MC-707 Update

Functions Added in Ver.1.02

Added Functions for CUE

Outputting the sound of a track specified as CUE from MIX OUT

The following parameter is added to the system settings (CTRL tab).

Parameter	Value	Explanation
Output Cue To Mix Out	ON, OFF	Specifies whether the sound of a track for which CUE is specified is output (ON) to MIX OUT or is not output (OFF).

➡ For details on the system settings, refer to **"Reference Manual"** (PDF).

Maintaining CUE

The CUE status is now maintained when transitioning from PAD MODE CUE to another mode.

Added Functions for TONE STEP EDIT

Changing all events in a step

By holding down the [FUNC] button and turning a [C1]–[C4] knob, the value of all events in the currently-edited step can be changed together.

Added shortcut to initialize the START value

You can set the START value to **"0."**

1. **Hold down the [CLEAR] button and turn the [C3] knob.**

Copying a step

1. **Hold down the [FUNC] button and press the [∧] button to copy the currently-edited step.**
2. **Hold down the [FUNC] button and press the [∨] button to paste to the currently-selected step.**

   * **Copying a step can be executed only within the same clip.**

Using a connected MIDI device to edit notes

You can edit notes from a MIDI keyboard or other device connected to the MIDI port.

The following parameter is added to the system settings (MIDI tab).

Parameter	Value	Explanation
Edit Note	ON, OFF	Specifies whether input from an external device is used (ON) or not used (OFF) when editing notes in a TONE track.

➡ For details on the system settings, refer to **"Reference Manual"** (PDF).

Added Waveforms for Motion Designer

The following waveforms are added.

COS: A waveform whose phase is 90 degrees offset relative to SIN.

S&H: A random value is output.

➡ For details on the MOTION DESIGNER, refer to **"Reference Manual"** (PDF).

Added Functions for SCATTER

Added SCATTER browser

In the SCATTER edit screen, you can select the browser icon ( ) and import SCATTER settings from a project on the SD card.

➡ For details on the SCATTER settings, refer to **"Reference Manual"** (PDF).

Initializing values in the SCATTER PAD/STEP edit screen

By holding down the [CLEAR] button and pressing a [C1]–[C4] knob, you can initialize the values individually.

Expanded range of parameter settings

When the **"REVERSE"** setting is **"ON,"** you can now use **"RETRIG GLD."**

Added Metronome Function

You can now use a metronome function by holding down the [FUNC] button and pressing the [TEMPO] button.

The metronome operates and sounds in synchronization with the master clock.

The following parameter is added to the master clock settings.

Parameter	Value	Explanation
METRONOME	ON, OFF	Specifies whether the metronome is used (ON) or not used (OFF).

➡ For details on the master clock settings, refer to **"Reference Manual"** (PDF).

The following parameters are added to the system settings (CTRL tab).

Parameter	Value	Explanation
Metronome Type	TYPE1–9	Specifies the tone of the metronome.
Metronome Level	1-127	Specifies the volume of the metronome.

➡ For details on the system settings, refer to **"Reference Manual"** (PDF).

Added Step Loop Mode

When playing a tone/drum track, you can play the selected step as a loop.

You can specify the step for each track.

1. **Press the [START/STOP] button to play the project.**
2. **Hold down the [SEL] button and press the [STEP] button.**

   Loop playback starts for the selected step.
   If you select multiple steps, playback will loop in order of the selected steps.
   When you take your finger off the [STEP] button, pattern playback resumes.

Added Automatic Setting Function for LOOPER Clips

When you change the MEASURE of a clip, the clip's STEP LENGTH is now specified in tandem.

Added Shortcuts

Operation	Operation
Temporarily set the sequencer's playback mode to random	Hold down the SEL button of the tone/drum track, and press the MEASURE [>] button.
Temporarily set the sequencer's playback mode to reverse	Hold down the SEL button of the tone/drum track, and press the MEASURE [<] button.
Enter a SubStep in the drum track	In NOTE mode, hold down the [NOTE] button and press the [STEP] button.
Enter MUTE (50%) to a drum track	In NOTE mode, hold down the [MUTE] button and press the [STEP] button.
Invert MUTE for all tracks	Hold down the [FUNC] button and press the [MUTE] button.
Switch the metronome on/off	Hold down the [FUNC] button and press the [TEMPO] button.
Initialize the parameter assigned to a knob	While holding down the [SHIFT] button and the [CLEAR] button, turn the [FILTER], [MOD], or [FX] knob.

Problems Fixed

- We fixed the problem that had caused inaccuracies in the timing of notes when synchronized with an external device.
- We fixed the problem in which SEND/RETURN did not operate correctly.
- We fixed the problem in which the unit was not recognized by a USB-connected PC when the PC was started or restarted.
- We fixed the problem in which the lit status of the total effect [ON] button differed from the actual status.
- We fixed the problem in which a LOOPER clip would sometimes not play correctly immediately after a project was loaded.
- We improved the situation in which the fade would weaken the attack when recording to a LOOPER clip.
- We fixed the problem in which an unwanted clip would remain when recording to a LOOPER clip was cancelled mid-way.
- We fixed the problem in which an invalid value exceeding the maximum value of 100 could be specified for the Tone parameter of MFX - FUZZ.
- We fixed the problem in which STEP LENGTH could be set to greater than 96 steps if the phrase's SCALE value was set to triplets (1/4T, 1/8T, 1/16T).
- We reduced the noise when SCATTER is operating.
- Other minor problems have been fixed.