MPC1000 & MPC2500

JJ OS128XL

OPERATIONS MANUAL

■ **This manual is written only about the function added by JJ OS.**
Please refer to the manual of AKAI for the basic function of MPC.

When you change OS, please switch on a power supply, pressing the ERASE button first.
Please press the ERASE button until a main screen is displayed.
If this operation is not performed, MPC may freeze or it may crash.

<Only MPC1000>
When the reaction of a DATA wheel is slow or cannot change the value of one step, please change the set of the "Wheel " field of OTHER.
Usually, MPC in which Ver2.12 or less AKAI OS was installed selects "Old type".
MPC in which Ver2.13 was installed selects "New type".
If OS is changed, this set will return to default setting"2".



Refer to video of user offer.

<MPC2500>
[GO TO] button does not work.

<MPC1000/MPC2500>
Notes
The contrast of LCD should turn a DATA wheel, pressing the [STOP] button.

If a DATA wheel is turned pressing [SHIFT] or the [TAP TEMPO] button,
change of a value will increase 10 times.

When [FULL LEVEL] button is ON (the LED is lit), the velocity of MIDI IN NOTE is also set to FULL LEVEL.

NOTE REPEAT does not work to MIDI keyboard.

Since the specifications of OS differ, the sequence created by other OS's may not be played back normally.
For example, the data of Q-link and 16LEVELS is not reflected.
The value of the parameter which is not in the program of 128XL is disregarded.

A slider is not used for any uses other than Q-link.

An audio track is skipped when a track is changed during the recording of a sequence.
The type of a track cannot be changed during playback or recording. (Also in a grid, it is the same)

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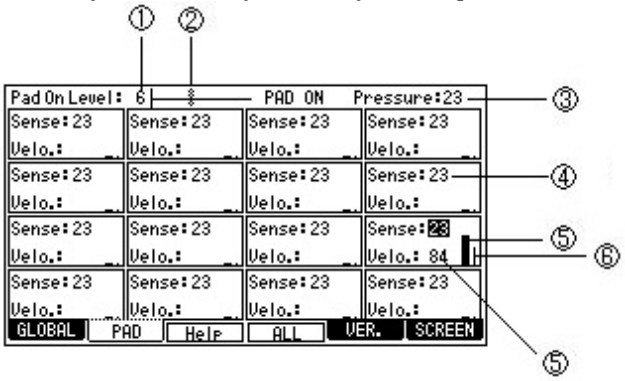
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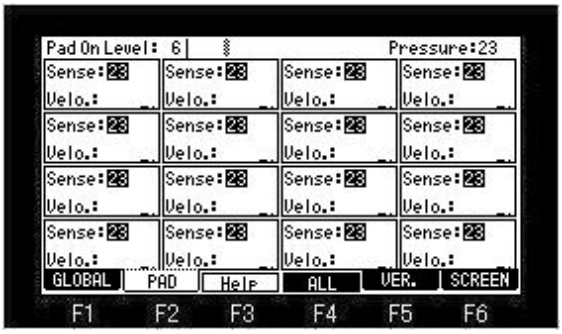
Adjustment of Pads Sensitivity

If F2(PAD) button is pressed on the screen of [MODE]+PAD10 (OTHER), it will become the mode which adjusts the sensitivity of a pads.

Please adjust the velocity sensitivity of each pad so that the value of the same velocity is displayed, when it hits by the same strength.



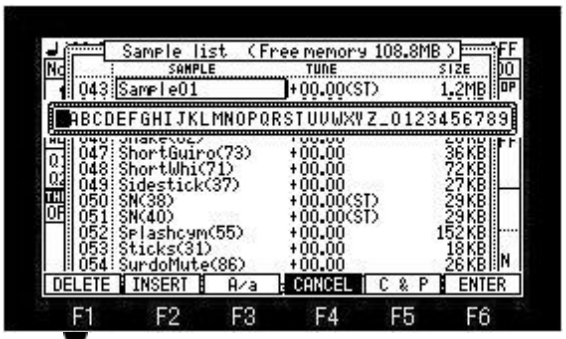
1	Adjustment of Pad On Level. (Threshold level) If it is set as a low value, it will be set to PAD ON by weak power, but there is also a possibility that it may be set to PAD ON by vibration etc. Or PAD may remain set to ON.
2	Pad On Level gauge
3	Pressure sensitivity
4	Velocity sensitivity
5	The value of the velocity of the hit pad.(Maximum 127)
6	The pressure level of the pressed pad



If F4 (ALL) button is pressed, the sensitivity of all the pads can be adjusted at once.

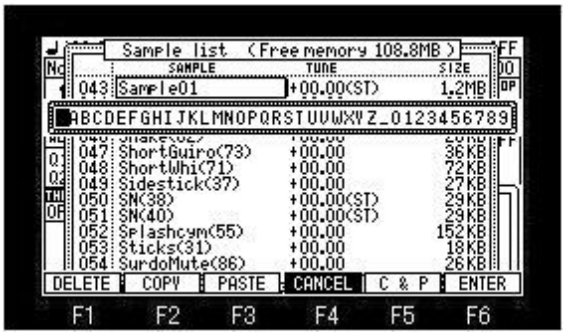
Name Edit

If a DATA wheel is turned in the name field or F3 (RENAME) button is pressed in the window of a sample list, it is the edit mode of a name.



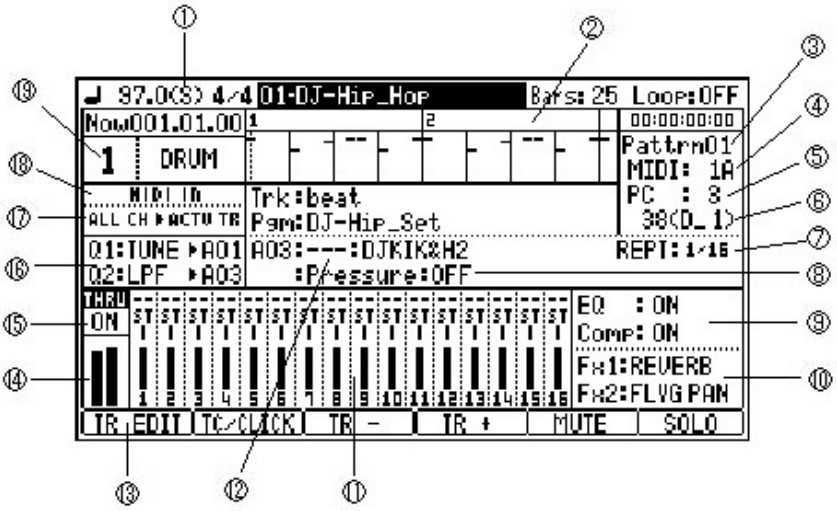
If the ▼ cursor button is pressed, it will become a small letter input mode.
If the ▲ cursor button is pressed, it will return to a capital letter input mode.
Please choose the character to set by a DATA wheel. (A character can also be set by hitting a pad.)
Movement of blink cursor can be performed by ◀ or ▶ cursor button.
The character on the cursor which will blink if F1 (DELETE) button is pressed is deleted.
A space (underline) enters before the cursor which will blink if F2 (INSERT) button is pressed.
The character on the cursor which will blink if F3 (A/a) button is pressed is changed into a capital letter or a small letter.
If the ▶ cursor button is pressed, pressing the [SHIFT] button, blink cursor will be moved to the last of a name.
If the ◀ cursor button is pressed, pressing the [SHIFT] button, blink cursor will be moved to the first of a name.

COPY & PASTE

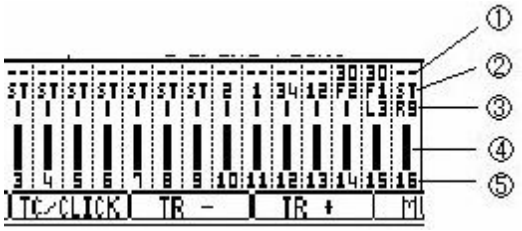


It will become COPY & PASTE mode if F5 (C & P) button is pressed.
If F2 (COPY) button is pressed holding F5 (C & P) button, the name currently displayed will be copied to a clipboard.
In the case of the above figure, "Sample01" is copied to a clipboard.
Paste presses F3 (PASTE) button, holding F5 (C & P) button.

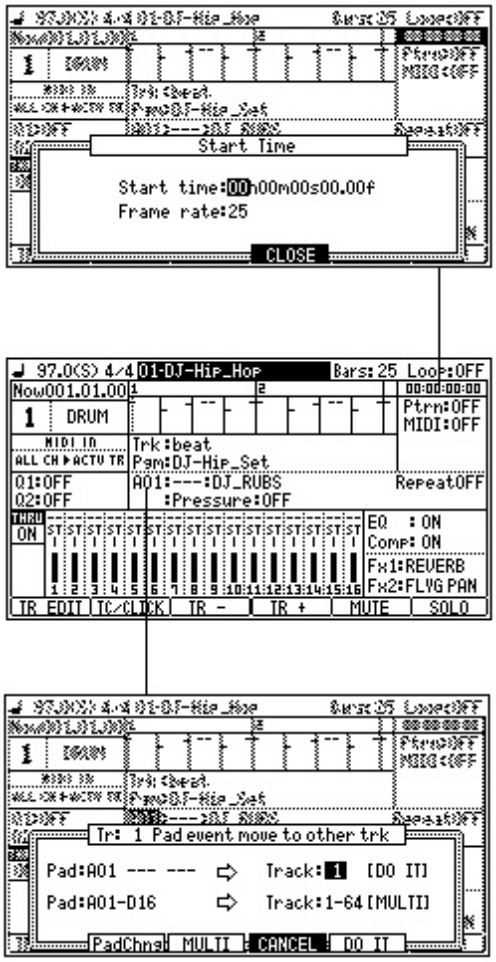
Main Screen



1	Tempo sauce field	Please refer to "Selecting a tempo source".
2	MIDI/SYNC indicator field (OUT)	The information on SYNC sent when MIDI/SYNC was sent is displayed.
3	Simul Pattern	Please refer to "Simul Pattern"
4	MIDI field	The output channel and port of the active track are displayed. Please set up a channel and a port, when you carry out a MIDI output.
5	Program change field	Please refer to "Output Midi Program Change"
6	Note field	The output note number of the pad chosen is displayed. Please refer to "A setup of an output MIDI note"
7	Repeat field	A sample is played back repeatedly. It works only by the main, 16 pad display mode, and a record mode. Please set the mode and a repeat interval. REPT: 1/16: It will be repeatedly played back until a pad is released. HOLD: 1/16: It will be repeatedly played back until a pad is hit once again. SOLO: 1/16: Other sample solo playback is stopped, and it will be repeatedly played back until a pad is hit once again. When a track is changed during repeat hold playback, sound stops.
8	Pressure field	Please refer to "Pressure".
9	Master effect field	The state of a master effect is displayed. (ON/OFF)
10	Effect field	The type of the effect selected is displayed.
11	Track mixer	The track mixer is displayed. (Only TRACK 1-16)
12	Pad Mode Field	Please refer to "Pad Mode"
13	F1(TR EDIT)	Please refer to "Tracks Edit Mode".
14	Level meter	INPUT THRU level meter.
15	INPUT THRU field	The INPUT THRU state is displayed. (ON/OFF)
16	Q-link field	Please refer to "Q-link (MAIN)".
17	Multi timbre field (ON/OFF)	Multi timbre OFF = ALL CH ▶ ACTV TR Multi timbre ON = CH1-16 ▶ TR1-16 Please refer to "Multi timbre"
18	MIDI/SYNC indicator field (IN)	The information on SYNC received when MIDI/SYNC was received is displayed.
19	Track number field	The number of the active track is displayed.



1	SEND level	If cursor is moved to the SEND level field and a DATA wheel is turned, the SEND level of an effect can be set. (It can set, only when REVERB or DELAY is select with the type of an effect.)
2	Output destination	If cursor is moved to the output destination field and a DATA wheel is turned, the output destination of a track can be select. When you want to apply an effect, please select F1 or F2. (F1=FX1 F2=FX2)
3	Pan	The pan of a track can be set, if cursor is moved to the pan field and a DATA wheel is turned. (It sets as L50-R50=L9-R9)
4	Level	The level of a track can be adjusted, if cursor is moved to the level field and a DATA wheel is turned.
5	Track number	It is a number of a track.



Start Time	It is a window which sets the starting time of MTC. Please refer to "MMC - MTC - CLOCK"
Pad event move to other track	Please refer to "Movement of pad events".

Basic operation in a main screen

Please adjust the contrast of a screen by the LCD side. (It cannot adjust in the MPC side)

Please close the window without "CLOSE" by the [WINDOW] button. (Common to all the modes)

Regardless of the position of cursor, change of a track can be performed by a DATA wheel, holding MODE button.

Regardless of the position of cursor, change of a sequence can be performed by a DATA wheel, holding the [NEXT SEQ] button. (It cannot do during recording and playback)

Selection of a track can be performed if pad is hit holding SHIFT button.
For example, a track 12 will be select if PAD12 is hit holding SHIFT button (in the case of BANK A)

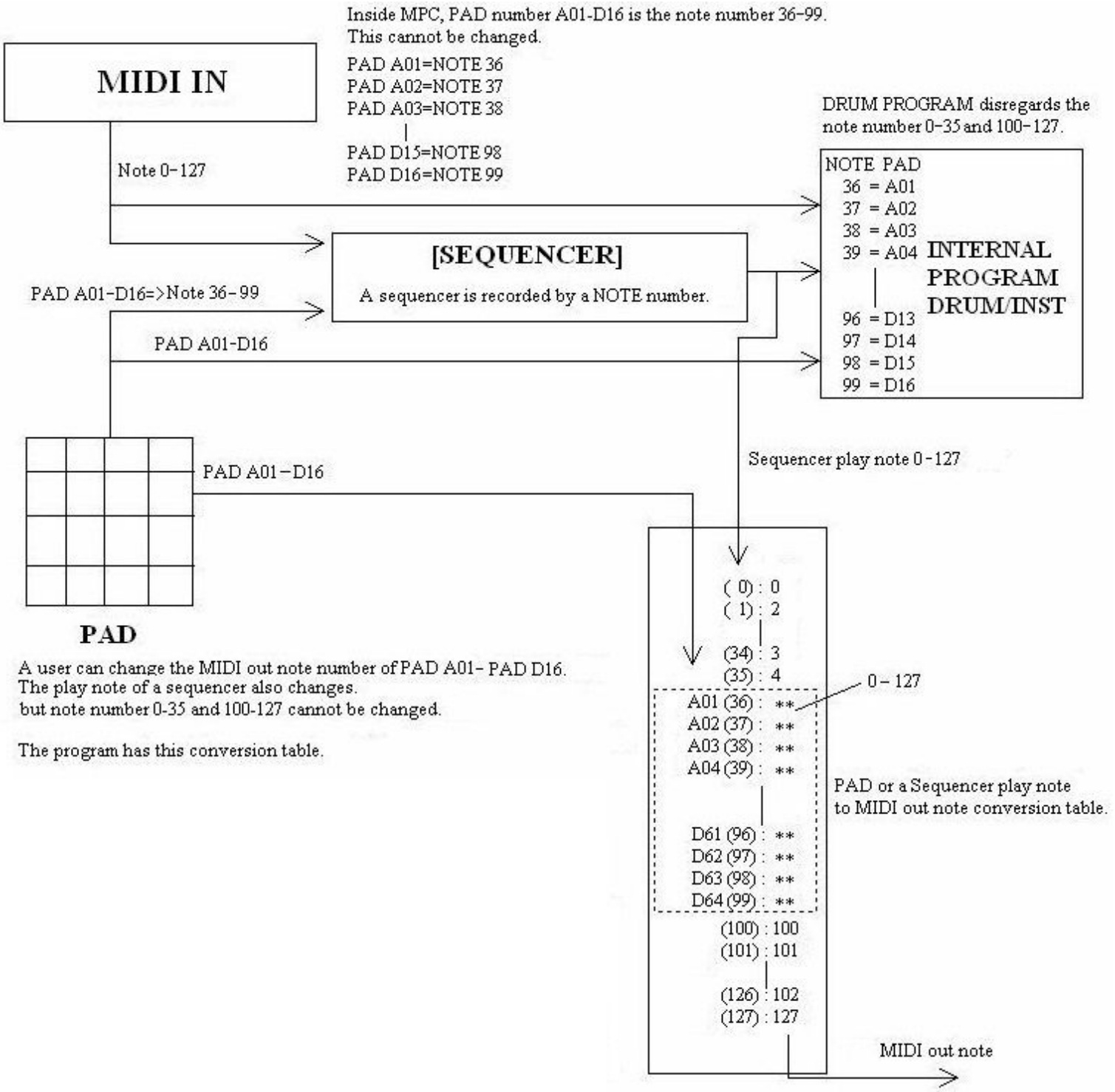
When LOOP is set, if the [PLAY START] button is pressed, it will play from the first bar of a loop.
When the [PLAY START] button is pressed, holding the [STOP] button, it play from a bar 1.

Regardless of the position of cursor, cursor moves to the level field of a mixer by a [SHIFT] + ▼ cursor key.
Regardless of the position of cursor, cursor moves to the sequence field by a [SHIFT] + ▲ cursor key.
Regardless of the position of cursor, cursor moves to the TRACK LOOP field or EQ field by a [SHIFT] + ► cursor key.
Regardless of the position of cursor, cursor moves to the track number field or the THRU field by a [SHIFT] + ◄ cursor key.

Q-Link slider will not work, if the AFTER key is not ON (the LED is lit).
Moreover, please turn OFF (the LED is turned off) the AFTER key, when the sequence on which note variation data is recorded is playback.

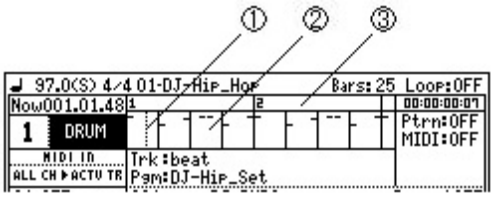
The name into which New Program name was edited at the last is displayed by a default.

Relation between a PAD number and a note number



A user can change the MIDI out note number of PAD A01- PAD D16.
The play note of a sequencer also changes.
but note number 0-35 and 100-127 cannot be changed.

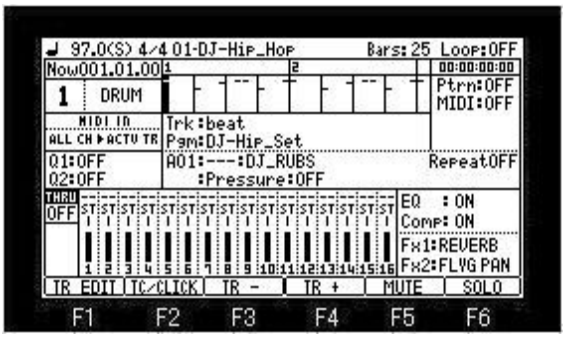
The program has this conversion table.



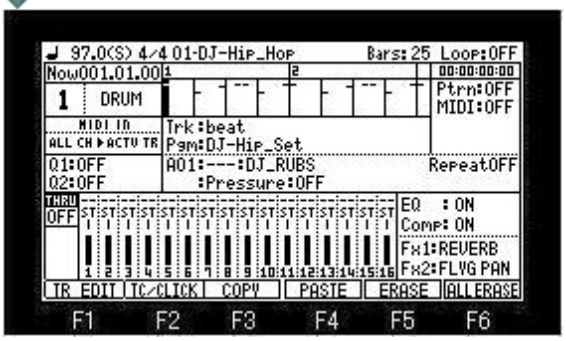
1 Marker

2 Event Field

3 Bar Field

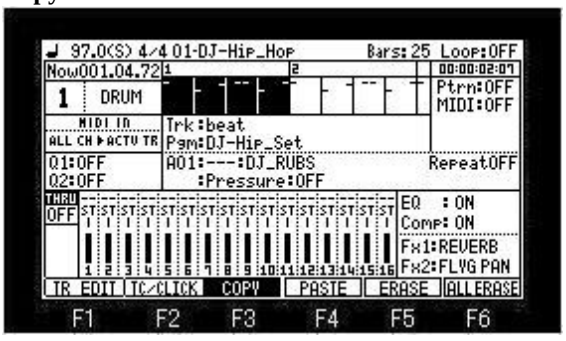


If [OVER DUB] is turned ON (the LED is lit) when cursor is in the event field, it will become the edit mode of a grid.



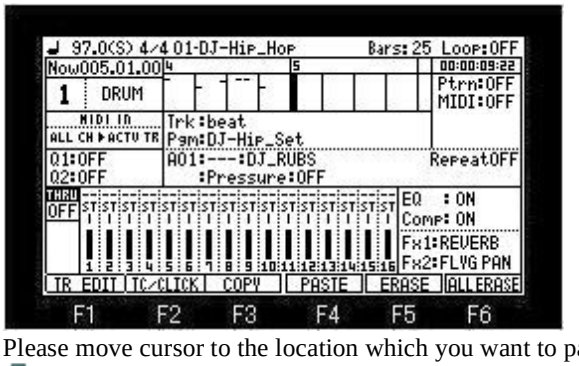
All the pads (A01-D16) of the cursor position are the targets of edit.

Copy of events

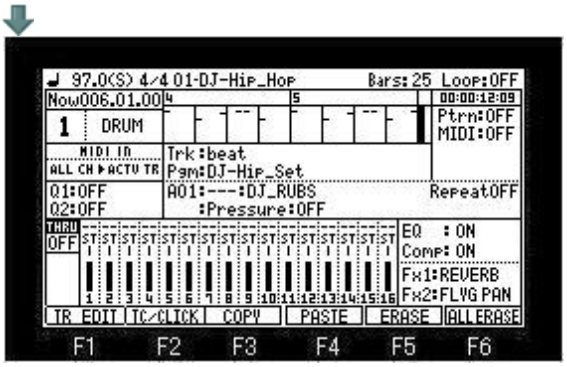


Holding F3 (COPY) button, please turn a DATA wheel and select the region which you want to copy.
A copy will be completed if F3 (COPY) button is released.

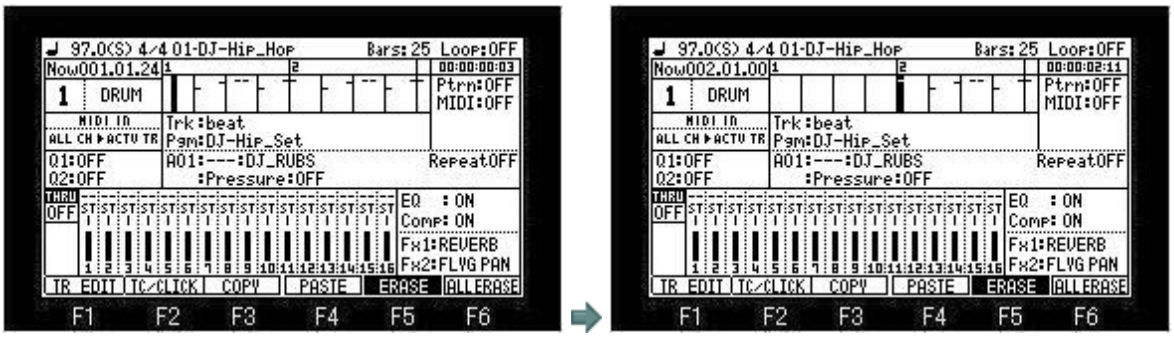
Paste of events



Please move cursor to the location which you want to paste, and press F4 (PASTE) button.

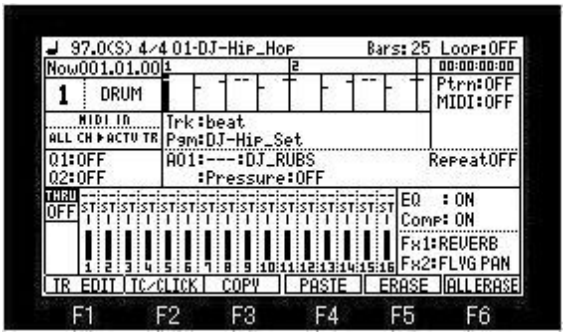


Erase of events

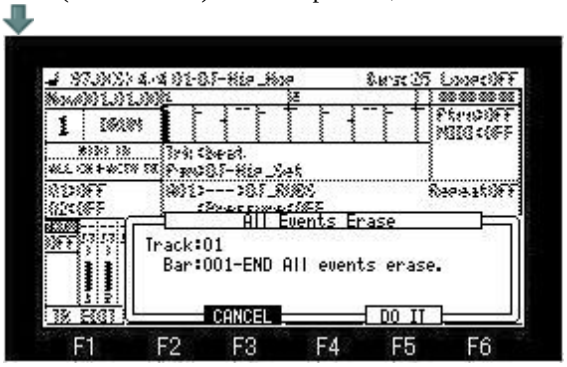


If a DATA wheel is turned holding F5 (ERASE) button, the event which the marker passed will be erased.

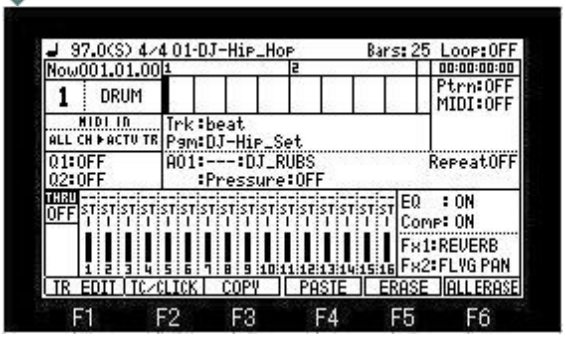
All the events of a track are erased.

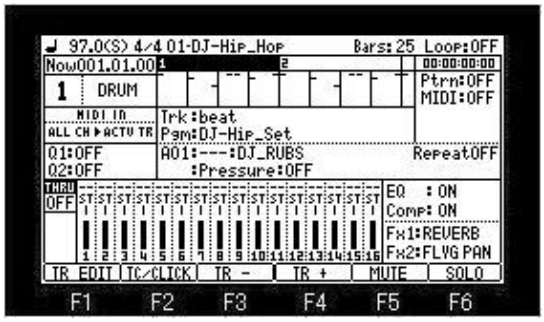


If F6 (ALLERASE) button is pressed, the window of "All Events Erase" will open.



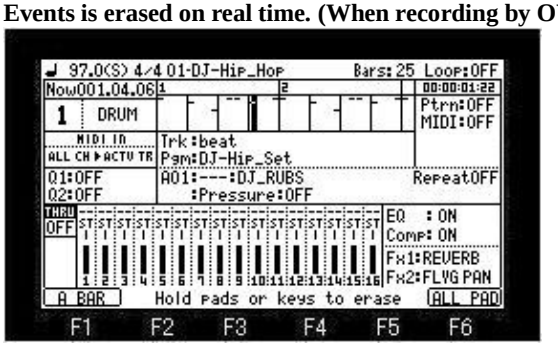
If F5 (DO IT) button is pressed, all the events of an active track will be erased.



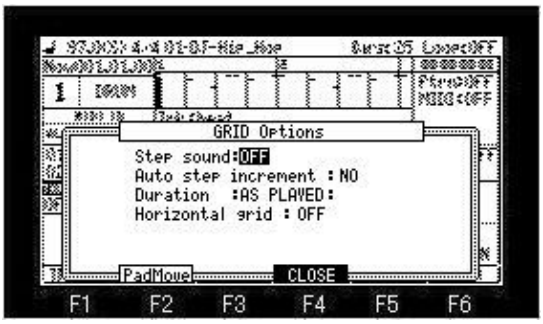


If cursor is moved to the bar field, edit will be possible by bars. (Except time signature 4/4, it does not work correctly)

Events is erased on real time. (When recording by OVER DUB+PLAY START)



When you erase a specific pad event, please press the pad of the event which you want to erase, pressing the ERASE button.
For example, if PAD A01 is pressed pressing the ERASE button, the event of PAD A01 while pressing will be erased.
If F1 (A BAR) button is pressed, all the events of the bar on marker will be erased.
If F6 (ALL PAD) key is pressed, the pad(A01-D16) events of all the marker location will be erased.



If the [WINDOW] button is pressed when cursor is in a grid, the window of "GRID Options" will open.
Please refer to "movement of a pad event" for F2 (PadMove).

Step sound:	If you select ON, the event of a marker position will be sounded when a marker passes.
Auto step increment:	If you select YES, after inputting an event by the pad, a vertical marker moves to the right automatically.
Duration:	AS PLAYED: The length which is pushing the pad is inputted into the value of duration. TC VALUE: Regardless of the length which is pushing the pad, a fixed value is inputted according to the value of timing correct.

Simul Pattern

Arbitrary patterns can be played back simultaneously with a sequence.



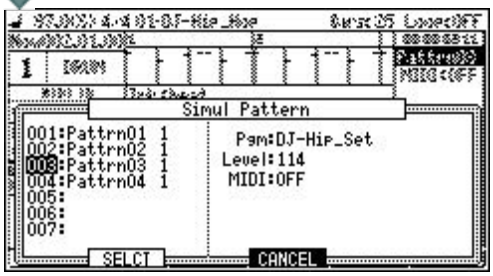
Please move cursor to the Ptrn field and select the pattern which you want to play back simultaneously with a sequence.

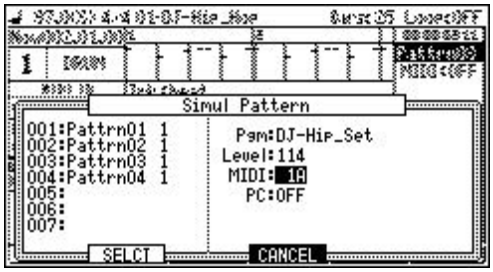


The pattern chosen when playback of the sequence was started will also be played back simultaneously.
A pattern is repeatedly played back until a sequence stops.



If the [WINDOW] button is pressed, the window of "Simul Pattern" will open.





The audition of the pattern chosen if arbitrary pads are hit can be performed.

Pgm field
Please set the program which sounds a pattern.

Level field
Please adjust the level of a pattern if needed.

MIDI field
Please set, when you want to carry out the MIDI output of the simul pattern.

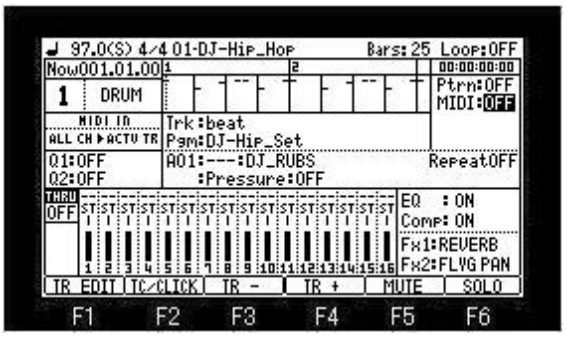
Notes
A pattern continues sounding, even if F6 (SOLO) button is pressed.
It is played back even if an audio track is during recording.
A loop works as 1- END altogether regardless of a setup.
It does not work in song mode.

Output Midi Program Change

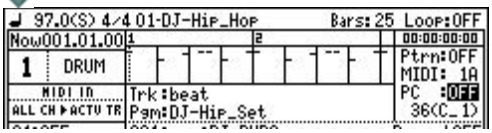
There are the two methods of outputting a program change.

1. It records in STEP EDIT mode as a sequence event.
In this case, it will be outputted if a sequence is played.

2. It sets on a main screen as a parameter of a track.
In this case, it is outputted when the [PLAY START] button is pressed.



Please select a channel and an output port in the MIDI field.
And please move cursor to PC field.



A program change is not outputted when PC field is "OFF."
Even if it plays a sequence, the program change currently recorded as a sequence event is not outputted, either.

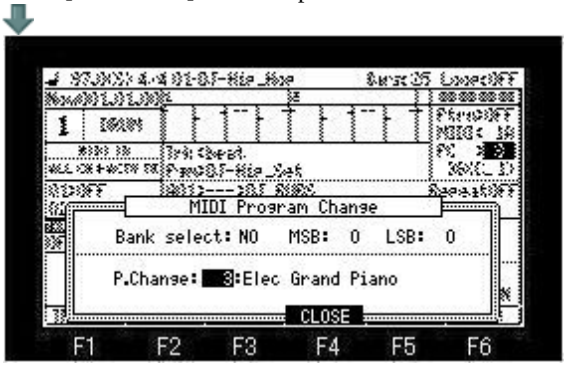


If a DATA wheel is turned to the right when PC field is OFF, "sq" will be displayed on the right of PC.
If a sequence is played in this state, the program change recorded as a sequence event will be outputted.
The number on the right side of PC field is Program Change number currently recorded on the sequence.
The program change number will be displayed if the program change is recorded within 384Tick (1 bar) of the beginning of a sequence.
When it is not found within 384Tick (1 Bar), "---" displayed.



When a DATA wheel is turned in PC field and only the program change number is displayed, the program change currently displayed is outputted.
The program change currently displayed if the [PLAY START] button is pressed is outputted.
Moreover, it is outputted also when a program change number is changed.
Even if it plays a sequence in this state, the program change currently recorded as a sequence event is not outputted.

If the [WINDOW] button is pressed when cursor is in PC field, the window of "MIDI Program Change" will open.



When the Bank select field is "YES", the value of MSB and LSB of BANK SELECT is outputted.
If the [PLAY START] button is pressed, it will be outputted together with a program change.
Moreover, it is outputted, when a value is changed, or when a program change number is changed.

Pad Mode

You can select behavior when a pad is hit.

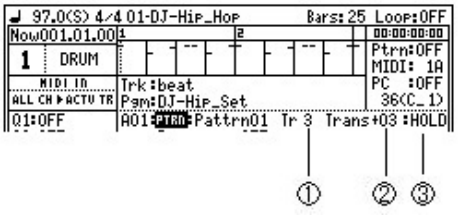
Notes
A setup in pad mode is memorized by the program.
Pad mode and Repeat do not work in the mode of a looping recorder.
Q-link does not work to PATTERN and CYCLE.



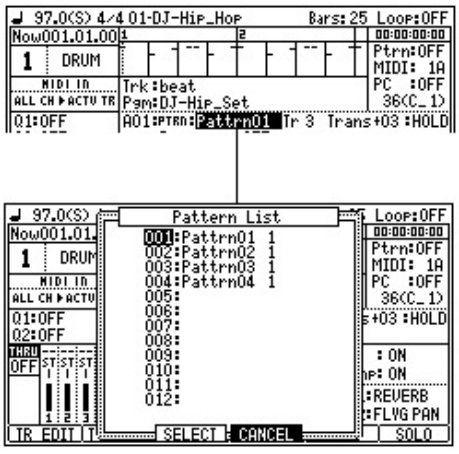
Please turn a DATA wheel in the pad mode field and select the mode.

The sample currently assigned to the pad is played back.
Moreover, MIDI NOTE currently assigned to the pad is outputted with reference to set of the MIDI field.

PTRN(PATTERN)
The pattern currently assigned to the pad is played back. (Please refer to "Convert to pattern" for patterns.)
Moreover, NOTE used by the pattern is outputted with reference to set of the MIDI field.



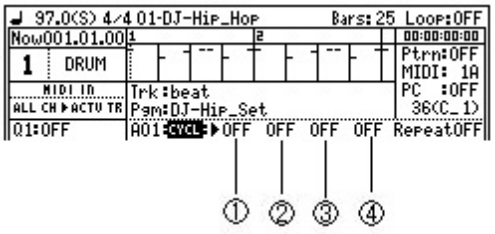
1	Track field	A pattern is played back with reference to a setup of the selected track. (A pattern is played back using the program of the selected track.) When the track is not select, a setup of an active track is referred to. Recording is performed to the selected track. (It is recorded on the track which the pattern events selected.)	
2	Transpose field	You can transpose the note used by the pattern. For example, when the pattern with which a pad A02, A03, and A04 are used is a setup of the above figure, it is transpose with A02=>A05, A03=>A06, and A04=>A07.	
3	Play mode	OFF	If a pad is hit, a pattern will be played back only once.
		REPT	It will be repeatedly played back until a pad is released.
		HOLD	It will be repeatedly played back until a pad is hit once again.
		SOLO	Playback of other patterns is stopped, and it will be repeatedly played back until a pad is hit once again.



In the window of a pattern list, if arbitrary pads are hit, the audition of a pattern can be performed.
As for the sound used for an audition, the program of an active track is used regardless of a setup of a pattern.

Notes
A pattern is played back only in the mode about a main screen and a pattern.
When the pad with which the pattern is assigned is hit in the modes other than the main, the sample assigned by the program is played back.
Timing correct does not work to patterns. (A pattern is not influenced by timing correct)

CYCL(CYCLE)



The pad pronounced will cycle switching to the numerical order of the above figure, each time the pad is hit.

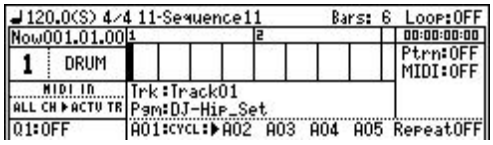
Repeat field	REPT	Cycle play is repeated until a pad is released.
	HOLD	Cycle play is repeated until a pad is hit once again.
	SOLO	Other cycle play is stopped, and cycle play is repeated until a pad is hit once again.



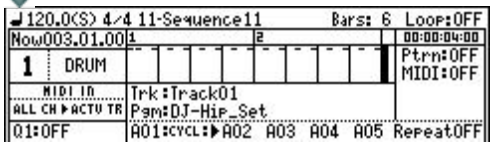
The pad pronounced in order of A02, A03, A04, and A05 will switch, each time the pad A01 is hit in the set of the above figure. (It is skipped when OFF is set.)
The pad shown by the arrow is pronounced next.



If RNDM is select, it will switch at random. (Set of OFF is not skipped)



The pad of a target is not recorded when a cycle is recorded.
If a cycle is recorded by setup of the above figure, as shown in the following figure, only the event of a pad A01 will be recorded.



If it played back, a cycle will work.
If the mode of a pad A01 is set to SAMPLE and it played back, only the sample assigned to A01 will be pronounced.

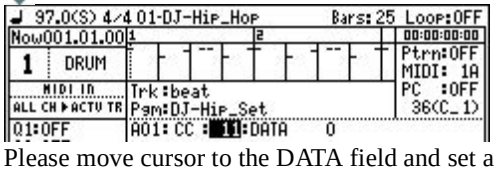
Note
Cycle does not work except the mode which can set cycle, and a record mode.
When the pad with which the cycle is assigned is hit in the modes other than the main, the sample assigned by the program is played back.

CC

If CC is select, a control change will be outputted by hitting a pad.



Please move cursor to the number field and select the control change number which you want to output.



Please move cursor to the DATA field and set a value.



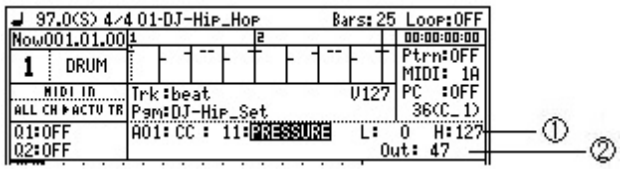
If a pad A01 is hit in the case of the above figure, a control change 11 will be outputted with the value of 127.



If cursor is moved to DATA and a DATA wheel is turned, it will change to ON/OFF (127/0).



In this case, if a pad A01 is pressed, a control change 11 will be outputted with a value 127, and if a pad is released, it will be outputted with a value 0.



If PRESSURE is select, a value is controllable by the pressure of a pad.

1	Please set the range which you want to control by a pressure.
2	The outputted value

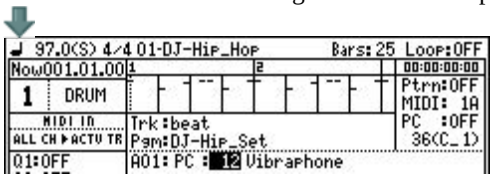
Note
MIDI CC is outputted only on a main screen, but MIDI NOTE is outputted in other modes.

PC

If PC is select, a program change will be outputted by hitting a pad.



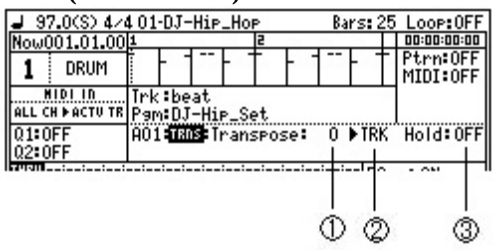
Please move cursor to the right and select the program change number which you want to output.



In the case of the above figure, if a pad A01 is hit, the program change 12 will be outputted.

Note
MIDI PC is outputted only on a main screen, but MIDI NOTE is outputted in other modes.

TRNS(TRANSPOSE)

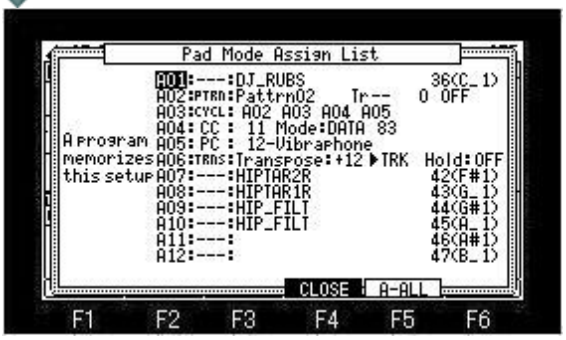


While pressing the pad, it is pronounced with the value by which the transpose was carried out.

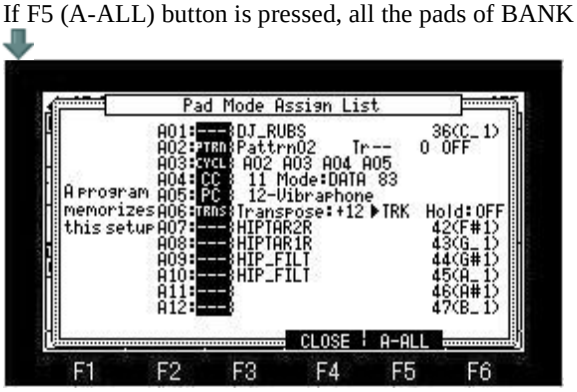
1	The value of a transpose is set. When a program is INST 1 = half tone
2	TRK: It works on an active track. SEQ: It works to a sequence. PGM: It works on all the tracks with which the same program is used.
3	If HOLD is turned ON, it will be pronounced with the value by which the transpose was carried out until a pad is hit once again.

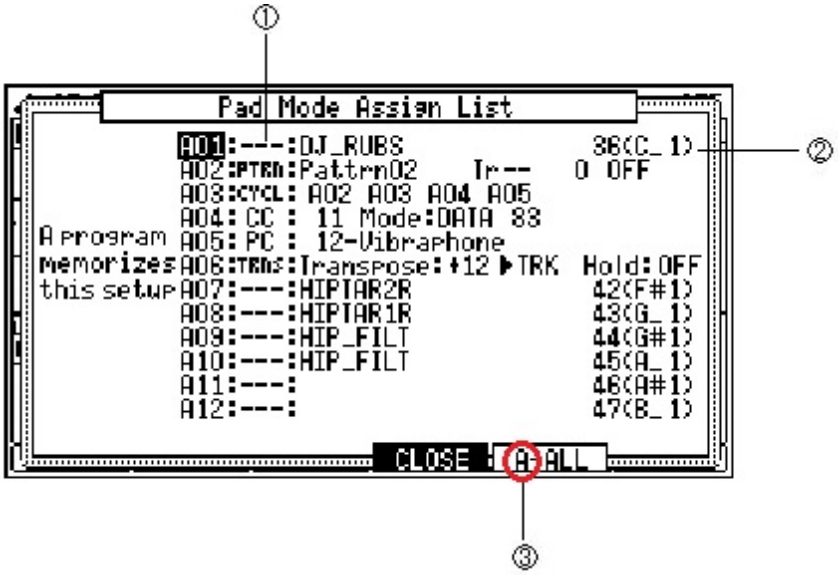


If the [WINDOW] button is pressed when cursor is in the pad mode field, the window of "Pad Mode Assign List" will open.



If F5 (A-ALL) button is pressed, all the pads of BANK selected will be select.

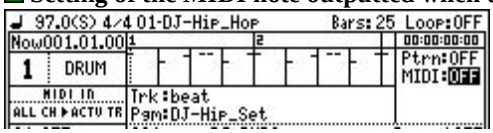




1	Mode field	Mode selected is displayed.
2	Output note number	The note of each pad by which a MIDI output is carried out is displayed. Cursor can be moved to a note field and the note which will be outputted if a DATA wheel is turned can be changed.
3	Pad bank	The bank selected is displayed.

A setup of an output MIDI note

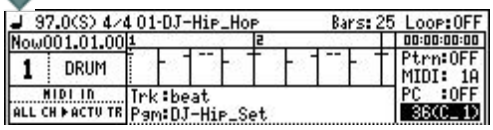
Setting of the MIDI note outputted when the pad is hit.



Please move cursor to the MIDI field and select an output channel and a port.



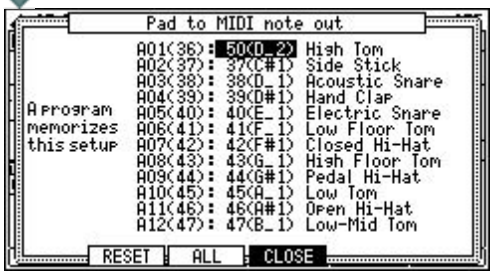
Please move cursor to the note field.



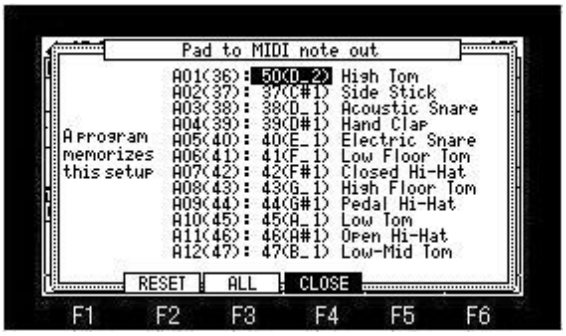
If the [WINDOW] button is pressed, a "Pad to MIDI note out" window will open.

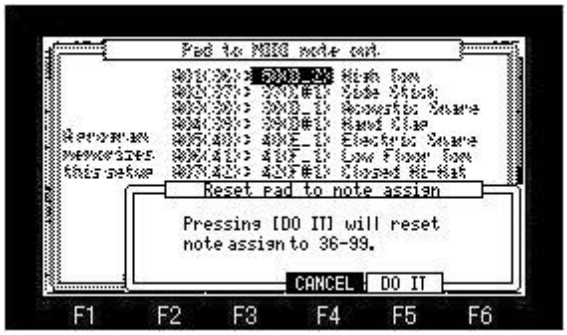


Please choose a note number to output when cursor is moved to the note field and a pad is hit.



If a pad A01 is hit in the case of the above figure, 50(D_2) of a note will be outputted.
If F3 (ALL) button is pressed, the note of all the pads can be chosen as the same time.





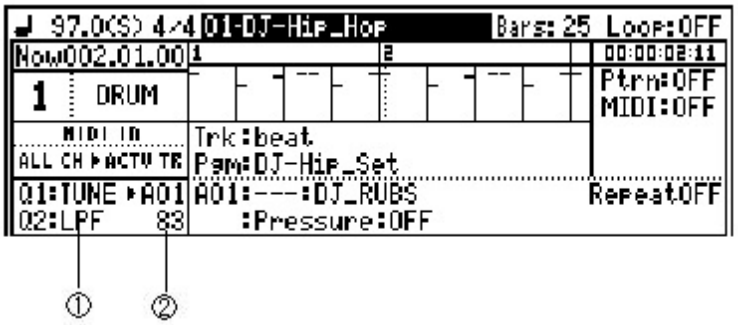
If F2 (RESET) button is pressed, the window of "Reset pad to note assign" will open.
If F5 (DO IT) button is pressed, the assigned note will return to a default value.

Notes
The program has memorized a setting in this window.
Therefore, when you want to save this setting, please save a program.

Q-Link (Main)

The state of Q-Link is displayed on a main screen. (Only Q1 and Q2 are displayed also in MPC2500.)

Q-Link works only on the screen of the main, track mute, and the next sequence.
There is no selection of NOTE ON.
It works on real time altogether.
It does not work to PATTERN and CYCLE.

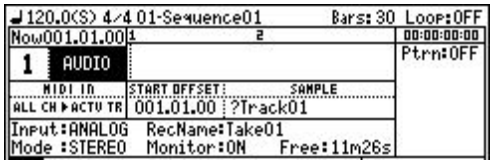


1	The parameter selected is displayed. If cursor is moved to the parameter field, a parameter can be changed by a DATA wheel.
2	The pad of the target is displayed. The present value will be displayed if a slider is moved.

If the [WINDOW] button is pushed when cursor is in the parameter field, the screen of Q-link will be displayed.
Please refer to a "Q-Link slider" for Q-link.

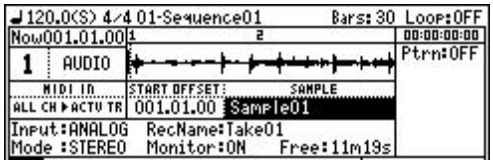
Notes
It cannot coexist with 16LEVELS.
Q-Link slider will not work, if the AFTER button is not ON (the LED is lit).
Moreover, when you reproduce the sequence on which the data of Q-link is recorded, please turn OFF (the LED is turned off) the AFTER button.
When the AFTER button is ON (the LED is lit), the data of Q-link currently recorded is not played back.
The parameter which is different in the same pad cannot be set.
When set, only the parameter of Q1 works. (MPC1000)
Only the parameter set to smallest number of Q-link works. (MPC2500)
For example
Q1 Type:TUNE Pad:A01
Q2 Type:LPF Pad:A01
In this setup, only TUNE of Q1 will work to A01.
LPF of Q2 does not work to A01.

If arbitrary trucks are chosen and Type is chosen as "AUDIO" in the Type field, the truck can be used as an audio track.



If AUDIO is select, the track name to which question mark was attached will be displayed on the "SAMPLE" field.
This is because the area of the track name is used for the sample name of an audio track, and is not a bug.

Playing back a Sample

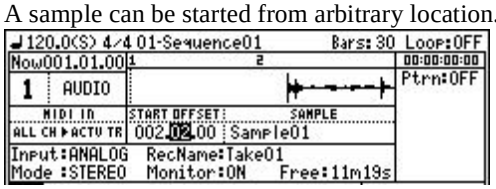


Please move cursor to the "SAMPLE" field and choose the sample which you want to play back.
Playback of a sample will be begun if [PLAY] or the [PLAY START] button is pressed.
When the [PLAY] button is pressed, playback can be begun from the present time.
Playback will be stopped if the [STOP] button is pressed.

Note: In the case of a stereo sample, only the wave of L is displayed.

Start offset of a sample

A sample can be started from arbitrary location.



Please move cursor to the START OFFSET field and set the location which you want to start.
In the case of the above figure, if a sequence becomes a location of 002.02.00, playback of a sample will start.

Preparing the recording

Please set up each field if needed.

Input field
Select the recording source

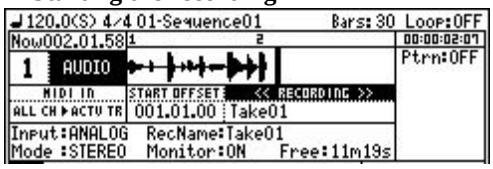
Mode field
Select STEREO or MONO

RecName field
Please set the name of the recorded sample.

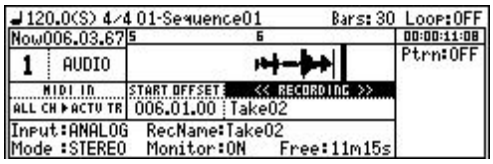
Monitor field
ON: You can monitor the input signal.
OFF: You cannot monitor the input signal.

Free field
The time which can be recorded is displayed.

Starting the recording



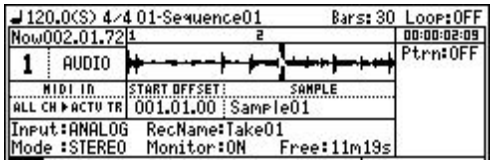
When the [REC]+[PLAY START] key is pressed, recording is started from 001.01.00.



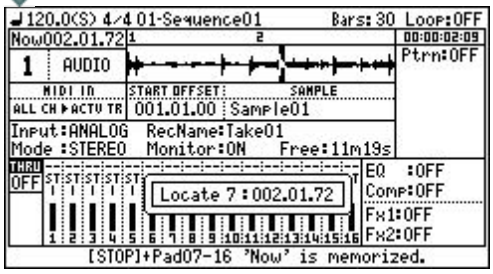
When the [REC]+[PLAY] button is pressed, recording is started from the present location and the present location is set to START OFFSET field.
If the [UNDU] button is pressed after a stop, the sample recorded now will be canceled.

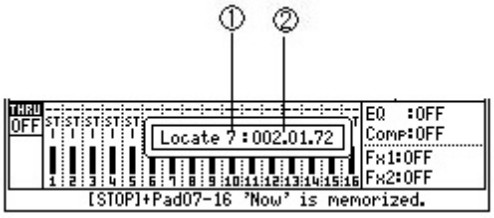
Notes
When the loop of a sequence is ON, recording is automatically stopped at the end of a sequence.
When a loop is OFF, the recording will continue until you press the [STOP] button.
And the number of the bar when you actually pressed the [STOP] button will be set as the new length for the sequence.
[OVER DUB] button does not work.
Moreover, it cannot go to other screens during recording.
The program has the parameter of Q-Link.
There is no program in an audio track.
Therefore, Q-Link does not work in an audio track.
Audio track is can not convert in song mode. (Only the audio track contained in the sequence of STEP 1 is converted)

PAD LOCATE



Arbitrary locations are memorizable to pads. (PAD7-PAD16)
Please move a marker to the location to memorize, and press [STOP] + PAD.
The present marker location is memorized to the pressed pad.
If [STOP]+PAD7 is pressed in the state of the above figure, the present marker location will be memorized to PAD7.

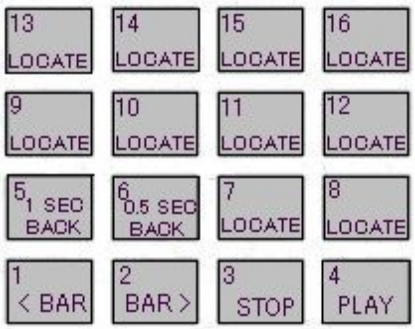




If PAD7 is hit during playback, a marker will move to the location memorized by the pad and playback will be continued from the location.
If PAD7 is hit in the state of a stop, playback will be started from the location memorized to PAD7.
The pad which can memorize a location is to PAD7-PAD16.

1. Pad number
2. Memorized location

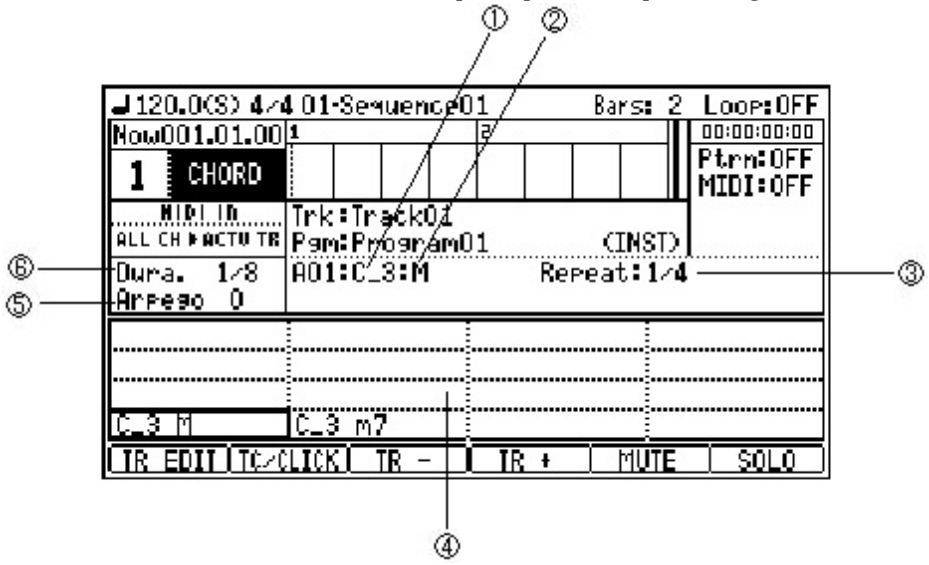
Notes
The function of PAD LOCATE does not work during recording.
Moreover, as shown in the following figure, the function is assigned to PAD1-PAD6.



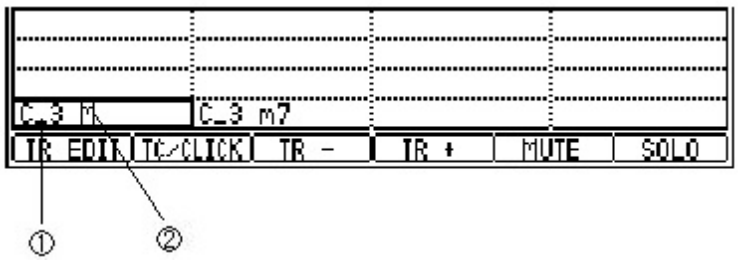
Entering an chord

If CHORD is select in the type field, it will become an mode of chords.

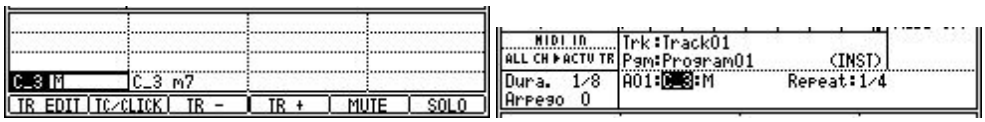
If a pad is pressed, the chord currently assigned to the pad will be pronounced.
If LED of [OVER DUB] is turned on and a pad is pressed, step recording of a chord can be performed.



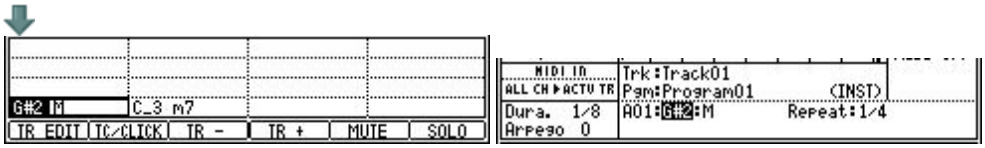
1	Loot Key	The root key of the chord set.
2	Chord	The name of the chord set.
3	Repeat	While pressing the pad, it repeats at the following intervals. Arp.= An interval repeats continuously. 1/16 = It repeats to 1/16 timing. 1/8 = It repeats to 1/8 timing. 1/4 = It repeats to 1/4 timing. 2/4 = It repeats to 2/4 timing. 3/4 = It repeats to 3/4 timing. 4/4 = It repeats to 4/4 timing.
4	Assign List	The chord currently assigned to the pads is displayed.
5	Arpeggio	Please set up the timing to pronounce. When a value is 0, it pronounces simultaneously. When a value is 1, it is delay for 1 tick and pronounces. It is delay for a maximum of 96 ticks, and pronounces.
6	Duration	Please set duration.



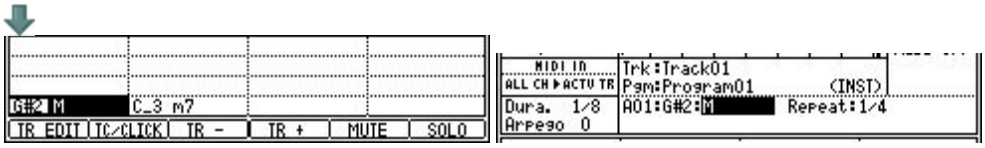
1	The root key of the chord selected
2	The name of the chord selected



Please move cursor to a root key field and set the root key of a chord.

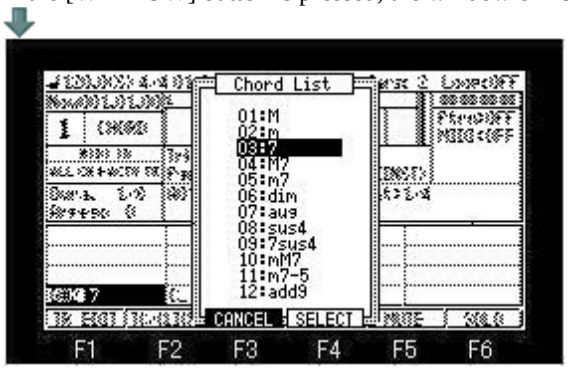


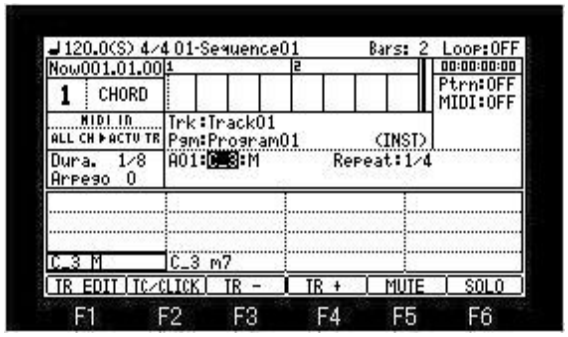
Please move cursor to a chord field and set the chord.

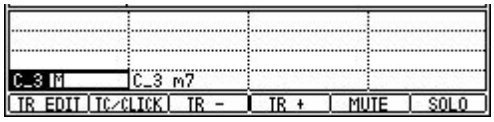




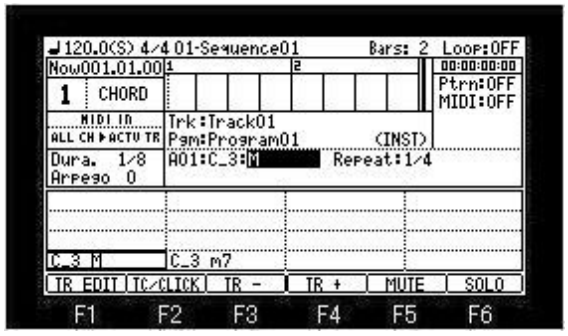
A setup changed when the [MAIN] button was pressed or it went to other modes is saved automatically to the flash memory of MPC.
If the [WINDOW] button is pressed, the window of "Chord List" will open.

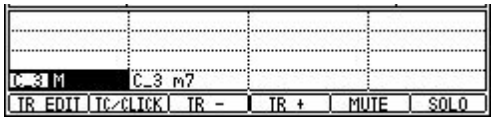




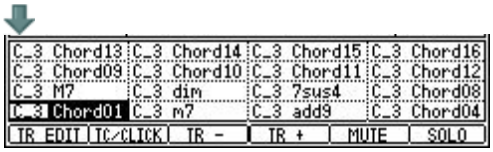


When cursor is in a root key field, a root key can also be set by a MIDI keyboard.





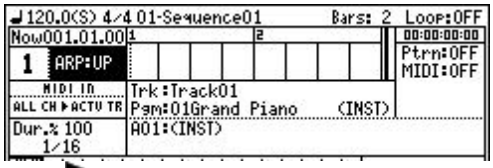
When cursor is in the chord field, a chord can also be set to a pad by a MIDI keyboard.
Please play the code which you want to set by a MIDI keyboard.
When the chord which does not exist in a chord list is played, a Chord+ pad number is displayed as a name of a chord.



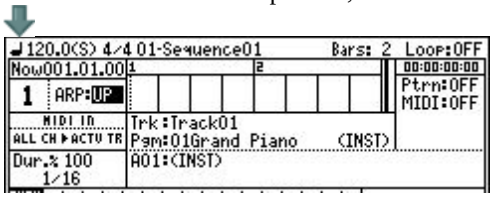
Note
Moreover, it does not work except the main, a grid, and a record mode.

Arpeggiator

■ It will become the mode of arpeggiator if "ARP:UP" is chosen in the type field.
The pressed pad or keyboard is repeatedly performed, while being held.

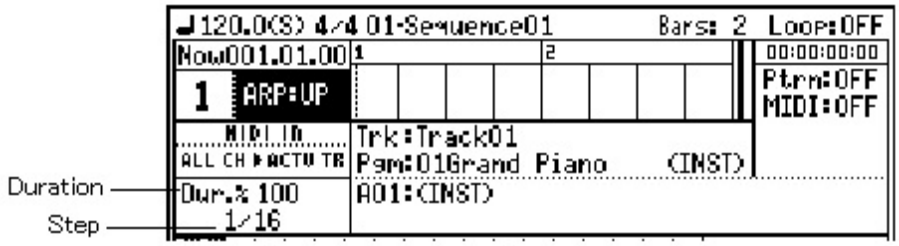


If the ▶ cursor button is pressed, cursor will move to the pattern field.



Please turn a DATA wheel and select a pattern.

UP	The notes being held will move upward from lowest note to highest note. For example, if you hold down the notes C3, E3, G3 and C4, the arpeggiator would play the following repeating pattern. C3→E3→G3→C4
DW	The notes being held will move downward from highest note to lowest note. For example, if you hold down the notes C3, E3, G3, and C4, the arpeggiator would play the following repeating pattern. C4→G3→E3→C3
UD1	The notes being held will move upward then downward from lowest note to highest note then from highest to lowest, playing the lowest and highest note twice. For example, if you hold down the notes C3, E3, G3, and C4, the arpeggiator would play the following repeating pattern. C3→E3→G3→C4→C4→G3→E3→C3
UD2	The notes being held will move upward then downward from lowest note to highest note then from highest to lowest, without repeating the lowest and highest note. For example, if you hold down the notes C3, E3, G3, and C4, the arpeggiator would play the following repeating pattern. C3→E3→G3→C4→G3→E3
RND	The pads or keyboard which were pressed are pronounced at random.



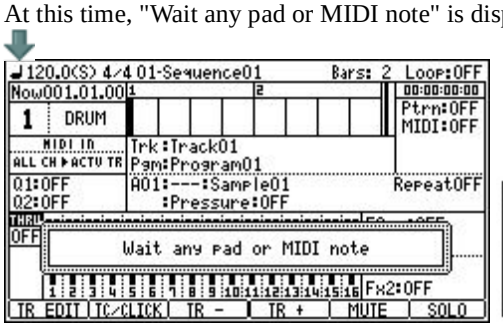
Duration	The length of the sound to the note set up in the Step field is set.
Step	The timing to pronounce is set. 1/4 = 1/4note 1/4-3 = 1/4 note triplets 1/8 = 1/8note 1/8-3 = 1/8 note triplets 1/16 = 1/16 note 1/16-3 = 1/16 note triplets 1/32 = 1/32 note 1/32-3 = 1/32 note triplets

Notes
Arpeggiator works only at an active track.
Even if a multi timbre is ON, it works only at an active track.
Moreover, it does not work except the main, a grid, and a record mode.

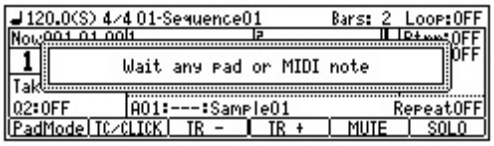
Wait for key

Recording can be started by hit pad or the receive of MIDI note.

If [REC] or the [OVER DUB]+[STOP] button is pressed, it will be in the standby state of recording.
At this time, "Wait any pad or MIDI note" is displayed on the lower part of a screen.



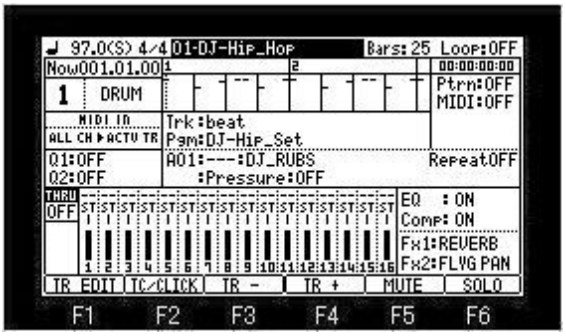
OS3



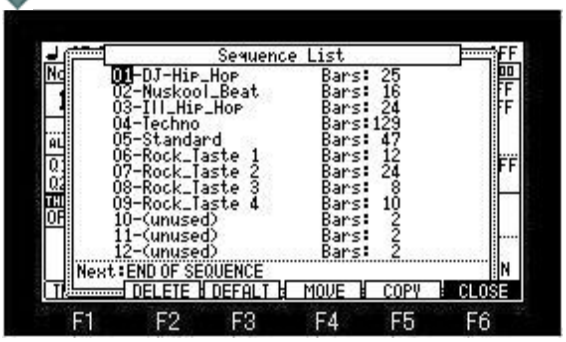
If a pad is hit in this state or MIDI note is received, recording will start.
At this time, the pad event or MIDI note hit in order to start recording is also recorded.

The grid mode of [MODE]+PAD15 can also use this function.

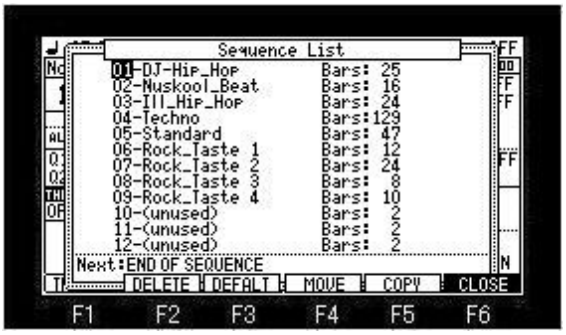
Sequence List



If the [WINDOW] button is pressed when cursor is in the sequence field, the window of "Sequence list" will open.



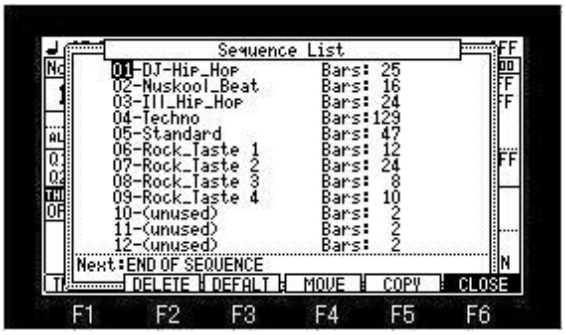
Please refer to "behavior selection of the Next Sequence" for the "Next" field.



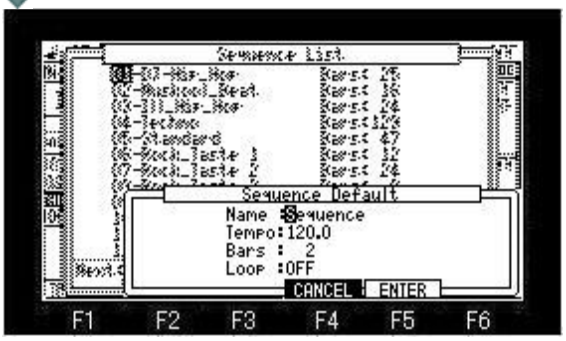
If F2 (DELETE) button is pushed, the window of "Delete Sequence" will open.



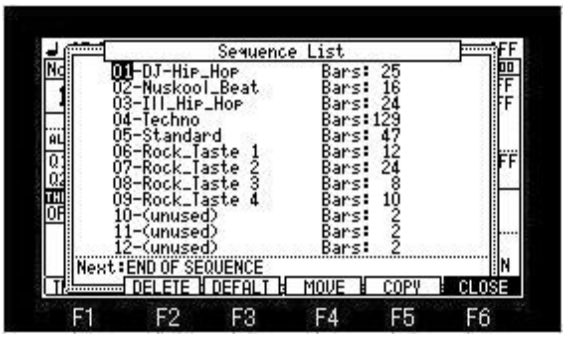
Please select a sequence to delete in Sq field.
The selected sequence will be deleted if F5 (DO IT) button is pressed.
If F3 (ALL SQ) button is pressed, all the sequences will be deleted.



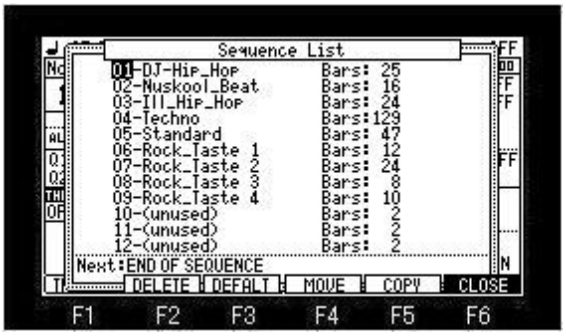
If F3(DEFALT) button is pressed, the window of "Sequence Default" will open.



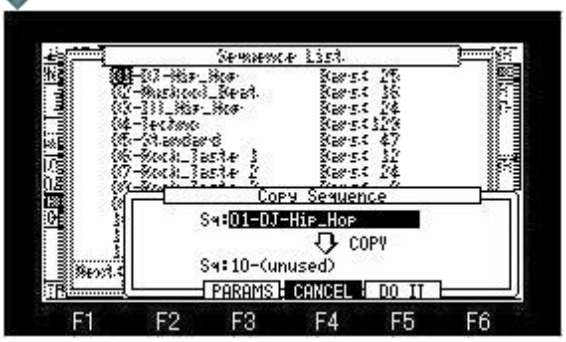
Please set the default preset value when creating a new sequence.
If F5 (ENTER) button is pressed, the set value is memorized, and if a new sequence is created from next time, this preset value will be set automatically.



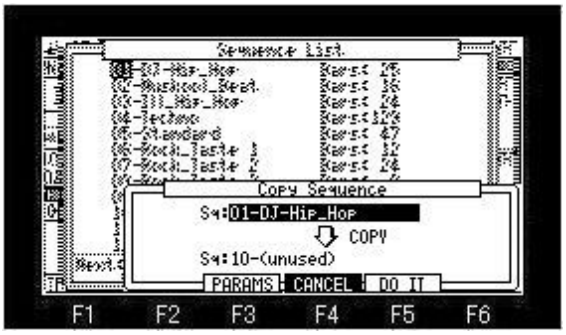
Please refer to "Rearranging the Sequences" for F4 (MUVE).



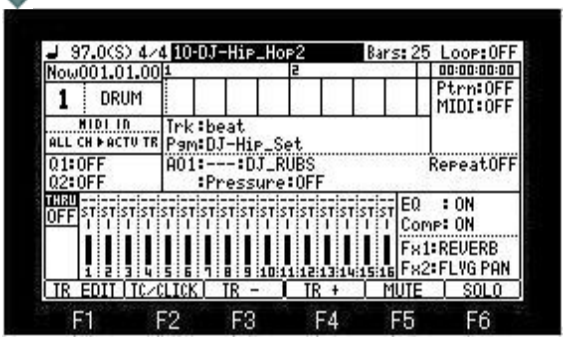
If F5(COPY) button is pressed, the window of "Copy Sequence" will open.

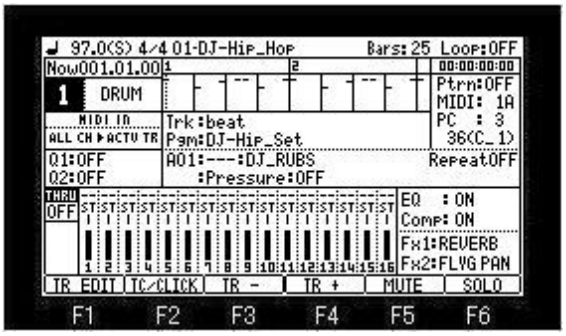


Please select a sequence to copy in upper Sq field.
Please select the sequence number in the copy destination in the Sq field (below).
A copy will be performed if F5 (DO IT) button is pressed.

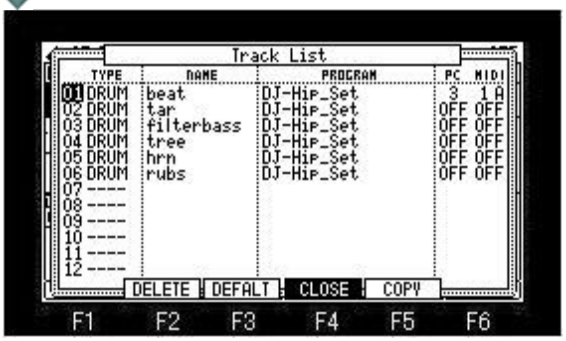


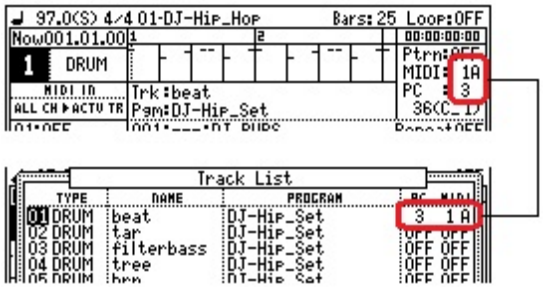
When F3 (PARAMS) button is pressed, only a parameter is copyed and an event is not copied.





If the WINDOW button is pushed when cursor is in a track number or the "Trk" field, the window of "Track List" will open.

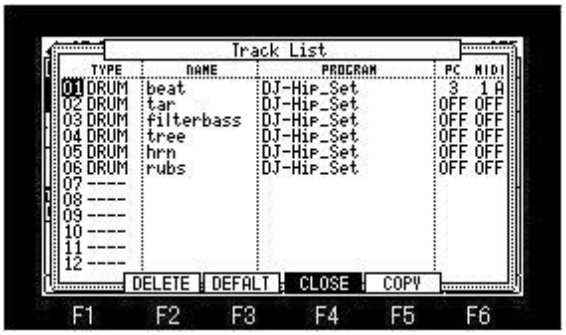




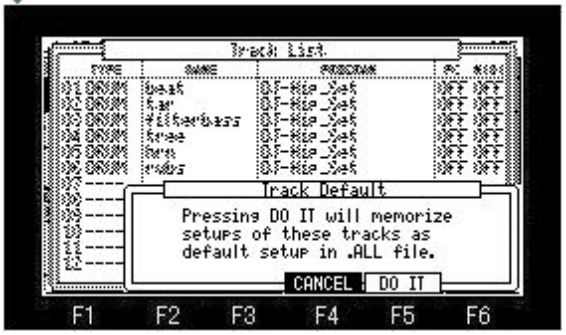
If F2(DELETE) button is pressed, the window of "Delete Track" will open.



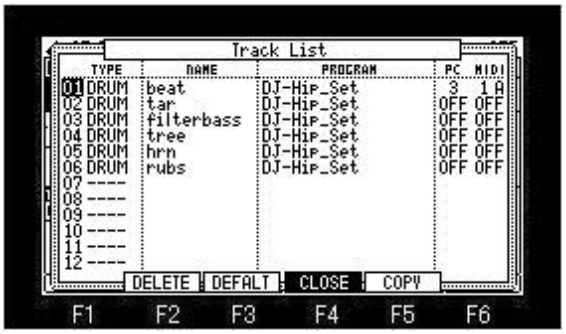
If F5 (DO IT) button is pressed, a setup and event of the selected track will be deleted.
If F3 (ALL TR) button is pressed, a setup and event of all the tracks will be deleted.



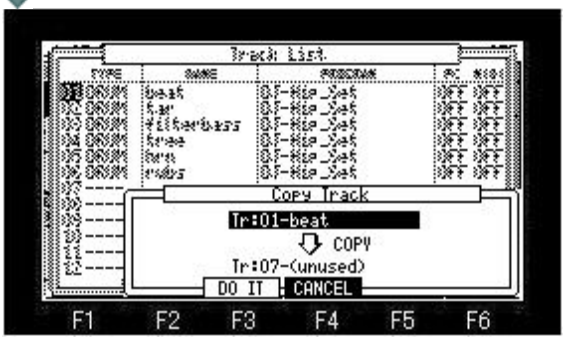
If F3(DEFALT) button is pressed, the window of "Track Default" will open.



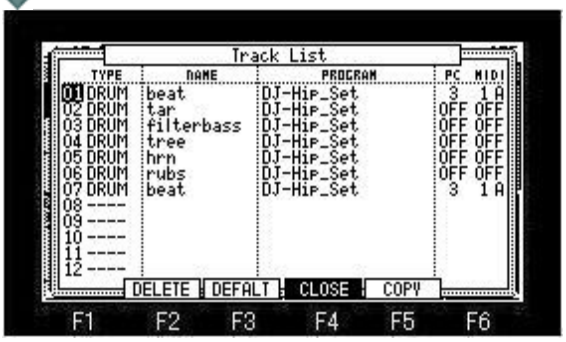
If F5(DO IT)button is pressed, a setup of the present of all tracks (1-64) will be memorized as a default setup.
If a new sequence is made, this setup will be used for each track as a default setup.
In addition, the memorized contents will be reset if the power is turned off.



If F5(COPY) button is pressed, the window of "Copy Track" will open.

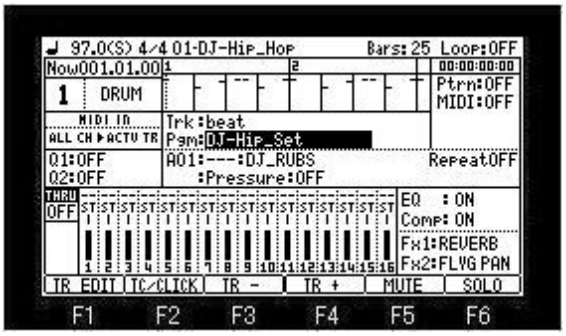


Please select a track to copy in upper Tr field.
Please select the track in the copy destination in the Tr field (below).
A copy will be performed if F3 (DO IT) button is pressed.



An event and the contents of a setting are copyed to the track of a copy destination.

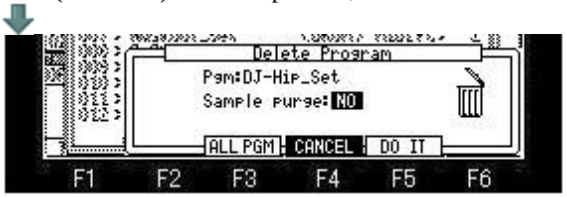
Program List



If the [WINDOW] button is pressed when cursor is in the "Pgm" field, the window of "Program list" will open.



If F2(DELETE) button is pressed, the window of "Delete Program" will open.



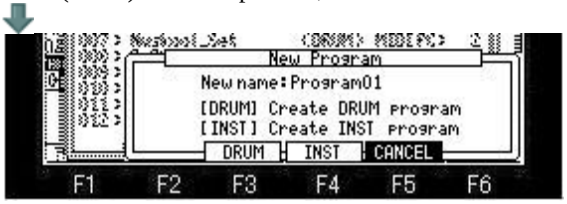
If F3 (ALL PG) button is pressed, all the programs will be deleted.
The program selected will be deleted if F5 (DO IT) button is pressed.



The purge of samples is performed after deleting a program, if the "Sample purge" field is made into "YES" and F5 (DO IT) button is pressed.



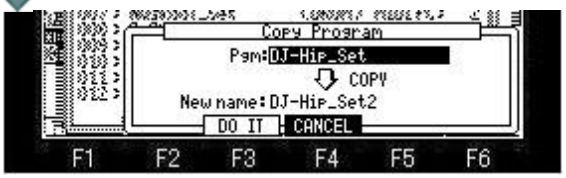
If F3 (NEW) button is pressed, the window of "New Program" will open.



When you make the program of a drum, please press F3 (DRUM) button.
When you make the program of instrumental, please press F4 (INST) button.



If F5 (COPY) button is pressed, the window of "Copy Program" will open.



Please select a program to copy in the Pgm field.
And the copy of a program will be performed if F3 (DO IT) button is pressed.

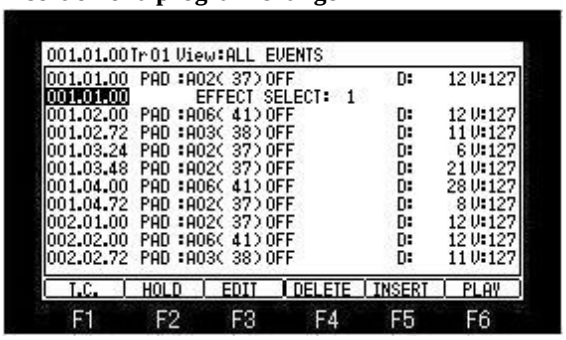
Note
The packed program cannot be copied.

About the MIDI PC field

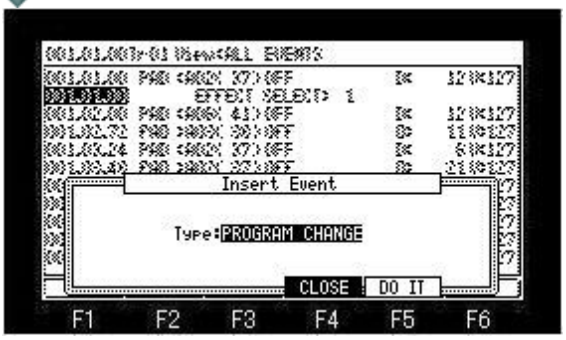


To switch the program assigned to the track on the way, it sets it.
Please set a program change number in the MIDI PC field.
And, the program can be switched by recording the program change number in the sequence data of the track.
The program change number can set arbitrary 1-128.
For example, in the case of the above figure, a play of the sequence by which 3 of the program change number is recorded on the sequence data of the track 1 will assign the program of "Ill_Hip_Set" to a track 1 automatically.
"LA_Kit" will be assigned if the program change number 8 is recorded on the way.
Insertion of a program change number can be performed by step edit.

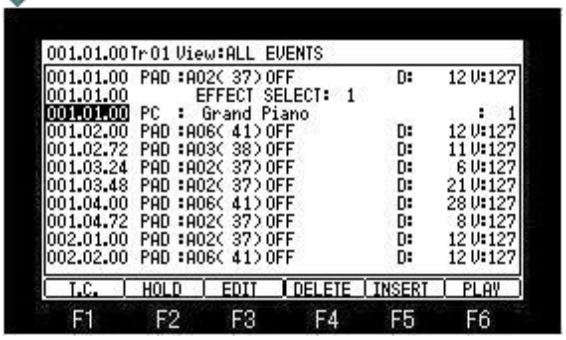
Insertion of a program change



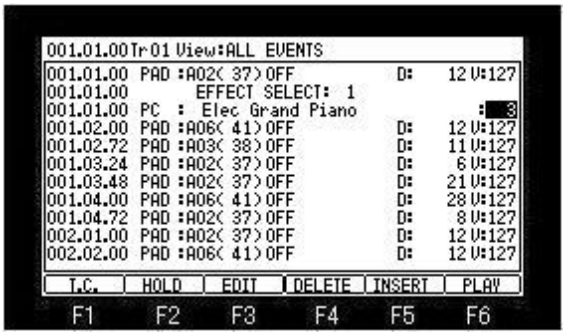
Please press F5 (INSERT) button in the location which inserts a program change by step edit.
(In the case of the above figure, it inserts in the location of 001.01.00.)
If F5 (INSERT) button is pressed, the window of "Insert Event" will open.



Please select PROGRAM CHANGE and press F5 (DO IT) button.

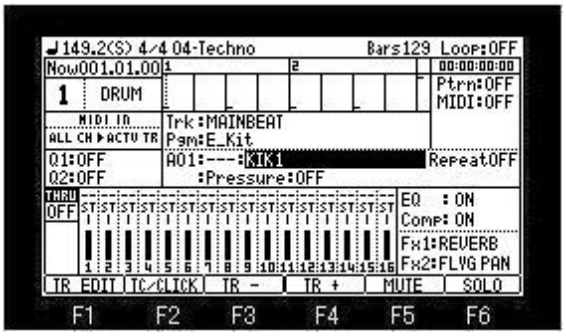


PC (program change) is inserted in the location of 001.01.00.

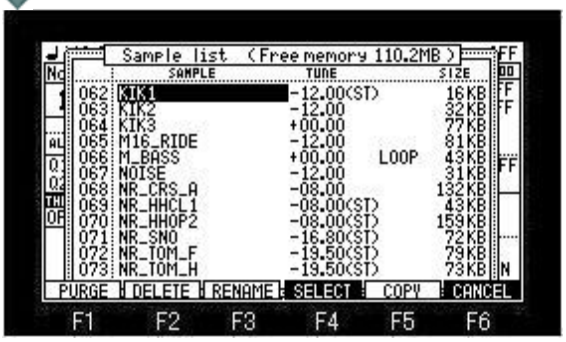


Please move cursor to the field of a value.
And please set the program change number of a program to assign.

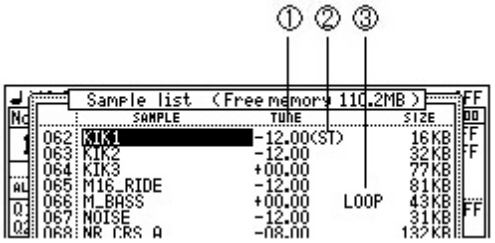
Sample List



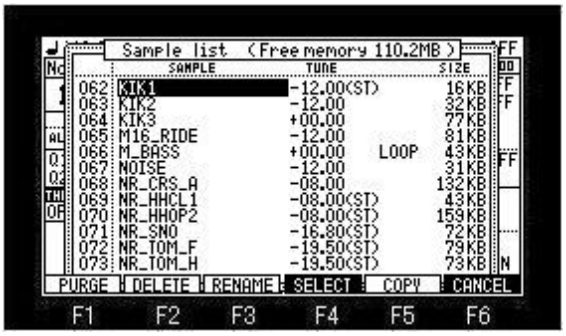
If the [WINDOW] button is pressed when cursor is in the sample field, the window of "Sample list" will open.



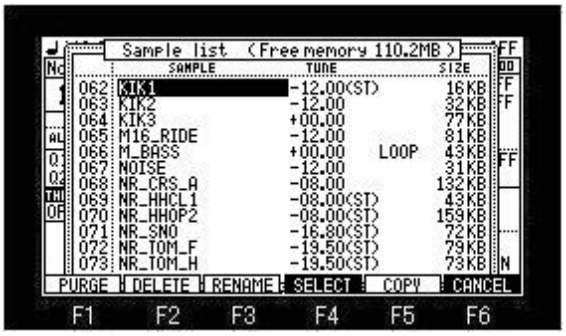
It is always rearranged and displayed in alphabetic order.



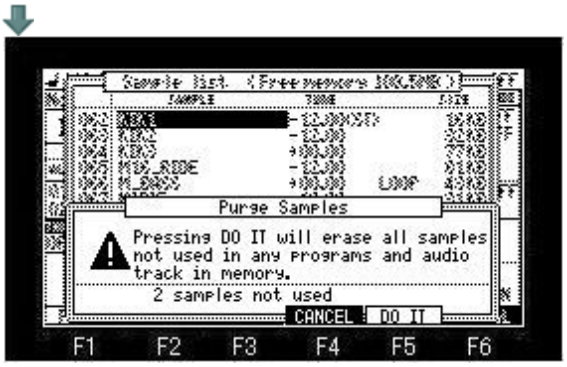
1	It is a value of TUNE set to the sample. (It is not a value of the TUNE column of a program mode)
2	It is a sample of a stereo.
3	LOOP is the sample set to ON.



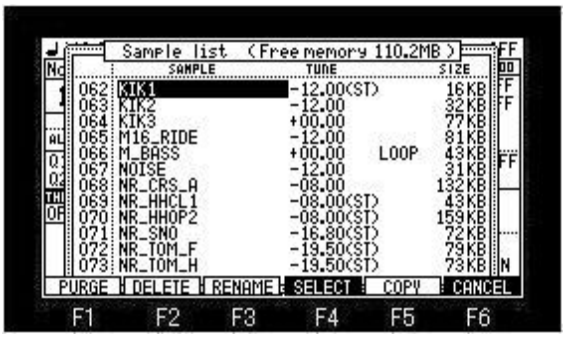
If F4 (SELECT) button is pressed, the sample currently Highlighted will be chosen and a window will be closed.
If F6 (CANCEL) button is pressed, a window will be closed without doing anything.



If F1 (PURGE) button is pressed, the window of "Purge Samples" will open.



If F5 (DO IT) button is pressed, an unused sample can be deleted by all the programs.

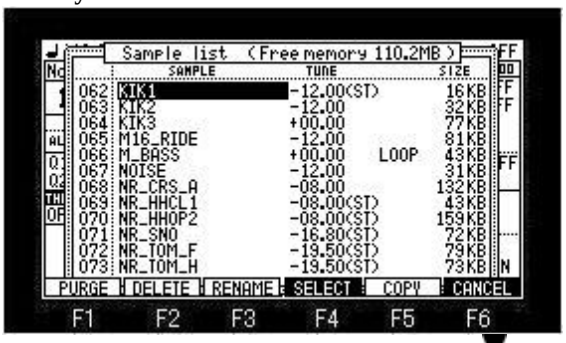


If F2 (DELETE) button is pressed, the window of "Delete Sample" will open.

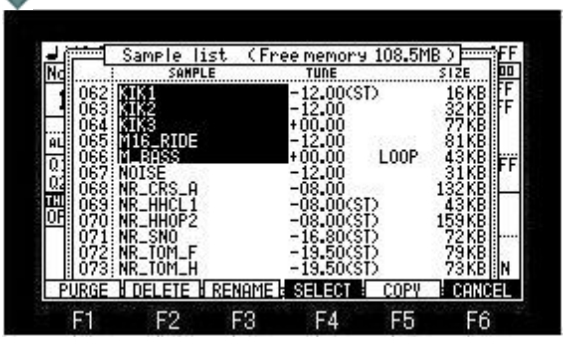


If F3 (ALL) button is pressed, all the samples will be deleted.
The sample currently displayed is deleted when F5 (DO IT) button is pressed.

When you want to choose and delete two or more samples.



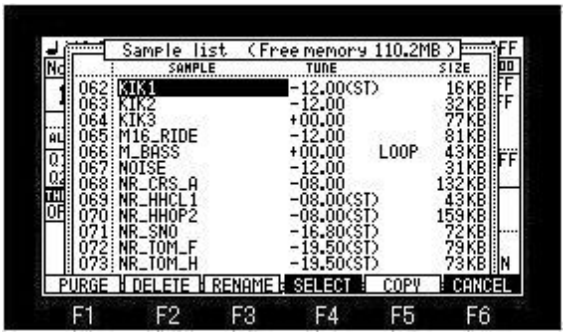
Please choose samples with a DATA wheel or ▼ cursor button, holding F2 (DELETE) button.



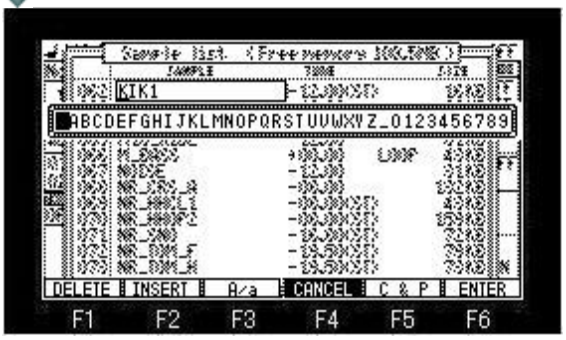
If it finishes choosing, please release F2 (DELETE) button.
The window of "Delete Sample" opens.



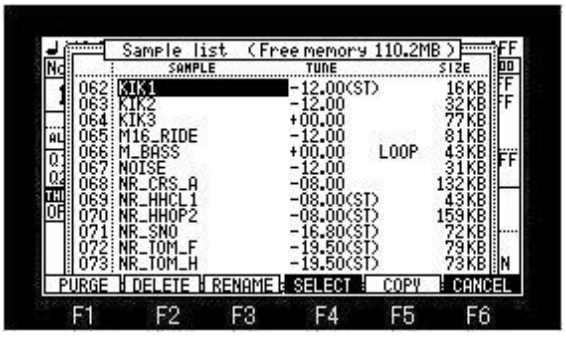
Deletion will be performed if F5(DO IT) button is pressed.
The number currently displayed on the screen right is the number of the samples to delete.



If F3 (RENAME) button is pressed, it will become the edit mode of a sample name.



The name of the sample chosen can be edited.

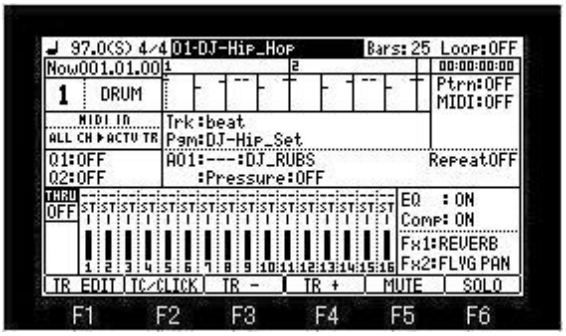


If F5 (COPY) button is pressed, the window of "Copy Sample" will open.

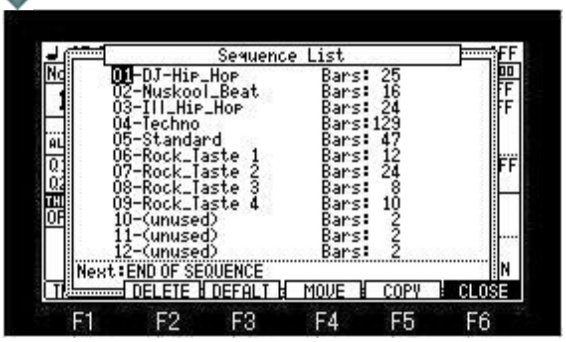


The sample currently displayed will be copied if F3 (DO IT) button is pressed.
Please turn a DATA wheel to edit the sample name of a copy.
It will become the edit mode of a name.

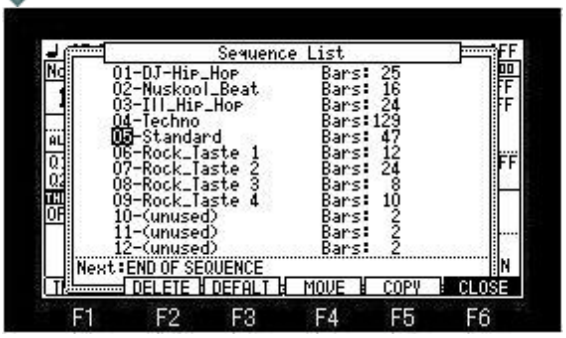
Rearranging the Sequences



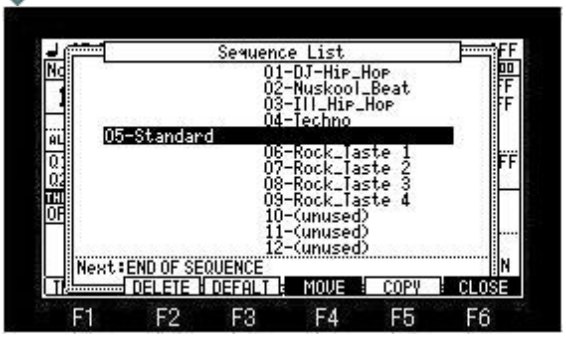
If cursor is moved to the sequence field and the [WINDOW] button is pressed, the window of "Sequence list" will open.



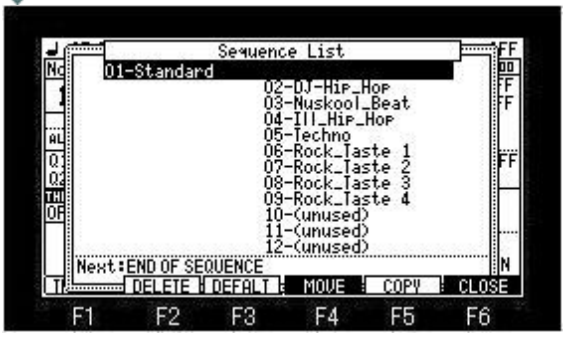
Please move cursor to a sequence to rearrange.



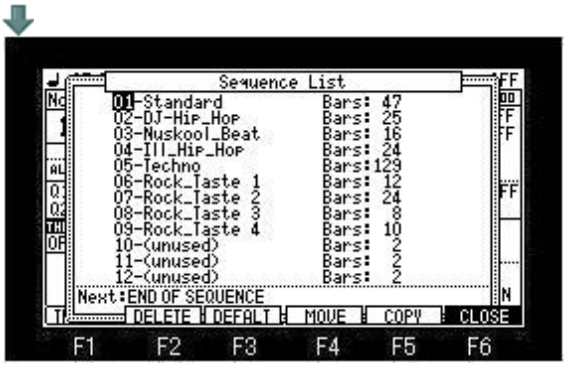
Please press F4 (MOVE) button.



Please move to a position to turn a DATA wheel and rearrange a sequence into, pressing F4 (MOVE) button.

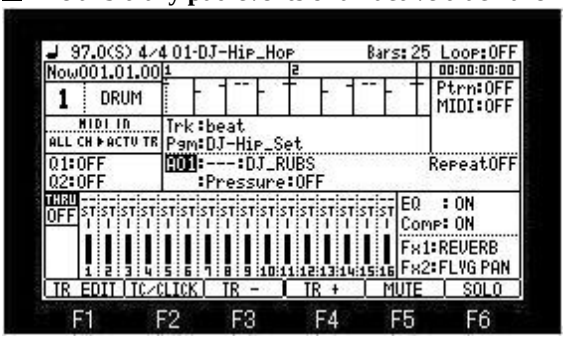


Rearrangement will be completed if F4 (MOVE) button is released.

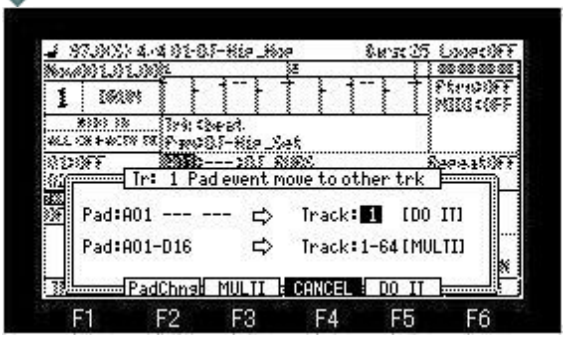

Sequence List
01-Standard Bars: 47
02-DJ-Hip_Hop Bars: 25
03-Nuskool_Beat Bars: 16
04-III_Hip_Hop Bars: 24
05-Techno Bars:129
06-Rock_Taste 1 Bars: 12
07-Rock_Taste 2 Bars: 24
08-Rock_Taste 3 Bars: 8
09-Rock_Taste 4 Bars: 10
10-(unused) Bars: 2
11-(unused) Bars: 2
12-(unused) Bars: 2
Next:END OF SEQUENCE
DELETE
DEFALT
MOVE
COPY
CLOSE
F1
F2
F3
F4
F5
F6

Movement of pad events

The arbitrary pad events of an active track are moved to other pads and other tracks.



If cursor is moved to the pad field and the [WINDOW] button is pressed, the window of "Pad event to other track" will open.



An event is moved to other tracks.

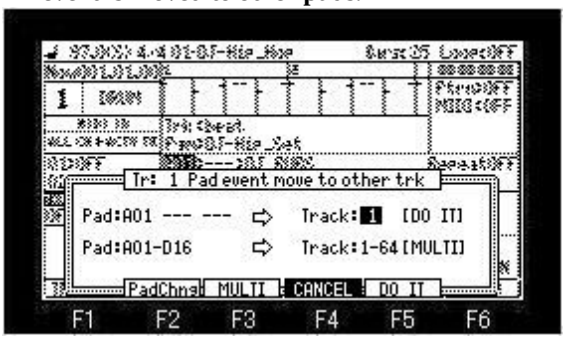


Please select the pad number which moves in the Pad field.
Please select the track number of a movement place in the Track field.
In the case of the above figure, all the pad events of A01, A05 and A07 of track 1 are moved to a track 2.

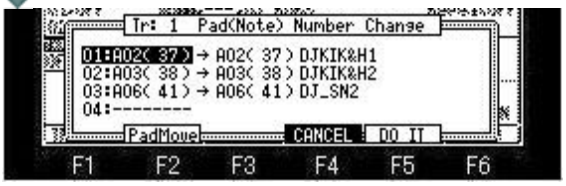
If F3 (MULTI) button is pushed, the pad event of A01-D16 will be moved to tracks 1-64.
Moreover, the same program is automatically assigned to all the tracks.

A01=>Track1
A02=>Track2
A03=>Track3
|
D16=>Track64

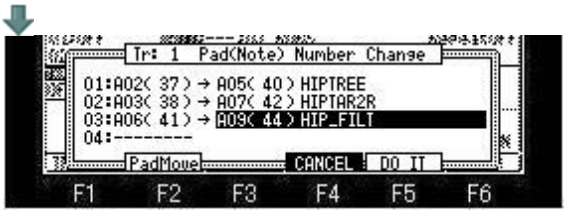
An event is moved to other pads.



If F2 (PadChng) button is pressed, the window of "Pad (Note) Number Change" will open.



The pad (note) currently used by track selected is displayed on the left-hand side field.
Please move cursor to the right-hand side field, and choose the pad (note) of a movement destination.



In the case of the above figure, the event of A02 (note37) is moved to A05 (note40).
The event of A03 (note38) is moved to A07 (note42).
The event of A06 (note41) is moved to A09 (note44).

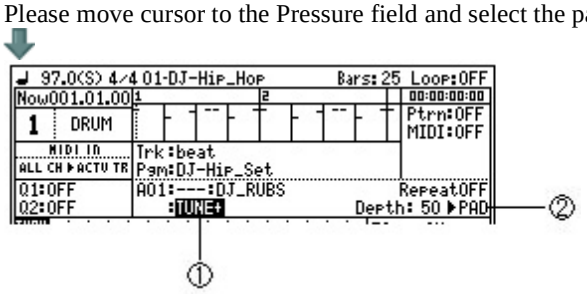
Pressure

The value of TUNE, FILTER, and LFO is controllable by the pressure of a pad.

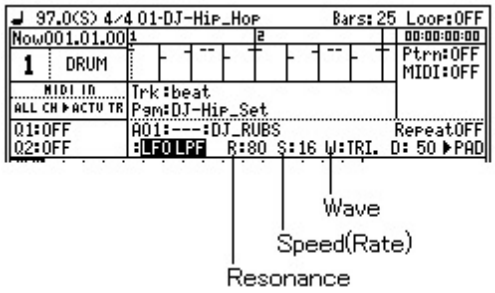
A setup of a pressure is memorized to the program.



Please move cursor to the Pressure field and select the parameter which you want to control.



1	TUNE+, TUNE-, LPF+, LPF-, BPF+, BPF-, HPF+, HPF-, LFO PITCH, LFO LPF, LFO BPF, LFO HPF, LFO LEVEL, LFO PAN	
2	PAD	It works to the pad chosen.
	SEQ	It works to a sequence. (All the tracks with which the program chosen is used)

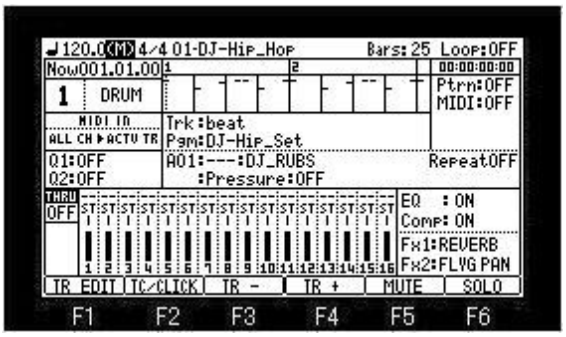


About recording

The pressure effective to the pattern and the cycle cannot be recorded.
It will not work, if the Pressure field is come by off at the time of reproduction.
A pressure is recorded on an active track as a POLY PRESSURE event.

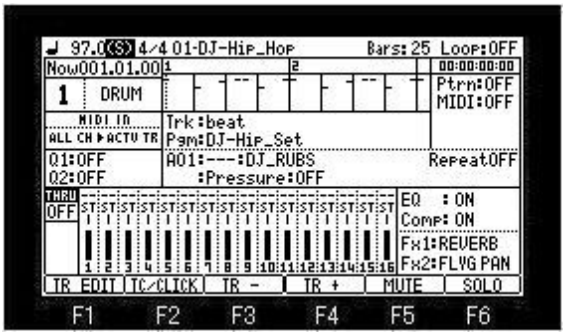
Selecting a Tempo Source

This allows the performance of each sequence to a set tempo or the master tempo set by MPC.



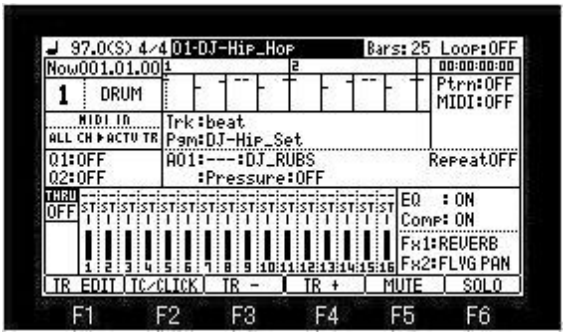
(M) = The master tempo is a single tempo setting that applies to all sequences and songs.
When playing sequences this is useful if you always want each selected sequence to play at the same tempo.
This can be especially useful in the “Next sequence” mode, where following sequences may have different tempos and you want them to all play at the same tempo.

Note: This tempo setting is not saved in the sequence file.

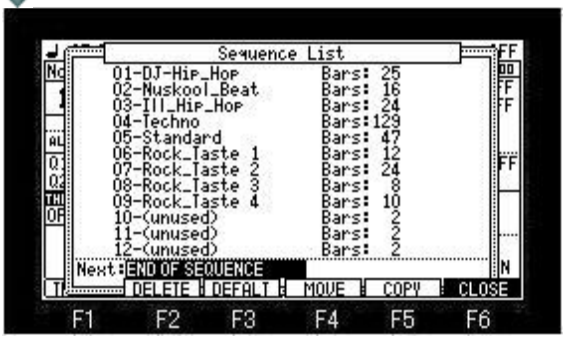


(S) = It play back at the tempo preset for each sequence.

Behavior selection of the Next sequence



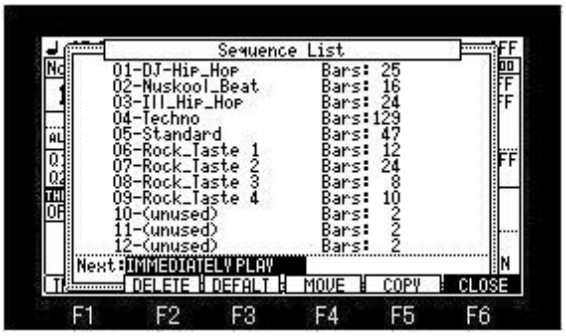
If cursor is moved to the sequence field and the [WINDOW] button is pressed, the window of "Sequence List" will open.



Please select behavior of Next Sequence after moving cursor to the "Next" field.
When "END OF SEQUENCE" is selected, Next sequence is played back after playing back a sequence to END.



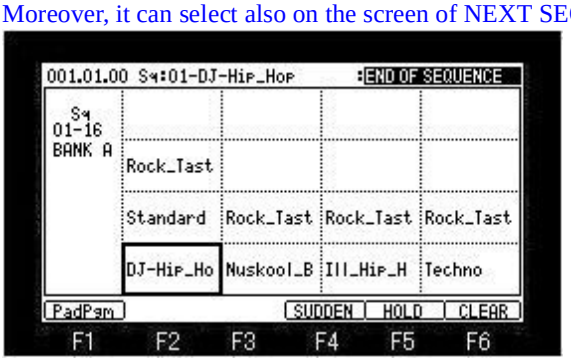
When "IMMEDIATELY START" is selected,
If it changes to Next sequence, it will start playing back from the beginning of the sequence changed immediately.



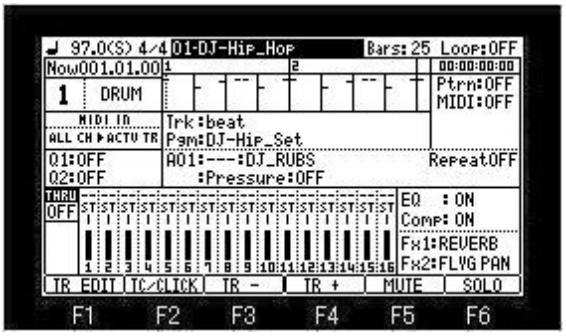
When "IMMEDIATELY PLAY" is selected,
Shortly after changing to Next sequence, playback of Next sequence is begun from the present position.

Note

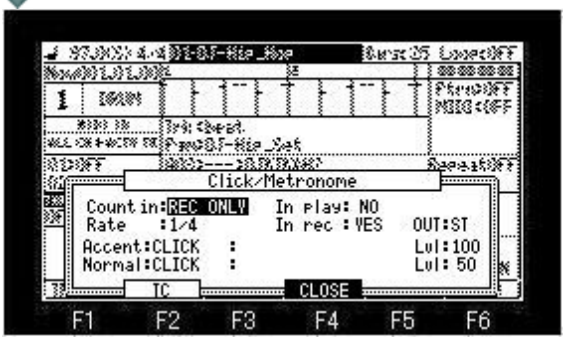
Selection of behavior can be performed during playback of a sequence.
Moreover, it can select also on the screen of NEXT SEQ.



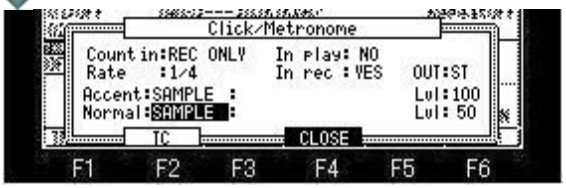
The change method of a Click/Metronome sound



If F2 (TC/CLICK) button is pressed, the window of "Click/Metronome" will open.



Please select SAMPLE in the Accent field and the Normal field.



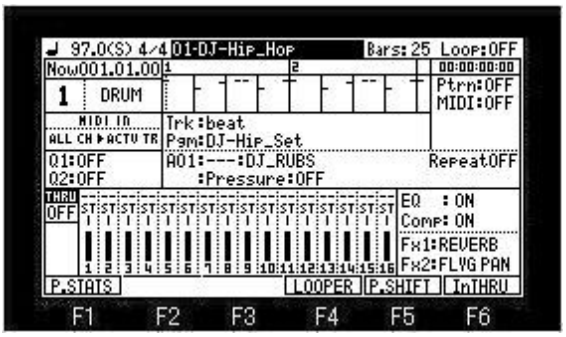
Please move cursor to the sample field and choose a sample.



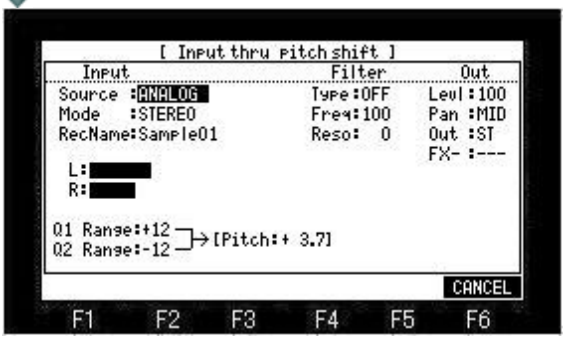
A level can be adjusted in the Lvl field. (0-200)
The output destination of the metronome sound can be set in the OUT field.
ST is outputted to STEREO OUT.
1-4 is outputted to ASSIGNABLE MIX OUT. (in the case of MPC1000)
1-8 is outputted to ASSIGNABLE MIX OUT. (in the case of MPC2500)

Real Time Pitch Shift

■ A pitch shift can be performed on real time. (+/ - 1 octave)

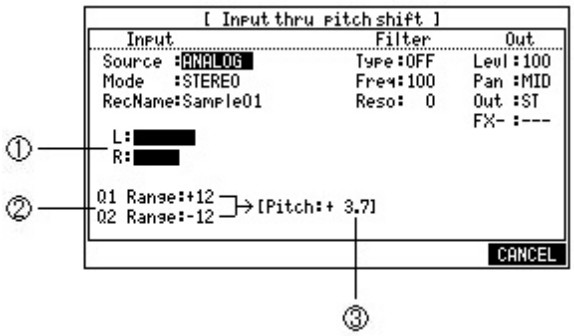


Please press F5 (P. SHIFT) button, pressing the [SHIFT] button on a main screen.



A pitch shift is possible on real time to the signal from a RECORD IN terminal and a DIGITAL IN terminal. (+ /- 1 octave)
If a [REC] button is pressed, the sound by which the pitch shift was carried out can be recorded.
[STOP] or if the [REC] button is pressed once again, recording stops.
If recording is stopped, the recorded contents will be memorized to MPC by the sample name set in the RecName field.

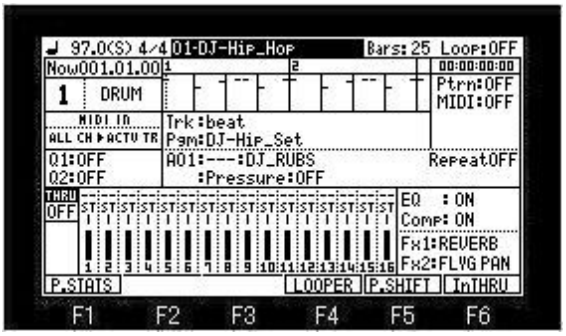
It can carry out 0 to +1 octave variable by Q1 slider. (+1 to +12 1= half tone)
It can carry out 0 to -1 octave variable by Q2 slider. (-1 to -12 1= half tone)



1	Level meter
2	Variable range of a slider
3	Present value

Notes
It is only for a voice and is not suitable for musical instrument sound.
An output is slightly overdue.
It can be used only on this screen. It does not work on other screens.
It cannot use playing a sequence, since the burden of CPU is heavy.

Pads status display mode



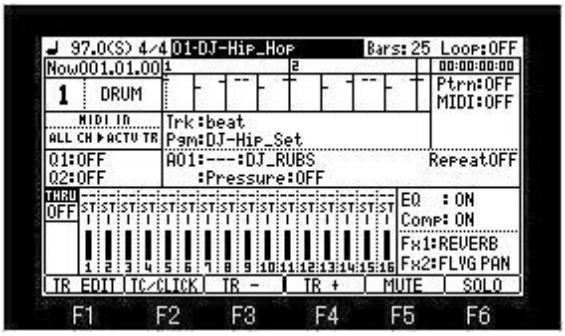
If [SHIFT]+F1 (P.STATS) button is pressed, it will become 16 pads display mode.

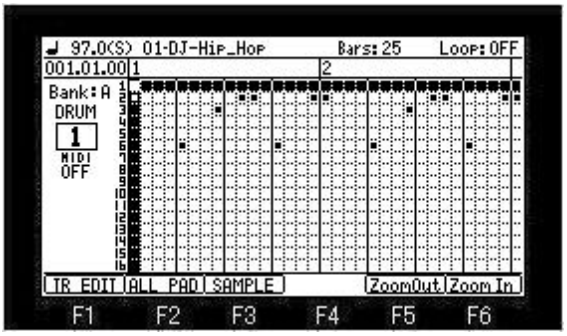


It is the mode which displays the contents of a setting of the present pad.
A setup can also be changed on this screen.

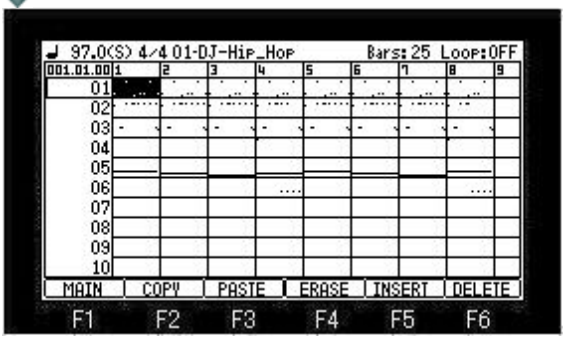
Note
[REC] and [OVER DUB] do not work on this screen.

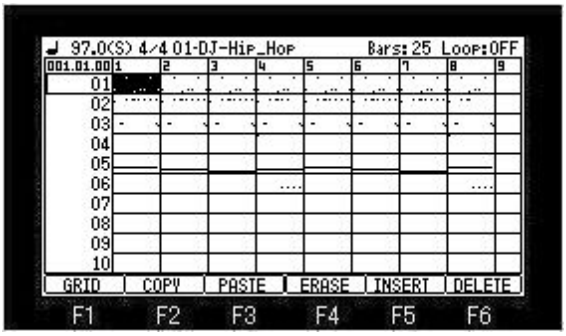
Tracks Edit Mode

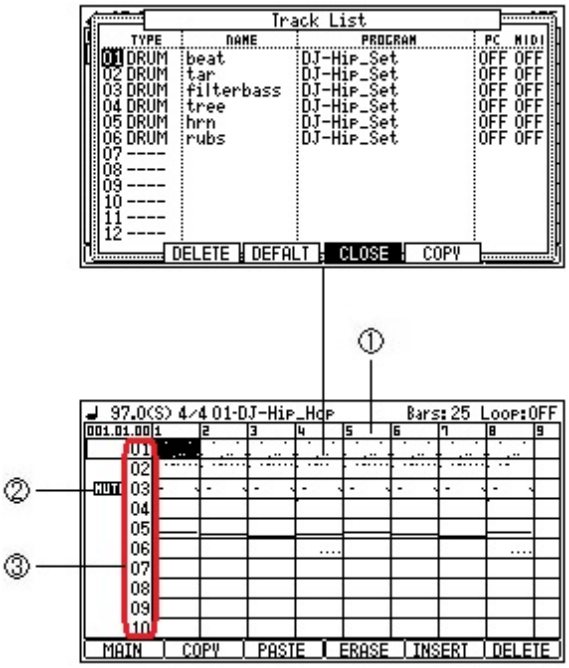




If F1 (TR EDIT) button is pressed, it will become tracks edit mode.



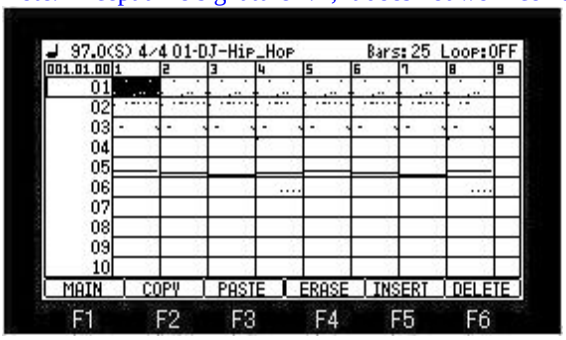




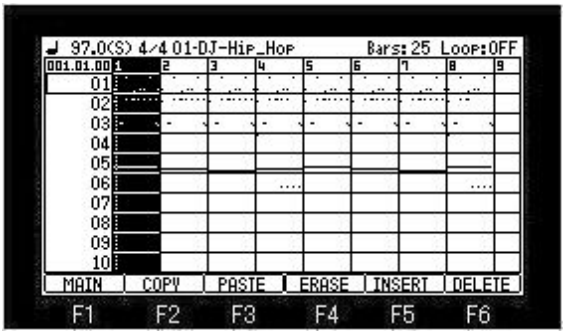
1. Bar field
2. Mute shows the track which is ON.
3. Track number field

[SHIFT] + ▲ cursor button can also move cursor to the sequence field.
[SHIFT] + ◀ cursor button can also move cursor to the track number field.

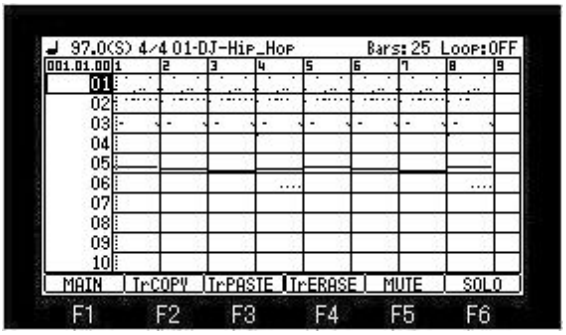
Note: Except time signature 4/4, it does not work correctly



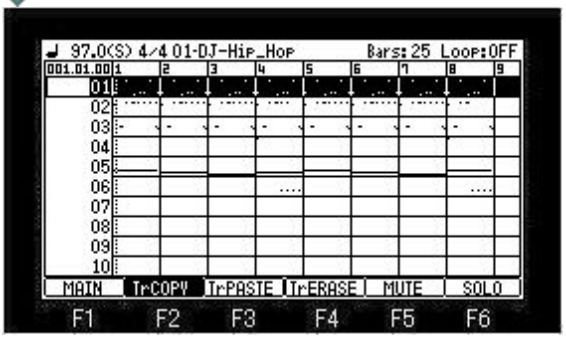
About COPY, PASTE, and ERASE, it is the same as the edit method of a main grid.
A bar will be inserted in the cursor position if F5 (INSERT) button is pressed.
If F6 (DELETE) button is pressed, the bar of the cursor position will be deleted and the following bars will be moved forward.



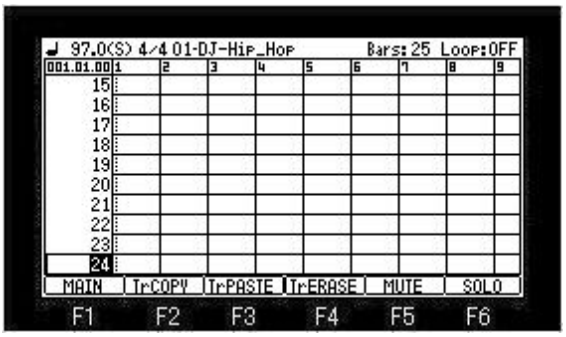
If cursor is moved to the bar field, all the tracks will become an edit target.



The COPY, PASTE, and ERASE of a track is possible when cursor is in the track number field.



A copy will be performed if F2 (TrCOPY) button is pushed and released.
Paste and elimination will be performed if a button is pressed and released also about F3 (TrPASTE) and F4 (TrERASE).
Paste is pasted from the bar of a marker position.
The copy or elimination which choose two or more tracks cannot be performed.

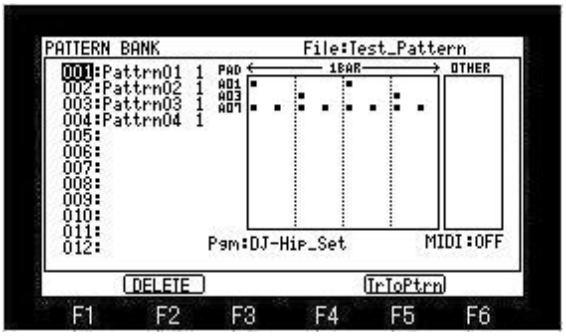


If a DATA wheel is turned when cursor is in the track number field, a screen will scroll.

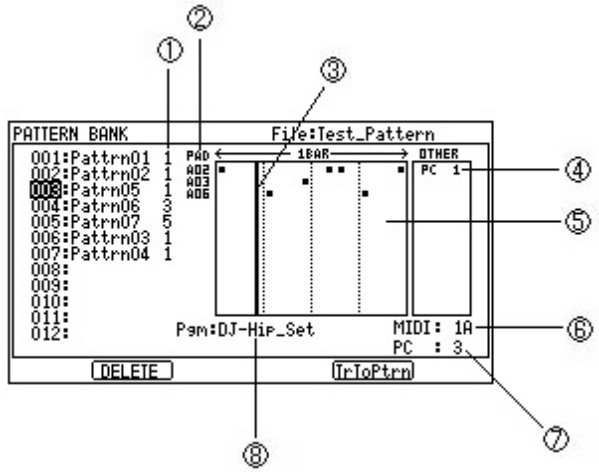
Notes
The waveform of an audio track is not displayed.
REC and OVER DUB do not work.
Therefore, events cannot be entered.

PATTERN BANK(Pattern list)

If [MODE] + PAD11 is hit, it will become the mode of PATTERN BANK.



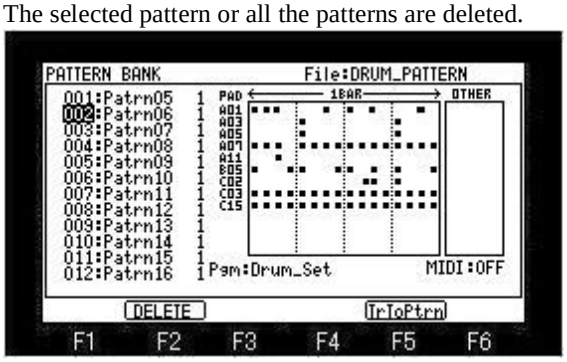
The list of patterns is displayed.
The audition of the pattern chosen if arbitrary pads are hit can be performed.



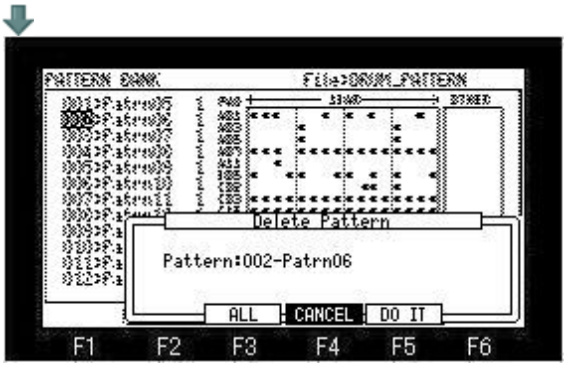
1	Number of bars of a pattern.
2	The pads currently used for the pattern which you selected will be displayed.
3	Play marker. (It will be displayed during the audition of a pattern.)
4	Events other than the note included in the pattern are displayed. The last event is displayed when there are two or more events of the same kind.
5	The note event of the pattern chosen is displayed.
6	An MIDI output channel and a port. (Please set, when you want to carry out the MIDI output of the pattern which carries out audition.) If it goes to other modes, this setup is turned off automatically.
7	Output program change. (It sets up if needed.)
8	Please choose the program which you use for the audition of a pattern.

F2(DELETE)

The selected pattern or all the patterns are deleted.



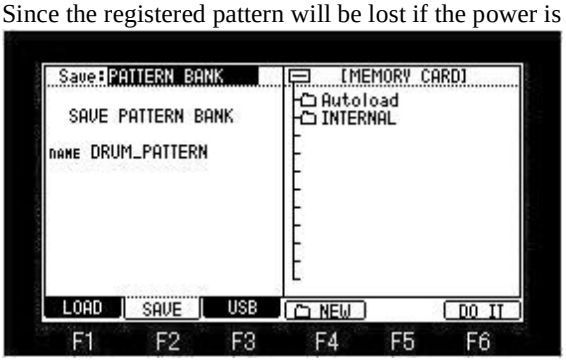
Please select the pattern which you want to delete and push F2 (DELETE) button.
The window of "Delete Pattern" will open.



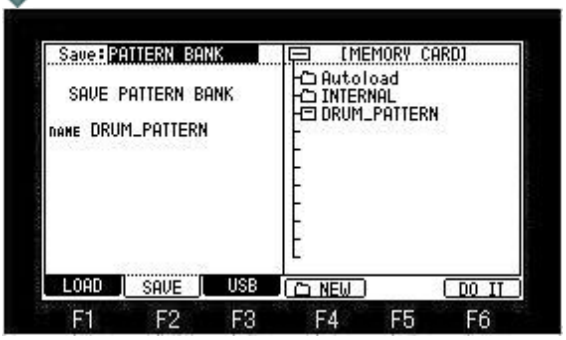
The selected pattern will be deleted if F5 (DO IT) button is pressed.
When you want to delete all the patterns, please press F3 (ALL) button.

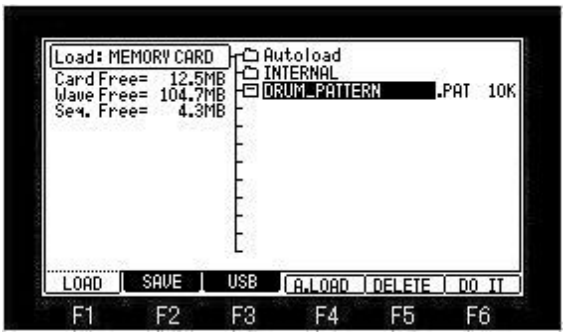
Save of Patterns

Since the registered pattern will be lost if the power is turned off, please save to CF card or HDD.



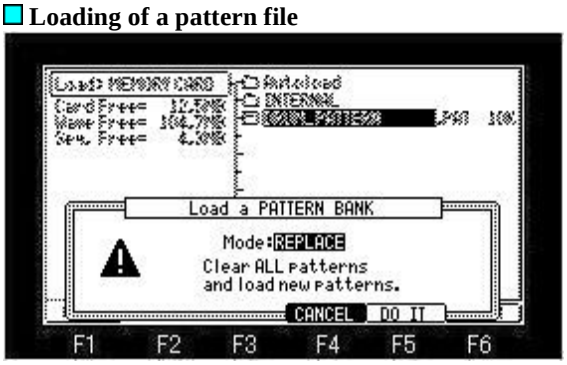
Please select PATTERN BANK in the Save field and push F6 (DO IT) button.



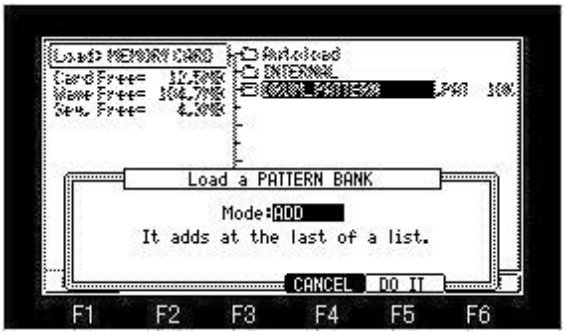


Extension "PAT" is a file of PATTERN BANK.

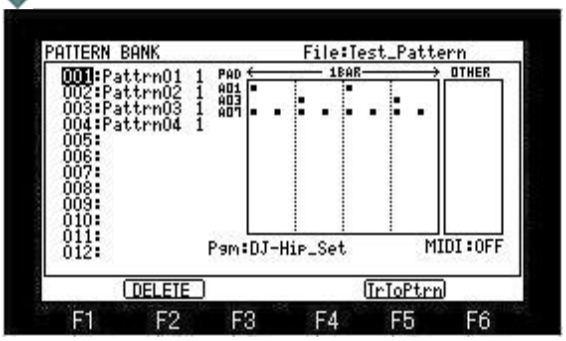
Loading of a pattern file

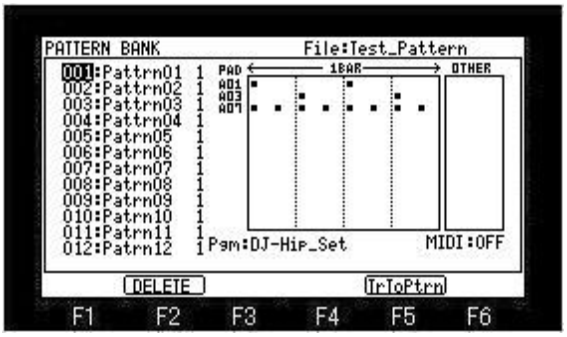


If loading of a pattern file is performed, the window of "Load a PATTERN BANK" will open.
When the Mode field is REPLACE, it will be replaced with present BATTERN BANK if F5 (DO IT) button is pressed.



If ADD is select in the Mode field and F5 (DO IT) button is pressed, patterns will be added to present BATTERN BANK.



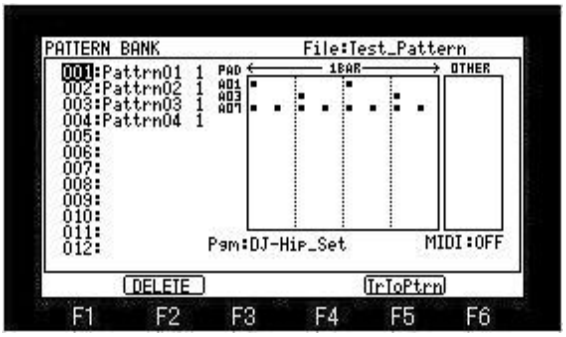


Convert to pattern

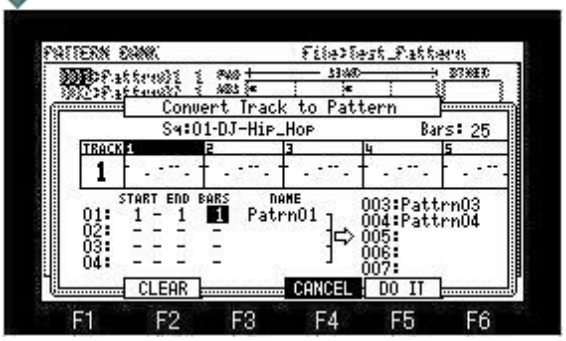
■ The arbitrary bars of a track can be converted to a pattern, the converted pattern can be assigned to a pad, and it can play back.

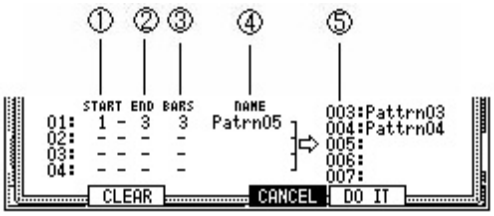
Notes
A pattern is played back only in the mode about a main screen and record mode and a pattern.
When the pad with which the pattern is assigned is hit in the modes other than the main, the sample assigned by the program is played back.
Timing correct does not work to patterns. (A pattern is not influenced by timing correct)

□ The conversion method of a pattern

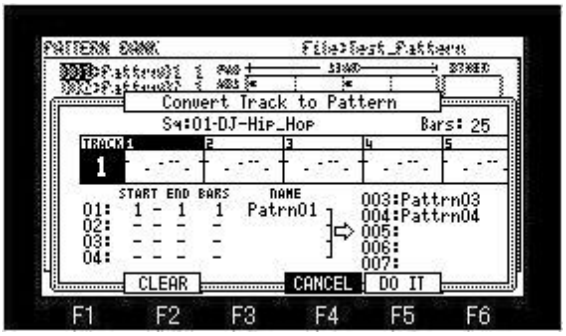


Please go to the screen of [MODE] + PAD11 and press F5(TrToPtrn) button.
The window of "Convert Track to Pattern" opens.

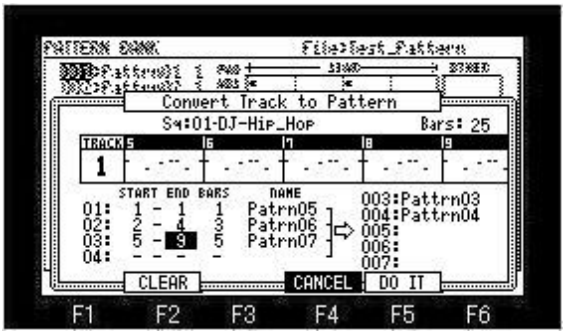




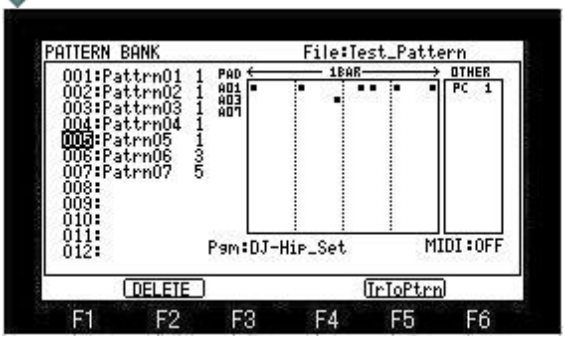
1	The bar of the start converted to a pattern
2	The bar of the end converted to a pattern
3	The number of the bars converted to a pattern, (A maximum of 99 bars) The number of the bars from a start bar to the bar of an end
4	The name of the converted pattern
5	Registration number of a pattern



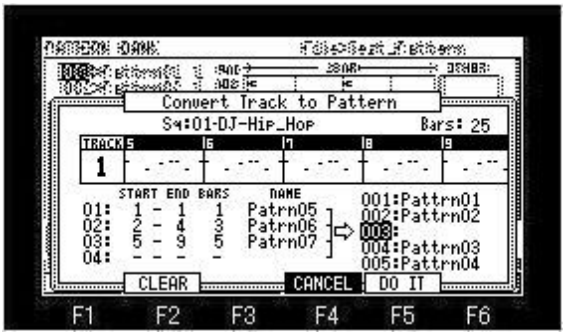
Please select a sequence in the sequence field and select a track in the track field.



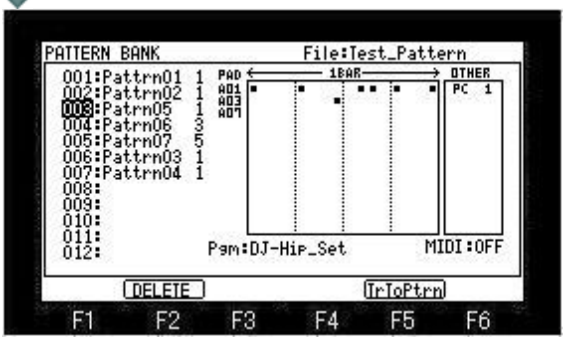
Please set the bar which you want to convert as a pattern in the START field and the END field.
A setup will be cleared if F2 (CLEAR) button is pressed.
If arbitrary pads are hit, the audition of the pattern of the cursor position can be performed.
If F5 (DO IT) button is pushed by the set of the above figure, the converted pattern will be registered as follows.
The pattern of one bar of a bar 1 is registered into the registration number 005 by the name of "Patrn05."
The pattern of 3 bars from a bar 2 to a bar 4 is registered into the registration number 006 by the name of "Patrn06."
The pattern of 5 bars from a bar 5 to a bar 9 is registered into the registration number 007 by the name of "Patrn07."
A registration number is a registration number of "PATTERN BANK".



If the event of a bar is converted to a pattern, events other than NOTE contained in a bar will also be converted together. (A tempo change is not converted.)Therefore, recording of the pattern with which events other than note are contained will also record events other than note together.

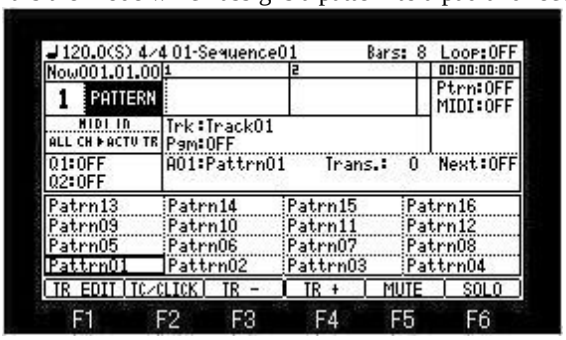


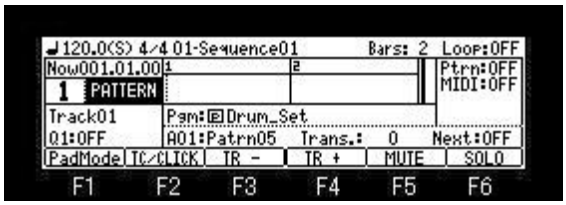
It is inserted in the selected registration number when the already registered registration number is chosen.



Pattern track

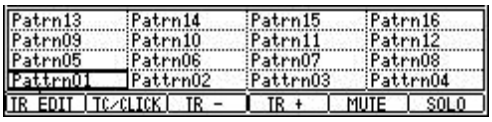
It is the mode which assigns a pattern to a pad and records only a pattern.





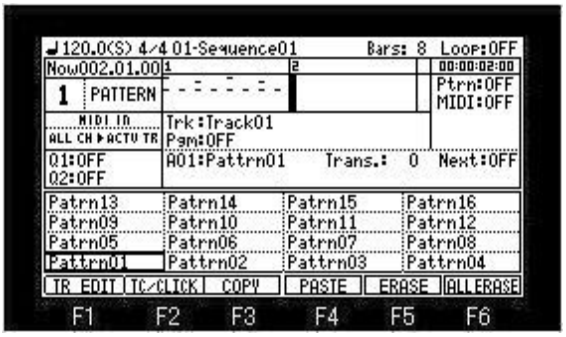
If PATTERN is select in the type field of a track, it will become the mode of a pattern track.
In the mode of a pattern track, the pattern registered into PATTERN BANK is automatically assigned to pads.
The pattern currently assigned if cursor is moved to the pattern field can be changed.

Pattern field

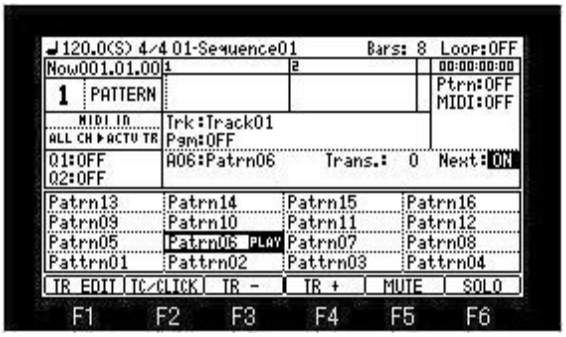




The pads are displayed according to the position of the pads.



If [REC] or the [OVER DUB] button is pressed and a pad is hit, the pattern currently assigned to the pad will be entered into a grid.
Moreover, edit is possible per bar.
The audition of a pattern cannot be performed when it is in the state where only REC or the OVER DUB button was pressed.

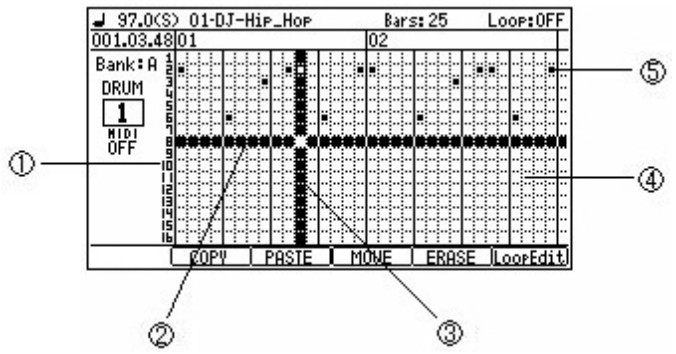


If the Next field is turned ON, a pattern will be played back repeatedly.
If other pads are hit, the pattern assigned to the pad hit after the pattern during playback will be played back repeatedly.
When it is in the state where only REC or the OVER DUB button was pressed, it is not played back repeatedly.

Note
Q-link does not work to patterns.

GRID EDIT (DRUM)

■ It is the mode which performs the input and edit of an event using a graphic editor. ([MODE]+PAD15)



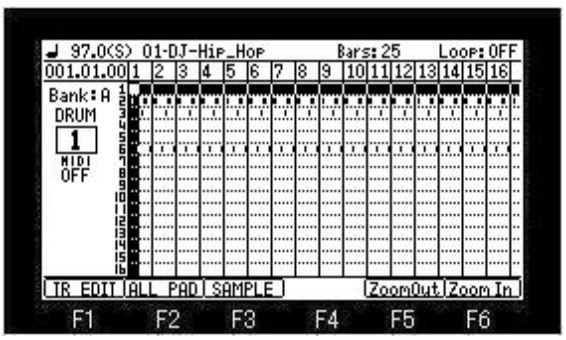
1	Pad number
2	Horizontal marker
3	Vertical marker
4	Event field
5	Pad event

Please refer to "Tracks Edit Mode" for F1 (TR EDIT).

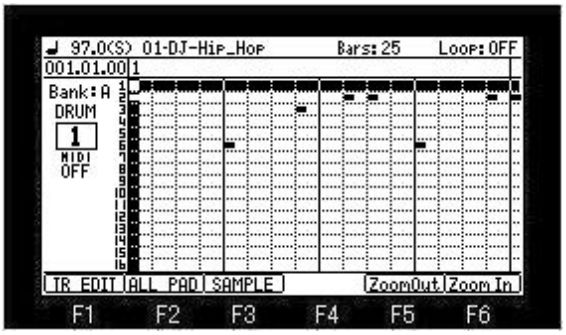
If the [SHIFT] + ▲ cursor button is pressed, cursor will move to the sequence field.
It returns to the event field by ► cursor button.
Movement of a bar can be performed by the BAR button.
It can move quickly by a BAR + DATA wheel.
Vertical marker is moved to the event of the next or previous by a STEP button.
Regardless of the value of timing correct, a vertical marker 1 tick moves by [SHIFT] + DATA wheel.
Change of a track can be performed in a [MODE] + DATA wheel.

The move interval of the vertical marker in a standard display (2 bars displays)
Usually, if a DATA wheel is turned, regardless of the value of timing correct, it will move at intervals of 24 ticks.
If a DATA wheel is turned pressing the [NOTE REPEAT] button, it will move at the following intervals with the value of timing correct.

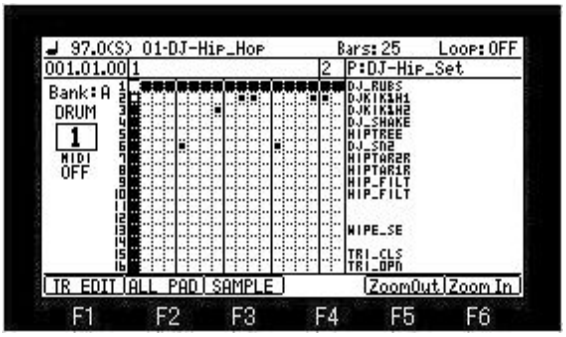
1/8 = 48 ticks
1/8-3 = 32 ticks
1/16 = 24 ticks
1/16-3 = 16 ticks
1/32 = 12 ticks
1/32-3 = 8 ticks
OFF = 1 tick



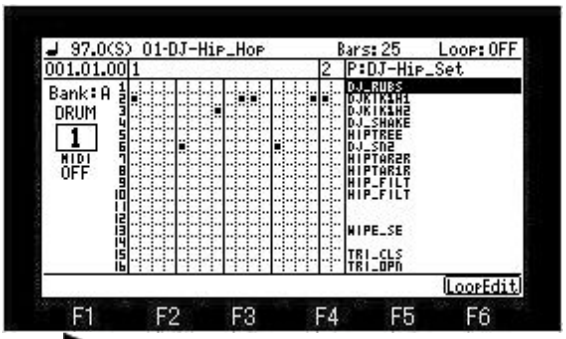
It is [SHIFT] + F5 (Zoom Out) button and is zoom out.



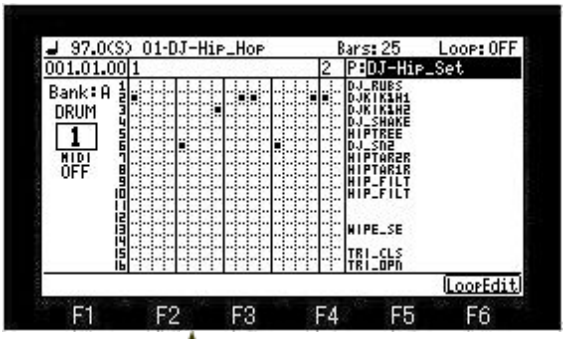
It is [SHIFT] + F6 (Zoom In) button and is zoom-in.



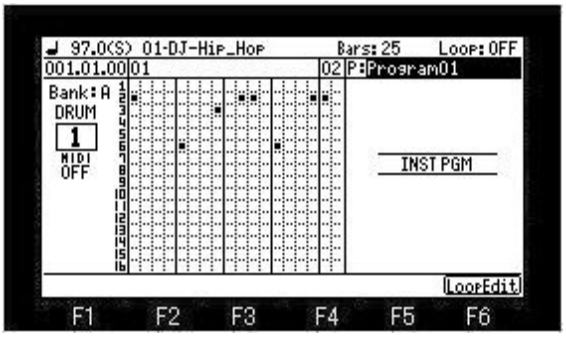
The sample assigned to the pad by [SHIFT] + F3 (SAMPLE) button is displayed.
If [SHIFT]+F3 (SAMPLE) button is pressed once again, a screen will return.



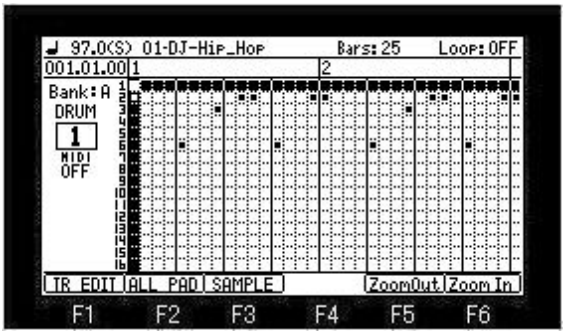
If the ► cursor button is pressed, cursor will move to the sample field.



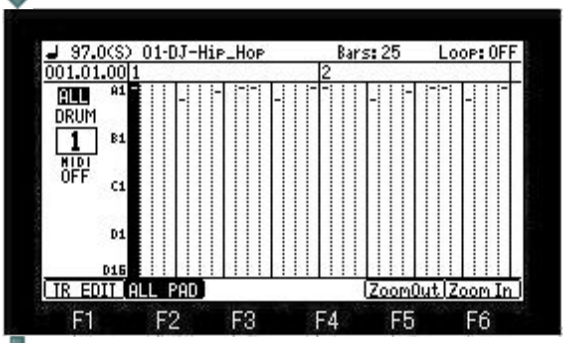
If the [SHIFT] + ▲ cursor button is pressed, cursor will move to the program field.

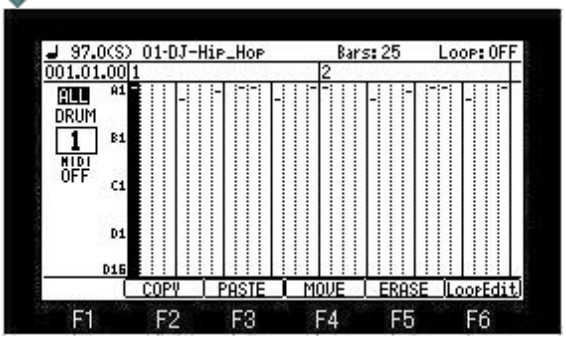


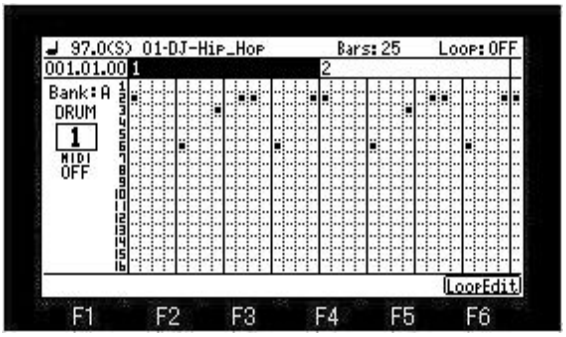
When a program is INST, it is displayed as shown in the above figure.



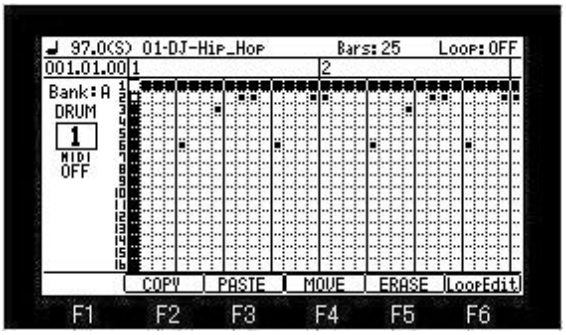
If [SHIFT]+F2 (ALL PAD) button is pressed, it will become all pads mode.



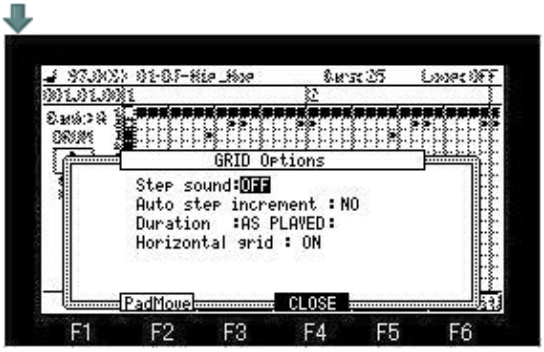




If cursor is moved to the bar field, a bar is movable with a DATA wheel. (Except time signature 4/4, it does not work correctly)



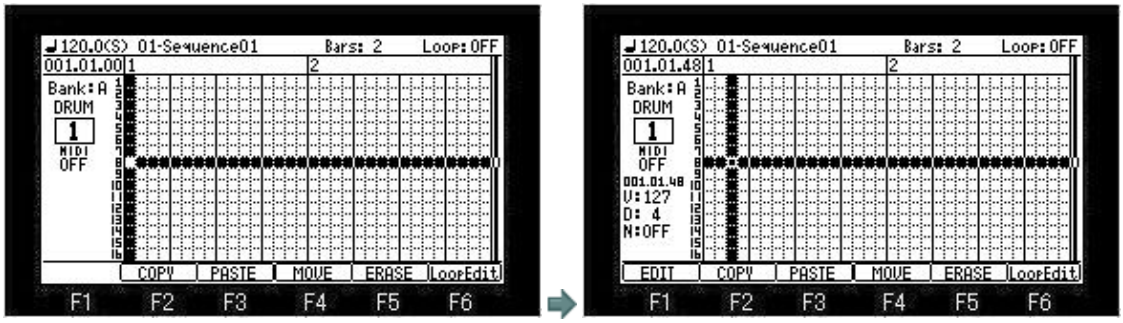
If the [WINDOW] button is pressed when cursor is in the event field, the window of "GRID Options" will open.



Step sound:	If you select ON, the event of a marker position will be sounded when a marker passes.
Auto step increment:	If you select YES, after inputting an event by the pad, a vertical marker moves to the right automatically.
Duration:	AS PLAYED: The length which is pushing the pad is inputted into the value of duration. TC VALUE: Regardless of the length which is pushing the pad, a fixed value is inputted according to the value of timing correct.
Horizontal grid:	If it turns OFF, the horizontal line of a grid will be erased.

Please refer to "movement of pad events" for F2 (PadMove).
Note: The type of a track cannot be changed during playback or recording.

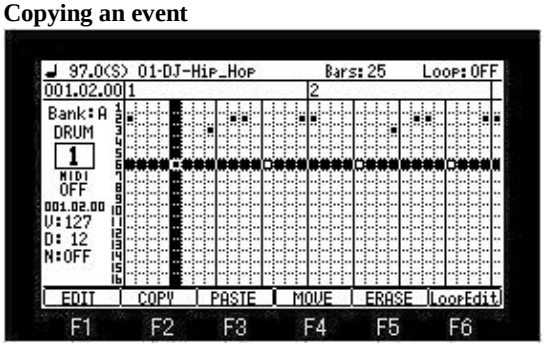
Entering an event



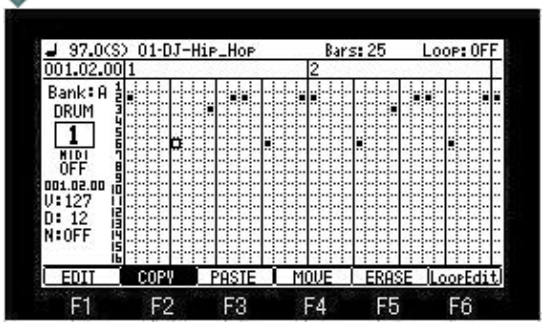
[REC] or [OVER DUB] + [PLAY START] or [PLAY] button is start recording, please hit a pad and record an event.
When you record events one by one, please move cursor to a location to record an event into, and hit a pad, after turning on [OVER DUB].

COPY, PASTE, MOVE, ERASE

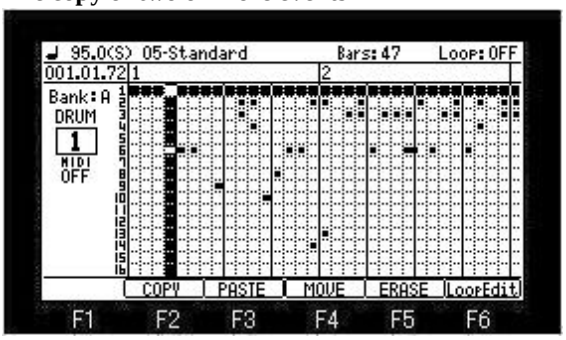
Copying an event



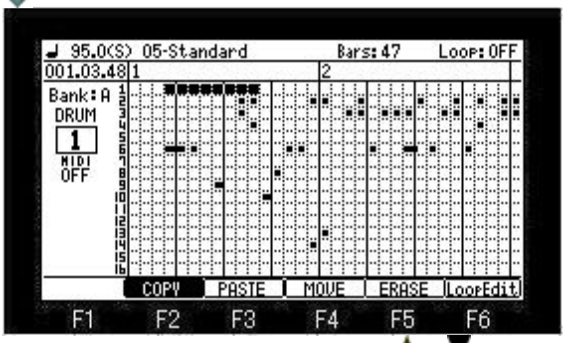
Please press F2 (COPY) button after choosing the event for a copy.
The event in the location which the horizontal marker and the vertical marker cross is copied.



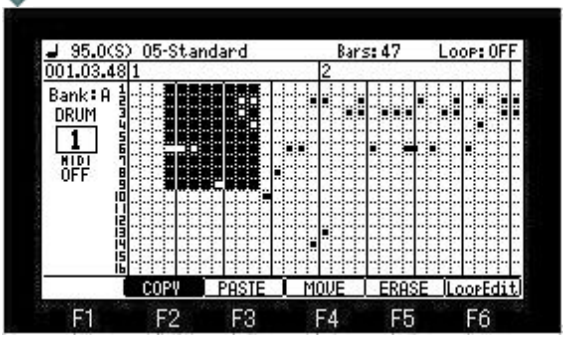
The copy of two or more events



Please select the region of horizontal by a DATA wheel, pressing F2 (COPY) button.

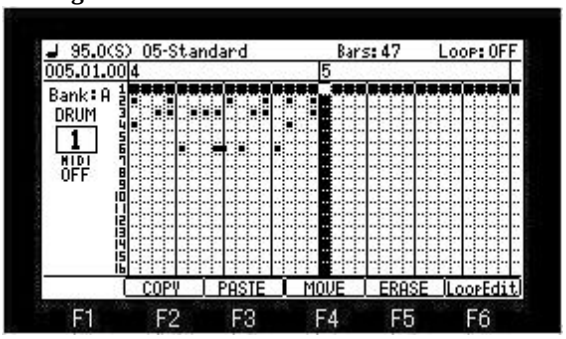


Please select the region of vertical by ▲ or ▼ cursor button, with F2 (COPY) button held.

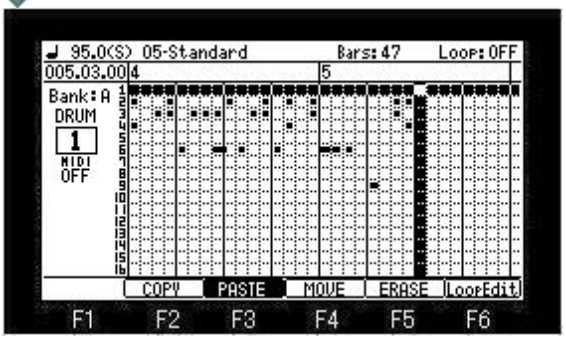


All the events to which the color became reverse are copied.
A copy will be performed if F2 (COPY) button is released.

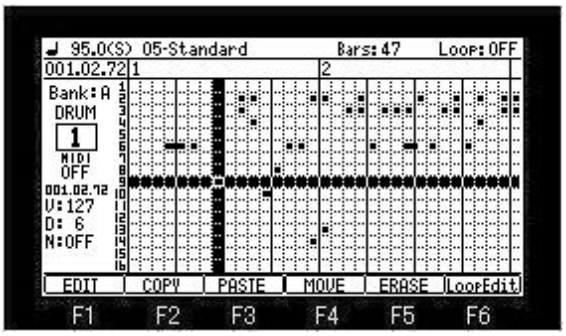
Pasting an event



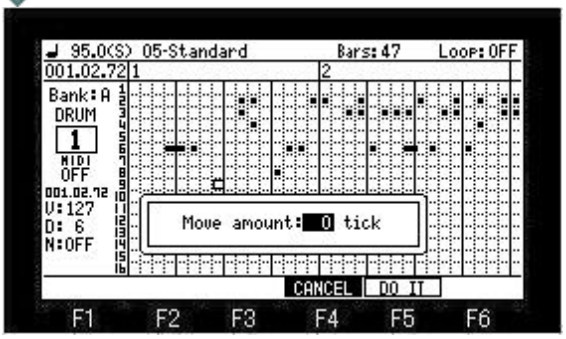
Please move a vertical marker to the location which you want to paste, and press F3 (PASTE) button.



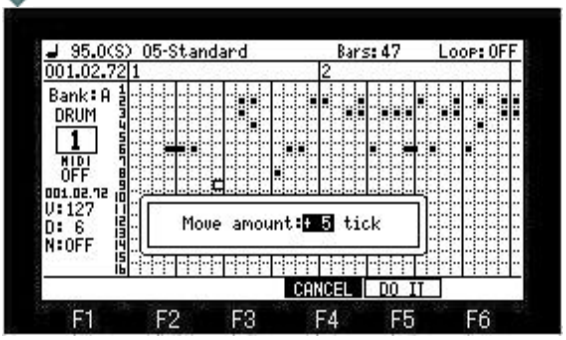
Movement of an event



Please press F4 (MOVE) button after choosing the event for a move.
The event in the location which the horizontal marker and the vertical marker cross is moved.

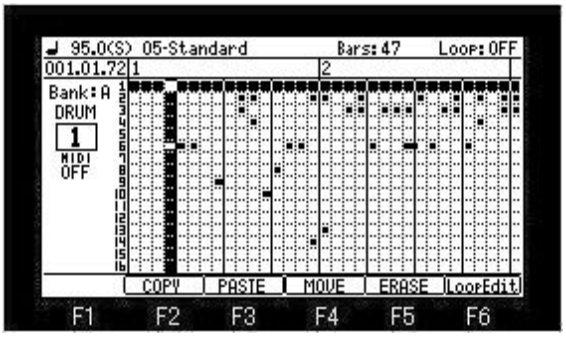


The event selected is +/-1-99 ticks movable.
Please set the value which turns a DATA wheel and moves.

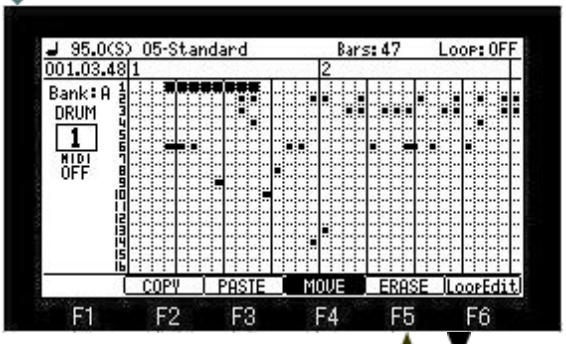


Movement will be performed, if a value is set and F5 (DO IT) button will be pressed.

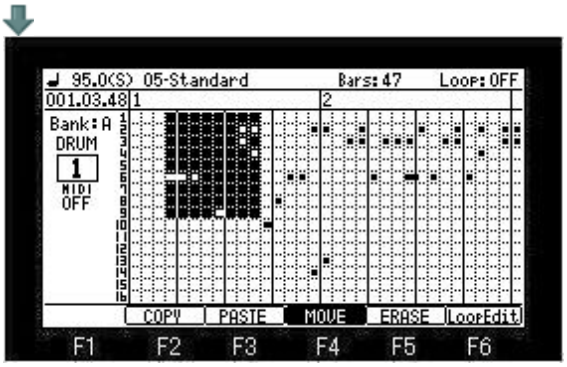
Movement of two or more events



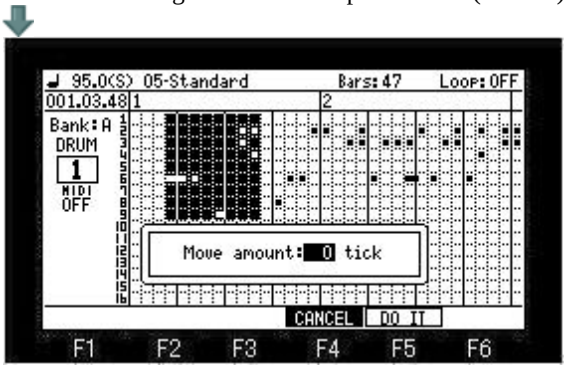
Please select the region of horizontal by a DATA wheel, pressing F4 (MOVE) button.



Please select the region of vertical by ▲ or ▼ C cursor button, with F4 (MOVE) button held.

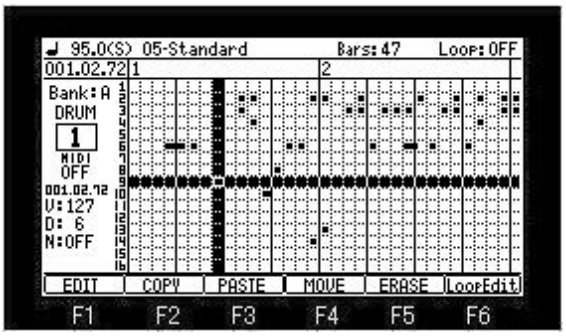


Selection of a region will be completed if F4 (MOVE) button is released.

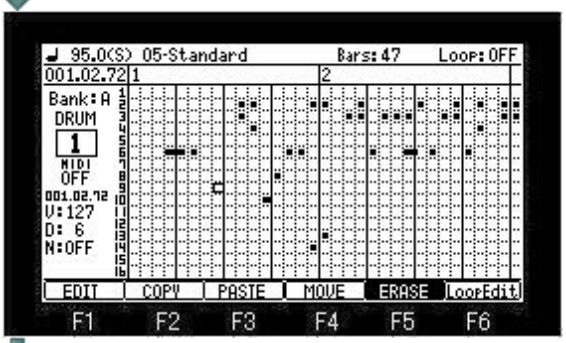


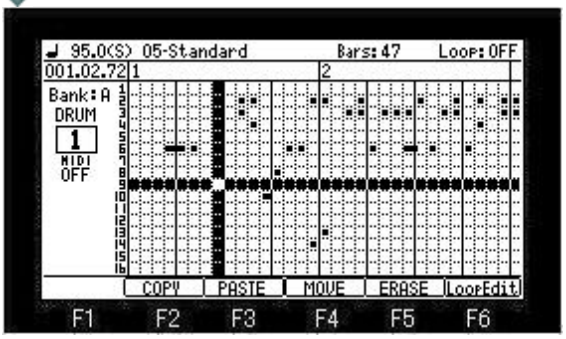
If a value is set and F5 (DO IT) button is pressed, movement of the event in a region will be performed.

Erase an event

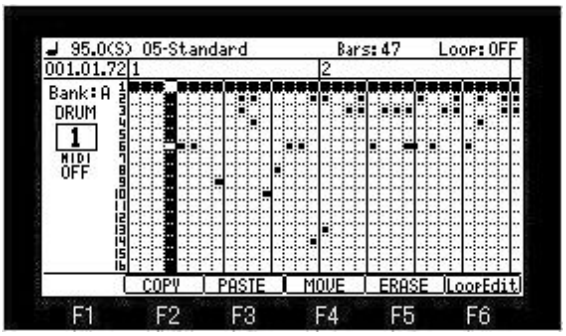


Please choose the event which you want to erase and press F5 (ERASE) button.
The event in the location which the horizontal marker and the vertical marker cross is eraseed.

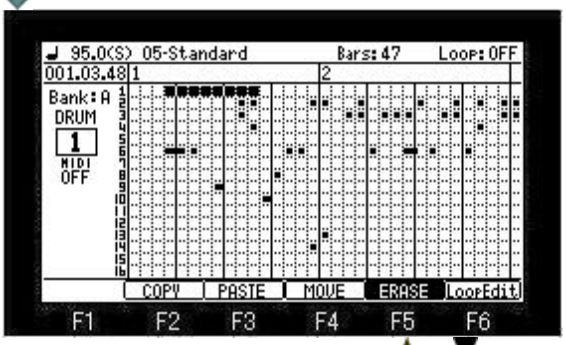




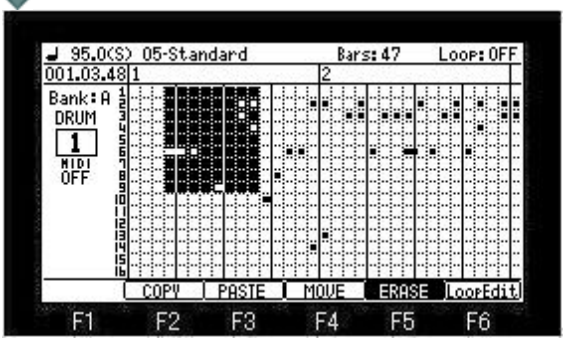
Elimination of two or more events



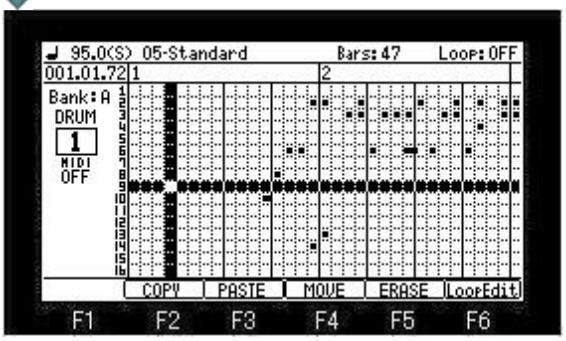
Please select the region of horizontal by a DATA wheel, pressing F5 (ERASE) button.



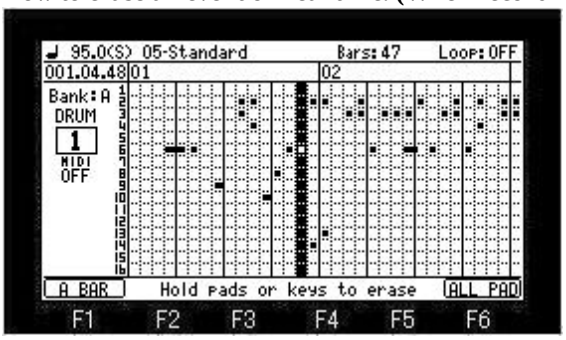
Please select the region of vertical by ▲ or ▼ cursor button, with F5 (ERASE) button held.



The events of the region selected when F5 (ERASE) button was released will be eraseed.



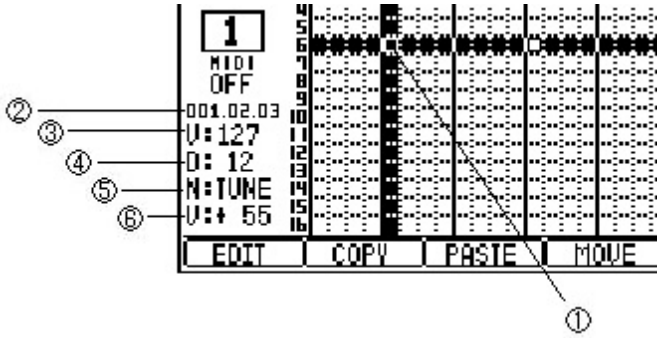
How to erase an event on real time. (When recording by OVER DUB + PLAY START)



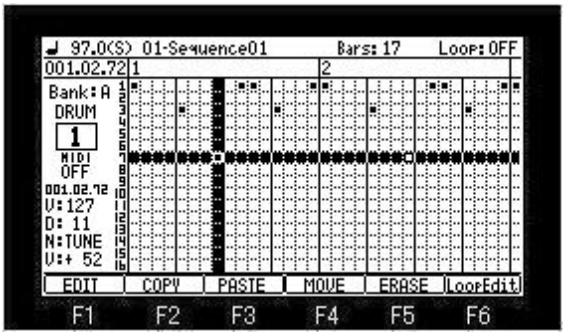
When you erase a specific pad event, please press a pad, pressing the [ERASE] button.
For example, if PAD A01 is pressed pressing the ERASE button, the event of PAD A01 while pressing will be eraseed.
If F1 (A BAR) button is pressed, all the events of the bar on marker will be eraseed.
If F6 (ALL PAD) button is pressed, the pad event of all (A01-D16) on marker will be eraseed.

Editing an event

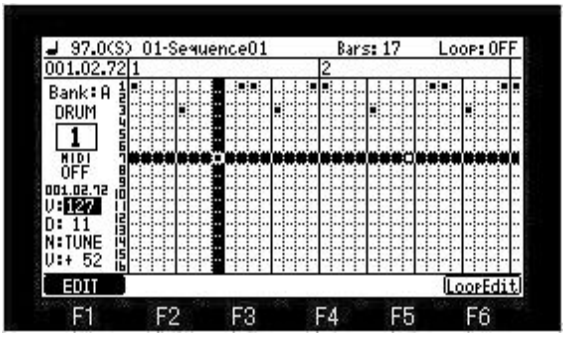
It is a function of only DRUM.
The grid of MIDI, CHORD, and ARPEGGIATOR does not have this function.



1	Selected event (Target of edit)
2	Location of the selected event
3	Velocity of a selected event
4	Duration of a selected event
5	Note variation of a selected event
6	Value of a note variation



Please select the event which you want to edit with a horizontal marker and cursor.
The information on the selected event is displayed of the left-hand side of a screen.

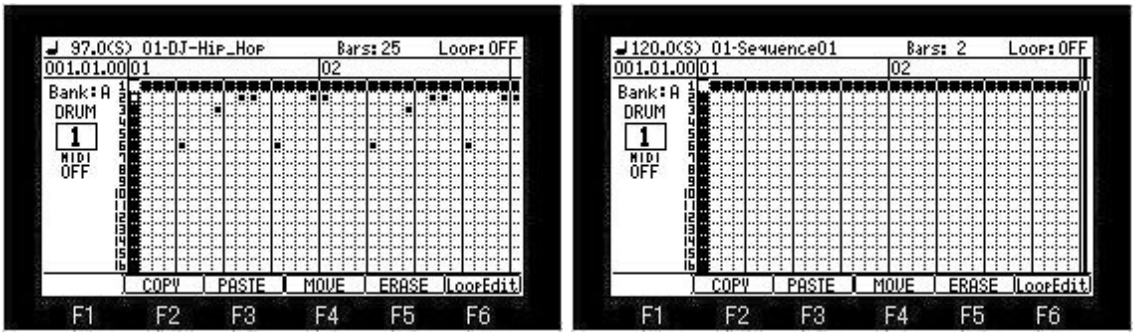


The value of a parameter can be changed if F1 (EDIT) button is pressed.
If F1 (EDIT) button is pressed or ▶ cursor button is pressed, cursor will return to the event field.
In addition, if the value of a parameter is changed holding F1 (EDIT) button, cursor will return to the event field at the same time it releases F1 (EDIT) button.

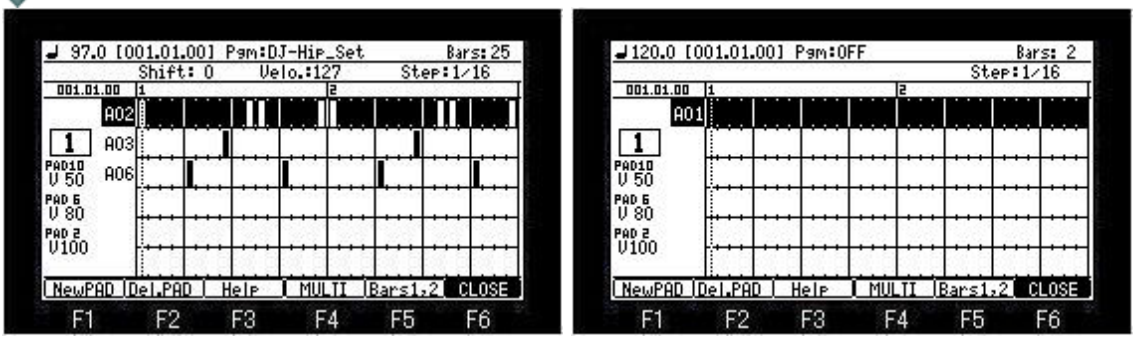
Loop Edit Mode

■ It is the mode which can perform the entering and edit of an event, during loop playback of 1 bar or 2 bars. (Only Time signature 4/4 can be used)

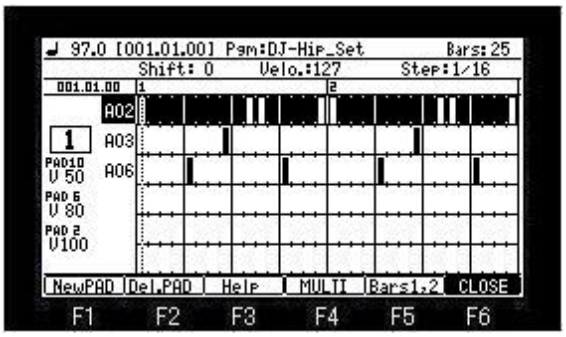
Note
Change of a track cannot be performed.
Moreover, a UNDO function is does not work.



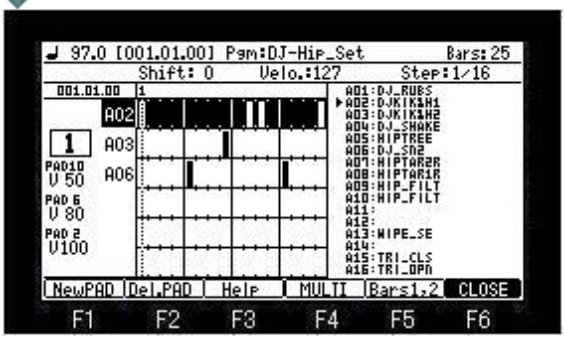
If F6 (LoopEdit) button is pressed, it will become loop edit mode.



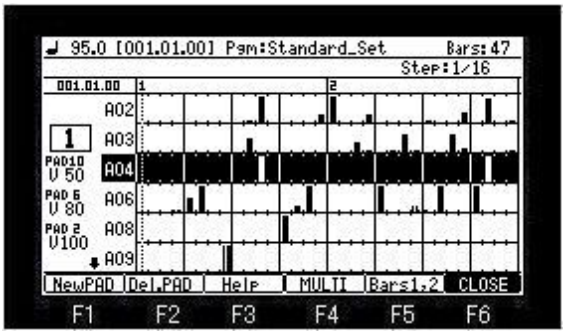
The entering and edit of an event are possible, during loop playback, if the [PLAY] button is pressed.



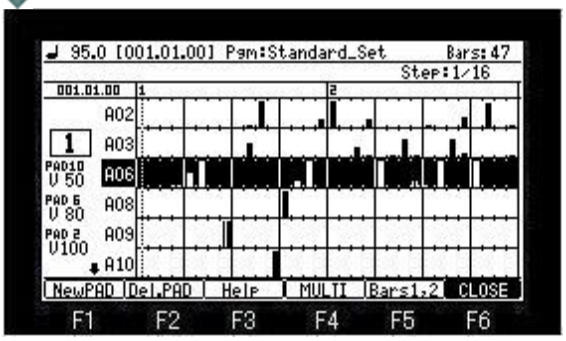
If F5 (Bars1, 2) button is pressed, it will change to 1 bar mode.

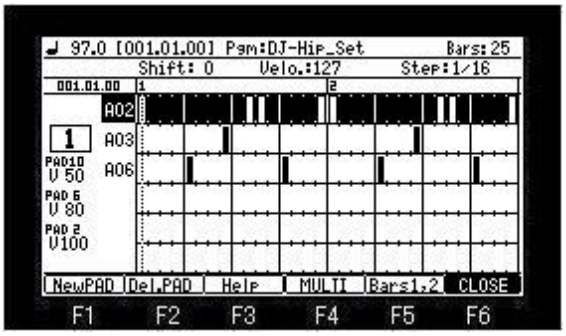


If F5 (Bars1, 2) button is pressed once again, it will return to 2 bars mode.

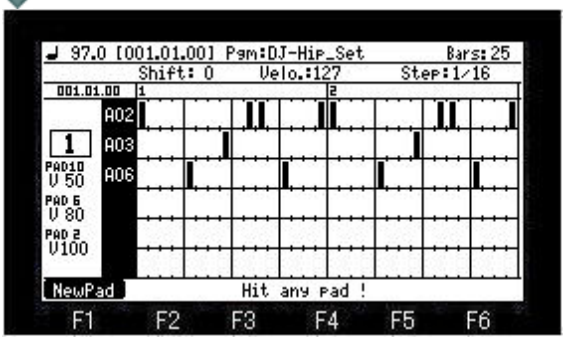


If F2 (Del.PAD) button is pressed, the pad and event of the cursor position will be deleted.

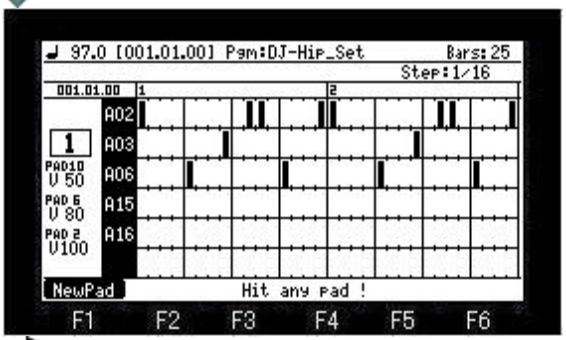




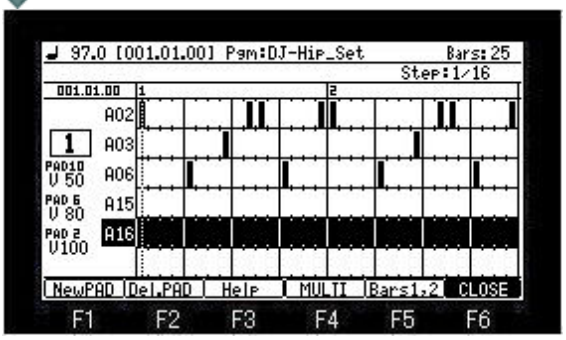
If F1 (NewPAD) button is pressed, it will become pad selection mode.

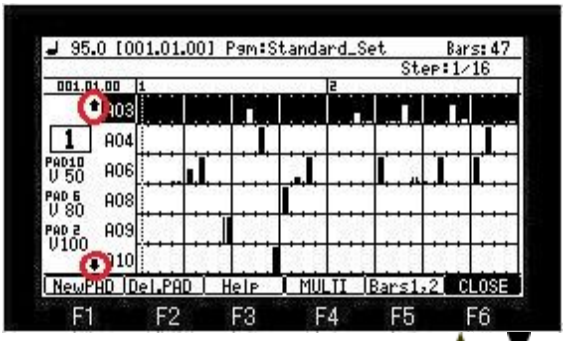


If the pad into which you want to enter an event is hit, a pad will be added to the pad field.

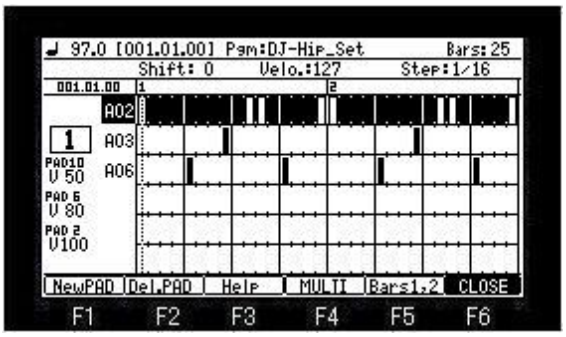


If ▶ cursor button or F1 (NewPAD) button is pressed, it will return to edit mode.

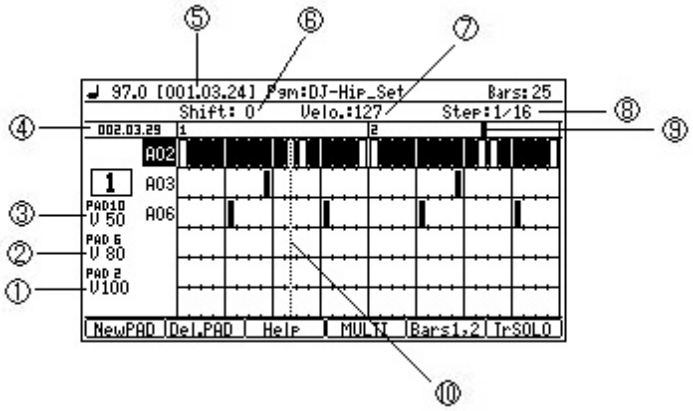




A screen will be scrolled to up or down by ▲ or ▼ cursor button, when the arrow is displayed on the pad field.

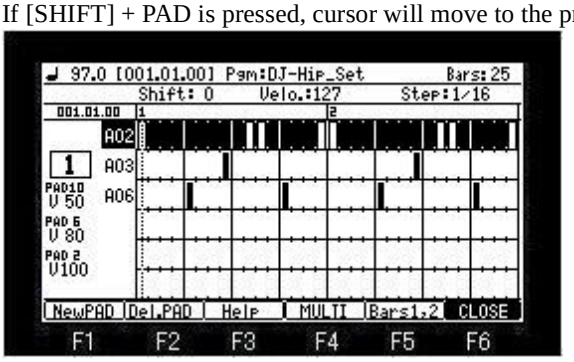


When a marker is on an event, the info of the event are displayed on the upper field. (The value of shift timing and a velocity is displayed.)

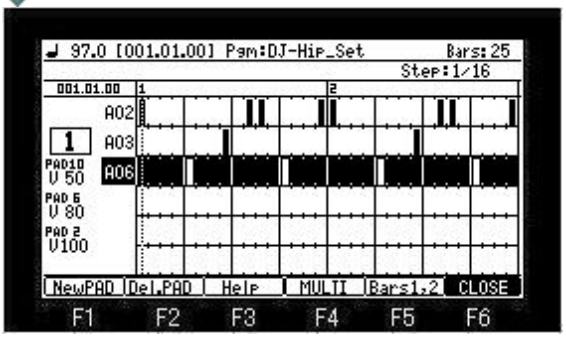


1	Value of the velocity of PAD2. (If PAD2 is hit, the event of this value will be entered)
2	Value of the velocity of PAD6. (If PAD6 is hit, the event of this value will be entered)
3	Value of the velocity of PAD10. (If PAD10 is hit, the event of this value will be entered)
4	Location of a play marker
5	Location of a marker
6	Shift timing.
7	Velocity
8	The value in which a marker carries out step after an event entered.
9	Play marker
10	Marker

Cursor moves to the upper field with a [SHIFT] + ▲ cursor button.
Cursor moves to the velocity field of PAD10 with a [SHIFT] + ◀ cursor button.
If [SHIFT] + PAD is pressed, cursor will move to the pressed pad.

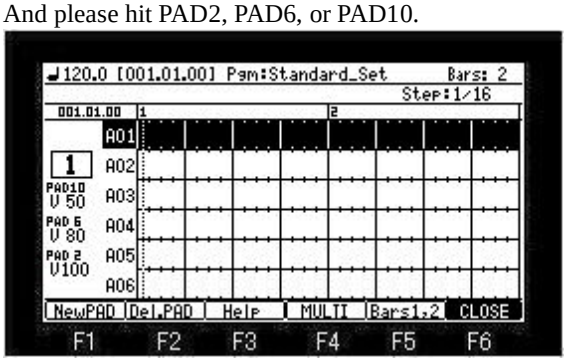


If [SHIFT] + PAD6 is pressed in the state of the above figure, cursor will move to PAD6.

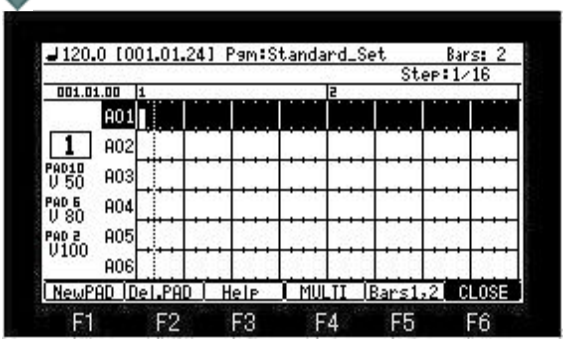


Entering and edit of an event

Please move a marker to the location into which you want to enter an event.
And please hit PAD2, PAD6, or PAD10.

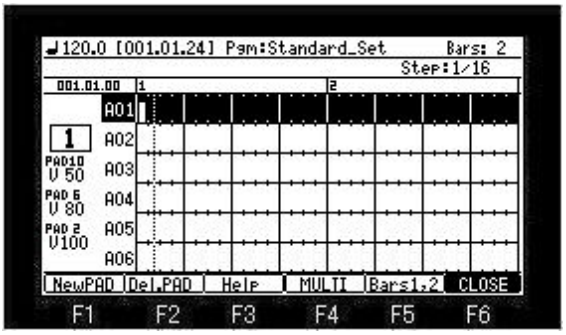


An event is entered into the location of a marker and a marker moves at intervals of the step currently displayed on the Step field.

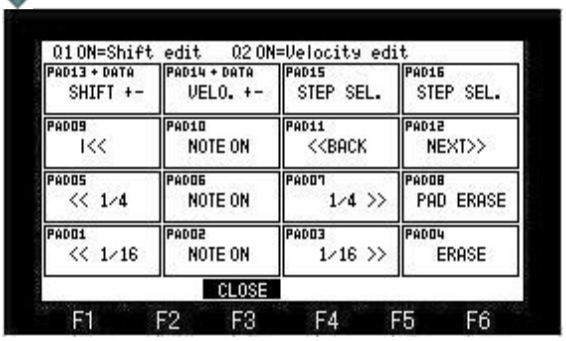


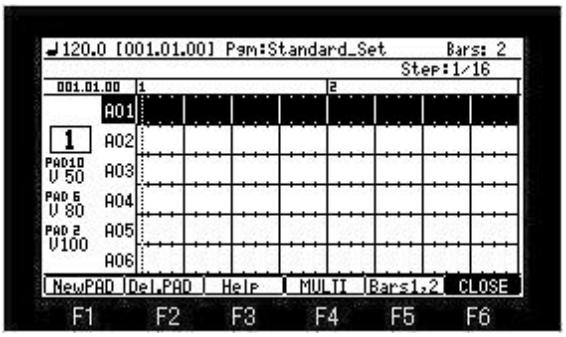
The velocity of the event which hits PAD2, PAD6, and PAD10 and is entered can be changed in the velocity field of each pad.

If PAD1 is hit, marker will be 1 / 16 step back.
If PAD3 is hit, marker will be 1 / 16 step movement.
If PAD4 is hit, the event on a marker will be eliminated and marker will be 1 / 16 step movement.
If PAD5 is hit, a marker will be moved to the first of back beat.
If PAD7 is hit, a marker will be moved to the first of next beat.
If PAD8 is hit, all the events on cursor will be eliminated.
If PAD9 is hit, a marker will be moved to a left end.
If PAD11 is hit, a marker will be moved to a back event.
If PAD12 is hit, a marker will be moved to a next event.
If a DATA wheel is turned pressing PAD13, the event on a marker can be shifted. (- / +11 tick)
If a DATA wheel is turned pressing PAD14, the velocity of the event on a marker can be changed.
If PAD15 or PAD16 are hit, the step interval of PAD2, PAD6, and PAD10 can be changed.

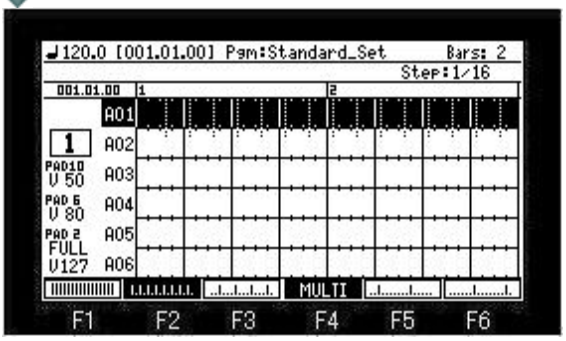


If F3 (Help) button is pressed, the function currently assigned to the pad will be displayed.

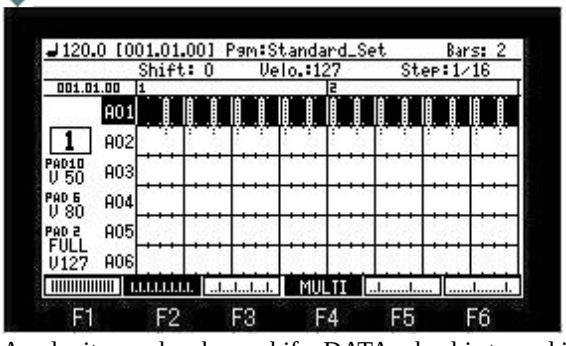




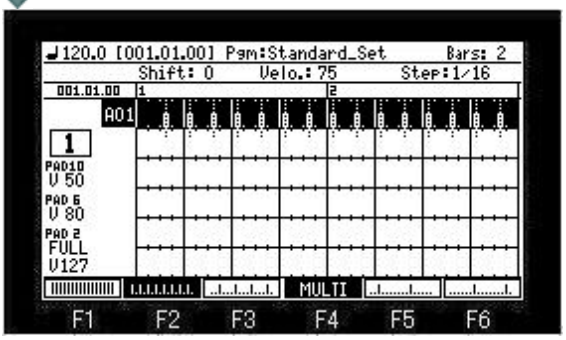
If F4 (MULTI) button is pushed, it becomes a multi-mode, and two or more events can be entered simultaneously, or can be edited.



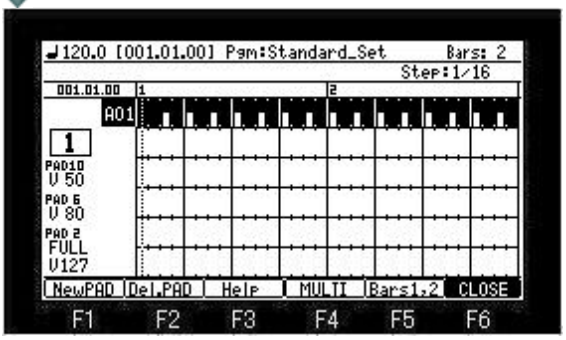
If the arbitrary function keys are pressed, two or more markers will be displayed.
If PAD2 is hit in the state of the above figure, it will become as it is shown in the following figure.



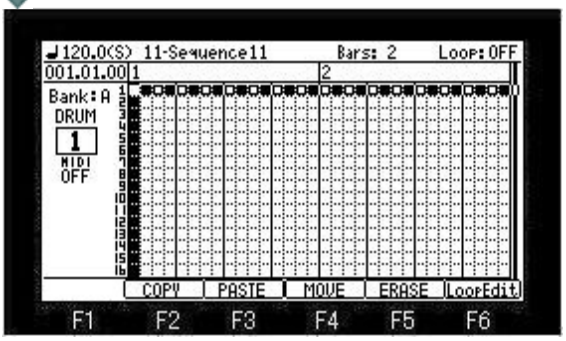
A velocity can be changed if a DATA wheel is turned in this state.



A multi-mode will be canceled if F4 (MULTI) button is pressed.



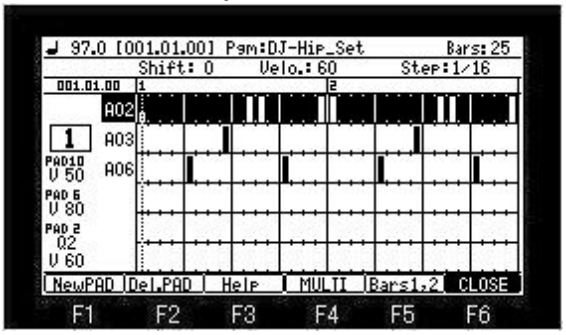
An event will be reflected in a grid if F6 (CLOSE) button is pressed.



Note: An event will be reflected in a grid even if it moves to other modes from loop editing mode.

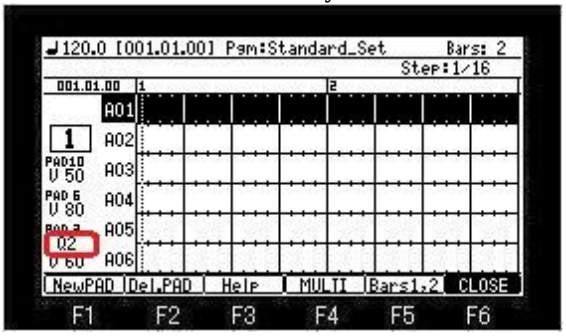
Setting velocity

If [AFTER] of Q2 is turned ON, the velocity of the event on a marker can be set with Q2 slider. (Every 10 steps)
Moreover, the velocity of the event which hit PAD2 and is entered can be changed.



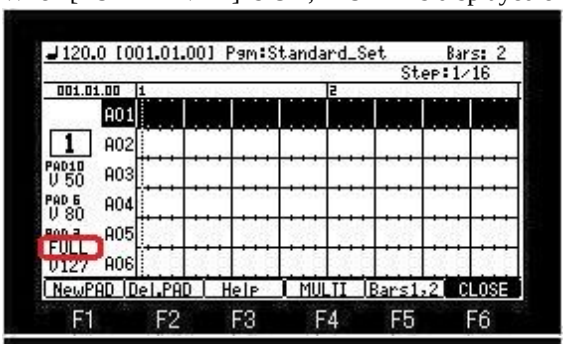
When you want to adjust a velocity for every 1 step, please turn a DATA wheel, pressing PAD14.

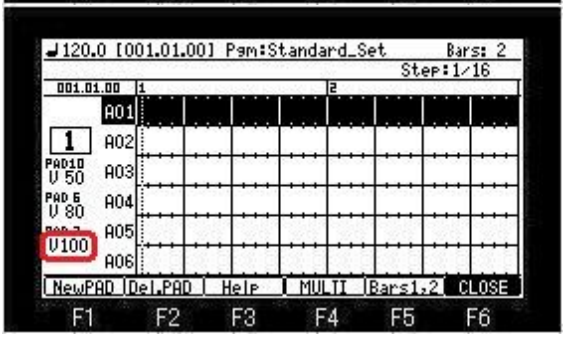
About the value of the velocity of the event which hit PAD2 and is entered



When [AFTER] of Q2 is ON, "Q2" is displayed on the field of PAD2 and the value set with Q2 slider is entered.

When [FULL LEVEL] is ON, "FULL" is displayed on the field of PAD2, and the value of FULL LEVEL is entered.

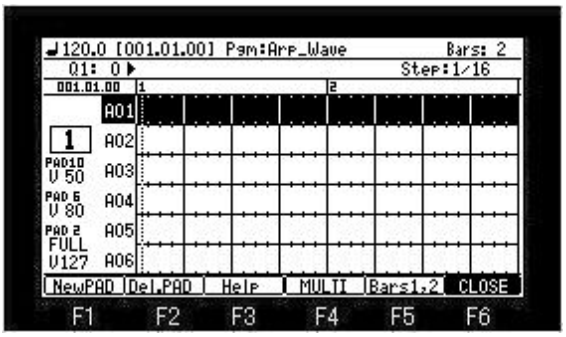




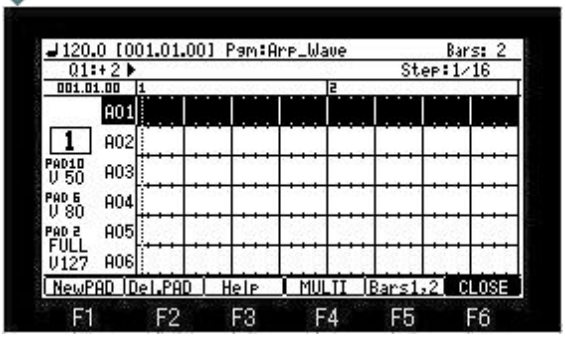
When [FULL LEVEL] is OFF, the value set in the velocity field of PAD2 is entered.

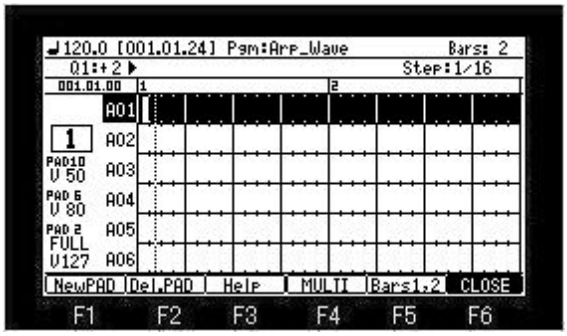
☐ Shift timing an event

If [AFTER] of Q1 is turned ON, the event on a marker can be shifted with Q1 slider. (0 - 11 ticks)
Moreover, the location of the event to enter can be shifted and entered from the location of a marker. (0 - 11 ticks)
The example in the case of shifting an event from a marker location and entering
The shift of the event by Q1 slider is to 0 -11 ticks.
It cannot shift to minus.



If [AFTER] of Q1 is turned ON, the Q1 field will be displayed on the upper field.
Please set a value with Q1 slider.



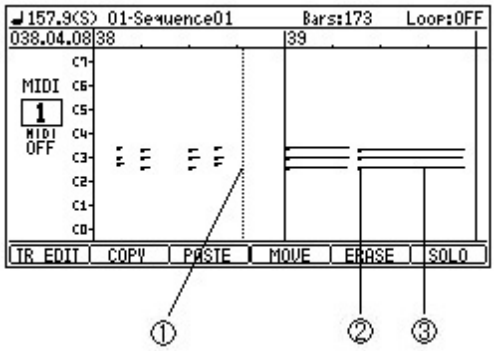


An event will be entered into the location by which +2 tick shift was carried out from the location of the marker if an event is entered by setup of the above figure.

Notes
When you want to shift the event on a marker to the minus, please turn a DATA wheel, pressing PAD13.
Moreover, aleft end event cannot be shifted to minus.

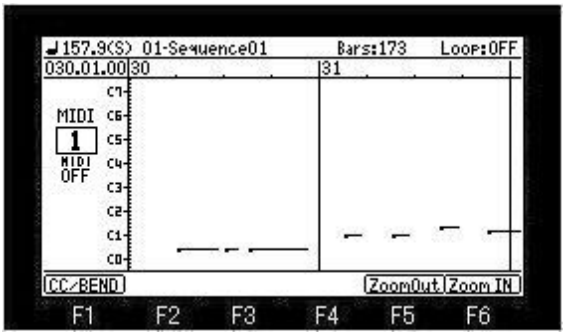
If MIDI is chosen in the type field, it will become the grid mode of MIDI.

Basic operation is the same as a DRUM grid.
However, region selection of edit is only horizontal.
The range of a note cannot be chosen.

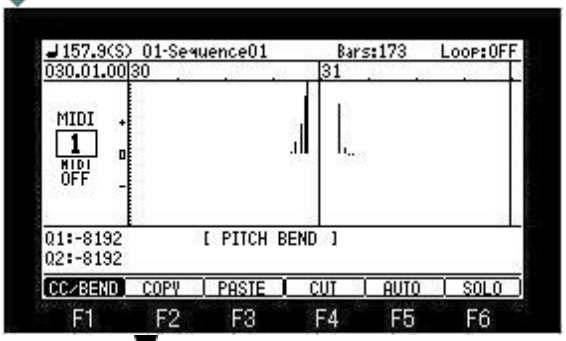


1	Marker
2	Note event
3	Duration

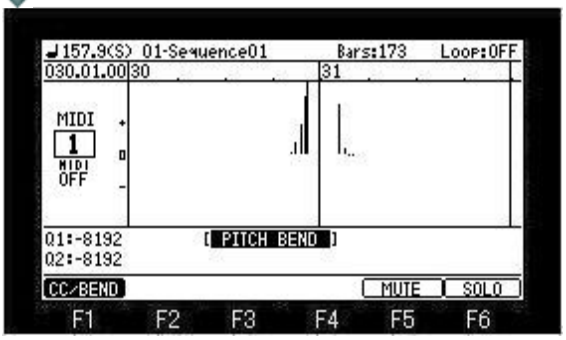
Edit of PITCH BEND, CONTROL CHANGE, CHANNEL PRESS, POLY PRESS



If [SHIFT] + F1 (CC/BEND) button is pushed, it will become the edit mode of PITCH BEND, CONTROL CHANGE, CHANNEL PRESS, and POLY PRESS.



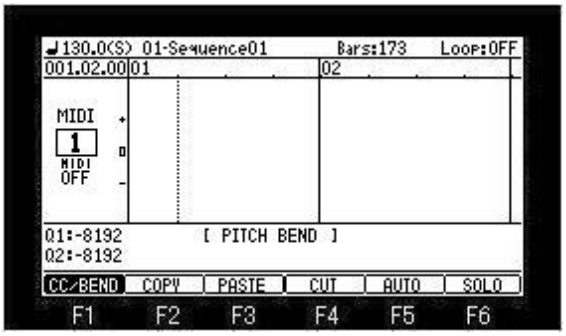
Please press ▼ cursor button and move cursor to the parameter field.



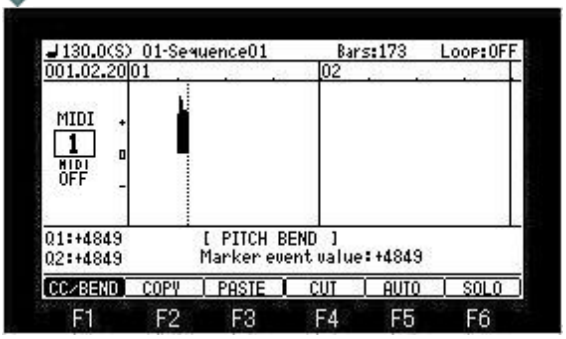
Please select the parameter which you want to edit or enter.

Entering an event

Please turn on LED of [OVER DUB] and move a marker to the position into which you want to enter an event.



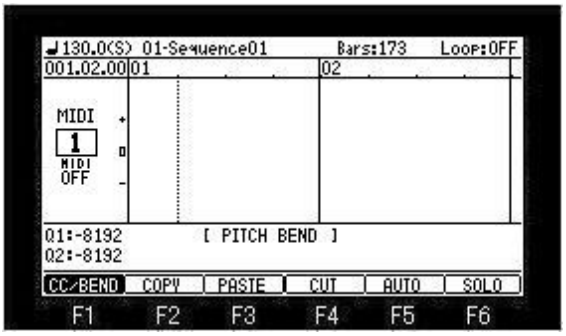
Please enter an event by Q1 and Q2 slider.



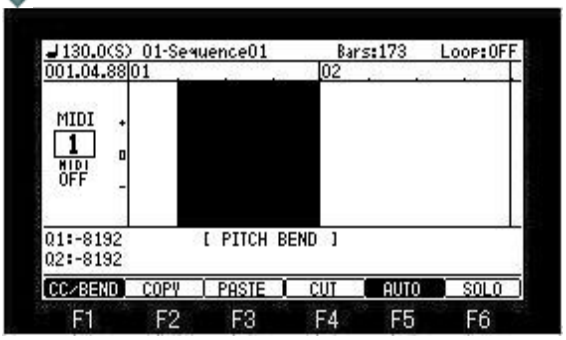
Other events are not erased even if it entered an event into real time, recording.

When you want to edit an event, please move a marker onto an event to edit, and change a value by a slider.

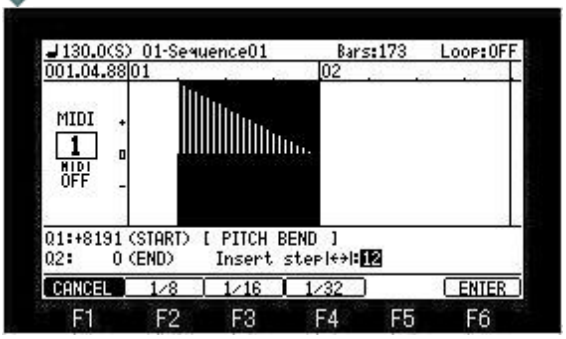
If AUTO is used, two or more events can be entered at the same time.



Please select the region which enters an event by holding F5 (AUTO) button and turning a DATA wheel.

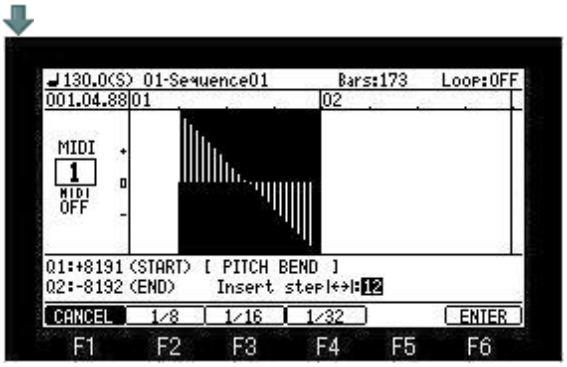


A default value will be entered if F5 (AUTO) button is released.

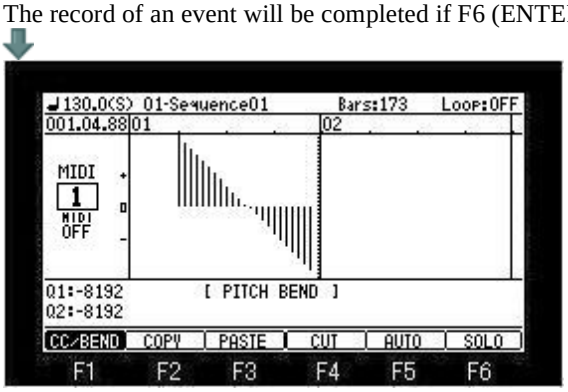


Please set the value of a start with Q1 slider.

Please set the value of a end with Q2 slider.

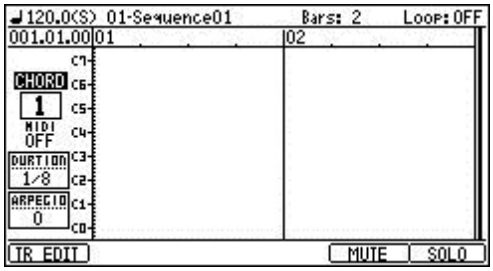


The record of an event will be completed if F6 (ENTER) button is pressed.

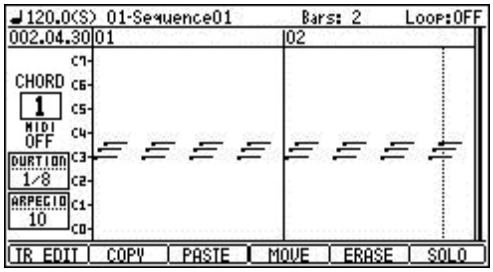


About the method of copy and paste, it is the same as a DRUM grid.
However, region selection of edit is only horizontal.
Moreover, although the method of a CUT is the same as ERASE, the cut event is copied to a clipboard.

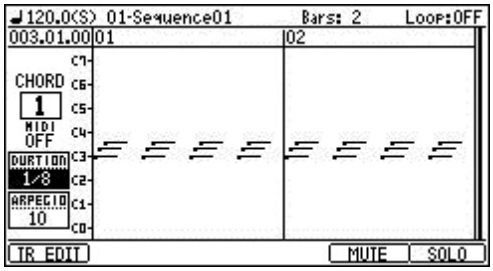
If CHORD is select in the type field, it will become an mode of chords.



If a pad is pressed, the chord currently assigned to the pad will be pronounced.

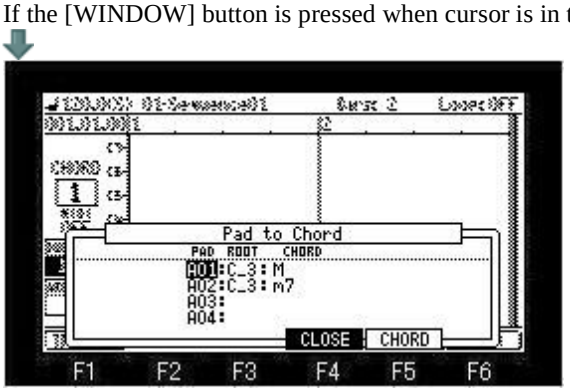


If LED of [OVER DUB] is turned on and a pad is pressed, step recording of a chord can be performed.



Please refer to "Entering an chord" for the DURTION field and the ARPEGIO field.

If the [WINDOW] button is pressed when cursor is in the "DURTION" or "ARPEGIO" field, the window of "Pad to Chord" will open.

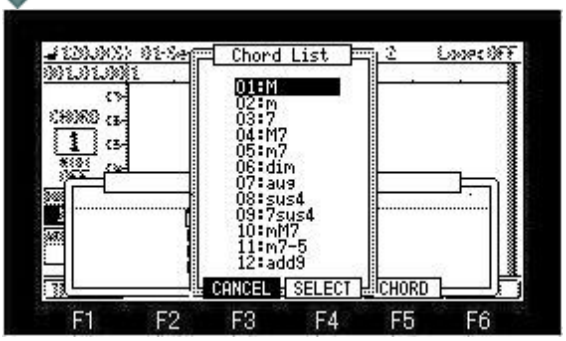


The chord currently assigned to the pad is displayed.

Set or Change of a root key can be performed in the ROOT field.

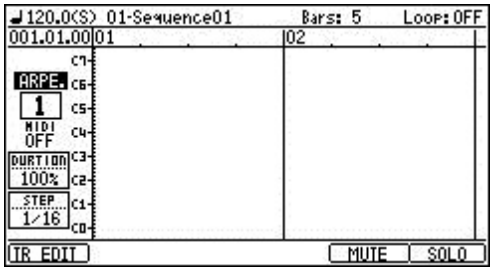
Set or Change of a chord can be performed in the CHORD field.

If F5 (CHORD) button is pressed, the window of "Chord List" will open.

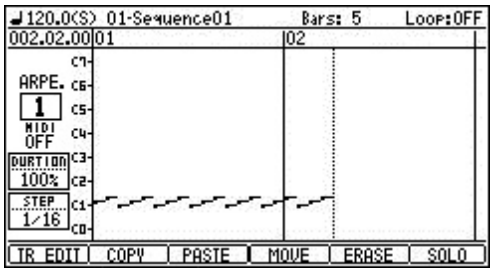


GRID EDIT (ARPEGGIATOR)

■ It will become the mode of arpeggiator if ARPGITR is chosen in the type field.
The pressed pad or keyboard is repeatedly performed, while being held.



Please select a pattern by the main arpeggiator.
Selection of a pattern cannot be performed in a grid.



If LED of [OVER DUB] is turned on, the event of arpeggiator can be performed by step recording.

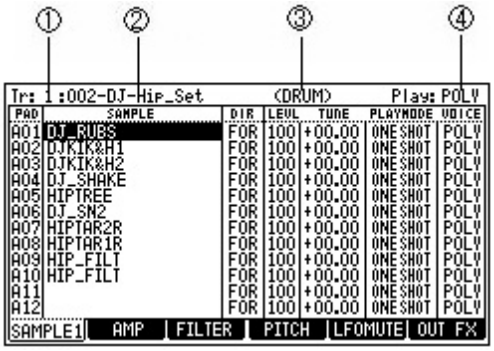
DURTION	The length of the sound to the note set up in the Step field is set.
STEP	The timing to pronounce is set. 1/4 = 1/4note 1/4-3 = 1/4 note triplets 1/8 = 1/8note 1/8-3 = 1/8 note triplets 1/16 = 1/16 note 1/16-3 = 1/16 note triplets 1/32 = 1/32 note 1/32-3 = 1/32 note triplets

Note
Arpeggiator works only at an active track.
Even if a multi timbre is ON, it works only at an active track.

Global Program Edit

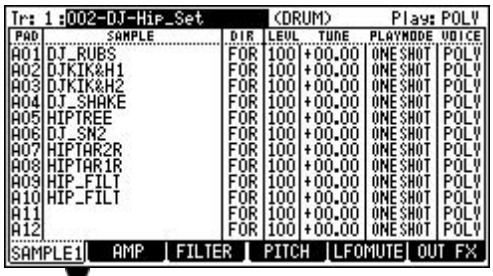
■ In the mode of [MODE]+PAD7, a setup of PROGRAM, MXER, and EFFECT can be performed globally.

Note
[REC] and the [OVER DUB] button do not work in the mode of Global Program Edit.
If [REC] or the [OVER DUB] button is pushed, it will return to a main screen. (INST is also the same)

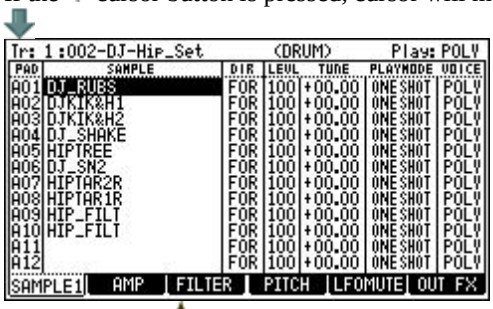


1	Selected track number
2	Set program
3	Type of a program (DRUM/INST)
4	POLY: Two or more notes can be pronounced simultaneously. MONO: Two or more notes are not pronounced simultaneously. (Only one note is pronounced.)

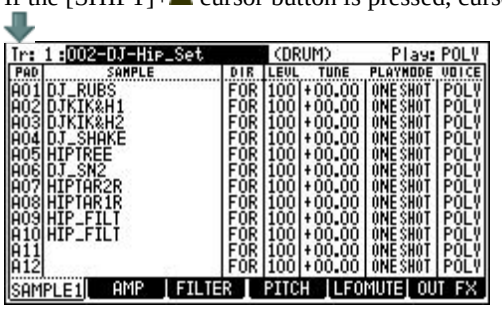
■ Basic operation in case the type of a program is DRUM



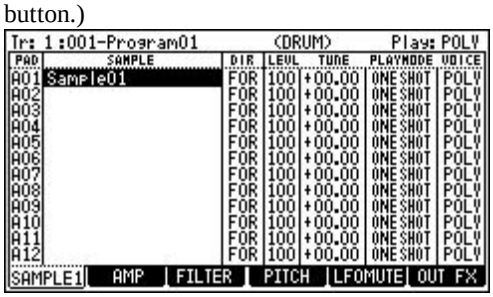
If the ▼ cursor button is pressed, cursor will move to the parameter field.



If the [SHIFT]+▲ cursor button is pressed, cursor will move to the Program field.

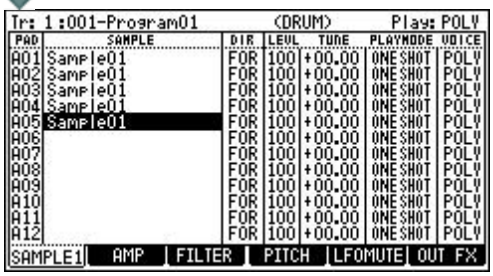


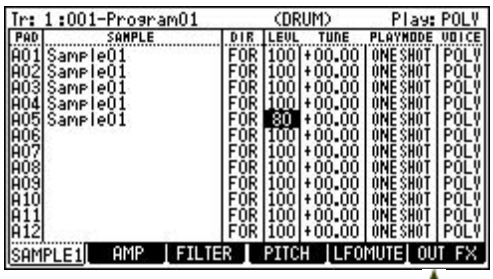
The value of a parameter will be copied if the ▲ or ▼ cursor button is pressed pressing a pad. (It is possible even if it uses a [UNDO] + ▲ or ▼ button.)



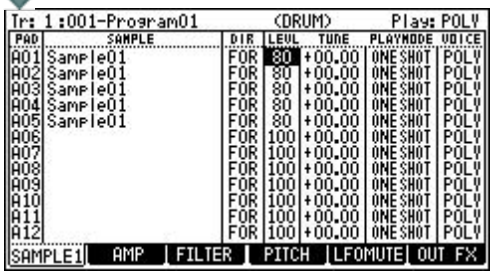
For example, when you want to copy "Sample01" of A01 to A05 from A02 in the state of the above figure

If cursor is moved to A05 by ▼ cursor button, pressing PAD1, the sample of A01 will be copied from A02 to A05.



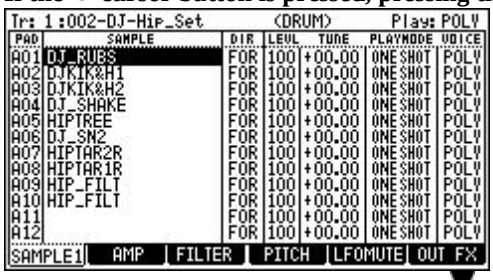


Moreover, if cursor is moved to A01 by ▲ cursor button, pressing PAD5 in the state of the above figure, the result of the following figure will be obtained.

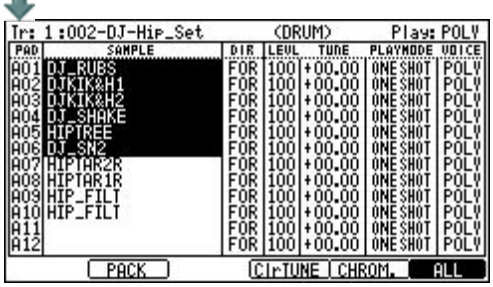


The value of TUNEof A05 is copied to A04-A01.

If the ▼ cursor button is pressed, pressing the [SHIFT] button, two or more pads can be chosen.

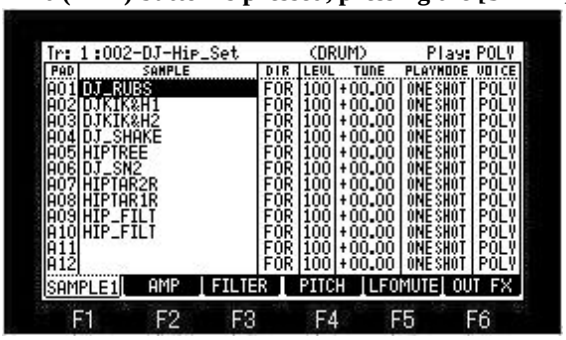


For example, if cursor is moved to A06 by ▼ cursor button, pressing the [SHIFT] button in the state of the above figure, the result of the following figure will be obtained.

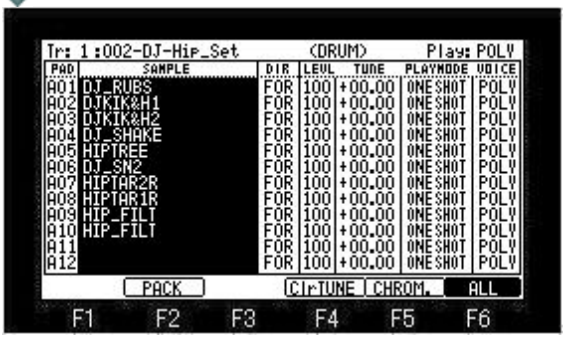


When you cancel two or more selections of a pad, please press F6 (ALL) button, pressing the [SHIFT] button.

If F6 (ALL) button is pressed, pressing the [SHIFT] button, the value of the parameter of all the pads can be changed at the same time.

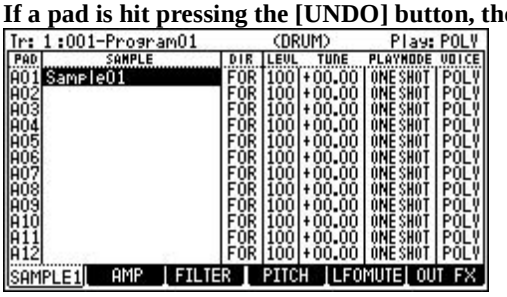


If F6 (ALL) button is pressed, pressing the [SHIFT] button in the state of the above figure, it will become ALL mode as shown in the following figure.

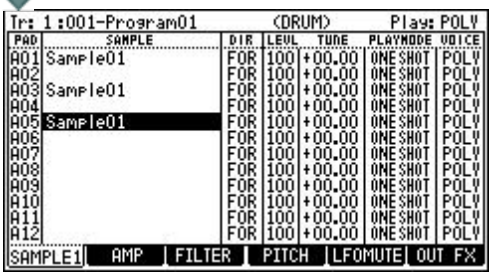


When you cancel ALL mode, please press F6 (ALL) button, pressing the [SHIFT] button.

If a pad is hit pressing the [UNDO] button, the value on cursor will be copied to the hit pad.

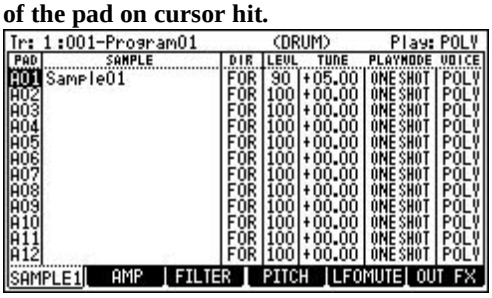


If PAD3 and PAD5 are hit pressing the [UNDO] button in the state of the above figure, the result of the following figure will be obtained.

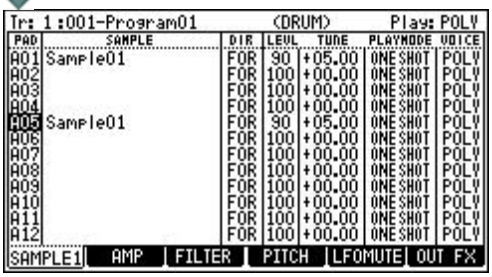


"Sample01" of A01 is copied to A03 and A05.

If a pad is hit pressing the [UNDO] button when cursor is in the PAD field, it will be copied to the pad which the value of all the parameters of the pad on cursor hit.

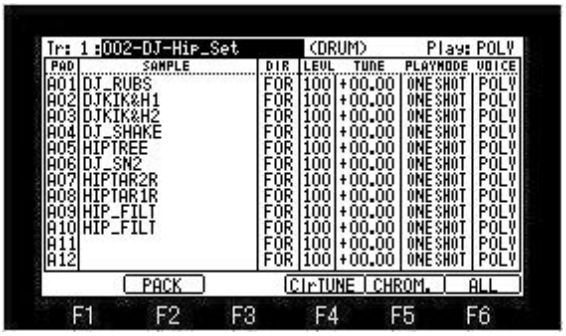


If PAD5 is hit pressing the [UNDO] button in the state of the above figure, the result of the following figure will be obtained.

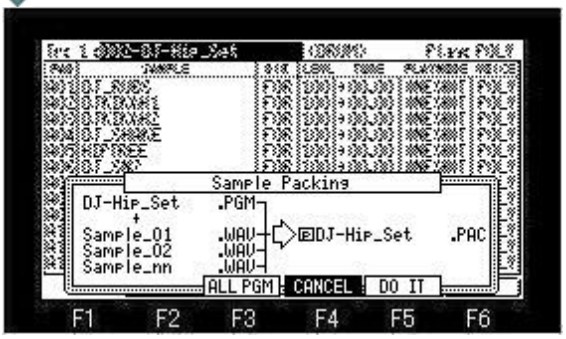


All the values of the parameter of A01 are copied to A05. (Copy of a pad)

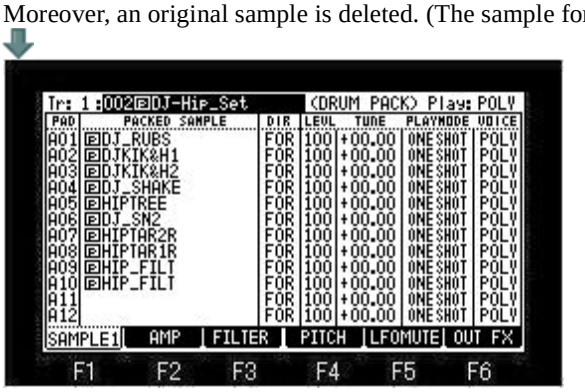
A program and samples are packed and it is made one file.



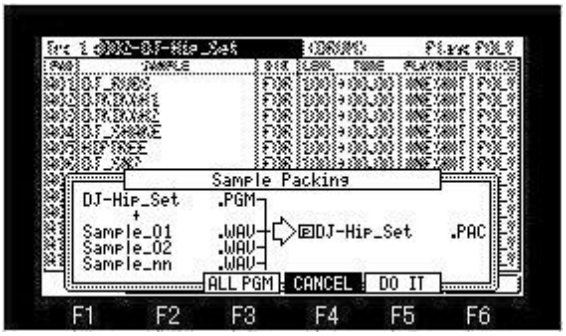
If [SHIFT]+F2 (PACK) button is pressed, the window of "Sample Packing" will open.



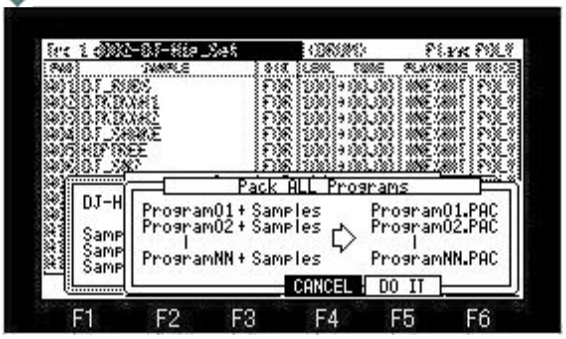
If F5 (DO IT) button is pressed, a program and samples will be packed and it will be made one file.
Moreover, an original sample is deleted. (The sample for which other programs are used is not deleted.)



As for the program and sample which were packed, "P" is displayed on the head of a name.

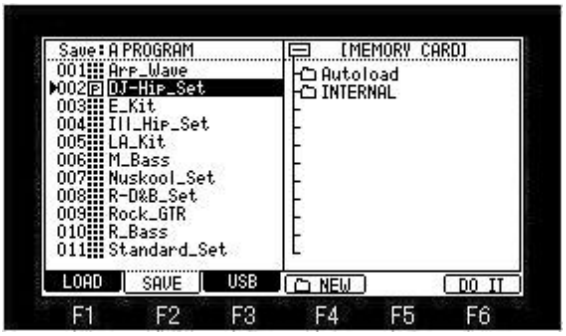


If F3 (ALL PGM) button is pressed in the window of "Sample Packing", the window of "Pack ALL Programs" will open.

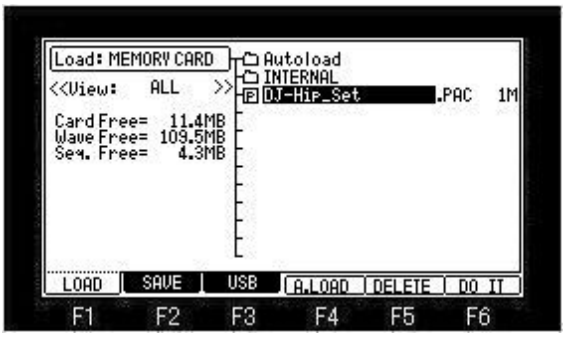


If the F5(DO IT) button is pressed, all programs will be packed.

Notes
The sample which has not been packed cannot be assigned to the packed program.
However, packed samples can be exchanged. (It cannot do, when a program is INST.)
The program for which 64 or more samples are used cannot be packed.
The packed sample is not displayed in the trim and the sample list.
The sample packed when the packed program was deleted is also deleted together.
Even if it packs, the capacity of a memory does not increase.
If a sample is packed, 999 or more samples can be treated.
Moreover, load time will become early somewhat, when it is the program for which many samples are used.

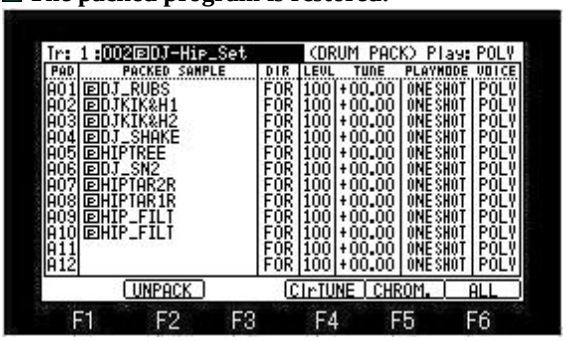


In save mode, it is displayed as a program.

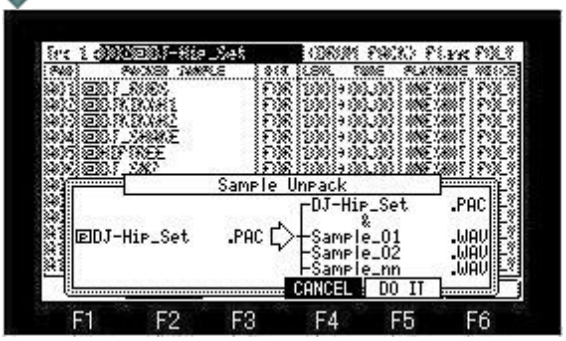


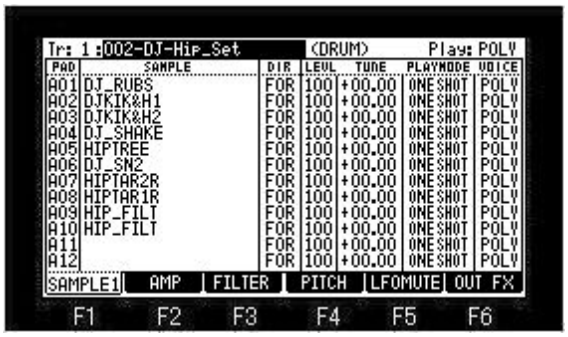
In the packed program, an extension becomes a file of "PAC".

The packed program is restored.



Please press [SHIFT]+F2 (UNPACK) button to restore the packed program.
"Sample Unpack" window will open.

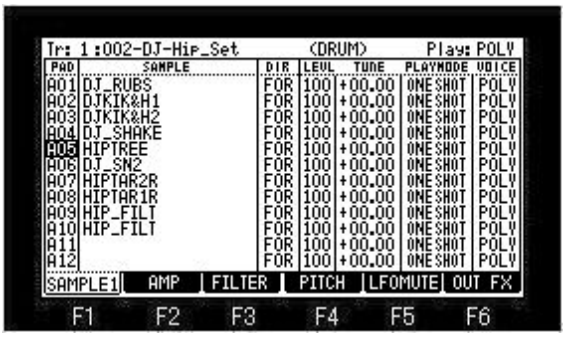




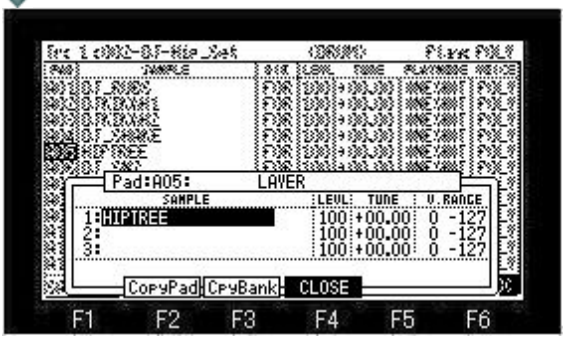
The packed program will be restored if F5 (DO IT) button is pressed.

Copy Pad

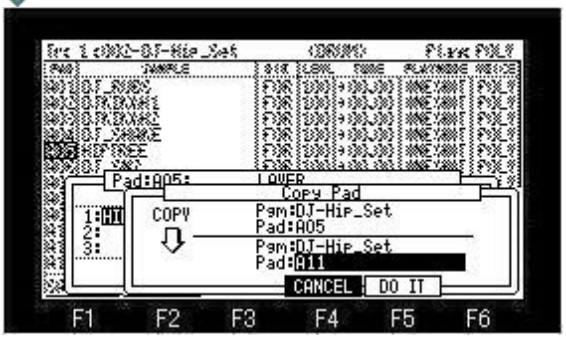
A setup of a pad is copied to other pads.



Please move cursor to the column of PAD, move cursor to the pad number which you want to copy, and press the [WINDOW] button.
"LAYER" window will open.



If F2 (CopyPad) button is pressed, the window of "Copy Pad" will open.

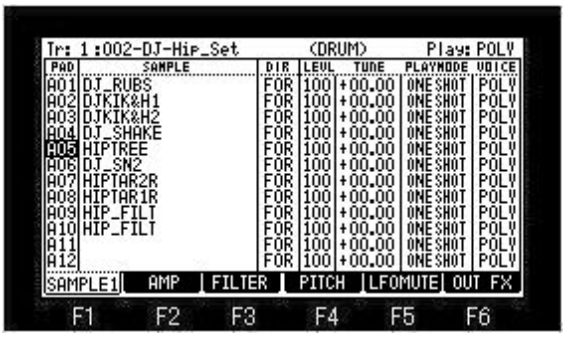


A copy will be performed, if the pad of a copy destination is chosen and F5 (DO IT) button is pressed.

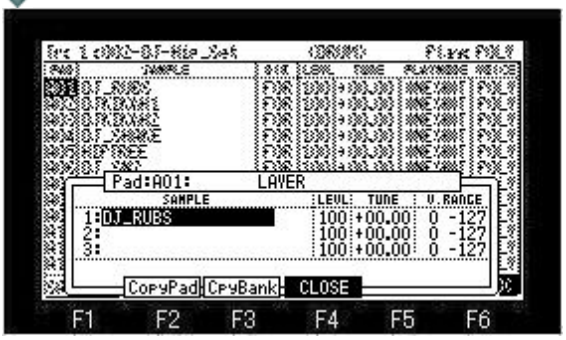
Note
The pad of the packed program cannot be copied.

Copy Bank

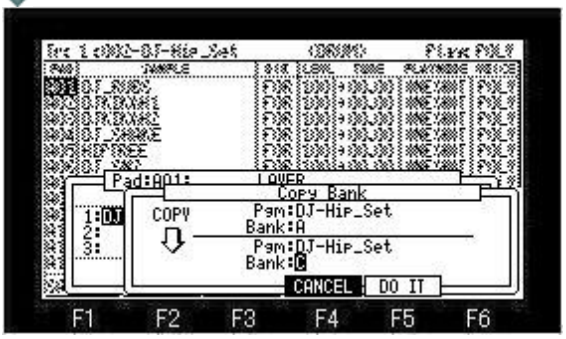
A setting of BANK is copied to other BANK(s).



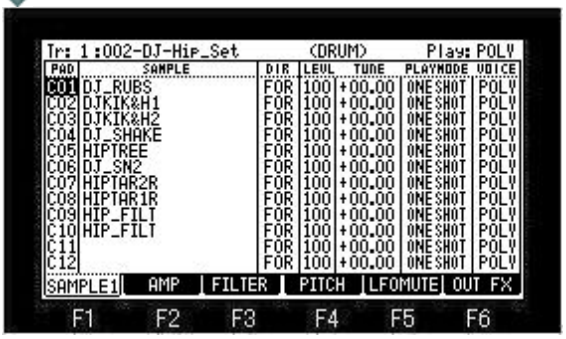
Please move cursor to the column of PAD and press the [WINDOW] button.
"LAYER" window will open.



If F3 (CpyBank) button is pressed, the window of "Copy Bank" will open.

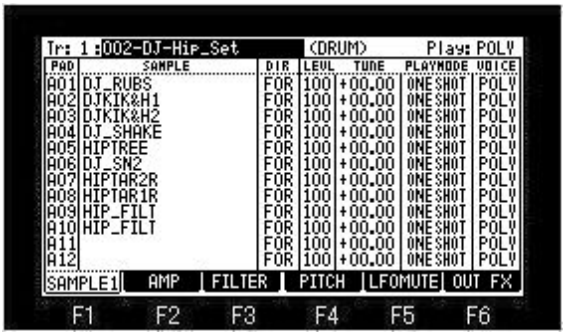


Please select BANK which you want to copy, and BANK of a copy destination, and press F5 (DO IT) button.
In the case of the above figure, a setting of BANK A is copied to BANK C.

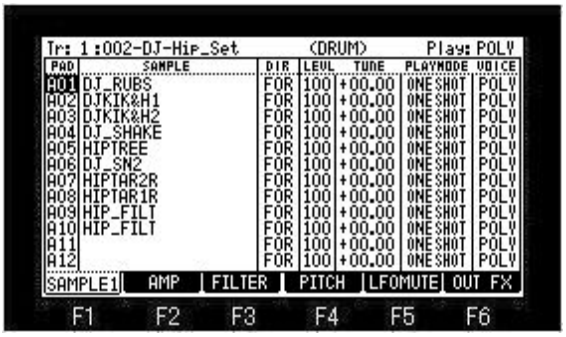


Note
The bank of the packed program cannot be copied.

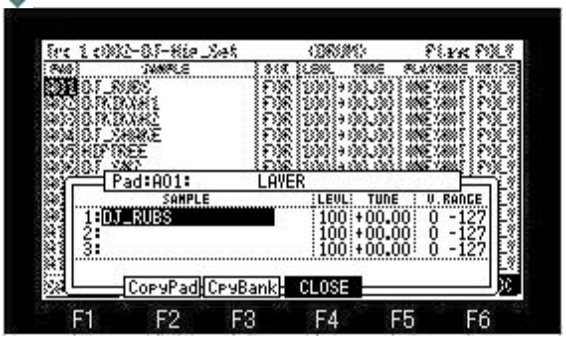
SAMPLE



PAD:	The pad number is displayed.	
SAMPLE:	The sample assigned to a pad is set.	
DIR:	The playback direction of a sample is select. "FOR" is played back to a forward direction. "REV" is played back to an reverse direction.	
LEVL:	The volume of a sample is set.	
TUNE:	The pitch of a sample is set. (+ /- 3 octave can be set.)	
PLAY MODE:	ONE SHOT	The MPC plays the sample until the end regardless of how long you hold the pad.
	NOTE ON	The MPC plays the sample only while you hold the pad.
VOICE:	It opts for the behavior when pronouncing the same note during a release.	
	POLY	The sound during release pronounces a new note, without erasing.
	MONO	The sound during release is erased and pronounces a new note.



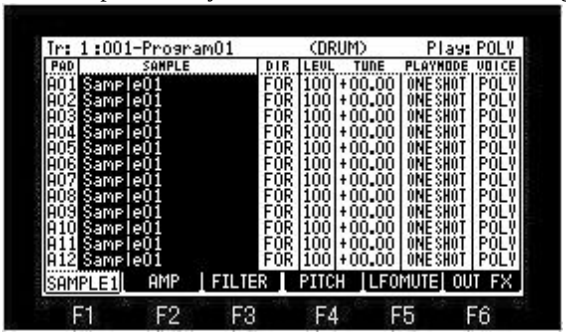
If cursor is moved to the column of PAD and the [WINDOW] button is pressed, the window of "LAYER" will open.



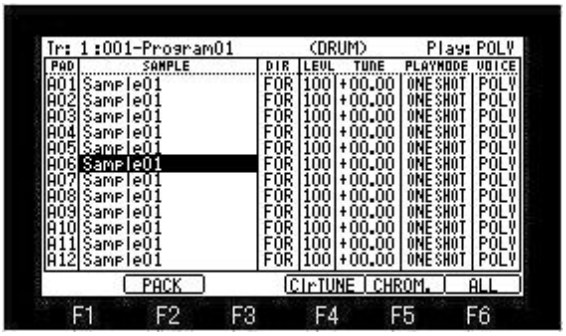
Please refer to "Ccopy pad" for F2 (CopyPad).
Please refer to "Ccopy Bank" for F3(CpyBank).

Auto chromatic assignment. (PAD of the cursor position is set to TUNE 00.00, and the value of TUNE is fluctuated 01.00 (half tone) every.)

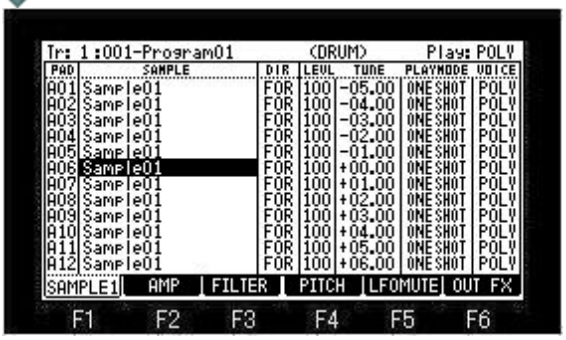
For example, when you want to use one sound, making it into a chromatic scale



Please choose the sample which makes a chromatic scale in the SAMPLE column.



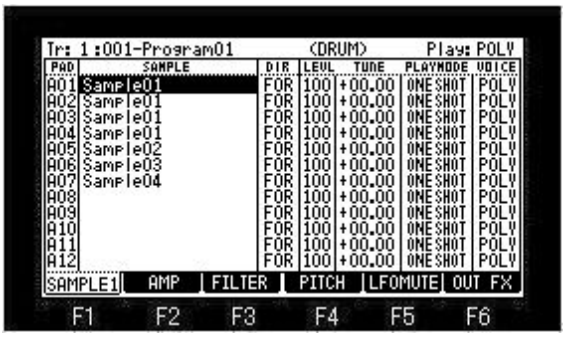
If [SHIFT]+F5 (CHROM.) button is pressed, PAD of the cursor position will be set to TUNE 00.00, and the value of TUNE will be fluctuated 01.00 (half tone) every. (A maximum of +/- 3 octave)
If [SHIFT]+F5 (CHROM.) button is pressed in the case of the above figure, the result of the following figure will be obtained.



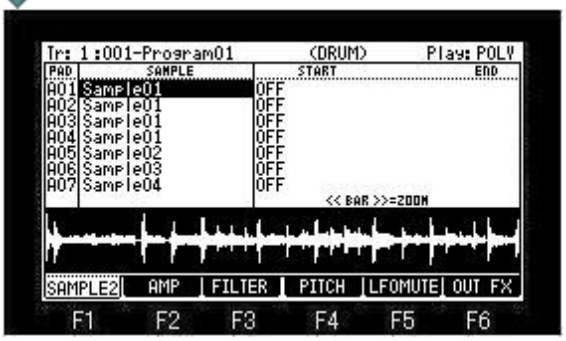
PAD of A06 is set to TUNE 00.00, and the value of TUNE is fluctuated 01.00 (half tone) every.
A05-A01 is minus 01.00 (half tone) every, and A07-C10 is plus 01.00 (half tone) every.
In addition, if [SHIFT]+F4 (ClrTUNE) button is pressed, the value of TUNE of all the PAD will be set to 00.00.

Start/End adjustment of a sample

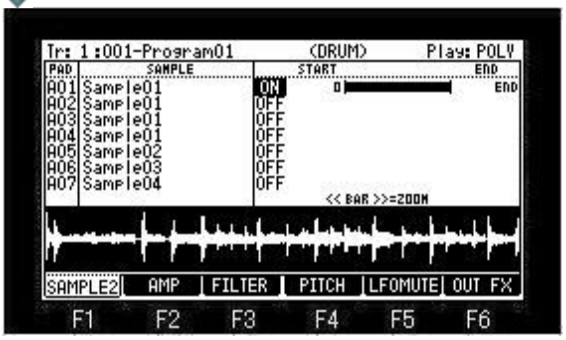
A start/end of a sample can be adjusted by a program mode.



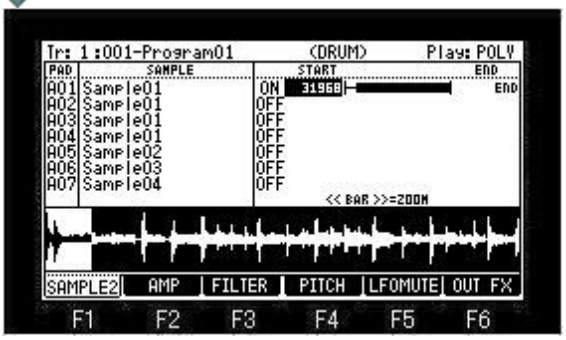
If F1 button is pushed when F1 button is "SAMPLE1", it will change to the screen of "SAPLE2."
If F1 button is pushed once again, it will return to the screen of "SAMPLE1."



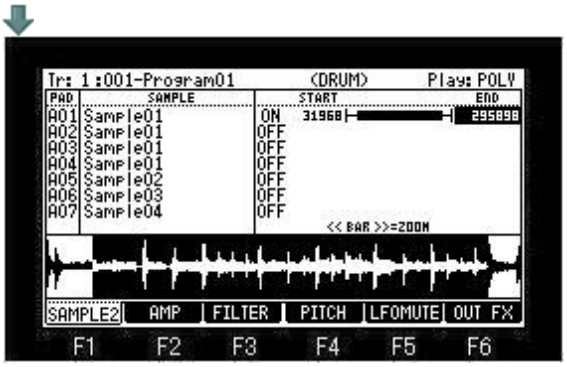
ALL and multiple selection cannot be performed on the screen of "SAPLE2."
Please move cursor to the START field and turn ON the START field.



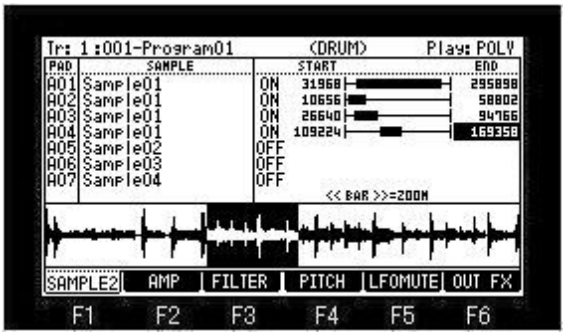
Please move cursor to the right and adjust a start point by a DATA wheel.



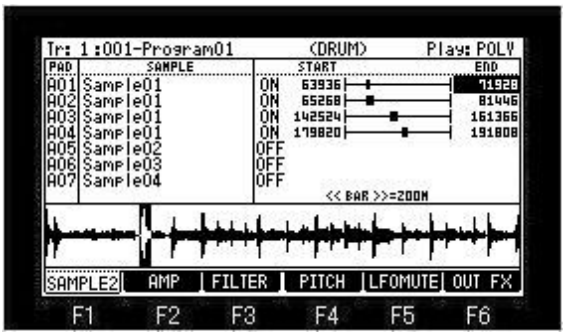
Please move cursor to the END field and adjust an end point by a DATA wheel.



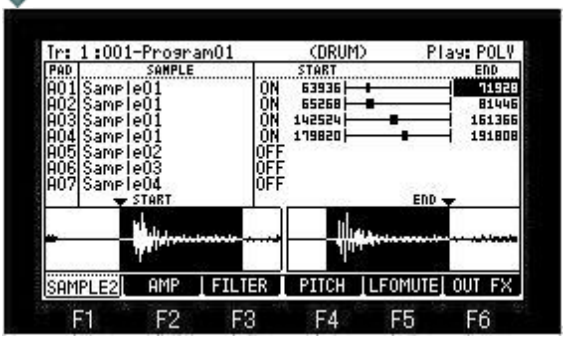
When the START field is ON, from the set start point to an end point is played back.
When the START field is OFF, from the start point of a sample to an end point will be played back.



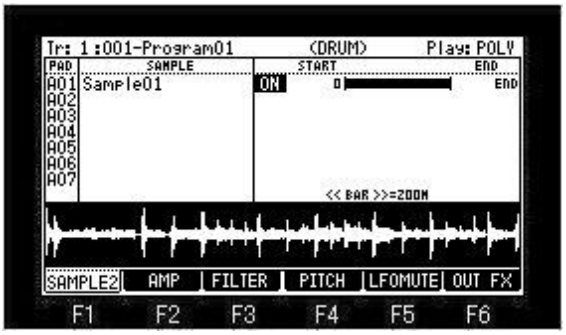
Two or more starts / ends which are different with the same sample as shown in the above figure can be set.



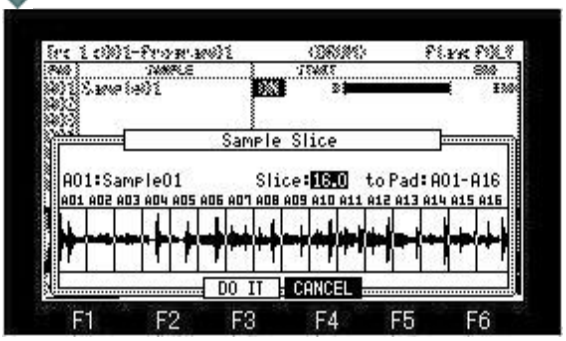
If a BAR>> button is pressed, a waveform will zoom in.



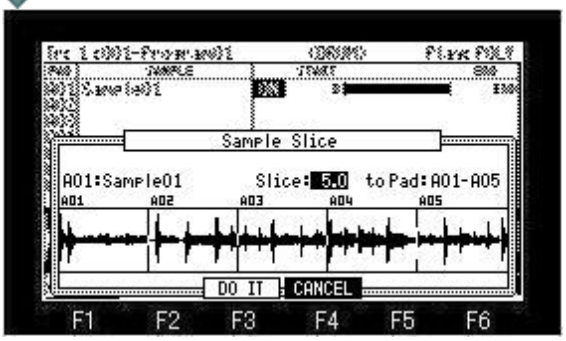
If a <<BAR button is pressed, a waveform will zoom out.



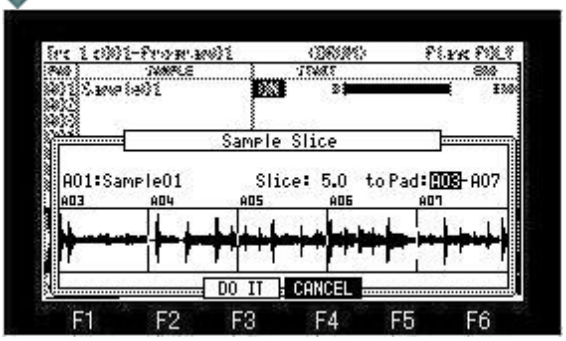
If the [WINDOW] button is pushed when cursor is in START or the END field, the window of "Sample Slice" will open.



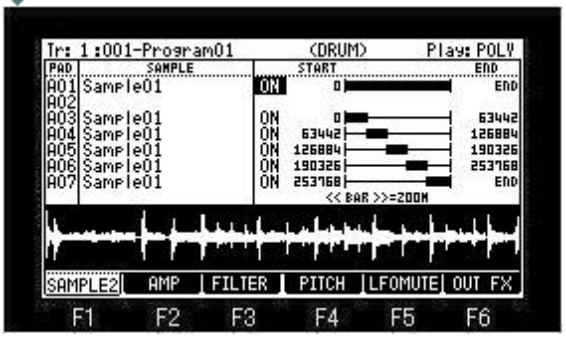
A sample can be sliced to 2-32 and can be automatically assigned to pads.
Please set the number of slices in the Slice field.



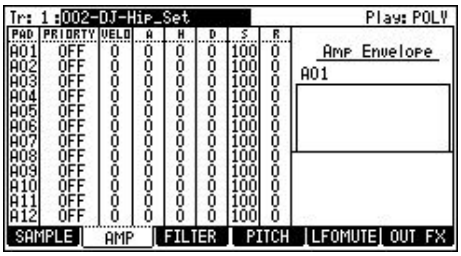
Please move cursor to the "to Pad" field.
And please choose the first pad with which the sliced sample is assigned.



A slice will be performed if F3 (DO IT) button is pressed.



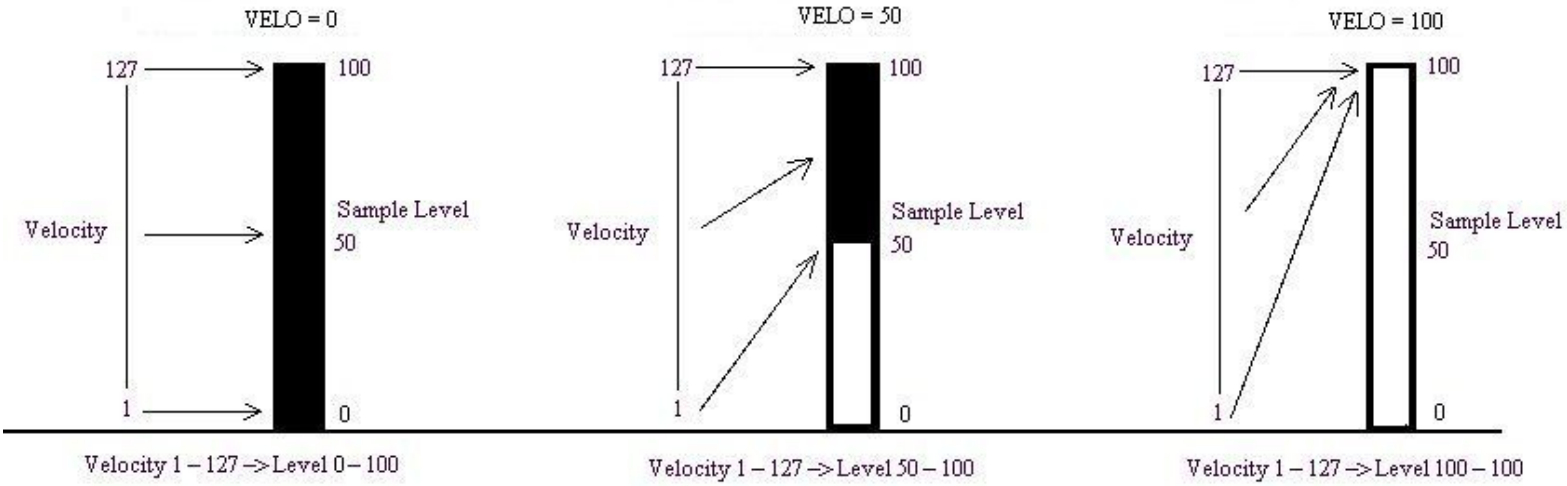
The sliced sample is assigned to A03-A07 of pads.



PRIORTY (Priority)	If this parameter is turned ON, even if voices run short, the sound of this pad will not be interrupted.

VELO (The curve of volume against velocity is determined.)

When this value is low, by a velocity, volume is wide range changes.
When this value is high, by a velocity, volume is narrow range changes.
When this value is 100, it always becomes the same as a velocity 127.



A---(Attack) Time until it reaches the maximum volume of the sound from NOTE ON is set.

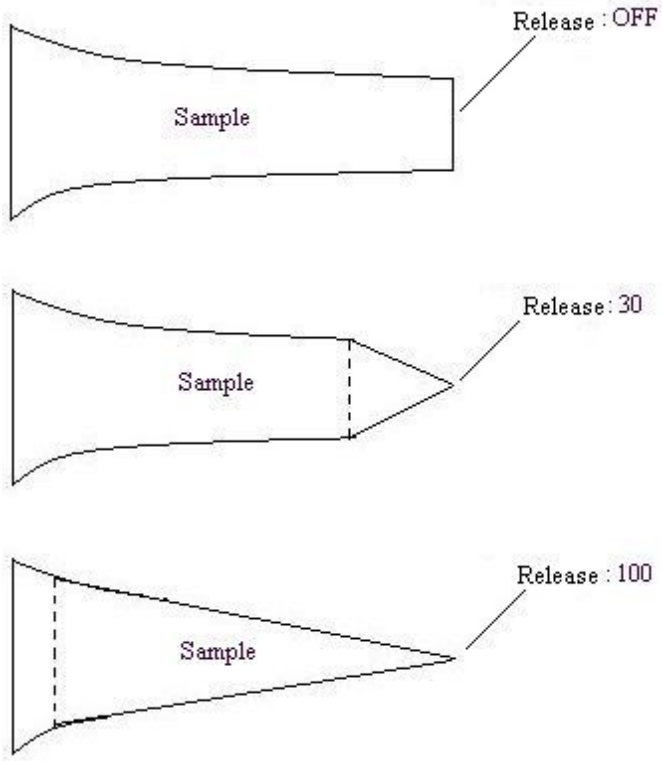
H---(Hold) Hold time in a peak state of sound (1=10msec)

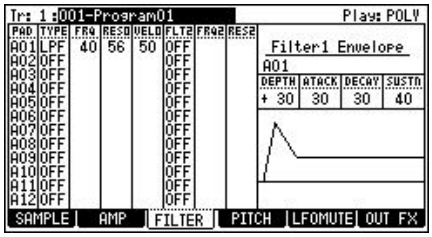
D---(Decay) Time until it shifts to a Sustain level from the maximum volume which reached with the Attack is set.

S---(Sustain) After Decay finishes, the volume pronounced as long as sound is sounding is set.

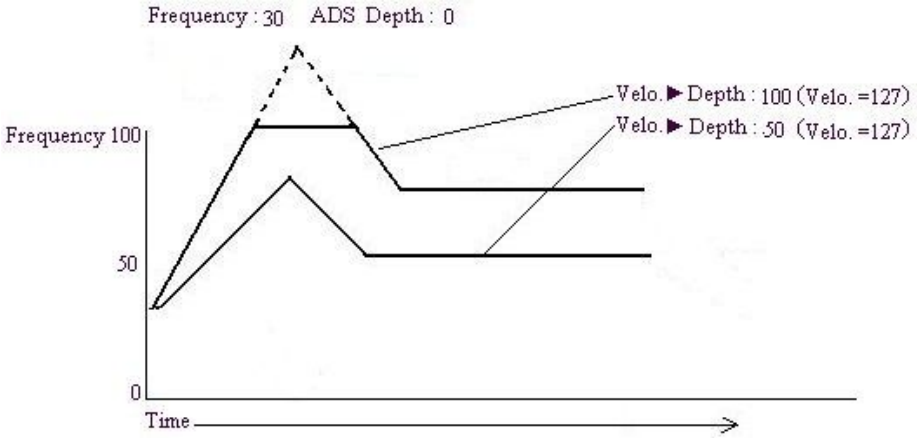
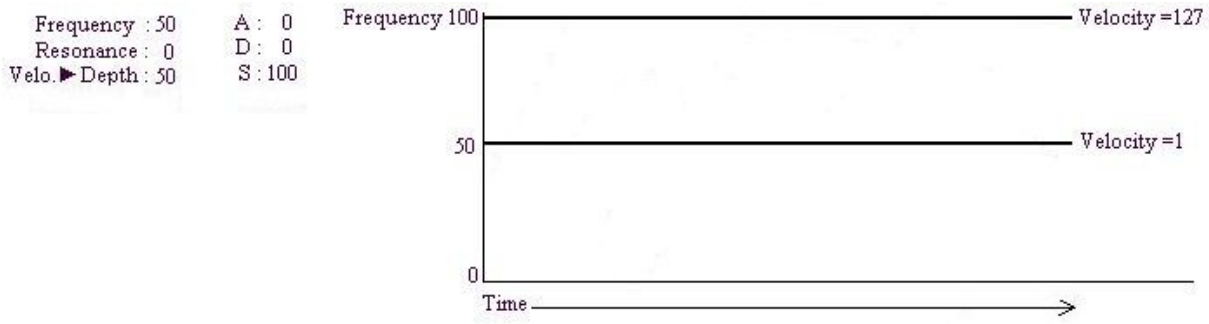
R---(Release) Time until sound finishes sounding from NOTE OFF is set.

As shown in the following figure, when a sample is ONE SHOT, "Release" works.

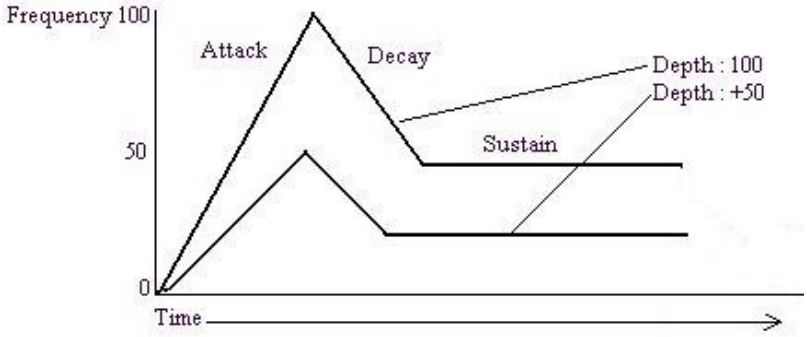




Note
The parameters of Filter2 are only Frequency and Resonance.
Moreover, ADS does not work to Filter2.

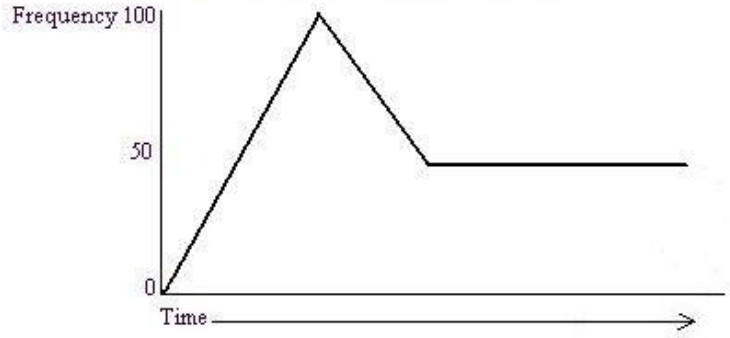
TYPE	Please select the kind of filter. LPF(LOW PASS): This filter cuts out the high frequencies and passes the low frequencies. BPF(BAND PASS): The filter passes the specific frequencies and cuts out the other frequencies. HPF(HIGH PASS): This filter cuts out the low frequencies and passes the high frequencies. EQL(Equalizer Low): Low sound is boost and cut. EQH(Equalizer High): High sound is boost and cut. LNK(Filter2): The always same setting as a filter 1 is applied.
FRQ(Frequency)	Please set the cut off frequency. (0-100)
RESO(Resonance)	If you set the resonance value at a larger value, the frequencies set in the FREQ column will be boosted more. (0-100)
VELO(Velo.▶Depth)	The value of Velocity is added to ADS Depth. Example VELO(Velo.▶Depth):100 1-100 is added to ADS Depth by Velocity. VELO(Velo.▶Depth):50 1-50 is added to ADS Depth by Velocity.  When Cutoff wants to change by Velocity (ADS is not used), please set the value of ADS as follows. In the following example, it changes Frequency 50-100 by Velocity. 
DEPTH	Quantity whose effect of ADS to a filter is effective. When this is OFF, ADS does not work.
A(Attack)	Time until reaching the value of NOTO ON to DEPTH is set.
D(Decay)	Time until it reaches a value set by "Sustain" from the value of "DEPTH" which reached by "Attack" is set.
S(Sustain)	The end point of Decay is set.

Cutoff frequency of Filter changes, as shown in the following figure.

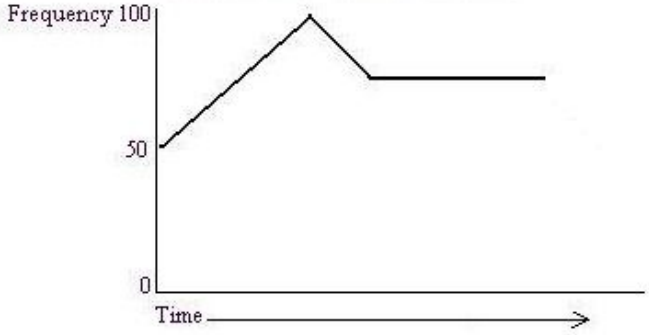


The value of ADS is added to the value of Frequency of a Filter parameter.

Frequency : 0 ADS Depth : +100

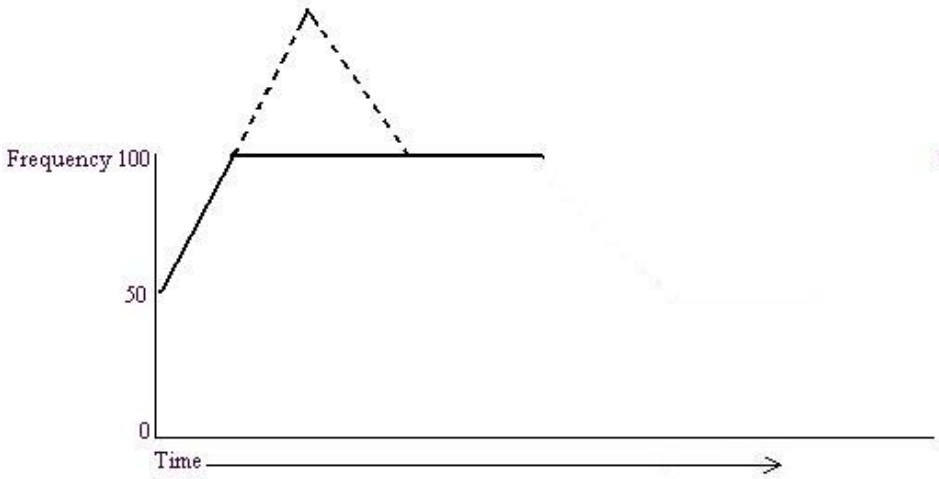


Frequency : 50 ADS Depth : +50

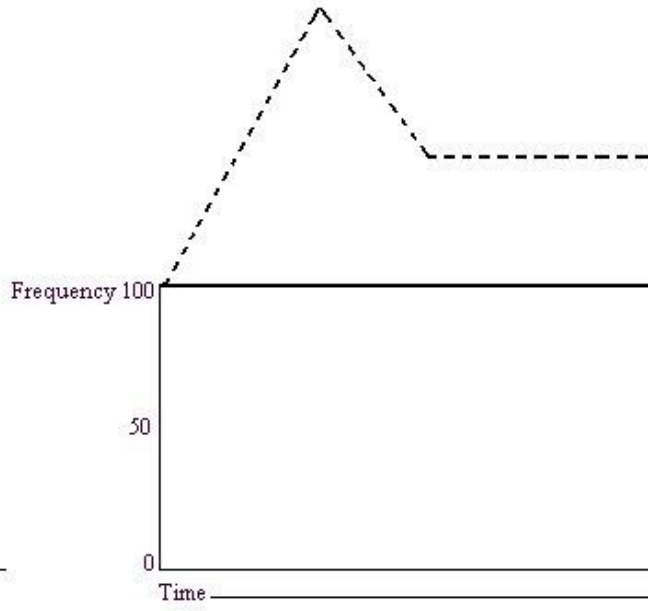


When the result of addition is 100 or more, it is the same as 100.

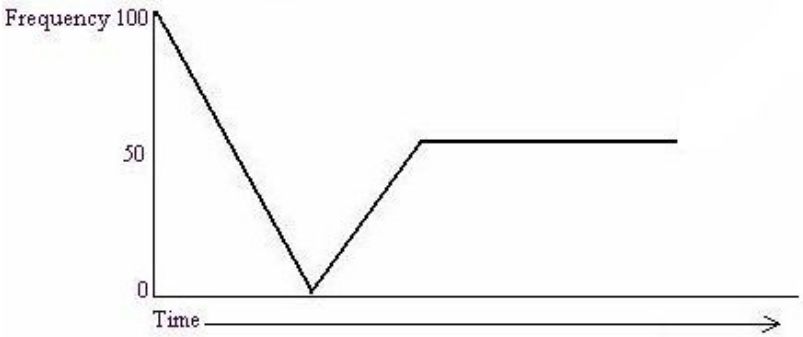
Frequency : 50 ADS Depth : +100



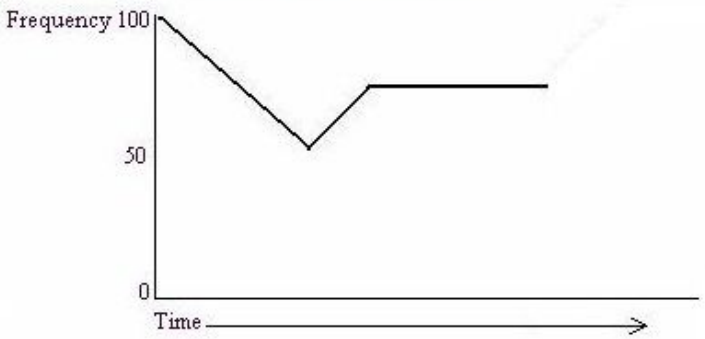
Frequency : 100 ADS Depth : +100



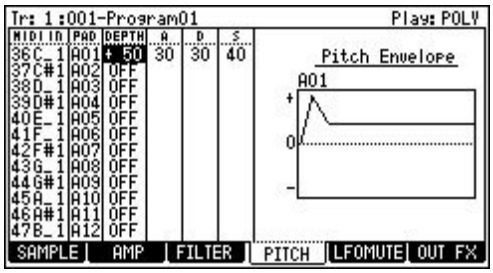
Frequency : 100 ADS Depth : -100



Frequency : 100 ADS Depth : -50



PITCH



MIDI IN:	MIDI NOTE 36-99 is A01-D16 of a pad. (This setup cannot be changed.) MIDI NOTE 24-35 in case a program is DRUM is converted to NOTE 88-99. Therefore, when NOTE 24 is received, the sample currently assigned to NOTE 88 (PAD D05) is pronounced.

Note: When DEPTH is OFF, ADS does not work.

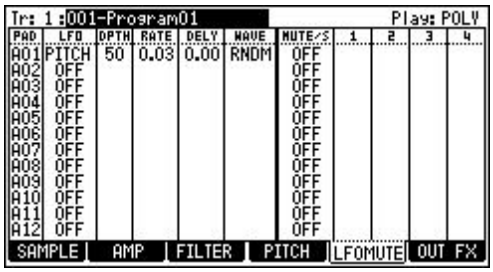
DEPTH : +/- 120 = +/- 1200 cent (1 octave) TUNE changes.

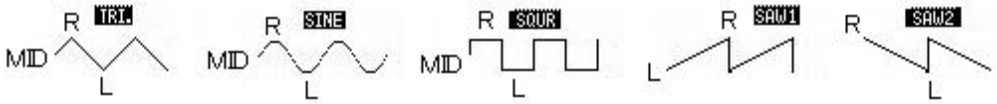
A---(Attack) Time until reaching the value of NOTO ON to DPTH is set.

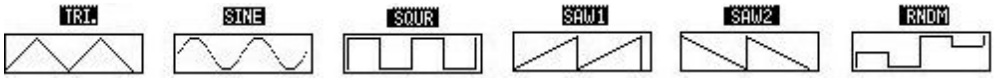
D---(Decay) Time until it reaches a value set by "Sustain" from the value of "DPTH" which reached by "Attack" is set.

S---(Sustain) The end point of Decay is set.

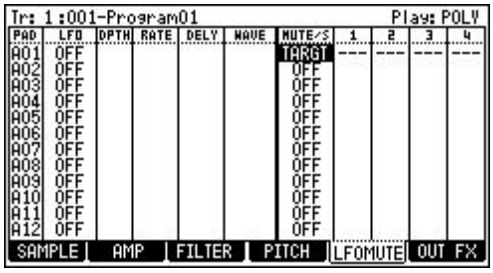
LFO (The effect of a vibrato or a tremolo is given to the sound of a sample.)



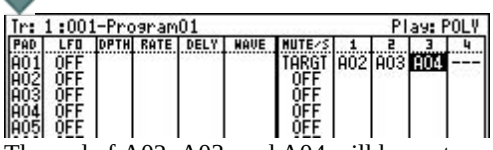
LFO	PITCH	You can set this value (DPTH) to change the pitch of the sample.(Vibrate effect). The lower this value, the less pitch variation you will get, and vice versa the higher this value, the more pitch variation.
	FILTR	You can set this value (DPTH) to change the filter of the sample. (WOW effect) The lower this value, the less the WOW becomes, and vice verse. When FILTER is OFF in F3 (FILITER), it works as Frequency 80 Resonance 90. The value is referred to when FILITER is set by F3 (FILITER).
	LEVEL	You can set this value (DPTH) to change the level of a sample. (Tremolo effect) The lower this value, the less tremoro effect, the larger the value, the more tremoto effect.
	PAN	Pan changes according to a waveform. DPTH = 100 It changes to R50-L50. DPTH = 50 It changes to R25-L25. 

DPTH	Quantity with an effective effect of the parameter selected
RATE	You can set the cycle (speed) of the LFO. (0.12 - 9.00) This setting value is based on the Beat and Tick. The cycle (speed) will be changed with the tempo of the sequence.
DELY	You can set the delay time (the time before starting the LFO) with the Beat and the Tick. For example, if you wish to start the LFO after two beat from starting from the point of triggering a sample, set it to "2.00".
WAVE	Please select the wave of LFO. 

MUTE(When the sample of a certain pad is during playback, it is a function which stops playback of the sample which hit another pad and was sounding before.)

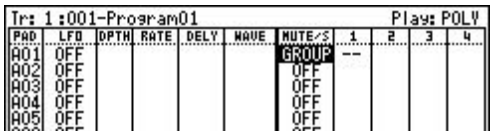


Please select "TARGT" in the column of MUTE/S.
Next, please choose the pad which you want to mute in the column of a number.

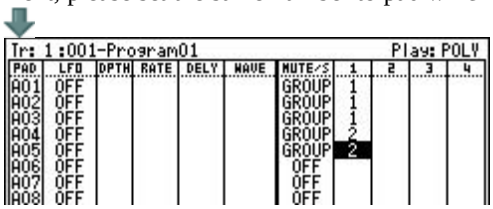


The pad of A02, A03, and A04 will be mute, when in the set of the above figure a pad A01 is hit or the event of A01 is played back.

The pads set to the same number in the column of "1" will not be played at the same time.

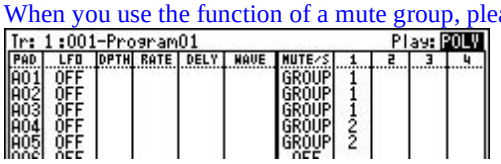


Please select "GROUP" in the column of MUTE/S.
Next, please set the same number to pad which you do not want to play back together in the column of "1."

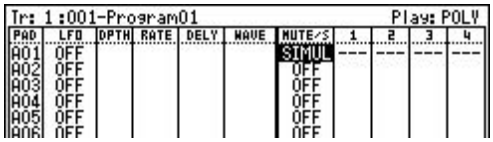


In the case of a setup of the above figure
If a pad A01 is hit or the event of A01 is played back, the playback of the sample of A02 and A03 assigned to the pad of the same group number will be stopped.
If a pad A02 is hit or the event of A02 is played back, the playback of the sample of A01 and A03 assigned to the pad of the same group number will be stopped.
If a pad A03 is hit or the event of A03 is played back, the playback of the sample of A01 and A02 assigned to the pad of the same group number will be stopped.
If a pad A04 is hit or the event of A04 is played back, the playback of the sample of A05 assigned to the pad of the same group number will be stopped.
If a pad A05 is hit or the event of A05 is played back, the playback of the sample of A04 assigned to the pad of the same group number will be stopped.

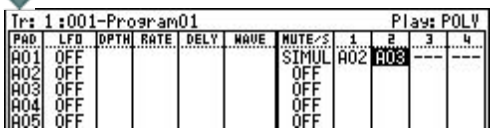
Note
When you use the function of a mute group, please set the Play field to POLY.



SIMUL (Simul Pad)
It is a function used to pronounce two or more pads simultaneously.



Please select "SIMUL" in the column of MUTE/S.
Please choose the pad which you want to pronounce simultaneously in the column of "1"-"4."



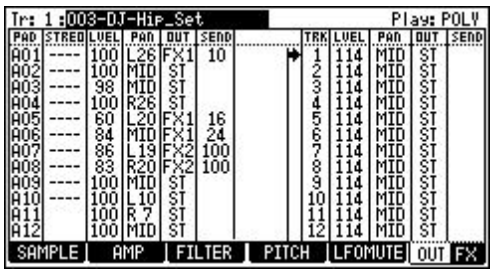
In a setup of the above figure, if a pad A01 is hit, the sound of a pad A02 and a pad A03 will also be pronounced simultaneously.

Recording	Even if it hit a pad A01, a pad A02 and a pad A03 are not recorded as an event.
Playback	If the event of the pad A01 currently recorded is played, a pad A02 and a pad A03 will also be pronounced.

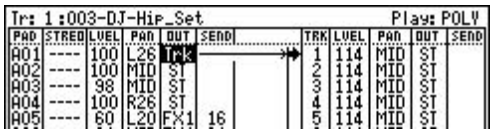
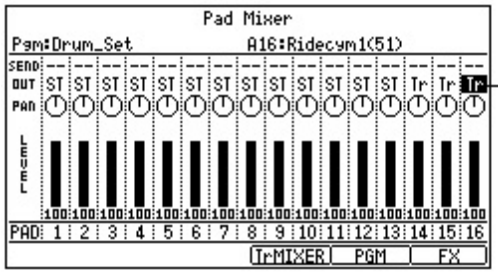
Notes
A pattern is not played back when the pad with which the pattern is set up in pad mode is set to the column of "1"-"4."
In this case, the sample assigned to the pad is played back.
A simul pad does not work to MIDI NOTE.

OUT FX

The output destination of a sample, the effect to be used, etc. are set up.

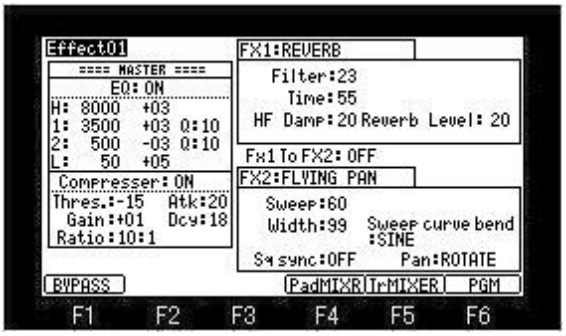


Note: The sequence memorizes the setups (value of parameters) of the track mixer.

STREO:	The sample of a stereo can be switched to a mono. Mono of only L or R and mono of L+R can be select. The number of the voice used even if it switches to mono is the same.
LVEL:	Please set an output level.
PAN:	Please set the value of PAN. The value of pan of the pad and track is mixed. For example, the value of the pan of a track is R50. The value of pan of a pad is set to MID when the value of pan of a pad is L50.
OUT:	Please set the output destination. ST is outputted to STEREO OUT. 1-4 is outputted to ASSIGNABLE MIX OUT. (in the case of MPC1000) 1-8 is outputted to ASSIGNABLE MIX OUT. (in the case of MPC2500) FX1: The effect selected by FX1 is applied. FX2: The effect selected by FX2 is applied.  The setting of the track mixer will be referred to for OUT when "Trk" is set. [MODE]+PAD8(MIXER)  The setting of the track mixer will be referred to for OUT when "Tr" is set.
SEND:	Please set the amount that an effect is applied to. (It can set, only when REVERB or DELAY is select with the effect.)

Notes
A sequence memorizes a setup of a truck mixer.
Therefore, if a setup of a truck mixer is changed, please save a sequence.

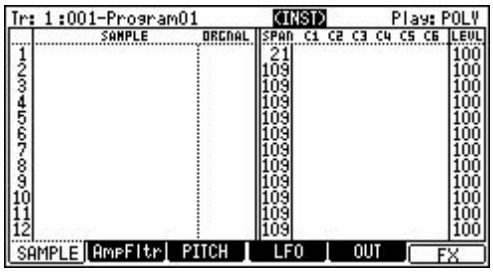
FX

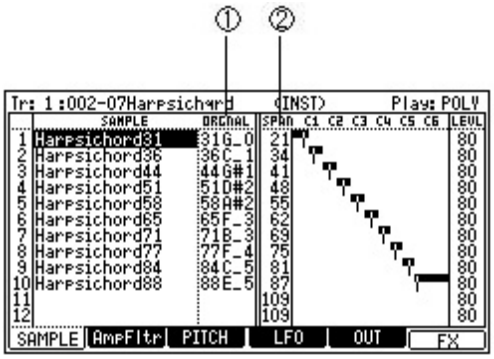


MASTER EQ	The equalizer of a master is applied when it is ON.
MASTER Compresser	The compressor of a master is applied when it is ON.
FX1,FX2	Please select the effect to be used.

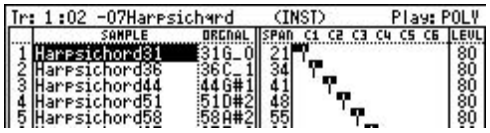
SAMPLE (INST)

■ It is a program mode of the type that shares one sample by two or more consecutive note numbers, applies the musical scale, and performs.





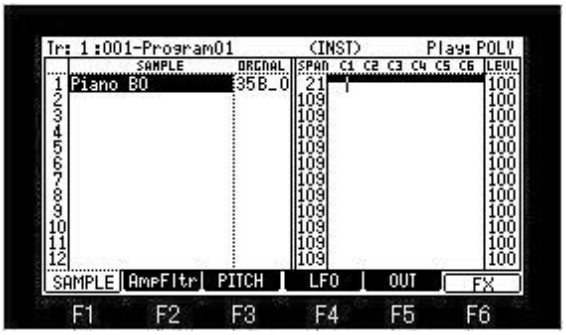
1	Original key of a sample
2	Range of the musical scale which a sample uses



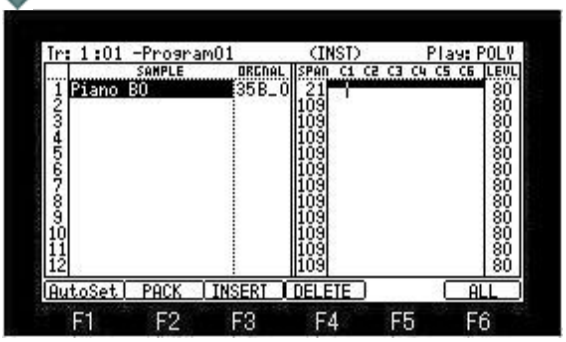
Please set the range of the musical scale which the original key (note) of a sample and a sample and a sample use. (Value of LOW is set)
In the case of the above figure, sample"Harpsichord31" is used for the musical scale to 21-33 of notes.
Sample"Harpsichord36" is used for the musical scale to 34-40 of notes.
Sample"Harpsichord44" is used for the musical scale to 41-47 of notes.

Auto set
The sample which finishes with the note number or note name of the sample can perform the above-mentioned setup automatically.
The following is an example in case a note is a sample of D0.
As for all the following samples, a note is recognized as a sample of D0.
Piano26.wav
Piano 26.wav
Piano_26.wav
PianoD0.wav
Pianod0.wav
Piano D0.wav
Piano d0.wav
Piano_D0.wav
Piano_d0.wav

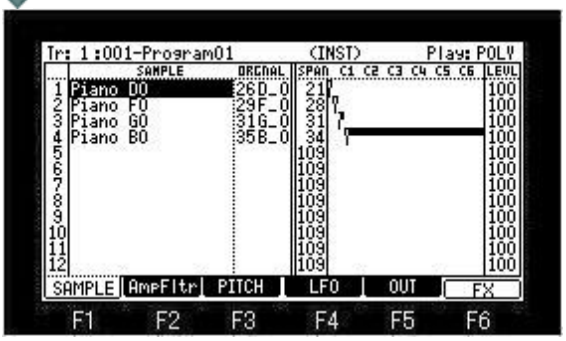
For example, it is assumed that the sample of the following note names was loaded to MPC.
Piano D0
Piano F0
Piano G0
Piano B0



Please set arbitrary samples in the column of SAMPLE.
If [SHIFT]+F1(AutoSet) button is pressed in this state, it will become as it is shown in the following figure.

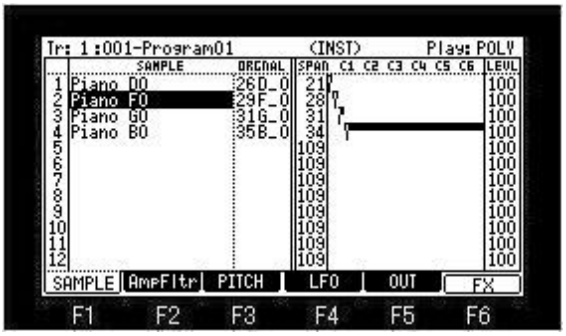


[SHIFT]+F1(AutoSet) button is pressed.

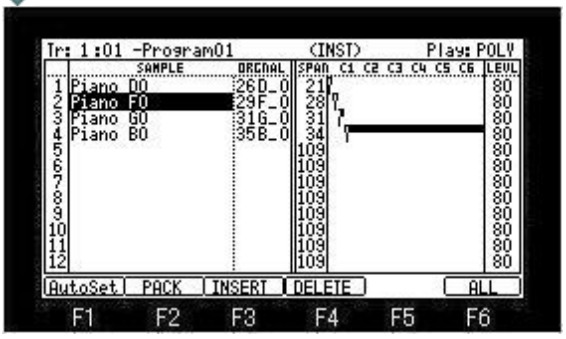


The sample of the same sample name is searched.
A sample is arranged in order of a note and the range is set automatically.

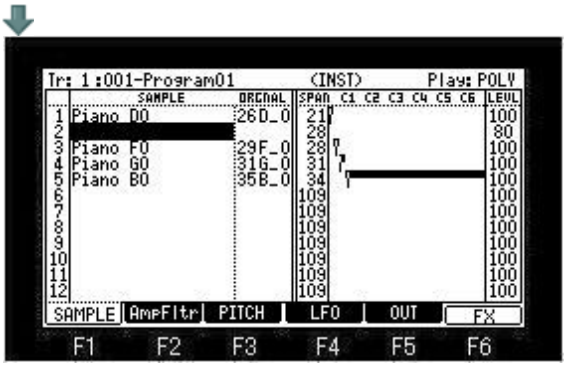
INSERT



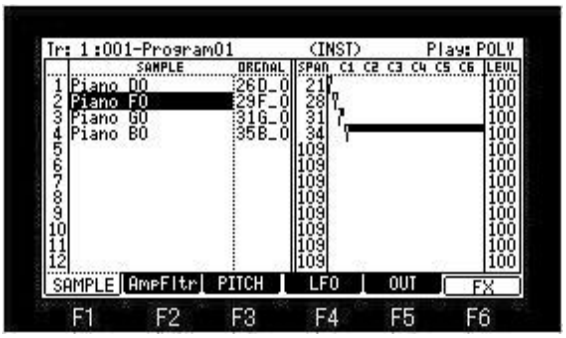
A space will be inserted in the position of cursor if [SHIFT]+F3 (INSERT) button is pressed in this state.



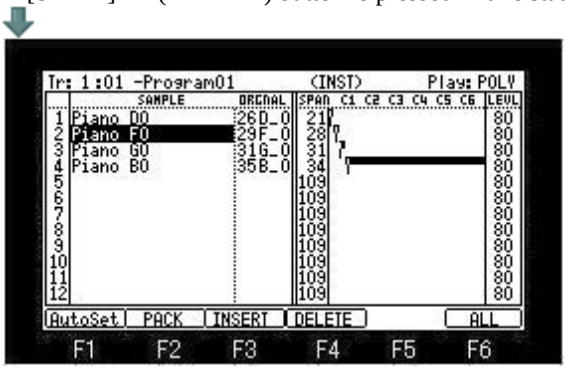
[SHIFT]+F3(INSERT) button is pressed.



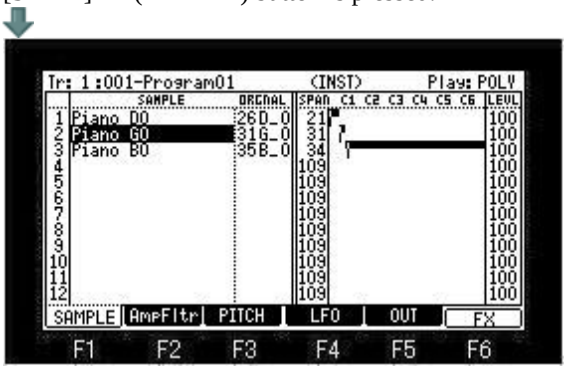
DELETE



If [SHIFT]+F4(DELETE) button is pressed in this state, the sample of the position of cursor will be deleted.

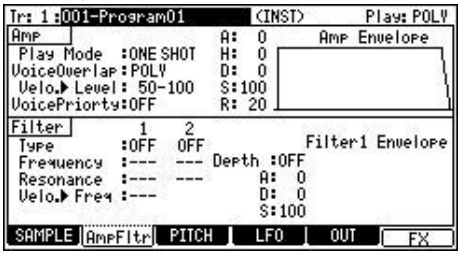


[SHIFT]+F4(DELETE) button is pressed.



The sample of the cursor position is deleted, and the following samples will be automatically moved forward.

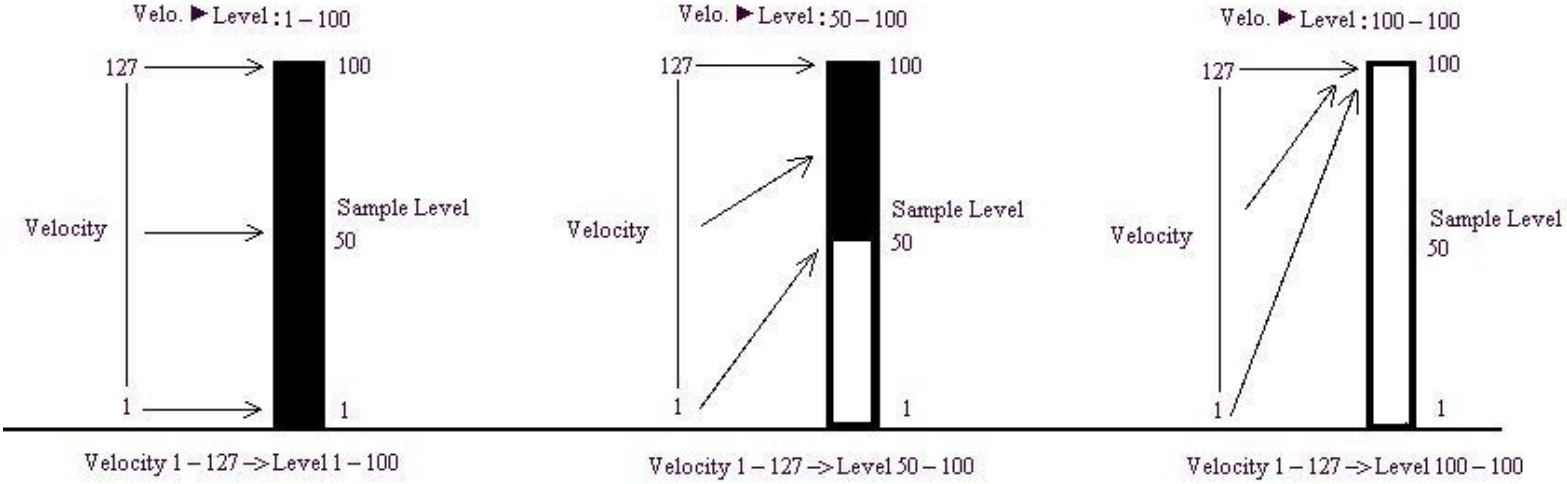
AMP, FILTER



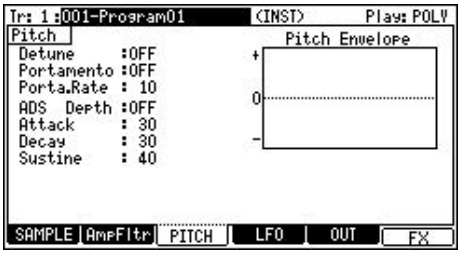
Play Mode	ONE SHOT	The MPC plays the sample until the end regardless of how long you hold the pad or keyboard.
	NOTE ON	The MPC plays the sample only while you hold the pad or keyboard.
VoiceOverlap	It opts for the behavior when pronouncing the same note during a release.	
	POLY	The sound during release pronounces a new note, without erasing.
	MONO	The sound during release is erased and pronounces a new note.
VoicePriorty	If this parameter is turned ON, even if voices run short, the sound of this program will not be interrupted.	

Velo.▶Level

The curve of volume against velocity is determined.
When this value is low, by a velocity, volume is wide range changes.
When this value is high, by a velocity, volume is narrow range changes.
When this value is 100, it always becomes the same as a velocity 127.



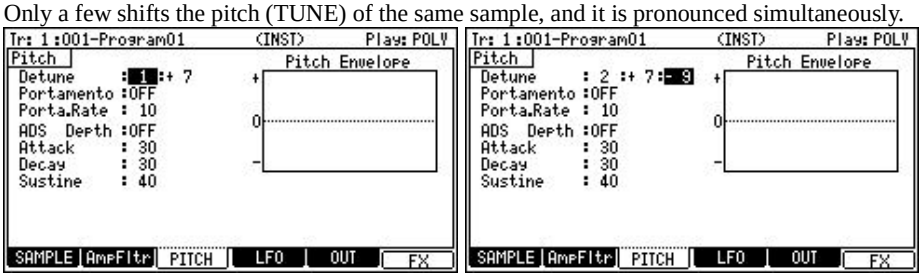
PITCH



ADS Depth : -/+ 120 = -/ + 1200 cent (1 octave) TUNE changes.

Detune

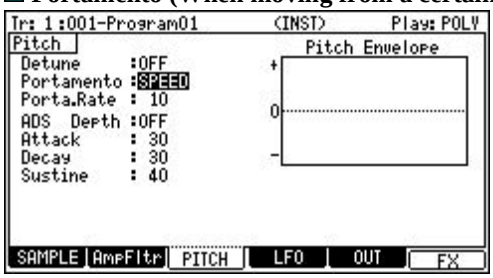
Only a few shifts the pitch (TUNE) of the same sample, and it is pronounced simultaneously.



The same sample is used when 1 is select. (2 voices are used. 4 voices are used when a sample is a stereo.)
When 2 is select, the two same samples are used. (3 voices are used. 6 voices are used when a sample is a stereo.)
The value of a pitch can be adjusted -/+50.

Notice
It cannot use simultaneously with Portamento.
When Portamento is set to ON, Portamento is turned OFF automatically.

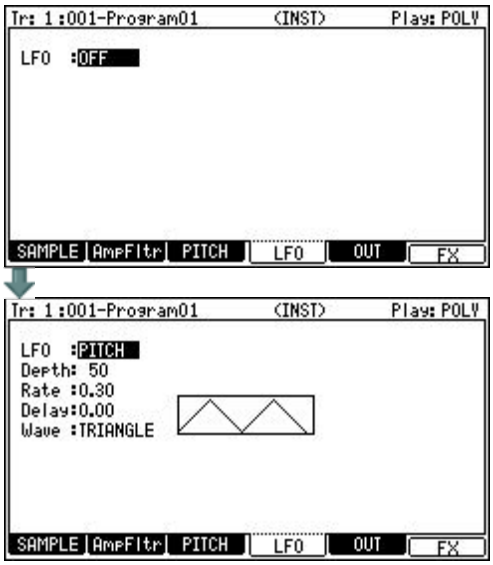
Portamento (When moving from a certain sound to another sound, it moves changing sound smoothly.)

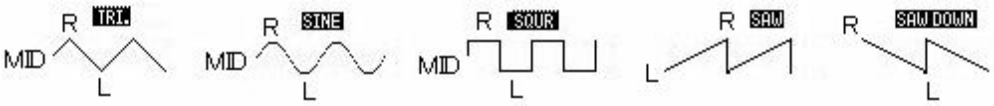


Portamento	OFF	The effect of Portamento is not applied.
	SPEED	The pitch will change at a fixed speed.
	TIME	The pitch change will occur over a fixed time.
Porta.Rate	Specifies the speed at which the pitch will change.	

Notice
It cannot use simultaneously with Detune.
When Detune is set to ON, Detune is turned OFF automatically.

LFO

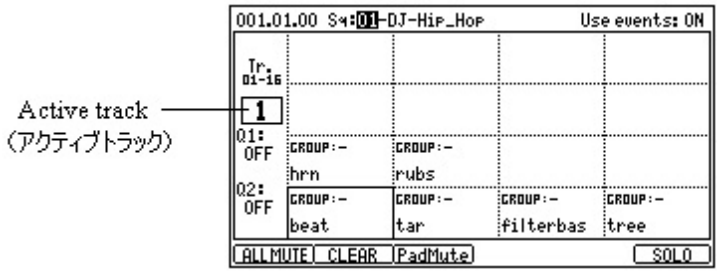


LFO	PITCH	You can set this value (DPTH) to change the pitch of the sample.(Vibrate effect). The lower this value, the less pitch variation you will get, and vice versa the higher this value, the more pitch variation.
	FILTER	You can set this value (DPTH) to change the filter of the sample. (WOW effect) The lower this value, the less the WOW becomes, and vice verse. When FILTER is OFF in F2 (AmpFltr), it works as Frequency 80 Resonance 90. The value is referred to when FILITER is set by F2 (AmpFltr).
	LEVEL	You can set this value (DPTH) to change the level of a sample. (Tremolo effect) The lower this value, the less tremoro effect, the larger the value, the more tremoto effect.
	PAN	Pan changes according to a waveform. DPTH = 100 It changes to R50-L50. DPTH = 50 It changes to R25-L25. 

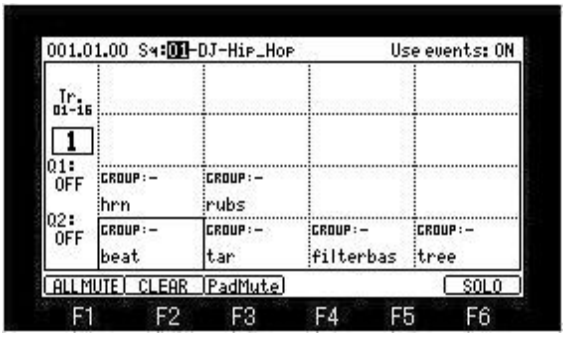
Depth	Quantity with an effective effect of the parameter selected
Rate	You can set the cycle (speed) of the LFO. (0.12 - 9.00) This setting value is based on the Beat and Tick. The cycle (speed) will be changed with the tempo of the sequence.
Delay	You can set the delay time (the time before starting the LFO) with the Beat and the Tick. For example, if you wish to start the LFO after two beat from starting from the point of triggering a sample, set it to "2.00".
Wave	Please select the wave of LFO. 

TRACK MUTE

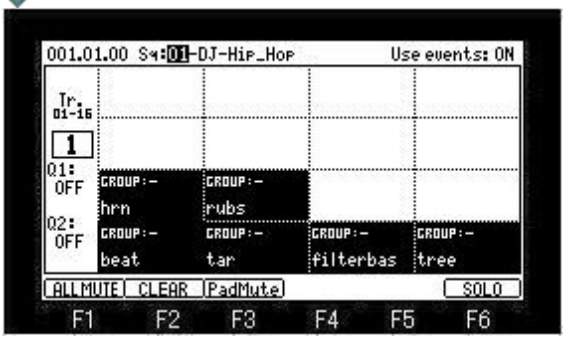
You can mute/unmute tracks in real time during playback by hitting the pads.



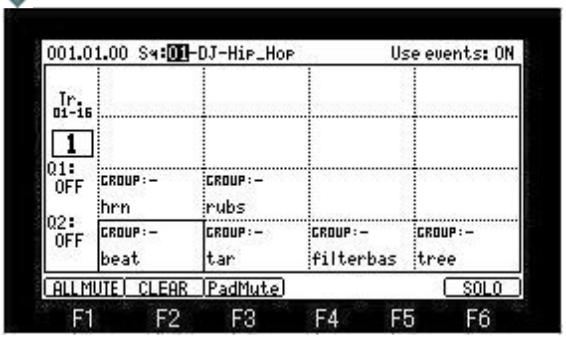
The pads are displayed according to the position of the pads.
The track list displays the first 9 letters of the track name.
You can display 1 to 64 tracks by switching pad banks.
An active track can be changed if pads is hit holding the [SHIFT] button.



If F1 (ALLMUTE) button is pressed, all the tracks will be mute.

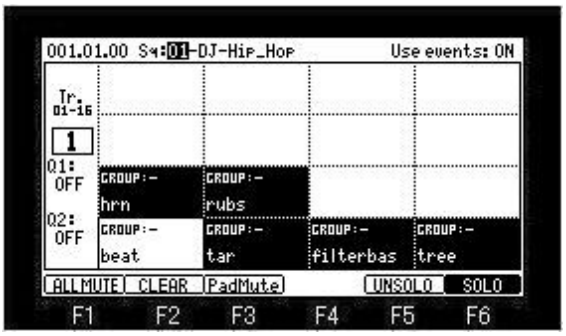


If F2 (CLEAR) button is pressed, all the tracks will be unmute.



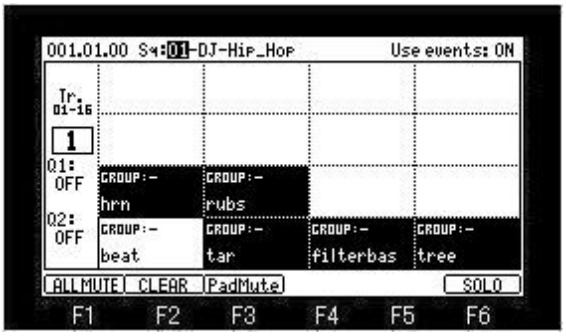
Hit the pad that corresponds to the track that you wish to play, while pressing the F6 (SOLO) button.
F6 (SOLO) will be highlighted and F5 (UNSOLO) will be displayed and MPC will play only the selected track while it mutes the other tracks.
You can switch the tracks to play, by hitting a pad.

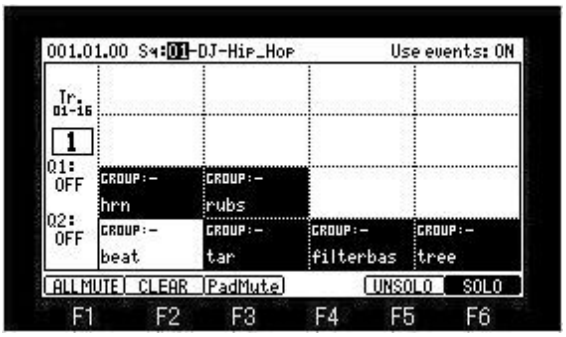
SCREEN 1



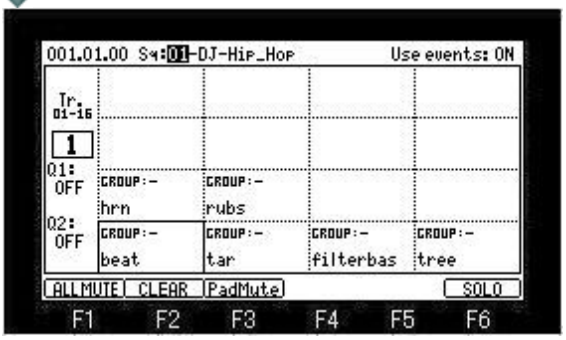
Solo mode will be canceled if F5 (UNSOLO) button is pressed.

SCREEN 2



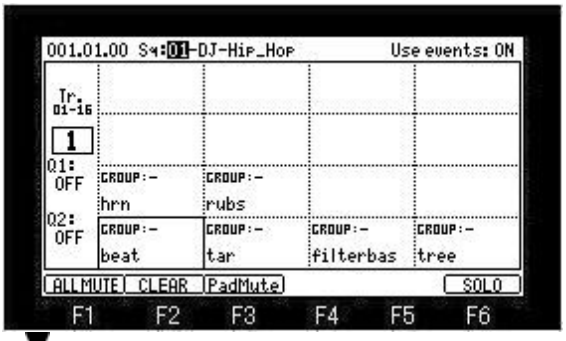


If F6 (SOLO) button is pressed in the state of Screen 1, it will return to the state before a solo mode is set to ON.

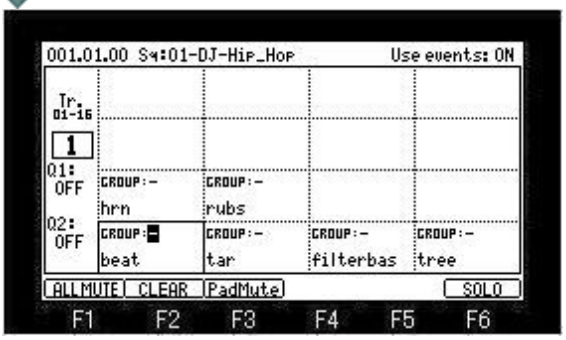


Track Mute Groups

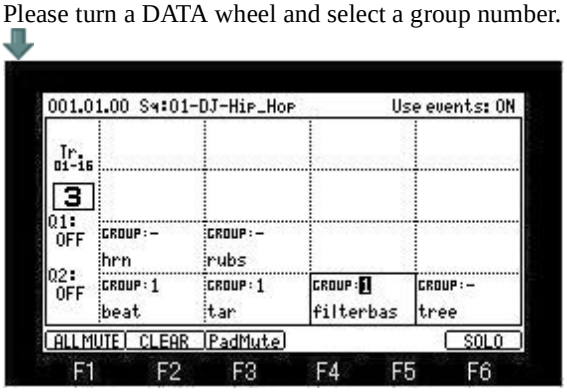
Pads can be grouped together, so hitting one pad will affect the other pads in the same group.



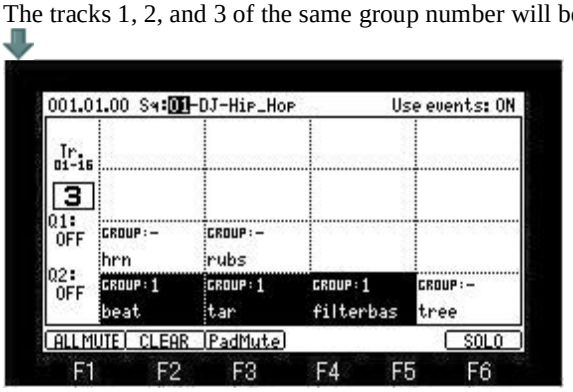
If ▼ cursor button is pressed, cursor will move to the group field. (If a [SHIFT] + ▲ cursor button is pressed, it will return to the sequence field)



Please turn a DATA wheel and select a group number.

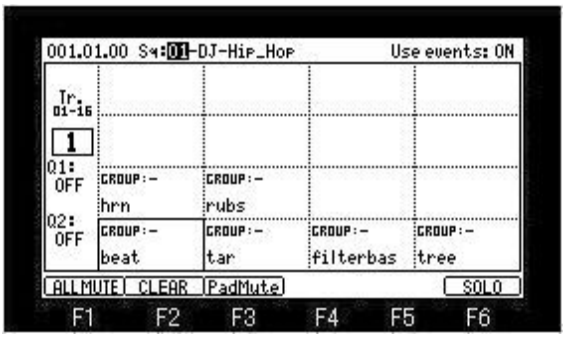


In the case of the set of the above figure
The tracks 1, 2, and 3 of the same group number will be muted together, when one of A01-A03 of a pad is pressed.

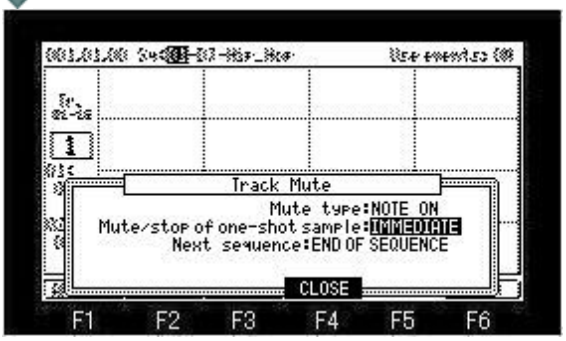


Note: 9 different mute groups can be created.

If you want to stop a sound immediately when the sample of a one shot is muted, please make a setup of a "Track Mute" window into IMMEDIATE.

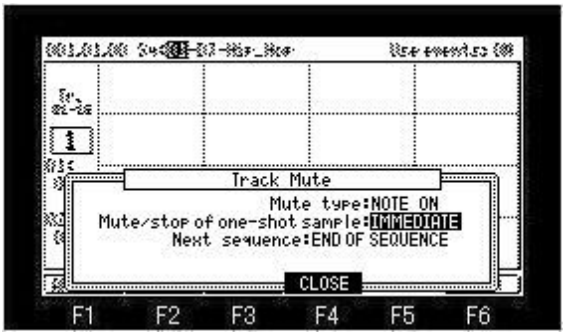


If the [WINDOW] button is pressed, the window of "Track Mute" will open.

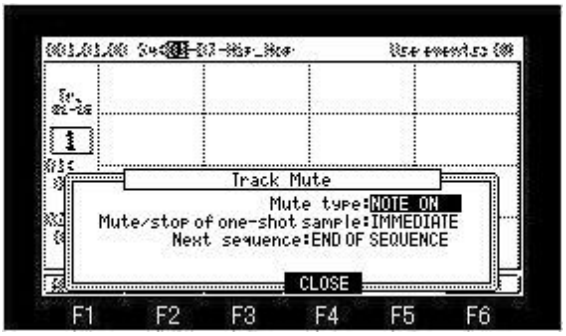


Please set "Mute/stop of one-shot sample" Field to IMMEDIATE.
THROUGH: One shot samples are always played until sample end.
IMMEDIATE: One shot samples are stopped immediately when pressing stop or muting the pad.

Mute type selection

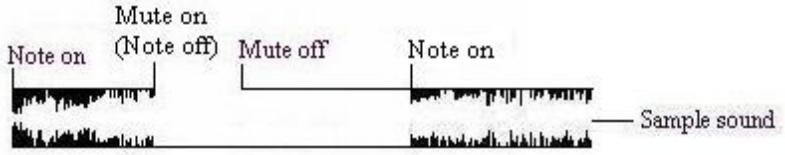


Mute/stop of one-shot sample=IMMEDIATE
At the time of this condition, the behavior when carrying out mute ON/OFF of the long sample can be changed by selection of MUTE TYPE.

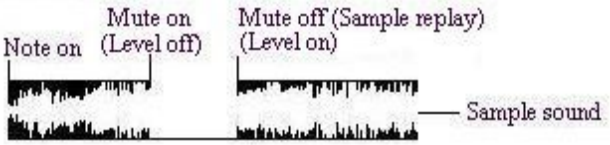


Please select the type of mute in the "Mute type" field.

NOTE ON
The note event of tracks is turned OFF and muted.
In this case, it is not pronounced until it receives note-on, even if it cancels mute.



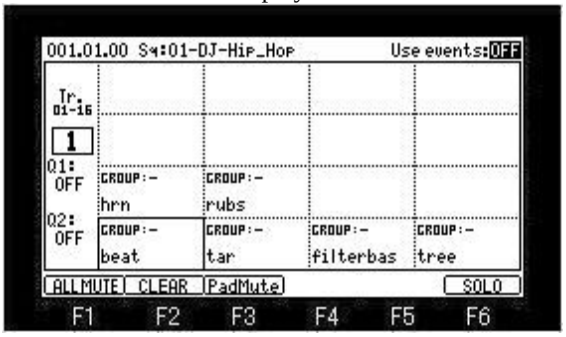
LEVEL
The level of a track is set to 0 (OFF) and muted.
In this case, even if it cancels mute immediately after mute, pronunciation is resumed to that timing.



Note
Level mute does not work to external MIDI.

Please set the "Use events" field to OFF to repeal the recorded track mute event.

In the case of OFF, Even if it play back the sequence on which the mute event is recorded,
a track mute event is not played back.

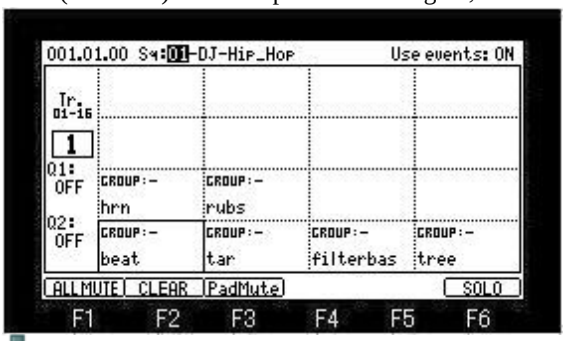


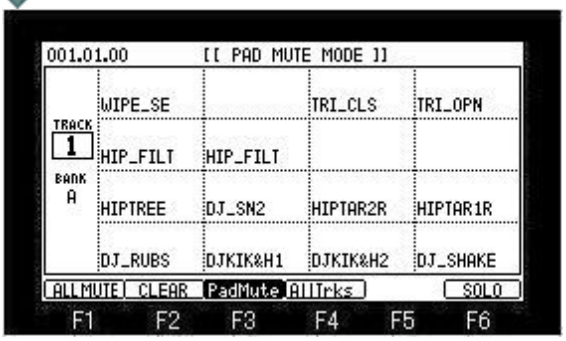
Notes
The Next sequence cannot be performed during recording of a track mute event.
The "UNDO" key does not work in track mute mode.

Pad Mute

Mute/unmute of pads can be performed by hitting pads.

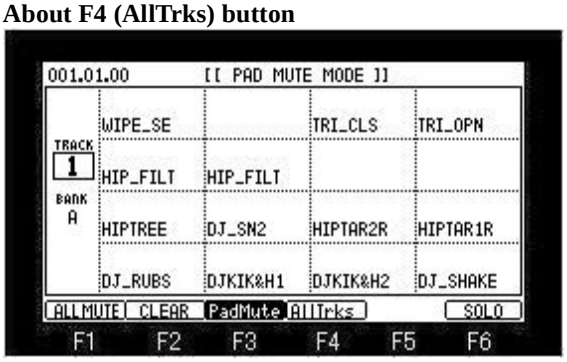
If F3 (PadMute) button is pressed, it will change to pad mute mode.
If F3 (PadMute) button is pressed once again, it will return to track mute mode.



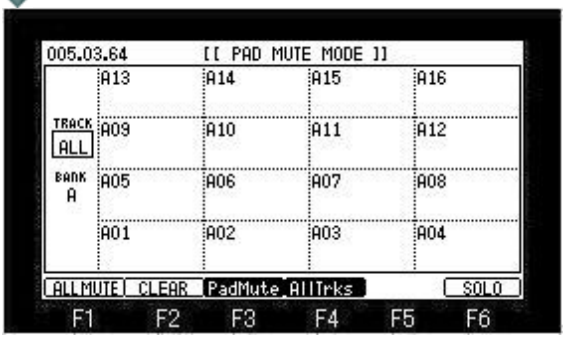


Sample name assigned to the pad is displayed in pad mute mode.
Displays the first 9 letters of the sample name.
The pads are displayed according to the position of the pads.
Usage is the same as track mute.

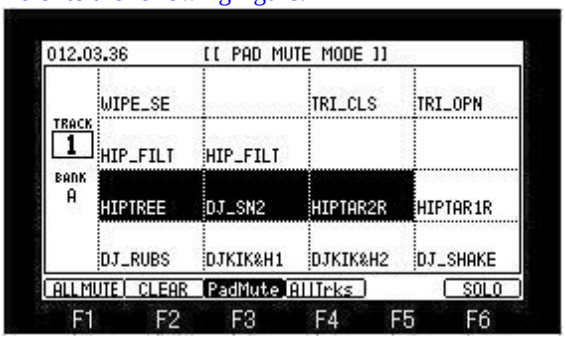
About F4 (AllTrks) button



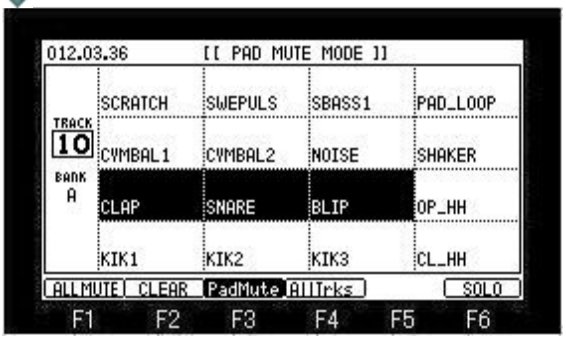
Usually, although it works only on an active track, if F4 (AllTrks) button is pressed, it will work on all the tracks.



Notes
Pad mute events cannot be recorded.
Mute type is only NOTE ON.
Even if Mute type is set as LEVEL, it works as NOTE ON.
Mute of a pad will be unmute if it returns to the mode of track mute.
When a track is changed, pad mute of the track before change is unmute.
Moreover, the present state is continued by pad mute of the changed track.
Refer to the following figure.



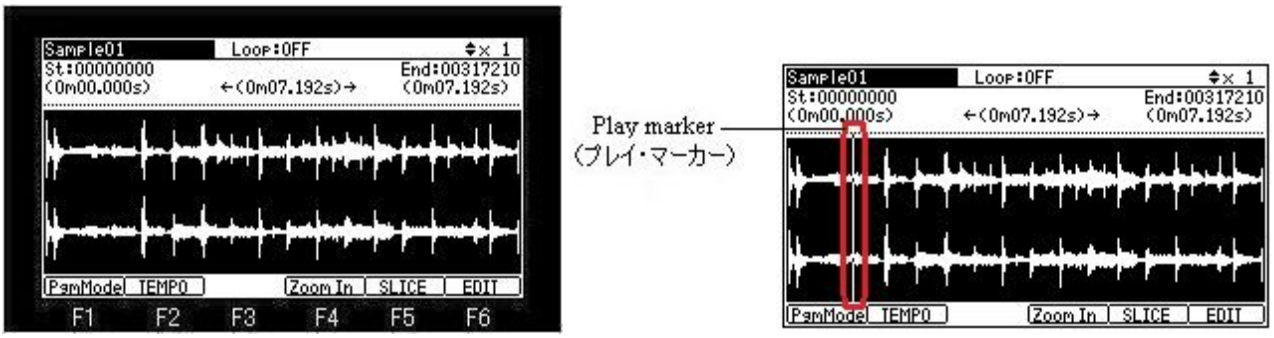
A track is changed in this state.

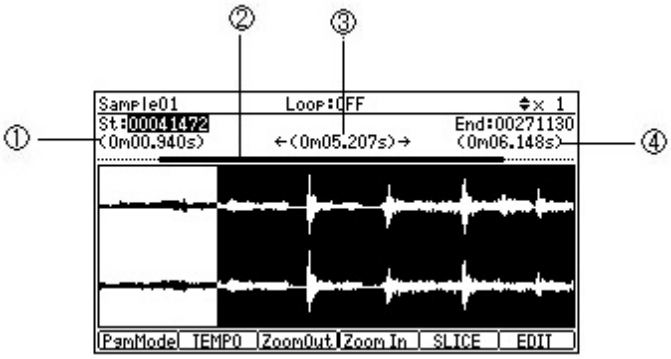


Mute of the PAD5, PAD6 and PAD7 of a track 1 is unmuteed.
Moreover, the mute state of PAD5, PAD6, and PAD7 is continued by pad mute of a track 10.

[MODE]+PAD6

Please adjust a start point and an end point if needed.
And please press F6 (EDIT) button and select an edit function.

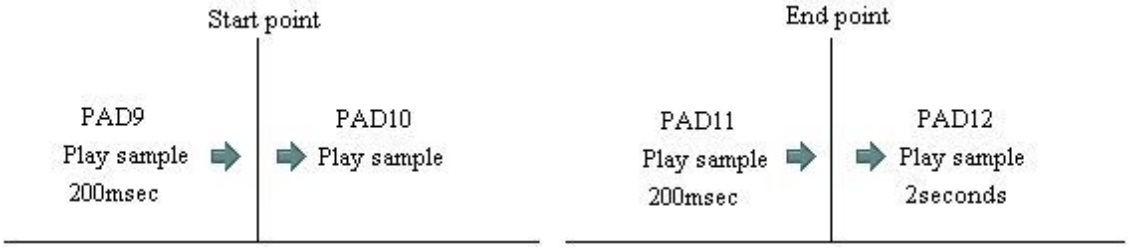




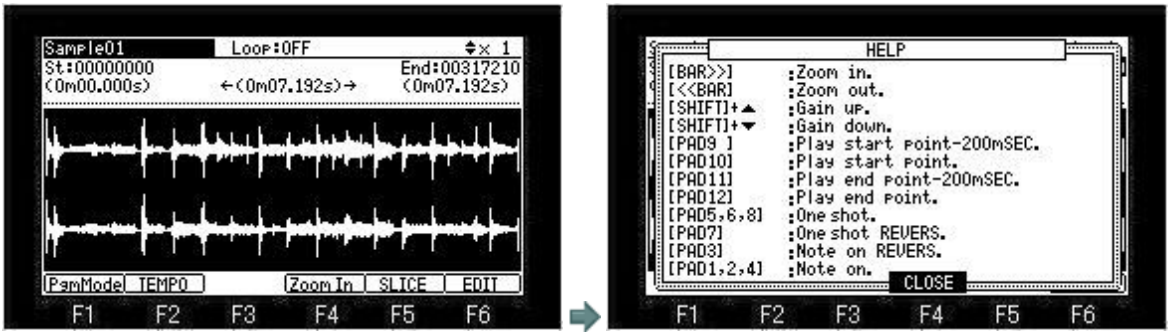
1	Time of a start point
2	It will be displayed if a waveform zoom in. Select range is displayed. (From a start point to an end point) When a loop is ON, the range of a loop is displayed. (From a loop point to an end point)
3	Time from a start point to an end point
4	Time of a end point

A play marker will be displayed if the audition of the sample for 3 seconds or more is carried out.
If < <BAR>> button is pressed, waveform zoom-in/out will be performed.
A gain will be expanded and displayed if [SHIFT] + ▲ or ▼ cursor button is pressed.

If PAD9-PAD12 is pressed, a sample will be played back as shown in the following figure.
Moreover, the range will blink only once.

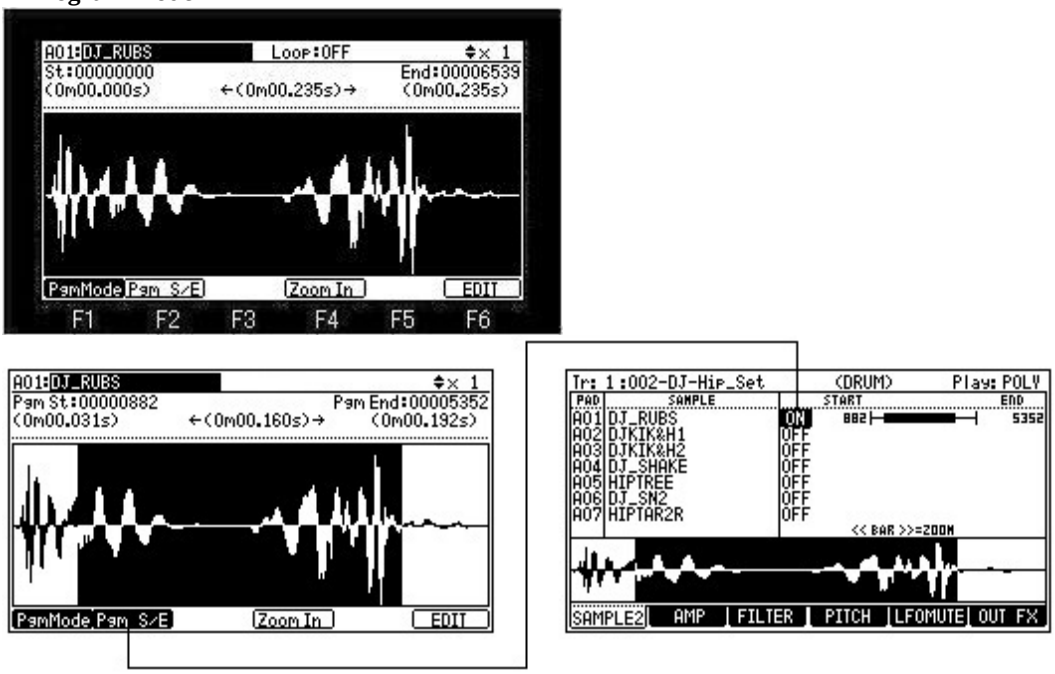


If PAD1-PAD4 is pressed, a sample will be playback by NOTE ON.
If PAD5-PAD8 is pressed, a sample will be playback by ONE SHOT.
A sample will be reverse-played back if PAD3 and PAD7 are pressed.
Moreover, a start point or an end point can be adjusted, carrying out audition, if a DATA wheel is turned pressing a PAD1-PAD4.
The range which will be played back if PAD14-PAD16 are pressed will blink only once.



If [SHIFT]+F6(HELP) button is pressed, the function currently assigned to the pad or the button will be displayed.

Program mode



If F1 (PgmMode) button is pressed, it will change to program mode, and the sound reflecting the value of the program is pronounced.
If each pad is hit, the sample currently assigned to the pad by the program will be displayed.
It will be reflected in a program if a sample is changed on this screen.

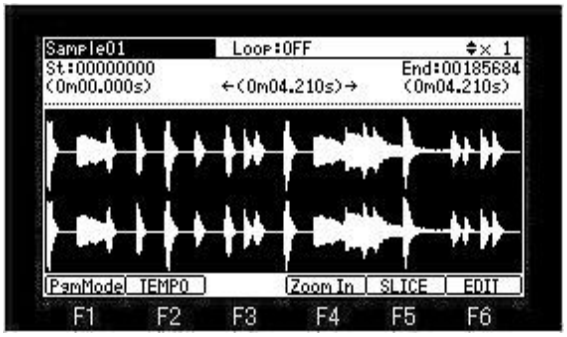
Notes

The sample of layers 2 and 3 is not displayed.

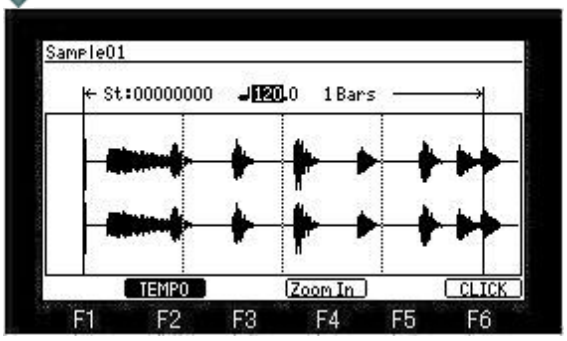
When the sample of ONE SHOT is made into Loop ON, and the value of R (Release) of AMP of program is small, a loop will stop immediately.

When the program of INST or the packed program is chosen, a program mode does not work. (Button of F1 is not displayed.)

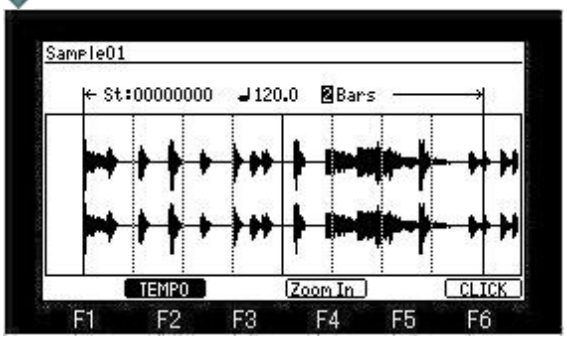
TEMPO



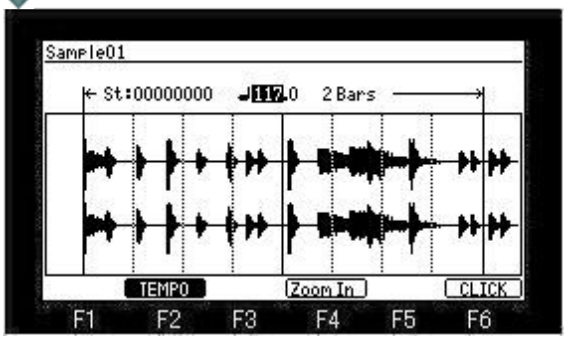
If F2 (TEMPO) button is pressed, it will change to the mode which detects the tempo of a phrase sample.



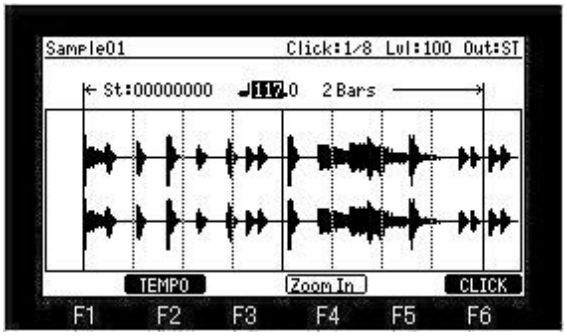
Please move cursor to the Bars field.
The length of the bars used in order to detect tempo is set. (1, 2, or 4 are chosen)



If the arbitrary pads of PAD5-PAD16 are hit, a sample will carry out loop playback within the set bars.
When PAD1-PAD4 are pressed, loop playback is carried out until a pad is released.
Please return cursor to the tempo field.

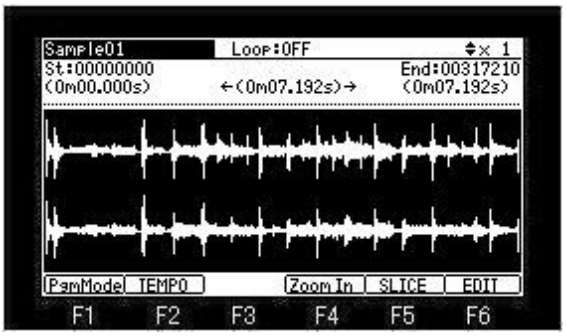


Please adjust tempo so that a loop is executed finely. (The end point of a loop changes by adjusting tempo)
The value of tempo in case a loop is carried out finely is the tempo of the sample.

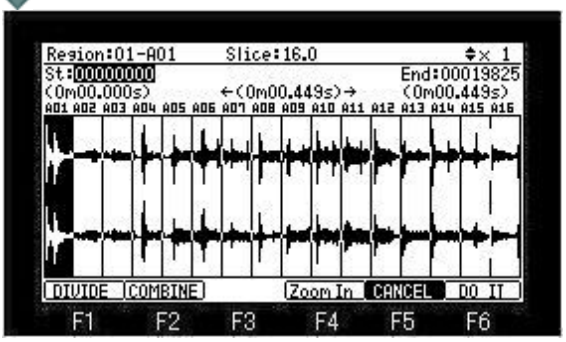


If F6 (CLICK) button is pressed, click sound will sound.

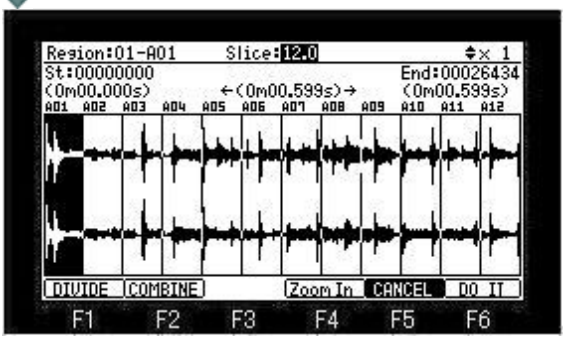
SLICE



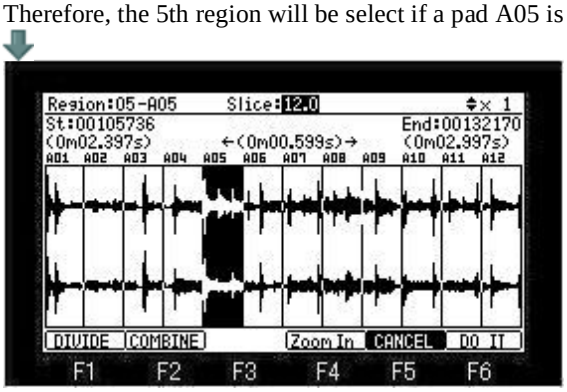
It will become the mode of SLICE if F5 (SLICE) button is pressed.



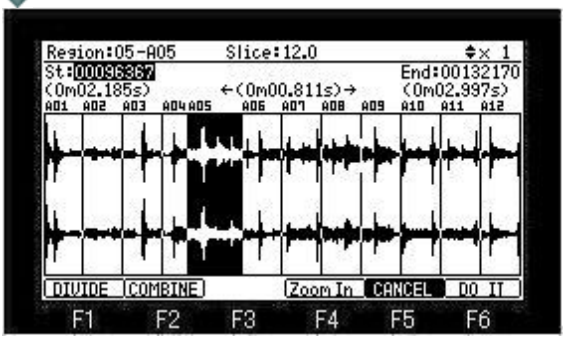
A sample is sliced to arbitrary 2-64, and each is made into another sample.
Please move cursor to the "Slice" field and set the number of slices.



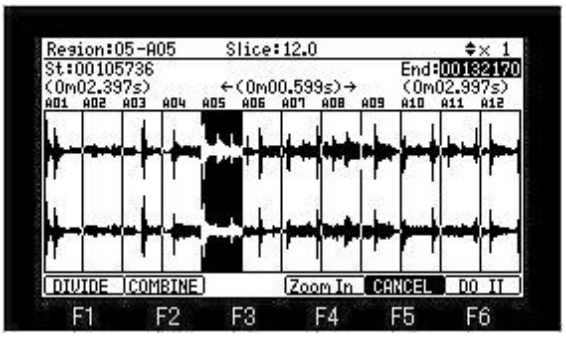
Each sliced region is assigned to A01-D16 of a pad by the number of slices.
It is assigned in order of a pad A01, A02, and A03 from a left end region.
Therefore, the 5th region will be select if a pad A05 is hit in the state of the above figure.



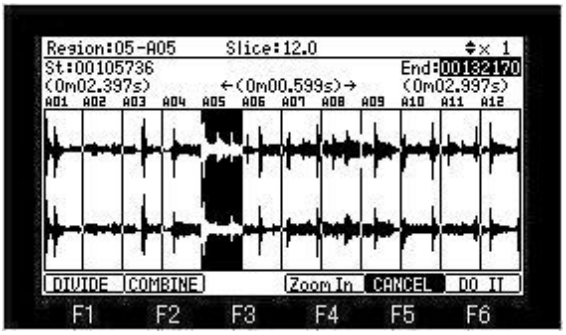
The start point of the region selected if cursor is moved to the "St" field and a DATA wheel is turned can be adjusted.
The end point of the region selected if cursor is moved to the "End" field and a DATA wheel is turned can be adjusted.



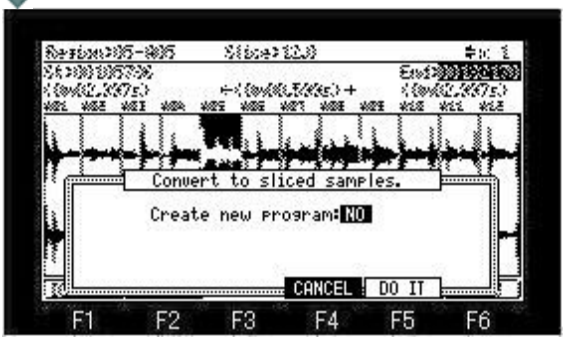
A start point cannot be set over the start point of the region of immediately the left.
Moreover, an end point cannot be set over the end point of the region of immediately the right.
The overlapping region cannot be set.
Therefore, if a start point is changed, the end point of the region of immediately the left will also be changed.
Moreover, if a end point is changed, the start point of the region of immediately the right will also be changed.

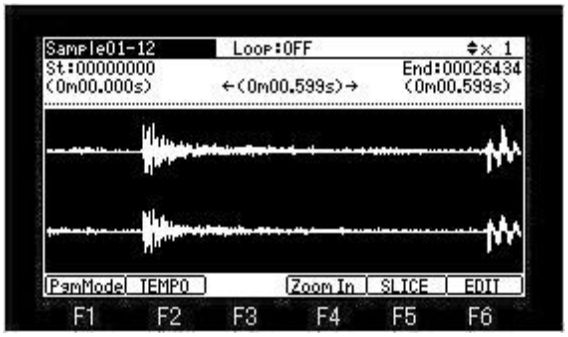


When cursor is in the "St" field, a left-hand side region can be selected with ◄ cursor button.
When cursor is in the "End" field, a right-hand side region can be selected with ► cursor button.

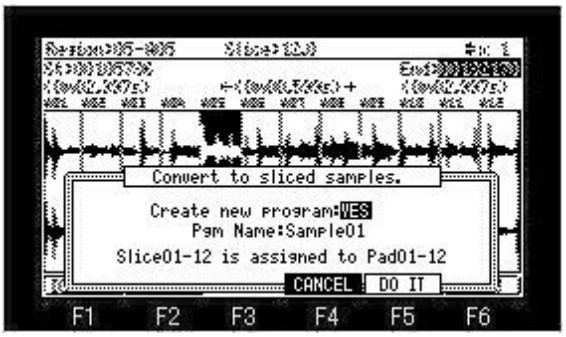


If F6 (DO IT) button is pushed, the window of "Convert to sliced samples" will open.

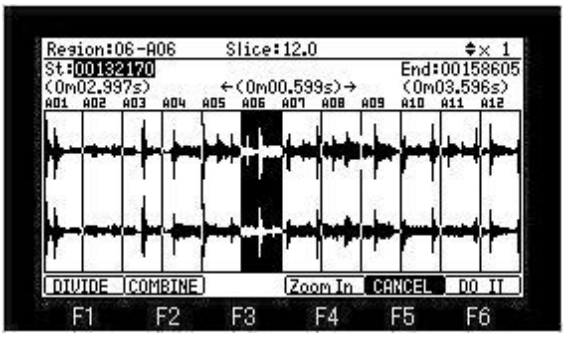


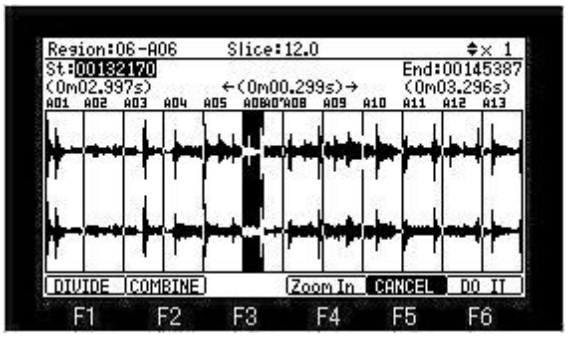


If F5 (DO IT) button is pressed, each which was divided on a slice point will be made into another sample.
In the case of the above figure, 12 samples from the Sample01-01 to Sample01-12 are created.

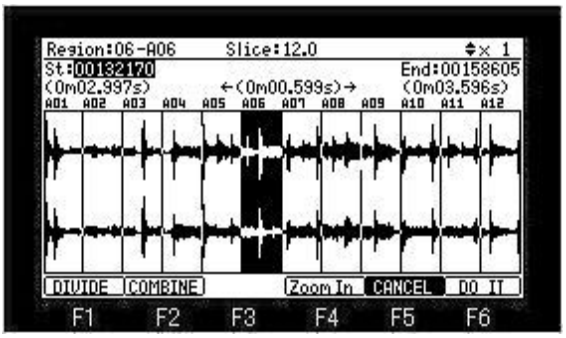


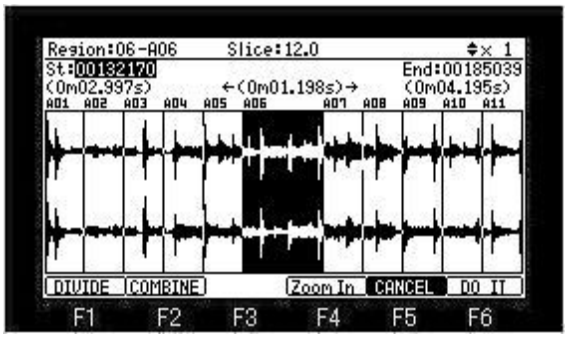
If the "Create new program" field is set to "YES" and F5 (DO IT) button is pressed, a new program will be created and the sliced sample will be assigned to pads.
In the case of the above figure, sample from the Sample01-01 to Sample01-12 is assigned to pads A01-A12.





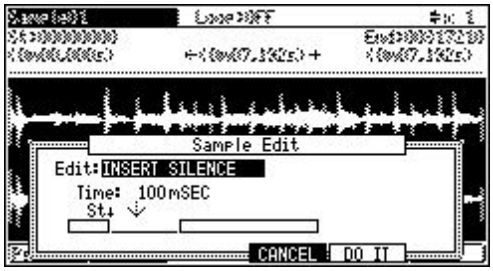
The region selected if F1 (DIVIDE) button is pressed will be divided into two.





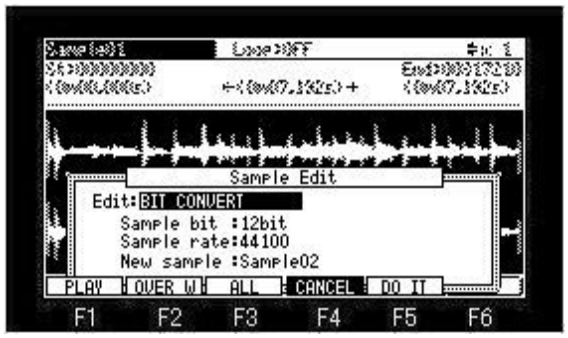
If F2 (COMBINE) button is pressed, the region chosen and the End side region will be combined.

INSERT SILENCE



The silence of the set time is inserted from a start point.
In the case of the above figure, the silence of 100mSEC is inserted from the start point.

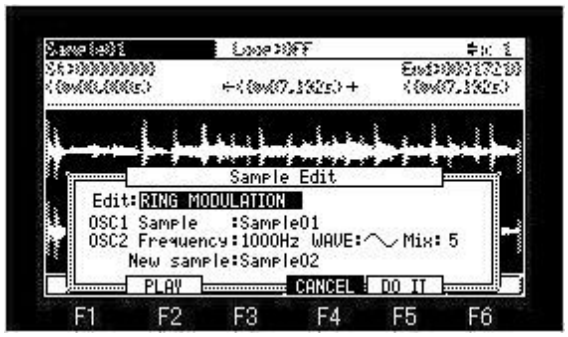
BIT CONVERT



A sample can be converting into the sound of 4-12 bits.
If F1(PLAY) button is pressed, the audition of the present set value can be performed.
If F2 (OVER W) button is pressed, an overwrite conversion will be carried out with the set value.
If F3 (ALL) button is pressed, the overwrite conversion of all the samples will be carried out with a set value.

Note: File size does not change after convert.

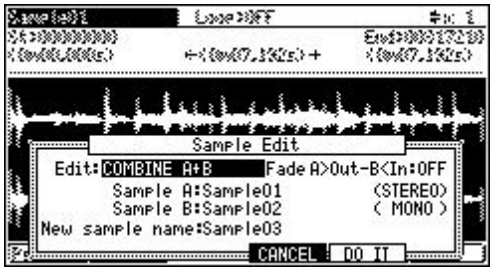
RING MODULATION



The output of 2 oscillators is mixed and a metallic sound is made.
If F2 (PLAY) button is pressed, the audition of the present set value can be performed.

Frequency:	100Hz-5000Hz
WAVE :	Sine, Square.
Mix:	1-10 The ratio to an original sound is set. An original sound becomes 90% when 1 is set. The sound for which the effect was adapted becomes 10%. When 10 is set, it becomes only the sound for which the effect was adapted.

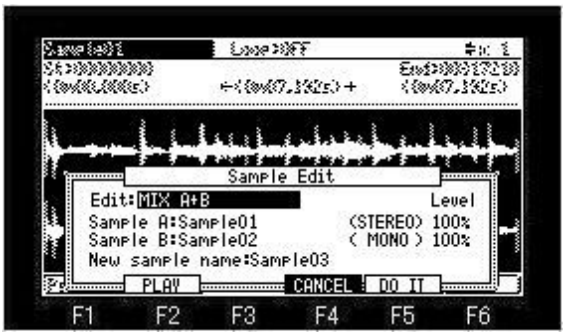
COMBINE



Two samples are combined.
When a noise is in joint, please set the "Fade A>Out-B<In" field to ON.

Note: When TUNE is set to the sample, it is set up with the value of Sample A.

MIX

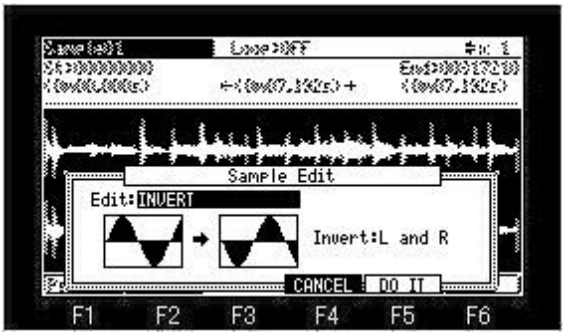


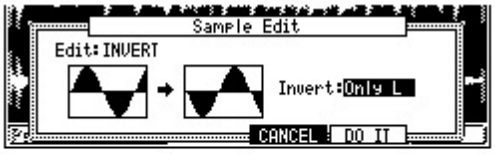
Two samples are mixed.
Please adjust LEVEL if needed.
If F2 (PLAY) button is pressed, the audition of the mixed sample can be performed.
The sample to which TUNE is set sounds by TUNE 00:00.
The sample of ON of a loop sounds by Loop OFF.

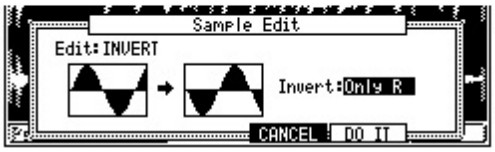
Notes

The sample to which TUNE is set is mixed as TUNE 00:00.
The sample of ON of a loop is mixed as OFF.
A Patched Phrase sample is unmixable.

INVERT

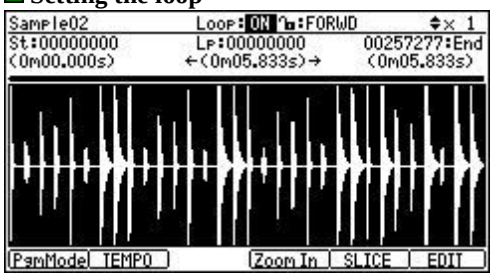




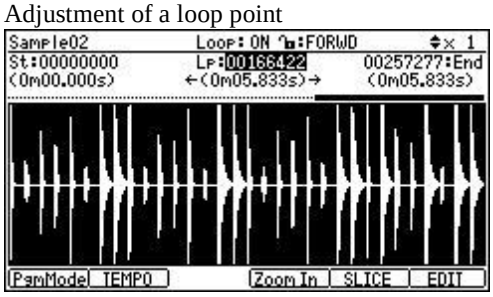


A waveform is inverted.

Setting the loop

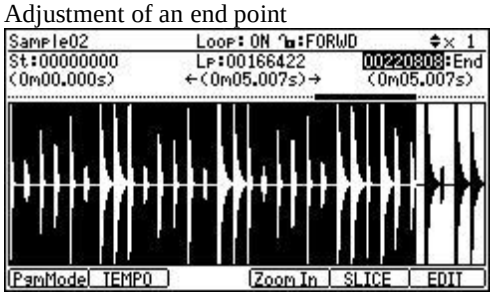


Please turn ON the Loop field.
Adjustment of a loop point

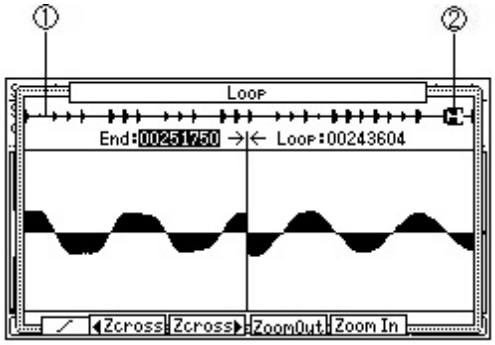


Please move cursor to the loop field and adjust a loop point.

Adjustment of an end point

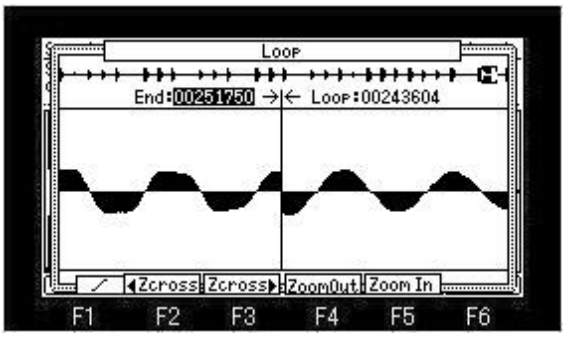


Please move cursor to Endfield and adjust an end point.



If the [WINDOW] button is pressed when a loop field is ON, the window of "Loop" will open.

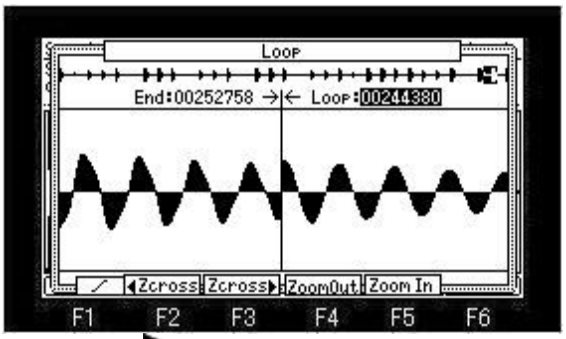
1	The whole waveform is displayed.
2	The loop range is shown.



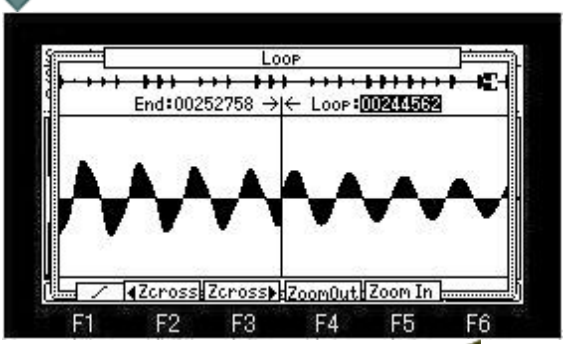
The left of screen is an end point and the right is a loop point.
Please turn and adjust a DATA wheel.
Level is expanded and displayed by ▲▼ cursor button.

Zero crossing point

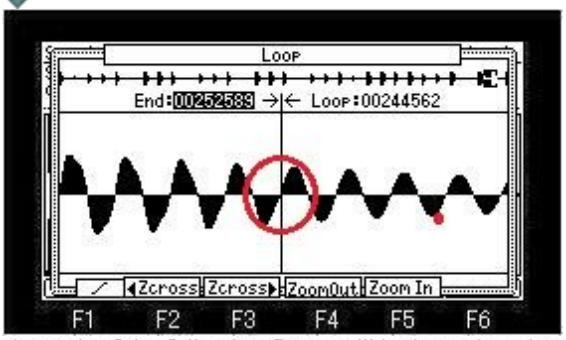
If F2 (◀ Zcross) button or F3 (Zcross ▶) button is pressed, it will be automatically set to a zero crossing point (wave-like amplitude is a point of 0).
If F2 (◀ Zcross) button is pressed, in search of the zero crossing point of the direction of the left, it will set automatically.
If F3 (Zcross ▶) button is pressed, in search of the zero crossing point of the direction of the right, it will set automatically.



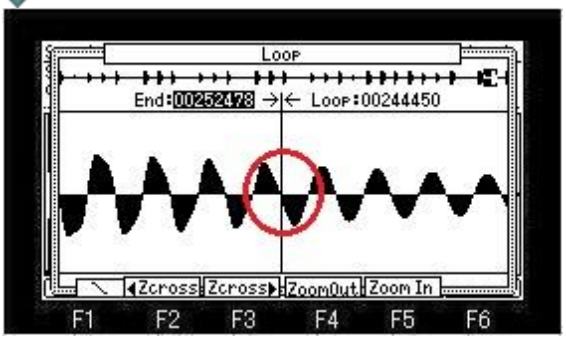
If F3 (Zcross ▶) button is pressed in the state of the above figure, a result of the following figure will be brought.



If cursor is moved to the End field and F2 (◀ Zcross) button is pressed, a result of the following figure will be brought.



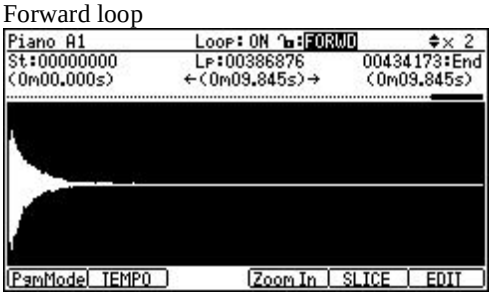
A result of the following figure will be brought, when F1 is changed into ⟍ and the above-mentioned operation is performed.



selecting Loop mode

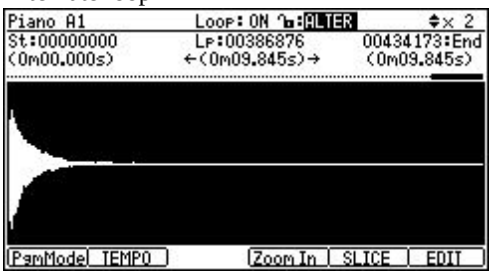
Please move cursor to the loop mode field and select by a DATA wheel.

Forward loop



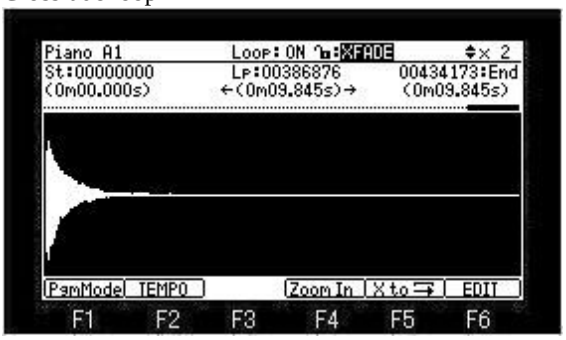
From a loop point to between end point, playback is repeated to forward direction.

Alternate loop



From a loop point to between end points, playback is repeated for a forward direction/reverse direction alternately.

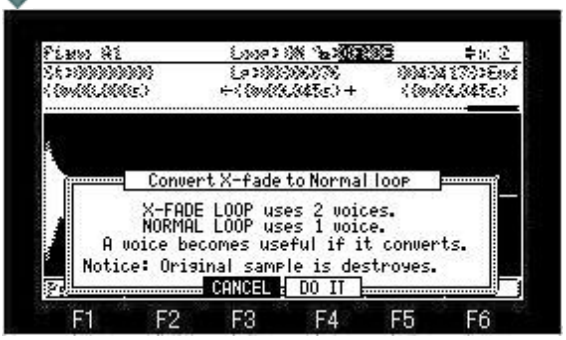
Crossfade loop



Crossfade loop. (Crossfade of a start and end of a loop is carried out.)

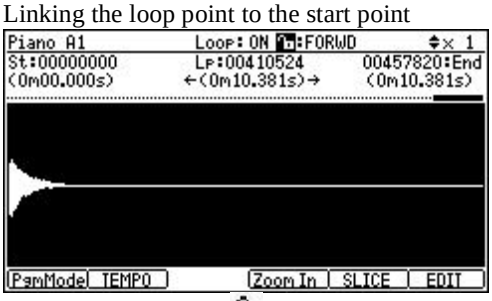
Note: The short loop of 100mSEC or less cannot carry out cross fade.

If F5 (X to) button is pushed, the window of "Convert X-fade to Normal loop" will open.

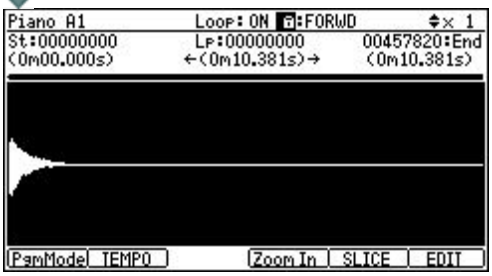


If F4 (DO IT) button is pressed, a cross fade loop will be converted to a normal loop (forward loop).
As for the sample of a cross fade loop, two voices are used. (As for a stereo sample, four voices are used)
A voice can be reduced to one by converting to a normal loop. (The stereo sample can reduce a voice to two)

Linking the loop point to the start point

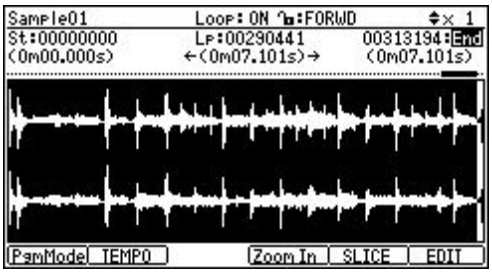


Please move cursor to field.
Turn the DATA wheel and set the field to (locked by the key).

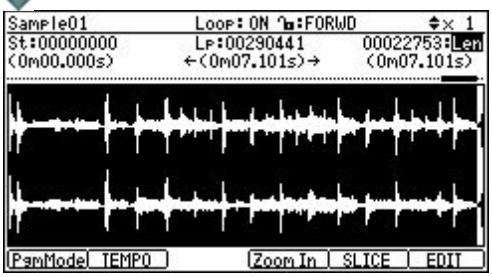


A loop point becomes the same value as a start point, and a start point will also be changed into the same value if a loop point is changed.
A loop point will also be changed into the same value if a start point is changed similarly.
Please reset to (unlocked by the key) to set a loop point and a start point separately.

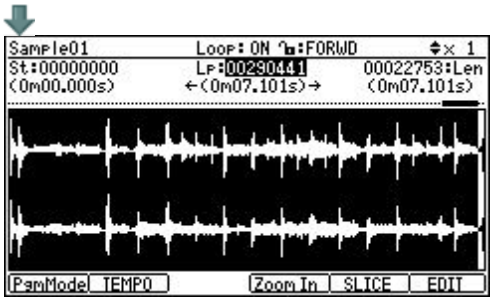
A loop point can be adjusted with the length of a loop held.



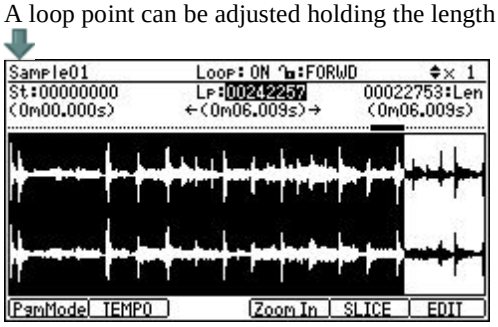
Please move cursor to the "End" field, turn a DATA wheel, and select "Len".

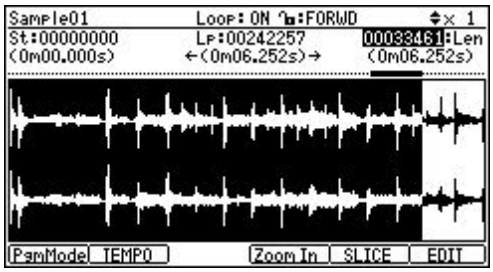


Please move cursor to the loop field.



A loop point can be adjusted holding the length of a loop, when the DATA wheel was turned.

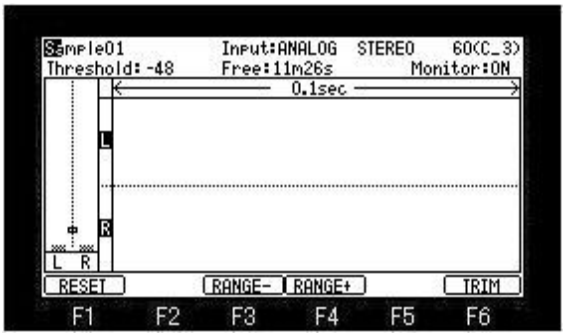


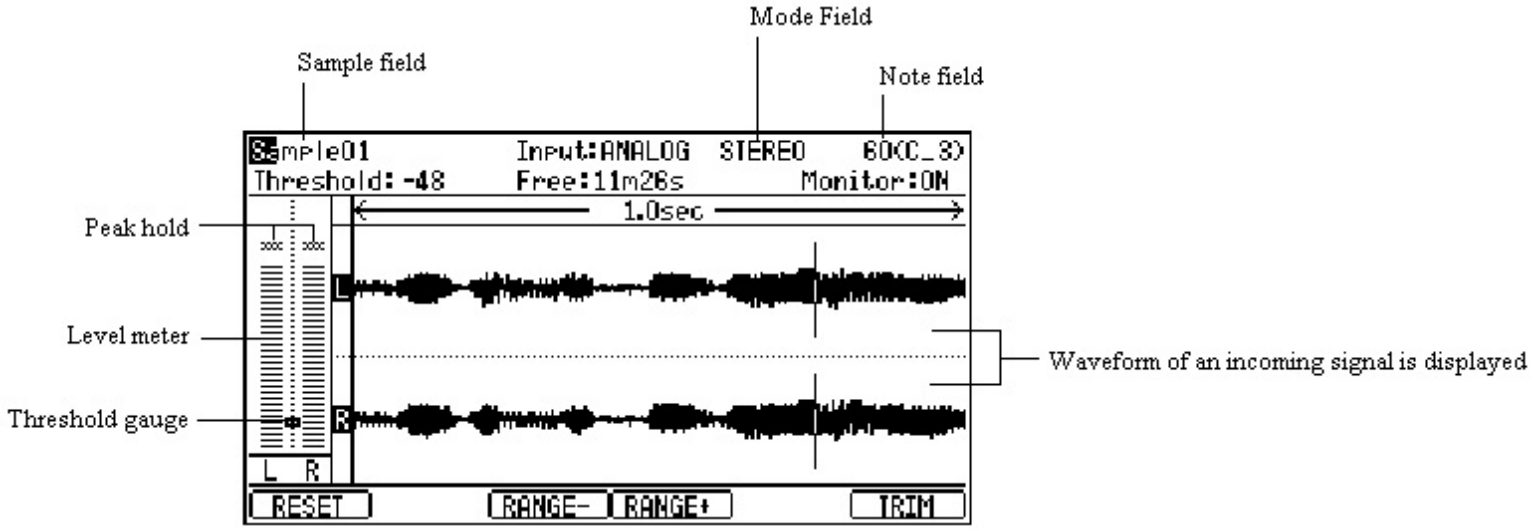


The length of a loop can be adjusted if a DATA wheel is turned in the Len field.

Recording of a sample

[MODE] + PAD5 (Record mode)



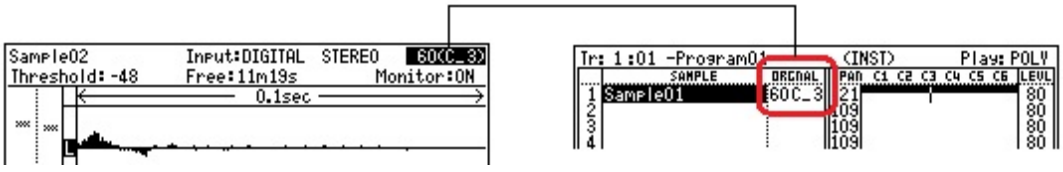


Sample field
The name of the sample to record is displayed.
When you want to edit a name, please move cursor to the sample field and turn a DATA wheel.
It will become the edit mode of a name.

Input field (Select the recording source)
ANALOG: The incoming signal from a RECORD IN terminal will be recorded.
DIGITAL: The incoming signal from a DIGITAL IN terminal will be recorded.
MAIN OUT: The same signal as the signal from STEREO OUT will be recorded.
There is no selection of CD.

Mode field
MONO-L: Only the incoming signal of a left channel will be recorded.
MONO-R: Only the incoming signal of a right channel will be recorded.
STEREO: The incoming signal of the channel of the left and right will be recorded as a sample of a stereo.
MONO L+R: The incoming signal of the channel of the left and right will be recorded as a sample of a mono.

Note field
Please set the key (note) of the sample to record.
60(C_3) is set by default
The set key (note) is memorized to the sample as an original key of this sample.
The set key is displayed by the program mode of INST.



Threshold field
If the [REC] button is pressed, and the level of input sauce exceeds the level set up here, recording will be started automatically.
Moreover, a threshold gauge moves according to the set value.

Free field
The time which can be recorded is displayed.

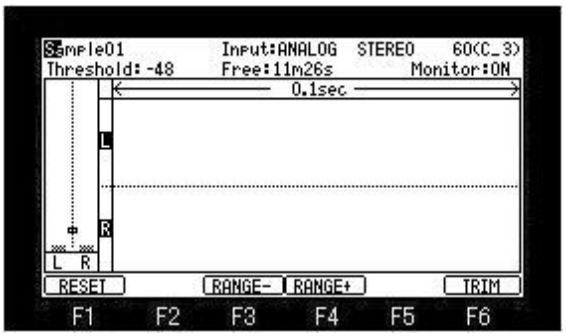
Monitor field
ON: You can monitor the input signal.
OFF: You cannot monitor the input signal.

F1(RESET)
If F1 (RESET) button is pressed, the display of a peak hold will be reset.
Moreover, a waveform display is also cleared.

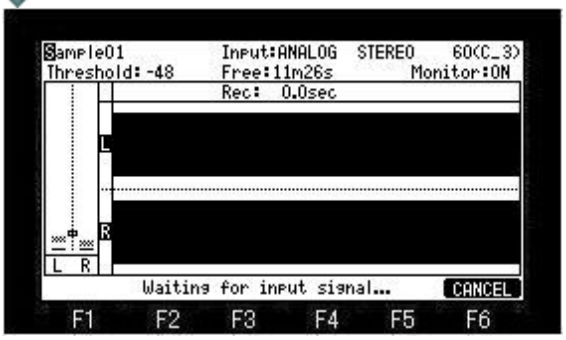
F3 (RANGE-), F4 (RANGE+)
Waveform display time is changed. (0.1sec to 16sec)

F6(TRIM)
If F6 (TRIM) button is pressed, it will go to the mode of a trim.

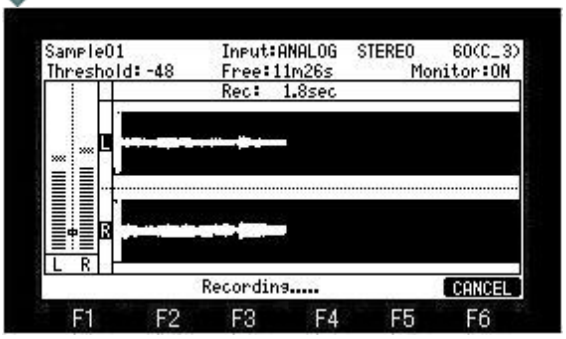
Starting the recording



If the [REC] button is pressed, it will be in the standby state of recording.



If an input level exceeds a threshold level, recording will be started automatically.



When F6 (CANCEL) button is pressed, the recorded sample is canceled and recording is stopped.
If [REC] or [STOP] button is pressed, recording will be stopped and a "Keep or Retry" window will open.



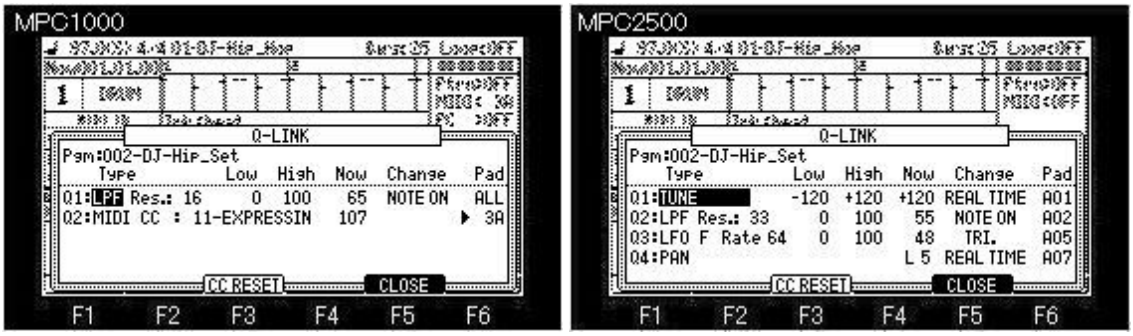
If F2 (CANCEL) button is pressed, it will return to the state before removeing the recorded sample and starting recording.
The audition of the sample recorded by pressing F3 (PLAY) button can be performed.
If F4 (toPAD) button is pressed, the sample recorded to the pad selected in the PAD field will be assigned, and a window will be closed. (It returns to the state before starting recording.)
If F5 (KEEP) button is pressed, the recorded sample will not be assigned to a pad.
And it keep in the memory in MPC.
Moreover, when [REC] or [STOP] button is pressed in this state, the same work as F5 (KEEP) button is carried out.

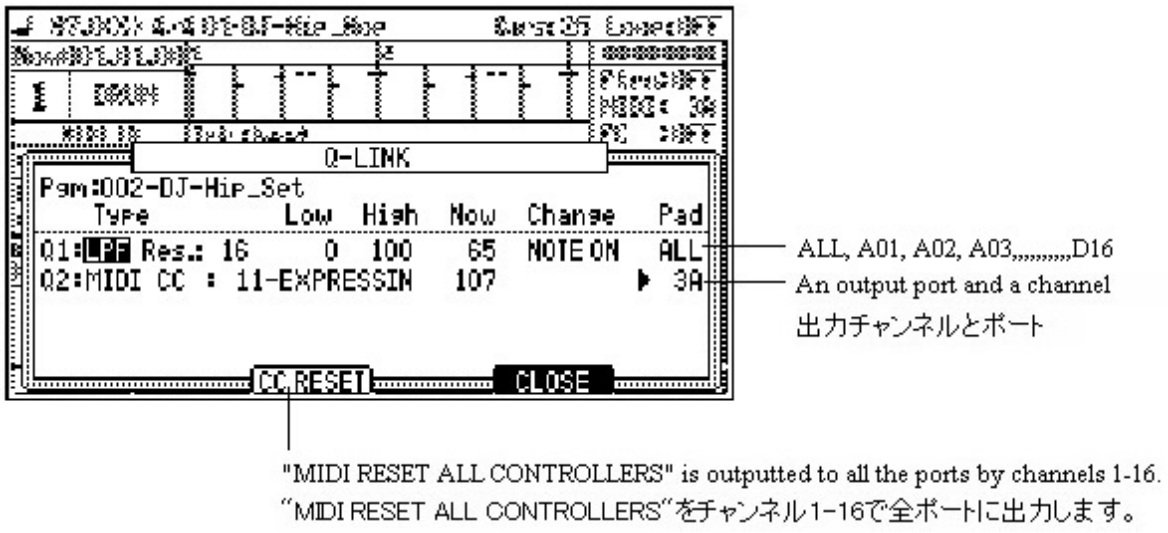
Notes
When the Input field is MAIN OUT, a level meter does not work.
A note repeat does not work in a record mode.

Q-Link slider

[MODE]+PAD1
Q-Link works only on the screen of the main, track mute, and the next sequence.
Moreover, Q-link works only on an active track. (Other OS's are the same)
The program has memorized a setup of Q-link.
It does not work to PATTERN and CYCLE.

Notes
It cannot coexist with 16LEVELS.
Q-Link slider will not work, if the AFTER button is not ON (the LED is lit).
Moreover, when you reproduce the sequence on which the data of Q-link is recorded, please turn OFF (the LED is turned off) the AFTER button.
When the AFTER button is ON (the LED is lit), the data of Q-link currently recorded is not played back.
When the same pad or ALL as Q1 and Q2 is set, only the parameter of Q1 works. (MPC1000)
When the same pad or ALL as two or more Q-link is set, only the parameter set to Q-link of a small number works. (MPC2500)
For example
Q1 Type:TUNE Pad: A01 or ALL
Q2 Type:LPF Pad: A01 or ALL
In this setup, only TUNE of Q1 will work.
LPF of Q2 does not work.

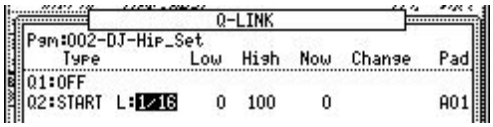




Type field
Please select the type of a parameter which you want to control with a slider.
TUNE
LPF
BPF
HPF
LEVEL
PAN
LFO P (PITCH)
LFO F (FILTER)
LFO L (LEVEL)
LFOpan (PAN)
LAYER
ATTACK
DECAY
START (The start point of a sample is changed.)
END (The end point of a sample is changed.)

TRANSPOSE
VELOCITY
Tr.LEVEL (Level of a track)
Tr.PAN (Pan of a track)
MIDI CC

START



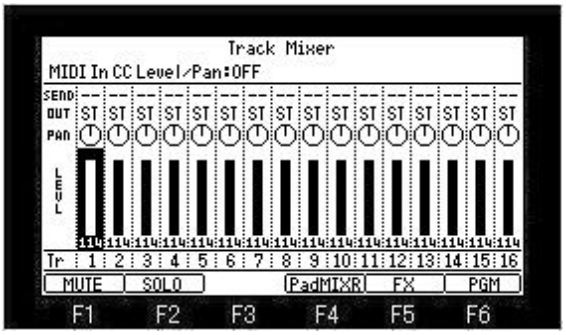
The length playing back from a start point in the L(Length) field is set.

Note
In LFO FILTR, when FILITER of a program is OFF, it works as Frequency 80 Resonance 90 of LPF.
Value of a program is used when FILITER of the program is set.

Truck mixer

[MODE]+PAD4(Track Mixer mode)

Notes: The sequence memorizes the setups (value of parameters) of the track mixer.

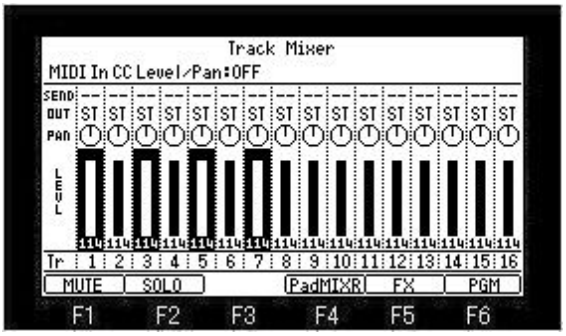


Please move cursor to the field to set a value to, and turn and set a DATA wheel.
In addition, the value of pan of the pad in the same track and pan of a track is mixed.
For example, the value of pan of a pad is set to L50.
When the value of pan of a track is set to R50, the value of pan of a pad is set to MID.

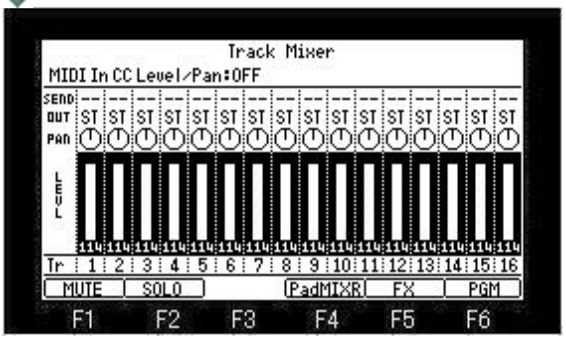
If F5 (FX) button is pressed, it will go to the mode of an effect.

If F6 (PGM) button is pressed, it will go to the mode of an program.

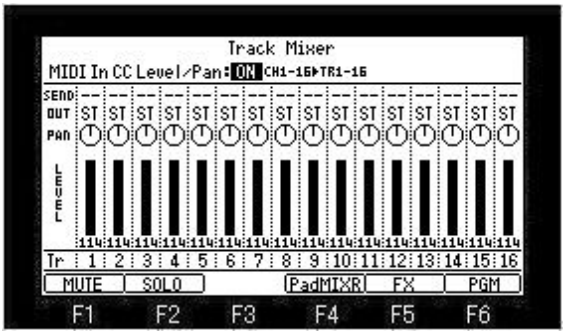
Notes: OUT field
When you apply an effect, please select FX1 or FX2.
As for the pad with which OUT of the pad is not set to "Trk" by a program mode, OUT of a pad is referred to.



If a pad is hit holding the [SHIFT] button, two or more tracks can be chosen. (PAD1-PAD16 correspond to Track1-Track16.)
Moreover, 16 tracks can be chosen if a [SHIFT]+[PAD BANK] button is pressed.



[SHIFT]+BANK A = TRACK1-16
[SHIFT]+BANK B = TRACK17-32
[SHIFT]+BANK C = TRACK33-48
[SHIFT]+BANK D = TRACK49-64



If the "MIDI In CC Level/Pan" field is turned ON, a MIDI controller can adjust level and pan.
A track is controllable only to track1-16
Moreover, when this is ON, the level of a MIDI sequence and the value of a pan are also reflected.
A channel and the control change number are as follows.

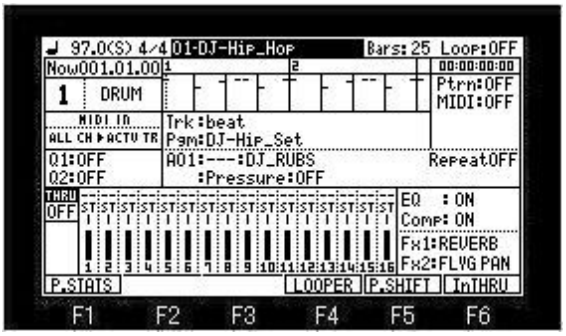
	Channel	Level	Pan
Track 1	1	CC#7	CC#10
Track 2	2	CC#7	CC#10
Track 3	3	CC#7	CC#10
Track 4	4	CC#7	CC#10
Track 5	5	CC#7	CC#10
Track 6	6	CC#7	CC#10
Track 7	7	CC#7	CC#10
Track 8	8	CC#7	CC#10
Track 9	9	CC#7	CC#10
Track 10	10	CC#7	CC#10
Track 11	11	CC#7	CC#10
Track 12	12	CC#7	CC#10
Track 13	13	CC#7	CC#10
Track 14	14	CC#7	CC#10
Track 15	15	CC#7	CC#10
Track 16	16	CC#7	CC#10

Notice: Change of a channel or a control change number cannot be performed.

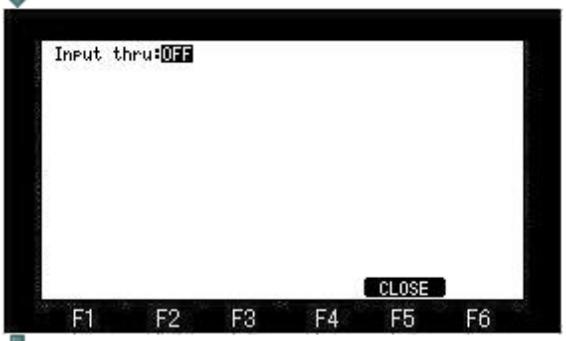
Input Thru

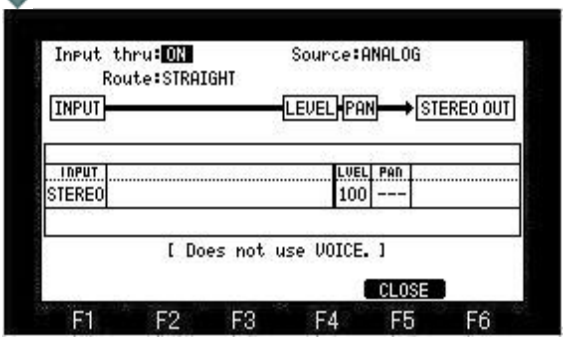
The MPC1000 can mix the incoming signal from RECORD IN or DIGITAL IN with the play back sound from the MPC1000. You can also route the Input Thru signal to the internal Effects and Filters.

Note
If INPUT THRU is turned ON, two voices will be used for processing. (It is one voice when L or R is select by MODE.)



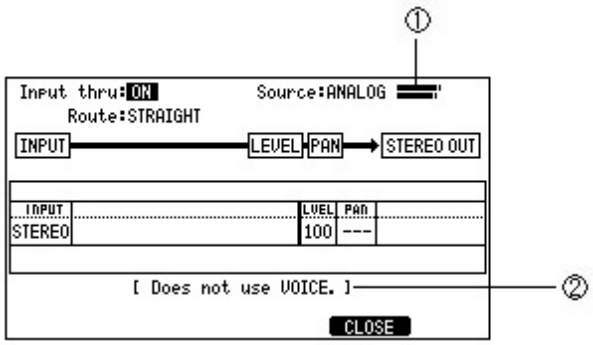
Please press [SHIFT]+F6 (InTHRU) button or press the [WINDOW] button in the THRU field.



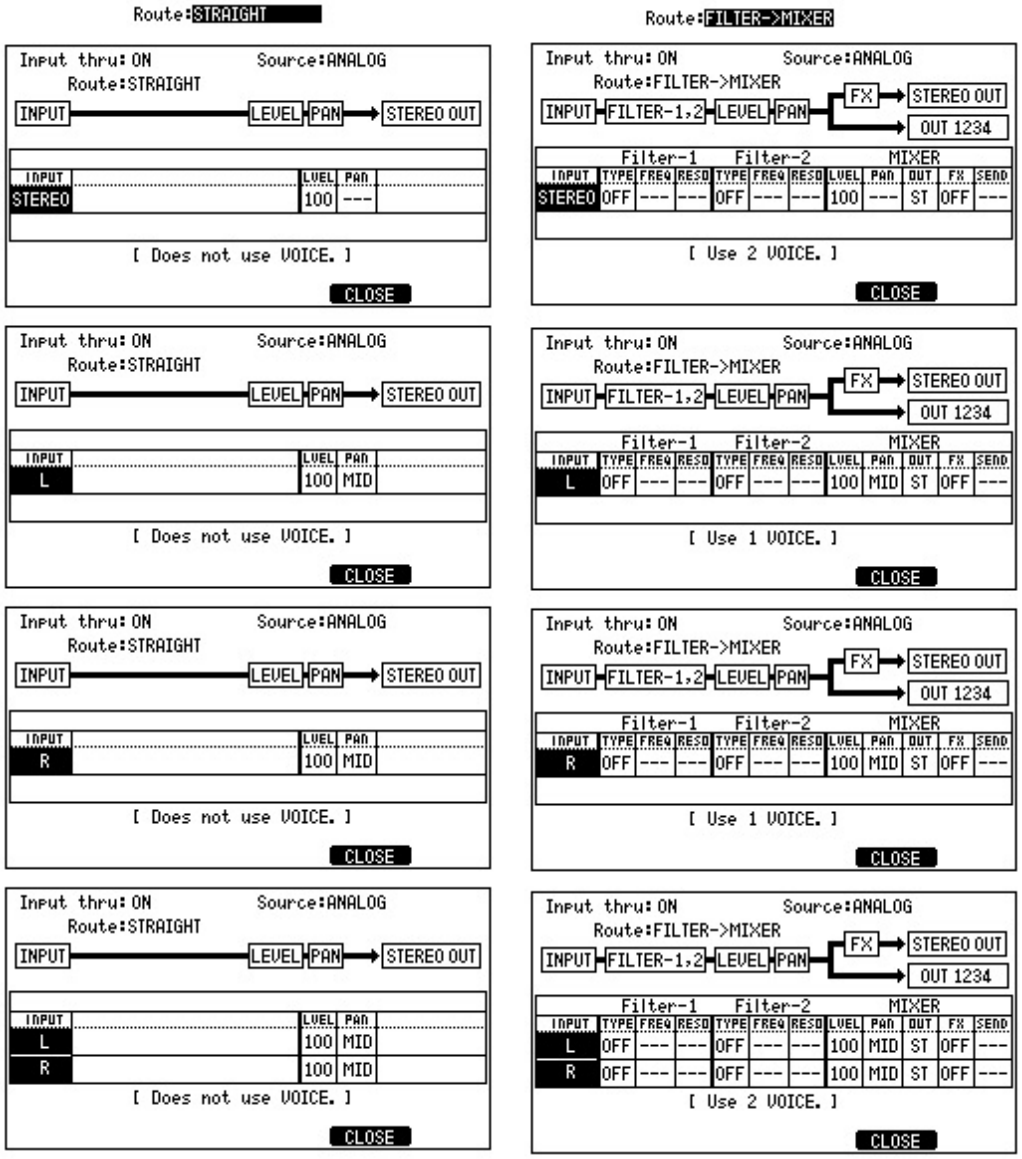


Route field
STRAIGHT: Neither a filter nor an effect is used.
FILTER->MIXER: FILTER and an effect are applied to the sound of an input.

Note
In the case of FILTER->MIXER mode, 2 voices are used for processing. (It is 1 voice when L or R is select by INPUT)



1	Level meter of an incoming signal
2	The number of the voices used for processing is displayed.



Recording

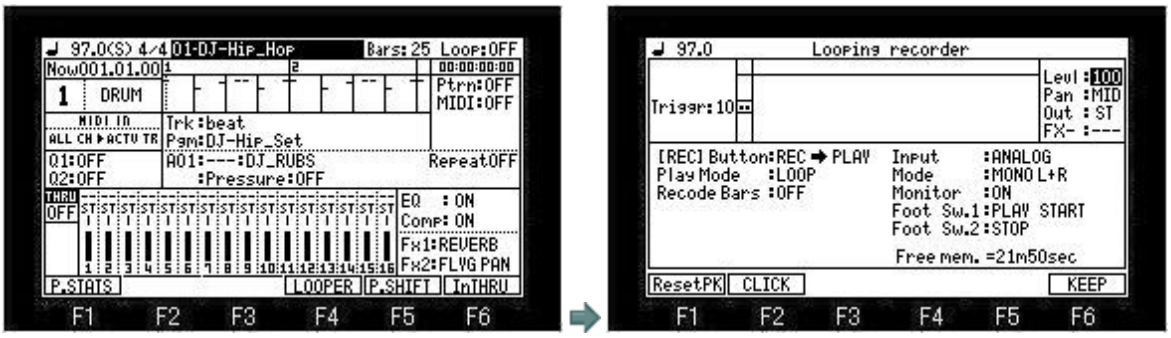
If the [REC] button is pressed, the sound of MAIN OUT will be recorded.
If [STOP] or the [REC] button is pressed once again, recording will stop. (Even if it changes a screen, recording stops.)
If recording is stopped, the recorded contents will be kept to the memory of MPC by the file name of "Sample**".

Looping recorder

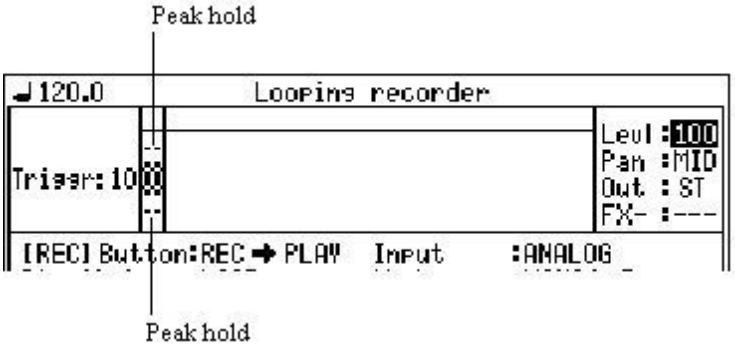
It is the mode for live performance.

■ This mode can carry out loop playback of the performance which you recorded immediately. And an overdub can be carried out during loop playback.

Note
Pad mode and Repeat do not work in the mode of a looping recorder.
4 of ASSIGNABLE MIX OUT cannot be used. (in the case of MPC1000)
6-8 of ASSIGNABLE MIX OUT cannot be used. (in the case of MPC2500)



If [SHIFT]+F4 (LOOPER) button is pressed, it will become looping recorder mode.



If F1 (ResetPK) button is pressed, the display of a peak hold will be reset.

Notes
In a looping recorder mode, all are pronounced by a mono. (Use in a stereo cannot be performed)
The sample of a stereo is also pronounced by mono.
The time which can be recorded at one time is a maximum of 1 minute.
Moreover, in looping recorder mode, ON/OFF of the FULL LEVEL button and change of a value cannot be performed.
While playing back a sequence, please do not go to looping recorder mode from the main. (It may not work normally.)
While playing back a sequence, please do not go to main from the looping recorder mode. (It may not work normally.)
Rate of a click does not work other than 1/4.

Tempo field
The tempo of the metronome is set. (When not playing synchronizing with a sequence)

[REC]Button field
Please select behavior when the [REC] button is pushed during recording.
PLAY: It changes to playing.
DUB: It changes to overdubbing.

Trigger level field
Set an input level (trigger level).
Input levels at or above the value set here will cause recording to start.

Record bars field
Please set, when you decide and record the length of the bar recording beforehand. (a maximum of 16 bars)
When PLAY is select in the [REC] Button field, it switch to playback automatically in the end of the last bar.
When DUB is select in the [REC] Button field, it switch to overdub automatically in the end of the last bar.

Note: Only the [STOP] button will work until the recording of a last bar finishes, when the bar is being set and recorded.

Play mode field

LOOP: Loop playing/overdubbing is carried out.

ONE: It plays and stops only once.

REVS: Reverse loop playback is carried out. (Overdubbing cannot be carried out.)
Reverse playback will be carried out after playback to an end, when it switched during playback.

Levl field

The level of the recorded sound is adjusted. (0-127)
Please adjust a recording level by the REC GAIN knob of MPC.
The recording level from a DIGITAL IN terminal cannot be adjusted.

Pan field

The value of a pan is set.
It works only in the recorded sound.
It does not work in a monitor's sound.

Out field

The output destination of the recorded sound is set.
Notes
The pads sound will always be outputted to ASSIGNABLE MIX OUT 4. (in the case of MPC1000)
The pads sound will always be outputted to ASSIGNABLE MIX OUT 6. (in the case of MPC2500)

FX field

Please set, when you apply an effect.
FX1: The effect selected by FX1 is adapted.
FX2: The effect selected by FX2 is adapted.
Note
Selection is possible only when ST is select in the Output destination field.
Moreover, the effect is applied only to the recorded sound.
An effect is not applied to a monitor's sound.

Input field

Please select the sauce of a signal.
ANALOG: The incoming signal from a RECORD IN terminal is used.
DIGITAL: The incoming signal from a DIGITAL IN terminal is used.

Mode field

MONO L+R: The incoming signal of the channel of the left and the right is used.
MONO L: Only the incoming signal of a left channel is used.
MONO R: Only the incoming signal of a right channel is used.
Use in a stereo cannot be performed.

Monitor field

ON: The sound from RECORD IN or DIGITAL IN is monitored.
OFF: The sound from RECORD IN or DIGITAL IN is not monitored.

Free field

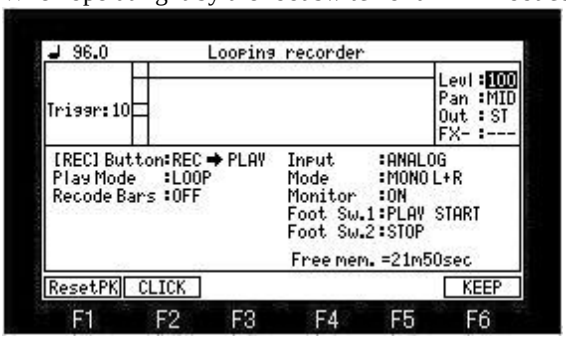
The time which can be recorded is displayed. (It is not time that can be recorded once.)
The time in the looping recorder that can be recorded at a time is maximum of 1 minute.

Foot Sw1, 2 field

Please set, when you operate it using a foot switch.

Operation method

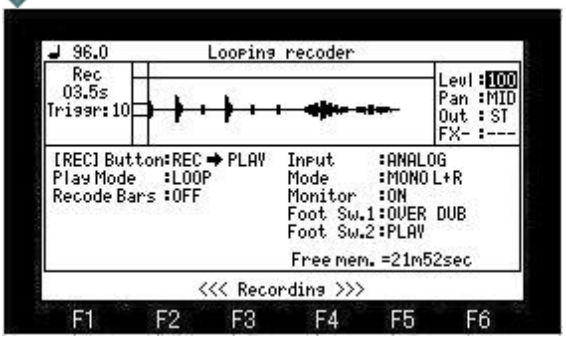
When operating it by the foot switch or a MIDI foot controller, it recommends assigning [OVER DUB] and the [PLAY] button.



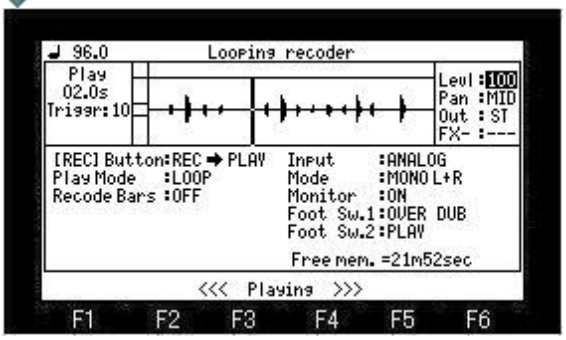
If the [REC] or [OVER DUB] button is pressed, it will be in the standby state of record.
(When Triggr is set to "0", recording is started immediately)



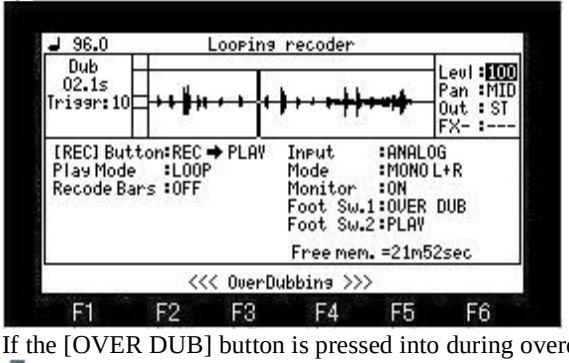
Recording will be started, if a pad is hit or a signal is inputted. (A performance of pads is also recorded)
As for the sound of the pad, the program chosen with the main screen will be used.



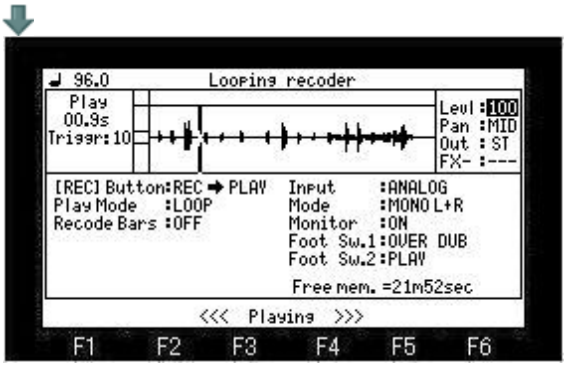
If the [REC] or [OVER DUB] button is pressed during recording, loop playback of the performance which stopped recording and was recorded now will be carried out.
(An overdubbing is carried out when the [REC] Button field is DUB)



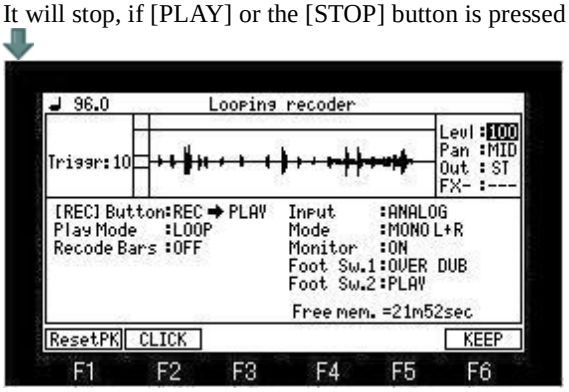
An overdubbing will be carried out if the [OVE DUB] button is pressed during loop playback.



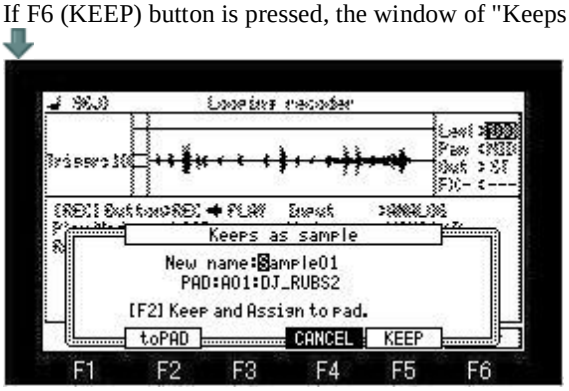
If the [OVER DUB] button is pressed into during overdubbing, it will switch into the loop playback.



It will stop, if [PLAY] or the [STOP] button is pressed during an overdubbing or loop playback.



If the [OVER DUB] button is pressed in the state of a stop, it will be in the standby state for carrying out new recording.
Please press the [OVER DUB] button after pressing the [PLAY] button, when you want to carry out an overdubbing from the state of a stop.
If F6 (KEEP) button is pressed, the window of "Keeps as sample" will open.

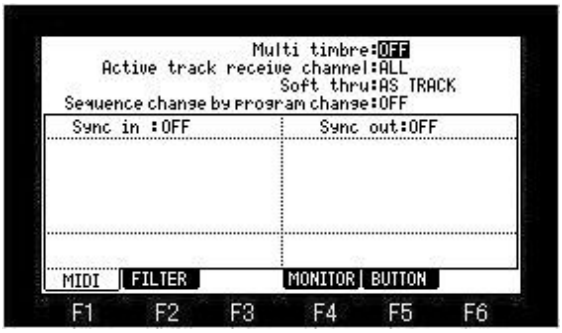


When you want to make the recorded performance into a sample and to keep it, please set a name and press F5 (KEEP) button.
If F2 (toPAD) button is pressed, it can keep as a sample and can assign to a pad.
Please press F2 (toPAD) button after choosing a pad to assign in the PAD field.
Even if selection of a pad hit the pad to assign, it can be chosen.

[PLAY] button performs playback and a stop of a looping recorder. (A stop is possible also by the [STOP] button)
Since the [PLAY START] button is not used, it does not work.

About an undo function
If the [UNDO] button is pressed, the performance data which carried out the overdubbing just before the stop can be deleted.
If the [UNDO] button is pressed again, deleted data will restore.

Note: The time which can be recorded at one time is a maximum of 1 minute.



Multi timbre field
It is the field which chooses ON/OFF of a multi timbre. Please refer to a "Multi timber".

Active track receive channel field
It is a field that selects the received MIDI channel.
If you set this field to ALL, the MPC will receive all channels.
If you select any channel from 1 to 16, the MPC will receive only the selected channel.

Soft thru field
The soft thru field determines how to output the incoming MIDI signal.
You can select the following options.

OFF: The MPC will not output the incoming MIDI signal.

AS TRACK: .The MPC refers to the MIDI channel setting of the sequence's track.
The channel information of the incoming MIDI signal will be replaced with the MIDI channel selected the track.

OMNI-A: The MPC will output the incoming MIDI data as it is from MIDI OUT A.

OMNI-B: The MPC will output the incoming MIDI data as it is from MIDI OUT B.

OMNI-C: The MPC will output the incoming MIDI data as it is from MIDI OUT C. (Selection that exists only in MPC2500)

OMNI-D: The MPC will output the incoming MIDI data as it is from MIDI OUT D. (Selection that exists only in MPC2500)

OMNI-AB: The MPC will output the incoming MIDI data as it is from both MIDI OUT A and B.

OMNI-CD: The MPC will output the incoming MIDI data as it is from both MIDI OUT C and D.
(Selection that exists only in MPC2500)

OMNI-ALL: The MPC will output the incoming MIDI data as it is from all of MIDI OUT A, B, C, and D.
(Selection that exists only in MPC2500)

Sequence change by program change field
When this field is set to "ON", MPC can change to a different sequence by MIDI Program Change message from an external MIDI device.
The sequence of the same number as the incoming Program Change number will be selected.

Please refer to "MMC-MTC-CLOCK" for Sync.

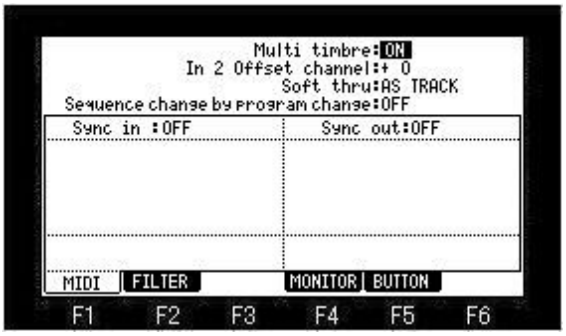
Please refer to "MIDI FILTER" for F2 (FILTER).

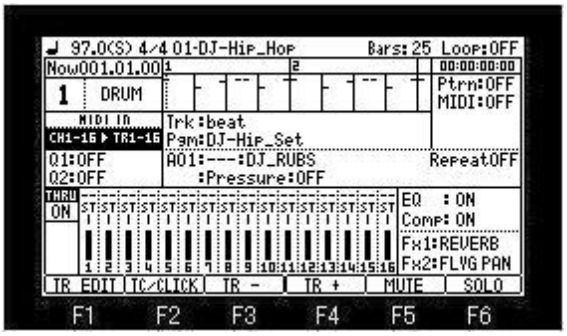
Please refer to "MIDI IN monitor" for F4 (MONITOR).

Please refer to "A function is assigned to MIDI NOTE (MPC is operated by a MIDI controller)" for F5 (BUTTON).

Multi timbre

[MODE]+PAD9



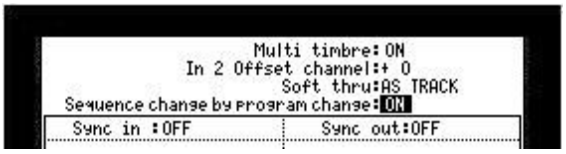


If the "Multi timbre" field is turned ON, it will become multi timbre mode.
The data of a channel 1 is sent to track 1.
The data of a channel 2 is sent to track 2.
The data of a channel 3 is sent to track 3.
The data of a channel 4 is sent to track 4.
The data of a channel 5 is sent to track 5.
The data of a channel 6 is sent to track 6.
The data of a channel 7 is sent to track 7.
The data of a channel 8 is sent to track 8.
The data of a channel 9 is sent to track 9.
The data of a channel 10 is sent to track 10.
The data of a channel 11 is sent to track 11.
The data of a channel 12 is sent to track 12.
The data of a channel 13 is sent to track 13.
The data of a channel 14 is sent to track 14.
The data of a channel 15 is sent to track 15.
The data of a channel 16 is sent to track 16.



If a program change number is set to a program, the program used to track can be changed by program change.
The program change number can set arbitrary 1-129.
However, when 129 is set, the program is automatically assigned to TRACK 10.
Please open the window of a program list and set a program change number in the MIDI PC field.
In the case of the above figure.
For example, if the program change 1 of a channel 1 is received, "DJ-Hip_Set" will be assigned to track 1.
If the program change 3 of a channel 1 is received, "Ill_Hip_Set" will be assigned to track 1.
If the program change 8 of a channel 3 is received, "LA_Kit" will be assigned to track 3.

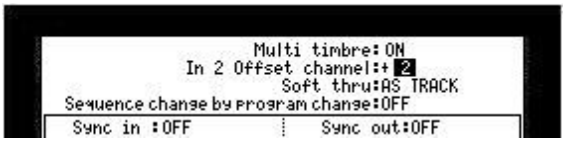
In addition, even when the sequence on which the program change is recorded is played back, the program to which the program change number is set is assigned.
For example, if the sequence by which the program change 4 is recorded on the sequence data of the track 1 is played back in the case of the above figure, the program of "E_Kit" will be assigned to a track 1.
If the program change 1 is recorded on the way, it will switch to "DJ-Hip_Set".



When "Sequence change by program change" Field is ON, a program change works as change of a sequence.

Explanation of the "In 2 Offset channel" field

The channel of the MIDI controller connected to MIDI IN2 can be changed by the MPC side.
Please set a value to the "In 2 Offset channel" field.
It becomes the channel to which the set value was added.



For example, it will be received as a channel 3, even if a MIDI controller transmits a channel 1, when "+2" is set.
Notes
It does not become a channel 20 even if it sets "+10", when the MIDI controller has transmitted the channel 10.
In this case, it will be received as a channel 4. (Next of a channel 16 returns to 1)

About a track 10

If the program change currently recorded on the track 10 of the sequence is played back or a track 10 receives a program change, the program to which the program change 129 is set will be given priority to and assigned.
(When there is a program to which the program change 129 is set)



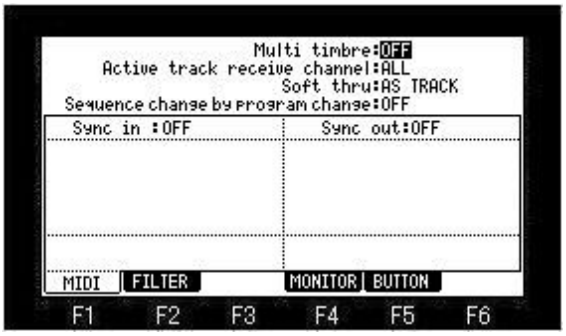
NOTE 24-35 in case a program is DRUM is converted to NOTE 88-99.

Therefore, when NOTE 24 is received, the sample currently assigned to NOTE 88 (PAD D05) is pronounced.
Also when the event of NOTE 24 currently recorded on the sequence is played back, the sample currently assigned to NOTE 88 (PAD D05) is pronounced.
In the case of NOTE 35, the sample currently assigned to NOTE 99 (PAD D16) is pronounced.

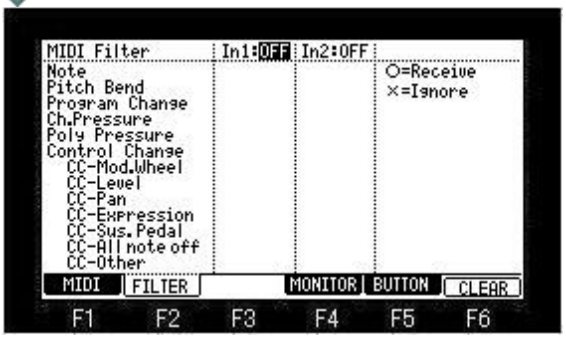
MIDI FILTER

■ You can filter out specific MIDI events that are being input from the MIDI IN terminal.

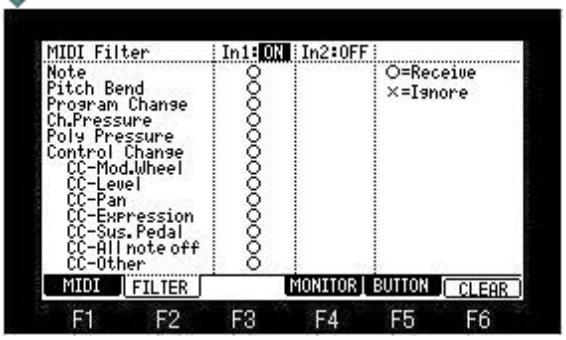
[MODE]+PAD9



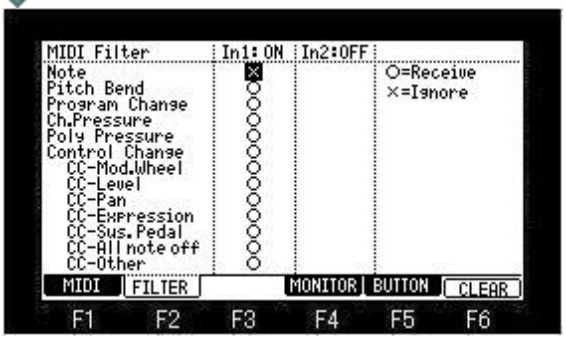
If the F2(FILTER) button is pressed in the mode of MIDI/SYNC, it becomes the screen of the MIDI filter.



A MIDI input terminal to set a filter is turned ON.



Please move cursor to the MIDI events which you want to filter, turn a DATA wheel, and set to X.

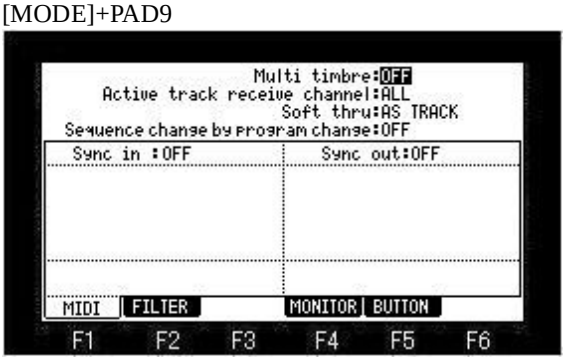


In the case of the above figure, the note event of the MIDI input 1 is filtered.
All the sets will be cleared if F6 (CLEAR) button is pressed.

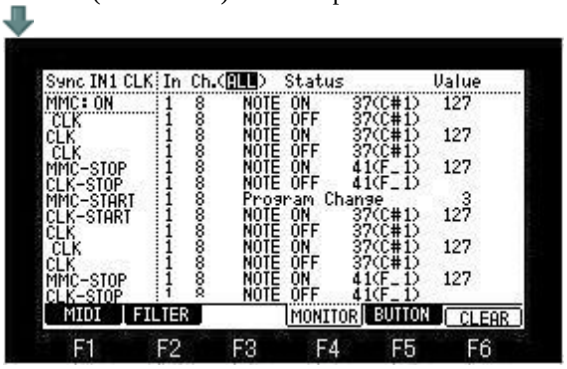
MIDI IN monitor

Received MIDI information can be monitored.

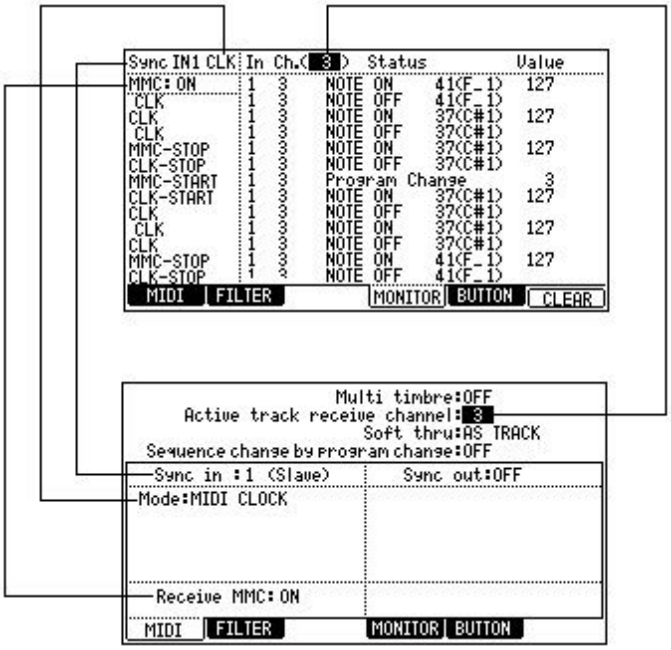
[MODE]+PAD9



If the F4(MONITOR) button is pressed in the mode of MIDI/SYNC, it becomes the screen of the MIDI IN monitor.

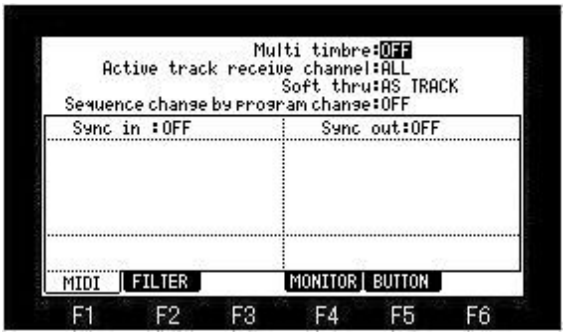


When the F6(CLEAR) button is pressed, all the displays are cleared.

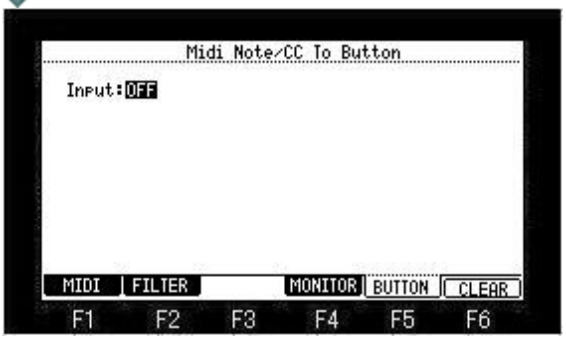


A function is assigned to MIDI NOTE/CC.

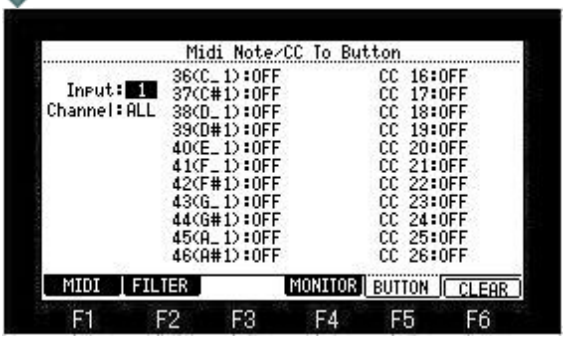
The function of MPC can be assigned to MIDI NOTE/CC and MPC can be operated by a MIDI controller.



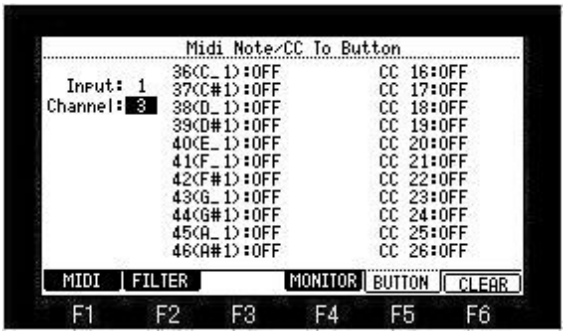
If F5 (BUTTON) button is pressed in the screen of MIDI/SYNC, it will become the mode which assigns the function of MPC to MIDI NOTE/CC.



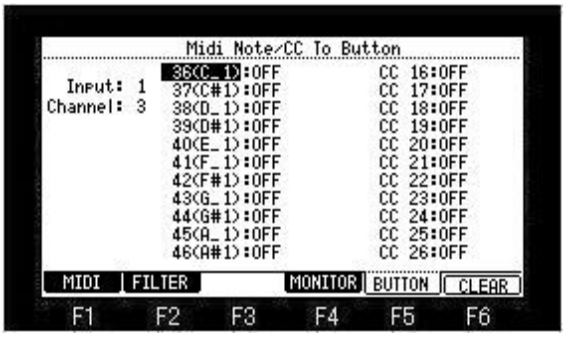
Please turn ON the Input field.



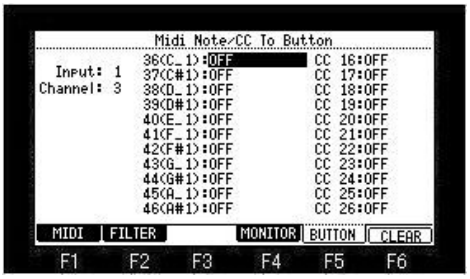
When "1" is select, the function of MPC can be operated by the MIDI controller connected to "1" of a MIDI IN terminal.
When "2" is select, the function of MPC can be operated by the MIDI controller connected to "2" of a MIDI IN terminal.



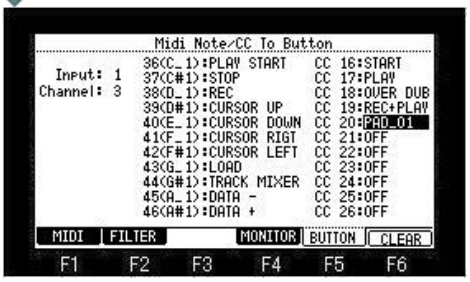
Please select the channel to set.
The assigned function will work, when NOTE or CC of a channel selected here is received.



Please choose the note or cc which assigns a function in the note or cc field.



Please move the cursor to the right of the note or cc, and select the function to assign.



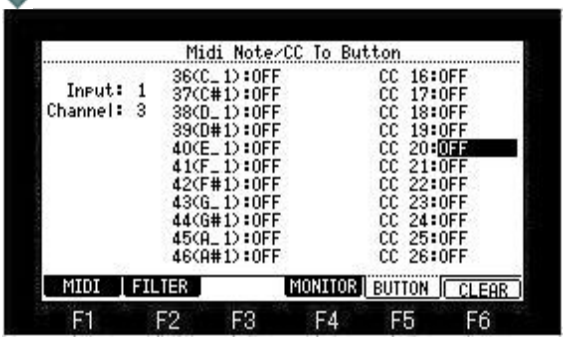
You can select the following functions.

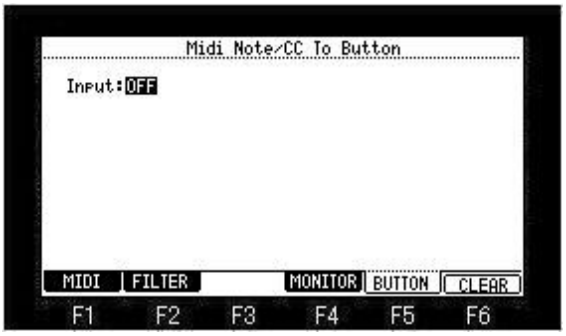
NOTE 0-127	OFF	It works as NOTE.
	PLAY START, PLAY, STOP, OVER DUB, REC BAR, STEP, CURSOR, MAIN, WINDOW, UNDO SHIFT, TAP TEMPO, MODE, ERASE, FULL LEVEL 16 LEVELS, NEXT SEQ, TRACK MUTE, BANK A - BANK D, F1 - F6, AFTER	If NOTE ON is received, it works the same as the selected button.
	SLIDER, LOAD, SAVE, TRACK MIXER, RECORD TRIM, PROGRAM, PAD MIXER, MIDI/SYNC, OTHER EFFECT, SEQ EDIT, STEP EDIT, GRID, SONG	If NOTE ON is received, it will go to the mode selected.
	PAD_01-PAD_16	The pad selected when NOTE ON was received is turned on. The pad selected when NOTE OFF was received is turned off.
	TRACK01 - TRACK16	If NOTE ON is received, an active track will change into the selected track.
	TRK 01 MUTE-TRK 16 MUTE	If NOTE ON is received, it will mute the selected track. If NOTE OFF is received, it will be unmute.
	TRK 01 SOLO - TRK 16 SOLO	If NOTE ON is received, the selected track is made into a solo. If NOTE OFF is received, it will be unsolo
	NUMERIC 0 - NUMERIC 9 NUMERIC +, NUMERIC -, NUMERIC ENTER (There is not this selection in MPC1000)	If NOTE ON is received, it works the same as the selected button.
	DATA +	If NOTE ON is received, it works the same as turning a DATA wheel to the right.
	DATA -	If NOTE ON is received, it works the same as turning a DATA wheel to the left.
CC#0-127	OFF	It works as CC.
	START, PLAY, STOP, OVER DUB, REC,UNDO	When 64 or more values of CC are received, it works the same as the selected button.
	REC+PLAY	When 64 or more values of CC are received, it works as the same when you press the REC button and the PLAY button simultaneously
	REC+START	When 64 or more values of CC are received, it works as the same when you press the REC button and the PLAY START button simultaneously
	DUB+PLAY	When 64 or more values of CC are received, it works as the same when you press the OVER DUB button and the PLAY button simultaneously
	DUB+START	When 64 or more values of CC are received, it works as the same when you press the OVER DUB button and the PLAY START button simultaneously
	Q1SLIDER-Q4SLIDER (Q3 and Q4 are not in MPC1000.)	A value also changes according to the value of CC.
	PAD_01-PAD_16	The pad selected when 64 or more values of CC were received is turned on. The pad selected when 63 or less value of CC was received is turned off.

After setting, the contents of a setting are memorized by the system by pressing the [MAIN] button.



If F6 (CLEAR) button is pressed, all the settings will be returned at OFF.





When the Input field is OFF, it works as a note/cc.

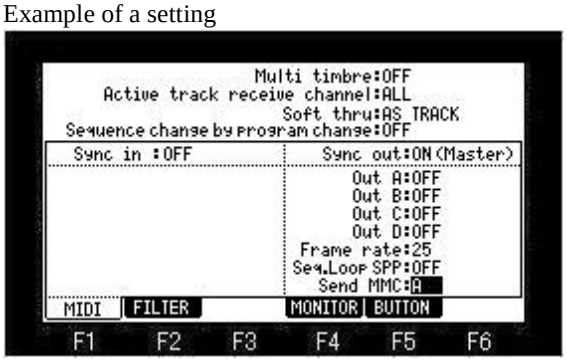
MMC (MIDI Machine Control)

The start of other devices and a stop are performed by remote control.

Sync with the MPC as the master

If START, PLAY, and the STOP button are pressed, MMC START, MMC PLAY, and MMC STOP will be sent, respectively.
If a STEP/BAR button is pressed, the time information on the current location from the start of a sequencer (MMC LOCATE) will be sent.

Example of a setting



[MODE]+PAD9
Connect the MIDI OUT of the MPC to MIDI IN of the external MIDI device using a MIDI cable.
(Out C and D are not in MPC1000)

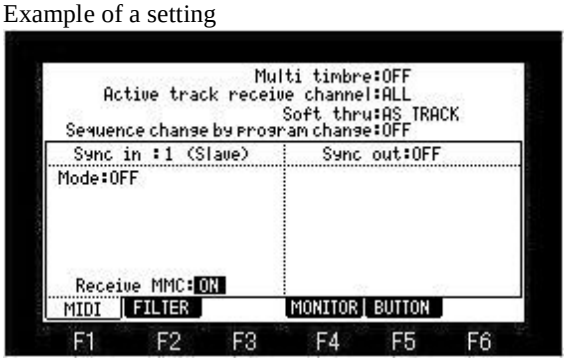
Sync with the MPC as the slave

Received of MMC START, MMC PLAY, and MMC STOP will carry out the same operation as the button of START, PLAY, and STOP having been pressed.
Received of time information (MMC LOCATE) will locate a sequencer in the location.
If MMC PLAY is received, regardless of the play location by the side of a master, a play will be started from a current location.

Note

Although it seems to synchronize since a master and a slave will start a play almost simultaneous if a start and a play are sent, the synchronized signal is not necessarily sent.

Example of a setting



Connect the MIDI IN of the MPC to MIDI OUT of the external MIDI device using a MIDI cable.

Send	
MPC Control	**MMC Command sent**
Play	MMC Deferred Play
Play Start	MMC Start
Stop	MMC Stop
|<Step>| , <<Bar>>	MMC Locate

Receive	
MMC Command sent	**MPC equivalent**
MMC Deferred Play	Play
MMC Start	Play Start
MMC Stop	Stop
MMC Locate	Locate
MMC Record	Record
MMC Pause	Stop

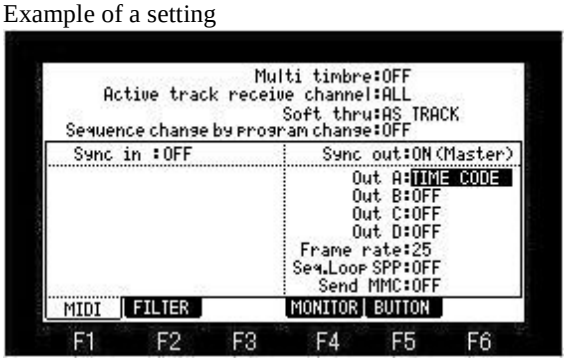
MTC (MIDI Time Code)

It uses, when synchronizing with a hard disk recorder, the recorder of a video camera and a tape base, etc.

Sync with the MPC as the master

The time information (time second frame) currently played during a play is transmitted continuously.

Example of a setting

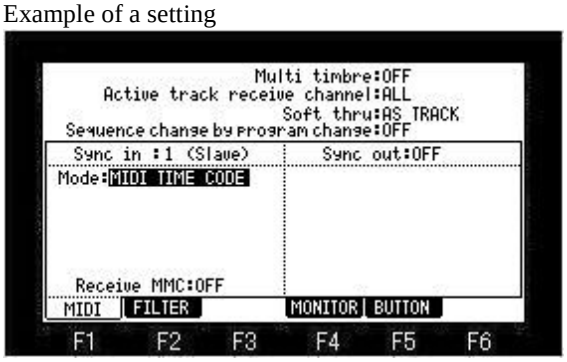


Connect the MIDI OUT of the MPC to MIDI IN of the external MIDI device using a MIDI cable.

Sync with the MPC as the slave

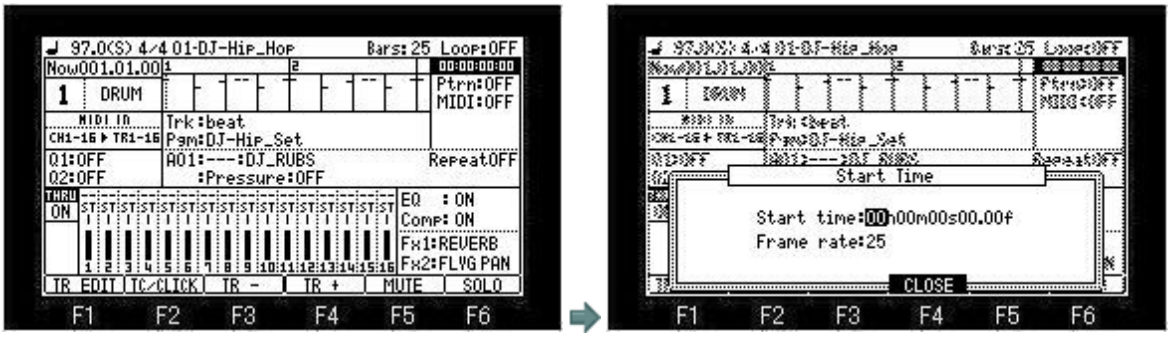
Received of MTC will play a sequencer synchronizing with the time.
MTC synchronizes with the time after a sequencer starts.
If a MTC signal stops, a sequencer will also stop.

Example of a setting



Connect the MIDI IN of the MPC to MIDI OUT of the external MIDI device using a MIDI cable.

Setting of start time



If cursor is moved to the time field on a main screen and the [WINDOW] button is pressed, a "Start Time" window will open.

Start time:	If the time set up here is received, a sequencer will start.
Frame rate:	When you use MPC as a master, please adjust with the frame rate by the side of a slave. When using MPC as a slave, it is not necessary to set up.

Note

By the time a slave device synchronizes with MTC, the time for several seconds will be needed.
Therefore, in order to make it synchronize correctly using MTC, we recommend you to make the blank like one bar beforehand before a performance start.

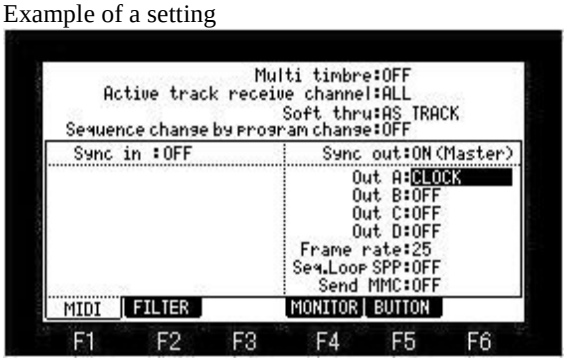
MIDI CLOCK

It synchronizes with the clock of a sequencer.
MIDI CLOCK will also change the tempo by the side of a slave, if the tempo by the side of a master is changed.
Each other is a MIDI sequencer. It uses, when it seems that changes the tempo by the side of a master, and also wants the slave side to follow it.

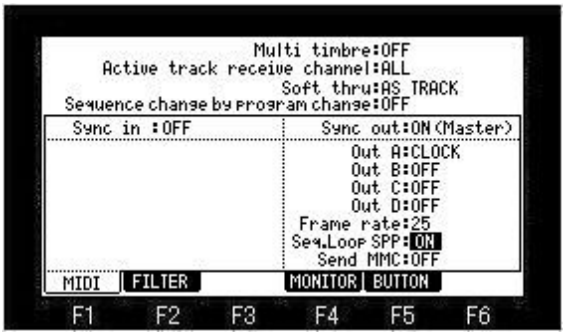
Sync with the MPC as the master

A press on START, PLAY, and the STOP key will transmit each MIDI code.
Then, adjusting to tempo, the MIDI CLOCK code is transmitted.
If tempo is made quick, the interval of a clock will become short, and a clock interval will become long if it is made late.

Example of a setting



Connect the MIDI OUT of the MPC to MIDI IN of the external MIDI device using a MIDI cable.



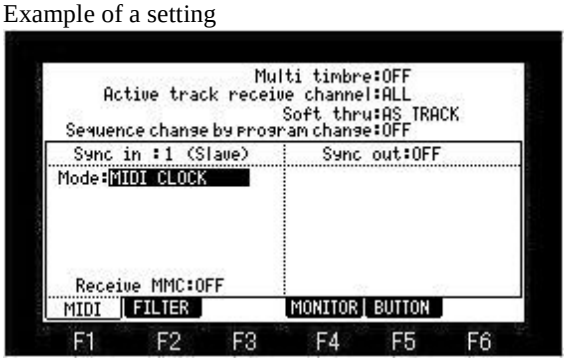
If the Seq.Loop SPP field is turned ON, a song position pointer is sent each time at the time of a turn of the loop of a sequence.

Sync with the MPC as the slave

Received of START will wait to set the play position of a sequence to 01.01.00, and for MIDI CLOCK to come.
Received of PLAY will wait for MIDI CLOCK to come.
Then if MIDI CLOCK is received, it will play synchronizing with the timing of the clock.
In this case, regardless of the play position by the side of a master, it plays from a current position.

Example

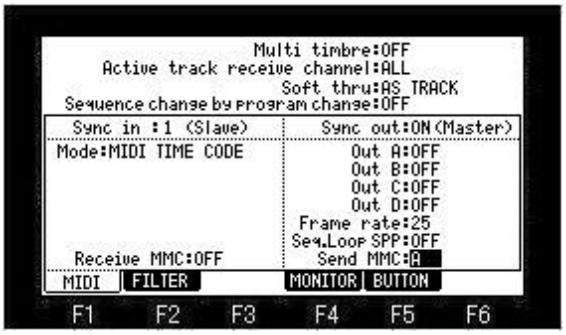
MASTER Now:010.01.00
SLAVE Now:015.01.00
When a master plays in this state.
MASTER is plays from 010.01.00.
Slave is plays from 015.01.00.
If a STEP/BAR button is pressed by the master side, the "SONG POSITION POINTER" code of MIDI is sent and the slave side will be played from the same position as a master.
Example of a setting



Connect the MIDI IN of the MPC to MIDI OUT of the external MIDI device using a MIDI cable.

The example of a setting in case MPC is in a side and there is apparatus of a master in the distance.

SYNC OUT MMC: ON
SYNC IN MMC: OFF
SYNC IN MODE: MIDI TIM CODE



Connect the MIDI OUT of the MPC to MIDI IN of the device which becomes a master using a MIDI cable.
Connect the MIDI IN of the MPC to MIDI OUT of the device which becomes a master using a MIDI cable.

Setting of master device
1. It sets up receive MMC.
2. It sets up transmit MIDI TIM CODE.

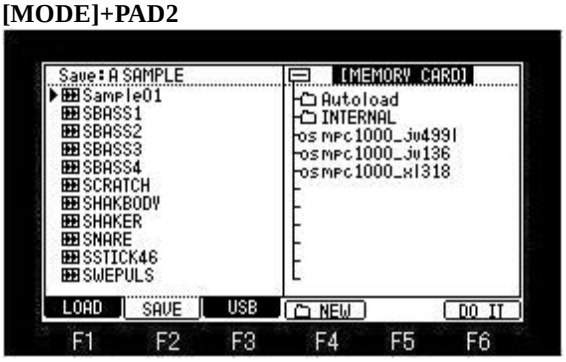
If the [PLAY] button is pressed by the MPC side, the master side will carry out a play start and will send MIDI TIM CODE.
MPC1000 is played synchronizing with it.
When only synchronizing and making it play, it is not necessary to use MMC.

Note
Please use MIDI CLOCK, when the master and slave side is in the neighborhood and wants to make it only synchronize.
Please use MTC, when the device to connect supports only MTC.

Save of data

Note
The total of the item (file and folder) that can do save in one folder is the maximum and is "1000".
Therefore, please do not save the file of 1000 or more to one folder.
When the file of 1000 or more is saved, it is not saved correctly.
Moreover, even if it carries 131GB or more of HDD, it is recognized only to 131GB.

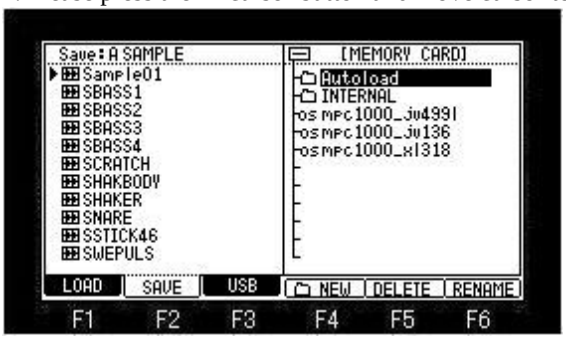
[MODE]+PAD2



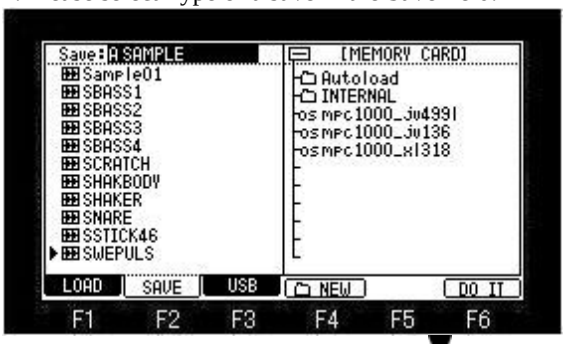
Please move cursor to the device field (screen upper right), and choose a save destination.

The following are examples when you want to save it to the folder of the hierarchy.

1. Please press the ▼ cursor button and move cursor to the down field.

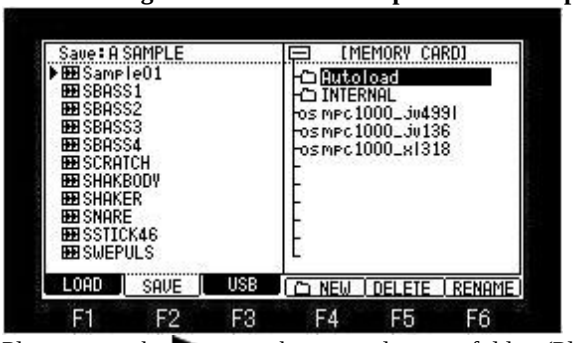


2. Please choose the folder of a save destination by a DATA wheel or ▼ cursor button.
3. Please press the ► cursor button and open a folder. (Please display contents)
4. Please select Type of a save in the Save field.

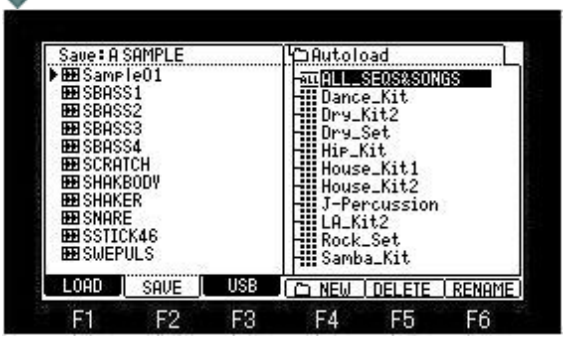


5. When you save a file, please press the ▼ cursor button and move cursor to the file field.
6. Please choose the file to save with a DATA wheel or ▼ cursor button, and press F6 (DO IT) button.

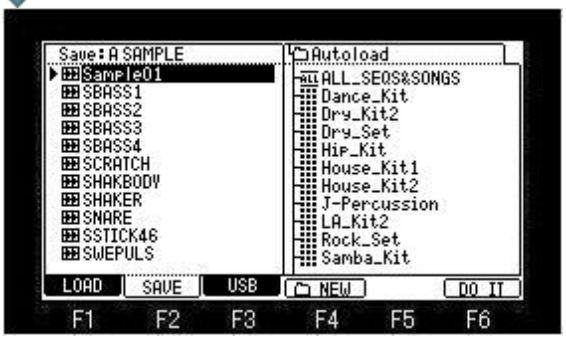
The following is a case where "Sample01" of a sample is saved to a "Autoload" holder



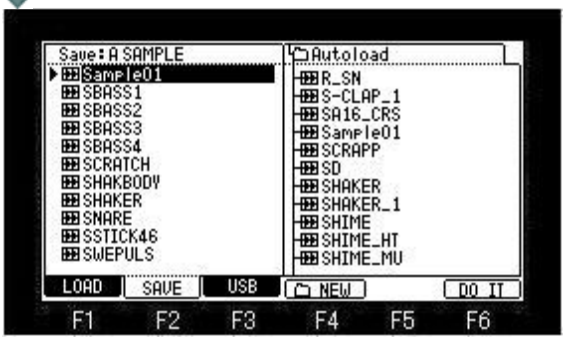
Please press the ► cursor button and open a folder. (Please display contents)



Please move cursor to "Sample01" of a left screen.



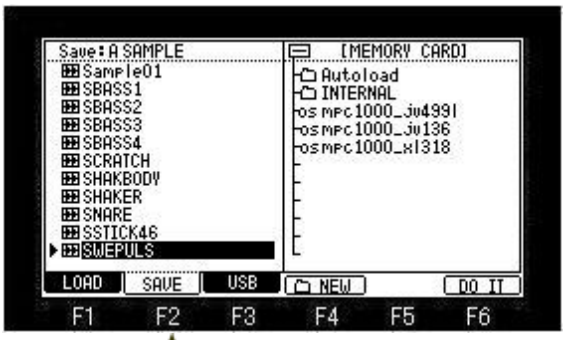
A press F6(DO IT) button will save "Sample01" to a "Autoload" folder.



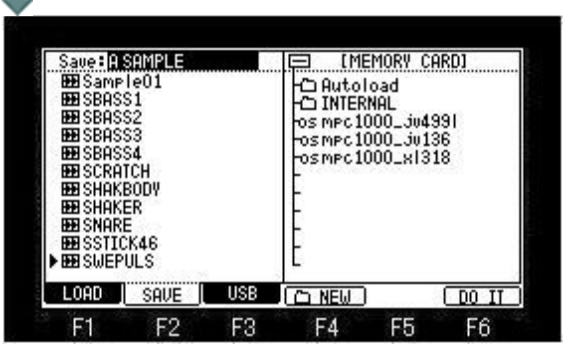
If a save is completed, "Sample01" will be displayed on a right screen and it will blink twice.

Note

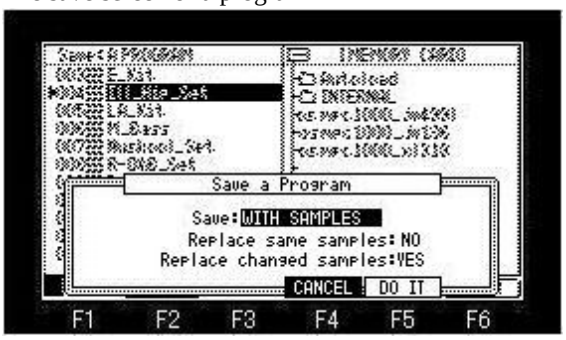
The audition of a sample to save can be performed.
When the sample is chosen in the file field, the audition of the sample chosen if arbitrary pads are pressing can be performed.
Moreover, even if it chooses a sample by a DATA wheel, pressing a pad, audition is Possible.



If a [SHIFT] + ▲ cursor button is pressed, cursor will move to the upside field.

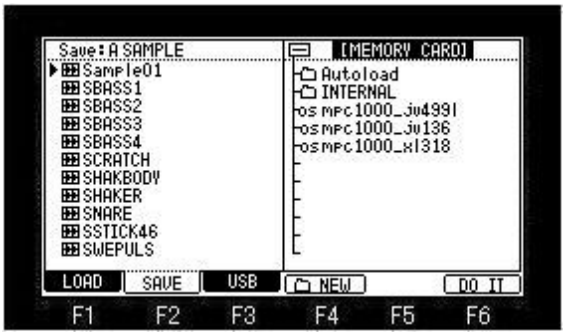


The save screen of a program

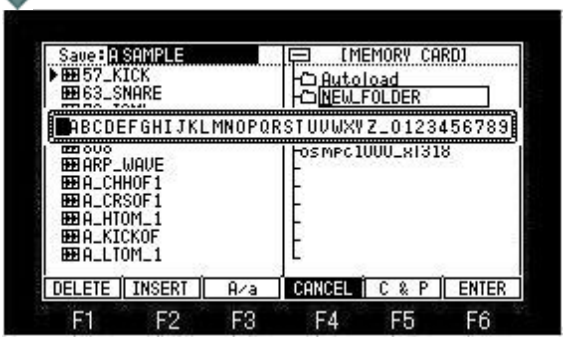


When the "Replace same samples" field is NO, if there is a sample to which edit or change was added, the "Replace changed samples" field will be displayed.
When this field is "YES", the sample to which edit or change was added is replaced.

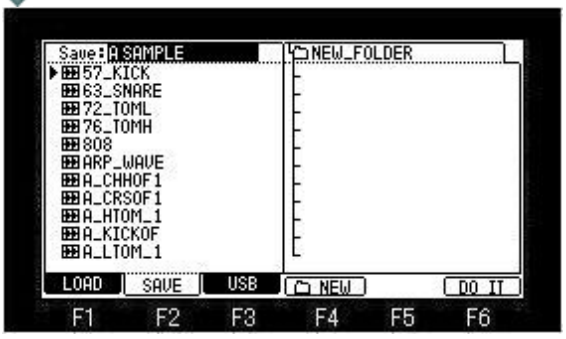
☐ Creating a NEW FOLDER



Please press the F4(🗀 NEW) button.



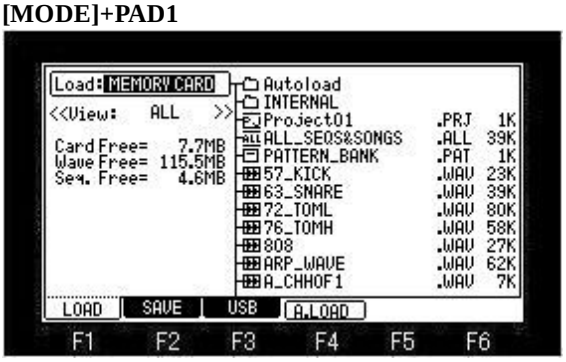
Please edit the name of a folder and press F6(ENTER) button.



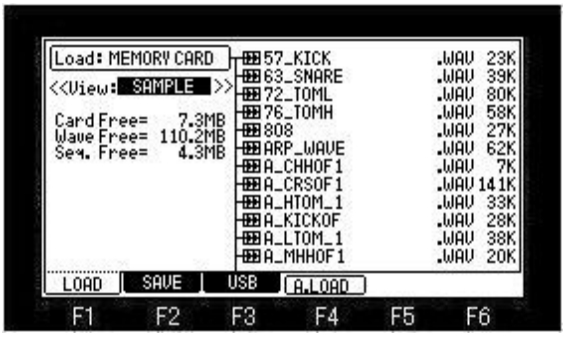
A new folder is created and will be state which the folder opened.

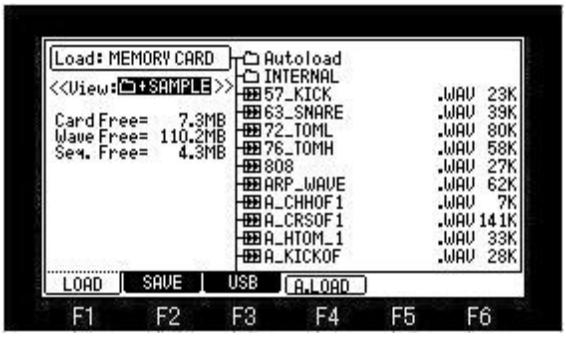
Loading of a folder or a file

[MODE]+PAD1

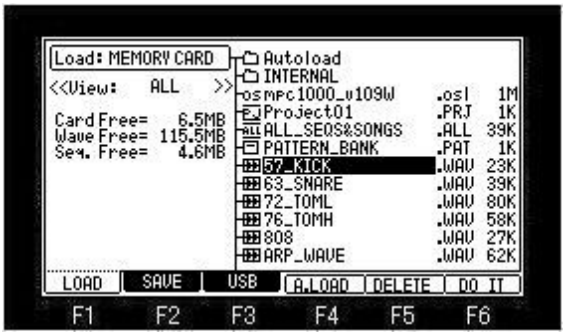


Please select the loading destination in the Load field.



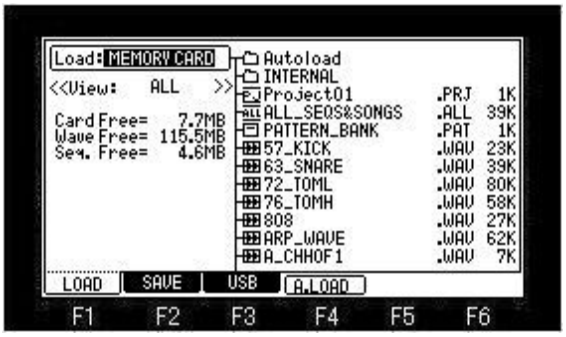


By setting the "View" field, only samples or only samples and folder can display.
In addition, a set will be reset to ALL if it goes to the mode of a save.

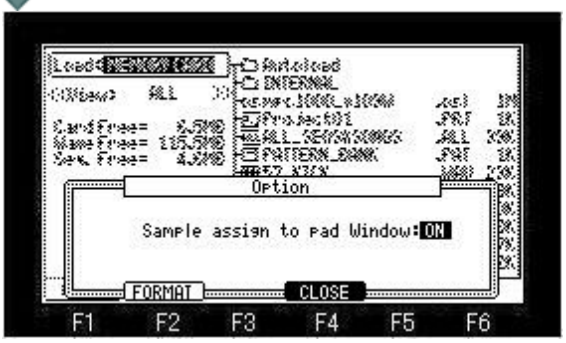


Please move cursor to a folder or a file to load, and press the F6 (DO IT) button.

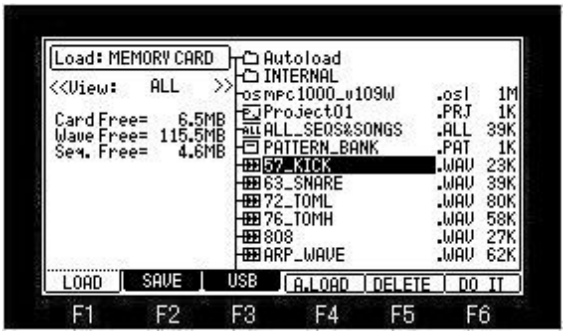
Sample to load is assigned to a pad.



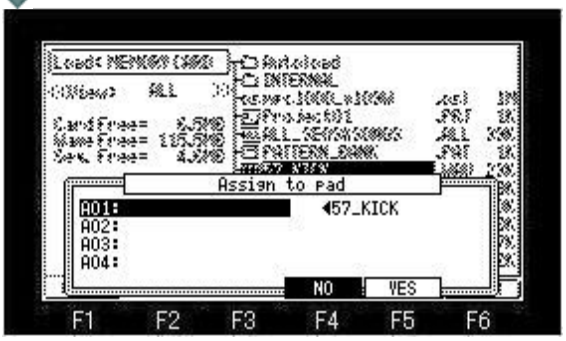
If the [WINDOW] button is pushed in the mode of LOAD, a "Option" window will open.



When the setup here is "ON", if loading of a sample is performed, the window of "Assign to Pad" will open.

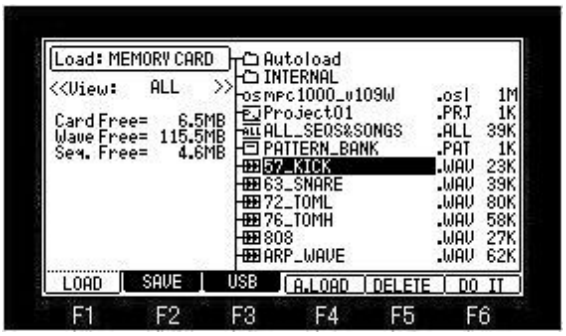


If loading of a sample is performed, the window of "Assign to Pad" will open.



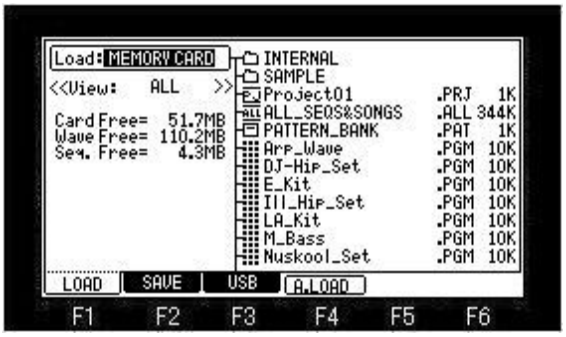
Please move cursor to the pad number which wants to assign the sample to load, and press the F5 (YES) button.
When the F4 (NO) button is pressed, it does not assign to a pad.

☐ Audition of a sample

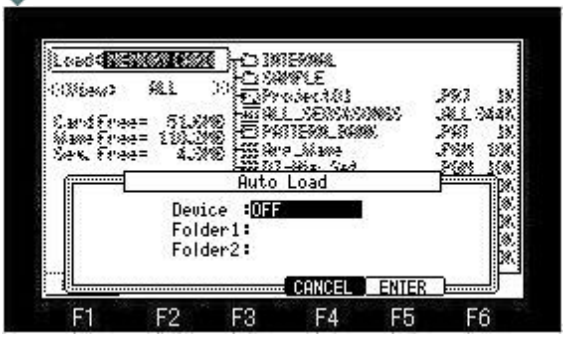


When the sample is chosen in the file field, the audition of the sample chosen when arbitrary pads were pressed can be performed.
Moreover, even if it chooses a sample by a DATA wheel or ▲▼ cursor button, pressing a arbitrary pad, audition is Possible.
Furthermore, when the [PLAY] or [PLAY START] button is pressed, the sample is played back to end.

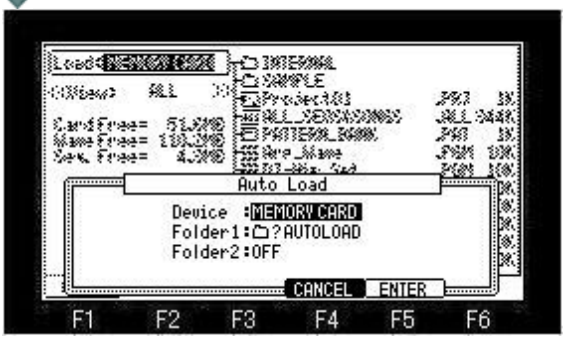
☐ AUTO LOAD



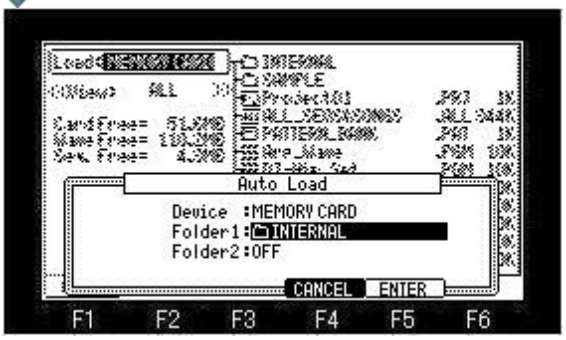
If F4 (A. LOAD) button is pushed in the mode of LOAD, the window of "Auto Load" will open.



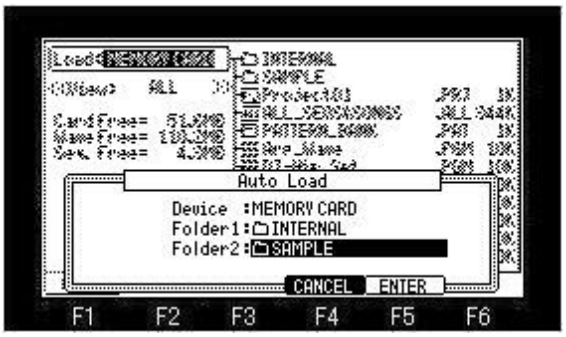
Please select a device.



Please move cursor to Folder 1 and choose the folder which wants to carry out an auto load.



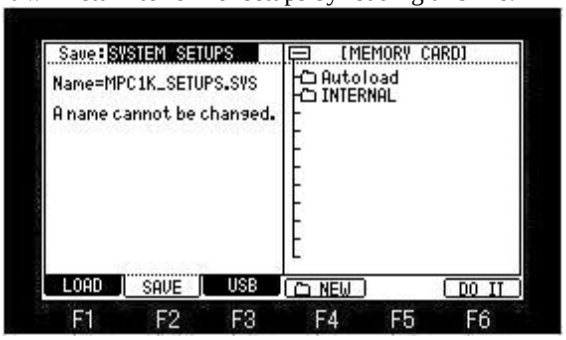
A setup will be completed if F5(ENTER) button is pressed.

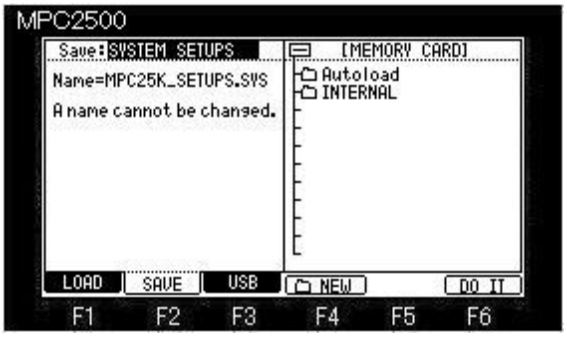


Note: The auto load of the two arbitrary folders can be carried out.

Setups of a system is saved to a file.

Setups of the present system can be saved by the file name of "MPC1 K_SETUPS.SYS". (MPC2500 is "MPC25 K_SETUPS.SYS")
If OS is changed, setups of a system will return to a default value.
It will return to former setups by loading this file.

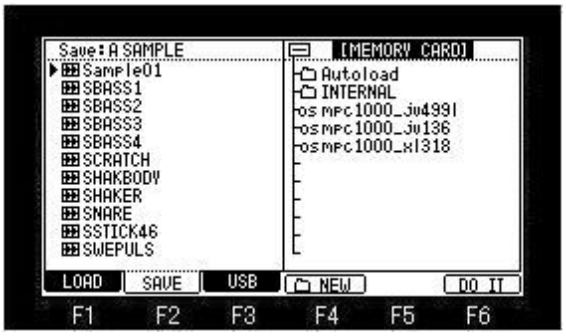




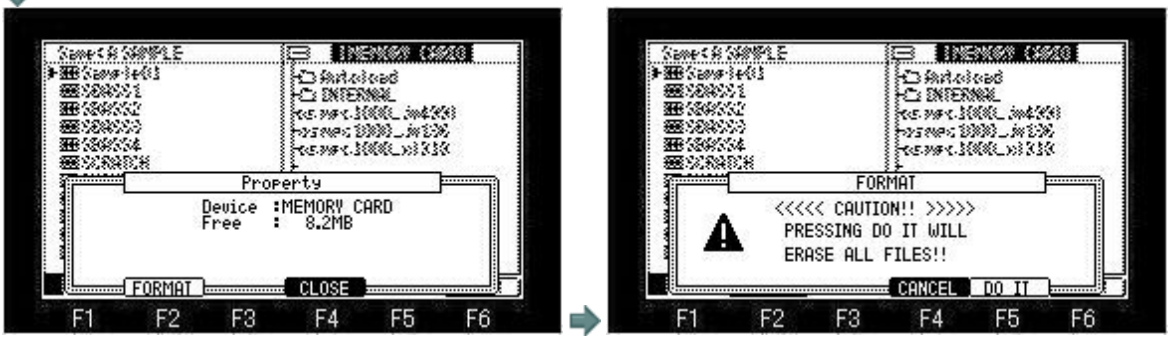
A file name cannot be changed.
It will not be able to read, if changed.

FORMAT

SAVE MODE

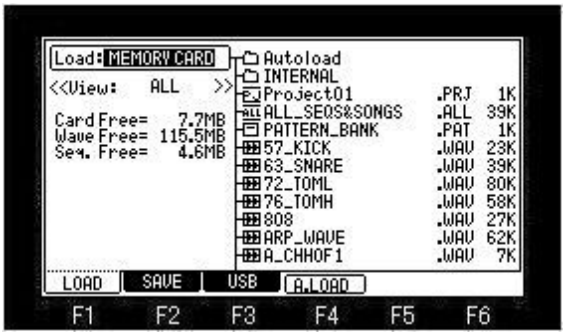


When cursor is upper right field, press the [WINDOW] button, the "Property" window will open.

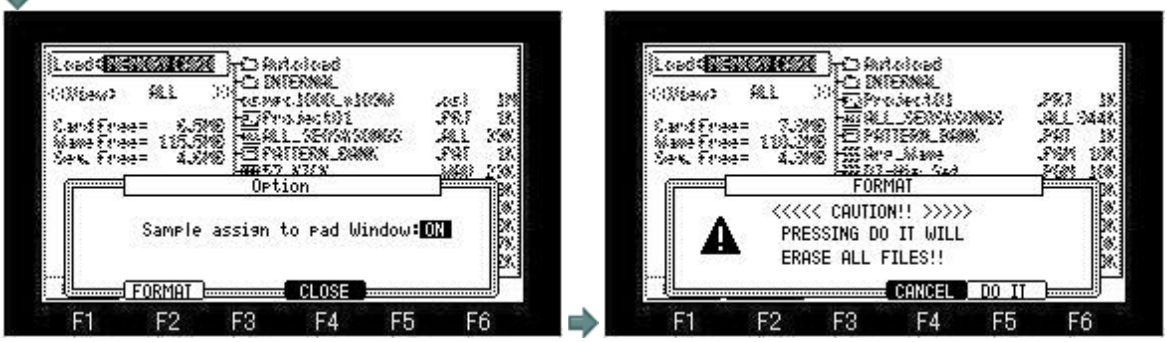


If F2 (FORMAT) button is pressed, the window of "FORMAT" will open.

LOAD MODE

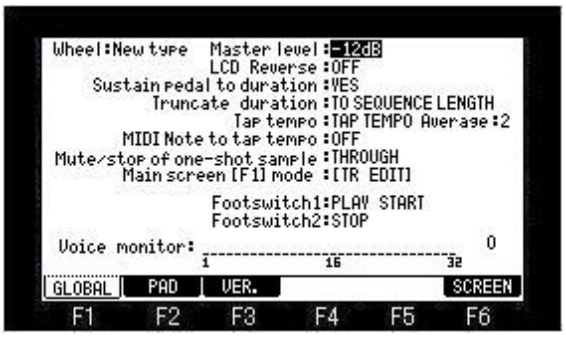


If the [WINDOW] button is pressed when cursor is in the "Load" field, the window of "Option" will open.



If F2 (FORMAT) button is pressed, the window of "FORMAT" will open.

Explanation in OTHER mode



Wheel field (Only MPC1000)
When the reaction of a DATA wheel is slow or cannot change the value of one step, please change the set.
Usually, MPC in which Ver2.12 or less AKAI OS was installed selects "Old type".
MPC in which Ver2.13 was installed selects "New type".
If OS is changed, this set will return to default setting "New type".

Master level field
You set a master level.
The MAIN VOLUME changes the analog signal level.
This will also adjust the entire level of the MPC digitally.

LCD Reverse field
The color of a screen will be reversed if it turns ON.

Sustain pedal to duration field
You select how to record sustain pedal information.
YES: The MPC converts the sustain pedal information into duration.
NO: The MPC records the sustain pedal information as it is.

Truncate duration field
When you are recording a sequence in the loop mode, you can specify how the MPC should operate when it reaches the boundary of the loop while you are holding a pad.
(it reaches the end of the sequence and jumps back to the beginning)
TO SEQUENCE LENGTH: The MPC records as played up to sequence length.
TO SEQUENCE END: The MPC cuts the note at the end of the sequence even if you hit the pad.
AS PLAYED: The MPC records your performance as it is played.

Tap tempo field
The button or pad which performs tap tempo is selects.
TAP TEMPO: It carries out using the TAP TEMPO button.
PAD1-PAD16: It carries out using the selected pad.

Average field
Please select the number of the taps used in order that you may calculate tempo by a tap tempo function.

MIDI Note to tap tempo field
Please set a note number, when you perform a tap tempo function by MIDI in note.
(The keyboard of a MIDI controller etc. can use a tap tempo function by setting)

Mute/stop of one-shot sample field
During play of one-shot samples, it is the field which selects behavior when muted or [STOP] button is pressed.
THROUGH: One shot samples are always played until sample end.
IMMEDIATE: One shot samples are stopped immediately when pressing stop or muting the pad.

Main screen [F1] mode field
It can be select whether F1 button of a main screen is set to [TR EDIT] or [PadMode].

Footswitch1, 2 field
It is the mode which assigns a function to a foot switch.

PLAY START:	It works the same as the PLAY START button.
PLAY:	It works the same as the PLAY button.
STOP:	It works the same as the STOP button.
OVER DUB:	It works the same as the OVER DUB button.
REC:	It works the same as the REC button.
PLAY/STOP:	When you step on the switch in stop mode, the MPC will start the playback. When you step on the switch in play mode, the MPC will stop the playback.
REC+PLAY:	It works as the same when you press the REC button and the PLAY button simultaneously
OVERDUB+PLAY:	It works as the same when you press the OVER DUB button and PLAY button simultaneously
REC/PUNCH:	When you step on the switch in stop mode, the MPC will start the playback, when you step on the switch in play mode, it starts recording, in recording mode, it starts playback.
OVERDUB/PUNCH:	When you step on the switch in stop mode, the MPC will start the playback, when you step on the switch in play mode, it starts overdubbing, in overdub mode, it starts playback.
TAP TEMPO:	It works the same as the TAP TEMPO button.
PAD1~PAD16:	The MPC will play the selected pad at the fixed velocity of 127
F1~F6:	They work the same as the function keys 1 through 6.
PAD BANK A~D:	They work the same as the PAD BANK buttons.
REPEAT:	It works the same as the NOTE REPEAT button.
ERASE:	It works the same as the ERASE button.
REC+START:	It works as the same when you press the REC button and the PLAY START button simultaneously
OVERDUB+START:	It works as the same when you press the OVER DUB button and the PLAY START button simultaneously
START/STOP:	MPC will begin playback from the start, when you step the switch in stop mode. When you step on the switch in play mode, the MPC will stop the playback.
TRACK +:	When you step a switch, it changes to the next track.
TRACK -:	When you step a switch, it changes to the back track.
SEQUENCE +:	If you step a switch, it will change to the next sequence. When you step on the switch in play mode, behavior of the next sequence will also be referred to.
SEQUENCE -:	If you step a switch, it will change to the back sequence. When you step on the switch in play mode, behavior of the next sequence will also be referred to.

Voice monitor field
The number of voices used currently is displayed with the bar meter.



21 — The maximum number of the voice used during the play is displayed.

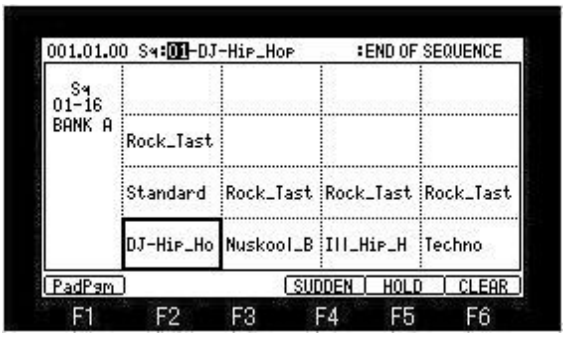
F2(PAD)
It is the mode which adjusts the sensitivity of pads.
Please refer to "Adjustment of Pads Sensitivity".

F3(VER.)
The version of OS will be displayed if F3 (VER.) button is pressed.

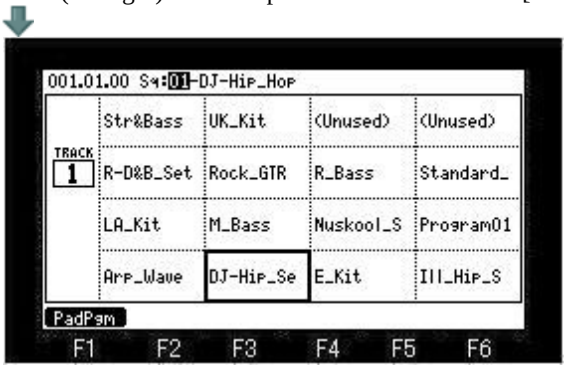
F6(SCREEN)
It is not related to a user at the function for manual preparation.

Program is switched by hitting the pads.

■ The program can be switched by hitting the pads.

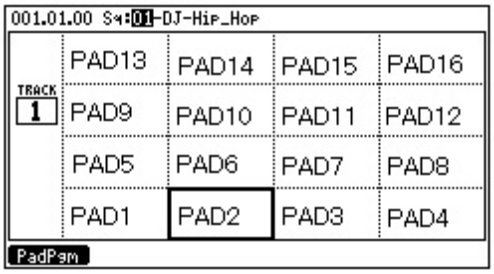


If F1 (PadPgm) button is pressed on the screen of [NEXT SEQ], it will change to a program mode.



A program name is displayed in a program mode.
Displays the first 9 letters of the program name.
If a pad is hit and a program is chosen, the program of an active track is switched.
(Change of an active track can be made by a [MODE] + DATA wheel)

The pads are displayed according to the position of the pads.
Refer to the following figure.

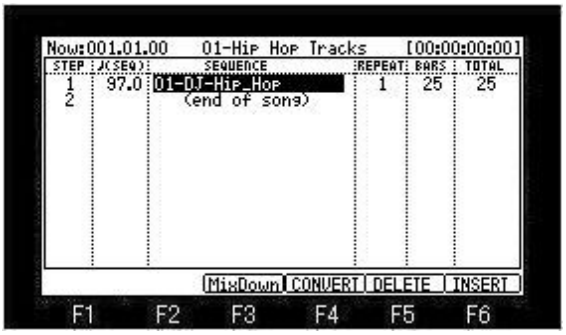


Notes
The programs which can be switched with a pad are only 16 programs currently displayed.
Therefore, other programs are not displayed even if it switches pad bank.
Moreover, information that switches the program by hitting a pad cannot be recorded.

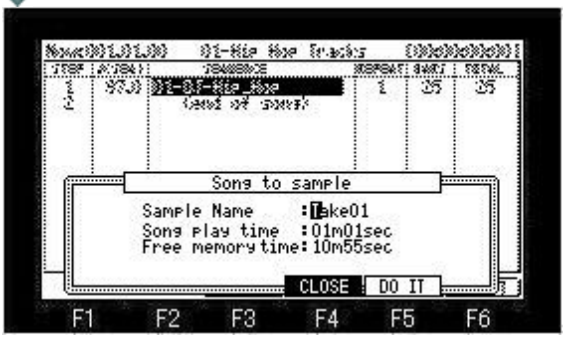
Mix Down

■ A sequence is converted to WAVE.

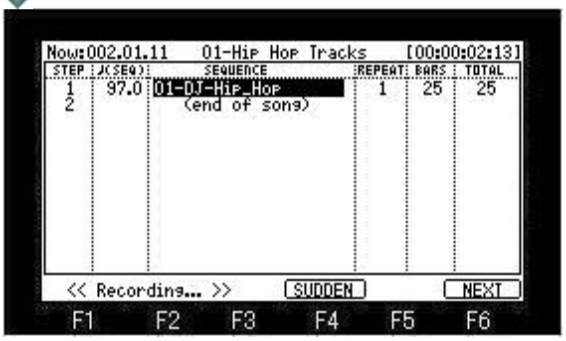
[MODE]+PAD16



Please choose a sequence to convert to WAVE in the mode of a song.
If F3(MixDown) button is pressed, a "Song to sample" window will open.

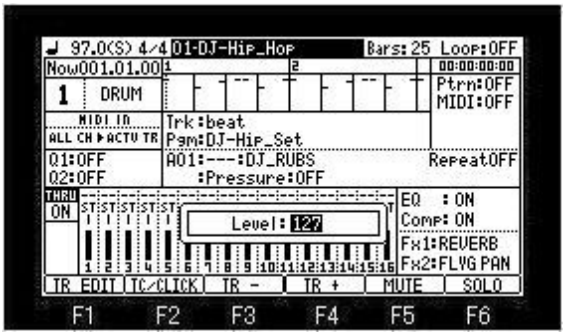


Please set a file name and press F5 (DO IT) button.
Playback of a sequence and the recording of MAIN OUT will be started. (A sequence is converted to WAVE)



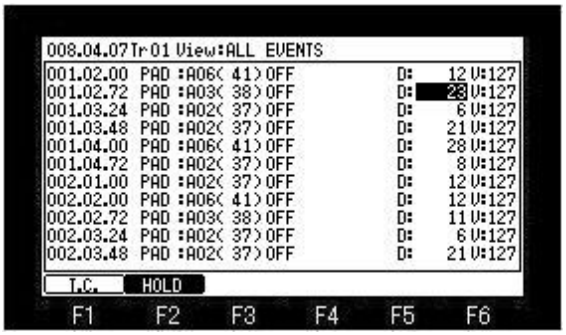
When a sequence is played to the end, recording is also stopped, and the WAVE file by which the sequence was recorded (MAIN OUT was recorded) is made.
In the case of the above figure, the WAVE file of the name of Take01 is made.

The value of FULL LEVEL can be adjusted.



If the FULL LEVEL button is pressed, the window of level will open.
Please set a value by a DATA wheel, holding the FULL LEVEL button.
If the FULL LEVEL button is released, a window will close.

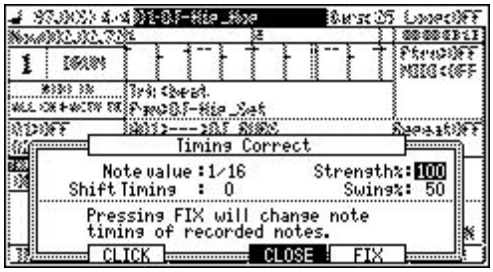
HOLD was added to STEP EDIT.



If F2 (HOLD) button is pressed, a screen will not scroll automatically during playback.
Therefore, a value can be changed during playback.

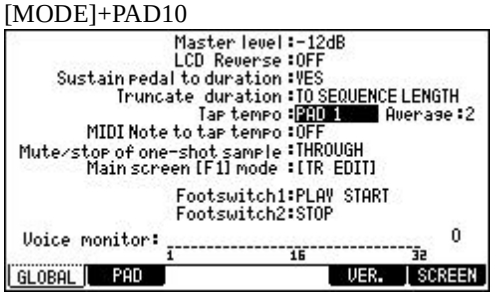
Timing Correct Strength%

Strength controls how rigidly the track will be quantized.
In other words, a 0% setting will not quantize the track at all, whereas a 100% setting will cause every note to snap perfectly into position within the beat.
Settings closer to 0% will allow note timing to be more relaxed and true to the original performance, while settings closer to 100% will make the track more precise.



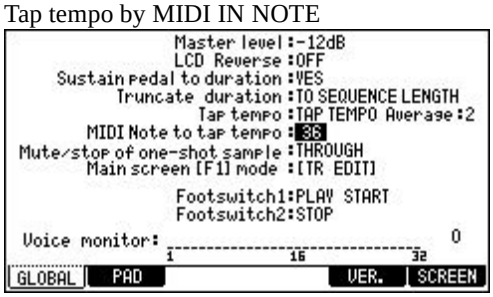
Function of tap tempo is assigned to a pad

[MODE]+PAD10



The function of tap tempo can be assigned to pads.
In the case of the above figure, tempo can be set by hit PAD1.
Tap tempo: OFF,TAP TEMPO,PAD1,PAD2,,,,,PAD16

Tap tempo by MIDI IN NOTE



If a note number is chosen in the "MIDI Note to tap tempo" field, tap tempo can be performed by MIDI IN NOTE.
(When you want to set up tempo by a MIDI keyboard etc.)