

B67 ZEN EditorLib Manual - MC Version

Editor librarian for Roland MC-707 and MC-101 Grooveboxes

(Updated versions of the manual along with videos, sound banks and user guides are available at at the following [Link](#))

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Operating requirements

- Install the latest available firmware (V.1.82) on the Groovebox
- Install the USB MIDI drivers for the Computer-Groovebox dialog on your computer
- Turn on and connect the synth to the computer with USB before starting the software (the connection with the 5 pin Din MIDI connectors is not fast enough for using the editor)

Links

MC-707 https://www.roland.com/global/support/by_product/mc-707/updates_drivers/

MC-101 https://www.roland.com/global/support/by_product/mc-101/updates_drivers/

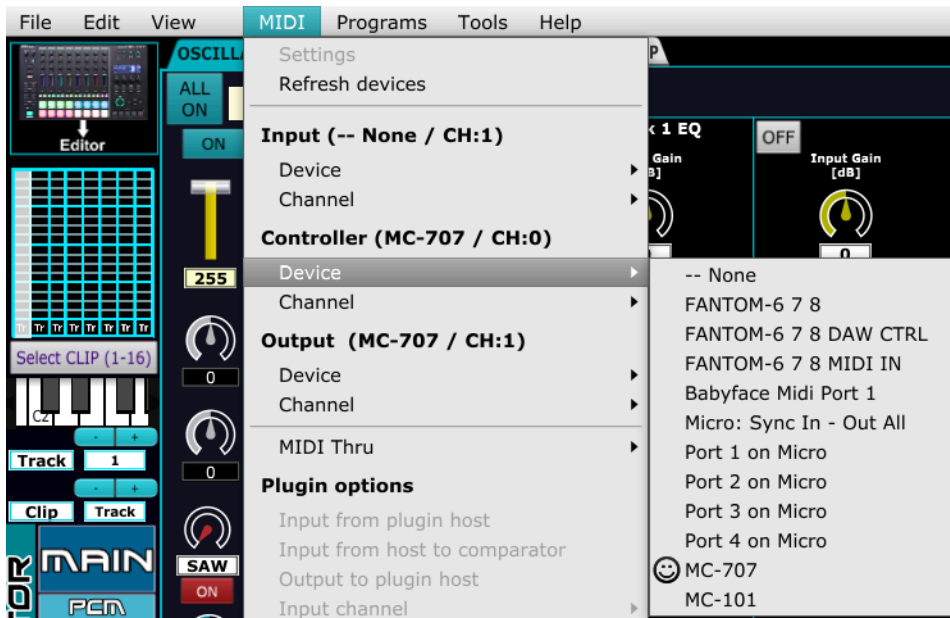
Installation

PC version

The software is portable: just copy the file **ZENCore_Editor_MC707.exe** (**ZENCore_Editor_MC101.exe**) in a folder of your choice and execute it by double clicking. **The software opens after 10-20 seconds depending on the speed of your PC.**

On the first run, and every time you change the USB port to which the groovebox is connected, you must select the connections between the computer and the groovebox using the MIDI menu: You must activate the **Controller** and **Output** device as shown in the image. The software remembers the last configuration used.

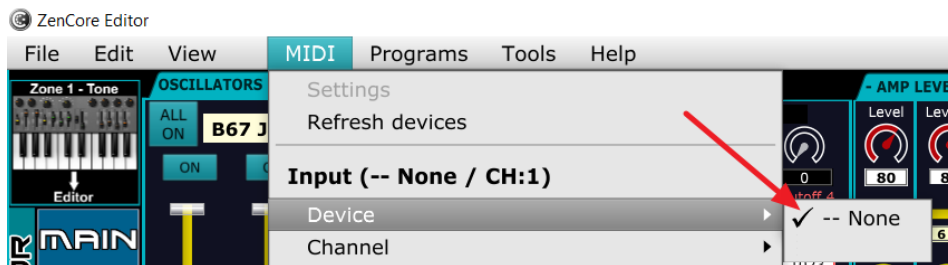




- If in various sessions of using the program the synth is connected to different USB ports, it is important to verify that the name of the driver is the correct one. Depending on the USB port to which the groovebox is connected, a progressive number may appear in front of the name (1- MC-707, 2- MC-707, 3- MC-707, etc).
- The set MIDI Channel (Channel: CH:0, CH:1, etc) is irrelevant as the groovebox and software communicate with MIDI Sysex messages.
- If the groovebox is not connected or the wrong devices are set, the icon appears ☹️ : in this case you need to exit the software, restore the USB connection between the computer and the groovebox, and re-run the software by correctly selecting the active device.

IMPORTANT:

DO NOT Select any device in Device-Input (you must leave the checkmark on - - None) to avoid duplicate MIDI messages that would make the software unusable



Furthermore, you must NOT select in MIDI Device Input Thru the option Input device->Output device, leaving it unchecked as by default.

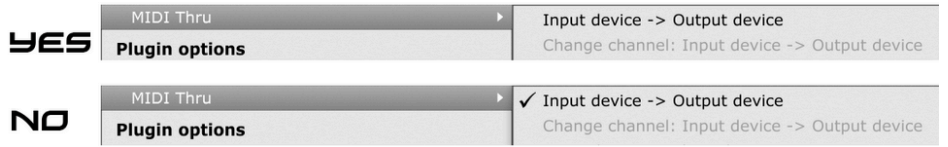
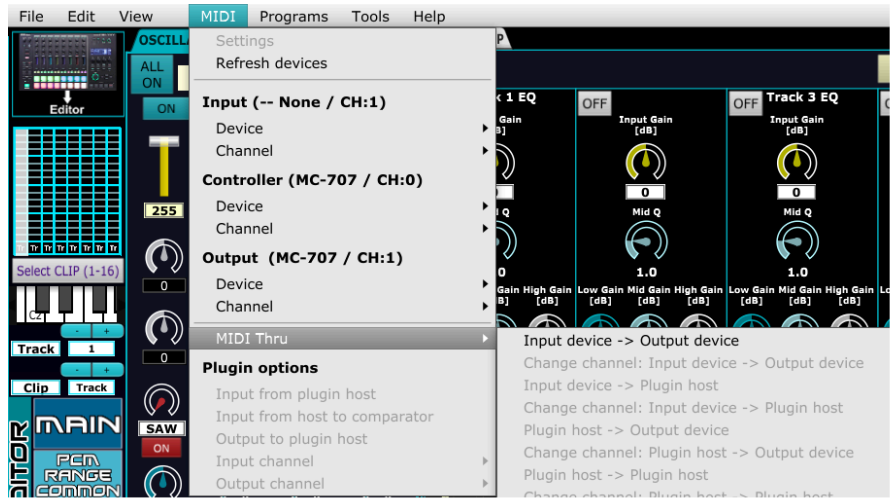
In summary: the MIDI screen should therefore appear like this:

Input: no device

Controller: MC-707 (MC-101)

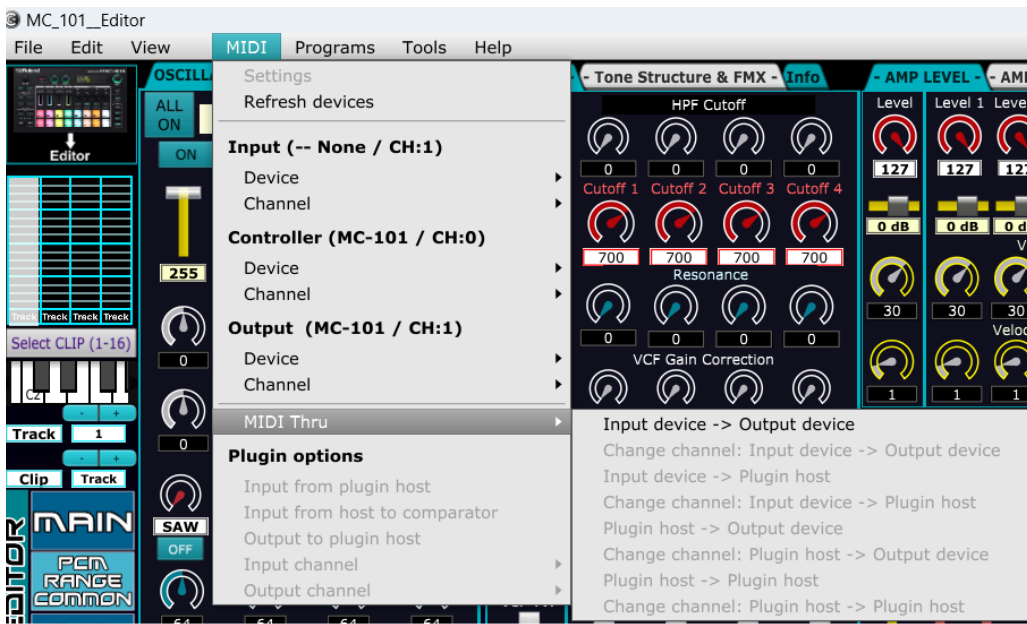
Output: MC-707 (MC-101)

MIDI Thru: Input device->Output device deselected



The MC-707 and MC-101 Midi drivers allow you to use the groovebox simultaneously in multiple software: it is therefore possible to run the editor-librarian in parallel with a DAW or any other software that uses the MIDI of these synths.

The following are correct screenshots for MC-101



MAC version

The software is portable and **you only need to pay attention when starting it for the first time**. Let's see the steps to take to run the software.

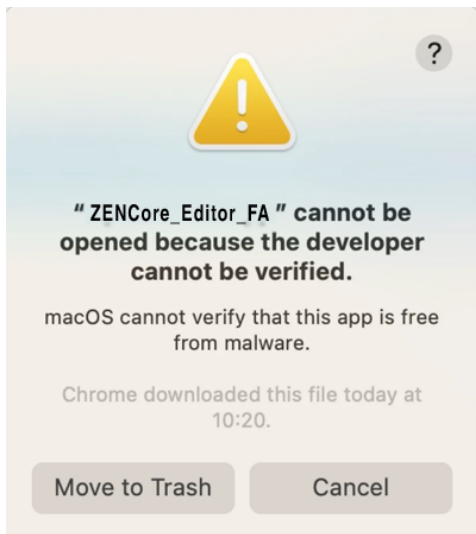
- 1) as a first operation just copy the file **ZENCore_Editor_MC707.exe** (**ZENCore_Editor_MC101.exe**) in any folder on the MAC (for example the desktop) and run it (double click).



On newer operating systems, the error message "ZENCore_Editor_XX could not be opened - developer not verified" may appear.

Let's see how to bypass the problem in the case of a more recent operating system (Ventura - MacOS 13.x/14.x) and an older one (High Sierra - MacOS 10.13).

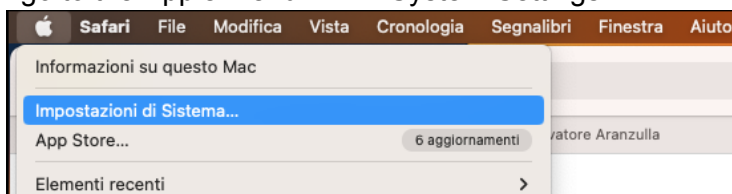
With Ventura - MacOS 13.x / 14.x the error message is



In this case you must:

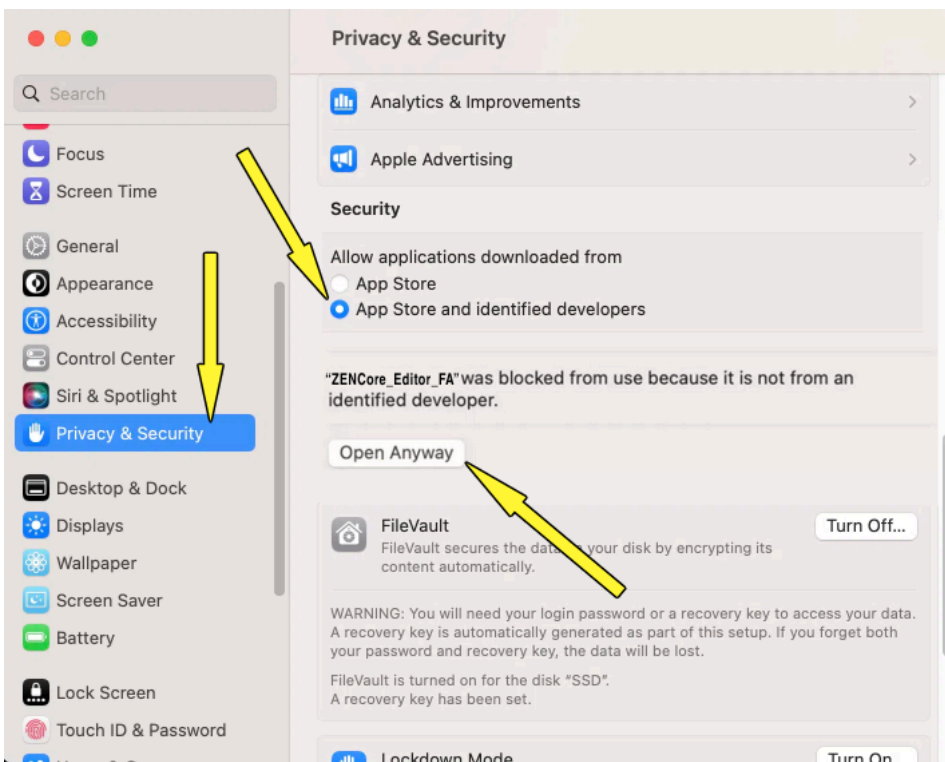
- click on Cancel

- go to the Apple menu  > System Settings

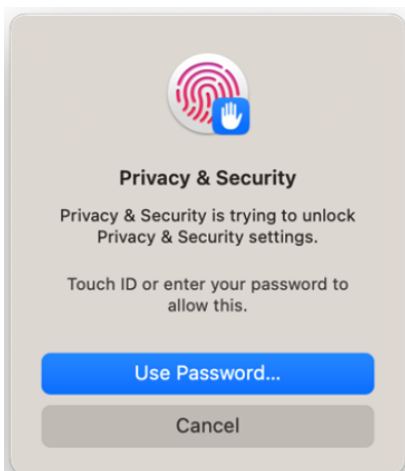


scroll down e click on "Privacy and Security"  .

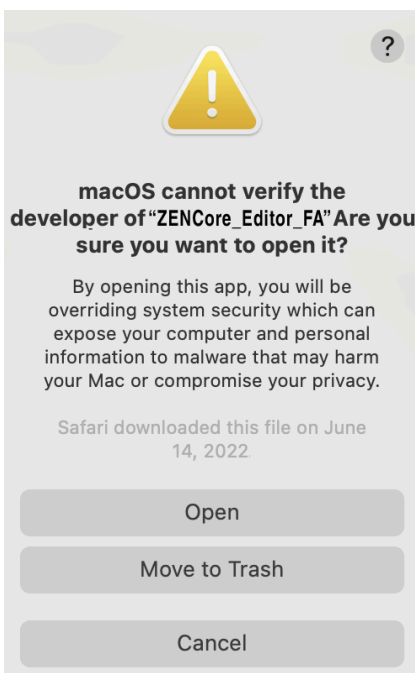
On the right in the section **Safety** click on your "allow applications downloaded from APP Store and identified developers" and click on **Open anyway**



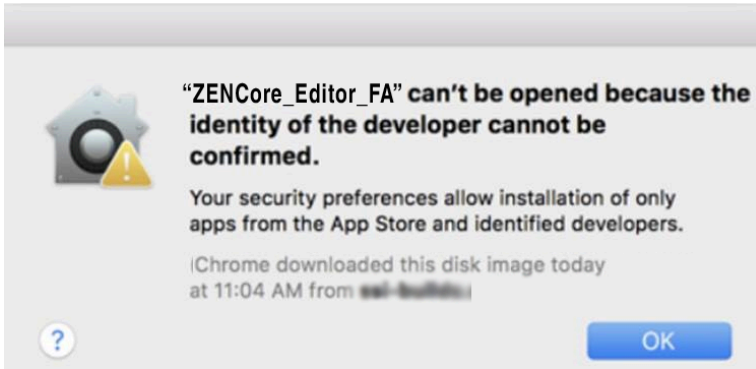
A window will then appear where you can authorize the operation with Password or Touch ID



and as a last operation click on Open



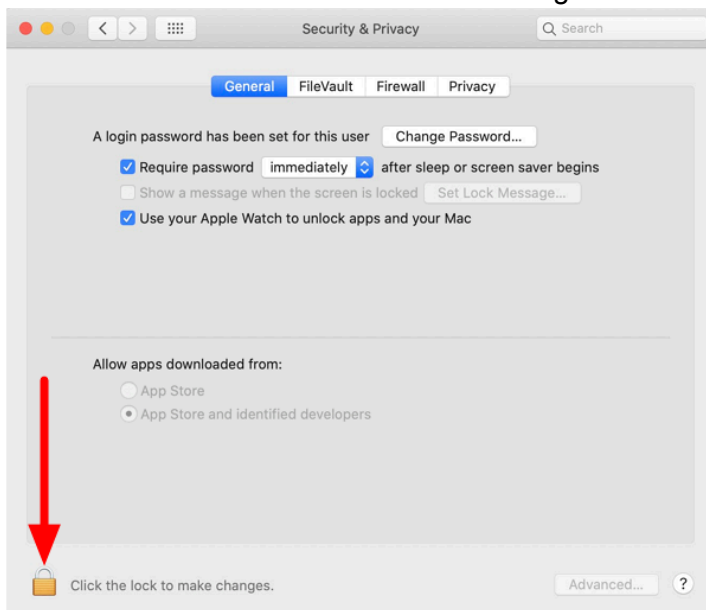
With High Sierra - MacOS 10.13 the error message is



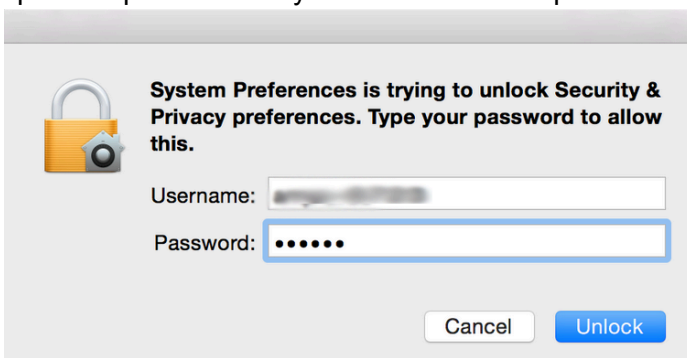
After clicking OK, you need to go to the **Apple menu**  > **System Preference: "Security & Privacy"** and **"General"** tab



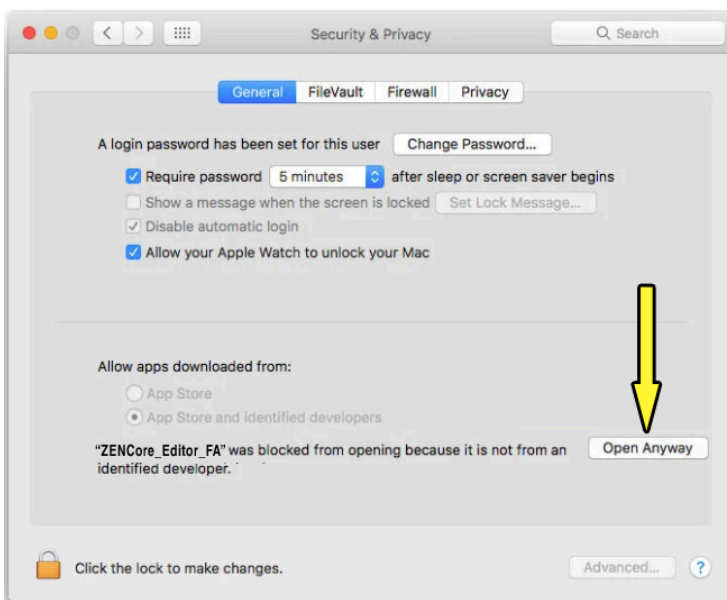
and in the "General" tab click on the "Changes disabled" padlock



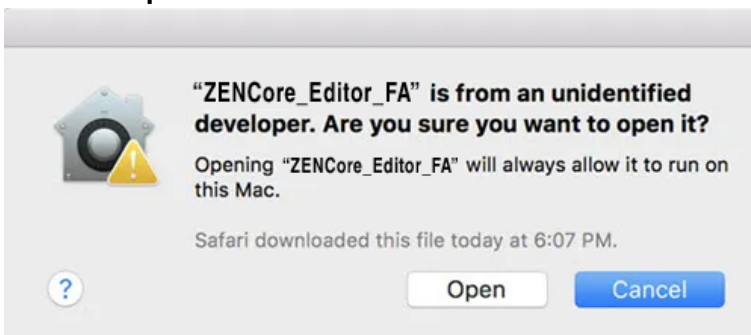
open the padlock with your username and password and click on unlock



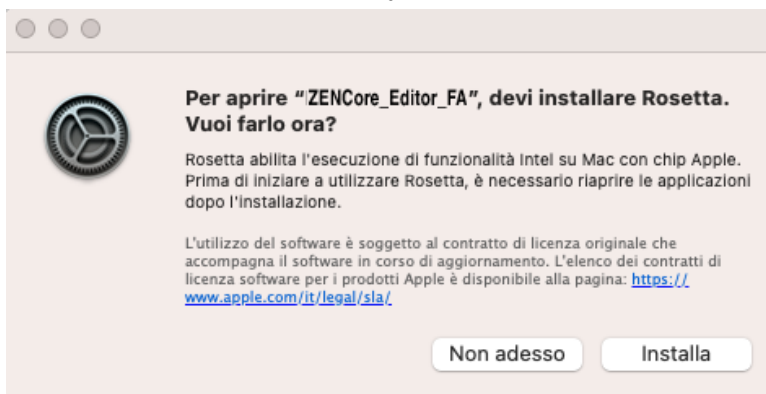
Click on **"Open Anyway"**



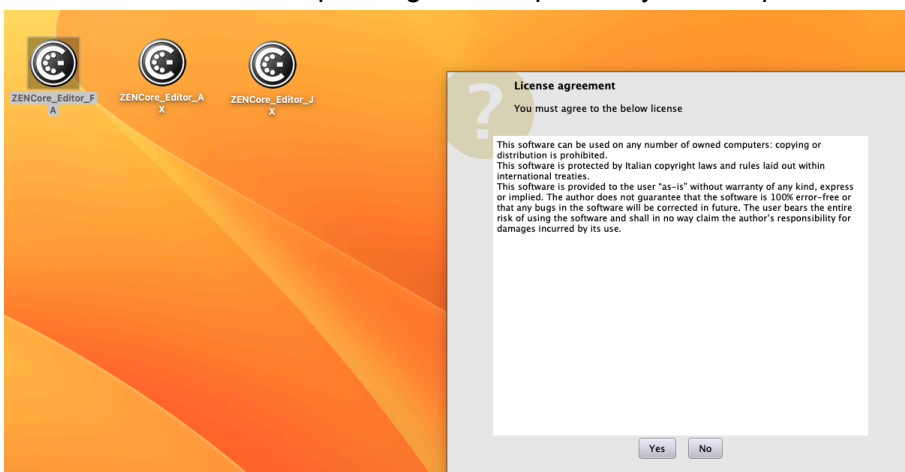
Click on "Open"



2) The software on Apple Chip (M1/M2/M3/M4 family) uses **Rosetta**, which if not present will be automatically installed on Mac. In this case you need to click on **Install**



3) **When you run the software** (double click on the app icon in the example on the desktop) you need to wait 15-20 seconds depending on the speed of your computer.



While starting the first run after accepting the "license agreement", the program initializes libraries, stores images and prepares graphics.

It is important NOT TO USE THE SOFTWARE for the first 10-15 seconds until the main screen is completely "built": in particular during this operation it is important not to resize the window and/or put it in full screen.

- 4) **you need to set the MIDI ports** with the same settings described in the manual section: **PC version installation** (the first chapter of the manual). The MIDI ports will then be remembered in subsequent startups.

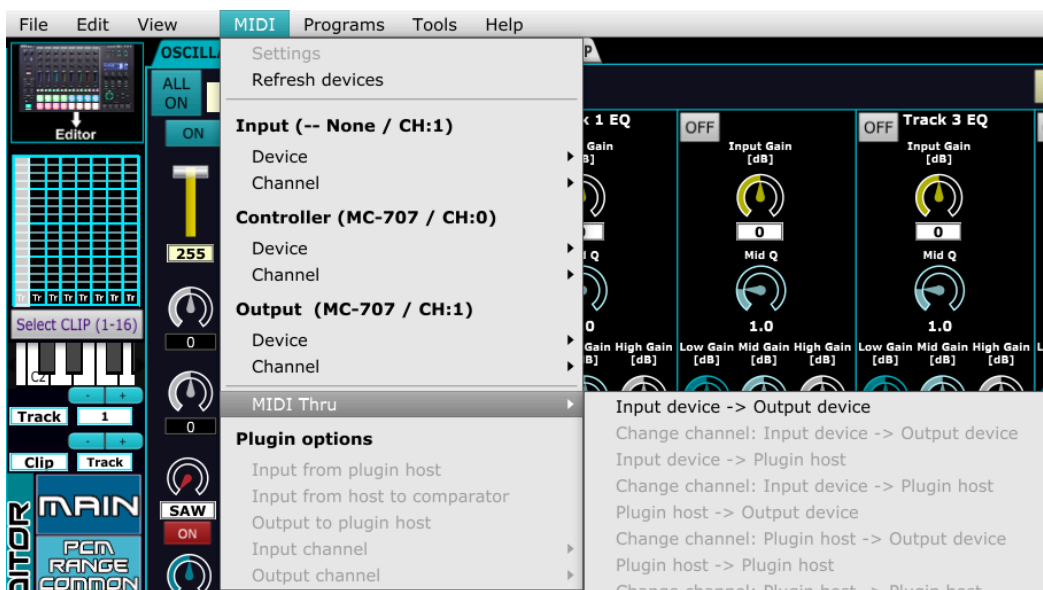
In the case of the version for MC-707, for example, the parameters will be those in the figure.

Input: no device

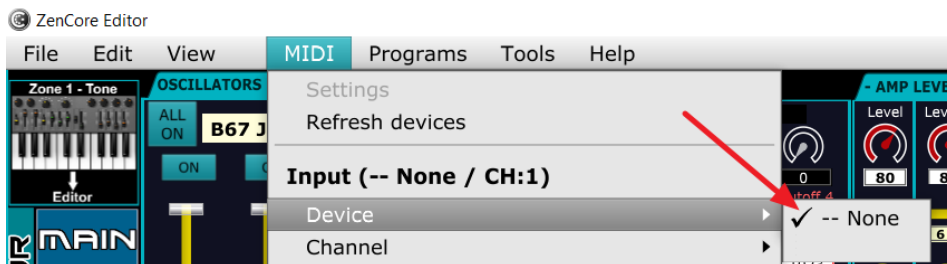
Controller: MC-707

Production: MC-707

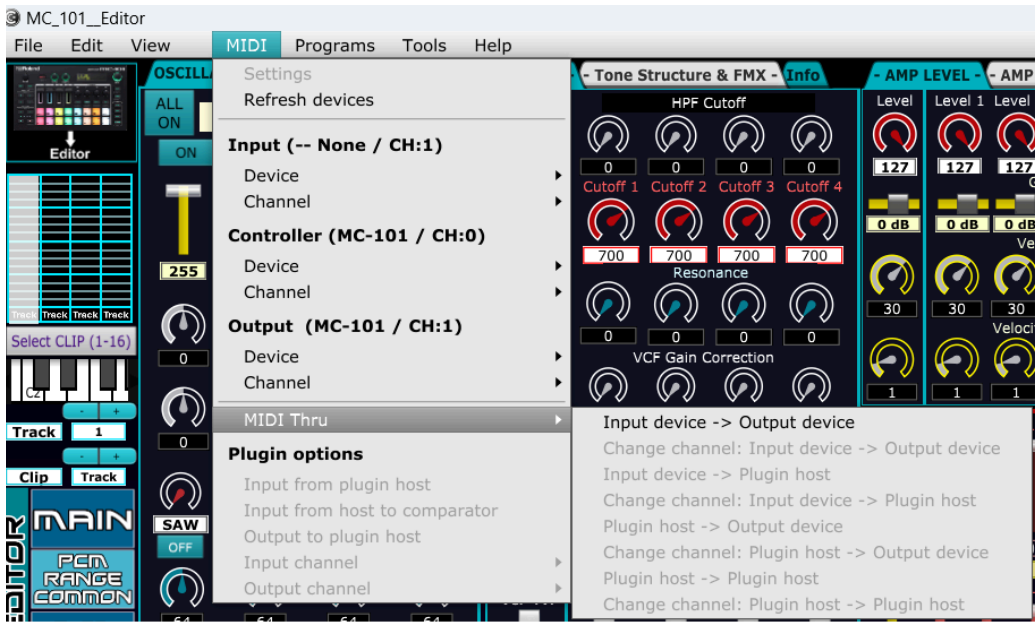
MIDI through: Input device->Output device deselected



IMPORTANT: DO NOT Select synth in Device-Input (you must leave the checkmark on - - None) to avoid duplicate MIDI messages that would make the software unusable



Furthermore, you must NOT select in MIDI Device Input Thru the option Input device->Output device, leaving it unchecked as by default.



YES	MIDI Thru	Input device -> Output device
	Plugin options	Change channel: Input device -> Output device
NO	MIDI Thru	✓ Input device -> Output device
	Plugin options	Change channel: Input device -> Output device

Functionality

The software features can be divided into 3 blocks:

- **ZEN-Core tone editing**: the editor displays and controls all the ZEN-Core parameters required by the standard.

Furthermore, thanks to the implementation of MIDI SysEx messages, it is possible to modify, use and store even the “hidden” and not directly accessible **ZEN-Core synthesis parameters**.

Synths compatible with Zen-Core synthesis, the virtual Zenology and ZC-1 use them for sound generation, but, as with MC-101 and MC-707, do not allow editing and visualization.

These hidden parameters are: **VCF Gain Correction - Partial LFO Phase Lock - Pitch Down Depth - Pitch Drift - Pitch Drift Cycle Number - Condition** and VA Init Phase.

The software is not able to edit tracks with Drums and Looper type sounds.

- **ZEN-Core Tone Librarian**: the software manages and uses a database of **16384 ZEN-CoreTones** (all resident in memory) which is structured in **N.8 libraries (Lib1-Lib2,..Lib8)** each composed of **2048 Tones**. Each of the 8 libraries is divided into **16 banks (A-B-C....P)** of **128 tons** each.

The possible operations within the Tones database are as follows:

- Load and Save to file the various data structures: entire database (16384 Tones), single library (2048 Tones), single bank (128 Tones) and single Tone.
- Store the Tones transferred from the synth and modified with the editor.
- insert and delete Tones
- move individual banks (128 Tones) with a “Bank Clipboard” using copy and paste functionality
- copying groups of Tones, from/to the library, with a clipboard of variable size (1-48 Tones), always visible

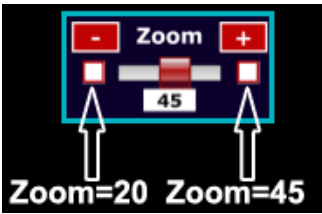
The dialogue between Librarian and Groovebox is in real time and it is possible to transfer each tone to MC-101 and MC-707 in a fraction of a second thanks to the Groovebox- Computer communication speed and the ability of the software/graphical interface to quickly manage MIDI SysEx messages.

- **Project editor**

The possible operations within this section are the following:

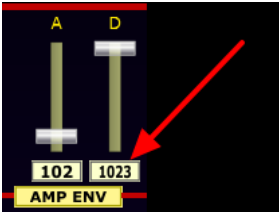
- edit of **main parameter offsets of the 4/8 tracks (MC-101/707)**: Volume, Pan, Cutoff, Res, Attack, Decay, Release, Vibrato, Portamento, SYS Ctrl and Delay/Reverb send.
For tracks with **Sound source = Clip** where **each clip has its own sound**, it is possible to edit these parameters **differently for each of the 16 clips**.
- edit the **all parameters relating to the Chorus/Delay and Reverb effects** with the possibility of recalling 40 reverb presets.
- Edit of **5-band Master EQ, 4/8 (MC-101/707) track EQs** and of **Master Compressor** of the project with the possibility of recalling 18 presets

Graphical interface

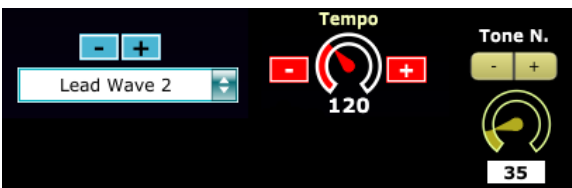


The interface of the software uses vector graphics which are resizable through the control **Zoom**.

Available controls: slider, +, -, preset Zoom=20 (square left) and Zoom=45 (square right)

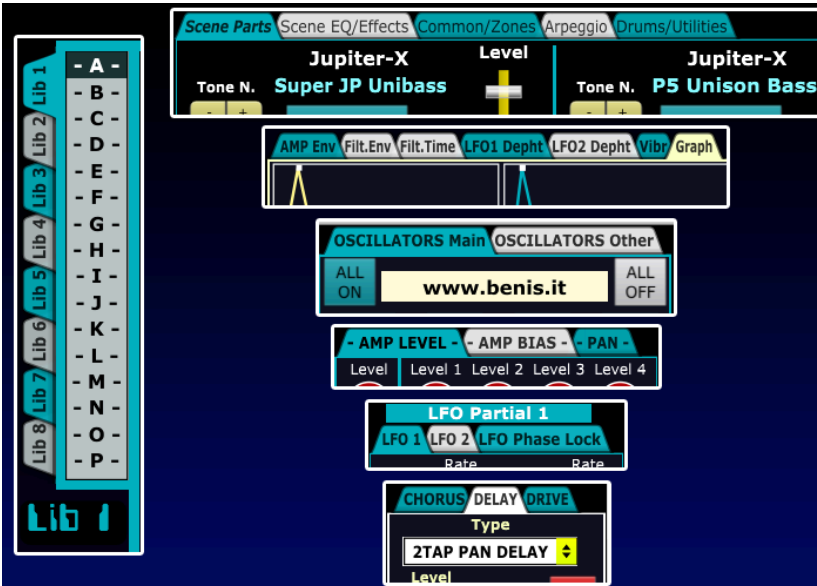


All numeric controls also allow **the value to be entered with keyboard** (type the value + ENTER): the reset to the default value is obtained by double clicking.

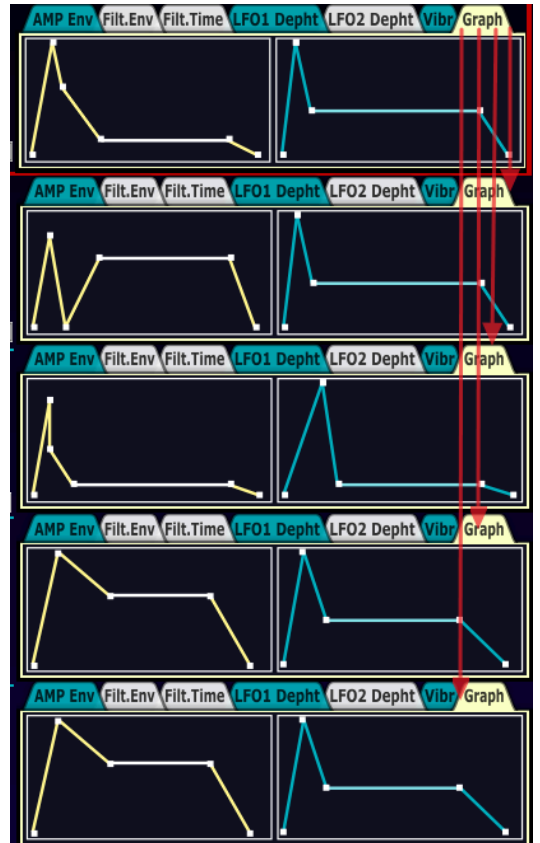


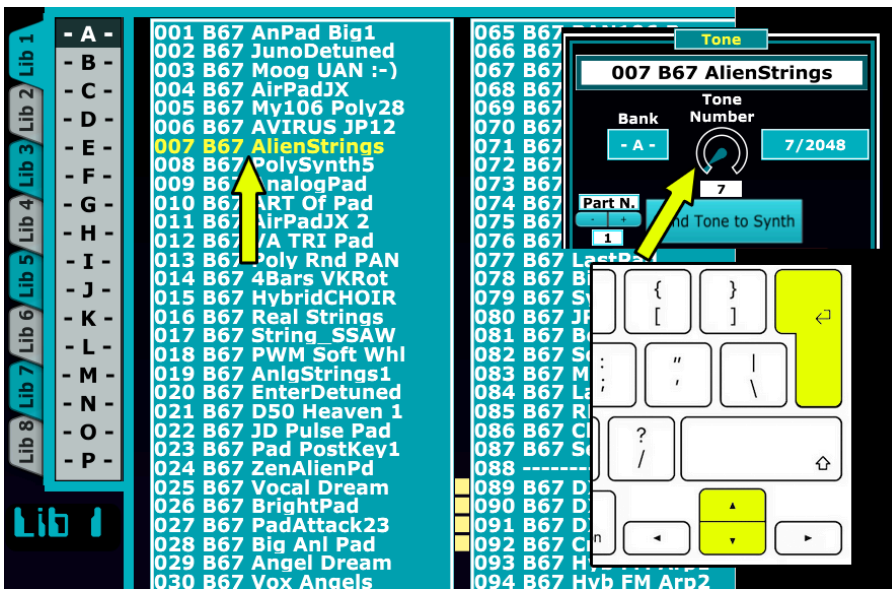
With the scroll wheel of the mouse (scroller), if available, it is possible **to increase and decrease the parameter by unit**. For some controls, where present, it is possible to obtain the same result by clicking on + and -

Numerous windows can be activated by clicking on the **Corresponding TAB** (some examples in the picture)



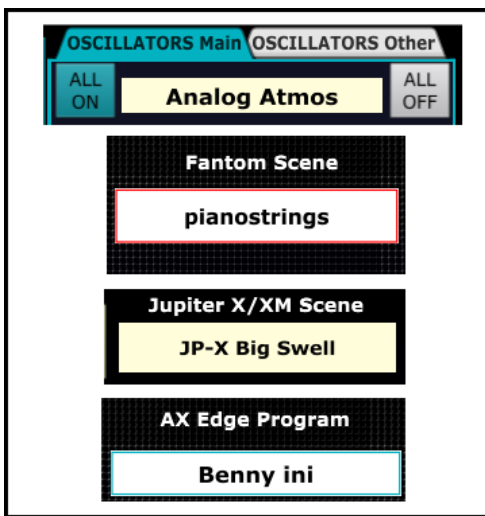
The group of TABs related to the MACRO AMP ENV, Filter ENV,....Graph) **automatically activates the 4 corresponding TABs relating to partials 1, 2, 3 and 4.**





In the lists of sounds in the librarian section, to speed up their use, it is possible to obtain the same behavior, by operating in different ways.

- **Selection:** single click - “Tone Number” rotary control - Up-Down arrow keys.
- **Sending the tone to the synth:** double click - click on “Send Tone to Synth” - Return button



Tone and scene name editing (16 characters).

- **single click:** the 16 characters including any spaces at the end of the name are highlighted in blue



- **text input + Enter:** change the name and send it to the synth

To enter characters and have up to 16 available (maximum length of the name), it is important to **delete any empty spaces at the end of the name** which are part of the name itself.

ZEN-Core editing and MACRO

Real-time editing of ZEN-Core tones can be done for any track set to Tone mode.

It is necessary to consider the two possible cases where each of the 4/8 tracks (MC-101/707) can be set in **Sound source=TRACK** or **Sound Source=Clip**

Maximum number of ZEN-Core tones that can be used in a project	
MC-707	MC-101
<p>In each Project, MC-707 is able to store and play up to a maximum of $17 \times 8 = 136$ ZEN-Core Tones: each of the 8 tracks can store</p> <ul style="list-style-type: none"> 16 ZEN-Core tones, one per clip, if it is set Sound Source=Clip 1 ZEN-Core tone if it is set Sound source=TRACK 	<p>In each Project, MC-101 is able to store and play up to a maximum of $17 \times 4 = 68$ ZEN-Core Tones: each of the 4 tracks can store</p> <ul style="list-style-type: none"> 16 ZEN-Core tones, one per clip, if it is set Audio Source=Clip 1 ZEN-Core tone if it is set Sound source=TRACK

I remember that the **type of Sound Source** of each single track can be changed in MC-101 and MC-707 as shown in the following images:

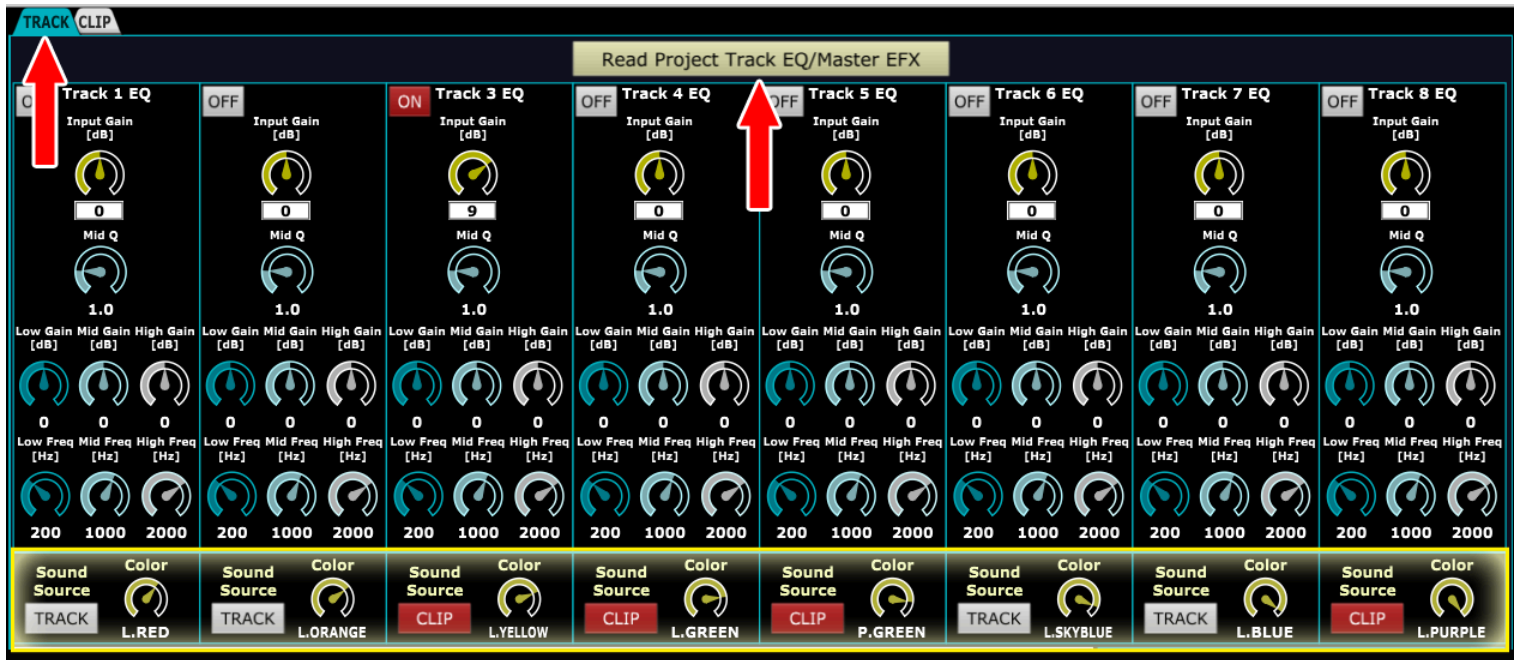


To quickly view the **Sound Source type (Clip or Track)** for all 4/8 tracks (MC-101/MC-707) in the editor, you can do it with the following steps:

- enter in Project Section (click on the icon)
- select Track Tab
- click on the **Read Project Track EQ/Master EFX** icon.

Below every track EQs, **Sound Source type** is displayed





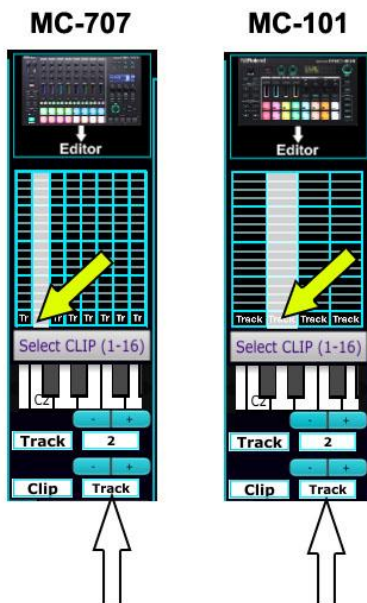
ZEN-Core Tone Transfer (Groovebox→Editor) and real time editing: 2 cases

Track with Sound Source=TRACK

It is the type of track that MC-101/707 sets by default when a new Tone track is created: **all clips on that track have the same ZEN-Core Tone**, the same offsets of synthesis parameters (Volume, Pan, Cutoff, Res, Attack, Decay, Release, Vibrato, Portamento, SYS Ctrl) and the same Sends to the Delay and Reverb effects.

To edit **the single ZEN-Core tone** used in each clip of that track you need to:

- 1) Select the track either by clicking on the word Tr/Track inside the cell below or by selecting track number (in the example N.2) and Clip=Track.

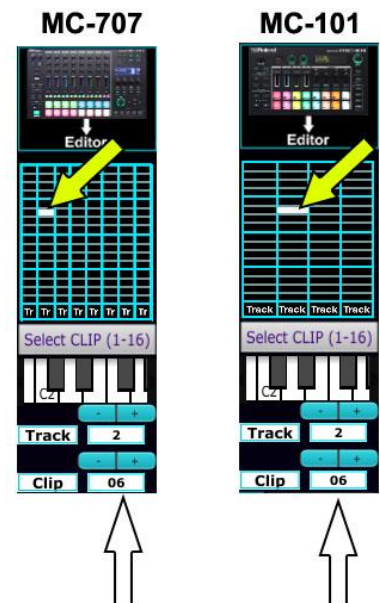


Track with Sound Source=CLIP

It is the type of track of MC-101/707 where **EACH of the 16 CLIPS** of that track has its own **ZEN-Core Tone**, different offsets of synthesis parameters (Volume, Pan, Cut, Res, Attack, Decay, Release, Vibrato, Portamento, SYS Ctrl) and various Sends to the Delay and Reverb effects.

To edit **each of the 16 ZEN-Core tones** used in each clip of the track you need to:

- 1) Select the clip (1-16) and the desired track either by clicking on the corresponding rectangle or by using the Track and Clip controls. In the example, clip N.6 of



track N.2 is selected

2) Click on the Groovebox→ Editor icon



2) Click on the Groovebox→ Editor icon



After clicking on the icon, all parameters of the corresponding ZEN-Core tone, if existing, will be transferred from **Groovebox**→ **Editor** and all controls and graphics will be updated in real time.

Subsequently, any modification of the editor parameters will be automatically transferred in real-time to the groovebox.

It is always possible to continue editing the ZEN-Core tone inside the groove box: to resynchronize parameters and graphics, and continue editing on the editor, just click on the icon

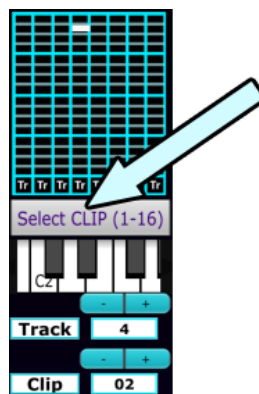


It is essential that in the Groovebox the track has been created in Type=TONE mode and, in the case of Sound Source=Clip, that the selected clip has already been created: otherwise the transfer has no effect.

If the default MIDI channels are set in the groovebox (Track 1=Midi Ch.1, Track 2=Midi Ch. 2,..) it is possible to play the selected track/clip with the editor keyboard and, in parallel with the A-L keys (approximately 1 octave)



Once a clip has been selected it is also possible to activate it by clicking "Select CLIP (1-16)": you get the same functionality present on the groovebox.



At the end of sound editing, the ZEN-Core tone can be stored within a location of the ZEN-Core library, using the LIBRARIAN section (click on **LIBRARIAN**). Please refer to the relevant section of the manual for more information.

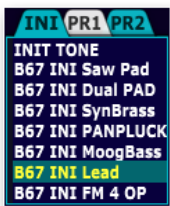


You can also save the currently edited **ZEN-Core tone** to a file by using the **File Tab at the bottom left** and clicking **SaveTone to File**: the tone will be stored in MIDI SysEx format (*.syx). To load the single tone from the file (*.syx), click on the green icon **Load tone from file**: the **ZEN-Core tone** is loaded from the file, transferred to the groovebox on the selected track/clip and the parameters and graphics of the tone are updated in the editor. **Before loading a new tone it is important to check the Track/Clip currently selected from the matrix or editor controls, since the corresponding groovebox ZEN-Core tone will be replaced by the one loaded from the file.**

Presets

On the main screen, 24 presets are available, divided into 3 tabs.

The transfer of the **ZEN-Core preset** → **the currently selected Groovebox Track/Clip** is done by **double-clicking on name** or by pressing the Return key on the keyboard. It is always possible, as with the library, to scroll through the presets using the Up-Down arrow keys.



Before loading a new tone it is important to check the Track/Clip currently selected from the matrix or editor controls, since the corresponding groovebox ZEN-Core tone will be replaced by the loaded preset.

In the three TABs there are different types of Zen-Core tones.

- **INI**: simple sounds, to be used as a basis for editing.
- **PR1**: some of the sounds from the optional library (sold separately): among these also 3 FM tones with a double pair of operators (2 x carrier-modulator).
- **PR2**: sounds that using the STEP LFO functions and the related template (see below) perform melodic and rhythmic sequences. In the name there is the BPM for which it was designed, a value that must be inserted in the **time** parameter of the scene.



The various parameters of the ZEN-Core tone are divided into 6 screens, which can be recalled by clicking on the relative icon:

- **Main**: Filter, Amp, PAN, LFO1, LFO2, Filter ENV e Amp ENV
- **PCM - Range - Common**: PCM Waves, Keyboard e Velocity Range, Parametri Common
- **Mod Matrix**: the modulation matrix
- **Pitch ENV**
- **STEP LFO**: the Step LFO section with activation of the “Note Sequence” template
- **Effect - EQ**: selection and editing of the 93 “Tone MFX” effects and EQ section

On the left, the section relating to the oscillators (the two Main and Other TABs) and the **Tone Name** are always active.

In the OSCILLATORS Main TAB, among the various parameters, it is also possible **activate and**

deactivate all partials at the same time by clicking on the icons above **ALL ON** It is **ALL OFF**



Macro

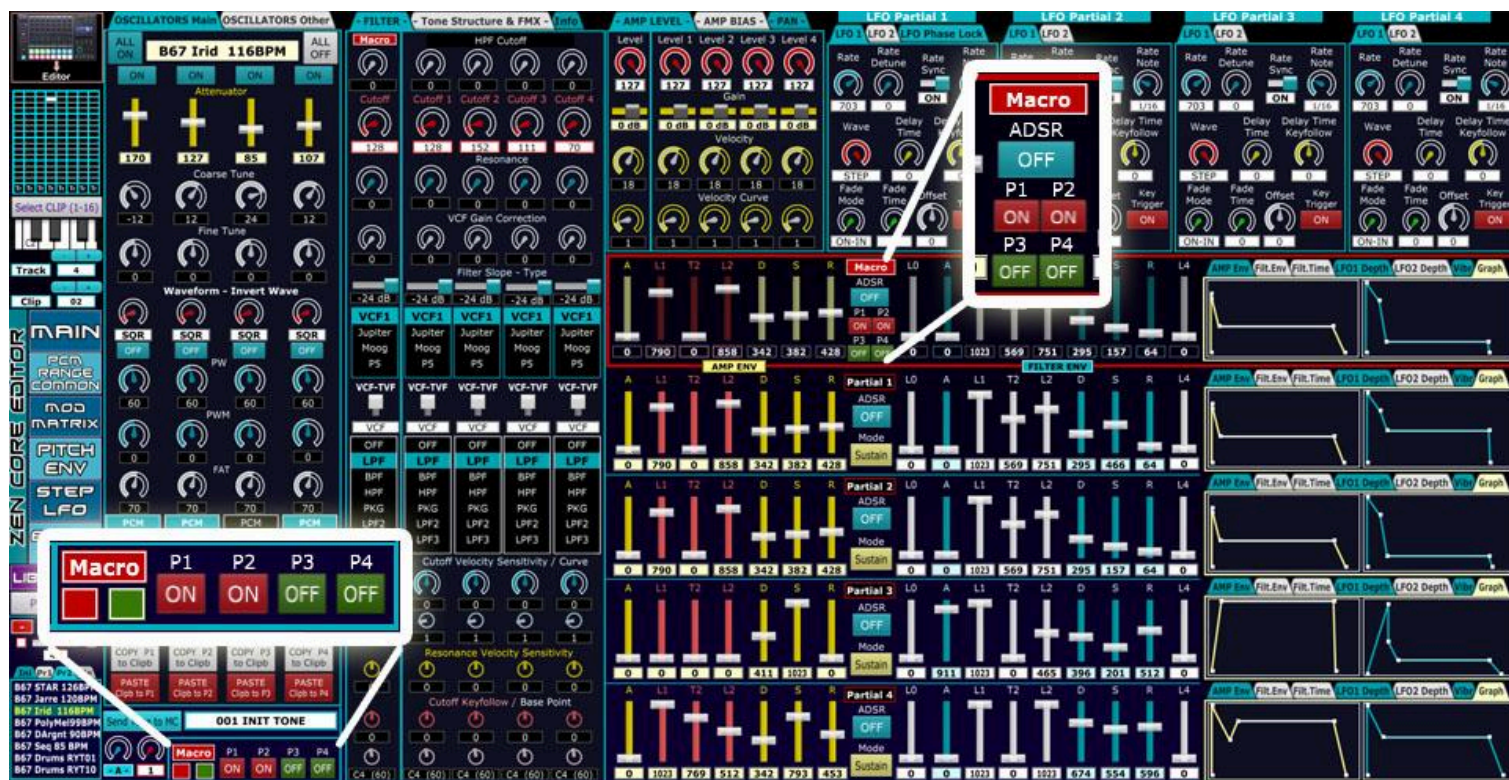
To simplify and speed up the tone editing, for some parameters it is possible to use the **MACRO controls** which allow the corresponding parameter of any combination of the 4 partials to be controlled in parallel.

For example, if the Cutoff MACRO parameter is modified, the corresponding Cutoff parameters of the partials 1-2-3-4, for which the MACRO parameter is active, will be modified in parallel.

Real-time graphics make every thing intuitive and visible.

To activate parameter operation **MACRO** it is necessary to select the combination of partials that you wish to control simultaneously.

This can be done independently in the two sections highlighted in the following image, by clicking on **ON-OFF** of the 4 partials **P1, P2, P3 and P4**: the first of the two sections is always visible and the second is present inside the macro section of the AMP and FILTER ENV. Image follows.



The two sections are synchronized with each other: the one at the bottom left also allows you to activate and deactivate the MACRO functionality on all 4 partials with a single click: to do this, just click on the Red and Green



- **Red:** the macro parameters drive all 4 partials
- **Green:** the macro parameters do not drive any partial

The **MACRO** parameters with which, as seen, the selected combination of partials are simultaneously driven, are those in Red in the following images: when a sound for editing is loaded from the broovebox, their values are set to coincide with those of Partial N. 1.

Macros in the Filter, Amp and Env section

This screenshot displays a comprehensive set of macro controls for a synthesizer. The interface is organized into several main sections:

- Oscillators:** Includes 'Main' and 'Other' oscillators with parameters like B67 INI FM 4 OP, Attenuator, Coarse Tune, Fine Tune, Waveform, and SuperSaw Detune.
- Filter:** Features 'Tone Structure & FMX' and 'Filter' controls, including HPF Cutoff, VCF Gain Correction, Filter Slope, and various VCF and LFP filters.
- Amp Level & Bias:** Controls for 'AMP LEVEL' (Level 1-4) and 'AMP BIAS' (Bias Lev 1-4) with gain and velocity curve settings.
- LFO Section:** Contains four LFO Partial sections (LFO 1-4) with parameters for Rate, Detune, Sync, and various LFO shapes.
- Env Graphs:** Four graphs at the bottom right show the macro's effect on AMP Env, Filter Env, Filter Time, and LFO Depth.

Macro in Amp Level, Bias and Pan TAB

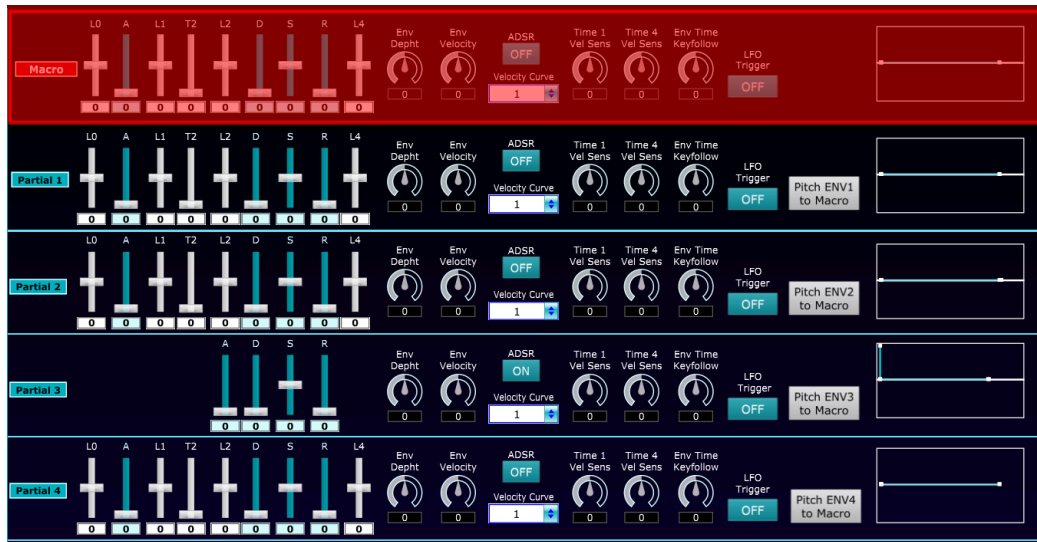
This screenshot focuses on the 'AMP LEVEL', 'AMP BIAS', and 'PAN' macro controls. It includes:

- AMP LEVEL:** Four level controls (Level 1-4) with gain and velocity curve parameters.
- AMP BIAS:** Four bias level controls (Bias Lev 1-4) with bias position and direction settings.
- PAN:** Four pan controls (PAN 1-4) with pan keyfollow, random pan depth, and alternate pan depth options.

Macro in 7 TAB: Amp Env, Filter Env, Filter time, LFO1 Depth, LFO 2 Depth, Vibrato e Env Graph

This screenshot shows a grid of macro controls for seven parameters: AMP Env, Filter Env, Filter Time, LFO1 Depth, LFO2 Depth, Vibrato, and Env Graph. Each parameter has its own set of controls, including time, velocity, and keyfollow settings, along with a corresponding graph showing the macro's effect.

Macros in the Pitch Env section



Through the MACROS it is also possible to copy the **AMP**, **Filter** or **Pitch envelope** to a combination of partials of your choice.

To do this you need:

- **Select (ON)** the destination partial(s). which will be driven by



macros (P2 and P4 in the example)

- Click on the icon **xxx ENVx to Macro** of the source envelope that you want to copy

In the example (macro ON on P2 and P4) if you click on **AMP ENV1 to Macro** copy the envelope **AMP** of **partial 1** on the respective AMP envelopes of partials 2 and 4;

if you click on **FILTER ENV3 to Macro** copy the envelope of the **Partial FILTER 3** on the respective FILTER envelopes of partials 2 and 4



Copy and Paste operations for partials and effects



At the bottom left there is the section for **copying and pasting ZEN-Core tone partials** using a clipboard.

The **clipboard** remains active even after **loading a new sound**, so as to allow for example the **COPY** of any partial from a previously edited Tone, and the **PASTE** in the current one.

The copy and paste operations do not affect the "Common" parameters of the tone (Name, Category, Mono/Poly, Unison, Tone Structure 1-2 / 3-4, Ring, X-Mod 1/2, ..) as they are not related to the single partial.

After copying the partial parameters into the clipboard, before carrying out the paste operation you need to wait about 3 seconds as the software makes a series of SysEx requests to the groovebox due to some anomalies

i

ALERT

Receive Bulk Dumps of sysex from MC-707
Wait 3 seconds before performing the "Paste Clipboard" operation

present in the SysEx implementation of MC-101 and MC-707



On top right in the Effect-EQ section is available **copy and paste ZEN-Core tone MFX effect.**

The clipboard remains active even after loading a new sound, so as to allow the COPY of the effect parameters from a previously edited Tone, and the PASTE to the current one.

PCM section - Range - Common

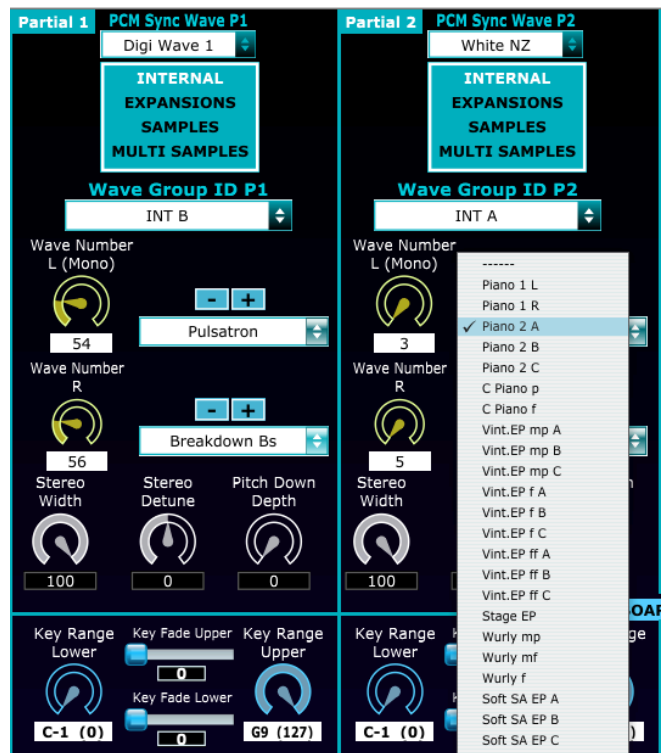
In this section of the editor you can edit the samples for the PCM and PCM Sync Partials, the Keyboard and Velocity Range and the various common parameters.

For PCM sample selection, the MC-101 and MC-707 can recall both **user samples** and **Internal preset** multisamples of **INT A, INT B, INT C Wavegroup**. After selecting the WaveGroup, you set the Wave Number L (Mono) and possibly the Right sample number which, as with all controls, can also be entered numerically.

The software also allows the selection of “User Multisamples”, INT D multisamples and the 15 expansions EXZ001-EXZ015 only to ensure compatibility with ZEN-Core Tones made with Zenology Pro and/or with other Roland synthesizers compatible with the standard (Fantom, Jupiter-X, AX-Edge,...).

Since the GrooveBoxes do not contain such samples, in that case the partial will remain mute.

It was decided to maintain access and viewing of these samples to allow, if necessary, the loading of the ZEN-Core tones that contain them and their replacement with the available and most similar ones.



- Triangle 2
- Slight Bell
- Belltree
- Wind Chime
- 727 StrChime
- Metro Bell
- Metro Click
- Click 1
- Click 2
- R8 Click
- Hi Q 1
- Hi Q 2
-
- ✓ MG Saw 1
- MG Saw 2
- Digital Saw
- Ramp Wave
- Lead Wave 1
- Lead Wave 2
- Lead Wave 3
- DistSaw Wave
- FeedbackWave
- SubOSC Wave1

Alternatively, by clicking on the name of the sample, it is possible to scroll through those available continuously, even moving from one group to the next (in the image the last ones of the INT A bank and the first ones of INT B).

Mod Matrix and Pitch Env sections

Below are the images relating to these sections: in the Pitch Env section the 4 Pitch Env has Macro controls as for the Amplifier and Filter envelopes.

The image displays a 4x4 grid of control panels for four sources (Source 1 to Source 4). Each panel contains knobs for Sens 1-4, Destination 1-4, and various parameters like PIT-LFO1, PAN, CHO, LFO1-RATE, and RES.

Source	SYS-CTRL	Destination 1	Destination 2	Destination 3	Destination 4
Source 1	SYS-CTRL3	PIT-LFO1	OFF	OFF	OFF
Source 2	SYS-CTRL2	CUT	LEV	OFF	OFF
Source 3	SYS-CTRL4	PIT-LFO1	LFO1-RATE	OFF	OFF
Source 4	SYS-CTRL1	CUT	RES	OFF	OFF

The image displays a vertical stack of four Macro control panels (Macro, Partial 1, Partial 2, Partial 3, Partial 4) with various knobs and sliders for envelope parameters.

Macro	Partial 1	Partial 2	Partial 3	Partial 4
Macro	Partial 1	Partial 2	Partial 3	Partial 4
ADSR	ADSR	ADSR	ADSR	ADSR
OFF	OFF	OFF	ON	OFF
Velocity Curve	Velocity Curve	Velocity Curve	Velocity Curve	Velocity Curve
1	1	1	1	1
Pitch ENV1 to Macro	Pitch ENV2 to Macro	Pitch ENV3 to Macro	Pitch ENV4 to Macro	

Effect-EQ section

In this section it is possible to select and modify the MFX Effects of Zen-Core tone, the EQ of the 4 partials and the modulation matrix of the effect parameters.

On the right there are some presets, divided into types, which can be recalled by double clicking on the name.

At the top right, as seen, there is the section for copy and paste the effect.

The clipboard remains active even after loading a new sound, so as to possibly allow the COPY of the effect parameters from a previously edited Tone, and the PASTE in the current one.

The screenshot displays the 'Effect-EQ section' of a software interface. On the left is a vertical list of 29 'EFX Type' options, with '41 Multi Tap Delay' selected. The main area is divided into several sections:

- EFX Type List:** 31 T-Scream, 32 Guitar Amp Simulator, 33 Compressor, 34 Limiter, 35 Sustainer, 36 Gate, 37 Delay, 38 Modulation Delay, 39 3Tap Pan Delay, 40 4Tap Pan Delay, 41 Multi Tap Delay, 42 Reverse Delay, 43 Time Ctrl Delay, 44 Tape Echo, 45 LOFI Compress, 46 Bit Crusher, 47 Pitch Shifter, 48 2Voice Pitch Shifter, 49 Overdrive -> Chorus, 50 Overdrive -> Flanger, 51 Overdrive -> Delay, 52 Distortion -> Chorus, 53 Distortion -> Flanger, 54 Distortion -> Delay, 55 OD/DS -> TouchWah, 56 OD/DS -> AutoWah, 57 GtAmpSim -> Chorus, 58 GtAmpSim -> Flanger, 59 GtAmpSim -> Phaser, 60 GtAmpSim -> Delay, 61 EPampSim -> Tremolo, 62 EPampSim -> Chorus, 63 EPampSim -> Flanger, 64 EPampSim -> Phaser, 65 EPampSim -> Delay, 66 Enhancer -> Chorus, 67 Enhancer -> Flanger, 68 Enhancer -> Delay, 69 Chorus -> Delay, 70 Flanger -> Delay, 71 Chorus -> Flanger, 72 CE-1, 73 SBF-325, 74 SDD-320, 75 2Tap Pan Delay, 76 Transient, 77 Mid-Side EQ, 78 Mid-Side Compressor, 79 Tone Fattener.
- Effect Parameters:**
 - Output Level:** 127
 - Delay 1-4:** Rate [Note] (1/2, 1/4, 1/4, 1/8), Delay Sync (msec/Note) (Sync ON - Note), Delay [msec] (1200, 900, 600, 300), Level, PAN (-127, -64, 127, 63, 127, -32, 127, 32).
 - Gain:** Low Gain (dB) 0, High Gain (dB) 0.
 - HF Damp [Hz]:** BYPASS
 - Balance Dry-Wet:** 50
 - Feedback [%]:** 20
- Partial EQ (Partial 1-4):** Each partial has Chorus Send Level, Reverb Send Level, Out Assign (DRY/MFX), EQ (OFF), Mid Q (1.0), and Low Gain/Mid Gain/High Gain (dB) (0.0, 0.0, 0.0).
- Modulation Matrix (Source 1-4):**
 - Source 1: CC01:Modulation, Assign 1, Delay 1 Feedback, Sens 1 (0).
 - Source 2: CC02:Breath, Assign 2, Balance, Sens 2 (0).
 - Source 3: OFF, Assign 3, Sens 3 (0).
 - Source 4: OFF, Assign 4, Sens 4 (0).
- Presets:** A list of 15 presets including Juno106 II, CE-1, SDD320 34, Ita Strings, Hexa-Cho, SpaceD, 3Tap Dly 1, 3Tap Dly 2, 2Tap Dly, TapeEcho1, Delay-Cho, 3LongDelay, 4FeedDelay, InfiniLoop, Leslie MW, LeslieD MW, Phaser 1, SlowPhaser, Enhancer, Enha Chor, Spectr.LoHi, Cho-Delay1, Cho-Delay2, Flng-Delay, EPAm-Trem.
- Clipboard:** Copy MFX to Clipb, Paste MFX to Clipb.

STEP LFO and TEMPLATE section for use as STEP Sequencer

The editing section **STEP LFO** allows complete editing of the 8 STEP LFOs (LFO1 and LFO2 for each of the 4 partials) in a single screen.

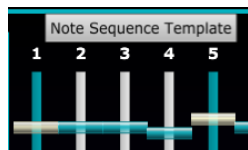
The 16 steps are adjustable with the depth faders (-72 +72) and with a graphic control to select, for that step, the curve (0-36) which is represented graphically: to modify it, click on the icon and move the mouse. Alternatively you can use the mouse scroller or enter the value numerically with the computer keyboard: by inserting the values in succession with the keyboard, it is possible to proceed quickly as it is not necessary to press Return for confirmation.

Double clicking on each of the 16 steps resets the step depth values (default=0) and/or the step curve (default=1)

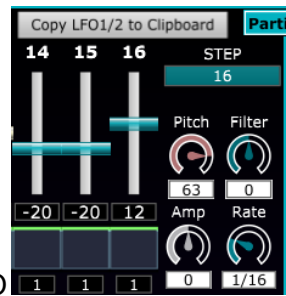
Thanks to the flexibility of the 8 STEP LFOs, it is possible to create, with a single Zen-Core tone, melodic tone and/or rhythmic sequences synchronized with the scene BPM, using a series of parameters of the ZEN-Core standard: any of these sound-sequences are available in the library that can be purchased optionally.

To simplify the programming of these sounds, there is a **template** that can be activated by clicking on **“Note**

sequence Template” at the top left



To be able to operate faster by working in a single window, the parameters controls of the modulation intensity

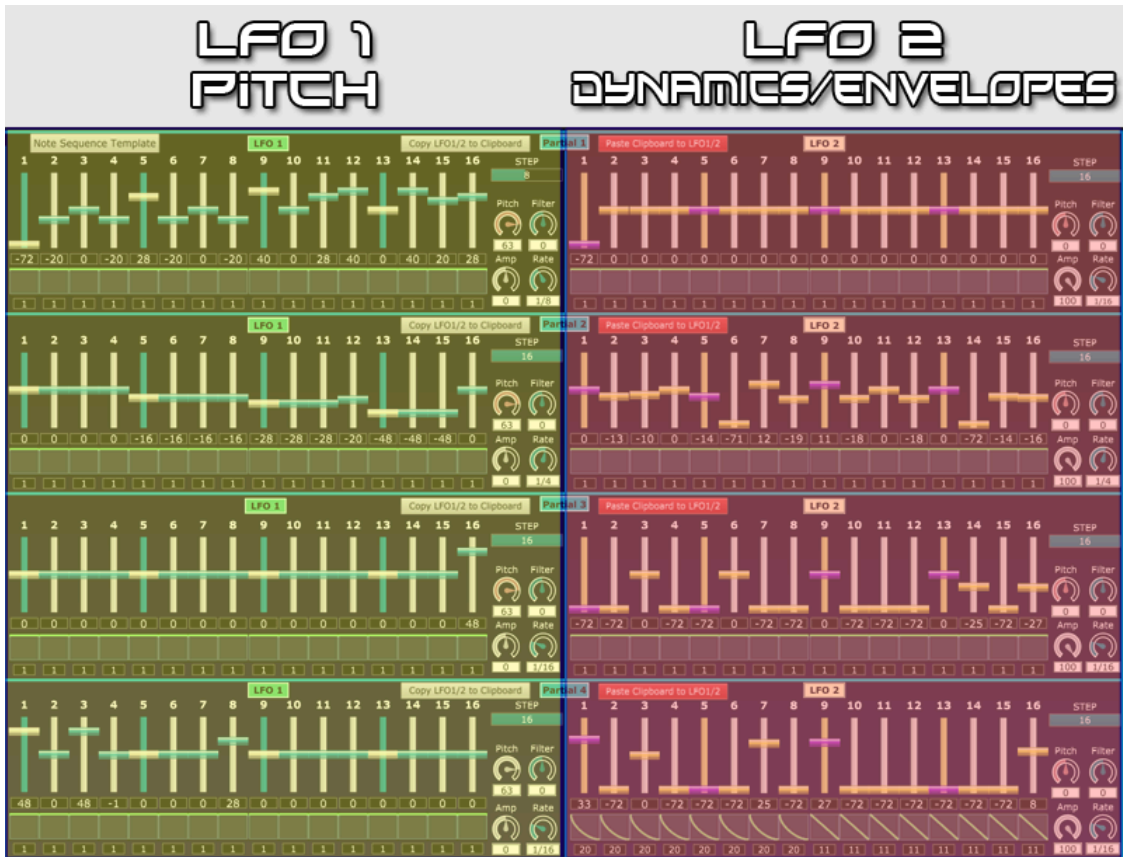


(Pitch, Filter and AMP) and the rate of the STEPS, are present for each LFO (these controls are duplicates of those present in the Main-LFO1-2 Depth and RATE Note section)

The Template sets the parameters that allow the sound to be triggered for each step: among these, on all 8 LFOs, **Wave=STEP** and **LFO Trigger=ON** are set for the Filter and AMP ENVs .

It is important to note that, **if using sampled sounds (PCM partials), the sample is NOT triggered at each step, but only at the beginning of the note.** For this reason, the dynamics of the sound that repeats itself at each step can be obtained using the Amp and Filter ENVs, using the LFO itself (see below) or with both methods in parallel.

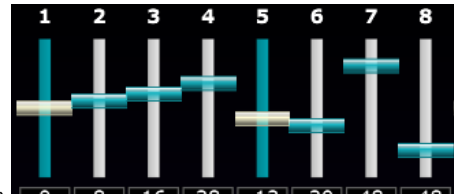
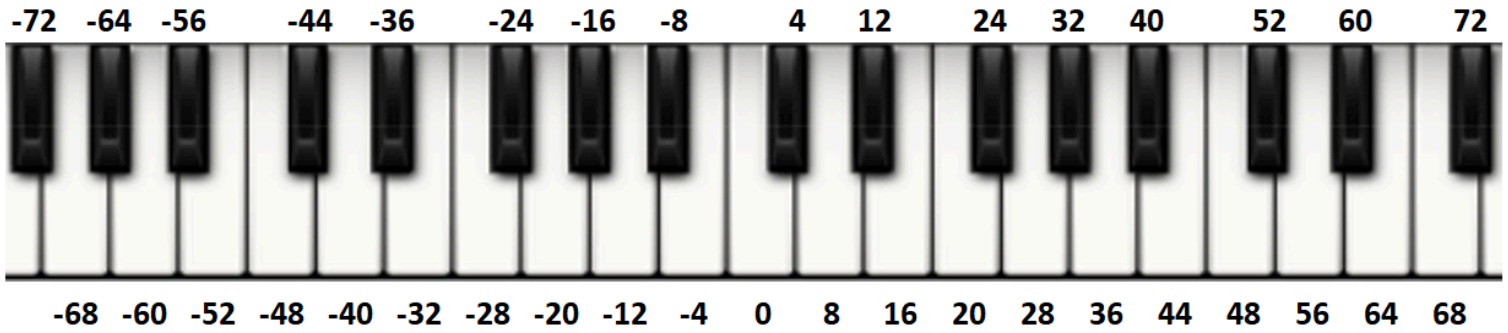
The idea behind the template is to use **the STEP LFO1 of the 4 partials (column on the left) to program the notes of the 4 sequences** (one for partial); through **STEP LFO2 of the 4 partials (column on the right), the dynamics and, possibly, the envelopes of each step are programmed.**



- For each of the 8 LFOs, the speed and duration of the loops can be managed by setting the two values:
- **Rate** (range 1/64T - 4): the speed at which the notes repeat is adjusted, in sync with the tempo of the scene (performance in AX-Edge). With multiple ranges (e.g. 1 - 1/2 - 1/4 - 1/8 - 1/16 - 1/32) it is possible to sequence, for example, a 8 bars long bass lines (Rate= 1/2), together with arpeggios of duration equal to one or two beats (Rate=1/32 and 1/16)
 - **Step (1-16):** the number of steps from which the sequence loop is composed

To set the intonation (maximum 16 steps for each partial), use the left column: the template places a **Pitch Depth=63** on LFO1 of the 4 partials.

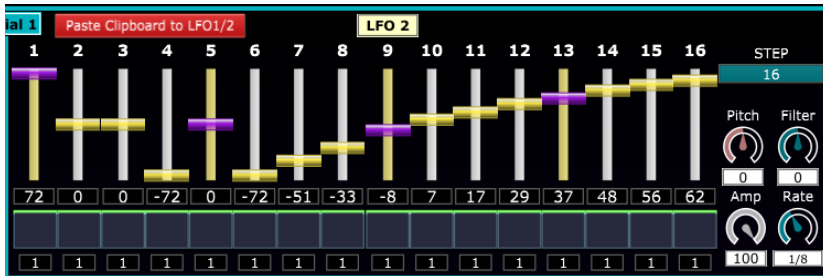
With the value set by the template (Pitch Depth=63) each increase - decrease of a value equal to 4 in step programming corresponds to an increase - decrease of a SEMITONE; the jump of an octave (12 semitones) is therefore equal to set +/- 48 (12*4)



For example, the sequence in the image (0 8 16 28 -12 -20 48 -48) corresponds to the note sequence C4 - D4 - E4 - G4 - A3 - G3 - C5 - C3

The combination of notes, rates and steps, all for 4 partials, allows the creation of even very complex sequences: No. of steps that are not multiple of each other (e.g. 6-8-12-16) guarantee interweaving of notes, even particularly complex.

On the right column, as seen, the STEPS of LFO2 are adjusted for the 4 partials: the template activates the modulation depths of the amplification equal to the maximum value (**LFO2 AMP Depth=100**). In this way it is possible to drive the dynamics of the sequence (accents on the single notes): in particular, to silence the note for that step, it is necessary to set the fader that controls the amplitude to a value = -72.

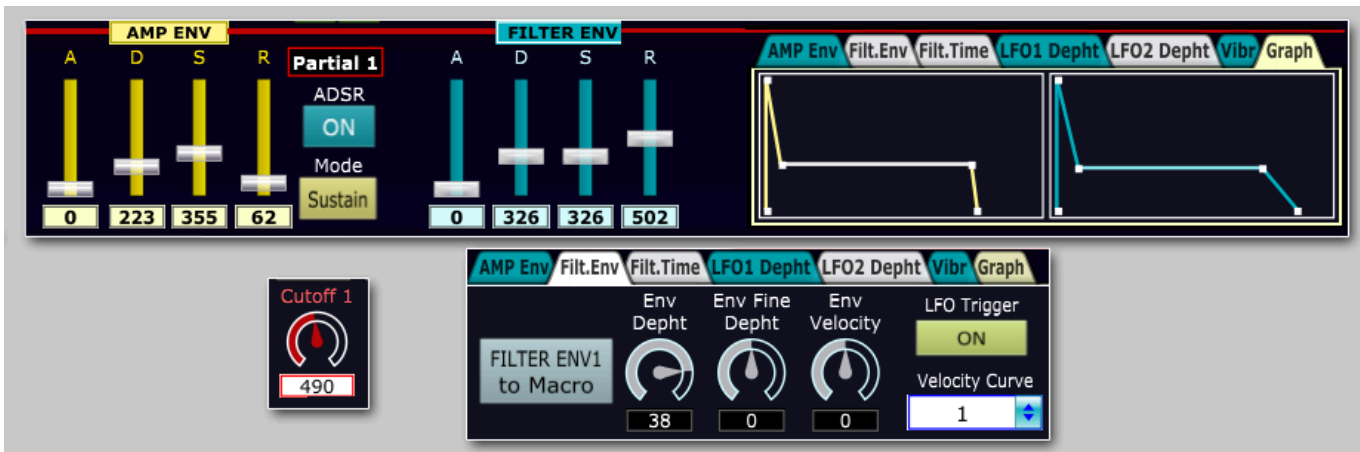


In the example the first note of the loop will be accented; No.4 and No.6 will be silent. From No.7 to No.16 there will be an increase in volume.

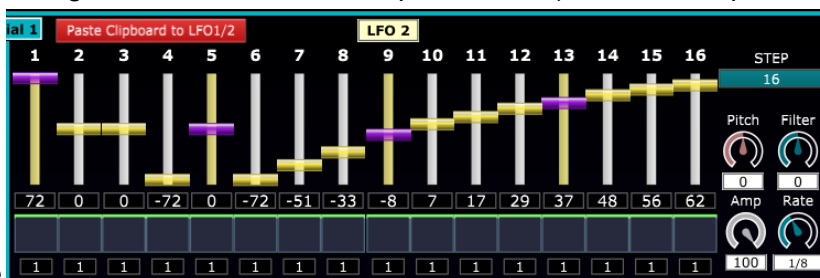
For rhythmic sequences with percussive sounds obtained in VA synthesis, the alternation of + - 72 simulates the alternation between Note ON and Note OFF.

To have a variation of filter and amplitude of the sound at each step, (it is not possible for this purpose to use the dynamics of PCM sounds that are triggered only once), there are mainly two methods.

- **The first method**, the simplest, is to **shape sounds with ZEN-CORE synthesis amplitude and filter envelopes** (here for example the synthesis parameters of a plucked VA sound - with a VA oscillator with SAW waveform)

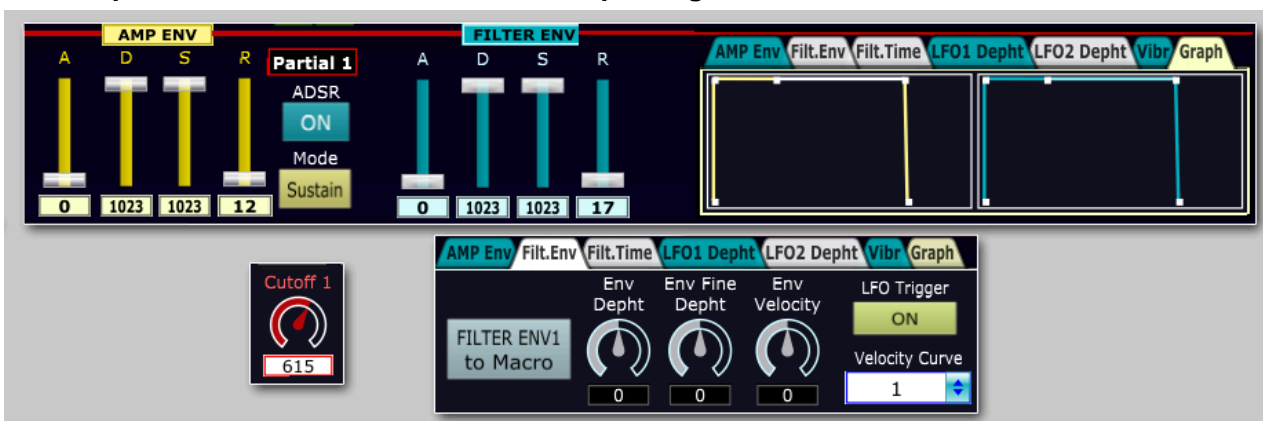


Then, by setting the faders in the 16 steps of LFO2 (with AMP Depth=100) you adjust the volumes of the



sequence

- The second method is to use VA sounds with FLAT AMP and FILTER envelopes (sustain=MAX=1023) and shape the filter and/or AMP at each step using the LFO2 curves.



To shape the envelopes, at each step, and relative volumes, the most suitable curves for this purpose

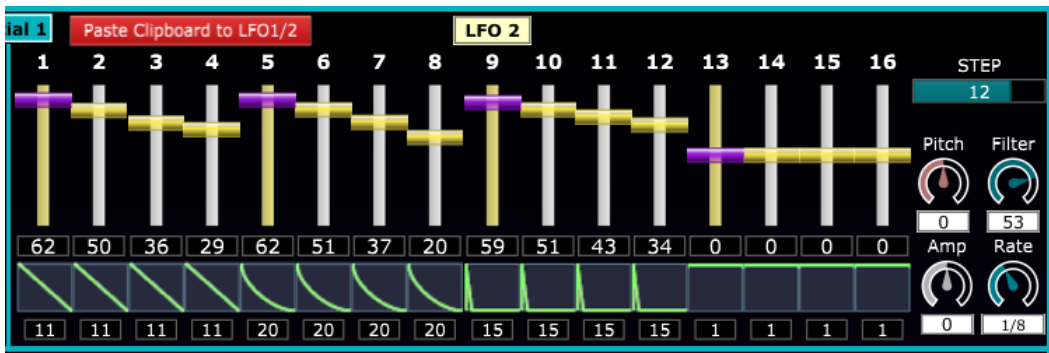


are those with values of 11-20 and 15 (progressively more percussive curves).

Here is an example (with N. of STEP equal to 12) where the following have been set:

- step 1-4: percussive ENV
- step 5-8: more percussive ENV
- step 9-12: almost impulsive ENV.

The fader values adjust the intensity with which the ENV shapes change the filter cutoff (in the example = 53)



Obviously it is possible to start from the template to obtain more complex modulation sequences and steps, moving away from the distinction set by the template (left column for pitch and right column for dynamics and ENV).

IMPORTANT: due to the structure of the ZEN-Core synthesis, if partials with **sampled sounds (PCM)** are modulated by the STEP LFO, as already seen, the note will NOT be re-triggered at each step, but only the first time. For this reason it is **not possible to use PCM samples of drums to simulate rhythmic patterns**: it is possible to do so, like in the optional bank and in two presets, synthesizing them with **VA oscillators, noise, filters and env.**

By using multiple Zen-Core Tones with sequences and rhythms in tracks, numerous synthesis and performance possibilities can be obtained.

Unless there are particular sequences, **it is advisable to set the tone in monophonic mode.**

It should be noted that the sequence thus obtained, **with sustain pedal=ON, remains active even when the note is released.** (useful for example for improvising, in analogy to a loop station)

Hidden ZEN-Core synthesis parameters

The ZEN-Core synthesis engine uses some hidden synthesis parameters internally: both the ZEN-Core compatible synths and the virtual Zenology do not leave the user the possibility of seeing or modifying them, even if they are used in the same way as all the others.

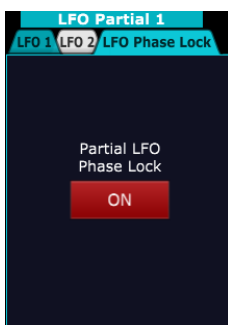
These parameters are indicated in the various documentation relating to the MIDI Implementation of Fantom, Fantom-0, AX-Edge, Juno-X and Jupiter-X/XM.

Through MIDI System Exclusive messages, the software is able to read them, modify them and make Groovebox use them like all the others.

Here is the list of those available:



VCF Gain Correction (also available as a Macro for the 4 partials): when VCF Resonance >0, the gain reduction is compensated.



Partial LFO Phase Lock (control present in TAB inside LFO Partial 1): all the parameters of LFO1 and LFO2 of partials 2-3 and 4 (Rate, Waveform, Delay Time, Fade,...) are synchronized with those of LFO1 and LFO2 of Partial 1.

The synthesis engine, with **Partial LFO Phase Lock=ON**, corresponds to that of a 4-partial synth where LFOs 1 and 2 operate identically on all partials.

It is the method used for the emulations in Model Expansions.



Pitch Down Depth (control in the PCM-RANGE-COMMON section): reduces the oscillator frequency up to fractions of Hz.

The main use is to activate it together with the Structure 1-2 (3-4) Sync, Ring, X-Mod and X-Mod2 modes using the intermodulations between the oscillators

Pitch Drift - Pitch Drift Cycle Number - Condition (control in the PCM-RANGE-COMMON section): emulates the imperfections of analog synths.



- **Pitch Drift (0-255)**: amount of pseudo-random pitch oscillations
- **Pitch Drift Cycle Number (Free, 1,2...8)**: cyclicity with which the voices alternate. Ex. 6= emulation of a 6-voice synth.
- **Condition Drift**: quantity of pseudo-random pitch oscillations, Cutoff and Volume

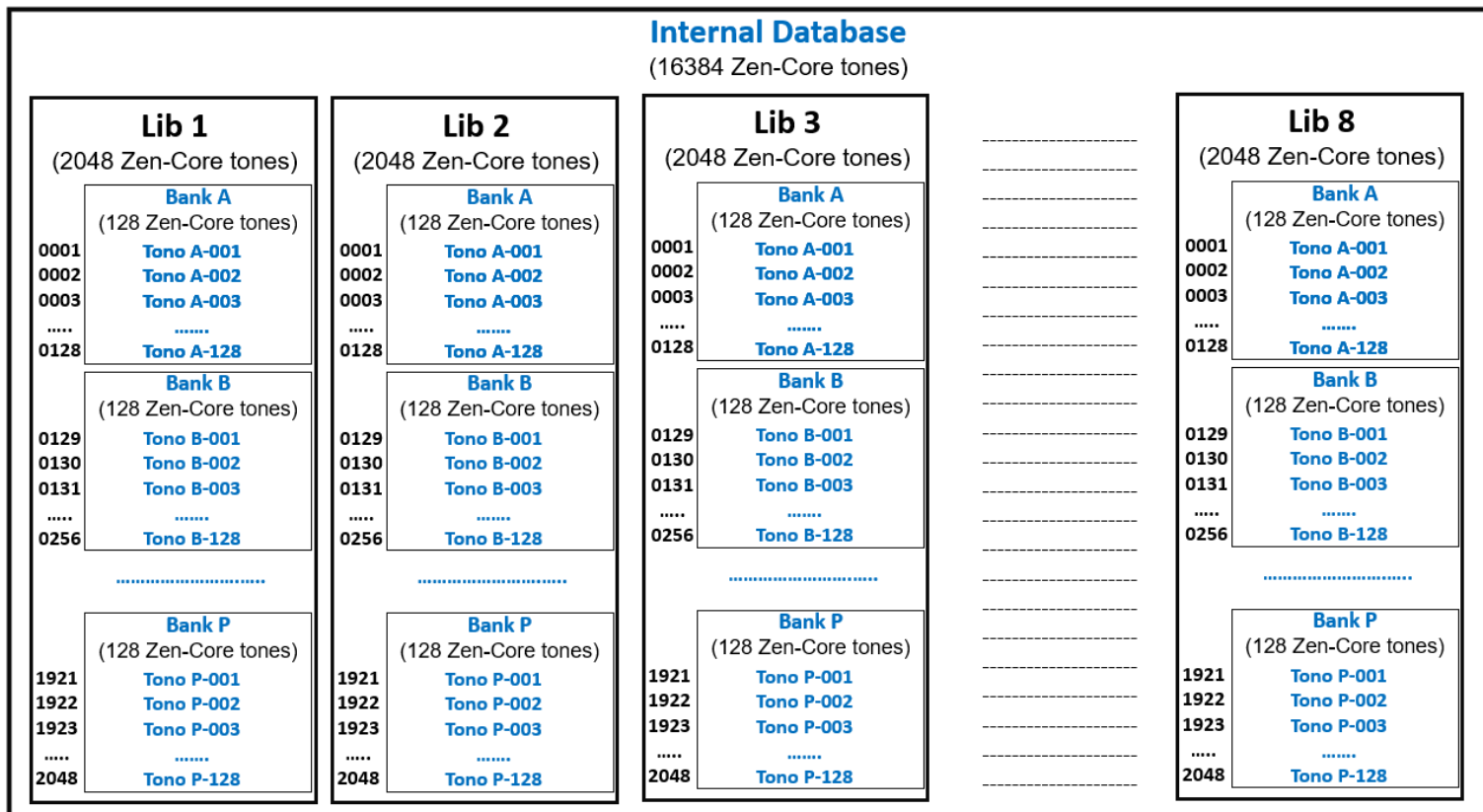
Librarian

The software manages and uses a **database of 16384 ZEN-Core Tones** (all resident in the software memory) which is made in **N.8 libraries (Lib1-Lib2,..Lib8)** each of **2048 Tones**.

Each of the 8 libraries is divided into **16 banks (A-B-C....P)** of **128 tones** each.

You can access to library management by clicking on the icon 

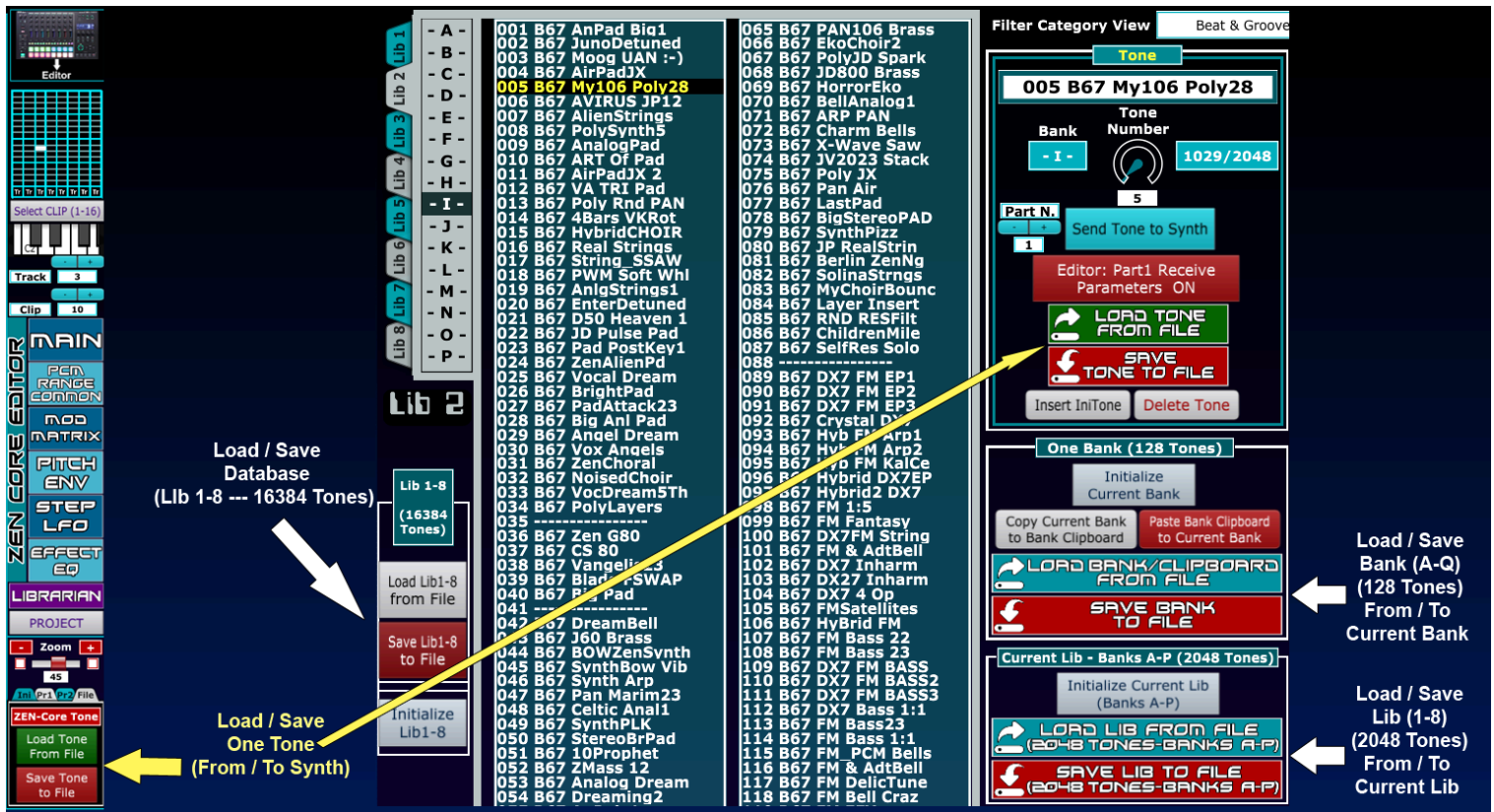
The entire sound database is volatile: at the end of the session it must be stored in a file, so as not to lose the changes.



The 8 libraries (Lib1, Lib2,..Lib 8) and the 16 Banks of each library (Bank A, B, C....P) are selected by clicking on the **Lib X TABs** (libraries) and on **letters A-P** (banks).



It is possible to load and save to file the entire database (16384 ZEN-core tones), a single library (2048 ZEN-core tones) or a single bank (128 ZEN-core tones). To do this, just click on the relative icons, indicated below.



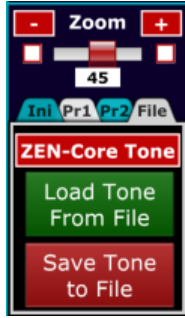
- **Save Lib1-8 to File:** save to file the entire database containing the 8 libraries (16384 ZEN-Core Tones) - File extension .L67 - file size 42.19 MByte
- **Load Lib1-8 from File:** load from file (*.L67) the entire database containing the 8 libraries (16384 ZEN-Core tones) replacing the one present in memory.
- **Save Lib to File (2048 Tones-Banks A-P):** save to file the currently selected library (Lib1 or Lib2, ... , or Lib8) containing 2048 ZEN-Core Tones - File extension .b67 - file size 5.3 MByte
- **Load Lib from File (2048 Tones-Banks A-P):** load from file (*.b67) the library containing 2048 ZEN-Core tones replacing the one (Lib1, or Lib2, ... or Lib8) currently selected.
- **Save Bank to File:** save on file the single bank (A, or B, ... , or P) currently selected, containing 256 ZEN-Core Tones - File extension .sxx - file size 337 KByte
- **Load Bank/Clipboard from File:** load from file a single bank containing 256 ZEN-Core Tones replacing the one (A, or B, ... or P) currently selected.
It is also possible to load a file containing clipboard data (No. of Tones variable from 1 to 48): in this case the first Tones (from 1 to 48 max) of the currently selected bank (A-P) will be replaced

It is also possible to save a single ZEN-Core tone to a file (or load from a file): **it is important to note that in this case, the behavior of the operation is different as the library is NOT involved but the zen-core tone currently present on the groovebox (on the selected Clip/Track) is loaded or saved to a file.**

To save (eventually) the sound in the library, proceed as in the other cases by clicking on "Write Actual Tone To Selected Tone/Bank" (see below)

- **Save tone to file:** the ZEN-CORE tone present on the currently selected clip/track is saved to file. The sound is stored in the MIDI SysEx format. (*.sxx) - Size 2 KByte.
- **Load tone from file:** the ZEN-CORE tone (*.sxx) is loaded from the file and transferred to the groovebox on the Currently selected clip/track and the ZEN-Core parameters of the tone in the editor are updated.

The Load and Save of a single Tone can be done in the same way from the menu on the right (main screen)



or through the menus in the Librarian section.

Before loading a new tone it is important to check the Track/Clip currently selected from the matrix and editor controls, since the corresponding ZEN-Core tone of the groovebox will be replaced by the one loaded from the file.

Editing a ZEN-Core Tone and storing it in the library

To edit a ZEN-Core sound and store it in the library, proceed by **clicking on the matrix** or **modifying the controls** with the following steps:

- Selection of Track No. (1-4 for MC-101 –1-8 for MC-707) and

In the case of **Track with Sound Source =TRACK**, select Clip=Track or click on Tr/Track

MC-707

MC-101

In the case of **Track with Sound Source =Clip**, select the desired No. of clips (1-16) or click on the clip in the matrix

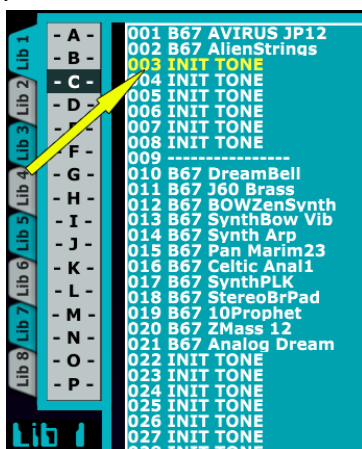
MC-707

MC-101

- load into editor the ZEN-Core Tone parameter of the selected Track/Clip by clicking on the Groovebox→Editor icon



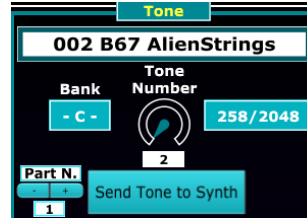
- possible tone editing
- inside **LIBRARIAN** select the library location where to store the sound by single click on the tone or the possible alternative methods (see below): in the example Tone N.3 - Lib1 - Bank C)





- Click your **“Write Actual Tone To Selected Tone/Bank”** (the operation lasts a fraction of a second, during which, obviously, you must not modify the sound inside the GrooveBox)

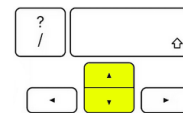
Please note that, to select the location where to store the sound, as an alternative to single clicking on the desired



tone, it is possible to operate on the "Tone Number" control , on the “N.Tone to Overwrite”



control , or use the Up-Down arrow keys on the keyboard



Transferring a ZEN-Core Tone from the library to the Groovebox

You can transfer a ZEN-Core sound from your library to any Track/Clip in your Groovebox.

The first operation is always to select the Track/Clip combination with the methods seen previously, based on the type of track (Sound Source =TRACK or Sound Source =CLIP).

I remind you that in each Project, MC-707 is able to store and use up to a maximum of $17 \times 8 = 136$ ZEN-Core Tones: each of the 8 tracks can store

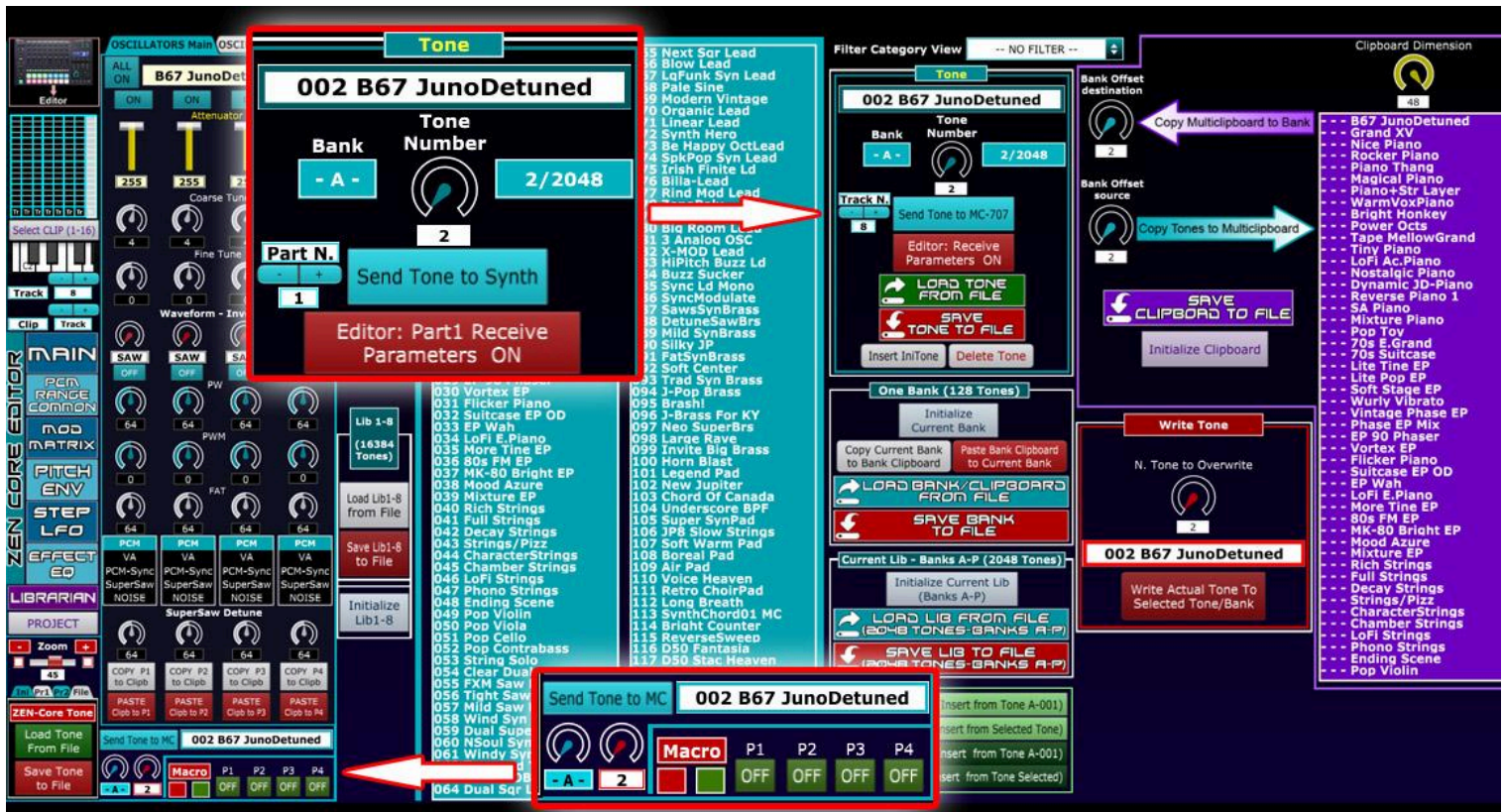
- 16 ZEN-Core tones, one per clip, if it is set Sound Source=Clip
- 1 ZEN-Core tone in case Sound source=TRACK

In each Project, MC-101 is able to store and use up to a maximum of $17 \times 4 = 68$ ZEN-Core Tones: each of the 4 tracks can in fact store

- 16 ZEN-Core tones, one per clip, if it is set Audio Source=Clip
- 1 ZEN-Core tone in case Sound source=TRACK

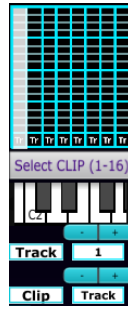
For transferring a ZEN-Core tone from the library to one of the available locations (136 per MC-707 e 68 per MC-101) you can operate both in the main screen that is always visible (bottom left) and in the Librarian section

(click on **LIBRARIAN**) as shown in the following image.

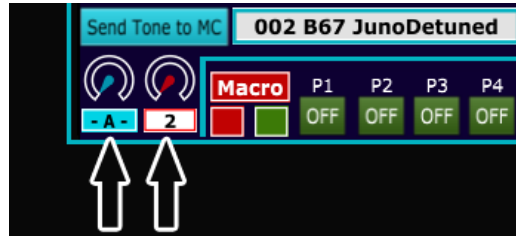


Method 1: Send ZEN-Core tone to groovebox using the controller in the lower left section: proceed with the following steps

- Select the Track/Clip on the top left where you want to transfer the Zen-Core Tone by clicking on the matrix or selecting with the Track/Clip controls



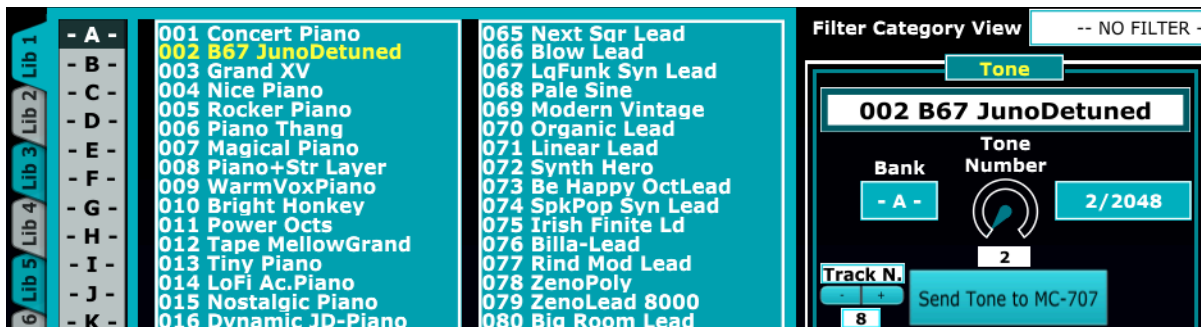
- Select the Bank (A-P) and Tone No. (1-128) that you wish to transfer to groovebox



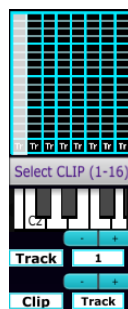
- Click Send Tone to MC



Method 2: send the ZEN-Core tone from the editor to the groovebox using the controller in the Librarian (click your **LIBRARIAN) : proceed with the following steps**



- Select the Track/Clip on the top left where you want to transfer the Zen-Core Tone by clicking on the matrix or selecting with the Track/Clip controls



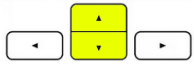
- Click on TAB to select the library (Lib1-8) and on letter to select the Bank (A-P)



- Double click on the tone to transfer



Alternatively, it is possible to select the tone using the "Tone Number" controller, or using the Up-Down arrow keys



: to send the tone to the synth you can click on the "Send Tone to MC 101 (707)" icon



or use the Enter key on your keyboard.

The ZEN-Core sound will be transferred from the librarian to the groovebox and all the parameters and graphics of the editor will be automatically updated immediately afterwards:

To speed up the transfer of data from the library to the groovebox, you can **disable/enable** the automatic update of the editor graphics and parameters by clicking on the icon "Editor: Receive Parameters ON/OFF"



: obviously you can update ZEN-Core parameters at any

time by clicking on the Groovebox → Editor icon



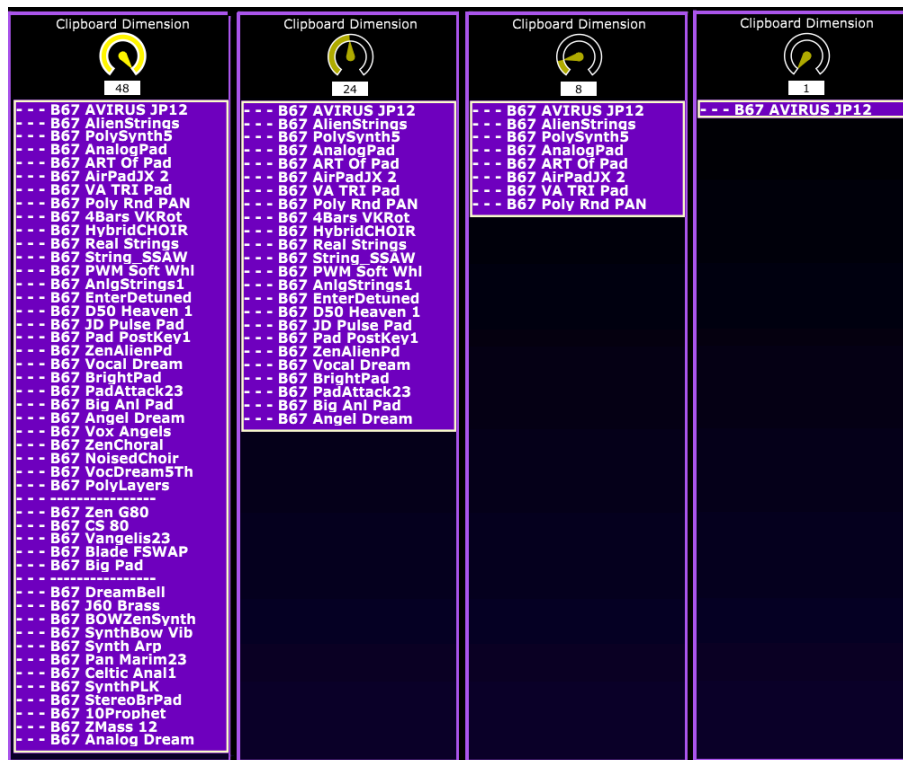
In this way (**Parameter reception OFF - Green**) it is possible to transfer and listen to the sounds of the library more quickly for example by "zapping" the sounds of a bank.

MultiClipboard e Bank Clipboard

To organize the tones in the library two types of Clipboard can be used: a **Clipboard with variable size** capable of containing up to 48 tones and a **BANK clipboard** having the size of a Bank (128 Tones)

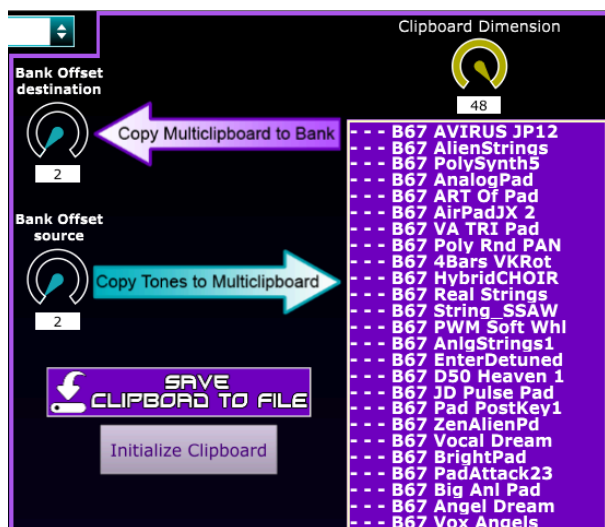
MultiClipboard

The size is adjustable using the "Clipboard Dimension" control: the names of the tones it contains will be visible accordingly.



The adjustments and operations possible with the Multiclipboard are:

- **Clipboard Dimension:** you adjust the size of the clipboard which can contain from 1 to 48 Tones (in case of resizing any copied tones remain in the clipboard to be used if necessary)
- Click are ← **Copy Multiclipboard to Bank:** the tones of the Clipboard are copied to the library starting from the **"Bank Offset destination"** tone. This offset can be set using the relative control or simply by clicking on the tone in the library. Care should be taken as **the entire contents of the clipboard are copied to the library** overwriting the sounds of the selected bank and possibly the subsequent ones present in the following bank. For example, if you copy 8 tones starting from tone 125 of BANK A they will be overwritten in tones 125-128 of that bank and tones 1-4 of BANK B
- Click on → **Copy Tones to Multiclipboard:** the tones of the library are copied to the Clipboard starting from the **"Bank Offset source"** tone. This offset can be set using the relative control or simply by clicking on the tone of the chosen library.
- **Save Clipboard to File:** the contents of the Clipboard (1-48 ZEN-core Tones depending on the size set) are saved on file (*.syx). This file can then be loaded into any



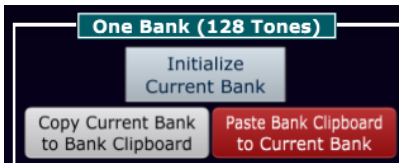


bank by clicking on the content of the file (1-48 max ZEN-Core tones), as in the case of a BANK (128 Tones), will be copied starting from location 001 of the active bank.

- **Initialize clipboard:** the clipboard is restored with the default content of 48 INIT TONE

BANK CLIPBOARD

To facilitate the rapid movement of **complete banks** (128 ZEN-Core tones) as an alternative to using the files, it is possible to use the **BANK CLIPBOARD** which, unlike the **MultiClipboard**, does not show the name of the tones and has a fixed size equal to 128 tones (one bank).



Moving operations are performed by copying and pasting from/to the clipboard.

Tone Insert and Delete

For each individual library it is possible to insert and delete tones by clicking on the relative icons.



- **Insert IniTone:** A ZEN-Core INIT tone is inserted starting with the selected tone.
The operation increases the numbering of all the tones in the library by 1 starting from the insertion point (therefore the list of tones is scrolled downwards): therefore with each insertion the last tone of this library, the N.2048, is lost.
- **Delete Tone:** the selected tone is deleted.
The operation decreases by 1 the numbering of all the tones in the library starting from the deletion point (therefore there is a scrolling upwards of the list of tones): an INIT tone is therefore added to each delete operation in the last location, N. 2048, of this library.

Filter category

To better identify the sounds in the library, it is possible to select one of the various categories of sounds provided by the ZEN-Core standard through the "Filter Category View" control: a small yellow square will appear next to the sounds belonging to this category.

The screenshot displays a software interface for managing sound banks. On the left, a library of 16384 tones is organized into folders (Lib 1 to Lib 8) and sub-folders (A to P). A yellow square next to '010 B67 ART Of Pad' indicates it is selected. The 'Filter Category View' control is set to 'Vox/Choir'. The main panel shows the selected tone's details, including its bank number (10) and track number (7). A menu on the right lists various filter categories, with 'Vox/Choir' selected.

Bank	Tone Number	Name
001	B67	AnPad Big1
002	B67	JunoDetuned
003	B67	Moog UAN :-)
004	B67	AirPadJX
005	B67	My106 Poly28
006	B67	AVIRUS JP12
007	B67	AlienStrings
008	B67	PolySynth5
009	B67	AnalogPad
010	B67	ART Of Pad
011	B67	AirPadJX 2
012	B67	VA TRI Pad
013	B67	Poly Rnd PAN
014	B67	4Bars VKR
015	B67	HybridCHOIR
016	B67	Real Strings
017	B67	String_SSAW
018	B67	PWM Soft Whl
019	B67	AnlgStrings1
020	B67	EnterDetuned
021	B67	D50 Heaven 1
022	B67	JD Pulse Pad
023	B67	Pad PostKey1
024	B67	ZenAlienPd
025	B67	Vocal Dream
026	B67	BrightPad
027	B67	PadAttack23
028	B67	Big Anl Pad
029	B67	Angel Dream
030	B67	Vox Angels
031	B67	ZenChoral
032	B67	NoisedChoir
033	B67	VocDream5Th
034	B67	PolyLayers
035	-----	-----
036	B67	Zen G80
065	B67	LA Synth23
066	B67	MoreThen Ber
067	B67	PAN106 Brass
068	B67	EkoChoir2
069	B67	PolyJD Spark
070	B67	JD800 Brass
071	B67	HorrorEko
072	B67	BellAnalog1
073	B67	ARP PAN
074	B67	Charm Bells
075	B67	X-Wave Saw
076	B67	JV2023 Stack
077	B67	Poly JX
078	B67	Pan Air
079	B67	LastPad
080	B67	BigStereoPAD
081	B67	SynthPizz
082	B67	JP RealStrin
083	B67	Berlin ZenNg
084	B67	SolinaStrngs
085	B67	MyChoirBounc
086	B67	Layer Insert
087	B67	RND RESFilt
088	B67	ChildrenMile
089	B67	SelfRes Solo
090	-----	-----
091	B67	DX7 FM EP1
092	B67	DX7 FM EP2
093	B67	DX7 FM EP3
094	B67	Crystal DX7
095	B67	Hyb FM Arp1
096	B67	Hyb FM Arp2
097	B67	Hyb FM KalCe
098	B67	Hybrid DX7EP
099	B67	Hybrid2 DX7
100	B67	FM 1:5

Filter Category View Vox/Choir

Tone

010 B67 ART Of Pad

Bank: - A - Tone Number: 10/2048

Track N.: 7

Send Tone to MC-707

Editor: Receive Parameters OFF

LOAD TONE FROM FILE

SAVE TONE TO FILE

Insert IniTone Delete Tone

One Bank (128 Tones)

Initialize Current Bank

Copy Current Bank to Bank Clipboard Paste Bank Clipboard to Current Bank

- Sax
- Recorder
- ✓ Vox/Choir
- Scat
- Synth Lead
- Synth Brass
- Synth Pad/Str
- Synth Bellpad
- Synth PolyKey
- Synth FX
- Synth Seq/Pop
- Phrase
- Pulsating
- Beat & Groove
- Hit
- Sound FX
- Drums
- Percussion
- Stack
- Zone

Import ZEN-Core tones and conversion of Model Expansions sounds in “equivalent ZEN-Core Tones”

All synths compatible with the ZEN-Core standard, Roland Zenology Pro software and ZenBeat's ZC1 player, are able to export the **ZEN-Core User Tone** and the **User Tones obtained with the various Model Expansions**: the export of these collections produces files that use the .SVZ format.

Through a proprietary conversion algorithm it is possible to load and convert the user tones (*.svz files) into the format used by the software which is based on SysEx so as to load entire collections of sounds exported from the synths into the library.

This is possible thanks to a series of **ZEN-Core→MIDI SysEx** Tone conversion routines

For conversion of Model Expansions User Tone→Tone ZEN-Core equivalent, the USER TONES of the following Model Expansions are supported:

- **JUNO-106**
- **JX-8P**
- **JUPITER-8**
- **SH-101**
- **Juno-60**
- **JUNO-X engine**
- **JUPITER-X/XM engine**

.svz files containing **collections of up to 2048 tones** can be converted: even files that contain a single tone or a mix of sounds with synthesis are converted without problems **ZEN-Core e Model Expansions**.

IMPORTANT: *.SDZ sound banks (those that can be purchased with Roland Cloud Manager) are NOT supported as they are encrypted and protected by license.

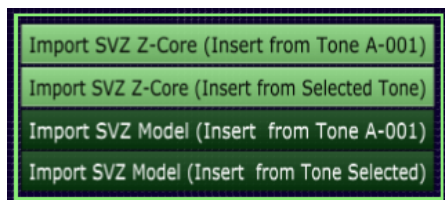
Import ZEN-Core User Tone:

- **Import SVZ Z-Core (Insert from Tone A-001)**: the *.svz file containing the ZEN-Core sound bank is loaded and inserted into the current Bank starting from location A001 (the first slot of the bank)
- **Import SVZ Z-Core (Insert from Selected Tone)**: the *.svz file containing the ZEN-Core sound bank is loaded and inserted into the current Bank starting from the selected location (Tone Number control or click on the list)

Import User Tones of supported Model Expansions:

- **Import SVZ Model (Insert from Tone A-001)**: the *.svz file containing the bank of sounds with Model Expansions synthesis is loaded, converted and inserted in the current Bank starting from location A001 (the first slot of the bank)
- **Import SVZ Model (Insert from Selected Tone)**: the *.svz file containing the bank of sounds with Model Expansions synthesis is loaded, converted and inserted in the current Bank starting from the selected location (Tone Number control or click on the list)

Using “**Import SVZ Model**” with banks that contain a mix between the two types of tones, **will simultaneously convert ZEN-Core user tones and user tones with Model Expansion sounds** .



Initialization of the Database and its components

It is possible to initialize the entire database (16384 ZEN-core tones), the single library (2048 ZEN-core tones) and the single bank (128 ZEN-core tones) by clicking on the relative icons. Its contents are restored with INIT TONE

The screenshot displays a software interface for managing tones. On the left, a sidebar contains a list of libraries (Lib 1 to Lib 8) and an 'Initialize Lib1-8' button, which is highlighted by a yellow arrow. The main area shows a list of tones, with '010 B67 ART Of Pad' selected. On the right, a control panel for the selected tone shows options to 'Initialize Current Bank', 'Load Bank/Clipboard from File', and 'Save Bank to File'. A yellow arrow points to the 'Initialize Current Lib (Banks A-P)' button in the control panel.

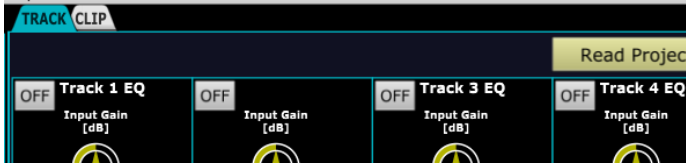
Bank	Tone Number	Tone Name
- A -	001	B67 AnPad Big1
- B -	002	B67 JunoDetuned
- C -	003	B67 Moog UAN :-)
- D -	004	B67 AirPadJX
- E -	005	B67 My106 Poly28
- F -	006	B67 AVIRUS JP12
- G -	007	B67 AlienStrings
- H -	008	B67 PolySynth5
- I -	009	B67 AnalogPad
- J -	010	B67 ART Of Pad
- K -	011	B67 AirPadJX 2
- L -	012	B67 VA TRI Pad
- M -	013	B67 Poly Rnd PAN
- N -	014	B67 4Bars VKRot
- O -	015	B67 HybridCHOIR
- P -	016	B67 Real Strings
	017	B67 String_SSAW
	018	B67 PWM Soft Whl
	019	B67 AnlgStrings1
	020	B67 EnterDetuned
	021	B67 D50 Heaven 1
	022	B67 JD Pulse Pad
	023	B67 Pad PostKey1
	024	B67 ZenAlienPd
	025	B67 Vocal Dream
	026	B67 BrightPad
	027	B67 PadAttack23
	028	B67 Big Anl Pad
	029	B67 Angel Dream
	030	B67 Vox Angels
	031	B67 ZenChoral
	032	B67 NoisedChoir
	033	B67 VocDream5Th
	034	B67 PolyLayers
	035	-----
	036	B67 Zen G80
	037	B67 CS 80
	038	B67 Vangelis23
	039	B67 Blade FSWAP
	040	B67 Big Pad
	041	-----
	042	B67 DreamBell
	043	B67 J60 Brass
	044	B67 BOWZenSynth
	045	B67 SynthBow Vib
	046	B67 Synth Arp
	047	B67 Pan Marim23
	048	B67 Celtic Anal1
	049	B67 SynthPLK
	050	B67 StereoBrPad
	051	B67 10Prophet
	052	B67 ZMass 12
	053	B67 Analog Dream
	054	B67 Dreaming2
	055	B67 AnPoly1
	056	B67 True ANALOG
	057	B67 Squarized II
	058	B67 HYBrass Pad
	059	B67 Pad Echoes
	060	B67 PadSweep
	061	B67 PanBrass1
	062	B67 PanPoly
	063	B67 LA Synth23
	064	B67 MoreThen Ber
	065	B67 PAN106 Brass
	066	B67 EkoChoir2
	067	B67 PolyJD Spark
	068	B67 JD800 Brass
	069	B67 HorrorEko
	070	B67 BellAnalog1
	071	B67 ARP PAN
	072	B67 Charm Bells
	073	B67 X-Wave Saw
	074	B67 JV2023 Stack
	075	B67 Poly JX
	076	B67 Pan Air
	077	B67 LastPad
	078	B67 BigStereoPAD
	079	B67 SynthPizz
	080	B67 JP RealStrin
	081	B67 Berlin ZenNg
	082	B67 SolinaStrngs
	083	B67 MyChoirBounc
	084	B67 Layer Insert
	085	B67 RND RESFit
	086	B67 ChildrenMile
	087	B67 SelfRes Solo
	088	-----
	089	B67 DX7 FM EP1
	090	B67 DX7 FM EP2
	091	B67 DX7 FM EP3
	092	B67 Crystal DX7
	093	B67 Hvb FM Arp1
	094	B67 Hvb FM Arp2
	095	B67 Hvb FM KaiCe
	096	B67 Hybrid DX7EP
	097	B67 Hybrid2 DX7
	098	B67 FM 1:5
	099	B67 FM Fantasy
	100	B67 DX7FM String
	101	B67 FM & AdtBell
	102	B67 DX7 Inharm
	103	B67 DX27 Inharm
	104	B67 DX7 4 Op
	105	B67 FMSatellites
	106	B67 HyBrid FM
	107	B67 FM Bass 22
	108	B67 FM Bass 23
	109	B67 DX7 FM BASS
	110	B67 DX7 FM BASS2
	111	B67 DX7 FM BASS3
	112	B67 DX7 Bass 1:1
	113	B67 FM Bass23
	114	B67 FM Bass 1:1
	115	B67 FM_PCM Bells
	116	B67 FM & AdtBell
	117	B67 FM DelicTune
	118	B67 FM Bell Craz
	119	B67 FM EFX
	120	INIT TONE
	121	INIT TONE
	122	INIT TONE
	123	INIT TONE
	124	INIT TONE
	125	INIT TONE
	126	INIT TONE
	127	INIT TONE
	128	INIT TONE

Project Editing Section

The software, designed mainly as a ZEN-Core editor and librarian, also has a section dedicated to Project editing: to access click on the Project icon



Two different Tabs are available (Track and Clip)



while on the right the two sections relating to the Master Delay and Reverb effects remain always visible and active.

Project: TRACK TAB

Inside the **track tab** you access the **4/8 track equalizers** available (MC-101/MC-707) and the 3 master effects applied to the entire project: **Master Compressor, Master MFX and Master EQ**

To update the screen parameters and those relating to Delay and Reverb, click on the icon at the top:

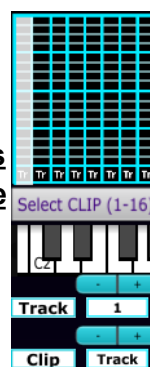


For the 4/8 tracks available (MC-101/MC-707) there is the possibility of **set/read the parameters relating to the type of sound source**

- **Sound source=TRACK** (one ZEN-Core tone for all clips in the track)
- **Sound source=CLIP** (one ZEN-Core tone for each of the track's 16 clips)

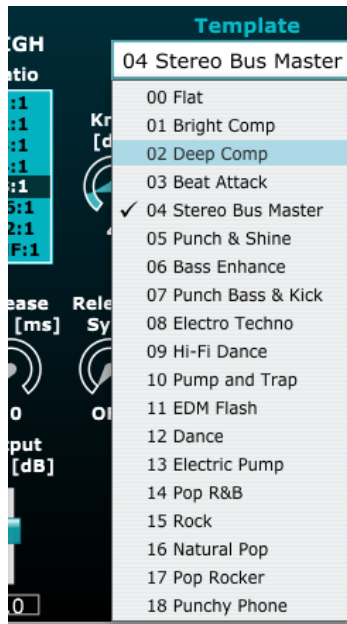


In this way it becomes simple to check the status of this important parameter for all tracks so as to correctly select the Clip/Track combination for managing and editing the Tones



Using the relevant controls it is possible to set the **color of the track volume faders**: due to the way the groovebox is structured, color modification is activated when any operation is carried out (clip selection, playback of a note,...) or as soon as the project is played.

The Master Compressor section has 18 Templates, to be used as a preset or starting point for further editing.



Track: MC-707

The image displays the MC-707 track mixer interface. At the top, it shows "TRACK CLIP" and "Read Project Track EQ/Master EFX". Below this are eight track EQ sections (Track 1 EQ to Track 8 EQ), each with an "OFF" button, "Input Gain [dB]", "Mid Q", and three frequency sliders (Low Gain, Mid Gain, High Gain) with corresponding frequency labels (200, 1000, 2000 Hz). Each track EQ also has a "Sound Source" and "Color" knob.

The bottom section is the "MASTER COMPRESSOR", which is currently "ON". It features three frequency bands: LOW, MID, and HIGH. Each band has a "Threshold [dB]" knob, a "Ratio" menu (options: 1:1, 2:1, 3:1, 4:1, 8:1, 16:1, 32:1, INF:1), a "Knee [dB]" knob, and "Attack Time [ms]", "Release Time [ms]", and "Release Sync" knobs. There are also "Output Gain [dB]" and "Split Freq" knobs for each band.

To the right of the compressor is the "Master MFX" section, which is "ON" and set to "88 Multi Mode Filter". Below it is the "Master EQ" section, which is "OFF" and includes a "Reset EQ" button, "Input Gain [dB]", "Mid1 Q", "Mid2 Q", "Mid3 Q", and "High Gain [dB]" knobs, along with frequency sliders for "Low Gain", "Mid1 Gain", "Mid2 Gain", "Mid3 Gain", and "High Gain" with frequency labels (200, 1000, 1000, 1000, 2000 Hz).

TRACK CLIP
Read Project Track EQ/Master EFX

ON Track 1 EQ

Input Gain [dB] 0

Mid Q 1.0

Low Gain [dB] Mid Gain [dB] High Gain [dB]

-4 3 8

Low Freq [Hz] Mid Freq [Hz] High Freq [Hz]

500 1000 2000

Sound Source: CLIP Color: PINK

ON Track 2 EQ

Input Gain [dB] 3

Mid Q 1.0

Low Gain [dB] Mid Gain [dB] High Gain [dB]

4 0 0

Low Freq [Hz] Mid Freq [Hz] High Freq [Hz]

200 2000 2000

Sound Source: TRACK Color: L.ORANGE

OFF Track 3 EQ

Input Gain [dB] 0

Mid Q 1.0

Low Gain [dB] Mid Gain [dB] High Gain [dB]

0 0 0

Low Freq [Hz] Mid Freq [Hz] High Freq [Hz]

200 1000 2000

Sound Source: CLIP Color: L.YELLOW

OFF Track 4 EQ

Input Gain [dB] 0

Mid Q 1.0

Low Gain [dB] Mid Gain [dB] High Gain [dB]

0 0 0

Low Freq [Hz] Mid Freq [Hz] High Freq [Hz]

200 1000 2000

Sound Source: TRACK Color: L.GREEN

ON MASTER COMPRESSOR

LOW

Threshold [dB] -26

Ratio 2:1

Knee [dB] 8

Attack Time [ms] 2

Release Time [ms] 10

Release Sync OFF

Output Gain [dB] -24.0

Split Freq Low [Hz] 630

MID

Threshold [dB] -35

Ratio 4:1

Knee [dB] 17

Attack Time [ms] 8

Release Time [ms] 80

Release Sync OFF

Output Gain [dB] 15.0

Split Freq High [Hz] 800

HIGH

Threshold [dB] -20

Ratio 4:1

Knee [dB] 27

Attack Time [ms] 2

Release Time [ms] 30

Release Sync OFF

Output Gain [dB] -24.0

Template: 18 Punchy Phone

ON Master MFX

88 Multi Mode Filter

OFF Master EQ

Input Gain [dB] 0

Mid1 Q 1.0 Mid2 Q 1.0 Mid3 Q 1.0

Low Gain [dB] 0 Mid1 Gain [dB] 0 Mid2 Gain [dB] 0 Mid3 Gain [dB] 0 High Gain [dB] 0

Low Freq [Hz] 200 Mid1 Freq [Hz] 1000 Mid2 Freq [Hz] 1000 Mid3 Freq [Hz] 1000 High Freq [Hz] 2000

Reset EQ

Project: CLIP Tab

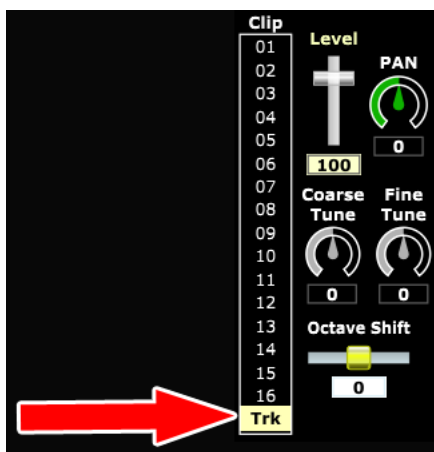
Inside the **CLIP Tab** you can access to the Level and PAN parameters, the sends to the master Delay and reverb effects and the various offsets of the synthesis parameters: Cutoff, Resonance, ADR, Vibrato, Portamento, Ctrl Sys.

Also for this section it is important to distinguish, for each of the 4/8 Tracks (MC-101/MC-707), the two cases:

Sound source=TRACK

- It is used **a single tone** ZEN-Core for all clips in the track
- **There is only one SET** of synthesis parameters offset and Delay/Rev send which are active for all clips in the track

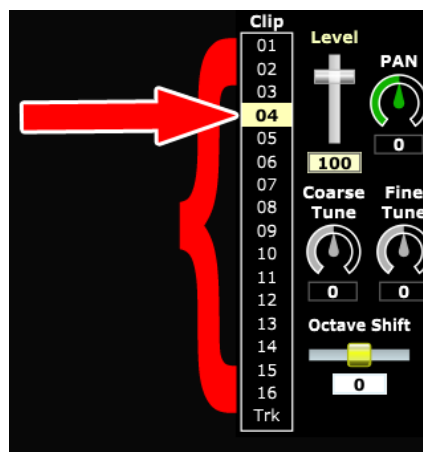
To view and update the only offset SET:
click on TRK



Sound source=CLIP

- They are used **16 toni** ZEN-Core, one for each of the 16 clips in the track
- **There are 16 sets** of synthesis parameters offset and Delay/Rev send which are active one for each clip of the track

To view and update the 16 offset SETS:
click on the corresponding Clip number
(Clip N.4 in the example)



To update all the parameters of the screen and those relating to Delay and Reverb, click on the icon at the top:

Read Project Track Offset/EFX

CLIP: MC-707

TRACK CLIP

Read Project Track Offset/EFX

TRK 1	TRK 2	TRK 3	TRK 4	TRK 5	TRK 6	TRK 7	TRK 8
Clip: 01-16, Level: 100, PAN: 0	Clip: 01-16, Level: 100, PAN: 0	Clip: 01-16, Level: 100, PAN: 0	Clip: 01-16, Level: 72, PAN: 0	Clip: 01-16, Level: 83, PAN: 0	Clip: 01-16, Level: 100, PAN: 0	Clip: 01-16, Level: 127, PAN: 0	Clip: 01-16, Level: 100, PAN: 0
Cutoff: 0, Res: 0	Cutoff: 0, Res: 0	Cutoff: 0, Res: 0	Cutoff: 0, Res: 0	Cutoff: 0, Res: 0	Cutoff: 0, Res: 0	Cutoff: -10, Res: 15	Cutoff: 0, Res: 0
Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0
Portamento: OFF ON TONE	Portamento: OFF ON TONE	Portamento: OFF ON TONE	Portamento: OFF ON TONE	Portamento: OFF ON TONE	Portamento: OFF ON TONE	Portamento: OFF ON TONE	Portamento: OFF ON TONE
SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4
Delay: 0, Rev: 0	Delay: 0, Rev: 0	Delay: 0, Rev: 0	Delay: 0, Rev: 56	Delay: 0, Rev: 11	Delay: 0, Rev: 0	Delay: 56, Rev: 77	Delay: 0, Rev: 0

Delay Type: **DELAY** ON

Level: 99, Reverb Send Level: 0

Rate [Note]: 1/8, Feedback: 20%

Delay Sync (msec/Note): Sync ON

Delay [msec]: 200, HF Damp [Hz]: BYPASS

Reverb Presets: **INTEGRA 7** ON

Level: 127

Type: ROOM1, ROOM2, HALL1, HALL2, PLATE

Pre Delay (ms): 26

Time: 2.6s, Density: 127, Diffusion: 127

Tone: 64, LF Dump, HF Dump

Spread: 127

CLIP: MC-101

TRACK CLIP

Read Project Track Offset/EFX

TRK 1	TRK 2	TRK 3	TRK 4
Clip: 01-16, Level: 0, PAN: 0	Clip: 01-16, Level: 127, PAN: 0	Clip: 01-16, Level: 100, PAN: 0	Clip: 01-16, Level: 100, PAN: 0
Cutoff: 0, Res: 0	Cutoff: 0, Res: 0	Cutoff: 0, Res: 0	Cutoff: 0, Res: 0
Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0	Vibrato: Rate 0, Depth 0, Delay 0
Portamento: OFF ON TONE	Portamento: OFF ON TONE	Portamento: OFF ON TONE	Portamento: OFF ON TONE
SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4	SYS: Ctrl-1 Ctrl-2 Ctrl-3 Ctrl-4
Delay: 0, Rev: 77	Delay: 15, Rev: 68	Delay: 10, Rev: 74	Delay: 2, Rev: 68

Delay Type: **2TAP PAN DELAY** ON

Level: 100, Reverb Send Level: 0

Note: 1/4T, HF Damp [Hz]: BYPASS, Feedback: 40%

Sync: Sync OFF

Delay [msec]: 200

PAN 1: 63R, Level 1: 127

PAN 2: L64, Level 2: 127

Reverb Presets: **SRV2000** ON

Level: 100

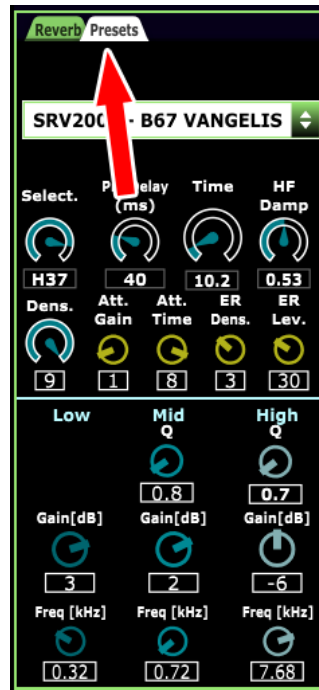
Select: H37, Pre Delay (ms): 40, Time: 3.0, HF Damp: 0.53

Dens.: 5, Att. Gain: 1, Att. Time: 8, ER: 3, ER Lev.: 30

Low: Gain [dB]: 3, Mid Q: Gain [dB]: 0.8, High Q: Gain [dB]: 0.7

Freq [kHz]: 0.32, 0.72, 7.68

By clicking inside the reverb on the Presets TAB it is possible to access a list of 40 presets which include various types of reverbs (Hall, Room, Plate) and effects (B67 Drum Gate, B67 Karplus RES, B67 Vangelis,...)



- ✓ SRV2000 - B67 ROOM I
- SRV2000 - B67 VANGELIS
- SRV2000 - VOCAL I
- SRV2000 - VOCAL II
- SRV2000 - LARGE HALL
- SRV2000 - MEDIUM HALL I
- SRV2000 - SMALL HALL
- SRV2000 - LARGE ROOM I
- SRV2000 - MEDIUM ROOM I
- SRV2000 - SMALL ROOM I
- SRV2000 - CLEAR PLATE
- SRV2000 - TUNNEL
- SRV2000 - CONCRETE PIPE
- SRV2000 - LARGE CHAPEL
- SRV2000 - BASIN
- SRV2000 - OUTDOOR THEATER
- SRV2000 - SMALL ROOM II
- SRV2000 - MEDIUM HALL II
- SRV2000 - SLAP BACK
- SRV2000 - MED.BRIGHT ROOM
- SRV2000 - CONCERT HALL
- SRV2000 - LIVE ROOM
- SRV2000 - SMALL BRIGHT HALL
- SRV2000 - LARGE ROOM II
- SRV2000 - REFLECTIONS
- SRV2000 - DIGITAL CHAMBER
- SRV2000 - REVERB 30 sec
- SRV2000 - MEDIUM ROOM II
- SRV2000 - DELAY SMALL HALL
- SRV2000 - DIGITAL TAJ MAHAL
- SRV2000 - B67 KARPLUS RES
- SRV2000NL - NON LINEAR
- SRV2000NL - NL INVERSE
- SRV2000NL - B67 DRUM GATE
- SRV2000NL - DRUM GATE I
- SRV2000NL - BACKWARDS REV
- SRV2000NL - B67 BACKWARDS
- INTEGRA 7 - B67 Hall 1
- INTEGRA 7 - B67 Room 1
- INTEGRA 7 - B67 Plate 1

Project Delay and Reverb effects editor

On the right in the Project section, editing of all the parameters relating to the Delay and Reverb effects of the Project is available.

To update the active parameters in the project just click on Read Project Track EQ/Master EFX if you are in the TAB Track; click on Read Project Track Offset/EFX if you are in the CLIP TAB.

Software reset

The software, as seen, is portable: it can therefore be copied and run (double click) from any folder.

The program always remembers the settings of the previous session and for this feature stores some data in a hidden folder.

If you want to reset the software by deleting the temporary data from the last session, proceed by following the following steps.

PC version

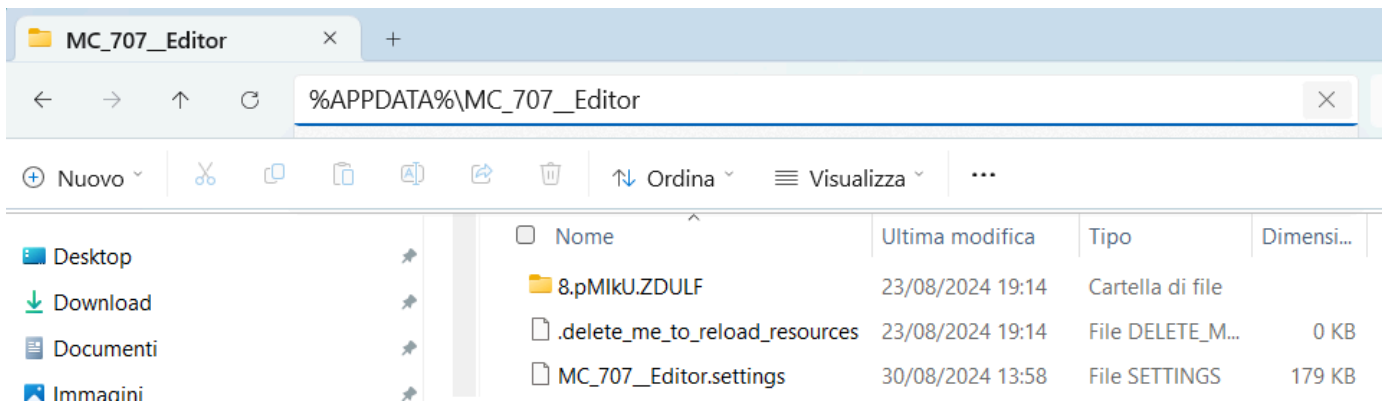
The file to be deleted are present in

C:\Users\YOUR_USERNAME\AppData\Roaming\MC_707__Editor

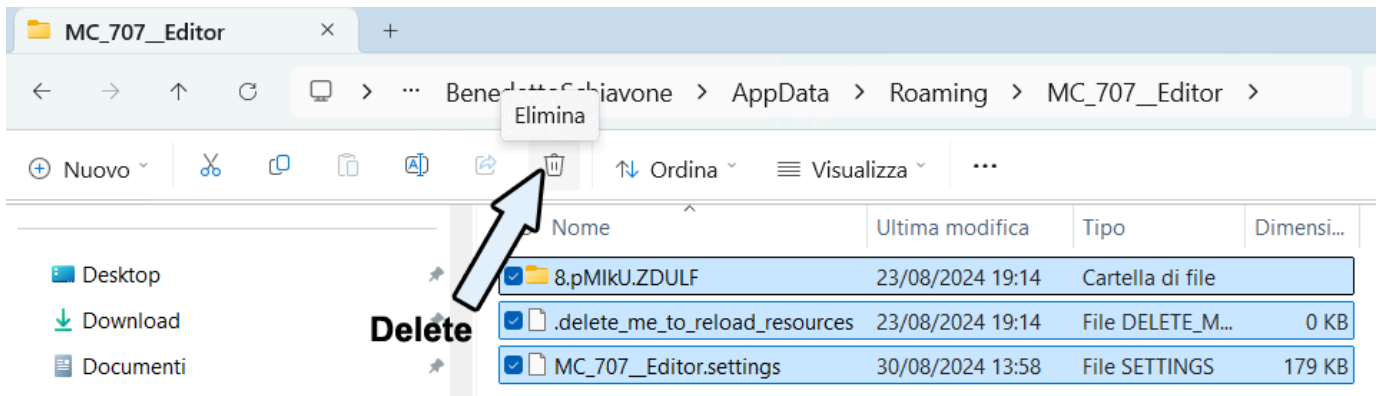
(C:\Users\YOUR_USERNAME\AppData\Roaming\MC_101__Editor) folder

Proceed with the following Steps

- Click on File Explorer 
- Enter **%APPDATA%\MC_707__Editor (%APPDATA%\MC_101__Editor)**



- delete all files and **8. pMIKU folder** (or delete the entire MC_707__Editor/MC_101__Editor folder)




MAC version

The files to be deleted are in the folder

disk:\users\YOUR_USERNAME folder\Library\Preferences\MC_707__Editor

(disk:\users\YOUR_USERNAME folder\Library\Preferences\MC_101__Editor)

Proceed with the following steps.

- Turn on hidden files: Open the Finder  and press the keys Command + Shift + . (the period key)



- reach the **disk:\users\YOUR_USERNAME\Libreria\Preferences** folder
- Delete the **MC_707__Editor (MC_101__Editor)** folder (right click - move to trash)

The screenshot shows a Finder window titled 'Libreria'. The left sidebar shows the 'Preferiti' section with 'Preferenze' selected. The main pane displays a list of files and folders. The 'MC_707__Editor' folder is selected, and a context menu is open over it. The menu options include 'Apri in un nuovo pannello', 'Sposta nel Cestino' (highlighted in blue), 'Ottieni informazioni', 'Rinomina', 'Comprimi "MC_707__Editor"', 'Duplica', 'Crea alias', 'Visualizzazione rapida', 'Copia', 'Condividi...', 'Tag...', 'Azioni rapide', 'Configurazione Azioni Cartella...', and 'Nuovo pannello terminale nella cartella'.

Nome	Data di modifica	Dimensioni	Tipo
Preferences	oggi, 16:56	--	Cartella
> B67SY	21 mar 2024, 17:27	--	Cartella
> ByHost	oggi, 16:55	--	Cartella
com.apple.Accessibility.Assets.plist	oggi, 16:55	6 KB	property list
com.apple.Accessibility.plist	oggi, 16:49	2 KB	property list
com.apple.accounts.suggestions.plist	19 apr 2023, 19:27	128 byte	property list
com.apple.accounts.plist	14 ago 2024, 15:18	1 KB	property list
jp.co.roland.D-50.plist	28 apr 2023, 18:06	238 byte	property list
jp.co.roland.JD-800.plist	28 apr 2023, 18:06	182 byte	property list
jp.co.roland.JUNO-60.plist	28 apr 2023, 18:06	238 byte	property list
jp.co.roland.JUNO-106.plist	28 apr 2023, 18:06	239 byte	property list
jp.co.roland.JUPITER-4.plist	28 apr 2023, 18:06	239 byte	property list
jp.co.roland.JUPITER-8.plist	28 apr 2023, 18:24	284 byte	property list
jp.co.roland.JV-1080.plist	06	254 byte	property list
jp.co.roland.JX-3P.plist	06	238 byte	property list
jp.co.roland.PROMARS.plist	06	238 byte	property list
jp.co.roland.SH-2.plist	06	238 byte	property list
jp.co.roland.SH-101.plist	06	238 byte	property list
jp.co.roland.SRX STRINGS.plist	06	254 byte	property list
jp.co.roland.SYSTEM-1.plist	06	238 byte	property list
jp.co.roland.SYSTEM-8.plist	06	261 byte	property list
jp.co.roland.SYSTEM-100.plist	06	238 byte	property list
jp.co.roland.XV-5080.plist	06	254 byte	property list
jp.co.roland.ZENOLOGY.plist	30	214 byte	property list
loginwindow.plist	9	195 byte	property list
mbuseragent.plist	7	172 byte	property list
> MC_101__Editor	41	--	Cartella
> MC_707__Editor	27	--	Cartella
MiniLauncher.plist	6	100 byte	property list
MobileMeAccounts.plist	9	6 KB	property list
pbs.plist	5	787 byte	property list
sharedfilelist.plist	5	131 byte	property list
systemgroup.com.apple.icloud.searchpartyd.sh		267 byte	property list