

# MV Kit Creator™



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# MV Kit Creator™

## Introduction

**MV Kit Creator™** is a Mac and Windows application that creates and edits MV-8000/8800 kits (Instruments), and manages your sounds and samples easily and effortlessly.

There are 3 versions: Pro, LE, and Free.

**MV Kit Creator Pro** contains all the features described in this document. **MV Kit Creator LE** sports many of the Pro features but imposes several limitations, such as composing instruments and MV0 export, You can view the other features but you can't take advantage of them. **MV Kit Creator Free** is purely for demonstration and cannot save anything.

This document assumes the Pro version in it's writing. **MV Kit Creator Pro** and **MV Kit Creator LE** can be purchased at [SamplerZone.com](http://SamplerZone.com).

Features include:

- \* Create custom MV-8000 Series Patches (.mv0 files)
- \* Create new Patches or modify existing ones
- \* Easy-to-use drag-drop "Virtual MV" interface. Allows dropping any sample on a pad, from the desktop/hard drive or included Sound Database
- \* Can operate independently of the actual MV-8000/8800
- \* Real-time auditioning with included audio streaming playback engine
- \* Waveform display and Zone/Partial display
- \* Includes powerful integrated Sound Database with user-defined categories, keywords, and infinite grouping
- \* Edit all .mv0 file Patch, Partial and Sample parameters
- \* Full control of naming objects (samples, partials)
- \* Powerful Functions and Macros allow mapping samples with grace and ease
- \* Playable via onscreen Pads or via MIDI
- \* Free version available; can create kits only with samples
- \* Macintosh and Windows compatible



# Basic Concepts

The fundamental goals of the **MV Kit Creator** are:

- \* Create custom drum kits, loops, and chromatic instruments for the MV-8000/8800
- \* Maintain an organized database structure of percussive and chromatic sounds
- \* Allow a more organized way of viewing MV-8000/8800 Instruments
- \* Allow offline methods to handle and audition .mv0 files
- \* Reduce the natural duplication of MV-8000/8800 samples due to the monolithic format

In this document, "MV-8000" will refer to both the Roland MV-8000 and the MV-8800. .mv0 files used on both instruments are the same.

The term "right-click" is used for both control clicking on the Mac and right clicking on both the Mac and Windows.

Also, most of the screenshots in this document are from the Mac - the Windows versions look very similar so this shouldn't be an inconvenience.

Lastly, for brevity, the acronym MVKC will be used for MV Kit Creator.



## Projects

When you start up MVKC, you are always building a Project. (Don't confuse this with an MV-8000 Project, which is a song and instrument setup on the MV itself.)

A Project is simply the equivalent of a MV-8000 Instrument, only it can access any WAVE or AIFF file on your computer, or any sample inside a .mv0 file.

Projects can be saved on your disk as small files, since they reference external samples.

Important Concept: you are NEVER working with a .mv0 file in MVKC. When you load a .mv0 file, you are loading it into a Project. Although a Project is mostly the equivalent of a .mv0 file, it is a Project and NOT a .mv0 file. When you click the menu File-Save, you are saving a MVKC Project (.mv8project).

What does this mean? It means that when you use MVKC, feel comfortable working with Projects. When you want to output to .mv0, select Export to .mv0 under File.

Each Project has a name, which is printed in main screen at the top of the interface. You can rename it using Tools-Rename Project or right-click on the Project name itself.

For more information on Projects, go to the Project chapter in this document.

## Building Instruments

The purpose of a Project is to build an Instrument (that is, an .mv0 file) to use in your MV-8000. You use the Pads on the Main Interface to arrange samples in the fashion you want



them to appear.

You can import samples using a variety of methods - dragging samples from outside or inside your application, using the database, using right-click menus, or importing an entire .mv0 file. The Sound Database in particular is well integrated into MVKC and offers an excellent way to organize and build your Instruments.

For more information on importing samples to build Instruments, go to the Importing Samples To Pads chapter in this document. For more information on the Sound Database, go to the Sound Database Editor chapter in this document.

### **Playing Back Projects/Instruments**

MVKC comes with an integrated multisample streaming playback engine. "Streaming" means that it does not rely wholly on loading samples into memory like the MV-8000 does, but plays the sample back from the disk as needed. This is very handy as it reduces load time to nothing, and you are more able to build and work with instruments without the engine trying to "keep up".

This is the first generation fo the streaming engne, and as a result simply plays back the samples and reproduces the tuning, looping, level, and plaback attributes. Realtime parameters such as Envelopes, LFO's, Filtering, and simlar partial parameters will not be reflected when playing the pads via MIDI or by clicking on the Pads. The streaming playback engine has not been developed to that point yet, although we are working toward it and will be implemented in later versions of this software.

For more information on Playback, go to the Playback/Auditioning chapter in this document.

### **Editing Partial and Patch Parameters**

The MV-8000 has a full complement of parameters that affect your sounds, and the MVKC is fully able to edit these parameters. For more information on editing Partial, Patches, and other parameters, go to the Partial/Patch Editor in this document.

### **Saving MV-8000 .mv0 Files for use in the MV-8000**

When you are all done and happy with your Project, it should be time to export it to a .mv0 file to use in your MV-8000. Use File-Export to .mv0 to create a new .mv0 file from your Project.

# Main Interface

Look familiar? Looks like your MV-8000? It is one!

Getting some caveats over with, this type of interface is nice to look at but is generally inefficient because of large amounts of space unused and buttons we do not use. But, it is what it is and it's nice to look at.

The Main Screen is at the top of the screen. This includes the Zones and several important parameters. You can drop samples on each Zone and right-clicking and clicking each Zone exposes various functions. Solo and Mute labels allow you to solo and mute specific Zones. Indicators are to the far left that show you when the Zone is played via the Pad or via MIDI.



The Function Buttons reside below this, allowing access to 5 common windows (Pad Contents, Partial/Patch Editor, 2 Sound Database views, and Preferences) to appear.

8 Sliders appear below this. They do... nothing. But they slide and you can have fun with them on days when you have nothing else better to do. Maybe one day we'll hook them up to... something.

Below this to the left are the Pads, separated into 6 Pad Banks. You can switch the Pad Banks by selecting the proper button on the left.

Clicking on the Pads plays whatever is programmed into them. Right-clicking on a Pad exposes several pertinent functions.

To the right of the Pads is the Graphical Wave Viewer. This shows the current sample being played, or if none are played, it just shows the screen contents as they exist on the MV-8000 itself. Since it is understood that you can play several samples at once in MVKC, this simply shows the last one in the chain that was played. If you are playing MVKC via MIDI, you might consider turning this viewer off in Preferences.

## Main Screen



The Main Screen shows the current Project Name, what Pad is currentlyll selected and showing, and the contents of each Zone.

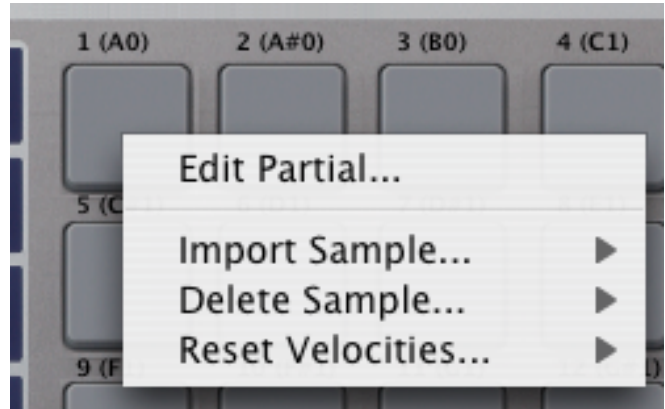
Each Zone has the following information:

- \* A MIDI or Pad-Play indicator. This shows when the pad is stuck and released, via MIDI or via clicking it on the interface.
- \* A Solo/Mute function. Clicking the S solos the Zone and mutes the rest. Clicking the M mutes or unmutes the Zone.
- \* The name of the sample assigned to that Zone. "<empty>" means no sample is assigned to that Zone. Clicking on this area enables you to choose another sample (WAVE or AIFF) to occupy this area. Right-Clicking allows importing or deleting of that Zone.
- \* LovVel, HiVel, and Volume from left to right. Vels are 0-127, Volume is -96db to +12db.

The 5 function labels on the bottom are for the 5 Function Buttons below them.

## Pads

Just like the MV-8000, MVKC has 6 Pad Banks of 16 Pads each. Each PadBank corresponds to 16 consecutive keys on a keyboard, starting with A0 (MIDI note 21, MVKC regards middle C as C2). When clicking on a Pad (or accessing it via MIDI), the basic setup of that Pad appears on the Main Screen. This includes the sample assigned to each of the 4 Zones, the velocity values, and the volume.



When you click on a Pad, it becomes the Current Selected Pad. It is on this pad that you perform operations on (with the exception of a drop from an external source or from the database).

There several different ways of assinging samples to Pads:

- \* Drop sample files from outside the application onto a Pad.
- \* Drop samples from the Sound Database or Sound Database Editor onto a Pad.
- \* Right-click on a Pad and choose Import Sample..., from there you choose which Zone you are importing to, and then you choose Browse... or a sound from the Database.
- \* Click on a Zone on the Main screen

Each Pad can hold it's own set of Partial parameters.

### Edit Partial...

Clicking this right-click option displays the Partial/Patch Editor page, and allows you to edit the Partial assigned to that Pad.

### Import Sample

Import any samples into one of the 4 Zones of the Pad. You can Browse for a samples, or choose one that is already in your Sound Database.

### Delete Sample

Clear one of the Zones of the sample assignment. Note: this does not delete the sample file! (Thankfully.)

### Reset Velocities

In do, there are 4 Velocity modes. Using this right-click option automatically sets the Zones to the selected Velocity Mode.

MVKC LE Limitations: You can import samples using Browse... and by dropping samples from outside the interface, but you cannot import from your database. You can only play a Pad by clicking on it; MIDI is disabled.



## Pad Contents

The Pad Contents dialog allows you to view the status of all the Pads with one look. You can display this screen by hitting Ctl-F1 on the Main Interface, or by clicking on the Menu-Functions-Pad Contents menu.

On Mac, this appears as a Drawer window on the right side of the interface. You can close it by hitting F1 again, or by clicking on the Close icon on the far right side of the dialog.

On Windows, this appears as a floating window. You can close it by hitting Ctl-F1 again, or clicking on the Close icon.

Selecting one of the nodes selects the appropriate Pad.

The Zones list the current Velocity setting and the Root Key.

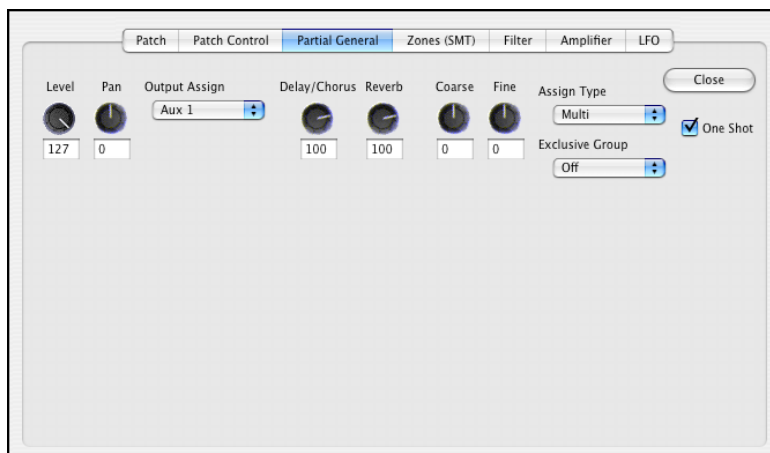
▼	<b>Pad A0; 2 Zones</b>		
	Sample 0001	C-1 0	127
	Sample 0043	C0 0	127
▼	<b>Pad A#0; 2 Zones</b>		
	Sample 0002	C#- 0	127
	Sample 0003	D-1 0	127
▼	<b>Pad B0; 2 Zones</b>		
	Sample 0042	B-1 0	127
	Sample 0047	D#0 0	127
▼	<b>Pad C1; 1 Zone</b>		
	Open Hat	F#- 0	127
▼	<b>Pad C#1; 1 Zone</b>		
	Small Kick 2	G#- 0	127
▼	<b>Pad D1; 1 Zone</b>		
	Small snare	A-1 0	127
▼	<b>Pad D#1; 1 Zone</b>		
	Gravitar.3	D#- 0	127
▼	<b>Pad E1; 1 Zone</b>		
	SKOPHAT	G-1 0	127
▼	<b>Pad F1; 1 Zone</b>		
	little toms.	F-1 0	127
▼	<b>Pad F#1; 1 Zone</b>		
	little toms.	E-1 0	127
▼	<b>Pad G1; 1 Zone</b>		
	Sample 0045	D0 0	127
▼	<b>Pad G#1; 1 Zone</b>		
	Sample 0044	C#0 0	127
▼	<b>Pad A1; 2 Zones</b>		
	Sample 0048	E0 0	127
	Sample 0049	F0 0	127
▼	<b>Pad A#1; 1 Zone</b>		
	Tempest.1	A#- 0	127
▼	<b>Pad B1; 1 Zone</b>		
	Sample 0050	F#0 0	127
▼	<b>Pad C2; 1 Zone</b>		
	Sample 0051	G0 0	127

## Partial/Patch Editor

Just like the MV-8000, MVKC has 6 Pad Banks of 16 Pads each. Each PadBank corresponds to 16 consecutive keys on a keyboard, starting with A0 (MIDI note 21, MVKC regards middle C as C2). When clicking on a Pad (or accessing it via MIDI), the basic setup of that Pad appears on the Main Screen. This includes the sample assigned to each of the 4 Zones, the velocity values, and the volume.

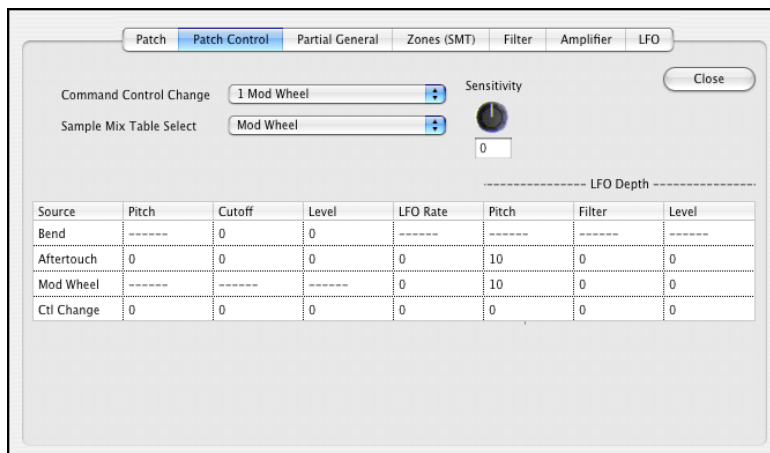
### Patch

This page matches the Patch Editor page in the MV-8000. Parameters are editable with the knob or the text field below the knob.



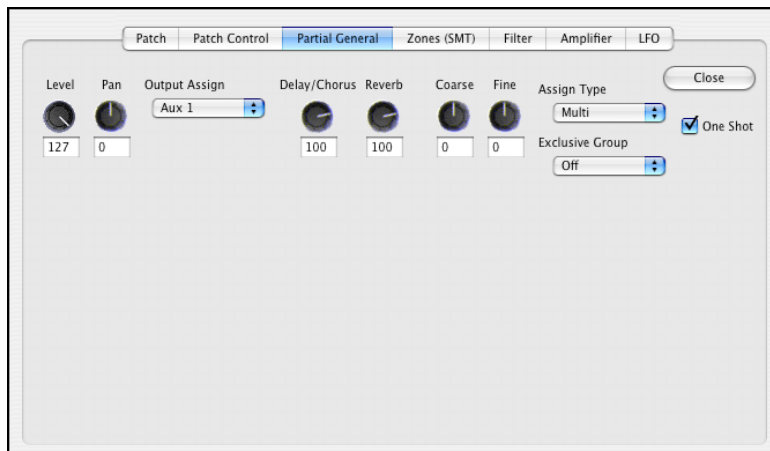
### Patch Control

This page matches the Control page in the MV-8000. Parameters are editable with the knob or the text field below the knob. For the grid, simply click on the desired parameter and type in the correct value. Valid values are -63 to +63.



### Partial General

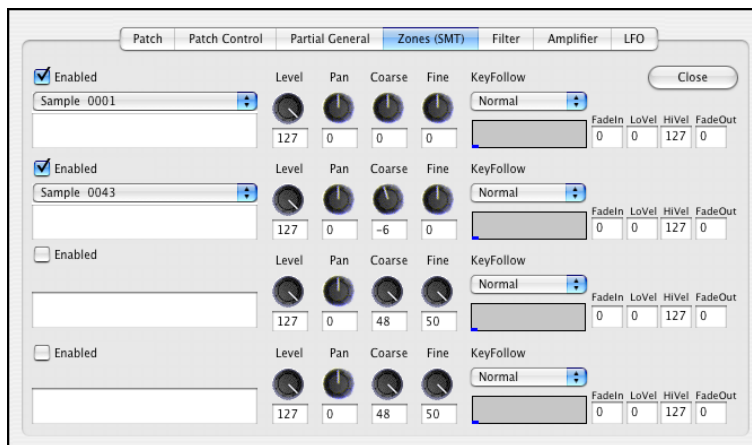
This page matches the Partial General page in the MV-8000. Parameters are editable with the knob or the text field below the knob.



**SMT**

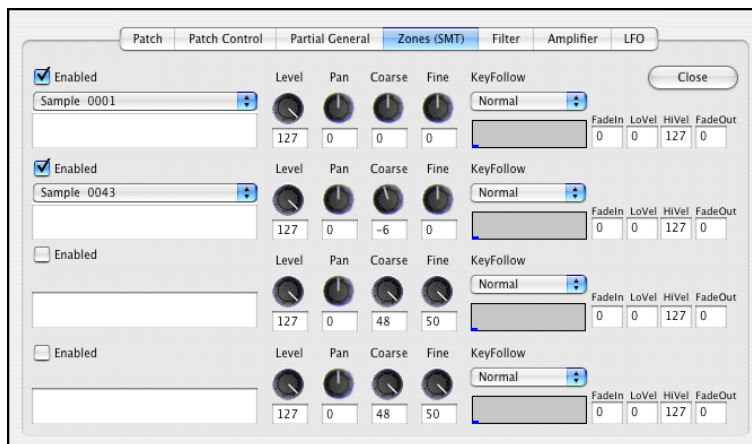
This page is similar to the SMT page in the MV-8000.

You can replace the samples by right-clicking on the pulldown menu under the Enabled checkbox on each Zone. Parameters are editable with the knob or the text field below the knob. The Velocity Graph is editable via the mouse and the text fields to the right of them.

**Amp**

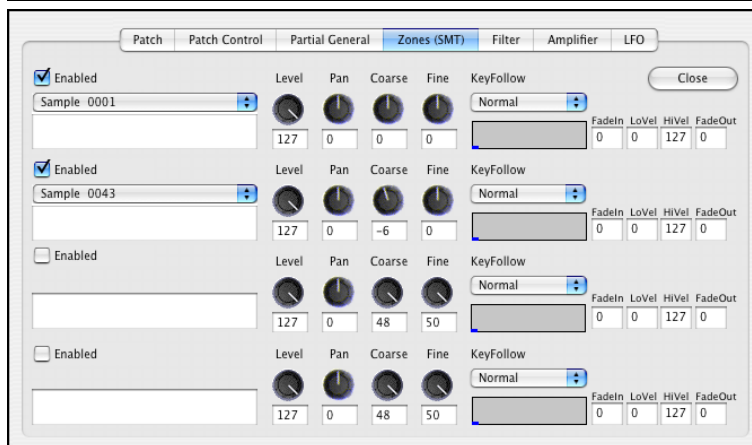
This page matches the Amp page, under Partial Edit, in the MV-8000.

The Envelope Graph is editable via the mouse and the text fields to the right of it. Parameters are editable with the knob or the text field below the knob.

**Filter**

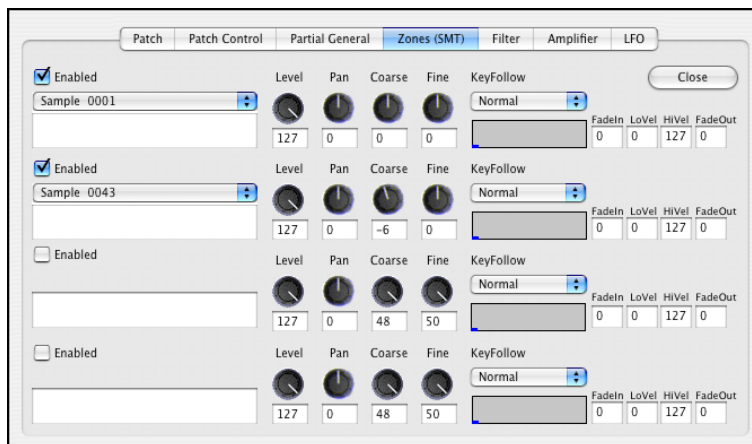
This page matches the Filter page, under Partial Edit, in the MV-8000.

The Envelope Graph is editable via the mouse and the text fields to the right of it. Parameters are editable with the knob or the text field below the knob.

**LFO**

This page matches the LFO page, under Partial Edit, in the MV-8000. Parameters are editable with the knob or the text field below the knob.

Please remember that the many LFO parameters are related to the Patch Control page parameters.



## Playback/Auditioning

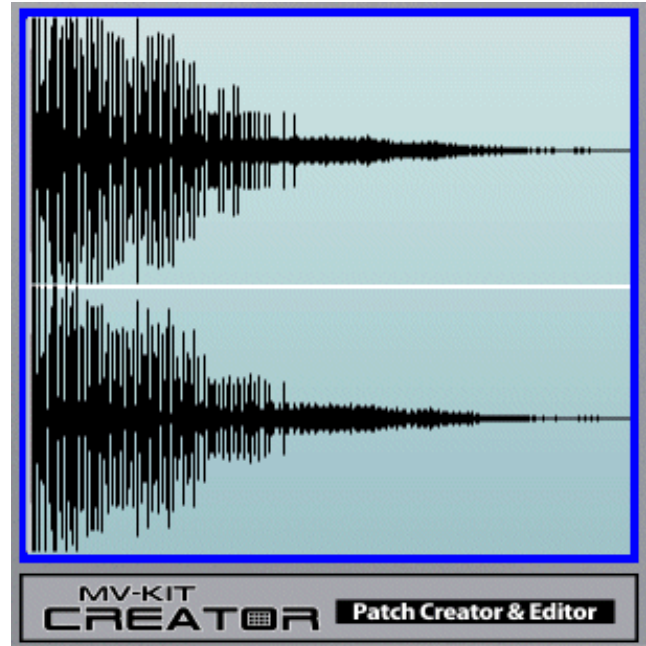
MV-KC comes with an integrated multisample streaming playback engine. "Streaming" means that it does not rely wholly on loading samples into memory like the MV-8000 does, but plays the sample back from the disk as needed. This is very handy as it reduces load time to nothing, and you are more able to build and work with instruments without the engine trying to "keep up".

You can playback your Project by clicking on a Pad or by playing MV-KC from an external controller keyboard/padbank. MIDI and Audio controls are available in the Preferences dialog.

Master Volume is NOT available in MV-KC, mostly because different sound configurations differ on if they make it available or not. So we just hand you the responsibility of turning up/down down the MV-KC on your system.

**IMPORTANT:** This is the first generation of the streaming engine, and as a result simply plays back the samples and reproduces the tuning, looping, level, and playback attributes. Real-time parameters such as Envelopes, LFO's, Filtering, and similar partial parameters will not be reflected when playing the pads via MIDI or by clicking on the Pads. The streaming playback engine has not been developed to that point yet, although we are working toward it and will be implemented in later versions of this software.

MV-KC LE Limitations: MIDI playback is disabled; you can only play sounds by clicking on the Pads on the Main Interface.





## Sound Database

The Sound Database allows you to view items in your database, and drag items out of the window into the Pads on the Main Interface.

The pulldown menu at the top allows you to choose the preset areas, or all the entries.

The text area below allows you to include keywords in your filtering.

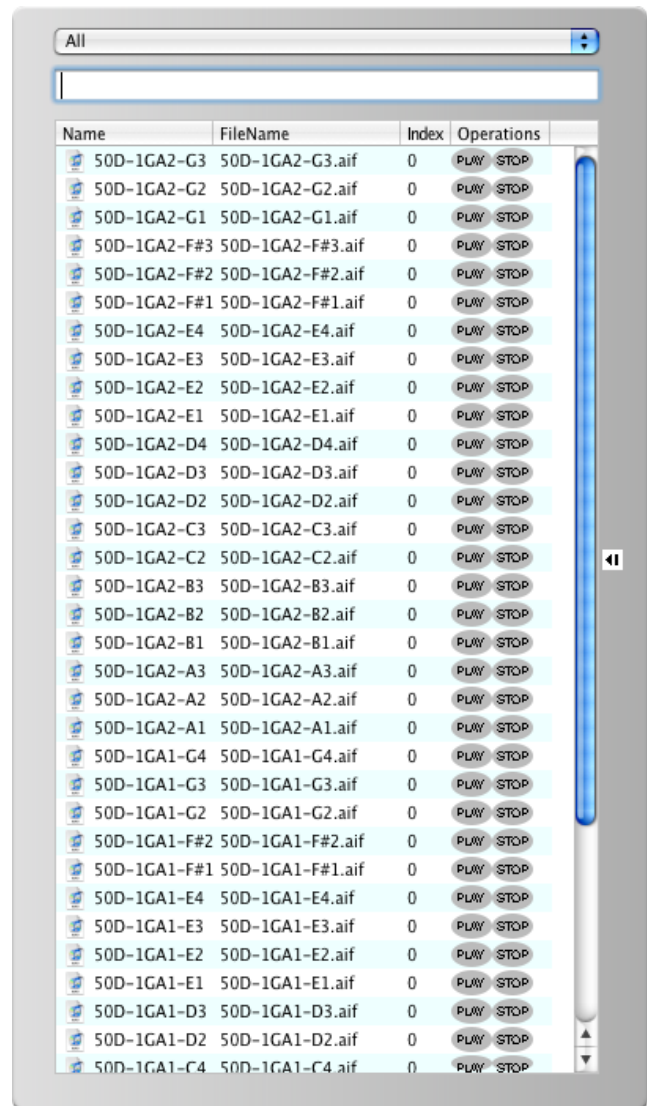
The list has four columns:

- \* Name: the name of the sample
- \* FileName: the file name the sample data comes from.
- \* Index: In the case of .mv0-based samples, this is the index within the file.
- \* Operations: you can Play and Stop that certain file.

The Sound DataBase Editor allows you to manipulate your Database in more powerful ways.

For more specific information on how to use the Sound Database, see the article Using Your Sound Database.

MV KC LE Limitations: You can view your database, but you cannot use it to import samples into your current Project.

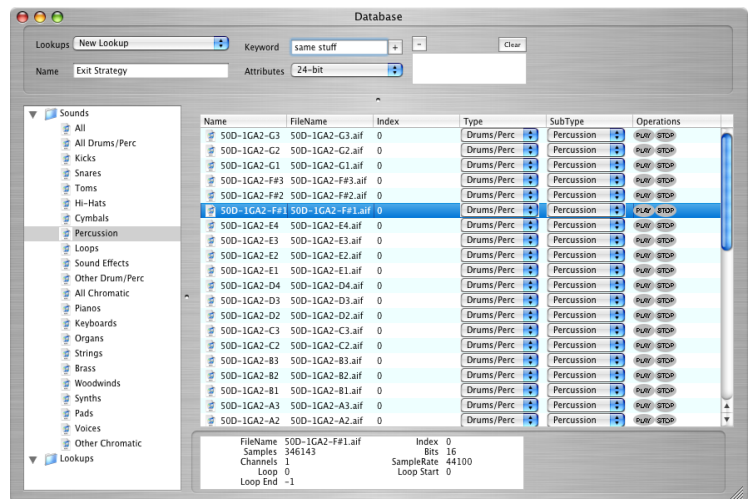


# Sound Database Editor

The **Sound Database Editor** allows you to add and delete items from your database. You can also form Lookups, which are specialized queries based on specific criteria. You can also drag samples out of this screen too, just like the Simple Interface.

The top half enables you to create your own Lookups. (*Note: this is not available in this version of MVKC.*)

The bottom half of this interface shows the different preset you can view, plus additional information on each sample. You can also audition each sample from this screen.



For more specific information on how to use the Sound Database Editor, see the article [Using Your Sound Database](#).

# Working With Projects

In MVKC, you are **always** working with a Project.

An **MVKC Project** is made up of three distinguishable elements:

- \* A Name, such as "**My MVKC Project**". Names can be of any length and character set. HOWEVER, what gets written into a .mv0 is limited to 12 characters and the limited ASCII set.
- \* A set of **Patch Parameters** that apply to all Pads
- \* A set of **96 Pads** divided into **6 Pad Banks**, just like the MV-8000. Each Pad has it's own Partial Parameter Set and can access up to 4 samples. These can be WAVE files, AIFF files, or a sample that exists inside a .mv0 file.

Projects can be saved anywhere as .mv8project files for later work. .mv8project files are small since they do not contain samples, like .mv0 files, they only reference other files.

Since the MV-8000 is marketed as being a "groove box", we assume that people use the Roland MV-8000 to playback drums, prercussion, and loop elements. That's probably true, but the MV-8000 is capable of much more then that; it can be used to program full-featured Chromatic instruments such as a piano, lead trumpet, solo violin, or other multisampled chromatic sources. In fact, the MV-8000 resembles very closely the old Roland S-7x sampler, which was used on countless movies, commercials, and TV shows throughout the 1990's.

Still, MVKC is setup more to encourage a drum/perc/loop paradigm. But that shouldn't stop you from making Chromatic instrument using MVKC. Future versions will encourage this use more.

With that in mind, lets go over the last two elements of the three elements that make up a Project. We will NOT try to repeat what is in the MV-8000 manual about specific parameters.

## Patch Parameters

These parameters affect all Pads, and all Zones with those pads. These include the Modulation Matrix and overall tuning, level, and panning parameters. Please remember that there are tuning, panning, and tuning parameters for every level - Patch, Partial, and Zone. These are summed up to affect the original sample being played. Please note that the Key-Follow (KF) in the Zones turns off the effect the keyboard (or Pad placement) has on the tuning of the sample being played, and the Offsets on the Pach level affect every corresponding parameter below it.

## Partial Parameters

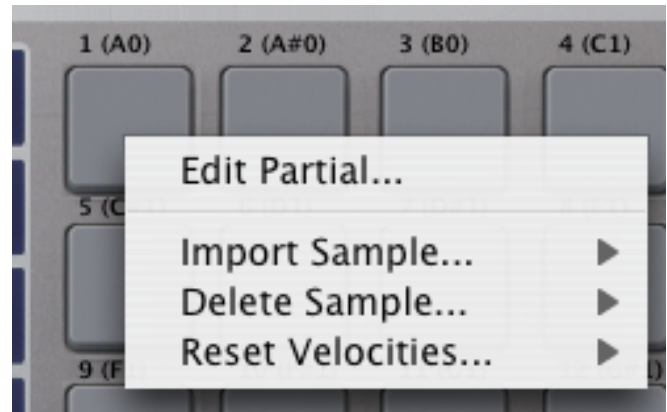
Each Pad has a set of Partial Parameters. Each Zone in the Pad shares these parameters, which include level, panning, tuning, filtering, one LFO, and two Envelopes, one for the filter and one for the amplfier section. Each Partial contains 4 Zones, which are specifically addressed in the SMT (Sample Mix Table). Each Zone has level, tuning, panning, and other parameters that only apply to the sample it references.

You can edit these parameters in the Partial/Patch Editor. Please remember that except for tuning, tuning, and looping, these parameters will not be reflected when playing the pads via MIDI or by clicking on the Pads. The streaming playback engine is has not been developed to that point yet, although we are working toward it.

# Importing Samples To Pads

The most operation of the MV Kit Creator is importing Samples from various locations to the Pads. There are many ways of doing this:

- \* You can drag a sample file from outside the interface and drop it on a Pad
- \* You can drag a sample listing from the Sound Database (either the Simple Interface or the Sound Database Editor) and drop it on a Pad.
- \* You can right-click on a Pad or on a Zone in the Main Screen and get a Import menu. From there you can Browse for a sample, or choose a listing from the Database, as they will be listed in a series of pull-down menus.



## Dragging Samples To Pads

When you drag a sample onto a Pad, the Pad will light up and show you which Zone that dragged Sample will go in via a small red rectangle. Remember, a Pad can access up to 4 samples and it's up to you how those samples are played. Each Zone can be set to play to a certain velocity range (that is, how hard you hit the Pad or via MIDI).

Via Preferences-General, you can set up if the Zones are "lined up" on the Pad up-down, down-up, left-right, or right-left, or simply all layered.

Via Preferences-Pad, you can set up different ways of splitting up the Zones to reflect different velocity splits.

When you drop the sample, the Main Screen will be updated with the new sample and will play on that Pad.

## Using Right-Click Import Menus

If you right-click on a Pad, you will get a Import menu for every Zone. Viewing the sub-menu under each shows Browse.. and the entry points of the Sound Database. Selecting Browse... opens a Open dialog allowing you to choose an external WAVE or AIFF to import. (Note you cannot import .mv0-samples this way.)

## Importing .mv0-based Samples

Once you've worked with MV Kit Creator for awhile, many of your samples will reside in .mv0 files rather than existing in external WAVE or AIFF files. You can access these files in two ways: via the Sound Database or by simply loading in a .mv0 file into the current Project.

However, remember that once samples are in .mv0 format, they are 16-bit only; any 24-bit resolution will be lost. Sample Rates are retained.

MVKC LE Limitations: You can import samples using Browse... and by dropping samples from outside the interface, but you cannot import from your database.



# Using The Database

The powerful **Sound Database** lists all your entered samples in a list. It can contain WAVE, AIFF, or .mvo-based Samples of any bitrate, samplerate, or length.

There is only one Database for you to use. In future versions there will be the ability to have multiple Databases.

You can access the Database with the Sound Database Simple Interface, the Sound Database Editor, or via any Import context menu.

Each Sample File, or sample within a .mvo file, can only have one listing.

There are two main categories, **Drum/Percussion** and **Chromatic**. Most sounds fit into one or the other category. Chromatic are sounds that are pitched and rise in pitch up and down the "keyboard". Drums/Percussion are "non-pitched" sounds that usually play on one key.

(For the purists out there, all sounds are "pitched" to some degree, but we are using the term in the sense of playing the sound in equal-tempered increments.)

Each of these two categories have several fixed sub-categories. You can view one of these sub-categories, or you can choose look at ALL in a certain category. Or, there is an ALL listing where you can simply see all your samples without breaking them down.

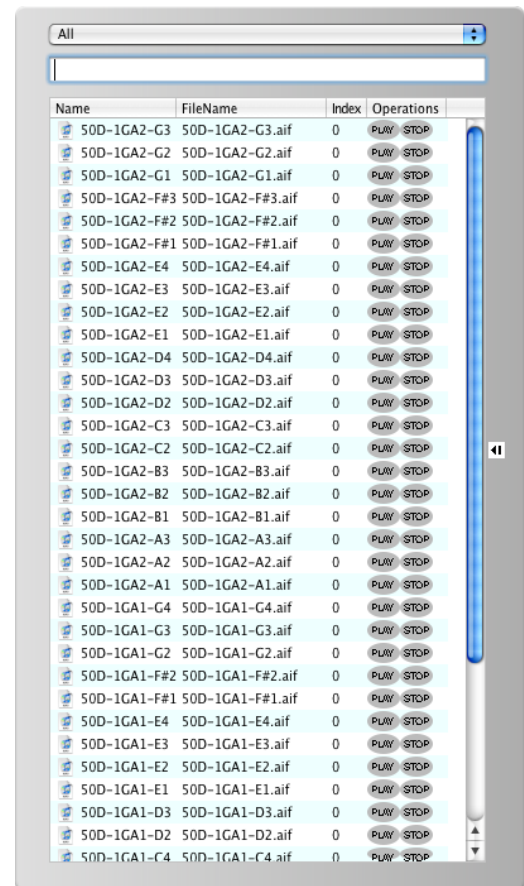
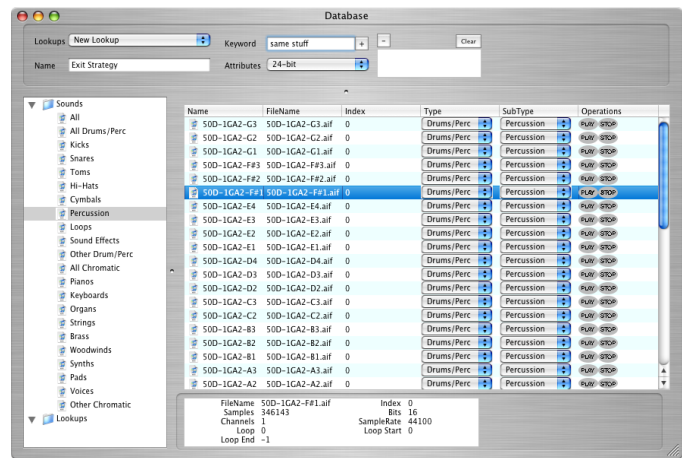
Each column gives you this information:

- \* **Name:** This is the name of the sample.
- \* **File Name:** This is the file name of the sample.  
This can be different than Name because you can access named samples within a .mvo.
- \* **Index:** Only regards .mvo-based samples, this is the Index it is in within the .mvo file
- \* **Category:** Drums/Percussion or Chromatic
- \* **Sub-Category:** A sub-category.
- \* **Operations:** A PLAY and STOP button.

Note that you can change what category/subcategory your listing is filed under by selecting another cat/subcat in the listing. Clicking on the headers sorts according to each column.

## Importing

You can add to your database by right-clicking on the Treeview to the left, on a category or sub-category. You can choose Add File or Add Folder. Add File simply adds a single file to your database, in the category/subcategory you right clicked on. Add Folder will add all samples in that folder (and under it as well) to your database.



# Menus - File



Note: Close, Revert To Saved, and Show Properties are not implemented yet.

## Open

Displays a common Open dialog where you can open a previously saved Project or a .mv0 file. Opening a .mv0 file erases the current Project starts a new Project with the information existant in the .mv0 file being loaded.

## Open Recent

A list of previously selected and saved Projects and .mv0 files.

## Save

Saves the current Project, overwriting any previous information.

## Save As...

Saves the current Project, allowing you to write it anywhere.

## Export to .mv0

Exports the current Project into a .mv0 file, written wherever you choose.

## Clear Project

Clears the current Project, retaining the Name put starting with a default set of Patch parameters and initialized Pads.

## Rename Project

Makes a TextBox field appear in the Main Screen, allowing you to rename the Project.

## Exit

Quits the whole mess.

## Menus - Function Buttons

Pad Contents	F1
Patch/Partial Editor	F2
Database	F3
Database Editor	F4
Preferences	F5

These Functions are also accessible via the Function Buttons on the Main Interface on the bottom of the Main Screen.

### **Pad Contents**

This opens the Pad Contents window. (Clicking the F1 Function Button causes it to close.) Note: this is set to Ctrl-F1 on Windows, since F1 is commonly used to open the Help File.

### **Partial/Patch Editor**

This opens the Partial/Pad Editor for the currently selected Pad.

### **Sound Database**

This opens the Sound Database Simple Interface. (Clicking the F3 Function Button causes it to close.)

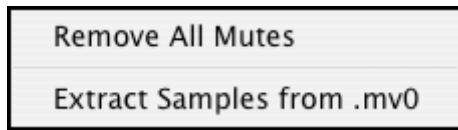
### **Sound Database Editor**

This opens the Sound Database Editor. (Clicking the F4 Function Button causes it to close.)

### **Preferences**

This opens the Preferences dialog.

## Menus - Tools

**Remove All Mutes**

Removes all the Mutes enabled in the Main Interface.

**Extract WAVE from .mv0**

This functions allows you to choose a .mv0 and extract the samples out of it. Currently it only supports extracting to WAVE as-is, and will be improved in later versions of this software.



# Preferences

The Preferences dialog is viewed by clicking on (Windows) Tools-Preferences top menu, or (Mac) App Menu-Preferences.

For each Preference, hovering the mouse over the title or checkbox/item displays a Tool Tip that describes the functionality of that particular Preference.

## General Tab

### Play Pad Velocity

This determines where on the Pad a "zone" lies by where you drop on the pad, or click the pad to play it.

### Show Wave Display

Checking this causes the Wave Display to show on the Main Interface when you play a Pad, via MIDI or by clicking on it.

### Show Wave Progress Pointer

When a wave plays, a progress pointer will travel across it. Unchecking this removes this behavior.

### Enable MIDI

Enables MIDI communication. (Does not have any effect in Free version.)

### Enable MIDI Velocity

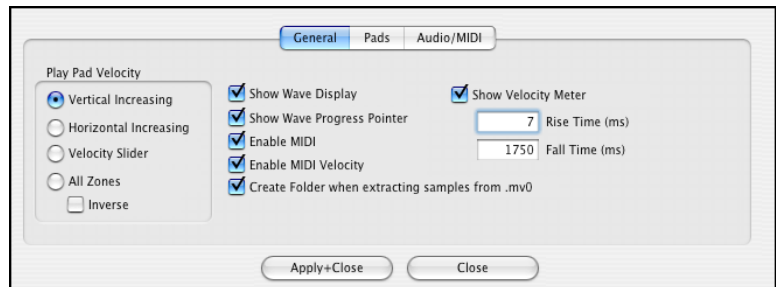
When unchecked, all MIDI notes coming in will be 127 in value.

### Create Folder when Extracting samples from .mv0

If you extract the samples out of a .mv0 file, this will write a folder with the same name as the .mv0 file and write the samples in there.

### Show Velocity Meter

This enables the red Velocity meter, next to the Pads, to respond on strikes. The associated parameters determine how it responds.



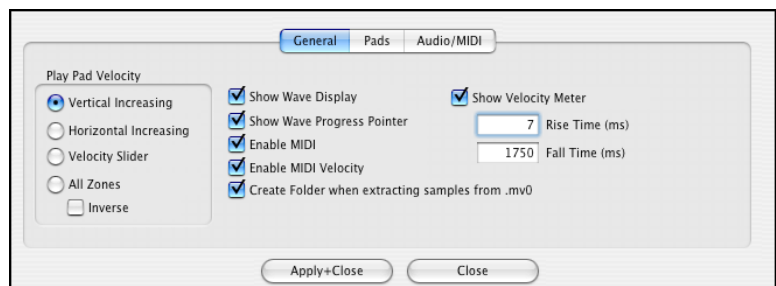
## Pad Display Tab

Since a Pad can hold up to 4 samples, you may want to split them via velocity, or layer the sounds, or (rarely) a combination of both.

### Velocity Split Type

MVCK provides 4 methods of automatically splitting up your samples on Pad:

- \* **Separated Linear:** These are big words for a simple concept. This simply splits your samples in equal sizes over the entire velocity range.
- \* **Velocity Curve:** Using the slider on the right, you can split your samples in a "curved" way as to favor softer or harder approaches.



- \* **Manual:** Input your own custom values.
- \* **None:** Everything is layered.

## LoVel, HiVel

These either show your velocities, or in the case of Manual, allow you to fill in your own.

## Velocity Curve

Enabled when "Use Velocity Curve" is selected under Vel Split Type. Moving the sliders changes the numbers within the LoVel-HiVel boxes.

## Audio/MIDI Tab

### Driver Types

These are the Sound Driver types on your system. Selecting one shows the Outputs on the list to the right.

### Outputs

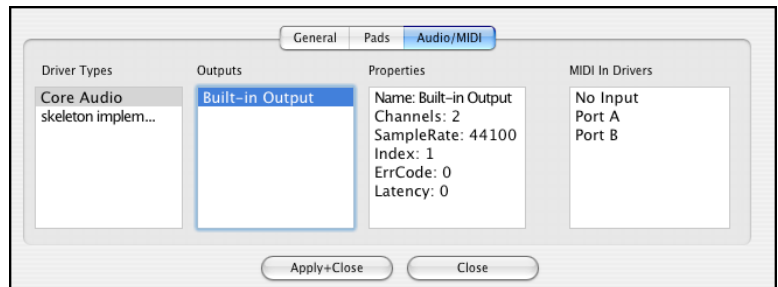
These are the outputs on your system on the selected Driver Type on the left. Selecting one selects your output for your app.

### Properties

Shows the Properties of the Output you selected on the left.

### MIDI In Drivers

Allows you to select the current MIDI In driver that will drive your application. (Note: not applicable in the Free version.)



# Troubleshooting

Your **MV Kit Creator™** program should be rock-solid and give you no problems. However, there is always stuff that can go wrong.

You can start from scratch as far as Preferences go by trashing your preferences.

You can do that by:

**[MAC]** going to **/Users/[you]/Library/Preferences** and deleting the **com.chickensys.mvkitcreator.plist** file.

**[WINDOWS]** Press SHIFT when you start the program.

This only trashes your working preferences; it does not trash your registration codes etc.

For all other queries, please contact **Chicken Systems Technical Support** at **support@chickensys.com** or call **320-235-9798** for any questions you have.

# Technical Support

There is a MV Kit Creator™ FAQ up on the Chicken Systems Web site:

**[www.chickensys.com/support/software/mvkitcreator/faq](http://www.chickensys.com/support/software/mvkitcreator/faq)**

We revise this as needed, based on common questions previously asked about the MV Kit Creator™.

It is extremely LIKELY that your question is answered here! PLEASE do not contact us until you have read completely through this resource. It probably will answer your question.

Please give us a brief complete explanation (how's that for non-sequiturs?) of the problem. We try to answer all emails within 24 hours. Please be patient if the answer does not arrive immediately.

You may call us also if, after reading and looking at the documentation, you are stumped. Our office hours are 8am-6pm Monday-Friday. We are often in the office on weekends and holidays on an infrequent basis.

In the US and anywhere in the world: 320-235-9798. Please do not mind the crabby technical support engineers.

# Contact Us

**Chicken Systems, Inc.**

714 5th Street SE

Willmar, MN 56201

Email: [support@chickensys.com](mailto:support@chickensys.com)

Telephone: 320-235-9798

# Credits

Developing software is at the core a one-man process, but making it good requires a team.

**MV Kit Creator™** really benefitted from good teamwork and solid commitment to quality software.

**Garth Hjelte:** Project Lead

**Jeff Godbloch:** Programming and Technical Writer

**Mike Acosta** at RolandUS for the encouragement

**Christian Schmitz** and **Joe Strout** for prompt, clear, and concise technical assistance