Editing A-88MKII Settings from a Computer

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A-88MKII Control is software that lets you create control maps for the A-88MKII on your computer, and make settings for the keyboard.

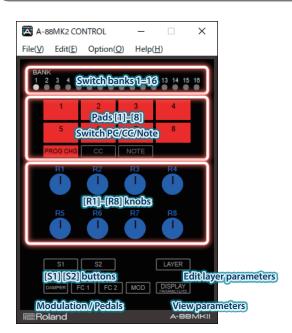
The graphical screen makes it easy to edit the values (settings).

The A-88MKII has a total of 39 controllers. You can freely assign any MIDI message to be controlled by each controller.

About Control Maps

A Control Map is an object that describes how MIDI settings are assigned to the various controllers.

By using Control Maps, you can easily switch to the settings you need for a particular environment, making it easier for you to use a variety of different software programs.



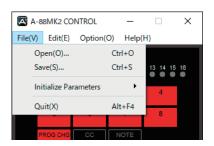
If you're using this on Windows together with your DAW software, choose dedicated driver mode (owner's manual "Selecting the USB Driver (DRIVER)" p. 13).

On Windows 10, the dedicated driver is automatically downloaded from the internet, but on Windows 7/8 you will need to download it from the Roland website and install it.

https://www.roland.com/support/

Explanation of the Menus

File menu



Save

Saves the control map currently being edited.

Initialize Parameters

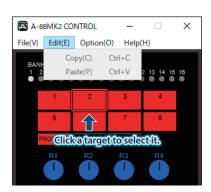
Initializes the control map that you're editing.

A-88MK2 CONTROL		_		×	
File(V)	Edit(E)	Option(O) Help	(H)	
Open(O) 0		Ctrl+O			
Save(S)		Ctrl+S	13 14 18	5 16	
Initialize Parameters		•	All		
Quit(X)		Alt+F4	Ass	ign	
				Sys	tem
P	ROG CHG	CC	NOTE	Lay	er
	R1	R2	R3	R4	

Value	Explanation
All	Initializes all parameters of the A-88MKII.
All	* Snapshots saved in the unit are not initialized.
Assign	Initializes the controller assignments.
	Initializes the system settings (owner's manual p. 13).
System	* The pad/bank and layer/split status is also initialized.
1	Initializes the zone settings (owner's manual p. 7).
Layer	* Split status and transpose are not initialized.



Edit menu



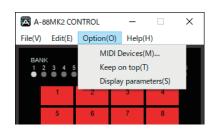
Сору

Copies the setting of the selected controller to the clipboard.

Paste

Pastes the setting from the clipboard to the selected controller.

Option menu



MIDI Devices

Specifies the MIDI ports used to communicate with the A-88MKII keyboard.

Normally, the A-88MKII automatically selects the most suitable port, so you don't need to select this.

If you want to select it manually, select either A-88MK2 or A-88MK2 PORT1.

	^
	~
ОК	Cancel
	ОК

Keep on top

Always shows the window on top (foreground).

Display parameters

Shows the MIDI message settings assigned to each controller in the main window of A-88MKII Control.



You can also press this button to see the MIDI message that

PC: Program change

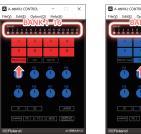
CC: Control change

NT: Note on

Pad Assignments (Pad Assign)

To each of the eight pads you can assign three types of message: program change, control change, and note-on.

You can create 16 banks of these assignments, meaning that you can assign a total of 384 different MIDI messages.







Program Change

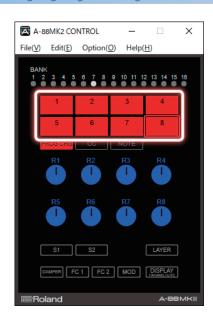
Control Change

Note On

PC (PROG CHG) :	Program change 128 messages (16 banks x 8 pads)
CC:	Control change 128 messages (16 banks x 8 pads)
NT (NOTE) :	Note on 128 messages (16 banks x 8 pads)

is assigned to the controller.

Using the Pads to Switch Sounds (Assigning Program Changes)



1. In the main window, double click the pad to which you want to assign a MIDI message.

The edit window appears.

🔁 PAD 8 [BANK 7]	×
PAD 8 BANK 7	
Type: Program Change	
PC Number	
COLOR	
OK Canc	el

PC Number

Specify the program change number 0–127 that you want to assign.

🔁 PAD 8 [BANK 7]	×
PAD 8 BANK7	
Type: Program Change	
COLOR	
OK Cancel	

COLOR

Specify the color of the controller.

🖾 PAC	0 8 [BANK 7]	×
PAD 8 BANK 7		
Тур	e: Program Change	
PC	Number	
COLO		
	DK Cancel	

Using the Pads to Operate Controllers (Assigning Control Changes)



Max Value

Set the upper limit of the value.

Value

Edit the value.

Value	Explanation
Touch	The value changes depending on the force with which you press the pad.
	* If the value falls outside the range specified by Min Value and Max Value, it is limited at the Min Value or Max Value.
	A fixed value is always output.
1–127	* The force with which you press the pad is ignored.

COLOR

Specify the color of the controller's illumination.

1. In the main window, double click the pad to which you want to assign a MIDI message.

The edit window appears.

PAD 8 [BANK 1]	×
PAD 8 BANK 1	
Type: Control Change	Mode Latch ~
Control Number Min Value	Max Value Value 127 Value
COLOR	~
	OK Cancel

Mode

Specify how the pad operates.

Value	Explanation
Momentary	Press the button to turn the controller on, and release it to turn the controller off.
Latch	The controller alternates on/off each time you press the button.
Touch	The value changes depending on the force with which you press the pad.

Control Number

Specify the control change number 0-127 that you want to assign.

Min Value

Set the lower limit of the value.

Using the Pads to Play Notes (Assigning Notes)



1. In the main window, double click the pad to which you want to assign a MIDI message.

The edit window appears.

🔁 PAD 8 [BANK 5]	\times
PAD 8 BANK 5	
Type: Note	
● Velocity Touch €]
Note 1 Note 2 Note 3 Note 4 39	
COLOR	
OK Cance	1

Velocity

Specify how velocity is input.

Value	Explanation
Touch	The velocity changes depending on the force with which you press the pad.
1-127	A fixed value is always output.
1-127	* The force with which you press the pad is ignored.

Note1-4

Specify the note number 0–127.

You can assign four notes to each pad.

COLOR Specify the color of the controller's illumination.

[●] button

Press the record button to specify notes from the keyboard.

To enter a chord, play the keys simultaneously.

PAD 8 [BANK 5]	Х
PAD 8 BANK5	
Type: Note Velocity Touch 🚖	
Note 1 Note 2 Note 3 Note 4	
COLOR ~	
OK Cance	el

Knob Assignments (VR Assign)

Using the Knobs to Operate Controllers (Assigning Control Changes)

Only control changes can be assigned to the knobs.



1. In the main window, double click the knob to which you want to assign a MIDI message.

The edit window appears.

🔀 R1			×
R1			
Type: Control C	Change		
Control Number	Min Value	Max Value	
3	0	127	
COLOR		— ~)
COLOR		· ·	
		ОКС	ancel

Control Number

Specify the control change number 0–127 that you want to assign.

Min Value Set the lower limit of the value.

Max Value Set the upper limit of the value.

COLOR Specify the color of the controller's illumination.

[S1][S2] Switch Assignments (Switch Assign S1/S2)



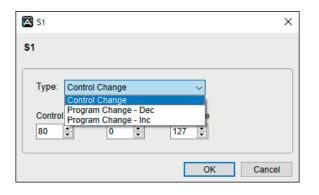
1. In the main window, double-click [S1] [S2].

The edit window appears.

🔀 S1				×
S 1				
	Control C	hange Min Value	Max Value	
	-		OK	Cancel

Туре

Specify the type of MIDI message that you want to assign.



Туре	Explanation
Control Change	Assigns a control change.
Program Change - Dec	Assigns the program change decrement function. The program change that precedes the program change number last transmitted by the A-88MK2 is transmitted.

Туре	Explanation
Program Change - Inc	Assigns the program change increment function. The program change that follows the program
	change number last transmitted by the A-88MK2 is transmitted.

Control Number

Specify the control change number 0–127 that you want to assign.

* This parameter is not shown if you selected "Program Change - Dec" or "Program Change - Inc" as the Type.

Min Value

Set the lower limit of the value.

* This parameter is not shown if you selected "Program Change - Dec" or "Program Change - Inc" as the Type.

Max Value

Set the upper limit of the value.

* This parameter is not shown if you selected "Program Change - Dec" or "Program Change - Inc" as the Type.

Pedal Assignments (Pedal/Module Assign)



1. In the main window, double-click [DAMPER] [FC1] [FC2] [MOD].

The edit window appears.

DAMPER	×
DAMPER	
Type: Control Change Control Number Min Value 64 - 0 -	Max Value
	OK Cancel

If you connect an expression pedal (sold separately: EV-5), you can use it to control the sound or volume etc. in real time.

Connect it to the FC 1 jack or FC 2 jack, and select Control Number 7.

KC 1	×
FC 1	
Type: Control Change	Max Value
	OK Cancel

Control Number

Specify the control change number 0-127 that you want to assign.

Min Value Set the lower limit of the value.

Max Value

Set the upper limit of the value.

Frequently used CC#

CC number	Explanation	A-88MKII factory settings
1	Modulation	Modulation of the [Pitchbend/ Modulation] lever
5	Portamento time	
7	Volume	
10	Panpot	
11	Expression	
64	Hold	DAMPER jack
65	Portamento	
66	Sostenuto	FC2 jack
67	Soft pedal	FC1 jack
71	Resonance	
72	Release time	
73	Attack time	
74	Cutoff	
75	Decay time	
76	Vibrato rate	
77	Vibrato depth	
78	Vibrato decay	
84	Portamento control	
91	Effect 1 (reverb send level)	
93	Effect 3 (chorus send level)	

* The effect that is applied differs depending on the sound module. For details, refer to the owner's manual of your sound module.

Specifying Zones and Key Ranges (Layer Edit)

Here you can graphically make zone and key range settings for the A-88MKII (owner's manual **"Zone Settings (FUNCTION)"** p. 7, **"Specifying Zones and Key Ranges (Zone Settings)"** p. 8).



1. In the main window, double-click [LAYER].

The edit window appears.



[SPLIT] [LAYER] buttons

Switch between split and layer.

One or the other will be on.

[LOW] [HIGH] knobs (key range setting) Use the LOW knob and HIGH knob to specify the upper and lower limits of the key range.

Zone on/off Turn UPPER1/2 and LOWER on/off.

OUTPUT (zone output destination)

Specify the output destination MIDI port for each zone.

Port	Explanation
MIDI & USB	Output both from the MIDI OUT connector and from USB MIDI.
MIDI	Output from the MIDI OUT connector.
USB	Output from USB MIDI.

MIDI CH

Specify the MIDI channel for each zone.

Volume CC #7 (Volume)

Specify whether a volume message is added when a program change is sent.

Value	Explanation
OFF (0)	A volume message is not added when a program change is sent.
1–127	A volume message (CC#7) is added when a program change is sent.

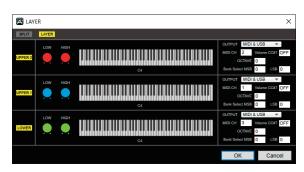
OCTAVE (octave shift)

Specifies octave shift when a program change is sent.

Bank Select MSB/LSB

Specifies whether the specified bank select is added when a program change is sent.

LAYER



SPLIT

