposition * Si vous maintenez enfoncé [TRANSPOSE] quelques instants, [OCTAVE -] ou [OCTAVE +] s'allume, selon le paramètre de transposition actif. La valeur de transposition ne s'affiche que si vous êtes en train de modifier le paramètre (-12–12).
Bender	Les messages de modulation sont transmis sur le canal actif
Clavier	Les messages de notes sont transmis sur le canal actif

- * Le changement d'octave ("Octave Shift") et la transposition ("Transpose") sont paramétrés individuellement.
- * Si vous appuyez simultanément sur [OCTAVE -] et [OCTAVE +], le paramètre Octave Shift est remis à 0.
- * Si vous maintenez enfoncé [TRANSPOSE] et que vous appuyez simultanément sur [OCTAVE -] et [OCTAVE +], le paramètre Octave Shift est remis à 0.

Mode Canal MIDI (MIDI CH)

Ce mode permet de définir le canal de transmission (canal actif) du clavier et du modulateur (bender).

Chaque contrôleur dispose de son propre réglage de canal de transmission. Cependant, si le mode OMNI (p. 69) est actif, les contrôleurs utiliseront le canal que vous spécifiez ici.



1

Appuyez sur le bouton **[MIDI CH]**.

Le bouton **[MIDI CH]** s'allume. L'affichage indique le canal actif.

* Le bouton **[HEX]** ou **[DECIMAL]** s'allume également selon le mode d'entrée choisi (p. 78).

2

Utilisez les boutons **[DEC]** **[INC]** ou les touches **[0]**–**[F]** du clavier pour spécifier le numéro du canal désiré.

DEC	Valeur active modifiée -1
INC	Valeur active modifiée +1
0–F	Valeur d'entrée HEX ...0–F DECIMAL ...1-16

3

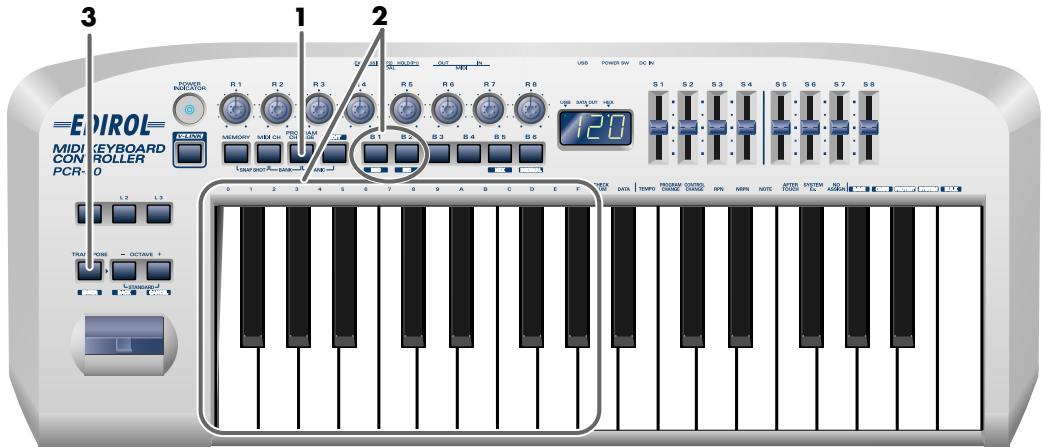
Appuyez sur le bouton **[ENTER]**.

Le réglage sera annulé si vous appuyez sur un bouton autre que **[ENTER]**.

Le canal actif est maintenant sélectionné.

Mode Program Change (PROGRAM CHANGE)

Ce mode permet de transmettre un message de changement de programme sur le canal actif.



1

Appuyez sur le bouton **[PROGRAM CHANGE]**.

Le bouton **[PROGRAM CHANGE]** s'allume. L'affichage indique le dernier changement de programme transmis.

* Le bouton **[HEX]** ou **[DECIMAL]** s'allume également selon le mode d'entrée choisi (p. 78).

2

Utilisez les boutons **[DEC]**/**[INC]** ou les touches **[0]**-**[F]** du clavier pour spécifier le changement de programme que vous voulez transmettre.

DEC	Valeur active modifiée -1
INC	Valeur active modifiée +1
0-F	Valeur d'entrée HEX ...00-7F DECIMAL ...1-128

3

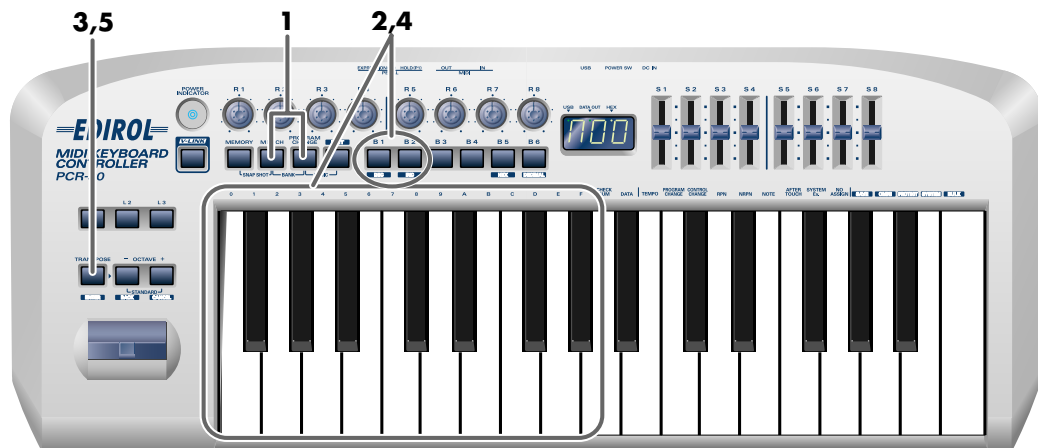
Appuyez sur le bouton **[ENTER]**.

Le réglage sera annulé si vous appuyez sur un bouton autre que **[ENTER]**.

Le changement de programme est transmis.

Mode Bank (BANK)

Ce mode permet de transmettre un message de sélection de banque (MSB, LSB) sur le canal actif. Le message de changement de programme que vous avez transmis en dernier en mode Program Change (p. 39) sera également transmis à la suite du message de sélection de banque.



1

Appuyez simultanément sur les boutons **[PROGRAM CHANGE]** et **[MIDI CH]**.

Les boutons **[PROGRAM CHANGE]** et **[MIDI CH]** s'allument. L'affichage montre la valeur de sélection de banque (MSB) transmise en dernier.

* Le bouton **[HEX]** ou **[DECIMAL]** s'allume également selon le mode d'entrée choisi (p. 78).

2

Spécifiez d'abord la **sélection de banque MSB** (CC#00).

Utilisez les boutons **[DEC][INC]** ou les touches **[0]–[F]** du clavier pour spécifier la sélection de banque MSB que vous voulez transmettre.



*1 Référence

3

Appuyez sur le bouton **[ENTER]**.

Le réglage sera annulé si vous appuyez sur un bouton autre que **[ENTER]**.

4

Spécifiez ensuite la **sélection de banque LSB** (CC#32).

L'affichage montre la valeur de sélection de banque (LSB) transmise en dernier. Utilisez les boutons **[DEC][INC]** ou les touches **[0]–[F]** du clavier pour spécifier la sélection de banque LSB que vous voulez transmettre.



*1 Référence

5

Appuyez sur le bouton **[ENTER]**.

Le réglage sera annulé si vous appuyez sur un bouton autre que **[ENTER]**. La sélection de banque est transmise.

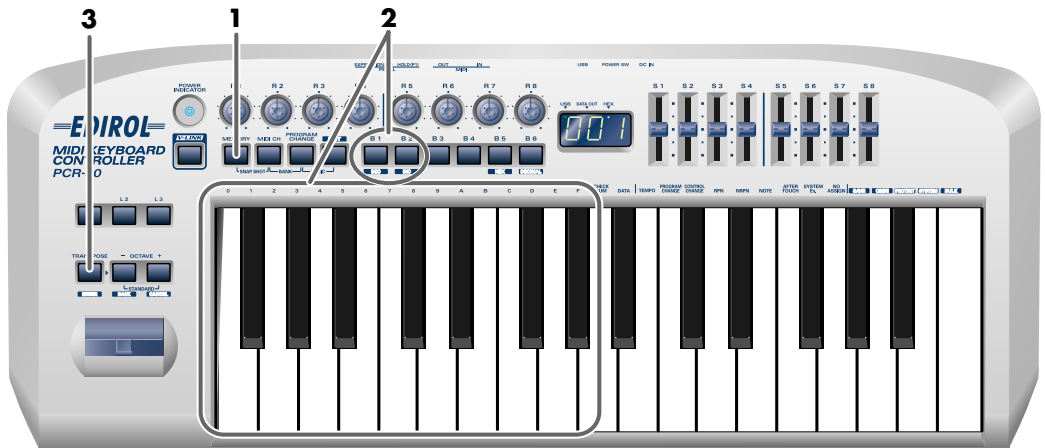
Mode Mémoire (MEMORY)

Ce mode permet de rappeler un réglage enregistré dans la mémoire active (p. 68).

En usine, la mémoire du PCR-30/50/80 est configurée avec seize réglages différents. Pour plus de détails sur chaque numéro de mémoire, reportez-vous à la section “**Memory sets**” (p. 84).

Si vous modifiez les réglages des contrôleurs d'une mémoire que vous rappelez et que vous désirez conserver les modifications, vous devez sauvegarder la mémoire avant d'éteindre le PCR-30/50/80. La procédure est expliquée à la section “**EDIT-Save**” p. 68.

Pour plus de détails sur la personnalisation (modification) de ces paramètres, reportez-vous à la section “**Edit mode (EDIT)**” (p. 45).



1

Appuyez sur le bouton **[MEMORY]**.

Le bouton **[MEMOIRE]** s'allume. L'affichage indique le numéro de mémoire sélectionné en dernier.

2

Utilisez les boutons **[DEC]****[INC]** ou les touches **[0]**–**[F]** du clavier pour spécifier le numéro de la mémoire de changement de programme que vous voulez rappeler.

3

Appuyez sur le bouton **[ENTER]**.

Le réglage sera annulé si vous appuyez sur un bouton autre que **[ENTER]**.

La mémoire est rappelée.

Mode Instantané (SNAPSHOT)

Une fois que vous avez réglé les différents contrôleurs, vous pouvez transmettre une description détaillée de leurs états sous forme d'“instantané”. Quand vous exécutez cette fonction, les valeurs actives des contrôleurs (**[R1–R8]**, **[S1–S8]**) sont transmises.

Cette fonction s'avère utile lorsque vous voulez enregistrer comme valeurs initiales l'état de ces contrôleurs en une seule opération au début d'un morceau dans votre séquenceur.



1

Appuyez simultanément sur les boutons **[MEMORY]** et **[MIDI CH]**.

Les boutons **[MEMORY]** et **[MIDI CH]** s'allument.

2

Appuyez sur le bouton **[ENTER]**.

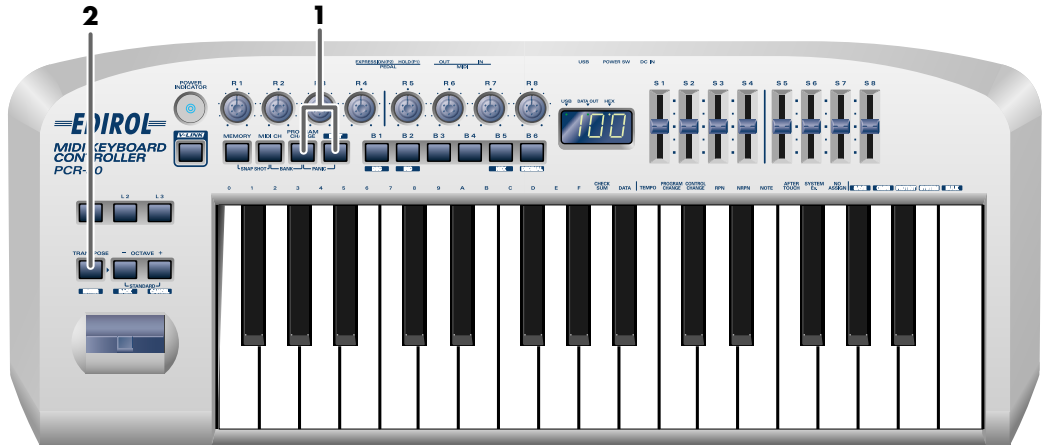
Les boutons **[MEMORY]** et **[MIDI CH]** clignotent plusieurs fois.

L'instantané est transmis.

Mode Panique (PANIC)

Si les notes du module de sons MIDI connecté se “bloquent” ou si le son est défectueux, vous pouvez exécuter la fonction Panique pour résoudre le problème.

Quand vous exécutez la fonction Panique, les messages All Sound Off, All Notes Off, et Reset All Controllers sont transmis sur tous les canaux.

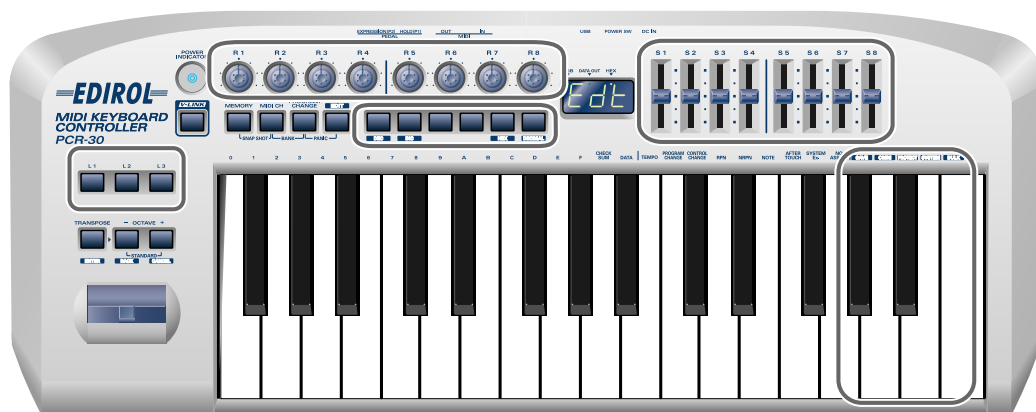


- 1** Appuyez simultanément sur les boutons **[PROGRAM CHANGE]** et **[EDIT]**.
 Les boutons **[PROGRAM CHANGE]** et **[EDIT]** s’allument.
- 2** Appuyez sur le bouton **[ENTER]**.
 Les boutons **[PROGRAM CHANGE]** et **[EDIT]** clignotent.
 La fonction Panique est exécutée.

MEMO

Edit mode (EDIT)

Press the [EDIT] button to enter Edit mode. In Edit mode you can make the following settings.



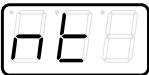








Selected item	Display	Refer to	Description
[R1--R8] [S1--S8] [B1--B6] [L1--L3] [P1, P2]	 Indicates the number of the selected controller	"Controller settings" (p. 46)	Assign a desired MIDI message to the controller.
Keyboard [BULK]		"BULK" (p. 71)	Transmit or receive the contents of a memory set as bulk data.
Keyboard [SYSTEM]		"SYSTEM" (p. 74)	Make system settings for the PCR.
Keyboard [SAVE]		"SAVE" (p. 68)	Save the current memory settings into a memory.
Keyboard [OMNI]		"OMNI" (p. 69)	Specify whether the output channel and output port for messages will follow the setting of the controller or the system setting.
Keyboard [PROTECT]		"PROTECT" (p. 70)	Specify whether ALL BULK reception and SAVE operations will be prohibited.

For details, refer to the explanation of how to set each item.

Controller settings

You can assign the following functions to a controller.

- * After you have modified the controller settings, perform the **“SAVE”** (p. 68) operation as needed. If you turn off the power without executing **“SAVE”**, your changes will be lost.

NOTE		“NOTE ASSIGN” (p. 47)
AFTERTOUCH		“AFTERTOUCH ASSIGN” (p. 49)
CONTROL CHANGE		“CONTROL CHANGE ASSIGN” (p. 52)
PROGRAM CHANGE		“PROGRAM CHANGE ASSIGN” (p. 55)
RPN		“RPN/NRPN ASSIGN” (p. 58)
NRPN		“RPN/NRPN ASSIGN” (p. 58)
SYSTEM Ex.		“SYS EX. ASSIGN” (p. 60)
TEMPO		“TEMPO ASSIGN” (p. 66)
NO ASSIGN		“NO ASSIGN” (p. 66)

A **Copy** function is also available. For the procedure, refer to **“ASSIGN COPY”** (p. 67).

- * For **NOTE**, **AFTERTOUCH**, **CONTROL CHANGE**, **PROGRAM CHANGE**, **RPN**, **NRPN**, and **SYSTEM Ex.**, the rightmost digit (third place) in the display is a number that indicates the mode (Basic mode or Advanced mode).
- * If you want to assign a single-byte system message (system realtime message, tune request) or a freely specified message of up to 24 bytes, refer to **“SYS EX. ASSIGN”** (p. 60).

How Basic mode and Advanced mode differ

Each assignment can be made either in **Basic mode** or **Advanced mode**.

Use the mode that is appropriate for your purpose.

- **Basic mode** You can make assignments easily, with the minimum number of steps.
- **Advanced mode** A greater number of steps are required, but you can specify more parameters and make more sophisticated assignments.


NOTE ASSIGN


Here's how to assign a Note message to a controller. In addition to being used to play sounds, note messages can also be used to control a sequencer.


Mode	Keyboard	Velocity	Port
Basic mode	0	100 (64H)	PCR 1
Advanced mode	1	Assignable	Assignable


Basic mode


- 1** Press the **[EDIT]** button.
The display will indicate "EDT".


- 2** Slightly move the controller to which you want to assign a Note message. In the case of a button, press that button.
The display will indicate the number of the selected controller.


- 3** Verify that the display shows the correct controller number, and press the **[ENTER]** button.
- 4** Press the **[NOTE]** key.
The display will indicate "NT0".


- 5** Press the **[ENTER]** button.
The display will indicate "C--". *1 Reference


- 6** Input the channel. Use the **[DEC][INC]** buttons or the **[0]-[F]** keys to specify the channel.
- 7** Press the **[ENTER]** button.
The display will indicate "N--". *1 Reference


- 8** Input the note number. Use the **[DEC][INC]** buttons or the **[0]-[F]** keys to specify the note number.
- 9** Press the **[ENTER]** button.
- 10** If you are making an assignment for a button, specify the button mode. (→ "Specifying the button mode" (p. 78))

*1 The -- area displays the currently set value. If it has not been set, the default setting will be displayed. Even if you change the type or mode of the MIDI message that is assigned, the default setting will be displayed. This will be lit if the value is the same as the currently set value, or will blink if the value is different.

Advanced mode

Advanced mode 1 of NOTE ASSIGN lets you specify the velocity value in addition to the items of Basic mode.

1. Press the **[EDIT]** button.
2. Slightly move the controller to which you want to assign a Note message. In the case of a button, press that button.
The display will indicate the number of the selected controller.
3. Verify that the display indicates the correct controller, and press the **[ENTER]** button.
4. Press the **[NOTE]** key and then press key **[1]**.
The display will indicate "NT1".
5. Press the **[ENTER]** button.
6. Input the channel.
7. Press the **[ENTER]** button.
8. Input the note number.
9. Press the **[ENTER]** button.

The display will indicate "V--".

*1 Reference



10. Input the velocity.
11. Press the **[ENTER]** button.

The display will indicate "P--".

*1 Reference



12. Specify the output port. (→**"Specifying the port"** (p. 79))
13. If you are making an assignment for a button, specify the button mode.
(→**"Specifying the button mode"** (p. 78))

- If you set [S1--S8], [R1--R8], or [P2] to NOTE ASSIGN, setting the controller to the maximum position will transmit the specified velocity value. Setting the controller to the minimum position will transmit a note message with a velocity of 0.
- If you assign this to [B1--B6] or [P1], the specified velocity value will be transmitted when you turn the controller on. When you turn the controller off, a note message with a velocity value of 0 will be transmitted.

■ AFTERTOUCHESSIGN

Here's how to assign an Aftertouch message to a controller.

Mode	Keyboard	Message	Value range	Port
Basic mode	0	Channel Pressure	00-7FH	Port 1
Advanced mode 1	1	Channel Pressure	Assignable	Assignable
Advanced mode 2	2	Polyphonic Key Pressure	00-7FH	Port 1
Advanced mode 3	3	Polyphonic Key Pressure	Assignable	Assignable

Basic mode

1

Press the **[EDIT]** button.

The display will indicate "EDT".



2

Slightly move the controller to which you want to assign an Aftertouch message. In the case of a button, press that button.

The display will indicate the number of the selected controller.



3

Verify that the display shows the correct controller number, and press the **[ENTER]** button.

4

Press the **[AFTERTOUCHESSIGN]** key.

The display will indicate "AT0".



5

Verify that the display is correct, and press the **[ENTER]** button.

The display will indicate "C--".

*1 Reference



6

Input the channel. Use the **[DEC][INC]** buttons or the **[0]-[F]** keys to specify the channel.

7

Press the **[ENTER]** button.

8

If you are making an assignment for a button, specify the button mode. (→ "**Specifying the button mode**" (p. 78))

*1 The -- area displays the currently set value. If it has not been set, the default setting will be displayed. Even if you change the type or mode of the MIDI message that is assigned, the default setting will be displayed. This will be lit if the value is the same as the currently set value, or will blink if the value is different.

Advanced mode 1–3

Advanced mode 1 of AFTERTOUCHESSIGN lets you specify the upper and lower limits of the aftertouch value in addition to the items of Basic mode. Advanced modes 2 and 3 let you specify an aftertouch message for an individual note (Polyphonic Key Pressure) instead of specifying the channel.

1. Press the **[EDIT]** button.
2. Slightly move the controller to which you want to assign an Aftertouch message. In the case of a button, press that button.
The display will indicate the number of the selected controller.
3. Verify that the display indicates the correct controller, and press the **[ENTER]** button.
4. Press the **[AFTERTOUCHESSIGN]** key and then press a key **[1]–[3]**.
The display will indicate the selected mode.
5. Press the **[ENTER]** button.
6. Input the channel.
7. Press the **[ENTER]** button.
8. If you are using **Advanced modes 2 or 3**, input the note number.
9. If you are using **Advanced modes 2 or 3**, Press the **[ENTER]** button.
10. If you are using **Advanced modes 1 or 3**, specify the upper limit and lower limit of the value as described in “**Aftertouch Assign upper/lower limit and port settings**” (p. 51), and specify the output port.
11. If you are making an assignment for a button, specify the button mode.
(→“**Specifying the button mode**” (p. 78))

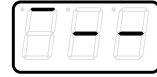


Aftertouch Assign upper/lower limit and port settings

In the case of Aftertouch Assign 1 or 3, you can set the upper limit and lower limit of the value, and specify the port.

1. The following display will appear.

*1 Reference



2. Use the **[DEC]****[INC]** buttons or the **[0]**–**[F]** keys to specify the upper limit.
3. Press the **[ENTER]** button.

The following display will appear.

*1 Reference



4. Use the **[DEC]****[INC]** buttons or the **[0]**–**[F]** keys to specify the lower limit.
5. Press the **[ENTER]** button.

The display will indicate "P--".

*1 Reference



6. Specify the output port. (→**"Specifying the port"** (p. 79))

*1 The -- area displays the currently set value. If it has not been set, the default setting will be displayed. Even if you change the type or mode of the MIDI message that is assigned, the default setting will be displayed. This will be lit if the value is the same as the currently set value, or will blink if the value is different.

■ CONTROL CHANGE ASSIGN

Here's how to assign a control change message to a controller.

Mode	keyboard	Value range	Port
Basic mode	0	00-7FH	PCR 1
Advanced mode 1	1	Assignable	Assignable
Advanced mode 2	2	Simulates a rotary encoder	Assignable

Basic mode

1

Press the **[EDIT]** button.

The display will indicate "EDT".



2

Slightly move the controller to which you want to assign a Control Change message. In the case of a button, press that button.

The display will indicate the number of the selected controller.

3

Confirm what's indicated, and press the **[ENTER]** button.



4

Press the **[CONTROL CHANGE]** key.

The display will indicate "CC0".

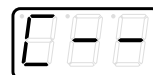


5

Confirm what's indicated, and press the **[ENTER]** button.

The display will indicate "C--".

*1 Reference



6

Input the channel. Use the **[DEC][INC]** buttons or the **[0]-[F]** keys to specify the channel.

7

Press the **[ENTER]** button.

The display will indicate "N--".

*1 Reference



8

Use the **[DEC][INC]** buttons or the **[0]-[F]** keys to specify the control change number.

9

Press the **[ENTER]** button.

10

If you are making an assignment for a button, specify the button mode. (→"Specifying the button mode" (p. 78))

Advanced mode 1

Advanced mode 1 of CONTROL CHANGE ASSIGN lets you specify the upper and lower limits of the control change value in addition to the items of Basic mode.

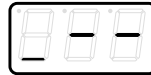
1. Press the **[EDIT]** button.
2. Slightly move the controller to which you want to assign a Control Change message. In the case of a button, press that button.
The display will indicate the number of the selected controller.
3. Confirm what's indicated, and press the **[ENTER]** button.
4. Press the **[CONTROL CHANGE]** key and then press key **[1]**.
The display will indicate "CC1".

5. Press the **[ENTER]** button.
6. Input the channel.
7. Press the **[ENTER]** button.
8. Input the control change number.
9. Press the **[ENTER]** button.
10. The following display will appear.



*1 Reference

11. Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the upper limit value.
12. Press the **[ENTER]** button.
13. The following display will appear.



*1 Reference

14. Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the lower limit value.
15. Press the **[ENTER]** button.
16. The display will indicate "P--".



*1 Reference

17. Specify the output port. (→**"Specifying the port"** (p. 79))
18. If you are making an assignment for a button, specify the button mode. (→**"Specifying the button mode"** (p. 78))

*1 The -- area displays the currently set value. If it has not been set, the default setting will be displayed. Even if you change the type or mode of the MIDI message that is assigned, the default setting will be displayed. This will be lit if the value is the same as the currently set value, or will blink if the value is different.

Advanced mode 2

Advanced mode 2 simulates the operation of a conventional rotary encoder. If this is assigned to a controller, moving that controller toward the right (upward) of center will have the same effect as turning the encoder clockwise, and moving the controller toward the left (downward) of center will have the same effect as turning the encoder counterclockwise. As the controller is moved further away from the center, the result will be the same as if the rotary encoder were moved more quickly. You can assign advanced mode 2 to a button, but it will not function.

1. Press the **[EDIT]** button.
2. Slightly move the controller to which you want to assign a Control Change message. The display will indicate the number of the selected controller.
3. Confirm what's indicated, and press the **[ENTER]** button.
4. Press the **[CONTROL CHANGE]** key and then press key **[2]**. The display will indicate "CC2".
5. Press the **[ENTER]** button.
6. Input the channel.
7. Press the **[ENTER]** button.
8. Input the control change number. Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the control change number.
9. Press the **[ENTER]** button.
10. The display will indicate "P--".



*1 Reference

11. Specify the output port. (→**"Specifying the port"** (p. 79))

PROGRAM CHANGE ASSIGN

Here's how to assign a program change message to a controller.

Mode	Number	Effect	Bank	Port
Basic mode	0	Fixed value	Not output	PCR 1
Advanced mode 1	1	Assignable range of values	Not output	PCR 1
Advanced mode 2	2	Fixed value	Output	Assignable
Advanced mode 3	3	PC DEC	Not output	KEYBOARD PORT (p. 74)
Advanced mode 4	4	PC INC	Not output	KEYBOARD PORT (p. 74)

Basic mode

1

Press the **[EDIT]** button.

The display will indicate "EDT".



2

Slightly move the controller to which you want to assign a Program Change message. In the case of a button, press that button.

The display will indicate the number of the selected controller.

3

Confirm what's indicated, and press the **[ENTER]** button.



4

Press the **[PROGRAM CHANGE]** key.

The display will indicate "PC0".



5

Confirm what's indicated, and press the **[ENTER]** button.

The display will indicate "C--".

*1 Reference



6

Input the channel. Use the **[DEC]**/**[INC]** buttons or the **[0]**-**[F]** keys to specify the channel.

7

Press the **[ENTER]** button.

The display will indicate "N--".

*1 Reference



8

Use the **[DEC]**/**[INC]** buttons or the **[0]**-**[F]** keys to specify the program change number.

9

Press the **[ENTER]** button.

* If you assign Basic mode to [S1--S8], [R1--R8], or [P2], moving the controller from the minimum to the maximum position will transmit the assigned control change messages.

Advance mode 1, 2

Advanced mode 1 of PROGRAM CHANGE ASSIGN lets you specify the upper and lower limits of the program change value. Advanced mode 2 lets you transmit BANK LSB/MSB settings in addition to the program change.

1. Press the **[EDIT]** button.
2. Slightly move the controller to which you want to assign a Program Change message. In the case of a button, press that button. The display will indicate the number of the selected controller.
3. Confirm what's indicated, and press the **[ENTER]** button.

Advanced mode 1 —Specifying the range of values

4. Press the **[PROGRAM CHANGE]** key and then press key **[1]**.
5. Press the **[ENTER]** button.
6. Input the channel.
7. Press the **[ENTER]** button.
8. The following display will appear.



*1 Reference

9. Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the upper value limit.
10. Press the **[ENTER]** button.
11. The following display will appear.



*1 Reference

12. Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the lower value limit.
13. Press the **[ENTER]** button.

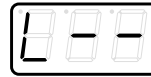
Advanced mode 2 —Transmitting bank data

4. Press the **[PROGRAM CHANGE]** key and then press key **[2]**.
5. Press the **[ENTER]** button.
6. Input the channel.
7. Press the **[ENTER]** button.
8. Specify the bank select MSB (CC#00). Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the MSB.



*1 Reference

9. Press the **[ENTER]** button.
10. Specify the bank select LSB (CC#32). Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the LSB.



*1 Reference

11. Press the **[ENTER]** button.
12. Input the program change number.
13. Press the **[ENTER]** button.
14. The display will indicate "P--".



*1 Reference

15. Specify the output port. (→“Specifying the port” (p. 79))

Advanced modes 3 and 4

Advanced mode 3 lets you assign the Program Change Decrement function (**PC DEC**) to a controller.

Advanced mode 4 lets you assign the Program Change Increment function (**PC INC**) to a controller.

- 1.** Press the **[EDIT]** button.
- 2.** Slightly move the controller to which you want to assign Program Change DEC/INC.
In the case of a button, press that button.
The display will indicate the number of the selected controller.
- 3.** Confirm what's indicated, and press the **[ENTER]** button.
- 4.** Press the **[PROGRAM CHANGE]** key and then press key **[3]** or **[4]**.
- 5.** Press the **[ENTER]** button.

Program Change Decrement function (PC DEC)

This transmits a program change that is one less than the previously transmitted program change number.

Program Change Increment function (PC INC)

This transmits a program change that is one greater than the previously transmitted program change number.

The **PC DEC** or **PC INC** is transmitted on the current channel, just as in “**Mode Program Change (PROGRAM CHANGE)**” (p. 39). The value that is actually transmitted will appear in the display.

- * *In the explanation here, the “previously transmitted program number” refers to the one that was last transmitted by Advanced Mode 3 or 4 or in “**Mode Program Change (PROGRAM CHANGE)**” (p. 39).*
- * *Program changes transmitted by basic mode or advanced modes 1 and 2 will not affect the increment/decrement functions.*

■ RPN/NRPN ASSIGN

Here's how you can assign an RPN or NRPN message to a controller.

Mode	Keyboard	Data entry MSB (CC#6) range	Data entry LSB (CC#38) range	Port
Basic mode	0	00-7FH	Not transmitted	PCR 1
Advanced mode 1	1	Assignable	00-7FH	Assignable

1

Press the **[EDIT]** button.

The display will indicate "EDT".



2

Slightly move the controller to which you want to assign an RPN or NRPN message. In the case of a button, press that button.

The display will indicate the number of the selected controller.

3

Confirm what's indicated, and press the **[ENTER]** button.



4

Press the **[RPN]** key.

The display will indicate "RP0".



* If you want to assign an NRPN message, press the **[NRPN]** key. The following procedure is the same as for RPN.



5

Confirm what's indicated, and press the **[ENTER]** button.

The display will blink "C--".

*1 Reference



6

Input the channel. Use the **[DEC][INC]** buttons or the **[0]-[F]** keys to specify the channel.

7

Press the **[ENTER]** button.

8

Use the **[DEC][INC]** buttons or the **[0]-[F]** keys to specify the RPN MSB (CC#101) or NRPN MSB (CC#99).

*1 Reference

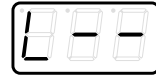


9

Press the **[ENTER]** button.

- 10** Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the RPN LSB (CC#100) or NRPN LSB (CC#98).

*1 Reference



- 11** Press the **[ENTER]** button.

- 12** If you are making an assignment for a button, specify the button mode. (→“**Specifying the button mode**” (p. 78))

Advanced mode

In Advanced mode for RPN/NRPN, you can specify the upper and lower limit of the data entry MSB (CC#6) value when the RPN/NRPN message is transmitted, as well as the various settings available in Basic mode.

1. Press the **[EDIT]** button.
2. Slightly move the controller to which you want to assign the RPN or NRPN message. In the case of a button, press that button.
The display will indicate the number of the selected controller.

3. Confirm what's indicated, and press the **[ENTER]** button.

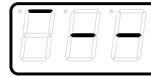
4. Press the **[RPN]** key and then press key **[1]**.

* If you want to assign an NRPN message, press the **[NRPN]** key. The following procedure is the same as for RPN.

5. Press the **[ENTER]** button.
6. Input the channel. Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the channel.
7. Press the **[ENTER]** button.
8. Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the RPN MSB (CC#101) or NRPN MSB (CC#99).
9. Press the **[ENTER]** button.
10. Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the RPN LSB (CC#100) or NRPN LSB (CC#98).

11. Press the **[ENTER]** button.

12. The following display will appear.



*1 Reference

13. Use the **[0]–[F]** keys to specify the upper limit of the data entry MSB (CC#6) value.

14. Press the **[ENTER]** button.

15. The following display will appear.



*1 Reference

16. Use the **[0]–[F]** keys to specify the lower limit of the data entry MSB (CC#6) value.

17. Press the **[ENTER]** button.

18. The display will indicate “P--”.



*1 Reference

19. Specify the output port. (→“**Specifying the port**” (p. 79))

20. If you are making an assignment for a button, specify the button mode. (→“**Specifying the button mode**” (p. 78))

*1 The -- area displays the currently set value. If it has not been set, the default setting will be displayed. Even if you change the type or mode of the MIDI message that is assigned, the default setting will be displayed. This will be lit if the value is the same as the currently set value, or will blink if the value is different.

■ SYS EX. ASSIGN

Here's how you can assign a system exclusive message to a controller. Advanced mode 2 lets you assign a single-byte system message (System realtime message, tune request). Advanced modes 3 and 4 let you assign any desired message. (Input up to 24 bytes)

Mode number	Key-board	Mode	Value range	Required ending	Notes/restrictions
Basic mode	0	Sys Ex. message	Default range	Input F7	1st byte fixed at F0
Advanced mode 1	1	Sys Ex. message	Assignable	Input F7	1st byte fixed at F0
Advanced mode 2	2	Single byte system message	–	–	[0–5, 7, 9, D, E] [DATA] [CHECKSUM] buttons are invalid
Advanced mode 3	3	Any desired MIDI message	Default range	Specified number of bytes	[CHECKSUM] button is invalid
Advanced mode 4	4	Any desired MIDI message	Assignable	Specified number of bytes	[CHECKSUM] button is invalid

SYS EX. ASSIGN can calculate the checksum automatically, and lets you specify a variable (data) range or embed a channel/block number within the message. (“**Sys Ex. ASSIGN items**” (p. 80)) In SYS EX. ASSIGN, the input mode will be HEX mode.

- 1 Press the [EDIT] button.
The display will indicate “EDT”.
- 2 Slightly move the controller to which you want to assign the system exclusive message. In the case of a button, press that button.
The display will indicate the number of the selected controller.
- 3 Confirm what's indicated, and press the [ENTER] button.
- 4 Press the [SYSTEM Ex.] key.
- 5 If you want to select an Advanced mode, press a key from [1] to [4].
The selected mode will blink in the display.
- 6 Confirm what's indicated, and press the [ENTER] button.



For Basic mode or Advanced mode 1

The display will blink “F0”, which is the first byte (starting status byte) of a system exclusive message. (This cannot be changed.)



- 7 Confirm what's indicated, and press the [ENTER] button.
- 8 Use the [0]–[F] keys to input the second byte.
- 9 Press the [ENTER] button.

10 Input the third and subsequent bytes in the same way.

11 When you have finished inputting the message, use the keyboard to enter **[F]** and **[7]**, specifying the ending status byte "F7".

12 Press the **[ENTER]** button.

13 Specify the output port. (→**"Specifying the port"** (p. 79))

14 If you are making an assignment for a button, specify the button mode. (→**"Specifying the button mode"** (p. 78))

For Advanced mode 2

The display will indicate "F--".

7 Use the **[6]**, **[8]**, **[A]–[C]**, **[F]** keys to specify the system message.

8 Press the **[ENTER]** button.

9 Specify the output port. (→**"Specifying the port"** (p. 79))



For Advanced modes 3 or 4

The display will indicate "L--".

7 Use the **[0]–[F]** keys of the keyboard to specify the number (decimal) of bytes you want to input.



*1 Reference

8 Press the **[ENTER]** button.

9 Use the **[0]–[F]** keys to input the first byte.

10 Press the **[ENTER]** button.

11 Input the second and subsequent bytes in the same way.

12 After you have input the number of bytes you specified in step 7, the PCR-30/50/80 will check whether the messages you've input are indeed valid MIDI messages. If there is a problem, the display will indicate "ERR".

In this case, you should press the **[ENTER]** button, which takes you back to step 7, where you can input the values over again.

*1 The -- area displays the currently set value. If it has not been set, the default setting will be displayed. Even if you change the type or mode of the MIDI message that is assigned, the default setting will be displayed. This will be lit if the value is the same as the currently set value, or will blink if the value is different.

13

In the case of Advanced mode 4, specify the upper and lower limits.

14

Specify the output port. (→“**Specifying the port**” (p. 79))

15

If you are making an assignment for a button, specify the button mode. (→“**Specifying the button mode**” (p. 78))

Here are some examples of inputting various actual system exclusive messages.

● GM2 System On

F0 7E 7F 09 03 F7

Here’s how to assign a GM2 System On system exclusive message in **Basic mode**.

1. Press the **[EDIT]** button.
The display will indicate “EDT”.
2. Slightly move the controller to which you want to assign the system exclusive message. In the case of a button, press that button.
The display will indicate the number of the selected controller.
3. Confirm what’s indicated, and press the **[ENTER]** button.
4. Press the **[SYSTEM Ex.]** key.
The display will indicate “SE0”.
5. Confirm what’s indicated, and press the **[ENTER]** button.
The display will indicate “F0”, which is the first byte (beginning status) of a system exclusive message. This cannot be changed. (This cannot be changed.)
6. Confirm what’s indicated, and press the **[ENTER]** button.
7. Use the **[7]** and **[E]** keys to input the second byte “7E”.
8. Confirm what’s indicated, and press the **[ENTER]** button.
9. Use the **[7]** and **[F]** keys to input the third byte “7F”.
10. Confirm what’s indicated, and press the **[ENTER]** button.
Input the fourth and fifth bytes in the same way.
11. Finally, use the **[F]** and **[7]** keys to input the ending status byte “F7”.
12. Confirm what’s indicated, and press the **[ENTER]** button.
13. Specify the output port. (→“**Specifying the port**” (p. 79))
14. If you are making an assignment for a button, specify the button mode.
(→“**Specifying the button mode**” (p. 78))

The GM2 System On message has now been assigned.

● Master Volume

F0 7F 7F 04 01 vL vM F7

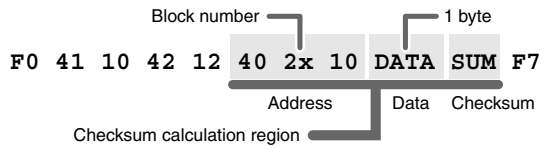
Since a Master Volume message has a data range of 00 00–7F 7F and we do not need to specify the range, we will use **Basic mode**. Since the two bytes of data are in the order of LSB and then MSB, we will select “DT3” when we input the data.

1. Press the **[EDIT]** button.
The display will indicate “EDT”.
2. Slightly move the controller to which you want to assign the system exclusive message. In the case of a button, press that button.
The display will indicate the number of the selected controller.
3. Confirm what’s indicated, and press the **[ENTER]** button.
4. Press the **[SYSTEM Ex.]** key.
The display will blink “SE0”.
5. Confirm what’s indicated, and press the **[ENTER]** button.
The display will indicate “F0”, which is the first byte (beginning status) of a system exclusive message. (This cannot be changed.)
6. Confirm what’s indicated, and press the **[ENTER]** button.
7. Use the **[7]** and **[F]** keys to input the second byte “7F”.
8. Confirm what’s indicated, and press the **[ENTER]** button.
Input the third, fourth and fifth bytes in the same way.
9. Since the sixth byte is the data area, press the **[DATA]** key, and then press **[3]**.
The display will indicate “DT3”.
10. Confirm what’s indicated, and press the **[ENTER]** button.
11. Since we selected “DT3” as the sixth byte, the seventh byte will automatically be allocated as the data area and cannot be modified.
12. Confirm what’s indicated, and press the **[ENTER]** button.
13. Use the **[F]** and **[7]** keys to input the ending status byte “F7”.
14. Confirm what’s indicated, and press the **[ENTER]** button.
15. Specify the output port. (→“**Specifying the port**” (p. 79))
16. If you are making an assignment for a button, specify the button mode. (→“**Specifying the button mode**” (p. 78))

The Master Volume message has now been assigned.

● Bend Pitch Control

Since the GS Bend Pitch Control message has a data range of 40H–58H (0–24 semitones), we will select **Advanced mode 1**, which lets us specify the range. Since the data format is one byte, we will select “DT0” (p. 81) when inserting the data.



1. Press the **[EDIT]** button.
The display will indicate “EDT”.
2. Slightly move the controller to which you want to assign the system exclusive message. In the case of a button, press that button.
The display will indicate the number of the selected controller.
3. Confirm what’s indicated and press **[ENTER]**.
4. Press the **[SYSTEM Ex.]** key, and then press the **[1]** key.
The display will indicate “SE1”.
5. Confirm what’s indicated and press **[ENTER]**.
The display will blink “F0”, which is the first byte (beginning status) of a system exclusive message. (This cannot be changed.)
6. Confirm what’s indicated and press **[ENTER]**.
7. Use the **[4]** and **[1]** keys to input the second byte “41”.
8. Confirm what’s indicated and press **[ENTER]**.
Input the third, fourth and fifth bytes in the same way.
9. Since the sixth byte is the beginning of the checksum calculation area, press the **[CHECKSUM]** key to specify this byte as the beginning of the area for which the checksum will be calculated.
10. Confirm what’s indicated and press **[ENTER]**.
11. Input the sixth byte.
12. Since the seventh byte will have “2” in the upper bits and the block number in the lower bits, press **[DATA]** three times.
The display will indicate “OBL”.

- 13.** To specify "2" for the upper bits, press the **[2]** key.
The display will indicate "2BL".
- 14.** Confirm what's indicated and press **[ENTER]**.
- 15.** In the same way, enter bytes 8.
- 16.** Since the ninth byte is the data area, press the **[DATA]** key.
The display will indicate "DT0".
- 17.** Confirm what's indicated and press **[ENTER]**.
- 18.** Since the ten byte will contain the checksum, press the **[CHECKSUM]** key to specify the location at which the checksum will be input.
The display will blink "CS1" (Checksum Type 1).
- 19.** Confirm what's indicated and press **[ENTER]**.
- 20.** Press the **[F]** and then **[7]** keys to input the ending status "F7."
- 21.** Confirm what's indicated and press **[ENTER]**.
- 22.** Next, specify an upper limit value of "58" for the data area.
- 23.** Press **[ENTER]**.
- 24.** Specify a lower limit value of "40" for the data area.
- 25.** Press **[ENTER]**.
- 26.** Specify the output port.
(→"Specifying the port" (p. 79))
- 27.** If you are making an assignment for a button, specify the button mode. (→"Specifying the button mode" (p. 78))

The GS Bend Pitch Control message has been assigned.

■ TEMPO ASSIGN

You can assign a controller to adjust the speed (20–250) of the F8 Clock message.

- * In order to transmit F8 Clock messages, the F8 CLOCK setting must be “ON”.
 (→ “F8 CLOCK ON/OFF” (p. 74))

1

Press the **[EDIT]** button.

The display will indicate “EDT”.



2

Slightly move the controller to which you want to assign TEMPO. In the case of a button, press that button.

The display will indicate the number of the selected controller.

3

Confirm what’s indicated and press the **[ENTER]** button.



4

Press the **[TEMPO]** key.

The display will indicate “TMP”.

5

Confirm what’s indicated and press the **[ENTER]** button.



6

If you are making the assignment for a button, specify the button mode.
 (→ “Specifying the button mode” (p. 78))

- * In the case of a button, the value will be fixed at maximum (250) for ON, and minimum (20) for OFF.

■ NO ASSIGN

Here’s how you can cancel the message assigned to a controller. Once its assignment is cancelled, no message will be transmitted when you operate that particular controller.

1

Press the **[EDIT]** button.

The display will indicate “EDT”.



2

Slightly move the controller whose assignment you want to cancel. In the case of a button, press that button.

The display will indicate the number of the selected controller.

3

Confirm what’s indicated and press the **[ENTER]** button.



- 4** Press the **[NO ASSIGN]** key.
The display will indicate “NOA”.



- 5** Press the **[ENTER]** button.

- 6** The display will blink “YES”, so press the **[ENTER]** button once again.



■ ASSIGN COPY

Here's how a message assigned to a controller can be copied to another controller.

- 1** Press the **[EDIT]** button.
The display will indicate “EDT”.



- 2** Slightly move the controller to which you want to copy the assignment (the “copy destination”). In the case of a button, press that button.

The display will indicate the number of the selected controller.

- 3** Confirm what's indicated and press the **[ENTER]** button.



- 4** Slightly move the controller whose assignment you want to copy (the “copy source”). In the case of a button, press that button.

The display will indicate “CPY”.

- 5** Press the **[ENTER]** button.

The display will blink the copy-source controller number.



- 6** Confirm what's indicated and press the **[ENTER]** button.



SAVE

Here's how to save the settings of the current memory into internal memory.

You can save settings into internal memory numbers 1–F.

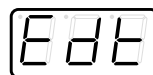
You cannot save to memory number 0 (GM2).

- * After you edit the settings, perform the **“SAVE”** (p. 68) operation as needed. If you turn off the power without performing **“SAVE”**, your changes will be lost.

1

Press the **[EDIT]** button.

The display will indicate **“EDT”**.



2

Press the **[SAVE]** key.

The display will blink **“SAV.”**



3

Confirm what's indicated and press the **[ENTER]** button.

- * If the display indicates **“PTC”**, it means that the Save could not be carried out because the **PROTECT** setting (p. 62) is on. Turn **PROTECT** off, and then try the operation once again from step 1.



4

Select a memory number 1–F. Use the **[DEC]** **[INC]** buttons or the **[1]–[F]** keys to specify the save-destination memory number.

The specified memory number will blink in the display.

5

Confirm what's indicated and press the **[ENTER]** button.

About the memories of the PCR

The PCR has the following sixteen memories.

Memory number 0	GM2 SET	Cannot be saved
Memory number 1 :	User memories (15)	Can be saved
Memory number F		

“Current memory” is a location into which you can recall one of these memories.

In order to use one of the saved memories, you must recall it into current memory as described in **“Mode Mémoire (MEMORY)”** (p. 41).

The contents of current memory will be lost when you turn off the power. If you have modified the settings in current memory, perform the **“SAVE”** operation if you want to keep your changes.

You can set the **“STARTUP MEMORY”** (p. 74) setting to specify the memory that will be loaded into current memory when you turn on the power.

OMNI

If you turn the Omni setting ON, all messages will be transmitted on the current channel (p. 38) regardless of the channel that is specified for each controller.

Also, all messages will be transmitted to the “**KEYBOARD PORT SET**” (p. 74) regardless of the port that is specified for each controller.

1

Press the **[EDIT]** button.

The display will indicate “EDT”.



2

Press the **[OMNI]** key.

The display will blink “OMN”.



3

Confirm what's indicated and press the **[ENTER]** button.

4

The display will show the current setting.

0		OMNI OFF	Messages will be transmitted on the channel and port specified for each controller.
1		OMNI ON	Messages will be transmitted on the current channel from the Keyboard Port, regardless of the channel and port specified for each controller.

5

Use the **[DEC]** **[INC]** buttons or the **[0]** **[1]** keys to select the mode.

6

Press the **[ENTER]** button.

PROTECT

If you turn the Protect setting ON, All Bulk (p. 71) reception and Save (p. 68) operations will be disabled.

1

Press the **[EDIT]** button.

The display will indicate "EDT".



2

Press the **[PROTECT]** key.

The display will blink "PTC".



3

Confirm what's indicated and press the **[ENTER]** button.

4

The display will show the current setting.

0		PROTECT OFF	Allow changes.
1		PROTECT ON	Prohibit changes.

5

Use the **[DEC]** **[INC]** buttons or the **[0]** **[1]** keys to select the mode.

6

Press the **[ENTER]** button.

BULK

Controller assignments can be received or transmitted as bulk data.

- * When you transmit or receive Bulk data, the contents of the current memory will be lost. Save the current memory settings as needed before you perform this operation.

■ Receive mode

1

Press the **[EDIT]** button.

The display will indicate "EDT".



2

Press the **[BULK]** key.

The display will blink "BLR" (Bulk Receive).



3

Confirm what's indicated and press the **[ENTER]** button.

The display will indicate "RS", and the "S" will blink.



4

Use the **[DEC]** **[INC]** buttons or the **[0]** **[1]** keys to select the mode.

0		SINGLE BULK	A memory will be received as bulk data. The received data will overwrite the current memory. Memories 1-F will not be affected.
1		ALL BULK	All memories will be received as bulk data. The received data will overwrite memories 1-F.

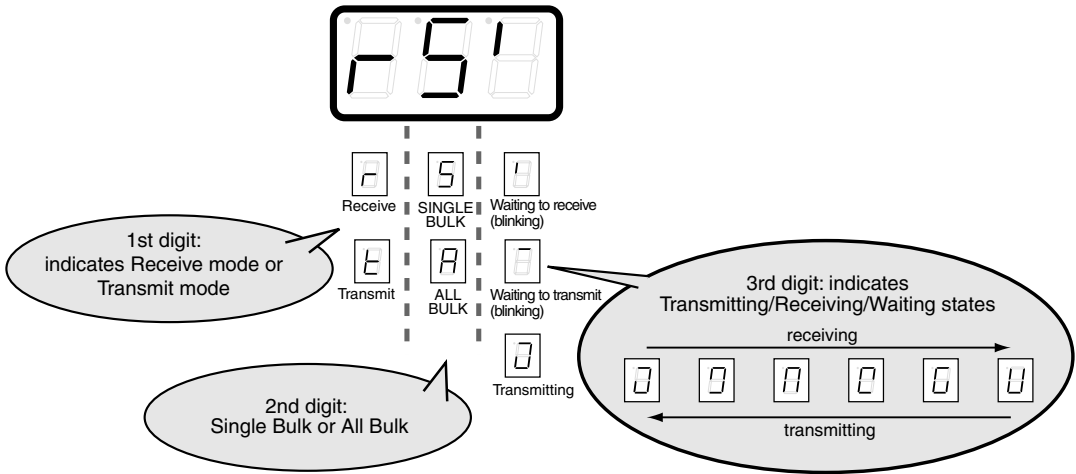
5

Confirm what's indicated and press the **[ENTER]** button.

The third digit of the display will blink, and the PCR-30/50/80 will wait to receive bulk data.



About the display in Bulk mode



6 Transmit bulk data from your sequencer or other device.

Specify "PCR" (Mac OS 9/8: PCR 1) as the MIDI output device for your sequencer software. For details on this setting, refer to the manual of your sequencer software. For details on the port that will be used to transfer bulk data, refer to "**About the ports when using a USB connection**" (p. 79).

7 When the PCR finishes receiving the bulk data, the display will indicate "END".



Error display



If the data could not be received correctly, the display will blink "ERR". If this occurs, press the **[CANCEL]** button to cancel the "ERR" display. Once "ERR" has been dismissed, perform the bulk reception procedure over again, from step 1.

8 Confirm what's indicated and press the **[ENTER]** button.

■ Transmit mode

1 Press the **[EDIT]** button.

The display will indicate “EDT”.



2 Press the **[BULK]** key.

3 Press the **[1]** key.

The display will blink “BLT” (Bulk Transmit).



4 Confirm what’s indicated and press the **[ENTER]** button.



The display will indicate “TS”, and the “S” will blink.

5 Use the **[DEC]** **[INC]** buttons or the **[0]** **[1]** keys to select the mode.



0		SINGLE BULK	The currently recalled memory (the current memory) will be transmitted as bulk data
1		ALL BULK	All memories (memories 1–F) will be transmitted as bulk data.

6 Confirm what’s indicated and press the **[ENTER]** button.

7 The third digit of the display will blink, and the PCR-30/50/80 will wait to transmit bulk data.



8 Press the **[ENTER]** button.

On your sequencer software, specify “PCR 2” as the MIDI input device. For details on this setting, refer to the manual of your sequencer software.

For details on the port that will be used to transfer bulk data, refer to “**About the ports when using a USB connection**” (p. 79).

9 When the PCR finishes receiving the bulk data, the display will indicate “END”.



10 Confirm what’s indicated and press the **[ENTER]** button.

SYSTEM

Here's how you can make various system settings for the PCR-30/50/80.

1

Press the **[EDIT]** button.

The display will indicate "EDT".



2

Press the **[SYSTEM]** key.

The display will indicate "SY0".

3

Use the **[0]–[8]** keys to specify the System setting that you want to set, and then press the **[ENTER]** button.



Confirm what's indicated and use the appropriate method to make the setting.

Key-board	Mode	Content of the setting	Default	Setting method
0	F8 CLOCK ON/OFF	Specify whether F8 Clock is to be transmitted.	OFF	A (p. 75)
1	F8 CLOCK DEFAULT TEMPO	If "F8 CLOCK ON/OFF" is ON, specify the default value of the F8 Clock. After the power is turned on, this tempo will continue to be output until you move a controller to which TEMPO is assigned.	120	B (p. 75)
2	F8 CLOCK PORT SET	If "F8 CLOCK ON/OFF" is ON, specify the port from which the F8 Clock is to be transmitted.	PCR 1	C (p. 75)
3	VELOCITY OFFSET	The value you specify here will be added to the velocity of the notes played from the keyboard. * If the result of the addition would exceed 7FH, the velocity will be 7FH.	0	B (p. 75)
4	KEYBOARD PORT SET	Specify the port from which messages produced by the BENDER lever of the keyboard are to be transmitted.	PCR 1	C (p. 75)
5	H-ACTIVITY ON/OFF	Turn this ON if you are using certain applications (such as Pro Tools LE). When ON, "90 00 7F" will be output from PCR 2 approximately every 500 ms.	OFF	A (p. 75)
6	USB DRIVER MODE	Specify the type of driver used for USB connection.	Original Driver	D (p. 76)
7	STARTUP MEMORY	Specify the memory that will be selected when the power is turned on.	GM2	E (p. 76)
8	FACTORY RESET	Restore all settings of the PCR-30/50/80 to their factory-set condition.	-	F (p. 76)

■ Setting method A

Perform steps 1–3.

4

Use the **[DEC][INC]** buttons or the **[0]** or **[1]** keys to switch F8 CLOCK or H-ACTIVITY on/off.

0	OFF
1	ON

The display will indicate either “ON” or “OFF”.

5

Press the **[ENTER]** button.

■ Setting method B

Perform steps 1–3.

4

Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify the F8 CLOCK DEFAULT TEMPO or the VELOCITY OFFSET value.

Keyboard	Mode	Value range
1	F8 CLOCK DEFAULT TEMPO	20–250
3	VELOCITY OFFSET	0–127

The display will indicate the value.

5

Press the **[ENTER]** button.

■ Setting method C

Perform steps 1–3.

4

Use the **[DEC][INC]** buttons or the **[0]–[F]** keys to specify F8 CLOCK PORT SET or KEYBOARD PORT SET. (→“**Specifying the port**” (p. 79))

The specified port will indicate in the display.

5



Press the **[ENTER]** button.

■ Setting method D

Perform steps 1–3.

4

Use the [DEC][INC] buttons or the [0] or [1] keys to specify the USB DRIVER MODE.

0		Original driver	FPT technology is used to perform high-speed MIDI transfer. Normally, we recommend that you use this mode.
1		Generic driver	Select this if you are using the standard MIDI driver provided by your operating system.

* **FPT = Fast Processing Technology for MIDI Transmission:**

Effective use is made of the USB bandwidth according to the amount of MIDI data to be transmitted, ensuring that MIDI data processing will always occur optimally.

5



Press the [ENTER] button.

■ Setting method E

Perform steps 1–3.

4

Use the [DEC][INC] buttons or the [0] or [1] keys to specify the GM2/LAST ACCESS MEMORY setting.

0		GM2 MEMORY	When the PCR starts up, memory number 0 (GM2) will be loaded into current memory (p. 68) regardless of the state in which the power was turned off.
1		LAST ACCESS MEMORY	Upon power-up, the PCR-30/50/80 will recall the memory that was last recalled or saved into current memory (p. 68).

5

Press the [ENTER] button.

■ Setting method F

Perform steps 1–3.

4

The display will indicate “RST”.



5

Press the [ENTER] button.

6

The display will blink “YES”.



7

Press the [ENTER] button.

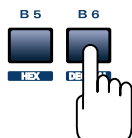
Appendixes

This section contains troubleshooting information and explanations of convenient functions. You may read this material as necessary.

Convenient functions	p. 78
Memory sets	p. 84
Troubleshooting.....	p. 90
MIDI implementation	p. 94
Main specifications	p. 99

Convenient functions

Setting the input mode



If you are not in Play mode, you can use one of two ways to input a numerical value into the PCR-30/50/80; **Decimal input mode** or **Hexadecimal input mode**.

If you want to input decimal numbers, press the **[DECIMAL]** button. If you want to input hexadecimal numbers, press the **[HEX]** button. When you turn on the power, the PCR-30/50/80 will start up in Decimal mode.

Decimal and hexadecimal numbers correspond as follows.

Decimal: **0–127**

Hexadecimal: **00–7F**

However, for MIDI CH and PROGRAM CHANGE, the values are as follows.

	Decimal	Hexadecimal
MIDI CH	1–16	0–F
PROGRAM CHANGE	1–128	00–7F

- * Normally, the display will show three digits when using Decimal input mode. For this reason, there will be no indication of the parameter you are now inputting, and you may lose track of what you are doing. If this occurs, you can temporarily switch back to Hexadecimal mode to check the parameter you are inputting. Then switch back to Decimal mode and continue.

Specifying the button mode

When you make Assign settings (p. 46) in Edit mode to assign a message to a button, you must specify the operating mode of the button (button mode).

1. Press the **[0]** or **[1]** key to select either Latch mode or Toggle mode.

0		Latch mode	The setting will turn on when you press the button, and off when you release it. The button will remain lit while you are pressing it.
1		Toggle mode	The setting will alternate on/off each time you press the button. The button will light when an On message is transmitted, and will go dark when an Off message is transmitted.


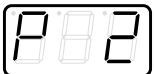

2. Press the **[ENTER]** button.

- * When you use a button as a controller, turning the button on will transmit the maximum specified value, and turning it off will transmit the minimum value.

Specifying the port

When you are making Assign settings (p. 39) in Edit mode and have selected Advanced mode, you must specify the USB port to which the message assigned to the controller will be sent when using a USB connection.

1. Press a key [1]–[3] to select the port.

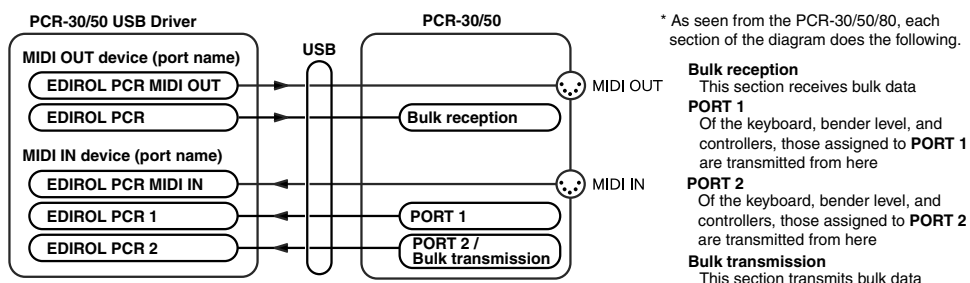
1		PORT 1	Messages will be sent to “PCR 1”.
2		PORT 2	Messages will be sent to “PCR 2”.
3		PORT 1,2	Messages will be sent to both “PCR 1” and “PCR 2”.

2. Press the [ENTER] button.

* If you are using the PCR-30/50/80 with a MIDI connection, the messages will be transmitted from the MIDI OUT connector regardless of this port setting.

About the ports when using a USB connection

The ports correspond to the PCR-30/50/80 as follows.



MIDI OUT device	
PCR MIDI OUT (Mac OS 9/8 : PCR MIDI)	If you specify PCR MIDI OUT as the output port for your sequencer software, the MIDI messages will be sent from the MIDI OUT connector of the PCR-30/50/80.
PCR (Mac OS 9/8 : PCR 1)	This is the Bulk reception port. When receiving bulk data into the PCR-30/50/80, specify PCR as the output port for your sequencer software.
MIDI IN device	
PCR MIDI IN (Mac OS 9/8 : PCR MIDI)	If you specify PCR MIDI IN as the input port for your sequencer software, MIDI messages from the MIDI IN connector of the PCR-30/50/80 can be received.
PCR 1 PCR 2	This is the port at which messages from the keyboard, BENDER lever, and controllers will be input. The keyboard, BENDER lever, and controllers will be mapped to PCR 1 and/or PCR 2 according to the port setting. You may find it convenient to specify PCR 1 for messages used to play a software synthesizer or for realtime recording on a sequencer track, and specify PCR 2 for messages used to control the sequencer, such as sequencer play/stop or track fader control. PCR 2 is the bulk transmission port. When transmitting bulk data from the PCR-30/50/80, specify PCR 2 as the input port for your sequencer software.

Sys Ex. ASSIGN items

■ Specifying the checksum

The PCR-30/50/80 can automatically calculate the checksum of a system exclusive message and embed it in the message. In order to use this function, you must use the following procedure to specify the starting location from which the checksum is calculated, and the location at which the checksum is inserted. You can also select the type of checksum.

For an actual example, please read the Sys Ex.ASSIGN section “**Bend Pitch Control**” (p. 64)

1. Press the **[CHECKSUM]** key before you input the byte at which checksum calculation should begin.

The display will indicate “CSS” (Checksum Start).

If you press the **[CHECKSUM]** key once again, “CSS” (Checksum Start) will be cancelled.



2. Press the **[ENTER]** button.

3. Continue inputting data.

4. Press the **[CHECKSUM]** key at the location where the checksum should be inserted.

The display will indicate “CS1” (Checksum type 1).

5. Press the **[ENTER]** button.



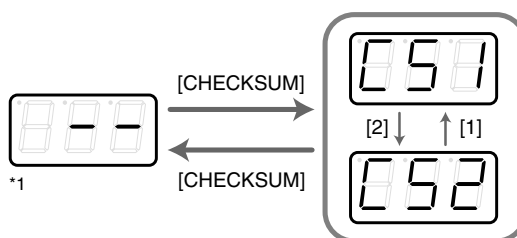
Checksum types

There are two types of checksum, as follows.

1		CHECKSUM TYPE 1	This is the method used by Roland and most other manufacturers
2		CHECKSUM TYPE 2	Select this if the method other than type 1 is used

Switching the type

If you want to switch to **type 2**, press the **[2]** key after you press **[CHECKSUM]** in step 4. To switch back to **type 1**, press the **[1]** key.



■ Specifying the location of the data

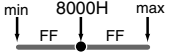
Here's how to specify the location and data type of the variable portion (data) within a system exclusive message.

The range of data values will be the default range in the case of Basic mode or Advanced mode 3.

In the case of Advanced modes 1 and 4, you can specify the range of data values.

For an actual example, please read the Sys Ex,ASSIGN section "**Master Volume**" (p. 63).

1. Press the **[DATA]** key at the location where you want to input the data.
The display will indicate "DT0".
2. Use the **[0]–[4]** keys to select the type of data.

Data number	Data type	Default range	Target of range setting	Example (specified upper/lower limits)
DT0	7bit	00H–7F	Specify the range of data (00–7FH)	04–45 (lower limit 4H, upper limit 45H)
DT1	4bit/4bit	0H/0H–FH/FH	Specify the range of the first byte (0–FH), second byte is fixed at 0–FH	0/0–D/F (lower limit 0H, upper limit DH)
DT2	7bit/7bit (MSB/LSB)	00H/00H–7FH/7FH	Specify the MSB range (00–7F), LSB is fixed at 00–7F	23/00–68/7F (lower limit 23H, upper limit 68H)
DT3	7bit/7bit (LSB/MSB)	00H/00H–7FH/7FH	Specify the MSB range (00–7F), LSB is fixed at 00–7F	00/23–7F/68 (lower limit 23H, upper limit 68H)
DT4	4bit/4bit/ 4bit/4bit	7H/FH/0H/1H– 8H/0H/FH/FH	Specify the limits of positive/negative change as a value from 00H to FFH, centered on 8000H. 	7/F/0/2–8/0/5/0 (lower limit FEH, upper limit 50H)

* In the case of DT1–DT4 (data consisting of two or more bytes), a data location will automatically be allocated for the next byte, and "-DT" will be displayed. (This cannot be changed.)

3. Press the **[ENTER]** button.
4. If you selected DT1 through DT4, the display will indicate "-DT".
Press the **[ENTER]** button.

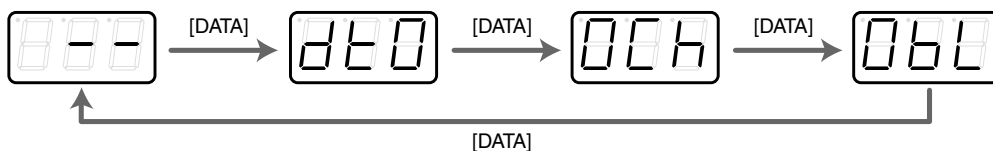
■ Inputting channel/block data

If a system exclusive message includes a channel or GS block number, here's how to specify the type and the value of the upper bits. For the channel and block number, the setting of the current channel (p. 38) will be inserted as the lower bits. (The block number is not actually a channel, but corresponds to the "part" within a GS sound module. On the PCR-30/50/80, this corresponds to the channel for the sake of convenience.)

Current channel	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CH	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
BL	1	2	3	4	5	6	7	8	9	0	A	B	C	D	E	F

For an actual example, refer to "Bend Pitch Control" (p. 64) in the section on the Edit Mode.

1. Press the **[DATA]** key several times at the location where you want to input the channel/block number, to select "0CH" for the channel or "0BL" for the block.



2. Use the **[0]–[7]** keys to input the value of the upper four bits. The "0" in the display will change to the numerical value that you input.
3. Press the **[ENTER]** button.

V-LINK mode

When you press the [V-LINK] button, the PCR will transmit a V-LINK ON message and will enter V-LINK mode. When you press the [V-LINK] button once again, the PCR will transmit a V-LINK OFF message and will exit V-LINK mode.

When the PCR enters V-LINK mode, it will transmit the following parameters to the V-LINK host.

- **Clip Ctrl Rx MIDI ch : 16**
- **Color Ctrl Rx MIDI ch : 16**
- **Sender Model Name : EDIROL PCR**

In V-LINK mode, the PCR will operate as follows.

- Messages from the PCR itself will be transmitted to both the MIDI connector and the USB connector.

** In V-LINK mode, you cannot use the MIDI connectors as a USB MIDI interface.*

- When you play the keyboard, program change messages or bank select MSB messages will be transmitted in addition to note messages.

** The program change messages and bank select MSB messages will be transmitted on channel 16.*

Note	Number	Program Change	Bank Select MSB
C2	36	1	
C#2	37		0
D2	38	2	
D#2	39		1
E2	40	3	
F2	41	4	
F#2	42		2
G2	43	5	
G#2	44		3
A2	45	6	
A#2	46		4
B2	47	7	
C3	48	8	
C#3	49		5
D3	50	9	
D#3	51		6
E3	52	10	
F3	53	11	
F#3	54		7
G3	55	12	
G#3	56		8
A3	57	13	
A#3	58		9
B3	59	14	
C4	60	15	
C#4	61		10
D4	62	16	
D#4	63		11
E4	64	17	
F4	65	18	
F#4	66		12
G4	67	19	
G#4	68		13
A4	69	20	
A#4	70		14
B4	71	21	
C5	72	22	
C#5	73		15
D5	74	23	
D#5	75		16
E5	76	24	
F5	77	25	
F#5	78		17
G5	79	26	
G#5	80		18
A5	81	27	
A#5	82		19
B5	83	28	
C6	84	29	
C#6	85		
D6	86	30	
D#6	87		
E6	88	31	
F6	89	21	

Memory sets

With the factory settings, the GM2 set shown in the illustration is assigned to the controllers.

Use the included template.

The following memory sets are also provided.

GM2 set (MEMORY: 0) (p. 84)

MCR-8 MODE 3(SONAR 2) SET (p. 85)

MCR-8 MODE 3(SONAR 2) - A (MEMORY: 1) (p. 85)

MCR-8 MODE 3(SONAR 2) - B (MEMORY: 2) (p. 85)

MCR-8 MODE 3(SONAR 2) - C (MEMORY: 3) (p. 85)

MCR-8 MODE 3(SONAR 2) - D (MEMORY: 4) (p. 85)

MCR-8 MODE 4(Cubase 5/SX) SET (p. 86)

MCR-8 MODE 4(Cubase 5/SX) - A (MEMORY: 5) (p. 86)

MCR-8 MODE 4(Cubase 5/SX) - B (MEMORY: 6) (p. 86)

MCR-8 MODE 4(Cubase 5/SX) - C (MEMORY: 7) (p. 86)

MCR-8 MODE 4(Cubase 5/SX) - D (MEMORY: 8) (p. 86)

H-COMPATIBLE (ProTools LE, Digital Performer) SET (MEMORY: 9) (p. 87)

GS SET (p. 87)

GS-A (MEMORY: A) (p. 87)

GS-B (MEMORY: B) (p. 88)

GS-C (MEMORY: C) (p. 88)

XG SET (p. 89)

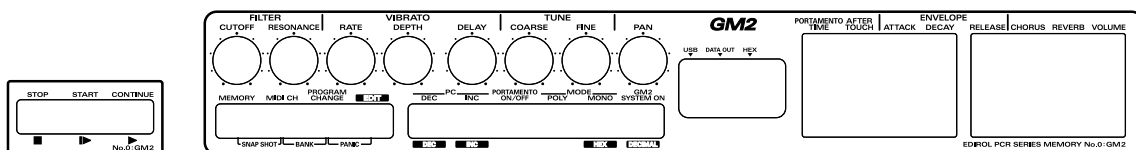
XG-A (MEMORY: D) (p. 89)

XG-B (MEMORY: E) (p. 89)

For details on settings for actually using each memory set with your application, refer to the Read Me file for each memory set, located in the Memory Files folder of the CD-ROM.

You can download the latest additional memory sets from the following website.

■ GM2 set (MEMORY: 0)



	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	FILTER CUTOFF	CC 74(4A)	0(00) - 127(7F)	1	1
R2	FILTER RESONANCE	CC 71(47)	0(00) - 127(7F)	1	1
R3	VIBRATO RATE	CC 76(4C)	0(00) - 127(7F)	1	1
R4	VIBRATO DEPTH	CC 77(4D)	0(00) - 127(7F)	1	1
R5	VIBRATO DELAY	CC 78(4E)	0(00) - 127(7F)	1	1
R6	COARSE TUNING	RPN 0/2(00/02)	0/- (00/--) - 127/- (7F/--)	1	1
R7	FINE TUNING	RPN 0/1(00/01)	0/0(00/00) - 127/127(7F/7F)	1	1
R8	PAN (CHANNEL)	CC 10(0A)	0(00) - 127(7F)	1	1
S1	PORTAMENTO TIME	CC 5(05)	0(00) - 127(7F)	1	1
S2	AFTERTOUCH	CHANNEL PRESSURE	0(00) - 127(7F)	1	1
S3	ENVELOPE ATTACK	CC 73(49)	0(00) - 127(7F)	1	1
S4	ENVELOPE DECAY	CC 75(4B)	0(00) - 127(7F)	1	1
S5	ENVELOPE RELEASE	CC 72(48)	0(00) - 127(7F)	1	1
S6	CHORUS	CC 93(5D)	0(00) - 127(7F)	1	1
S7	REVERB	CC 91(5B)	0(00) - 127(7F)	1	1
S8	VOLUME (CHANNEL)	CC 7(07)	0(00) - 127(7F)	1	1
B1	PROGRAM CHANGE DEC	PROGRAM CHANGE	min:1(00)	-	-
B2	PROGRAM CHANGE INC	PROGRAM CHANGE	max:128(7F)	-	-
B3	PORTAMENTO ON/OFF	CC 65(41)	0(00) / 127(7F)	1	1
B4	POLY MODE ON	B0 7F 00	-	1	1
B5	MONO MODE ON	B0 7E 01	-	1	1
B6	GM2 SYSTEM ON	F0 7E 7F 09 03 F7	-	-	1
L1	STOP	FC	-	-	2
L2	START	FA	-	-	2
L3	CONTINUE	FB	-	-	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

■ MCR-8 MODE 3(SONAR 2) SET

When using this memory set, turn the PCR-30/50/80's OMNI (p. 69) setting OFF.

* To display the external controller toolbar, open Display | Toolbars, and select External Controllers.

MCR-8 MODE 3(SONAR 2) - A (MEMORY: 1)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	TRACK 1	*1	CC 16(10)	0(00) - 127(7F)	1 2
R2	TRACK 2	*1	CC 16(10)	0(00) - 127(7F)	2 2
R3	TRACK 3	*1	CC 16(10)	0(00) - 127(7F)	3 2
R4	TRACK 4	*1	CC 16(10)	0(00) - 127(7F)	4 2
R5	TRACK 5	*1	CC 16(10)	0(00) - 127(7F)	5 2
R6	TRACK 6	*1	CC 16(10)	0(00) - 127(7F)	6 2
R7	TRACK 7	*1	CC 16(10)	0(00) - 127(7F)	7 2
R8	TRACK 8	*1	CC 16(10)	0(00) - 127(7F)	8 2
S1	TRACK 1	*2	CC 17(11)	0(00) - 127(7F)	1 2
S2	TRACK 2	*2	CC 17(11)	0(00) - 127(7F)	2 2
S3	TRACK 3	*2	CC 17(11)	0(00) - 127(7F)	3 2
S4	TRACK 4	*2	CC 17(11)	0(00) - 127(7F)	4 2
S5	TRACK 5	*2	CC 17(11)	0(00) - 127(7F)	5 2
S6	TRACK 6	*2	CC 17(11)	0(00) - 127(7F)	6 2
S7	TRACK 7	*2	CC 17(11)	0(00) - 127(7F)	7 2
S8	TRACK 8	*2	CC 17(11)	0(00) - 127(7F)	8 2
B1	TRACK 1	*3	CC 80(50)	0(00) / 127(7F)	1 2
B2	TRACK 2	*3	CC 80(50)	0(00) / 127(7F)	2 2
B3	TRACK 3	*3	CC 80(50)	0(00) / 127(7F)	3 2
B4	TRACK 4	*3	CC 80(50)	0(00) / 127(7F)	4 2
B5	TRACK 5	*3	CC 80(50)	0(00) / 127(7F)	5 2
B6	TRACK 6	*3	CC 80(50)	0(00) / 127(7F)	6 2
L1	<<		CC 82(52)	0(00) / 127(7F)	13 2
L2	■ Stop		CC 82(52)	0(00) / 127(7F)	14 2
L3	> Play		CC 82(52)	0(00) / 127(7F)	15 2
P1	HOLD		CC 64(40)	0(00) / 127(7F)	1 1
P2	EXPRESSION		CC 11(0B)	0(00) - 127(7F)	1 1

MCR-8 MODE 3(SONAR 2) - B (MEMORY: 2)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	TRACK 1	*1	CC 16(10)	0(00) - 127(7F)	1 2
R2	TRACK 2	*1	CC 16(10)	0(00) - 127(7F)	2 2
R3	TRACK 3	*1	CC 16(10)	0(00) - 127(7F)	3 2
R4	TRACK 4	*1	CC 16(10)	0(00) - 127(7F)	4 2
R5	TRACK 5	*1	CC 16(10)	0(00) - 127(7F)	5 2
R6	TRACK 6	*1	CC 16(10)	0(00) - 127(7F)	6 2
R7	TRACK 7	*1	CC 16(10)	0(00) - 127(7F)	7 2
R8	TRACK 8	*1	CC 16(10)	0(00) - 127(7F)	8 2
S1	TRACK 1	*2	CC 17(11)	0(00) - 127(7F)	1 2
S2	TRACK 2	*2	CC 17(11)	0(00) - 127(7F)	2 2
S3	TRACK 3	*2	CC 17(11)	0(00) - 127(7F)	3 2
S4	TRACK 4	*2	CC 17(11)	0(00) - 127(7F)	4 2
S5	TRACK 5	*2	CC 17(11)	0(00) - 127(7F)	5 2
S6	TRACK 6	*2	CC 17(11)	0(00) - 127(7F)	6 2
S7	TRACK 7	*2	CC 17(11)	0(00) - 127(7F)	7 2
S8	TRACK 8	*2	CC 17(11)	0(00) - 127(7F)	8 2
B1	TRACK 1	*4	CC 81(51)	0(00) / 127(7F)	1 2
B2	TRACK 2	*4	CC 81(51)	0(00) / 127(7F)	2 2
B3	TRACK 3	*4	CC 81(51)	0(00) / 127(7F)	3 2
B4	TRACK 4	*4	CC 81(51)	0(00) / 127(7F)	4 2
B5	TRACK 5	*4	CC 81(51)	0(00) / 127(7F)	5 2
B6	TRACK 6	*4	CC 81(51)	0(00) / 127(7F)	6 2
L1	<<		CC 82(52)	0(00) / 127(7F)	13 2
L2	■ Stop		CC 82(52)	0(00) / 127(7F)	14 2
L3	> Play		CC 82(52)	0(00) / 127(7F)	15 2
P1	HOLD		CC 64(40)	0(00) / 127(7F)	1 1
P2	EXPRESSION		CC 11(0B)	0(00) - 127(7F)	1 1

MCR-8 MODE 3(SONAR 2) - C (MEMORY: 3)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	TRACK 9	*1	CC 16(10)	0(00) - 127(7F)	9 2
R2	TRACK 10	*1	CC 16(10)	0(00) - 127(7F)	10 2
R3	TRACK 11	*1	CC 16(10)	0(00) - 127(7F)	11 2
R4	TRACK 12	*1	CC 16(10)	0(00) - 127(7F)	12 2
R5	TRACK 13	*1	CC 16(10)	0(00) - 127(7F)	13 2
R6	TRACK 14	*1	CC 16(10)	0(00) - 127(7F)	14 2
R7	TRACK 15	*1	CC 16(10)	0(00) - 127(7F)	15 2
R8	TRACK 16	*1	CC 16(10)	0(00) - 127(7F)	16 2
S1	TRACK 9	*2	CC 17(11)	0(00) - 127(7F)	9 2
S2	TRACK 10	*2	CC 17(11)	0(00) - 127(7F)	10 2
S3	TRACK 11	*2	CC 17(11)	0(00) - 127(7F)	11 2
S4	TRACK 12	*2	CC 17(11)	0(00) - 127(7F)	12 2
S5	TRACK 13	*2	CC 17(11)	0(00) - 127(7F)	13 2
S6	TRACK 14	*2	CC 17(11)	0(00) - 127(7F)	14 2
S7	TRACK 15	*2	CC 17(11)	0(00) - 127(7F)	15 2
S8	TRACK 16	*2	CC 17(11)	0(00) - 127(7F)	16 2
B1	TRACK 9	*3	CC 80(50)	0(00) / 127(7F)	9 2
B2	TRACK 10	*3	CC 80(50)	0(00) / 127(7F)	10 2
B3	TRACK 11	*3	CC 80(50)	0(00) / 127(7F)	11 2
B4	TRACK 12	*3	CC 80(50)	0(00) / 127(7F)	12 2
B5	TRACK 13	*3	CC 80(50)	0(00) / 127(7F)	13 2
B6	TRACK 14	*3	CC 80(50)	0(00) / 127(7F)	14 2
L1	Automation Write		CC 82(52)	0(00) / 127(7F)	12 2
L2	■ Stop		CC 82(52)	0(00) / 127(7F)	14 2
L3	Rec		CC 82(52)	0(00) / 127(7F)	11 2
P1	HOLD		CC 64(40)	0(00) / 127(7F)	1 1
P2	EXPRESSION		CC 11(0B)	0(00) - 127(7F)	1 1

MCR-8 MODE 3(SONAR 2) - D (MEMORY: 4)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	TRACK 9	*1	CC 16(10)	0(00) - 127(7F)	9 2
R2	TRACK 10	*1	CC 16(10)	0(00) - 127(7F)	10 2
R3	TRACK 11	*1	CC 16(10)	0(00) - 127(7F)	11 2
R4	TRACK 12	*1	CC 16(10)	0(00) - 127(7F)	12 2
R5	TRACK 13	*1	CC 16(10)	0(00) - 127(7F)	13 2
R6	TRACK 14	*1	CC 16(10)	0(00) - 127(7F)	14 2
R7	TRACK 15	*1	CC 16(10)	0(00) - 127(7F)	15 2
R8	TRACK 16	*1	CC 16(10)	0(00) - 127(7F)	16 2
S1	TRACK 9	*2	CC 17(11)	0(00) - 127(7F)	9 2
S2	TRACK 10	*2	CC 17(11)	0(00) - 127(7F)	10 2
S3	TRACK 11	*2	CC 17(11)	0(00) - 127(7F)	11 2
S4	TRACK 12	*2	CC 17(11)	0(00) - 127(7F)	12 2
S5	TRACK 13	*2	CC 17(11)	0(00) - 127(7F)	13 2
S6	TRACK 14	*2	CC 17(11)	0(00) - 127(7F)	14 2
S7	TRACK 15	*2	CC 17(11)	0(00) - 127(7F)	15 2
S8	TRACK 16	*2	CC 17(11)	0(00) - 127(7F)	16 2
B1	TRACK 9	*4	CC 81(51)	0(00) / 127(7F)	9 2
B2	TRACK 10	*4	CC 81(51)	0(00) / 127(7F)	10 2
B3	TRACK 11	*4	CC 81(51)	0(00) / 127(7F)	11 2
B4	TRACK 12	*4	CC 81(51)	0(00) / 127(7F)	12 2
B5	TRACK 13	*4	CC 81(51)	0(00) / 127(7F)	13 2
B6	TRACK 14	*4	CC 81(51)	0(00) / 127(7F)	14 2
L1	Automation Write		CC 82(52)	0(00) / 127(7F)	12 2
L2	■ Stop		CC 82(52)	0(00) / 127(7F)	14 2
L3	Rec		CC 82(52)	0(00) / 127(7F)	11 2
P1	HOLD		CC 64(40)	0(00) / 127(7F)	1 1
P2	EXPRESSION		CC 11(0B)	0(00) - 127(7F)	1 1

Generic Surface Preset	*1	*2	*3	*4
Roland MCR-8 (Aus Send 1)	Aux Send 1 Pan	Aux Send 1 Level	Aux Send 1 Pre/Post	Aux Send 1 Enable
Roland MCR-8 (Aus Send 2)	Aux Send 2 Pan	Aux Send 2 Level	Aux Send 2 Pre/Post	Aux Send 2 Enable
Roland MCR-8 (Mute + Solo)	Pan	Volume	Mute	Solo
Roland MCR-8 (Record Arming)	Pan	Volume	White Arm	Record Arm

■ MCR-8 MODE 4(Cubase 5/SX) SET

When using this memory set, turn the PCR-30/50/80's OMNI (p. 69) setting OFF.

MCR-8 MODE 4(Cubase 5/SX) - A (MEMORY: 5)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	TRACK 1 PAN	CC 72(48)	0(00) - 127(7F)	16	2
R2	TRACK 2 PAN	CC 73(49)	0(00) - 127(7F)	16	2
R3	TRACK 3 PAN	CC 74(4A)	0(00) - 127(7F)	16	2
R4	TRACK 4 PAN	CC 75(4B)	0(00) - 127(7F)	16	2
R5	TRACK 5 PAN	CC 76(4C)	0(00) - 127(7F)	16	2
R6	TRACK 6 PAN	CC 77(4D)	0(00) - 127(7F)	16	2
R7	TRACK 7 PAN	CC 78(4E)	0(00) - 127(7F)	16	2
R8	TRACK 8 PAN	CC 79(4F)	0(00) - 127(7F)	16	2
S1	TRACK 1 FADER	CC 64(40)	0(00) - 127(7F)	16	2
S2	TRACK 2 FADER	CC 65(41)	0(00) - 127(7F)	16	2
S3	TRACK 3 FADER	CC 66(42)	0(00) - 127(7F)	16	2
S4	TRACK 4 FADER	CC 67(43)	0(00) - 127(7F)	16	2
S5	TRACK 5 FADER	CC 68(44)	0(00) - 127(7F)	16	2
S6	TRACK 6 FADER	CC 69(45)	0(00) - 127(7F)	16	2
S7	TRACK 7 FADER	CC 70(46)	0(00) - 127(7F)	16	2
S8	TRACK 8 FADER	CC 71(47)	0(00) - 127(7F)	16	2
B1	TRACK 1 SOLO	CC 0(00)	0(00) / 127(7F)	16	2
B2	TRACK 2 SOLO	CC 1(01)	0(00) / 127(7F)	16	2
B3	TRACK 3 SOLO	CC 2(02)	0(00) / 127(7F)	16	2
B4	TRACK 4 SOLO	CC 3(03)	0(00) / 127(7F)	16	2
B5	TRACK 5 SOLO	CC 4(04)	0(00) / 127(7F)	16	2
B6	TRACK 6 SOLO	CC 5(05)	0(00) / 127(7F)	16	2
L1	<<	CC 19(13)	0(00) / 127(7F)	16	2
L2	■ Stop	CC 21(15)	0(00) / 127(7F)	16	2
L3	> Play	CC 22(16)	0(00) / 127(7F)	16	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

MCR-8 MODE 4(Cubase 5/SX) - B (MEMORY: 6)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	TRACK 1 PAN	CC 72(48)	0(00) - 127(7F)	16	2
R2	TRACK 2 PAN	CC 73(49)	0(00) - 127(7F)	16	2
R3	TRACK 3 PAN	CC 74(4A)	0(00) - 127(7F)	16	2
R4	TRACK 4 PAN	CC 75(4B)	0(00) - 127(7F)	16	2
R5	TRACK 5 PAN	CC 76(4C)	0(00) - 127(7F)	16	2
R6	TRACK 6 PAN	CC 77(4D)	0(00) - 127(7F)	16	2
R7	TRACK 7 PAN	CC 78(4E)	0(00) - 127(7F)	16	2
R8	TRACK 8 PAN	CC 79(4F)	0(00) - 127(7F)	16	2
S1	TRACK 1 FADER	CC 64(40)	0(00) - 127(7F)	16	2
S2	TRACK 2 FADER	CC 65(41)	0(00) - 127(7F)	16	2
S3	TRACK 3 FADER	CC 66(42)	0(00) - 127(7F)	16	2
S4	TRACK 4 FADER	CC 67(43)	0(00) - 127(7F)	16	2
S5	TRACK 5 FADER	CC 68(44)	0(00) - 127(7F)	16	2
S6	TRACK 6 FADER	CC 69(45)	0(00) - 127(7F)	16	2
S7	TRACK 7 FADER	CC 70(46)	0(00) - 127(7F)	16	2
S8	TRACK 8 FADER	CC 71(47)	0(00) - 127(7F)	16	2
B1	TRACK 1 MUTE	CC 40(28)	0(00) / 127(7F)	16	2
B2	TRACK 2 MUTE	CC 41(29)	0(00) / 127(7F)	16	2
B3	TRACK 3 MUTE	CC 42(2A)	0(00) / 127(7F)	16	2
B4	TRACK 4 MUTE	CC 43(2B)	0(00) / 127(7F)	16	2
B5	TRACK 5 MUTE	CC 44(2C)	0(00) / 127(7F)	16	2
B6	TRACK 6 MUTE	CC 45(2D)	0(00) / 127(7F)	16	2
L1	<<	CC 19(13)	0(00) / 127(7F)	16	2
L2	■ Stop	CC 21(15)	0(00) / 127(7F)	16	2
L3	> Play	CC 22(16)	0(00) / 127(7F)	16	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

MCR-8 MODE 4(Cubase 5/SX) - C (MEMORY: 7)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	TRACK 9 PAN	CC 56(38)	0(00) - 127(7F)	16	2
R2	TRACK 10 PAN	CC 57(39)	0(00) - 127(7F)	16	2
R3	TRACK 11 PAN	CC 58(3A)	0(00) - 127(7F)	16	2
R4	TRACK 12 PAN	CC 59(3B)	0(00) - 127(7F)	16	2
R5	TRACK 13 PAN	CC 60(3C)	0(00) - 127(7F)	16	2
R6	TRACK 14 PAN	CC 61(3D)	0(00) - 127(7F)	16	2
R7	TRACK 15 PAN	CC 62(3E)	0(00) - 127(7F)	16	2
R8	TRACK 16 PAN	CC 63(3F)	0(00) - 127(7F)	16	2
S1	TRACK 9 FADER	CC 48(30)	0(00) - 127(7F)	16	2
S2	TRACK 10 FADER	CC 49(31)	0(00) - 127(7F)	16	2
S3	TRACK 11 FADER	CC 50(32)	0(00) - 127(7F)	16	2
S4	TRACK 12 FADER	CC 51(33)	0(00) - 127(7F)	16	2
S5	TRACK 13 FADER	CC 52(34)	0(00) - 127(7F)	16	2
S6	TRACK 14 FADER	CC 53(35)	0(00) - 127(7F)	16	2
S7	TRACK 15 FADER	CC 54(36)	0(00) - 127(7F)	16	2
S8	TRACK 16 FADER	CC 55(37)	0(00) - 127(7F)	16	2
B1	TRACK 9 SOLO	CC 32(20)	0(00) / 127(7F)	16	2
B2	TRACK 10 SOLO	CC 33(21)	0(00) / 127(7F)	16	2
B3	TRACK 11 SOLO	CC 34(22)	0(00) / 127(7F)	16	2
B4	TRACK 12 SOLO	CC 35(23)	0(00) / 127(7F)	16	2
B5	TRACK 13 SOLO	CC 36(24)	0(00) / 127(7F)	16	2
B6	TRACK 14 SOLO	CC 37(25)	0(00) / 127(7F)	16	2
L1	<<	CC 20(14)	0(00) / 127(7F)	16	2
L2	■ Stop	CC 21(15)	0(00) / 127(7F)	16	2
L3	Rec	CC 23(17)	0(00) / 127(7F)	16	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

MCR-8 MODE 4(Cubase 5/SX) - D (MEMORY: 8)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	TRACK 9 PAN	CC 56(38)	0(00) - 127(7F)	16	2
R2	TRACK 10 PAN	CC 57(39)	0(00) - 127(7F)	16	2
R3	TRACK 11 PAN	CC 58(3A)	0(00) - 127(7F)	16	2
R4	TRACK 12 PAN	CC 59(3B)	0(00) - 127(7F)	16	2
R5	TRACK 13 PAN	CC 60(3C)	0(00) - 127(7F)	16	2
R6	TRACK 14 PAN	CC 61(3D)	0(00) - 127(7F)	16	2
R7	TRACK 15 PAN	CC 62(3E)	0(00) - 127(7F)	16	2
R8	TRACK 16 PAN	CC 63(3F)	0(00) - 127(7F)	16	2
S1	TRACK 9 FADER	CC 48(30)	0(00) - 127(7F)	16	2
S2	TRACK 10 FADER	CC 49(31)	0(00) - 127(7F)	16	2
S3	TRACK 11 FADER	CC 50(32)	0(00) - 127(7F)	16	2
S4	TRACK 12 FADER	CC 51(33)	0(00) - 127(7F)	16	2
S5	TRACK 13 FADER	CC 52(34)	0(00) - 127(7F)	16	2
S6	TRACK 14 FADER	CC 53(35)	0(00) - 127(7F)	16	2
S7	TRACK 15 FADER	CC 54(36)	0(00) - 127(7F)	16	2
S8	TRACK 16 FADER	CC 55(37)	0(00) - 127(7F)	16	2
B1	TRACK 9 MUTE	CC 88(58)	0(00) / 127(7F)	16	2
B2	TRACK 10 MUTE	CC 89(59)	0(00) / 127(7F)	16	2
B3	TRACK 11 MUTE	CC 90(5A)	0(00) / 127(7F)	16	2
B4	TRACK 12 MUTE	CC 91(5B)	0(00) / 127(7F)	16	2
B5	TRACK 13 MUTE	CC 92(5C)	0(00) / 127(7F)	16	2
B6	TRACK 14 MUTE	CC 93(5D)	0(00) / 127(7F)	16	2
L1	<<	CC 20(14)	0(00) / 127(7F)	16	2
L2	■ Stop	CC 21(15)	0(00) / 127(7F)	16	2
L3	Rec	CC 23(17)	0(00) / 127(7F)	16	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

■ H-COMPATIBLE (ProTools LE, Digital Performer) SET (MEMORY: 9)

When using this memory set, turn the PCR-30/50/80's OMNI (p. 69) setting OFF, and turn the H-ACTIVITY (p. 74) setting ON.

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	ROTARY ENCODER 1	B0 40 dd	DEC(01) / INC(41)	-	2
R2	ROTARY ENCODER 2	B0 41 dd	DEC(01) / INC(41)	-	2
R3	ROTARY ENCODER 3	B0 42 dd	DEC(01) / INC(41)	-	2
R4	ROTARY ENCODER 4	B0 43 dd	DEC(01) / INC(41)	-	2
R5	ROTARY ENCODER 5	B0 44 dd	DEC(01) / INC(41)	-	2
R6	ROTARY ENCODER 6	B0 45 dd	DEC(01) / INC(41)	-	2
R7	ROTARY ENCODER 7	B0 46 dd	DEC(01) / INC(41)	-	2
R8	ROTARY ENCODER 8	B0 47 dd	DEC(01) / INC(41)	-	2
S1	FADER 1	B0 0F 00 B0 2F 40 B0 00 dd B0 20 00 B0 0F 00 B0 2F 00	0(00) - 127(7F)	-	2
S2	FADER 2	B0 0F 01 B0 2F 40 B0 01 dd B0 21 00 B0 0F 01 B0 2F 00	0(00) - 127(7F)	-	2
S3	FADER 3	B0 0F 02 B0 2F 40 B0 02 dd B0 22 00 B0 0F 02 B0 2F 00	0(00) - 127(7F)	-	2
S4	FADER 4	B0 0F 03 B0 2F 40 B0 03 dd B0 23 00 B0 0F 03 B0 2F 00	0(00) - 127(7F)	-	2
S5	FADER 5	B0 0F 04 B0 2F 40 B0 04 dd B0 24 00 B0 0F 04 B0 2F 00	0(00) - 127(7F)	-	2
S6	FADER 6	B0 0F 05 B0 2F 40 B0 05 dd B0 25 00 B0 0F 05 B0 2F 00	0(00) - 127(7F)	-	2
S7	FADER 7	B0 0F 06 B0 2F 40 B0 06 dd B0 26 00 B0 0F 06 B0 2F 00	0(00) - 127(7F)	-	2
S8	FADER 8	B0 0F 07 B0 2F 40 B0 07 dd B0 27 00 B0 0F 07 B0 2F 00	0(00) - 127(7F)	-	2
B1	MUTE 1	B0 0F 00 B0 2F dd	ON(42) / OFF(02)	-	2
B2	SOLO 1	B0 0F 00 B0 2F dd	ON(43) / OFF(03)	-	2
B3	REC 1	B0 0F 00 B0 2F dd	ON(47) / OFF(07)	-	2
B4	WRITE 1	B0 0F 00 B0 2F dd	ON(44) / OFF(04)	-	2
B5	TRACK <	B0 0F 0A B0 2F dd	ON(40) / OFF(00)	-	2
B6	TRACK >	B0 0F 0A B0 2F dd	ON(42) / OFF(02)	-	2
L1	REWIND	B0 0F 0E B0 2F dd	ON(41) / OFF(01)	-	2
L2	STOP	B0 0F 0E B0 2F dd	ON(43) / OFF(03)	-	2
L3	PLAY	B0 0F 0E B0 2F dd	ON(44) / OFF(04)	-	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

■ GS SET

When using this memory set, you will find it convenient to turn the PCR-30/50/80's OMNI (p. 69) setting ON.

GS-A (MEMORY: A)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	REVERB MACRO	F0 41 10 42 12 40 01 30 dd SUM F7	0(00) - 7(07)	-	1
R2	REVERB CHARACTER	F0 41 10 42 12 40 01 31 dd SUM F7	0(00) - 7(07)	-	1
R3	REVERB PRE-LPF	F0 41 10 42 12 40 01 32 dd SUM F7	0(00) - 7(07)	-	1
R4	REVERB TIME	F0 41 10 42 12 40 01 34 dd SUM F7	0(00) - 127(7F)	-	1
R5	REVERB PREDELAY TIME	F0 41 10 42 12 40 01 37 dd SUM F7	0(00) - 127(7F)	-	1
R6	REVERB DELAY FEEDBACK	F0 41 10 42 12 40 01 35 dd SUM F7	0(00) - 127(7F)	-	1
R7	REVERB LEVEL	F0 41 10 42 12 40 01 33 dd SUM F7	0(00) - 127(7F)	-	1
R8	PART PANPOT	F0 41 10 42 12 40 1x 1C dd SUM F7	1(01) - 127(7F)	BLOCK	1
S1	VIBRATO RATE	F0 41 10 42 12 40 1x 30 dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S2	VIBRATO DEPTH	F0 41 10 42 12 40 1x 31 dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S3	VIBRATO DELAY	F0 41 10 42 12 40 1x 37 dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S4	TVF&TVA ENV.ATTACK	F0 41 10 42 12 40 1x 34 dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S5	TVF&TVA ENV.DECAY	F0 41 10 42 12 40 1x 35 dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S6	TVF&TVA ENV.RELEASE	F0 41 10 42 12 40 1x 36 dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S7	REVERB SEND LEVEL	F0 41 10 42 12 40 1x 22 dd SUM F7	0(00) - 127(7F)	BLOCK	1
S8	PART LEVEL	F0 41 10 42 12 40 1x 19 dd SUM F7	0(00) - 127(7F)	BLOCK	1
B1	PROGRAM CHANGE DEC	PROGRAM CHANGE	min:1 (00)	-	-
B2	PROGRAM CHANGE INC	PROGRAM CHANGE	max:128 (7F)	-	-
B3	NRPN ON/OFF	F0 41 10 42 12 40 1x 0A dd SUM F7	OFF(00) / ON(01)	BLOCK	1
B4	RANDOM PAN	F0 41 10 42 12 40 1x 1C 00 SUM F7	-	BLOCK	1
B5	MODE POLY/MONO	F0 41 10 42 12 40 1x 13 dd SUM F7	MONO(00) / POLY(01)	BLOCK	1
B6	GS RESET	F0 41 10 42 12 40 00 7F 00 41 F7	-	-	1
L1	STOP	FC	-	-	2
L2	START	FA	-	-	2
L3	CONTINUE	FB	-	-	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

GS-B (MEMORY: B)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	CHORUS MACRO	F0 41 10 42 12 40 01 38 dd SUM F7	0(00) - 7(07)	-	1
R2	CHORUS PRE-LPF	F0 41 10 42 12 40 01 39 dd SUM F7	0(00) - 7(07)	-	1
R3	CHORUS DELAY	F0 41 10 42 12 40 01 3C dd SUM F7	0(00) - 127(7F)	-	1
R4	CHORUS RATE	F0 41 10 42 12 40 01 3D dd SUM F7	0(00) - 127(7F)	-	1
R5	CHORUS DEPTH	F0 41 10 42 12 40 01 3E dd SUM F7	0(00) - 127(7F)	-	1
R6	CHORUS FEEDBACK	F0 41 10 42 12 40 01 3B dd SUM F7	0(00) - 127(7F)	-	1
R7	CHORUS LEVEL	F0 41 10 42 12 40 01 3A dd SUM F7	0(00) - 127(7F)	-	1
R8	PART PANPOT	F0 41 10 42 12 40 1x 1C dd SUM F7	1(01) - 127(7F)	BLOCK	1
S1	CHORUS SEND LEVEL TO REVERB	F0 41 10 42 12 40 01 3F dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S2	CHORUS SEND LEVEL TO DELAY	F0 41 10 42 12 40 01 40 dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S3	TVF CUTOFF FREQ	F0 41 10 42 12 40 1x 32 dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S4	TVF RESONANCE	F0 41 10 42 12 40 1x 33 dd SUM F7	0(00) - 64(40) - 127(7F)	BLOCK	1
S5	MODULATION DEPTH	F0 41 10 42 12 40 2x 04 dd SUM F7	0(00) - 127(7F)	BLOCK	1
S6	BEND RANGE	F0 41 10 42 12 40 2x 10 dd SUM F7	64(40) - 88(58)	BLOCK	1
S7	CHORUS SEND LEVEL	F0 41 10 42 12 40 1x 21 dd SUM F7	0(00) - 127(7F)	BLOCK	1
S8	PART LEVEL	F0 41 10 42 12 40 1x 19 dd SUM F7	0(00) - 127(7F)	BLOCK	1
B1	PROGRAM CHANGE DEC	PROGRAM CHANGE	min:1 (00)	-	-
B2	PROGRAM CHANGE INC	PROGRAM CHANGE	max:128 (7F)	-	-
B3	NRPN ON/OFF	F0 41 10 42 12 40 1x 0A dd SUM F7	OFF(00) / ON(01)	BLOCK	1
B4	RANDOM PAN	F0 41 10 42 12 40 1x 1C 00 SUM F7	-	BLOCK	1
B5	MODE POLY/MONO	F0 41 10 42 12 40 1x 13 dd SUM F7	MONO(00) / POLY(01)	BLOCK	1
B6	GS RESET	F0 41 10 42 12 40 00 7F 00 41 F7	-	-	1
L1	STOP	FC	-	-	2
L2	START	FA	-	-	2
L3	CONTINUE	FB	-	-	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

GS-C (MEMORY: C)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	DELAY MACRO	F0 41 10 42 12 40 01 50 dd SUM F7	0(00) - 9(09)	-	1
R2	DELAY PRE-LPF	F0 41 10 42 12 40 01 51 dd SUM F7	0(00) - 7(07)	-	1
R3	DELAY TIME RATIO LEFT	F0 41 10 42 12 40 01 53 dd SUM F7	1(01) - 120(78)	-	1
R4	DELAY TIME CENTER	F0 41 10 42 12 40 01 52 dd SUM F7	1(01) - 115(73)	-	1
R5	DELAY TIME RATIO RIGHT	F0 41 10 42 12 40 01 54 dd SUM F7	1(01) - 120(78)	-	1
R6	DELAY FEEDBACK	F0 41 10 42 12 40 01 59 dd SUM F7	0(00) - 64(40) - 127(7F)	-	1
R7	DELAY LEVEL	F0 41 10 42 12 40 01 58 dd SUM F7	0(00) - 127(7F)	-	1
R8	PART PANPOT	F0 41 10 42 12 40 1x 1C dd SUM F7	1(01) - 127(7F)	BLOCK	1
S1	DELAY SEND LEVEL TO REVERB	F0 41 10 42 12 40 01 5A dd SUM F7	0(00) - 127(7F)	-	1
S2	DELAY LEVEL LEFT	F0 41 10 42 12 40 01 56 dd SUM F7	0(00) - 127(7F)	-	1
S3	DELAY LEVEL CENTER	F0 41 10 42 12 40 01 55 dd SUM F7	0(00) - 127(7F)	-	1
S4	DELAY LEVEL RIGHT	F0 41 10 42 12 40 01 57 dd SUM F7	0(00) - 127(7F)	-	1
S5	EQ LOW GAIN	F0 41 10 42 12 40 02 01 dd SUM F7	22(34) - 64(40) - 76(4C)	-	1
S6	EQ HIGH GAIN	F0 41 10 42 12 40 02 03 dd SUM F7	22(34) - 64(40) - 76(4C)	-	1
S7	DELAY SEND LEVEL	F0 41 10 42 12 40 1x 2C dd SUM F7	0(00) - 127(7F)	BLOCK	1
S8	PART LEVEL	F0 41 10 42 12 40 1x 19 dd SUM F7	0(00) - 127(7F)	BLOCK	1
B1	EQ ON / OFF	F0 41 10 42 12 40 4x 20 dd SUM F7	OFF(00) / ON(01)	BLOCK	1
B2	EQ LOW FREQ (200Hz/400Hz)	F0 41 10 42 12 40 02 00 dd SUM F7	200Hz(00) / 400Hz(01)	-	1
B3	EQ HIGH FREQ (3kHz/6kHz)	F0 41 10 42 12 40 02 02 dd SUM F7	3kHz(00) / 6kHz(01)	-	1
B4	RANDOM PAN	F0 41 10 42 12 40 1x 1C 00 SUM F7	-	BLOCK	1
B5	MODE POLY/MONO	F0 41 10 42 12 40 1x 13 dd SUM F7	MONO(00) / POLY(01)	BLOCK	1
B6	GS RESET	F0 41 10 42 12 40 00 7F 00 41 F7	-	-	1
L1	STOP	FC	-	-	2
L2	START	FA	-	-	2
L3	CONTINUE	FB	-	-	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

■ XG SET

When using this memory set, you will find it convenient to turn the PCR-30/50/80's OMNI (p. 69) setting ON.

XG-A (MEMORY: D)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	BEND PITCH CONTROL	F0 43 10 4C 08 0ch 23 dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R2	BEND FILTER CONTROL	F0 43 10 4C 08 0ch 24 dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R3	BEND AMPLITUDE CONTROL	F0 43 10 4C 08 0ch 25 dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R4	PITCH EG INITIAL LEVEL	F0 43 10 4C 08 0ch 69 dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R5	PITCH EG ATTACK TIME	F0 43 10 4C 08 0ch 6A dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R6	PITCH EG RELEASE LEVEL	F0 43 10 4C 08 0ch 6B dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R7	PITCH EG RELEASE TIME	F0 43 10 4C 08 0ch 6C dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R8	PAN	F0 43 10 4C 08 0ch 0E dd F7	1(01) - 64(40) - 127(7F)	CURRENT CH	1
S1	BEND LFO PMOD DEPTH	F0 43 10 4C 08 0ch 26 dd F7	0(00) - 127(7F)	CURRENT CH	1
S2	BEND LFO FMOD DEPTH	F0 43 10 4C 08 0ch 27 dd F7	0(00) - 127(7F)	CURRENT CH	1
S3	BEND LFO AMOD DEPTH	F0 43 10 4C 08 0ch 28 dd F7	0(00) - 127(7F)	CURRENT CH	1
S4	REVERB SEND	F0 43 10 4C 08 0ch 13 dd F7	0(00) - 127(7F)	CURRENT CH	1
S5	CHORUS SEND	F0 43 10 4C 08 0ch 12 dd F7	0(00) - 127(7F)	CURRENT CH	1
S6	VARIATION SEND	F0 43 10 4C 08 0ch 14 dd F7	0(00) - 127(7F)	CURRENT CH	1
S7	DRY LEVEL	F0 43 10 4C 08 0ch 11 dd F7	0(00) - 127(7F)	CURRENT CH	1
S8	VOLUME	F0 43 10 4C 08 0ch 0B dd F7	0(00) - 127(7F)	CURRENT CH	1
B1	PROGRAM CHANGE DEC	PROGRAM CHANGE	min:1 (00)	-	-
B2	PROGRAM CHANGE INC	PROGRAM CHANGE	max:128 (7F)	-	-
B3	PART MODE NORMAL/DRUM	F0 43 10 4C 08 0ch 07 dd F7	OFF(00) / ON(01)	CURRENT CH	1
B4	RANDOM PAN	F0 43 10 4C 08 0ch 0E 00 F7	-	CURRENT CH	1
B5	MONO/POLY MODE	F0 43 10 4C 08 0ch 05 dd F7	MONO(00) / POLY(01)	CURRENT CH	1
B6	XG SYSTEM ON	F0 43 10 4C 00 00 7E 00 F7	-	-	1
L1	STOP	FC	-	-	2
L2	START	FA	-	-	2
L3	CONTINUE	FB	-	-	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

XG-B (MEMORY: E)

	Parameter	Message (Hex.)	Range (Hex.)	Ch.	Port
R1	MW PITCH CONTROL	F0 43 10 4C 08 0ch 1D dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R2	MW FILTER CONTROL	F0 43 10 4C 08 0ch 1E dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R3	MW AMPLITUDE CONTROL	F0 43 10 4C 08 0ch 1F dd F7	0(00) - 64(40) - 127(7F)	CURRENT CH	1
R4	REVERB PAN	F0 43 10 4C 02 01 0D dd F7	0(00) - 64(40) - 127(7F)	-	1
R5	CHORUS PAN	F0 43 10 4C 02 01 2D dd F7	0(00) - 64(40) - 127(7F)	-	1
R6	VARIATION PAN	F0 43 10 4C 02 01 57 dd F7	0(00) - 64(40) - 127(7F)	-	1
R7	SEND VARIATION TO REVERB	F0 43 10 4C 02 01 58 dd F7	0(00) - 127(7F)	-	1
R8	SEND VARIATION TO CHORUS	F0 43 10 4C 02 01 59 dd F7	0(00) - 127(7F)	-	1
S1	MW LFO PMOD DEPTH	F0 43 10 4C 08 0ch 20 dd F7	0(00) - 127(7F)	CURRENT CH	1
S2	MW LFO FMOD DEPTH	F0 43 10 4C 08 0ch 21 dd F7	0(00) - 127(7F)	CURRENT CH	1
S3	MW LFO AMOD DEPTH	F0 43 10 4C 08 0ch 22 dd F7	0(00) - 127(7F)	CURRENT CH	1
S4	REVERB RETURN	F0 43 10 4C 02 01 0C dd F7	0(00) - 127(7F)	-	1
S5	CHORUS RETURN	F0 43 10 4C 02 01 2C dd F7	0(00) - 127(7F)	-	1
S6	VARIATION RETURN	F0 43 10 4C 02 01 56 dd F7	0(00) - 127(7F)	-	1
S7	SEND CHORUS TO REVERB	F0 43 10 4C 02 01 2E dd F7	0(00) - 127(7F)	-	1
S8	VOLUME	F0 43 10 4C 08 0ch 0B dd F7	0(00) - 127(7F)	CURRENT CH	1
B1	PROGRAM CHANGE DEC	PROGRAM CHANGE	min:1 (00)	-	-
B2	PROGRAM CHANGE INC	PROGRAM CHANGE	max:128 (7F)	-	-
B3	PART MODE NORMAL/DRUM	F0 43 10 4C 08 0ch 07 dd F7	OFF(00) / ON(01)	CURRENT CH	1
B4	RANDOM PAN	F0 43 10 4C 08 0ch 0E 00 F7	-	CURRENT CH	1
B5	MONO/POLY MODE	F0 43 10 4C 08 0ch 05 dd F7	MONO(00) / POLY(01)	CURRENT CH	1
B6	XG SYSTEM ON	F0 43 10 4C 00 00 7E 00 F7	-	-	1
L1	STOP	FC	-	-	2
L2	START	FA	-	-	2
L3	CONTINUE	FB	-	-	2
P1	HOLD	CC 64(40)	0(00) / 127(7F)	1	1
P2	EXPRESSION	CC 11(0B)	0(00) - 127(7F)	1	1

Troubleshooting



Problems common to Windows and Macintosh



Problems occurring only in Windows



Problems occurring only in Macintosh

Problems related to the USB driver



Cannot install the driver correctly

- **Is the CD-ROM correctly inserted into your CD-ROM drive?**
Installation is not possible unless the CD-ROM included with the PCR-30/50/80 is inserted in your CD-ROM drive. Make sure that the CD-ROM is correctly inserted into your CD-ROM drive.
- **Is the CD-ROM or the lens of the CD-ROM dirty?**
If the CD-ROM or the lens of the CD-ROM drive is dirty, the installer may not work correctly. Clean the disc and/or lens using a commercially-available CD cleaner or lens cleaner.
- **Are you installing the software from a networked CD-ROM drive?**
The software cannot be installed from a networked CD-ROM drive.
- **Is there sufficient free space on your hard disk?**
Delete unneeded files to increase the amount of free space. After deleting the unneeded files, empty the recycling bin.
- **Is the PCR-30/50/80 connected correctly?**
Make sure that the USB connector of your computer is connected to the PCR-30/50/80 by a USB cable.
- **Is the power of the PCR-30/50/80 turned on?**
- **The power switch of the PCR-30/50/80 may have been set to the USB position.**
Make sure that the power switch of the PCR-30/50/80 is set to the DC position. Do not use bus power while installing the driver. Check this, and if you are using Windows, close the **Sound and Multimedia Properties** dialog box (**Sounds and Audio Devices Properties** in Windows XP, and **Multimedia Properties** in Windows 98), re-open the same dialog box once again, and specify the MIDI input/output destinations.



- Using the procedure for **“Deleting the driver”** (p. 93), delete the USB audio device driver installed in your computer, and then re-install the PCR-30/50/80 driver as described in **“Installation”** (p. 15). Also check whether there is any **“Other devices”** in **“Device Manager”** or **“Unknown device”** in **“Universal Serial Bus Controllers”**. If you find any, delete them.



- **Is OMS or FreeMIDI installed?**

The PCR-30/50/80 driver cannot be installed unless **OMS** or **FreeMIDI** are installed. Please install **OMS** or **FreeMIDI**. (→ “**Installation et configuration du pilote (Macintosh)**” (p. 27))



PCR-30/50/80 is not detected when making OMS or FreeMIDI settings

- **Is the PCR-30/50/80 detected?**

Turn the power of the PCR-30/50/80 off, then on again.

Reconnect the USB cable.

If other USB devices are connected, connect only the PCR-30/50/80.

It is possible that the Macintosh did not correctly detect and initialize the PCR-30/50/80. Leave the PCR-30/50/80's USB cable connected, and restart your Macintosh. If it is still not detected, shut down your Macintosh, and then restart it.

The PCR-30/50/80 will not be detected if it is connected to the USB connector on the Macintosh keyboard.

Please connect the PCR-30/50/80 to a USB connector on the Macintosh itself.



“Find new hardware wizard” does not execute automatically



The “Insert Disk” dialog box does not appear



“Find new hardware wizard” ends before the process is completed

- **It may take about 15 seconds (or more) after the USB cable is connected for the PCR-30/50/80 to be detected.**

- **Is the USB cable connected correctly?**

Make sure that the PCR-30/50/80 and your computer are correctly connected via a USB cable.

- **Is USB enabled on your computer?**

Refer to the operation manual for your computer, and make sure that USB is enabled.

- **It has been found that in some cases, not all of the Windows 98 files required to support audio via USB are installed when a computer is shipped.**

Please contact the manufacturer of your computer.

- **Does your computer meet the USB specifications?**

If you are using a computer that does not fulfill the electrical requirements of the USB specifications, operation may be unstable. In this case, you may be able to solve the problem by connecting a USB hub.

If the above actions do not solve the problem, it is possible that the PCR-30/50/80 has been incorrectly detected by the computer. Please reinstall the driver from the beginning of the procedure. (→ “**Installation**” (p. 15))



“Found unknown device” appears even though you installed the driver

If your computer or USB hub has two or more USB connectors, and you connect the PCR-30/50/80 to a USB connector to which the PCR-30/50/80 has never been connected before, the “**Unknown device**” dialog box may appear even on a computer onto which you have already installed the driver. Refer to “**Installation**” (p. 15), and install the driver once again. This is not a malfunction.

If the “Found unknown device” dialog box appears even though the PCR-30/50/80 is connected to the same USB connector as before, it is possible that the computer has detected the PCR-30/50/80 incorrectly. Please reinstall the driver from the beginning of the procedure. (→“**Installation**” (p. 15))



An “Unknown driver found” dialog box appears, and you are unable to install the driver



Device Manager shows “?”, “!”, or “USB Composite Device”



Driver is not installed correctly

It is possible that the computer has detected the PCR-30/50/80 incorrectly. Please reinstall the driver from the beginning of the procedure. (→“**Installation**” (p. 15))



Can’t install/delete/use the driver in Windows XP/2000

- **Did you log on to Windows as a user with administrative privileges?**
In order to install/delete/re-install the driver in Windows XP/2000, you must be logged into Windows as a user with administrative privileges, such as Administrator. For details, please contact the system administrator for your computer system.
- **Did you make “Driver Signing Options”?**
In order to install/re-install the driver, you must make “**Driver Signing Options**”.
(Windows XP → p. 16, Windows 2000 → p. 20)



Windows XP/2000 displays a “Hardware Installation” or “Digital Signature Not Found” dialog box

- **Did you make “Driver Signing Options”?**
In order to install/re-install the driver, you must make the settings described in “**Driver Signing Options**”.
(Windows XP → p. 16, Windows 2000 → p. 20)

Deleting the driver

If you were unable to install the driver according to the procedure given, the PCR-30/50/80 may not be recognized correctly by the computer. In this case, use the following procedure to delete the driver, and then follow the procedure in “**Installation**” (p. 15) to install the driver once again.

Windows users

Here's how to uninstall the dedicated driver.

1. Start up Windows with the PCR-30/50/80 disconnected.
Disconnect all USB cables other than a USB keyboard or USB mouse.
** If you are using Windows XP Professional/2000, log on as a user that has administrative privileges (e.g., Administrator).*
2. Insert the CD-ROM into the CD-ROM drive of your computer.
3. From the Windows **Start menu**, choose “**Run...**”.
In the **Run dialog** box, input the following into the **Open** field, and click [**OK**].

Windows XP/2000 users:

D:\DRIVER\USB_XP2K\Uninstal.EXE

Windows Me/98 users:

D:\DRIVER\USB_ME98\Uninstal.EXE

** The drive name D: may be different on your system. Use the drive name for your CD-ROM drive.*

4. Follow the on-screen instructions to uninstall the driver.

Macintosh users

1. Turn off the power of the PCR-30/50/80.
Also disconnect the USB cable (by which the PCR-30/50/80 is connected) from your Macintosh.
2. From the **system extensions** folder, drag “**USB PCR**” into the trash to delete it.
3. Delete **PCR** from the **OMS Folder** inside the **System folder**, or drag **PCR Driver** from the **FreeMIDI Folder** inside the **System folder** to the **trash**.
4. Restart the Macintosh.

MIDI implementation

1. Receive data

■ System exclusive messages

● Universal non-realtime system exclusive message

○ Identity request message

Status	Data byte	Status
F0H	7EH, dev, 06H, 01H	F7H

Byte	Explanation
F0H	Exclusive status
7EH	ID number (Universal non-realtime system exclusive message)
dev	Device ID (10 or 7FH (Broadcast))
06H	Sub ID #1 (PCR-30/50/80)
01H	Sub ID #1 (PCR-30/50/80)
F7H	EOX (End of Exclusive)

● Data transmission

The PCR-30/50/80 can use Bulk Dump (p. 97) to transfer its internal memory set data (p. 84).

○ Data Set 1 (DT1)

These messages transmit the actual data, and are used to transfer data settings to a device.

Status	Data byte	Status
F0H	41H, 10H, 00H, 62H, 12H, aaH, ddH, ...eeH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	ID number (Roland)
10H	Device ID (For the PCR-30/50/80, fixed at 10H)
00H	Model ID #1 (PCR-30/50/80)
62H	Model ID #1 (PCR-30/50/80)
12H	Command ID (RQ1)
aaH	Address
ddH	Data
:	
:	
:	
eeH	Data
sum	Checksum
F7H	EOX (End of Exclusive)

- * The amount of data that can be transmitted at once is fixed for each type of data. Data that does not have the specified starting address and data size will not be received. Refer to the explanation in 3. Bulk Dump (p. 97).
- * There must be an interval of at least 40 ms between each exclusive message that is sent.
- * Also, you must leave an interval of at least 500 ms after transmitting one set of bulk dump data.

2. Transmit data

■ Channel voice messages

In addition to the channel voice messages that can be transmitted in each mode, the PCR-30/50/80 lets you assign any channel voice message to any controller and transmit it.

● Note off

Status	2nd byte	3rd byte
9nH	kkH	00H

n = MIDI channel number: 0H – FH (Ch.1 – 16)
kk = note number: 00H – 7FH (0 – 127)

- * Transmitted when you release a key in Play mode.

● Note on

Status	2nd byte	3rd byte
9nH	kkH	vvH

n = MIDI channel number: 0H – FH (Ch.1 – 16)
kk = note number: 00H – 7FH (0 – 127)
vv = note on velocity: 01H – 7FH (1 – 127)

- * Transmitted when you push a key in Play mode.

● Polyphonic key pressure

Status	2nd byte	3rd byte
AnH	kkH	vvH

n = MIDI channel number: 0H – FH (Ch.1 – 16)
kk = note number: 00H – 7FH (0 – 127)
vv = key pressure: 00H – 7FH (0 – 127)

● Control change

Status	2nd byte	3rd byte
BnH	ccH	vvH

n = MIDI channel number: 0H – FH (Ch.1 – 16)
cc = controller number: 00H – 7FH
vv = control value: 00H – 7FH

○ Bank Select (Controller number 0, 32)

Status	2nd byte	3rd byte
BnH	00H	mmH
BnH	20H	llH

n = MIDI channel number: 0H – FH (Ch.1 – 16)
mm = Bank number MSB: 00H – 7FH
ll = Bank number LSB: 00H – 7FH

- * Transmitted in Bank mode.

○ Modulation (Controller number 1)

Status	2nd byte	3rd byte
BnH	01H	vvH

n = MIDI channel number: 0H – FH (Ch.1 – 16)
vv = Modulation depth: 00H – 7FH (0 – 127)

- * Transmitted by upward/downward operation of the BENDER lever in Play mode.

●Program change

Status	<u>2nd byte</u>
CnH	ppH

n = MIDI channel number: 0H – FH (Ch.1 – 16)
 pp = Program number: 00H – 7FH (prog. 1 – prog. 128)

* Transmitted in Program change mode.

●Channel pressure

Status	<u>2nd byte</u>
DnH	vvH

n = MIDI channel number: 0H – FH (Ch.1 – 16)
 vv = Channel pressure: 00H – 7FH (0 – 127)

●Pitch bend change

Status	<u>2nd byte</u>	<u>3rd byte</u>
EnH	llH	mmH

n = MIDI channel number: 0H – FH (Ch.1 – 16)
 mm, ll = Pitch Bend value: 00 00H – 40 00H – 7FH 7FH
 (-8192 – 0 – +8191)

* Transmitted by rightward/leftward operation of the BENDER lever in Play mode.

■ Channel mode messages

In addition to the channel mode messages that can be transmitted in Panic mode, the PCR-30/50/80 lets you assign any channel voice message to any controller and transmit it.

●Channel mode messages

Status	<u>2nd byte</u>	<u>3rd byte</u>
BnH	ccH	vvH

n = MIDI channel number: 0H – FH (Ch.1 – 16)
 cc = controller number: 78H – 7FH
 vv = control value: 00H – 7FH

○All sounds off (Controller number 120)

Status	<u>2nd byte</u>	<u>3rd byte</u>
BnH	78H	00H

n = MIDI channel number: 0H – FH (Ch.1 – 16)

* Transmitted in Panic mode.

○Reset all controllers (Controller number 121)

Status	<u>2nd byte</u>	<u>3rd byte</u>
BnH	79H	00H

n = MIDI channel number: 0H – FH (Ch.1 – 16)

* Transmitted in Panic mode.

○All notes off (Controller number 123)

Status	<u>2nd byte</u>	<u>3rd byte</u>
BnH	7BH	00H

n = MIDI channel number: 0H – FH (Ch.1 – 16)

* Transmitted in Panic mode.

■ System common message

On the PCR-30/50/80 you can assign the following system common messages to any controller and transmit them.

●MTC quarter frame

Status	<u>2nd byte</u>
F1H	mmH

mm = Message type / value

●Song position pointer

Status	<u>2nd byte</u>	<u>3rd byte</u>
F2H	mmH	llH

mm, ll = Song position: 00 00H - 7F 7FH (0-16383)

●Song select

Status	<u>2nd byte</u>
F3H	mmH

mm = Song number: 00 00H - 7F 7FH (0-16383)

●Tune request

Status
F6H

■ System realtime message

In addition to the Active Sensing messages that are transmitted constantly, the PCR-30/50/80 allows you to assign the following system realtime messages (other than Active Sensing) to any controller and transmit them.

●Start

Status
F8H

* Transmitted if the System setting F8 CLOCK is ON.

●Start

Status
FAH

●Continue

Status
FBH

●Stop

Status
FCH

●Active sensing

Status
FEH

* Transmitted at intervals of approximately 250 ms.

* Cannot be assigned to a controller.

●System reset

Status
FFH

■ System exclusive message

The PCR-30/50/80 is able to transmit the following exclusive messages: exclusive messages assigned to the controllers, Identity Reply, V-LINK messages, and Bulk Dump.

● Universal non-realtime system exclusive

○ Identity reply

This message will be transmitted when an Identity Request message is received.

Status	Data byte	Status
F0H	7EH,10H,06H,02H,41H,62H,01H, 00H,00H,00H,01H,00H,00H	F7H

Byte	Explanation
F0H	Exclusive status
7EH	ID number (Universal non-realtime message)
10H	Device ID (For the PCR-30/50/80, fixed at 10H)
06H	Sub ID #1 (General Information)
02H	Sub ID #1 (Identity Reply)
41H	ID number (Roland)
62H 01H	Device family code
00H 00H	Device family number code
00H 01H	Software revision level
00H 00H	:
F7H	EOX (End of Exclusive)

● V-LINK message

○ V-LINK ON

Transmitted when entering V-LINK mode.

Status	Data byte	Status
F0H	41H,10H,00H,51H,12H, 10H,00H,00H,01H,0FH,0FH,51H	F7H

Byte	Explanation
F0H	Exclusive status
41H	ID number (Roland)
10H	Device ID (For the PCR-30/50/80, fixed at 10H)
00H 51H	Model ID (V-LINK)
12H	Command ID (DT1)
10H 00H 00H	Address
01H	V-LINK ON
0FH	Clip Control Rx. MIDI Ch. (16ch)
0FH	Color Control Rx. MIDI Ch. (16ch)
51H	Checksum
F7H	EOX (End of Exclusive)

○ V-LINK OFF

Transmitted when exiting V-LINK mode.

Status	Data byte	Status
F0H	41H,10H,00H,51H,12H, 10H,00H,00H,00H,70H	F7H

Byte	Explanation
F0H	Exclusive status
41H	ID number (Roland)
10H	Device ID (For the PCR-30/50/80, fixed at 10H)
00H 51H	Model ID (V-LINK)
12H	Command ID (DT1)
10H 00H 00H	Address
00H	V-LINK OFF
51H	Checksum
F7H	EOX (End of Exclusive)

○ Sender Model Name

Transmitted when entering V-LINK mode.

Status	Data byte	Status
F0H	41H,10H,00H,51H,12H, 10H,71H,00H,45H,44H,49H,52H,4FH,4CH, 20H,50H,43H,52H,00H,3BH	F7H

Byte	Explanation
F0H	Exclusive status
41H	ID number (Roland)
10H	Device ID (For the PCR-30/50/80, fixed at 10H)
00H 51H	Model ID (V-LINK)
12H	Command ID (DT1)
aaH	Address
10H 71H 00H	Data
45H 44H 49H	Model name (EDIROL PCR)
52H 4FH 4CH	:
20H 50H 43H	:
52H 00H	:
3BH	Checksum
F7H	EOX (End of Exclusive)

● Data Set 1 DT1 (12H)

Transmitted when you execute Bulk TX in the Bulk mode.

Status	Data byte	Status
F0H	41H, 10H, 00H, 62H, 12H, aaH, ddH, ...eeH, sum	F7H

Byte	Explanation
F0H	Exclusive status
41H	ID number (Roland)
10H	Device ID
00H	Model ID #1 (PCR-30/50/80)
62H	Model ID #1 (PCR-30/50/80)
12H	Command ID (RQ1)
aaH	Address
ddH	Data
:	:
:	:
:	:
eeH	Data
sum	Checksum
F7H	EOX (End of Exclusive)

- * The amount of data that can be transmitted at once is fixed for each type of data. Data that does not have the specified starting address and data size will not be received. Refer to the explanation in 3. Bulk Dump.
- * There must be an interval of at least 40 ms between each exclusive message that is sent.
- * Also, you must leave an interval of at least 500 ms after transmitting one set of bulk dump data.

3. Bulk dump

Bulk dump allows a large amount of data to be transferred in a single operation. For example, this can be used to store all settings of a device into a computer or sequencer.

On the PCR-30/50/80, a bulk dump will be transmitted when you execute the Bulk mode operation BULK TX. The bulk dump is transmitted as several exclusive messages.

Address	Parameter	Packets
00H, 00H, 00H, 00H–00H, 00H, 1A, 7F	Current memory	27

- * You must leave an interval of at least 40 ms between each exclusive message.
- * In the case of ALL BULK, the contents of memories 1–F will be transmitted as the current memory, consecutively from memory 1 through memory F. After transmitting one set of bulk dump data, you must leave an interval of at least 500 ms.
- * Please be aware that if you modify the data dumped from the PCR-30/50/80 by changing the order in which the exclusive messages are transmitted, by inserting other messages between the system exclusive messages, or by speeding up the timing of the transmission, the data may not be set correctly when the PCR-30/50/80 receives it.

4. Supplementary material

●Decimal and Hexadecimal table

(An “H” is appended to the end of numbers in hexadecimal notation.)

In MIDI documentation, data values and addresses/sizes of Exclusive messages, etc. are expressed as hexadecimal values for each 7 bits.

The following table shows how these correspond to decimal numbers.

Dec.	Hex.	Dec.	Hex.	Dec.	Hex.	Dec.	Hex.
0	00H	32	20H	64	40H	96	60H
1	01H	33	21H	65	41H	97	61H
2	02H	34	22H	66	42H	98	62H
3	03H	35	23H	67	43H	99	63H
4	04H	36	24H	68	44H	100	64H
5	05H	37	25H	69	45H	101	65H
6	06H	38	26H	70	46H	102	66H
7	07H	39	27H	71	47H	103	67H
8	08H	40	28H	72	48H	104	68H
9	09H	41	29H	73	49H	105	69H
10	0AH	42	2AH	74	4AH	106	6AH
11	0BH	43	2BH	75	4BH	107	6BH
12	0CH	44	2CH	76	4CH	108	6CH
13	0DH	45	2DH	77	4DH	109	6DH
14	0EH	46	2EH	78	4EH	110	6EH
15	0FH	47	2FH	79	4FH	111	6FH
16	10H	48	30H	80	50H	112	70H
17	11H	49	31H	81	51H	113	71H
18	12H	50	32H	82	52H	114	72H
19	13H	51	33H	83	53H	115	73H
20	14H	52	34H	84	54H	116	74H
21	15H	53	35H	85	55H	117	75H
22	16H	54	36H	86	56H	118	76H
23	17H	55	37H	87	57H	119	77H
24	18H	56	38H	88	58H	120	78H
25	19H	57	39H	89	59H	121	79H
26	1AH	58	3AH	90	5AH	122	7AH
27	1BH	59	3BH	91	5BH	123	7BH
28	1CH	60	3CH	92	5CH	124	7CH
29	1DH	61	3DH	93	5DH	125	7DH
30	1EH	62	3EH	94	5EH	126	7EH
31	1FH	63	3FH	95	5FH	127	7FH

- * The decimal expression of the MIDI channel, program change, etc., is one greater than the decimal value shown in the table above.
- * The hexadecimal expression for each 7 bits allows a maximum of 128 steps (0–127) to be expressed by one byte of data. Multiple bytes are used if the data requires greater resolution than this. For example, a value expressed by two 7-bit bytes “aa” and “bbH” would be $aa \times 128 + bb$.
- * In the case of signed (+/-) data, 00H = -64, 40H = +/-0, and 7FH = +63; i.e., a value 64 less than the decimal value shown in the above table is used. In the case of a two-byte value, 00 00H = -8192, 40 00 = +/-0, and 7F 7F = +8191. For example, a value of “aa” and “bbH” would have a decimal expression of $aa \text{ bbH} - 40 \text{ 00H} = aa \times 128 + bb - 64 \times 128$.
- * In the case of data indicated as “use nibble data,” hexadecimal expression in 4-bit units is used. A nibble-expressed value of the two bytes 0a and 0bH would have a value of $a \times 16 + b$.

<Example1>

What is the decimal expression of 5AH?

From the preceding table, 5AH = 90.

<Example2>

What is the decimal expression of the 7-bit hexadecimal value 12 34H?

From the preceding table, 12H = 18, and 34H = 52.

Thus, this is $18 \times 128 + 52 = 2356$

<Example3>

What is the decimal expression of the nibble-expressed value 0A 03 09 0D?

From the preceding table, 0AH = 10, 03H = 3, 09H = 9, and 0DH = 13.

Thus, this is $((10 \times 16 + 3) \times 16 + 9) \times 16 + 13 = 41885$

<Example4> What is the nibble-expressed value of decimal 1258?

$1258 \div 16 = 78$ (quotient) ... 10 (remainder)

$78 \div 16 = 4$ (quotient) ... 14 (remainder)

$4 \div 16 = 0$ (quotient) ... 4 (remainder)

From the preceding table, 0 = 00H, 4 = 04H, 14 = 0EH, 10 = 0AH.

Thus, the nibble-expressed value is 00 04 0E 0AH

●Example of an actual MIDI message

<Example1> CE 04

CnH is the Program Change status. “n” is the MIDI channel number. EH = 14, and 04H = 04. Thus, this is a program change message on MIDI channel 15, for program number 05.

●Checksum calculation

In order to verify that the message was received correctly, Roland exclusive messages (RQ1, DT1) add a checksum following the end of the data (before the 7F). The checksum value is determined by the address and data (or size) of the exclusive message that is transmitted.

○Calculating the checksum

(“H” has been added following hexadecimal values)

The checksum is a value that results in a lower 7 bits of 0 when the address, size, and checksum itself are added together.

Specifically, the calculation will be as follows when the exclusive message you want to transmit has an address of aa bb cCH and data or size of dd ee fFH.

$$\begin{aligned}
 aa + bb + cc + dd + ee + ff &= \text{total} \\
 \text{total} \div 128 &= \text{quotient} \dots \text{remainder} \\
 128 - \text{remainder} &= \text{checksum}
 \end{aligned}$$

- * However, as an exception, the checksum for a remainder of 0 is not 80H but rather 00H.

MIDI KEYBOARD CONTROLLER

Date : Nov. 1, 2002

Model PCR-30/50

MIDI Implementation Chart

Version : 1.00

Function...	Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1 1-16	X X
Mode	Default Messages Altered	Mode 3 OMNI ON/OFF, MONO, POLY *****	X X X
Note Number :	True Voice	0-127 *****	X X
Velocity	Note On Note Off	O (9n v=1-127) O (9n v=0)	X X
After Touch	Key's Channel's	O O	X X
Pitch Bend		O	X
Control Change	0-119	O	X
Program Change	: True Number	O (0-127) *****	X X
System Exclusive		O	O
System Common	: Song Position : Song Select : Tune Request	O O (0-127) O	X X X
System Real Time	: Clock : Commands	O O	X X
Aux Messages	: All Sound Off : Reset All Controllers : Local On/Off : All Notes Off : Active Sensing : System Reset	O *1 (120) O *1 (121) O O *1 (123) O O	X X X X X X
Notes	* 1 When PANIC is transmitted.		

Mode 1 : OMNI ON, POLY
Mode 3 : OMNI OFF, POLYMode 2 : OMNI ON, MONO
Mode 4 : OMNI OFF, MONOO : Yes
X : No

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