

INTRODUCING
MPC2
SOFTWARE
VERSION 2.3

FEATURES

- 3 NEW PLUGIN INSTRUMENTS
TUBESYNTH, BASSLINE, ELECTRIC
- AUTOSAMPLER
- CROSSFADE LOOPING
- ARPEGGIATOR
- ENHANCED Q-LINK NAVIGATION

AVAILABLE FOR

MPCX | MPC LIVE

AKAI
PROFESSIONAL



MPC 2.3 DESKTOP SOFTWARE AND FIRMWARE UPDATE

Compatibility

This is a firmware and software update.

Desktop Software

The MPC 2.3 desktop software includes MIDI maps for popular Ableton, Arturia, Korg, M-Audio and Native Instruments controllers.

Downloading the Update

To download the MPC 2.3 Desktop Software Update, log into your Akai Pro user account or through MPC 2.2.1 when prompted.

For instructions on installing the update, please visit our knowledge base article [here](#).

Firmware

This release is for MPC X and MPC Live hardware.

Downloading the Update

To download the 2.3 Firmware Update, navigate to the MPC X or MPC Live product page and click on Downloads to find the Mac and PC download links:

- [MPC Live product page](#)
- [MPC X product page](#)

For instructions on installing the update, please visit our knowledge base article [here](#).

New Features

The standalone MPC Live / X and the desktop software now contain three plugin instruments, **AIR TubeSynth**, **Bassline** and **Electric**.

TubeSynth :

The TubeSynth emulates the sound of classic vintage analog poly-synths packaged with five integrated AIR effects. The instrument is created by AIR and is based on the same advanced analog modelling technology found in their highly acclaimed desktop plugin synth Vacuum Pro. The layout has been carefully designed for easy tweak-ability via the MPC Q-Links. The TubeSynth comes packaged with a comprehensive factory library of cutting edge presets including sumptuous pads, hard hitting plucks, thunderous basses and screaming lead sounds.

Key Features

- Flexible 3 Oscillator architecture features noise, saw, square, pulse and triangle waveforms.
- Two different unison engines offer extended possibilities for thickening the timbre of any patch. Doubling thickens any patch by creating a detuned copy of the original. Where as the Oscillator 1 Quad section is perfect for creating powerful Supersaw and other unison waveforms from a single oscillator.
- Customize the harmonic content of Oscillator 2 using the voice-level EQ and Drive parameters. Go to Oscillator 2 and set it to Saw, Oscillator 2 Keytrack to 100 %, and Oscillator 2 EQ Frequency to around 88hz. Now increase the Oscillator 2 EQ Gain, this will boost the fundamental harmonic of each voice, thickening the sound. Decreasing the Oscillator 2 EQ Gain value will decrease the amplitude of the fundamental harmonic creating a thinner timbre. Experiment with different Oscillator 2 Frequency values to accentuate different harmonics.
- Lowpass Filter with continuously variable slope with pre and post distortion.
- Polyphonic Glide/Portamento for polyphonic pitch slides between chords.
- Envelopes are included for Filter and Amp, with a third specialist ramp envelope that can be assigned to different modulation destinations.
- Two LFOs have Sine, Square, Saw Up, Saw Down, Pump, Sample and Hold and Drift waveforms. The LFOs can be synchronized to the sequencer clock or free running, and a dedicated Fade parameter can set the LFOs to fade in or out.]
- Explore a wide range of timbral possibilities with the Oscillator section's Ring Modulation parameter. The amount of Ring Modulation can be modulated by LFO 2, which can be perfect for continuously evolving pad sounds. Ring Modulation can also be assigned to the Mod section as a Destination.
- AIR Chorus, Delay, Reverb, Compressor and Hype EQ.
- Almost 300 patches provide a wide selection of Synth, Lead, Pluck, Pad, Bass, Organ and FX presets.
- Oscillator 1 and 2 Env Shape parameters allow you to modulate the shape of each oscillator with the Filter Envelope

Bassline :

The AIR Bassline emulates the sound of classic mono synths with a contemporary twist. Including four integrated AIR effects as well as two built-in distortion algorithms.

Key Features

- Flexible oscillator with continuously variable waveshape including octave saw, saw, square and sine waveforms
- Sub and fifth oscillators for thicker layered timbres.
- Lowpass and Highpass filters.
- Over 150 presets.

Electric :

The AIR Electric emulates the sound of classic electric pianos.

Key Features

- Dedicated Pickup, Envelope, Bell and Noise parameter sections provide a huge amount of flexibility to configure the timbre of the electric piano sound.
- Five AIR effects Tremolo, Tube distortion, Chorus, Delay and Spring Reverb.
- Over 80 presets.

Q-Link navigation enhancements - In the Grid and Audio Editors when the Q-Links are in Screen mode, you can now use **Q-Link 2 to move the playhead, Q-Link 3 to Scroll the viewport and Q-Link 4 to Zoom** at the playhead position. Note the layout is slightly different between the desktop software and the standalone. In standalone the Q-Links for Zoom and Scroll are only present in Grid Edit or Audio Edit whereas in the desktop software they are present in Main Mode, Track View and Next Sequence.

Auto Sampler - Capture and convert any plugin preset or external instrument preset into a keygroup program. From the desktop software go to Tools > Auto Sampler. From the TUI go to the Sampler Mode and press the Auto Sampler icon on the Toolbar. The Auto Sampler popup is set up to drive the current track - to capture the output of a plugin instrument simply make this the current track before opening the Auto Sampler. For details on how to capture a preset from an external instrument such as a sound module, see the manual. The Auto Sampler can sample up to four velocity layers and you can configure the note stride, note length, tail length, loop time, crossfade time and type to achieve the best results.

Crossfade Looping - Realtime crossfade looping has now been added to sample playback. To apply crossfade looping to a sample in the desktop software go to Sample Edit > Trim, make sure Loop Lock is Off, choose the Fwd loop type and make sure that you have a difference of at least 10 samples between the Start and Loop point. Now, use the Crossfade field to enter a value in samples for the crossfade. You can choose between linear or equal power crossfade types. Use Pad A16, Play Continuous Loop, to hear the crossfade applied to the sample. You can also access the Crossfade parameter in the desktop software from the Wave view. On the TUI, the Crossfade parameters can be access in Sample Edit by pressing the X-Fade button to bring up the X-Fade popup.

Arpeggiator - MPC now includes a fully featured arpeggiator and phrase player for melodic program types. From the desktop software set the current track type to Plugin, Keygroup, MIDI or CV and then go to Tools > Arpeggiator to bring up the Arpeggiator popup, or from your MPC hardware hold down the Note Repeat button and press the Arp f-key.

The Arpeggiator has four modes of operation:

- **Arp** - A conventional arpeggiator, hold down a chord and the arpeggiator will play a pattern based on the individual notes held. Go to the Arp Mode section and change the Pattern (Up, Down, Random etc) and Octave fields to access conventional arpeggiator results. Experiment with the Variation field to further customize the end result.
- **Note Repeat** - Use this option to access the traditional MPC Note Repeat behaviour.
- **Rhythm** - Hold down a chord and the Arpeggiator will play the held notes in a rhythmic pattern. Use the Rhythm Pattern field to choose the pattern and the Spread field to spread the timing of the held notes creating a glissando effect.
- **Pattern** - Hold down a single note to trigger a melodic phrase, as you change the held note the melodic phrase will be transposed.

Plugin instruments and plugin effects preset support - You can now save and load plugin presets. In the desktop software, open an instrument or effects plugin editing window. At the top of the window is a new tool bar with a preset drop down menu, to the right of that is a drop down menu with the option to Save or Load a plugin preset. A number of third party VST plugins expose a bank of presets that MPC can read - where this is the case, MPC will automatically populate the plugin presets list with those exposed by the

plugin. On the TUI the functionality for browsing, saving and loading plugin instruments can be found on the Program Edit toolbar and for plugin effects in the Insert Effects Editor.

Internal Akai Effects now have all new **TUI Plugin Editors** and **factory presets**.

Split Events - You can now easily split note events, this is useful for creating intricate hi-hat parts or quintuplet/sextuplet motifs or drum beats. In the desktop software, go to Edit > Track > Split Event and choose from the available options. From the TUI, select a note in Grid Edit, then from Main Mode's Track section press the pencil tool to bring up the Track Edit overlay and choose Split Note Events.

Mode Selection shortcut - Holding Menu and pressing a pad can now be used as a shortcut to select a mode. The pads follow the 4 x 4 layout of the Mode Menu.

Stability and reliability

Installer

- A warning no longer displays when no legacy 32-bit version of the MPC Software is installed

MIDI Control Mode

- MPC Live/X pads no longer send SysEx in MIDI Control Mode when Aftertouch is set to Off

MIDI Sync

- MPC no longer crashes when receiving MIDI Input after an extended period of time

Main Mode

- The Main Mode panel for Audio Tracks now contains its mini output meter

Overlays

- Connecting hardware when the 'Mode Not Available' overlay is displayed no longer causes a crash

Pad Perform

- MPC no longer crashes when Pad Perform pads are MIDI learned for plugin instruments and triggered

Plugin Hosting - Effects

- Plugins with long names now fit in the preset titlebar
- Waves' Waveshell version 10 will now be scanned successfully

Popups

- Values under sliders and dials now retain their colour after using numeric entry

Productization

- Check For Updates now shows current latest version

Q-Links

- Plugin parameters can now be learned to the Q-Links when activating Q-Link Learn from **Q-Link Edit**

Timing Correct/Note Repeat

- Note Repeat no longer triggers MIDI events after using external MIDI in Audio Mode

Undo/Redo

- Hybrid parameter values are now correctly restored when using Undo/Redo