

Studio Roles in MLC 1.3 and 1.3.1

The MLC standard allows to communicate a role that a contributor to a sound recordings and/or music video played.

This role code can be communicated in the `Role` element of the, for example, `ResourceContributor` composite. DDEX has, over the last few years, collated a large list of role codes for different types of contributors: performers, writers and studio personnel.

However, the XML Schema Definitions for MLC 1.3 and 1.3.1 has a bug in that the `Role` element does not all the role codes collated by DDEX.

Implementers are requested to use role codes from the list used in MLC 1.4 and communicate them as `UserDefinedValues` with a namespace of "MLC14". It is available from the [Data Dictionary for MLC 1.4](#).

The role of a mixing engineer can thus be communicated with

This article discusses MLC 1.3.x. The issue described herein has been fixed in MLC 1.4.

```
<ResourceContributor>
  [...]
  <Role UserDefinedValue="MixingEngineer" Namespace="MLC14">
    UserDefined
  </Role>
  [...]
</ResourceContributor>
```