

MPC1000 JJ OS2XL
MPC2500 JJ OS-XL

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.**

<MPC1000>

When the reaction of a DATA wheel is slow or cannot change the value of one step, please change the set of the "Data Wheel Type" field of OTHER.

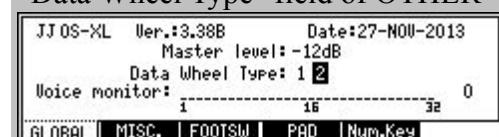
Usually, MPC in which Ver2.12 or less AKAI OS was installed selects 1.
MPC in which Ver2.13 was installed selects 2.

If OS is changed, this set will return to default setting "2".



<MPC2500>

"Data Wheel Type" field of OTHER



Please select "2", when an encoder(DATA wheel) is exchanged for the same type as MPC1000.

<MPC1000/MPC2500>

Notes

Please be sure to carry out contrast adjustment of LCD, and sensitivity adjustment of PAD first.

The contrast of LCD should turn a DATA wheel, pressing the [STOP] button.

Moreover, 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 NOTE from the outside.

The data of 16 LEVELS of AKAI OS, OS1, and OS2 is not reflected.

Moreover, 16 levels made with OS2XL(OS-XL) do not work in AKAI OS, OS1, and OS2

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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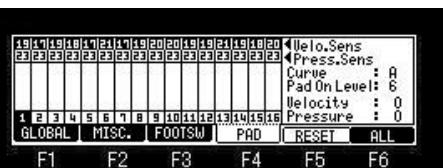
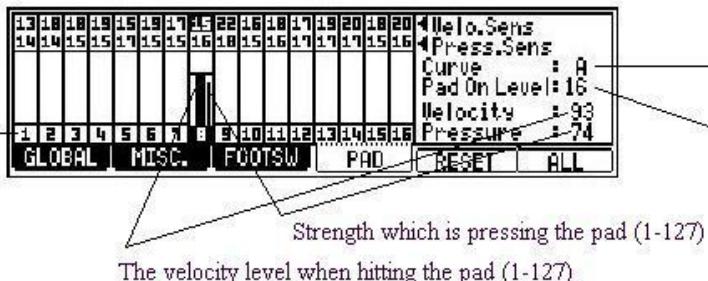
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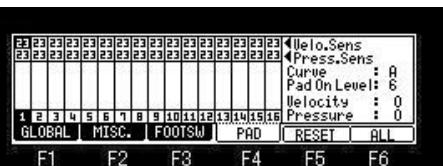
Adjustment of Pads Sensitivity

■ If F4 (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 velocity sensitivity so that the same value is displayed, when a pad is hit by the same strength.
 If the value of sensitivity is enlarged, even if it will hit a pad weakly, the value of a large velocity is acquired easily.
 If the value of pressure sensitivity is too large, the effect of After touch will decrease.



If F6 (ALL) button is pressed, the sensitivity of all the pads can be changed at once.



If F5 (RESET) button is pressed, the sensitivity of all the pads will become a default value (23).
 (The default value of MPC2500 is 20.)

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 F3 (RENAME) button is pressed, it will become 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.

DELETE INSERT \wedge/a

DELETE



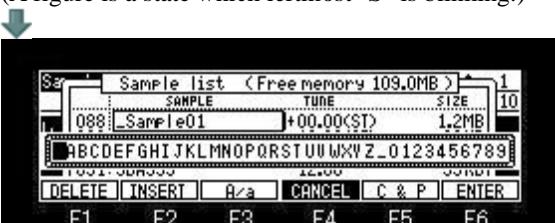
The character on the cursor which will blink if F1 (DELETE) button is pressed is deleted.
(A figure is a state which leftmost "S" is blinking.)



INSERT



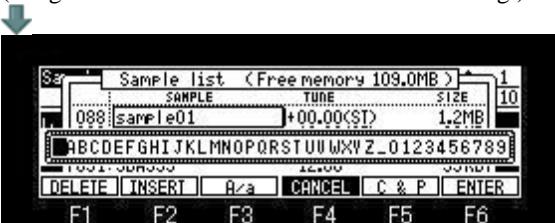
A space (underline) enters before the cursor which will blink if F2 (INSERT) button is pressed.
(A figure is a state which leftmost "S" is blinking.)



A/a



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.
(A figure is a state which leftmost "S" is blinking.)

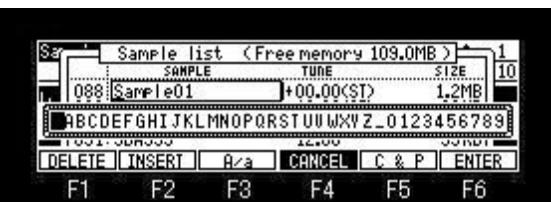


If the ► cursor button is pressed, pressing the [SHIFT] button, blink cursor will be moved to the last of a name.



If the ◀ cursor button is pressed, pressing the [SHIFT] button, blink cursor will be moved to the first of a name.

■ COPY & PASTE



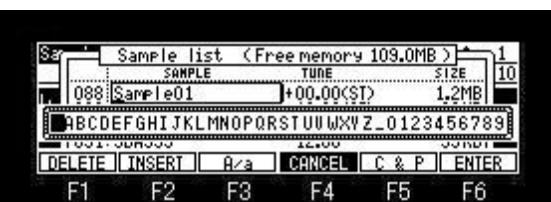
It will become COPY & PASTE mode if F5 (C & P) button is pressed.

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.

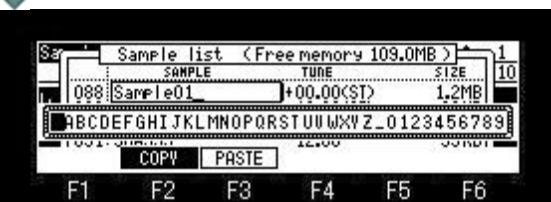
Paste presses F3 (PASTE) button, holding F5 (C & P) button.

■ The following example is a procedure which pastes "Sample01" of a sample name on a new folder name.

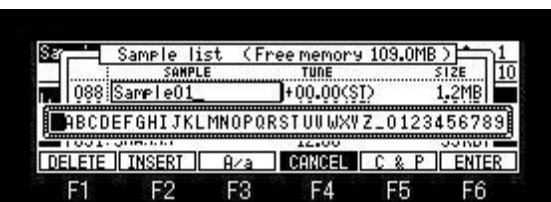


Please press F2 (COPY) button, holding F5 (C & P) button.

"Sample01" is copied to a clipboard.



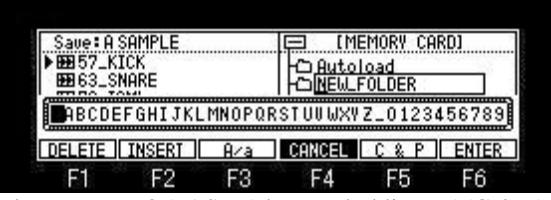
Completion of a copy will move blink cursor to the last of a name.



Edit will be completed if F6 (ENTER) button is pressed.



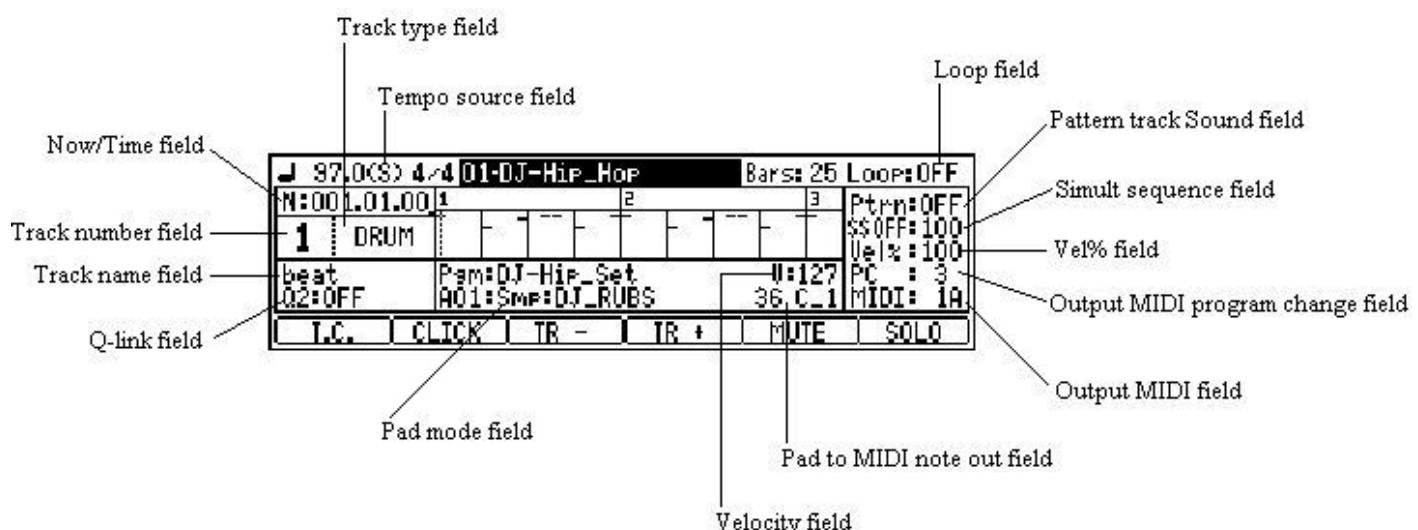
F4 (□NEW) button is pressed in save mode.



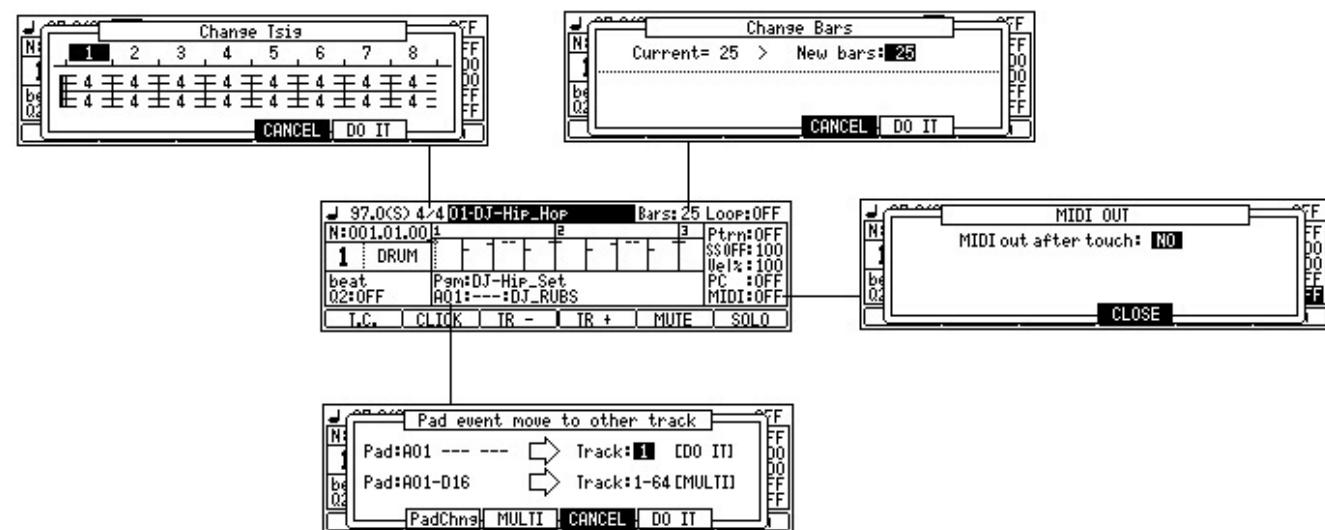
Please press F3 (PASTE) button, holding F5 (C & P) button.



Main Screen



Tempo sauce field	Please refer to "Selecting a tempo source".
Track type field	The type of the active track is displayed.
Now/Time field	If a DATA wheel is turned in the Now/Time field, Now will change to a time display.
Track number field	The number of the active track is displayed.
Track name field	The name of the active track is displayed.
Q-link field	Please refer to "Q-link of a main screen".
Loop field	Please refer to "Loop setting of a sequence".
Pattern track Sound field	If it turns ON, the sound of a pattern track will sound. Please refer to "Creation of a pattern track"
Simult sequence field	Please refer to "Simult sequence".
Vel% field	Allows you to adjust the Velocity ratio on the selected Track while the sequence is playing. Adjust the Velocity ratio by turning the DATA wheel from 1% to 200%. Changing the "Vel%" has no effect while recording sequence data, it will only effect the playback of a sequence. If the velocity is set to 127 (maximum), any setting over 100% will have no effect.
Output MIDI program change field	Please refer to "Output Midi Program Change".
Output MIDI field	The output MIDI channel and output port of the selected track are displayed.
Pad to MIDI note out field	Please refer to "Setting of pads to midi note out"
Velocity field	The value of the velocity of the hit pad or MIDI in note is displayed.
Pad mode field	Please refer to "Pad mode"



Change Tsig	It is a window which sets the time signature of the sequence. 4/4 is set by the default.
Change Bars	It is a window which changes the number of the bars of a sequence.
MIDI OUT	If "YES" is select, the poly pressure will be outputted by the after touch of a pad. When a program is "INST", a channel pressure is outputted by the after touch of a pad.
Pad event move to other track	Please refer to "Movement of pad events".

It is displayed when INPUT THRU is ON

J 97.0(S) 4/4 01-DJ-Hip_Hop	THRU	25 Loop:OFF
N:001.01.001	1 DRUM	Ptrn:OFF SS0FF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
T.C.	CLICK	TR - TR + MUTE SOLO

Indicator field

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars:	25 Loop:OFF
N:001.01.001	1 DRUM	Ptrn:OFF SS0FF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
T.C.	CLICK	TR - TR + MUTE SOLO

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars:	25 Loop:OFF
N:001.01.001	1 DRUM	Ptrn:OFF SS0FF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
T.C.	CLICK	IR - IR + MUTE SOLO

When MIDI CLOCK is transmitted, "OUT : CLK" and an output port are displayed on the right side indicator field.

J (EXT)(S) 4/4 01-DJ-Hip_Hop	Bars:	25 Loop:OFF
N:001.01.001	1 DRUM	Ptrn:OFF SS0FF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
T.C.	CLICK	IR - IR + MUTE SOLO

When MIDI CLOCK is received, "IN : CLK SYNC" is displayed on the left side indicator field.

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars:	25 Loop:OFF
N:001.01.001	1 DRUM	Ptrn:OFF SS0FF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
T.C.	CLICK	IR - IR + MUTE SOLO

When it stops while receiving MIDI CLOCK, "IN : CLK" is displayed on the left side indicator field.

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars:	25 Loop:OFF
N:001.01.001	1 DRUM	Ptrn:OFF SS0FF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
T.C.	CLICK	IR - IR + MUTE SOLO

When MIDI TIME CODE is transmitted, "OUT : MTC" and an output port are displayed on the right side indicator field.

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars:	25 Loop:OFF
N:001.01.001	1 DRUM	Ptrn:OFF SS0FF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
T.C.	CLICK	IR - IR + MUTE SOLO

When MIDI TIME CODE is received, "IN : MTC SYNC" is displayed on the left side indicator field.

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars:	25 Loop:OFF
N:001.01.001	1 DRUM	Ptrn:OFF SS0FF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
T.C.	CLICK	IR - IR + MUTE SOLO

When it stops while receiving MIDI TIME CODE, "IN : MTC" is displayed on the left side indicator field.

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars:	25 Loop:OFF
N:001.01.001	1 DRUM	Ptrn:OFF SS0FF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
T.C.	CLICK	IR - IR + MUTE SOLO

When the MIDI controller currently assigned to the parameter of the effect is operated, "CC TO EFFECT" is displayed on the left side indicator field. Refer to "The value of the parameter of an effect is controllable by a MIDI controller" for the method of assigning a MIDI controller to the parameter of an effect.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop:OFF							
N:001.04.931	1	DRUM	beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	CC TO EFFECT	3	Ptrn:OFF \$S0FF:100 Vel%:100 PC :OFF MIDI:OFF
T.C.	CLICK	TR -	TR +	MUTE	Solo		

When the value of the parameter of an effect is changed by CC currently recorded on the sequence, "CC TO EFFECT" is displayed on the right side indicator field.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop:OFF							
N:001.03.161	1	DRUM	beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	CC PAD MIXER	3	Ptrn:OFF \$S0FF:100 Vel%:100 PC :OFF MIDI:OFF
T.C.	CLICK	TR -	TR +	MUTE	Solo		

When the MIDI controller currently assigned to the mixer of the pads is operated, "CC PAD MIXER" is displayed on the left side indicator field. Refer to "A mixer is controllable by a MIDI controller" for the method of assigning a MIDI controller to the mixer of pad or a track.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop:OFF							
N:001.03.161	1	DRUM	beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	CC TRK MIXER	3	Ptrn:OFF \$S0FF:100 Vel%:100 PC :OFF MIDI:OFF
T.C.	CLICK	TR -	TR +	MUTE	Solo		

When the MIDI controller currently assigned to the mixer of the track is operated, "CC TRK MIXER" is displayed on the left side indicator field.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop:OFF				J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop:OFF			
N:001.03.161	1	DRUM	beat 02:OFF	N:001.01.591	1	DRUM	beat 02:OFF
MULTI RX:--	2			MULTI RX:9	2		
T.C.	CLICK	TR -	TR +	MUTE	Solo	T.C.	CLICK

When a multi timbre is ON, "MULTI RX : --" is displayed on the left side indicator field.

A right side number is the channel received.

Please refer to a "Multi timbre" for a multi timbre.

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.

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.

Relation between a PAD number and a note number

Inside MPC, PAD number A01-D16 is the note number 36-99.
This cannot be changed.

MIDI IN

PAD A01=NOTE 36
PAD A02=NOTE 37
PAD A03=NOTE 38
|
PAD D15=NOTE 98
PAD D16=NOTE 99

DRUM PROGRAM disregards the note number 0-35 and 100-127.

Note 0-127

PAD A01-D16=>Note 36-99

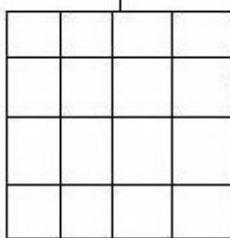
PAD A01-D16

[SEQUENCER]

A sequencer is recorded by a NOTE number.

NOTE PAD	
36	= A01
37	= A02
38	= A03
39	= A04
96	= D13
97	= D14
98	= D15
99	= D16

INTERNAL PROGRAM DRUM/INST



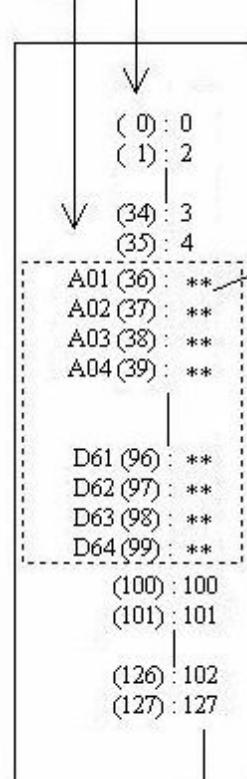
PAD A01-D16

Sequencer play note 0-127

PAD

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.

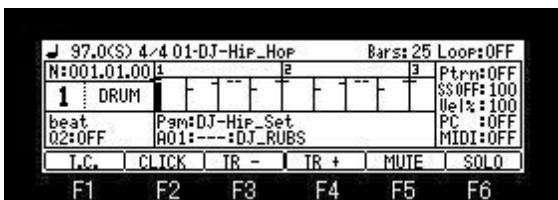
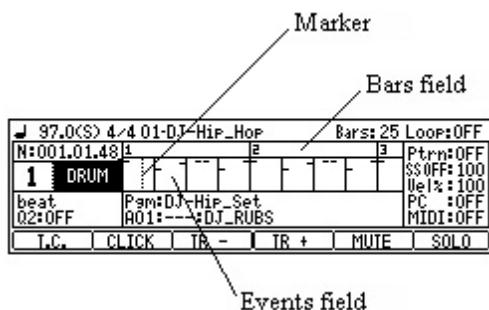
The program has this conversion table.



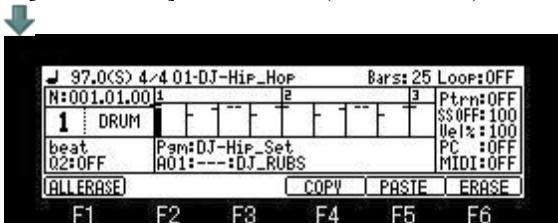
PAD or a Sequencer play note to MIDI out note conversion table.

MIDI out note

Main Grid

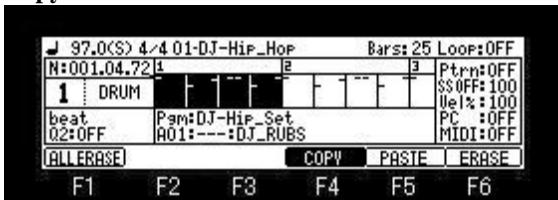


If [OVER DUB] is turned ON (the LED is lit) when cursor is in the event field, it will become the edit mode of a grid.



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

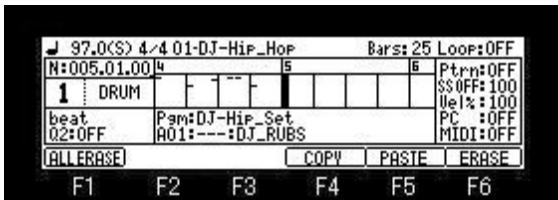
Copy of events



Please select the copy region by a DATA wheel, pressing F4 (COPY) button.

When F4 (COPY) button is released, it is the completion of a copy.

Paste of events



Please move cursor to the location which you want to paste, and press F5 (PASTE) button.



Erase of events

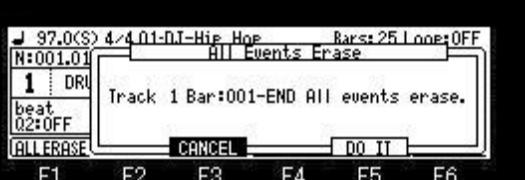


If a DATA wheel is turned pressing F6 (ERASE) button, the event which the marker passed will be erased.

All the events of a track are erased.



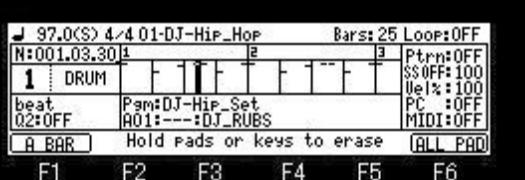
If F1 (ALLERASE) button is pressed, the window of "All Events Erase" will open.



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



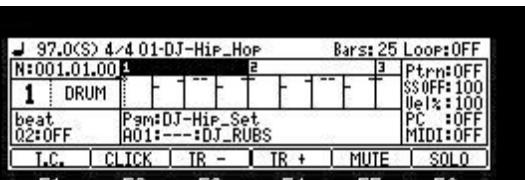
Events is erased on real time. (When recording by OVER DUB+PLAY START)



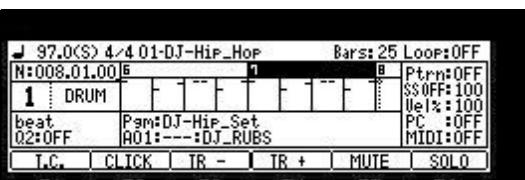
When you erase a specific pad event, please press the pad of the event which you want to erase, pressing the ERASE button. For example, if PAD A01 is pressed pressing the ERASE button, the event of PAD A01 while pressing will be erased.

If F1 (A BAR) button is pressed, all the events of the bar on marker will be erased.

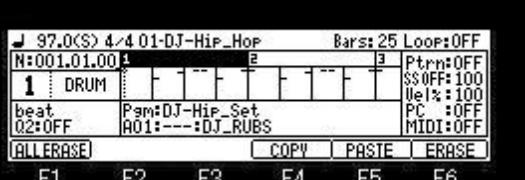
If F6 (ALL PAD) key is pressed, the pad(A01-D16) events of all the marker location will be erased.



Movement of bars can be performed, if cursor is moved to the bar field and a DATA wheel is turned.



If [OVER DUB] is turned ON (the LED is lit), the copy, paste, and erase of bars can be performed.



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

Copy of bars

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF
N:001.01.001 1 2 3 Ptrn:OFF
1 DRUM | - - - | - - - | - - - |
beat Pam:DJ-Hip_Set PC :OFF
02:OFF A01:---:DJ_RUBS MIDI:OFF
[ALLERASE] COPY PASTE ERASE
F1 F2 F3 F4 F5 F6

Please select the bar which turns and copies a DATA wheel, pressing F4 (COPY) button.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF
N:003.01.002 2 3 4 Ptrn:OFF
1 DRUM | - - - | - - - | - - - |
beat Pam:DJ-Hip_Set PC :OFF
02:OFF A01:---:DJ_RUBS MIDI:OFF
[ALLERASE] COPY PASTE ERASE
F1 F2 F3 F4 F5 F6

When F4 (COPY) button is released, it is the completion of a copy.

Paste of bars

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF
N:007.01.001 1 2 3 4 5 Ptrn:OFF
1 DRUM | - - - | - - - | - - - | - - - |
beat Pam:DJ-Hip_Set PC :OFF
02:OFF A01:---:DJ_RUBS MIDI:OFF
[ALLERASE] COPY PASTE ERASE
F1 F2 F3 F4 F5 F6

Please move cursor to the bar which you want to paste, and press F5 (PASTE) button.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF
N:009.01.005 1 2 3 4 5 6 Ptrn:OFF
1 DRUM | - - - | - - - | - - - | - - - | - - - |
beat Pam:DJ-Hip_Set PC :OFF
02:OFF A01:---:DJ_RUBS MIDI:OFF
[ALLERASE] COPY PASTE ERASE
F1 F2 F3 F4 F5 F6

Erase of bar

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF
N:004.01.001 1 2 3 4 Ptrn:OFF
1 DRUM | - - - | - - - | - - - | - - - |
beat Pam:DJ-Hip_Set PC :OFF
02:OFF A01:---:DJ_RUBS MIDI:OFF
[ALLERASE] COPY PASTE ERASE
F1 F2 F3 F4 F5 F6

Please move cursor to the bar which you want to erase, and press F6 (ERASE) button.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF
N:004.01.002 1 2 3 4 Ptrn:OFF
1 DRUM | - - - | - - - | - - - | - - - |
beat Pam:DJ-Hip_Set PC :OFF
02:OFF A01:---:DJ_RUBS MIDI:OFF
[ALLERASE] COPY PASTE ERASE
F1 F2 F3 F4 F5 F6

If F6 (ERASE) button is pressed, the event in the bar will be erased.

If F6 (ERASE) button is released, cursor will move to the next bar automatically.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF
N:005.01.003 1 2 3 4 5 Ptrn:OFF
1 DRUM | - - - | - - - | - - - | - - - | - - - |
beat Pam:DJ-Hip_Set PC :OFF
02:OFF A01:---:DJ_RUBS MIDI:OFF
[ALLERASE] COPY PASTE ERASE
F1 F2 F3 F4 F5 F6



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

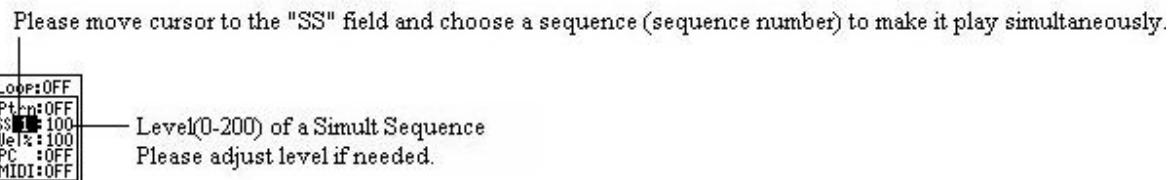
Please refer to "movement of a pad event" for F2 (PadMove).

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. |

Simult Sequence

■ Two sequences can be played simultaneously.



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



Notes

The sequence chosen by "SS" 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.

A tempo change and mute events are disregarded.

Output Midi Program Change

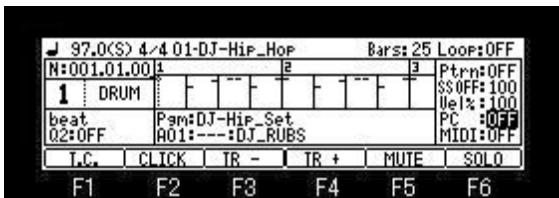
There are the two methods of outputting a program change.

1. It records in STEP EDIT mode as a sequence event.

In this case, it will be outputted if a sequence is played.

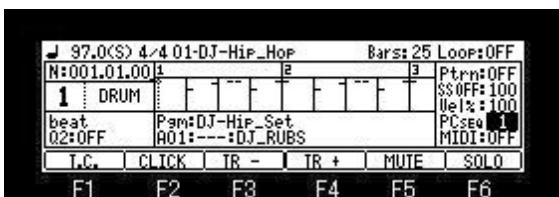
2. It sets on a main screen as a parameter of a track.

In this case, it is outputted when the [PLAY START] button is pressed.



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.



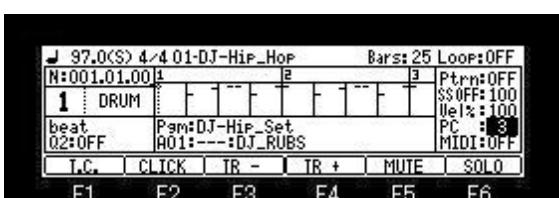
If a DATA wheel is turned to the right when PC field is OFF, "SEQ" will be displayed on the right of PC.

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.

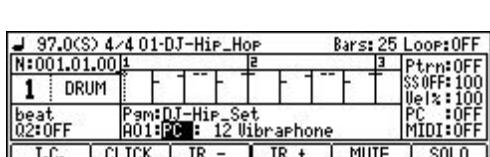
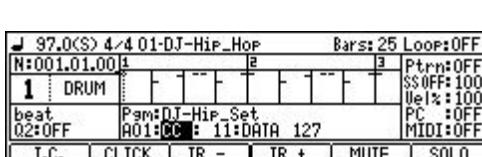
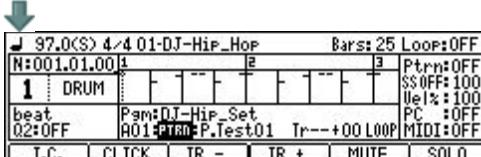
■ You can choose behavior when a pad is hit.



Pad mode field



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



MODE	Behavior
---	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. As for the program which sounds a pattern, the program of an active track is used. Moreover, NOTE used by the pattern is outputted with reference to set of the MIDI field.
CC(Control change)	MIDI CC currently assigned to the pad is outputted with reference to set of the MIDI field.
PC(Program change)	MIDI PC currently assigned to the pad is outputted with reference to set of the MIDI field.

Notes

Please refer to "MUTE/Simult Pad/CYCLE" for CYCL (CYCLE) and RNDM (Cycle Random).

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.

A pattern does not work with a simult pad. (Refer to "MUTE/Simult Pad/CYCLE")

Timing correct does not work to patterns. (A pattern is not influenced by timing correct)

MIDI CC/PC is outputted only on a main screen. (MIDI NOTE is outputted in the modes other than a main screen.)

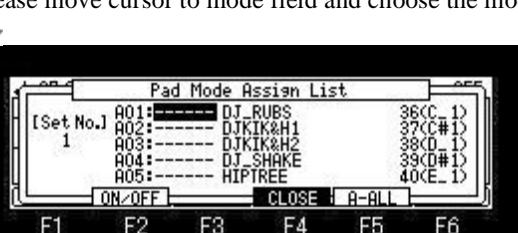
■ You can set the pad mode with a window of "Pad Mode Assign List".



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



Please move cursor to mode field and choose the mode.





If F5 (A-ALL) button is pressed, mode of all the pads of BANK A can be chosen as the same time.



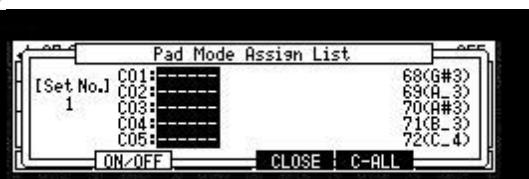
ALL will be canceled if F5 (A-ALL) button is pressed once again.

F5 button changes as follows by the PAD BANK key.

When the PAD BANK B key is pressed



When the PAD BANK C key is pressed

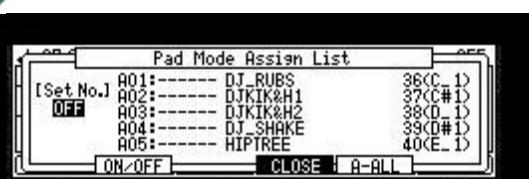


When the PAD BANK D key is pressed



Pad mode can be turned ON/OFF if F2 (ON/OFF) button is pressed.

When pad mode is OFF, OFF is displayed on the Set No field.



Pad Mode Assign List					
[Set No.]	A01: PATTERN P.Test01	Tr--	+00	LOOP	
	A02: PATTERN P.Test02	Tr--	+00	LOOP	
	A03:----- DJ KIKI#H2		38	(D..1)	
	A04:----- DJ SHAKE		39	(D#1)	
	A05:----- HIPTREE		40	(E..1)	
ON/OFF	CLOSE	A-ALL			
F1	F2	F3	F4	F5	F6

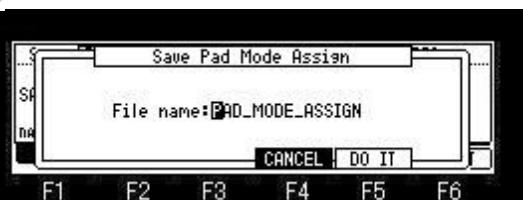
10 kinds of different setup can be set by choosing a number in the Set No. field.

■ Saving of setups

Since the contents of a setting will be lost if the power is turned off, please save them to CF card or HDD.



Please select PAD MODE ASSIGN in the Save field and push F6 (DO IT) button.



If F5 (DO IT) button is pressed, it will be saved by the file name currently displayed.



Extension "PMD" is a file of pad mode.



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



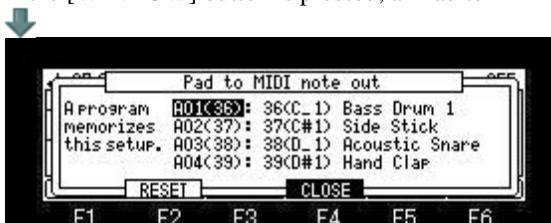
If cursor is moved to the MIDI field and it select except OFF, a note will be displayed on the right of a sample name.



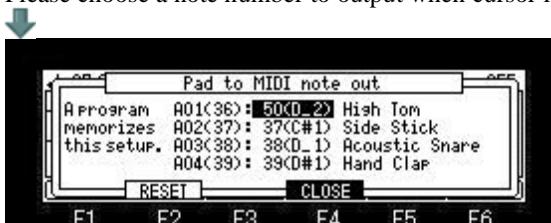
Please move cursor to the note field.



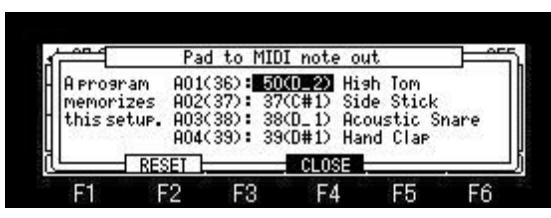
If the [WINDOW] button is pressed, a "Pad to MIDI note out" window will open.



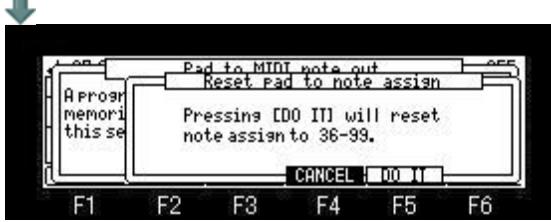
Please choose a note number to output when cursor is moved to the note field and a pad is hit.



If a pad A01 is hit in the case of the above figure, 50(D_2) of a note will be outputted.



If 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.

When you want to output MIDI CC (control change) or MIDI PC (program change), please set in "Pad mode."

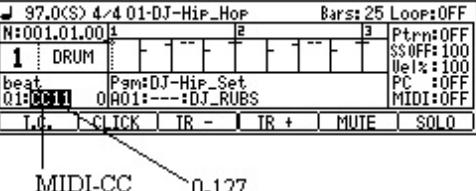
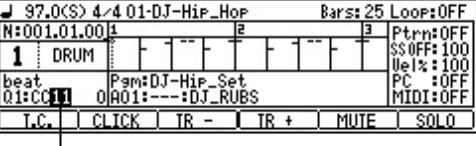
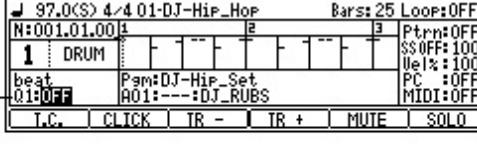
Notes

The program has memorized a setting in this window.

Therefore, when you want to save this setting, please save a program.

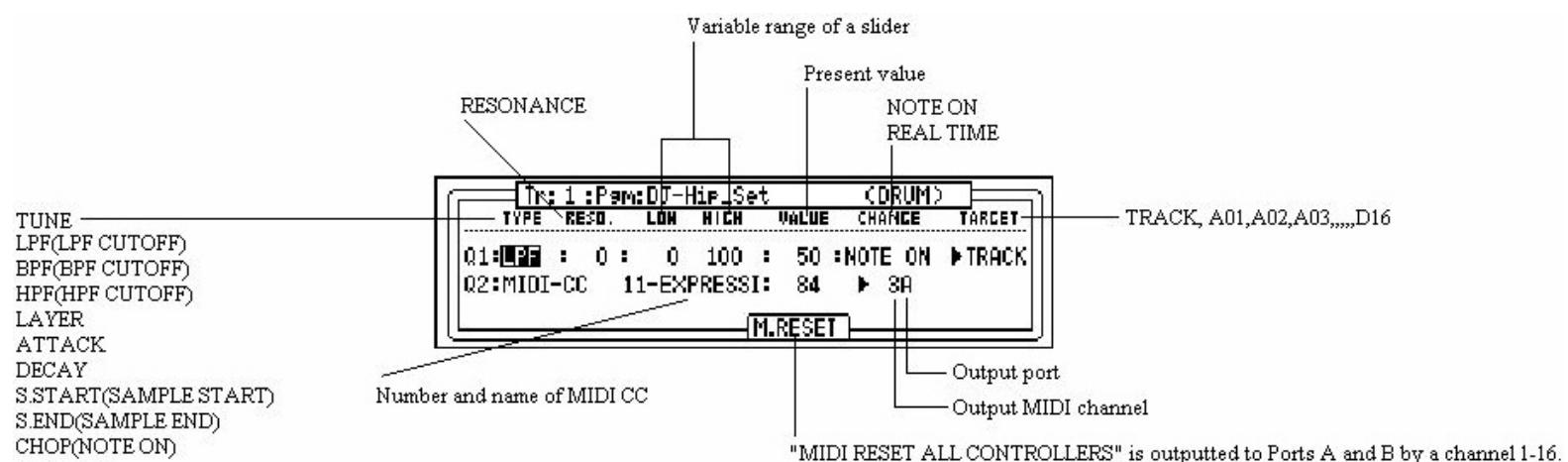
Q-Link (Main)

■ A setup of Q-Link can be performed on a main screen.

TUN (TUNE) LPF (LPF CUTOFF) BPF (BPF CUTOFF) HPF (HPF CUTOFF) LYR (LAYER) ATK (ATTACK) DCV (DECAY) STR (SAMPLE START) END (SAMPLE END) CHP (CHOP) VEL (VELOCITY) TEMPO CCxx (MIDI-CC) LVL (LEVEL) PAN L>P (LFO>PITCH) L>F (LFO>FILTER) L>L (LFO>LEVEL) LS (LFO SPEED)	 <p>Current value</p>	 <p>The pad whose slider operated now is effective is displayed. When "TRK" is displayed, it is effective against the track.</p>
	 <p>MIDI-CC 0-127</p>	
	 <p>Since cursor will move to a control change number if the right cursor key is pressed, please select a control change number by a DATA wheel.</p>	
Q1 will be displayed if Q1 slider is moved.		
Q2 will be displayed if Q2 slider is moved.		

If the [WINDOW] button is pressed when cursor is in the Q-Link field, the window of Q-Link will open.

Tr: 1 :Param:DJ-Hip_Set (DRUM)					
TYPE	LOW	HIGH	VALUE	CHANGE	TARGET
01:	OFF				
02:	OFF				
<input type="button" value="M.RESET"/>					



TYPE:	The parameter controlled with a slider is chosen. MIDI-CC outputs a control change.
CHANGE:	Selection of NOTE ON or REAL TIME The parameters which use this selection are only TUNE, LPF, BPF, HPF, LEVEL, and PAN. NOTE ON The setting value of the Q-LINK slider at hitting the pad affects to the sound. If you change the QLINK slider while the sound is playing back, the sound will not be changed. REAL TIME If you change the Q-LINK slider while the sound is playing backs, the sound will be changed.
RESONANCE:	The parameters which use this setup are only LPF, BPF, and HPF.

Notes

When a multi timbre is ON, Q-Link does not work.

A level, pan, attack and decay do not work to the program of INST.

In LFO>FILTR, when FILITER of a program is OFF, it works as Frequency 50 Resonance 80 of LPF.

A setup of a program is used when FILITER of the program is set up.

Tr:1:002-DJ-Hip_Set (DRUM) Play: POLY										FLT2	FRq2	RES2
F00	TYPE	FRA	RES0	DTR	A	D	Z	R	DPTH	FLT2	FRq2	RES2
A01	LPF	90	44	0	0	0	0	0	0	OFF		
A02	LPF	95	18	0	0	0	0	0	0	OFF		
A03	LPF	95	18	0	0	0	0	0	0	OFF		
A04	OFF									OFF		
SAMPLE	I	HMP	FILTER	I	PITCH	LFOMUTE	OUT	FX				

Two or more parameters of LFO do not work at the same time.

Only one always works.

For example, LFO>FILTR and LFO>PITCH do not work at the same time.

It cannot coexist with 16LEVELS.

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.

When the AFTER key is ON (the LED is lit), the note variation data currently recorded is not played back.

Two NOTE ON cannot be set as the same TARGET.

Priority is given to set of Q2 when the same TARGET is chosen.

As for PAN and LEVEL, the value of a program is changed.

Therefore, the changed value is reflected in the screen of MIXER.

Behavior of CUTOFF

OLD OS is a value of value + Q-Link of a program.

OS2XL does not use the value of a program.

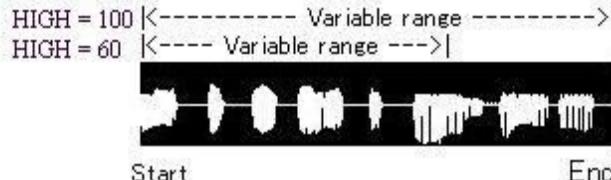
Only the value of Q-Link is used.

Explanation of the variable range of parameter S-START (SAMPLE START) and S-END(SAMPLE END).

Tr: 1 :Pm:DJ-Hip_Set			(DRUM)	
TYPE	LOW	HIGH	VALUE	CHANGE
01:S.START	60	:	0	► A01
02: OFF	:			

HIGH = Variable range

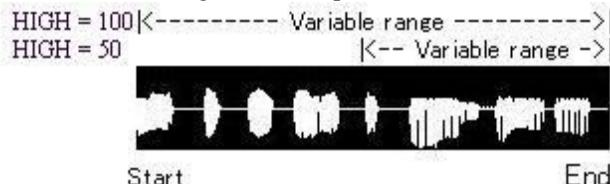
When the variable range of a "Start point" is set as "HIGH = 60", the variable range becomes like a following figure.



Tr: 1 :Pgm:DJ-Hip_Set		(DRUM)			
TYPE	LOW	HIGH	VALUE	CHANGE	TARGET
01:S.END		50	: 0		► A01
02: OFF	:				

HIGH = Variable range

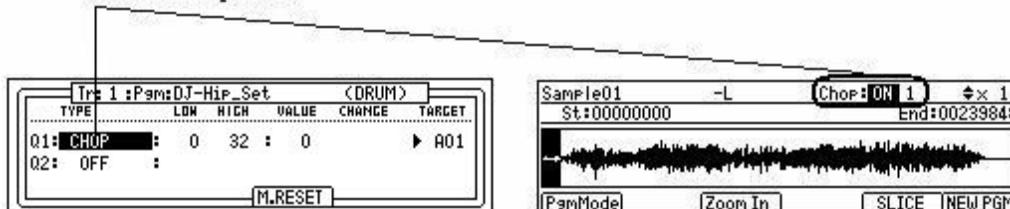
When the variable range of a "End point" is set as "HIGH = 50", the variable range becomes like a following figure.



CHOP

Chops is changed by slider. (0-32)

It is the Chop here.



Please refer to "Non-Destructive Chop" for this Chop

Q-Link (Main)

■ A setup of Q-Link can be performed on a main screen.

TUN(TUNE)
LPF(LPF CUTOFF)
BPF(BPF CUTOFF)
HPF(HPF CUTOFF)
LYR(LAYER)
ATK(ATTACK)
DCY(DECAY)
STR(SAMPLE START)
END(SAMPLE END)
CHP(CHOP)
VEL(VELOCITY)
TEMPO
CC***(MIDI-CC)
LVL(LEVEL)
PAN
L>P(LFO>PITCH)
L>F(LFO>FILTR)
L>L(LFO>LEVEL)
L.S(LFO SPEED)

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop: OFF
001.01.00						00:00:00:00
1 DRUM	beat	Pgm:DJ-Hip_Set	SS0FF:100	Vel%:100	PC :OFF	MIDI:OFF
01:TUN+120	0A01:DJ_RUBS					
L.C.	CLICK	TR -	TR +	MUTE	Solo	

Present value

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop: OFF
001.01.00						00:00:00:00
1 DRUM	beat	Pgm:DJ-Hip_Set	SS0FF:100	Vel%:100	PC :OFF	MIDI:OFF
01:TUN+120	0A01:DJ_RUBS					
L.C.	CLICK	TR -	TR +	MUTE	Solo	

The pad with which the present slider is working is displayed.
When "TRK" is displayed, it is working on the track.

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop: OFF
001.01.00						00:00:00:00
1 DRUM	beat	Pgm:DJ-Hip_Set	SS0FF:100	Vel%:100	PC :OFF	MIDI:OFF
01:CC11	0A01:DJ_RUBS					
L.C.	CLICK	TR -	TR +	MUTE	Solo	

MIDI-CC 0-127

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop: OFF
001.01.00						00:00:00:00
1 DRUM	beat	Pgm:DJ-Hip_Set	SS0FF:100	Vel%:100	PC :OFF	MIDI:OFF
01:CC11	0A01:DJ_RUBS					
L.C.	CLICK	TR -	TR +	MUTE	Solo	

If the right cursor key is pressed, change of a control change number can be performed by a DATA wheel.
If the left cursor key is pressed, cursor will return to a former state.

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop: OFF
001.01.00						00:00:00:00
1 DRUM	beat	Pgm:DJ-Hip_Set	SS0FF:100	Vel%:100	PC :OFF	MIDI:OFF
01:OFF	0A01:DJ_RUBS					
L.C.	CLICK	TR -	TR +	MUTE	Solo	

Q1 will be displayed if Q1 slider is moved.

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop: OFF
001.01.00						00:00:00:00
1 DRUM	beat	Pgm:DJ-Hip_Set	SS0FF:100	Vel%:100	PC :OFF	MIDI:OFF
02:OFF	0A01:DJ_RUBS					
L.C.	CLICK	TR -	TR +	MUTE	Solo	

Q2 will be displayed if Q2 slider is moved.

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop: OFF
001.01.00						00:00:00:00
1 DRUM	beat	Pgm:DJ-Hip_Set	SS0FF:100	Vel%:100	PC :OFF	MIDI:OFF
03:OFF	0A01:DJ_RUBS					
L.C.	CLICK	TR -	TR +	MUTE	Solo	

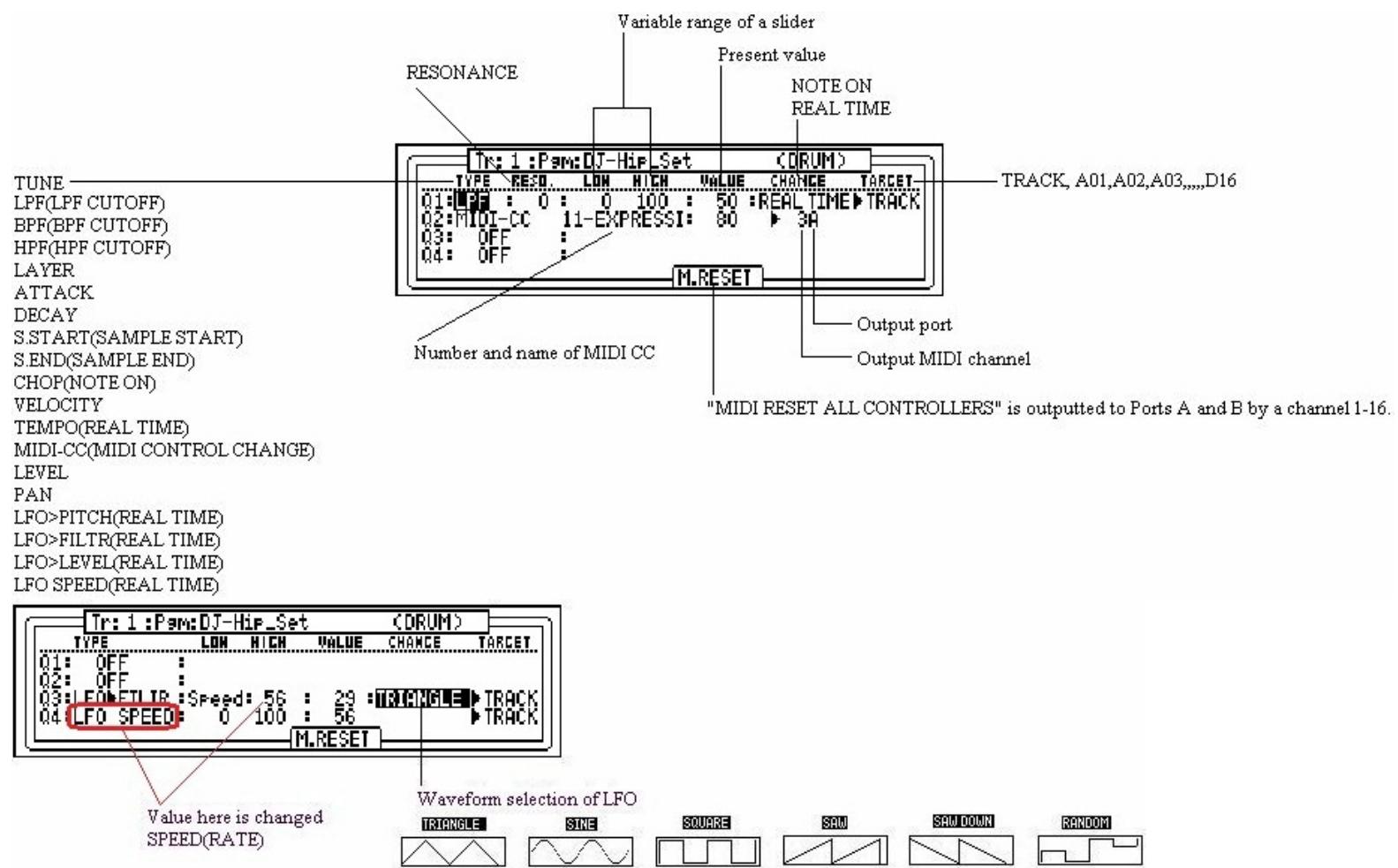
Turn of Q3 knob will display Q3.

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop: OFF
001.01.00						00:00:00:00
1 DRUM	beat	Pgm:DJ-Hip_Set	SS0FF:100	Vel%:100	PC :OFF	MIDI:OFF
04:OFF	0A01:DJ_RUBS					
L.C.	CLICK	TR -	TR +	MUTE	Solo	

Turn of Q4 knob will display Q4.

If the [WINDOW] button is pressed when cursor is in the Q-Link field, the window of Q-Link will open.

Tr: 1 :Pgm:DJ_Hip_Set	<DRUM>		
TYPE:	LOW	HIGH	VALUE
01: OFF			
02: OFF			
03: OFF			
04: OFF			
M.RESET			



TYPE:	The parameter controlled with a slider is chosen. MIDI-CC outputs a control change.
CHANGE:	Selection of NOTE ON or REAL TIME The parameters which use this selection are only TUNE, LPF, BPF, HPF, LEVEL, and PAN. NOTE ON The setting value of the Q-LINK slider at hitting the pad affects to the sound. If you change the QLINK slider while the sound is playing back, the sound will not be changed. REAL TIME If you change the Q-LINK slider while the sound is playing backs, the sound will be changed.
RESONANCE:	The parameters which use this setup are only LPF, BPF, and HPF.

Notes

When a multi timbre is ON, Q-Link does not work.

A level, pan, attack and decay do not work to the program of INST.

In LFO>FILTR, when FILTER of a program is OFF, it works as Frequency 50 Resonance 80 of LPF.

A setup of a program is used when FILTER of the program is set up.

Tr: 1 : 002-DT_Hip_Set		(DRUM)		Plays POLY	
Pad	Type	FRE	RESO	FTR	A. D.
001:LPF	90	44	0	0	0
002:BPF	95	18	0	0	0
003:HPF	95	18	0	0	0
004:OFF	---	---	---	---	---

Two or more parameters of LFO do not work at the same time.

Only one always works.

For example, LFO>FILTR and LFO>PITCH do not work at the same time.

It cannot coexist with 16LEVELS.

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.

When the AFTER key is ON (the LED is lit), the note variation data currently recorded is not played back.

Two or more NOTE ON cannot be set to the same TARGET.

Priority is given to the set of Q-Link of a high number when it sets.

As for PAN and LEVEL, the value of a program is changed.

Therefore, the changed value is reflected in the screen of MIXER.

Behavior of CUTOFF

OLD OS is a value of value + Q-Link of a program.

XL does not use the value of a program.

Only the value of Q-Link is used.

Explanation of the variable range of parameter S-START (SAMPLE START) and S-END(SAMPLE END).

Tr: 1 :Pm:DJ-Hip_Set		<DRUM>			
TYPE	LOW	HIGH	VALUE	CHANGE	TARGET
01: START		60	: 0		► A01
02: OFF	:				
03: OFF	:				
04: OFF	:				

HIGH ≡ Variable range

When the variable range of a "Start point" is set as "HIGH = 60", the variable range becomes like a following figure.

HIGH = 100 |----- Variable range ----->|
HIGH = 60 |--- Variable range --->|



Tr: 1 :Pm:DJ-Hip_Set			<DRUM>	
TYPE	LOW	HIGH	VALUE	CHANGE
01: SEND	50	:	0	► A01
02: OFF	⋮			
03: OFF	⋮			
04: OFF	⋮			

HIGH = Variable range

When the variable range of a "End point" is set as "HIGH = 50", the variable range becomes like a following figure.

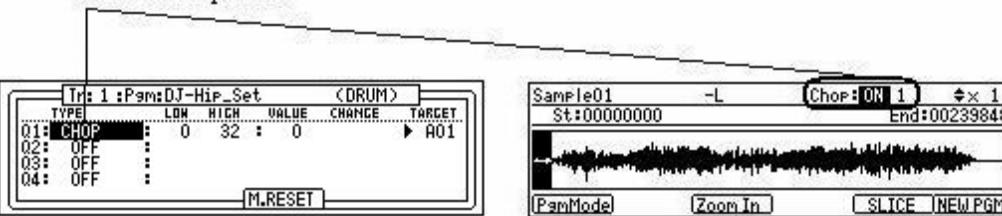
HIGH = 100 |----- Variable range ----->|
HIGH = 50 |-- Variable range -->



CHOP

Chops is changed by slider. (0-32)

It is the Chop here.



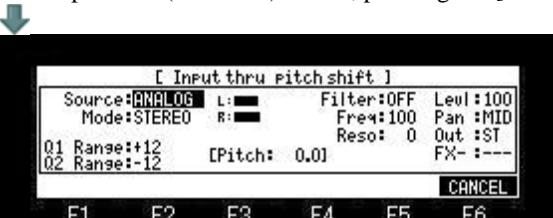
Please refer to "Non-Destructive Chop" for this Chop

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)

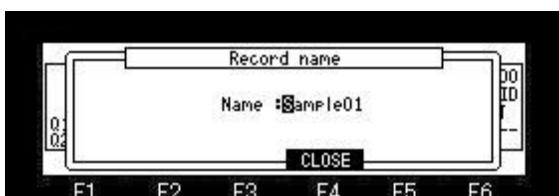
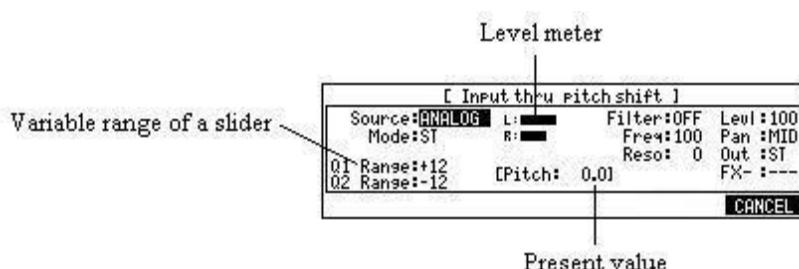
If a [REC] button is pressed, the sound by which the pitch shift was carried out can be recorded.

[STOP] or if the [REC] button is pressed once again, recording stops.

When recording is stopped, the contents of recording are kept in the memory of MPC by the file name of "Sample01" (default name).

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)



If the [WINDOW] button is pressed, a "Record name" window will open.

When needed, the sample name which it has automatically can be changed.

Notes

It is only for a voice and is not suitable for musical instrument sound.

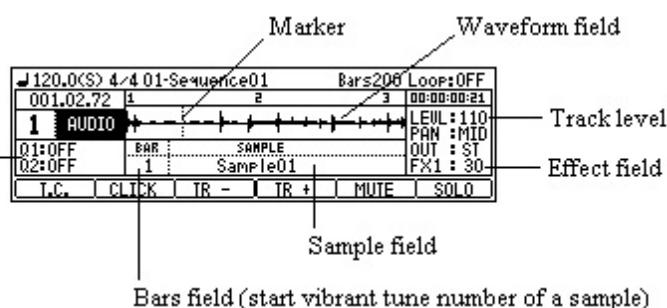
An output is slightly overdue.

It can be used only on this screen. It does not work on other screens.

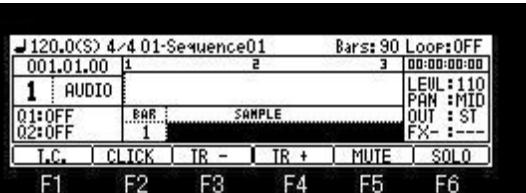
It cannot use playing a sequence, since the burden of CPU is heavy.

Audio track

■ If a type is chosen as "AUDIO" in the track type field, the track can be used as an audio track. (A maximum of 32 tracks, MONO)



■ Playing back a Sample



Please move cursor to the sample field.

Please select a sample to play back by a data wheel.

Selection of a sample can also be select from the window of "Sample list".

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 position.

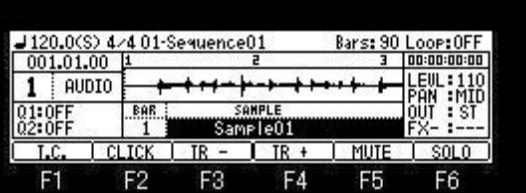
Press the [STOP] button.

Will stop playing back.

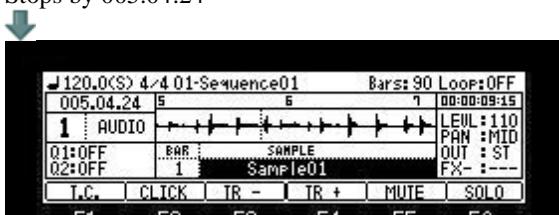
When cursor is in the sample field, if the [WINDOW] button is pressed, the window of "Sample list" will open.



Playback is started by the [PLAY START] button.



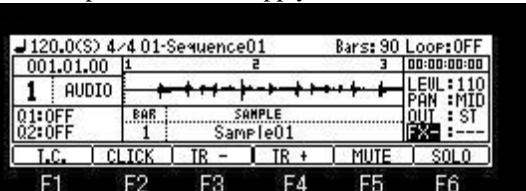
Stops by 005.04.24



If the [PLAY] button is pressed, playback will be begun from 005.04.24.

An effect, TUNE, a filter, etc. are applicable to the playback sound of a sample.

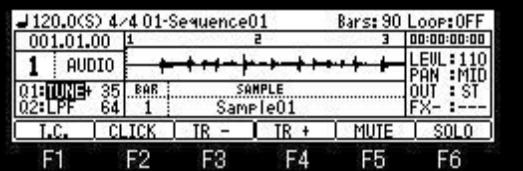
Please setup in FX field to apply an effect.



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



Please setup to Q1 or Q2 in the slider field to apply TUNE and a filter.



In the case of the above figure, the value of TUNE is controllable with Q1 slider.

The value of LPF is controllable with Q2 slider.

The parameter controllable with a slider is as follows.

TUNE

LPF(Low Pass Filter): This filter cuts out the high frequencies and passes the low frequencies.

BPF(Band Pass Filter): The filter passes the specific frequencies and cuts out the other frequencies.

HPF(High Pass Filter): This filter cuts out the low frequencies and passes the high frequencies.

EQL(Equalizer Low): Low sound is boost and cut. [\(This parameter is not in MPC2500\)](#)

EQH(Equalizer High): High sound is boost and cut. [\(This parameter is not in MPC2500\)](#)

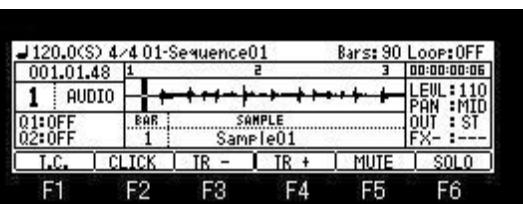
Notes

Q-Link does not work in an audio track.

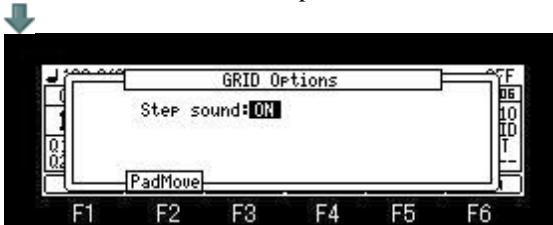
Q1 of an audio track and Q2 are not Q-link, and they only mean a slider.

Moreover, a slider does not work during recording.

In the case of a stereo sample, only the waveform of L is displayed.

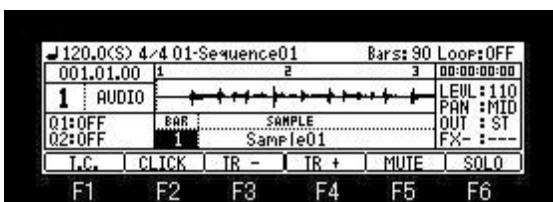
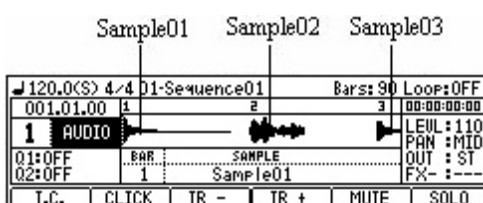


If the [WINDOW] button is pressed when cursor is in a grid, the window of "GRID Options" will open.



When the selection here is ON, it moves sounding the sound on cursor, while moving the cursor of the waveform field.

Samples is assignable to two or more bar positions.



Please select the bar which moves cursor to the BAR field and assigns a sample.

J120.0(S) 4/4 01-Sequence01						Bars: 90 Loop: OFF
005.01.00	3	4	5	00:00:08:00		
1	AUDIO			LEVEL: 110	PAN: MID	
01:OFF	BAR	SAMPLE		OUT: ST	FX: ---	
02:OFF	5	Sample01				
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

Next, please move cursor to the sample field and choose the sample assigned to a bar.



J120.0(S) 4/4 01-Sequence01						Bars: 90 Loop: OFF
005.01.00	3	4	5	00:00:08:00		
1	AUDIO			LEVEL: 110	PAN: MID	
01:OFF	BAR	SAMPLE		OUT: ST	FX: ---	
02:OFF	5	Sample02				
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

In a setup of the above figure, "Sample01" is played back to the end of a bar 1 to the bar 4, and "Sample02" is played back from a bar 5.



J120.0(S) 4/4 01-Sequence01						Bars: 90 Loop: OFF
001.01.00	1	2	3	00:00:00:00		
1	AUDIO			LEVEL: 110	PAN: MID	
01:OFF	BAR	SAMPLE		OUT: ST	FX: ---	
02:OFF	1	Sample01				
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

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



Audio play list					
001: Sample01 005: Sample02 008: Sample03 010: Sample04 091: --End of sequence--					
DELETE CLOSE					
F1 F2 F3 F4 F5 F6					



Audio play list	
001	Sample01
005	Sample02
008	Sample03
010	Sample04
091	--End of sequence--
DELETE CLOSE	

The start bar number of the sample set in the right-hand side sample field

A setup chosen if F2 (DELETE) button is pressed is deleted.



Audio play list					
005: Sample02 008: Sample03 010: Sample04 091: --End of sequence--					
DELETE CLOSE					
F1 F2 F3 F4 F5 F6					

■ PAD LOCATE



J120.0(S) 4/4 01-Sequence01						Bars200 Loop: OFF
002.01.72	1	2	3	00:00:02:09		
1	AUDIO			LEVEL: 110	PAN: MID	
01:OFF	BAR	SAMPLE		OUT: ST	FX: ---	
02:OFF	1	Sample01				
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

Arbitrary locations are memorizable to PAD. (PAD7-PAD16)

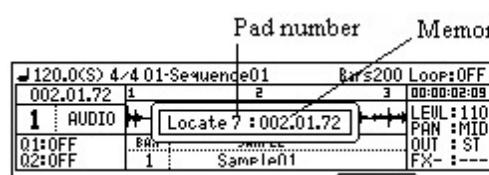
Please move a marker to the location to memorize, and press [SHIFT] + PAD.

If [SHIFT]+PAD is pressed during playback, the marker location at that time will be memorized by the pad.

If [SHIFT]+PAD7 is pressed in the state of the above figure, the present marker location will be memorized by PAD7.



J120.0(S) 4/4 01-Sequence01						Bars200 Loop: OFF
002.01.72	1	2	3	00:00:02:09		
1	AUDIO			LEVEL: 110	PAN: MID	
01:OFF	BAR	SAMPLE		OUT: ST	FX: ---	
02:OFF	1	Sample01				
P.SHIFT						
F1 F2 F3 F4 F5 F6						



Pad number	Memorized location
1	002.01.72

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 by the state where it has stopped, playback will be started from the location memorized by PAD7.

A memorizable pad is to PAD7-PAD16.

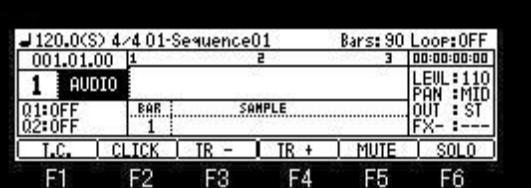
Note

Since it does not work during recording, performance using PAD LOCATE cannot be recorded.

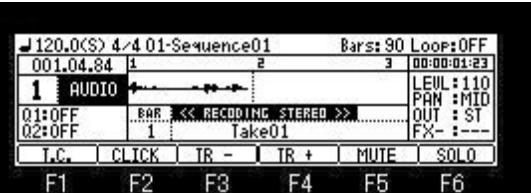
Moreover, as shown in the following figure, the function is assigned to PAD1-PAD6. (Does not work during recording)



■ Recording a sample

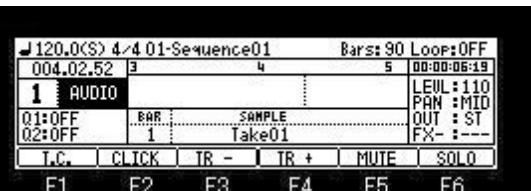


If cursor is moved to the track type field and the [WINDOW] button is pressed, the window of "Record setups" will open.
Please set if needed.

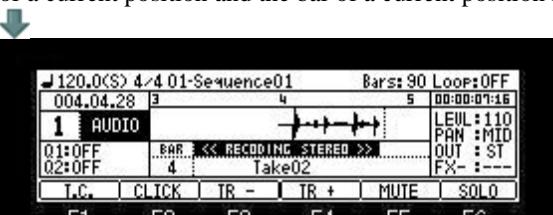


When the [REC]+[PLAY START] button is pressed, recording is started from 001.01.00.
A press on the [STOP] button will stop recording.

The state which has a marker in a bar 4



When the [REC]+[PLAY] button is pressed in the state of the above figure, recording is started from the bar of a current position and the bar of a current position is automatically inputted into the BAR field.



Sample "Take02" recorded when recording was stopped is assigned to a bar 4.

Note

When the loop of a sequence is ON, recording is automatically stopped at the end of a loop.

When the loop of a sequence 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.

Note

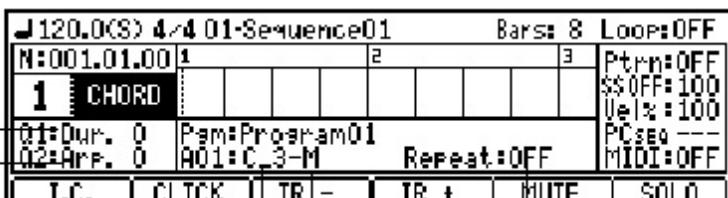
[OVER DUB] button does not work.

Moreover, it cannot go to other mode during recording.

Change of a track cannot be performed, either.

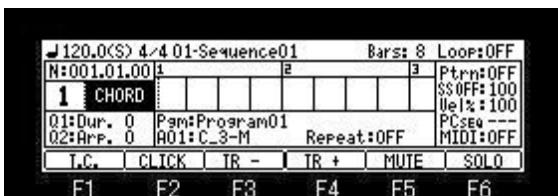
Chord

■ 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.

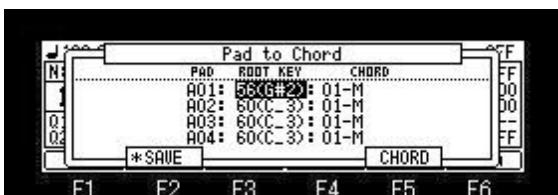
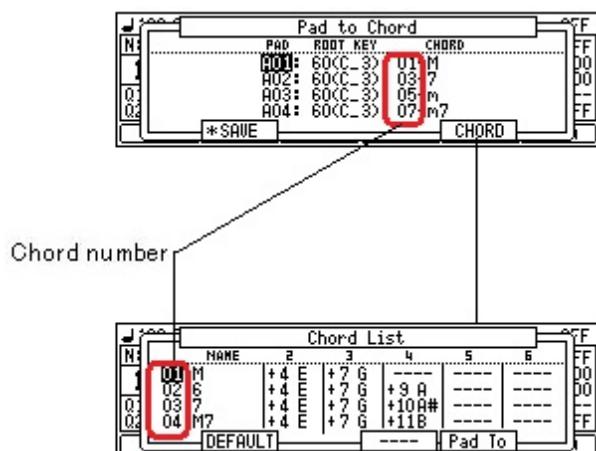


Duration Key Chord name
 Arpeggio 1/16 CHAIN
 Repeat 1/16
 1/8
 1/4
 2/4
 3/4
 4/4

Dur.(Duration):	Please set up duration
Arp.(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.
Repeat:	While pressing the pad, it repeats at the following intervals. CHAIN = 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.



If the [WINDOW] button is pressed, the window of "Pad to Chord" will open.



Please choose a root key in the "ROOT KEY" field.



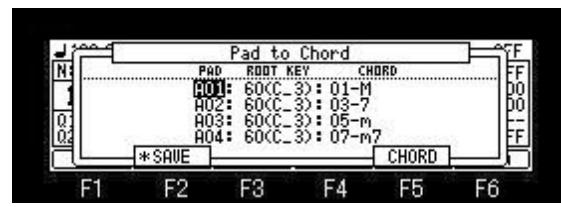
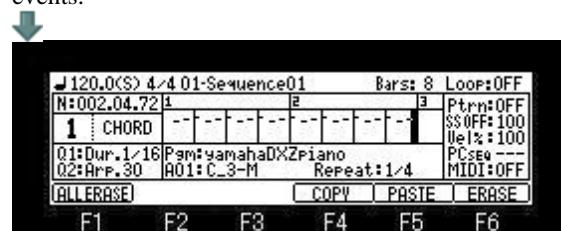
Please choose a chord number in the "CHORD" field.

Change of a setup will display an asterisk on F2 (SAVE).

A setup changed when F2 (SAVE) button was pressed is saved to the flash memory of MPC, and an asterisk disappears.



If a pad A01 is hit by the set of the above figure during recording, the chord set to the chord number 01 by using C3 as a root key will be recorded as events.

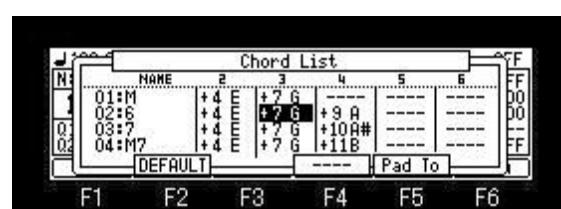


If F5 (CHORD) button is pressed, the window of "Chord List" will open.



A new chord can be created by setting up the field of 2-6.

Moreover, the audition of a chord can be performed if arbitrary pads are hit.



A rest will be set to the position of cursor if F4 (----) button is pressed.



If F2 (DEFAULT) button is pressed, it will return to a default setup altogether.

The contents of a setting of a "Pad to Chord" window and a "Chord List" window are saved to the flash memory of MPC, if a window is closed.

Notes

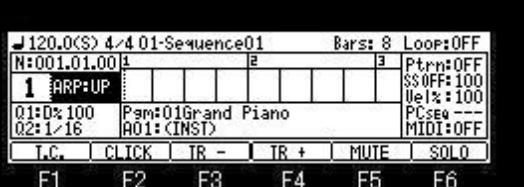
An aftertouch is outputted as a channel pressure.

It does not work in midi note.

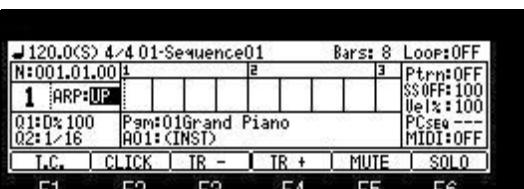
Arpeggiator

■ 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.

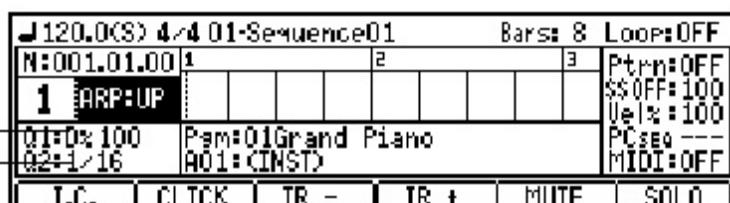


If the ► cursor key is pressed, cursor will move to the pattern field.



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



Q1 slider can adjust the value of duration.

Change of step can be performed by Q2 slider.

D%(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

J120.0(S) 4/4 01-Sequence01	Bars: 8	Loop: OFF
N:002.04.92	1	2
1 ARP:UP	3	Ptrn:OFF SS OFF:100 Vel%:100
Q1:D%100	Pan:01Grand Piano	V: 65 PCseq ---
Q2:1/16	A01:(INST)	MIDI:OFF
T.C.	CLICK	TR -
F1	F2	F3
F4	F5	F6

An event can be recorded if the [REC] or [OVER DUB] + [PLAY START] or [PLAY] button is pressed.

Notes

An aftertouch is outputted as a channel pressure.

Arpeggiator works only at an active track.

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

Loop setting of a sequence

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Loop: OFF
N:001.01.001	1 2 3	Ptrn:OFF SS:OFF:100 Vel%:100 PC :OFF MIDI:OFF
1 DRUM	beat 02:OFF	Pan:DJ-Hip_Set A01:---:DJ_RUBS
T.C.	CLICK	TR - TR + MUTE SOLO
F1 F2 F3 F4 F5 F6		

A loop will be set to ON if a DATA wheel is turned to the right in the Loop field.



J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Lp: 1 -END
N:001.01.001	1 2 3	Ptrn:OFF SS:OFF:100 Vel%:100 PC :OFF MIDI:OFF
1 DRUM	beat 02:OFF	Pan:DJ-Hip_Set A01:---:DJ_RUBS
T.C.	CLICK	TR - TR + MUTE SOLO
F1 F2 F3 F4 F5 F6		

A loop will be set to OFF if a jog is turned to the left in Lp field.



J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Loop: OFF
N:001.01.001	1 2 3	Ptrn:OFF SS:OFF:100 Vel%:100 PC :OFF MIDI:OFF
1 DRUM	beat 02:OFF	Pan:DJ-Hip_Set A01:---:DJ_RUBS
T.C.	CLICK	TR - TR + MUTE SOLO
F1 F2 F3 F4 F5 F6		

■ The loop of the arbitrary bars can be carried out during record or playback.

First bar field
Last bar field

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Lp: 1 -END
N:001.01.001	1 2 3	Ptrn:OFF SS:OFF:100 Vel%:100 PC :OFF MIDI:OFF
1 DRUM	beat 02:OFF	Pan:DJ-Hip_Set A01:---:DJ_RUBS
T.C.	CLICK	TR - TR + MUTE SOLO
F1 F2 F3 F4 F5 F6		

The MPC will repeat the part you set in the First bar and Last bar fields.

If you set END in the Last bar field, the last bar of the sequence is always the end of the loop.

Even if you edit a sequence and change its length, the last bar of the sequence is still the end of the loop.

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Lp: 5 -END
N:001.01.001	1 2 3	Ptrn:OFF SS:OFF:100 Vel%:100 PC :OFF MIDI:OFF
1 DRUM	beat 02:OFF	Pan:DJ-Hip_Set A01:---:DJ_RUBS
T.C.	CLICK	TR - TR + MUTE SOLO
F1 F2 F3 F4 F5 F6		

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Lp: 5 - 7
N:001.01.001	1 2 3	Ptrn:OFF SS:OFF:100 Vel%:100 PC :OFF MIDI:OFF
1 DRUM	beat 02:OFF	Pan:DJ-Hip_Set A01:---:DJ_RUBS
T.C.	CLICK	TR - TR + MUTE SOLO
F1 F2 F3 F4 F5 F6		

Please move cursor to the first bar field and set the bar of the first of a loop.

Next, please move cursor to the last bar field and set the bar of the last of a loop.

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Lp: 5 - 7
N:001.01.001	1 2 3	Ptrn:OFF SS:OFF:100 Vel%:100 PC :OFF MIDI:OFF
1 DRUM	beat 02:OFF	Pan:DJ-Hip_Set A01:---:DJ_RUBS
T.C.	CLICK	TR - TR + MUTE SOLO
F1 F2 F3 F4 F5 F6		

In set of the above figure, if the [PLAY START] button is pressed, it will play in order of the following bars.

5→6→7→5→6→7→5→6→7→5→6→7→5→6→7

In addition, if the [PLAY START] button is pressed, holding the [STOP] button, it will play in order of the following bars.

1→2→3→4→5→6→7→5→6→7→5→6→7→5→6→7→5→6→7

Bars Loop

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Lp: 5 - 7
N:005.01.00						
1	DRUM	5	6	7	Ptrn:OFF SSOFF:100 Vel%:100	
beat	Pgm:DJ-Hip_Set				PC :OFF	
02:0FF	A01:---:DJ_RUBS				MIDI:OFF	
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

The bar of the first bar field can be changed holding the length of a loop by using the <BAR> button, when cursor is in the first bar or last bar fields. If a BAR> button is pressed in the state of the above figure, it will become as it is shown in the following figure.



J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Lp: 6 - 8
N:006.01.00						
1	DRUM	5	6	7	Ptrn:OFF SSOFF:100 Vel%:100	
beat	Pgm:DJ-Hip_Set				PC :OFF	
02:0FF	A01:---:DJ_RUBS				MIDI:OFF	
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

If a loop is turned on from OFF during a play of a sequence, the bar of the current marker position will be automatically set to a first bar and last bar fields.

For example, when set of a loop is the following figure

J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Lp: 3 - 7
N:001.01.00						
1	DRUM	1	2	3	Ptrn:OFF SSOFF:100 Vel%:100	
beat	Pgm:DJ-Hip_Set				PC :OFF	
02:0FF	A01:---:DJ_RUBS				MIDI:OFF	
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

Cursor is moved to Lp field and a loop is turned OFF.



J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Lp: 3 - 7
N:001.01.00						
1	DRUM	1	2	3	Ptrn:OFF SSOFF:100 Vel%:100	
beat	Pgm:DJ-Hip_Set				PC :OFF	
02:0FF	A01:---:DJ_RUBS				MIDI:OFF	
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	



J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop:OFF
N:001.01.00						
1	DRUM	1	2	3	Ptrn:OFF SSOFF:100 Vel%:100	
beat	Pgm:DJ-Hip_Set				PC :OFF	
02:0FF	A01:---:DJ_RUBS				MIDI:OFF	
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

A sequence is played.



J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Loop:OFF
N:006.02.60						
1	DRUM	5	6	7	Ptrn:OFF SSOFF:100 Vel%:100	
beat	Pgm:DJ-Hip_Set				PC :OFF	
02:0FF	A01:---:DJ_RUBS				MIDI:OFF	
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

A loop is turned on while the bar 6 is playing.



J 97.0(S) 4/4 01-DJ-Hip_Hop						Bars: 25 Lp: 6 - 6
N:006.01.12						
1	DRUM	5	6	7	Ptrn:OFF SSOFF:100 Vel%:100	
beat	Pgm:DJ-Hip_Set				PC :OFF	
02:0FF	A01:---:DJ_RUBS				MIDI:OFF	
T.C.	CLICK	TR -	TR +	MUTE	Solo	
F1	F2	F3	F4	F5	F6	

The current bar (bar 6) is automatically set to a first bar and last bar fields.

Setting with LOOP button

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Loop: OFF
N:001.01.001	1 DRUM	Ptrn:OFF SSOFF:100 Vel%:100 PC :OFF MIDI:OFF
beat 01:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
LOOP	VIEW	F1MODE
F1	F2	F3
F4	F5	F6

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Loop: OFF
N:001.01.001	1 DRUM	Ptrn:OFF SSOFF:100 Vel%:100 PC :OFF MIDI:OFF
beat 01:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
LOOP	VIEW	F1MODE
F1	F2	F3
F4	F5	F6

If [SHIFT]+F4 (F1MODE) button is pushed, F1 will change to LOOP.



J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Loop: OFF
N:001.01.001	1 DRUM	Ptrn:OFF SSOFF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
LOOP	CLICK	TR - TR + MUTE SOLO
F1	F2	F3
F4	F5	F6

ON/OFF of a loop can be performed with F1 (LOOP) button.

Moreover, if F1 (LOOP) button is pressed from the state of Loop OFF during a play of a sequence, a start/end points of a loop can be set.

Example

J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	Loop: OFF
N:001.03.241	1 DRUM	Ptrn:OFF SSOFF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
LOOP	CLICK	TR - TR + MUTE SOLO
F1	F2	F3
F4	F5	F6

A sequence is started.



J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	L: 5 - 5
N:005.01.685	1 DRUM	Ptrn:OFF SSOFF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
LOOP	CLICK	TR - TR + MUTE SOLO
F1	F2	F3
F4	F5	F6

F1 (LOOP) button is pressed during a play of a bar 5.

The bars during play (bar 5) is set to the start field of a loop.

F1 (LOOP) button is released during a play of a bar 7.



J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25	L: 5 - 7
N:007.02.161	1 DRUM	Ptrn:OFF SSOFF:100 Vel%:100 PC :OFF MIDI:OFF
beat 02:OFF	Pgm:DJ-Hip_Set A01:---:DJ_RUBS	
LOOP	CLICK	TR - TR + MUTE SOLO
F1	F2	F3
F4	F5	F6

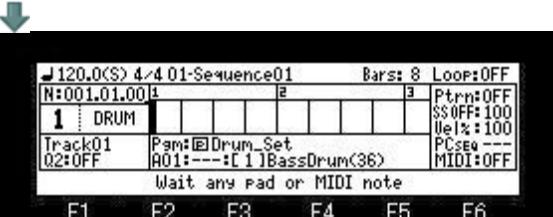
The bar during play is set to the last field.

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.



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.

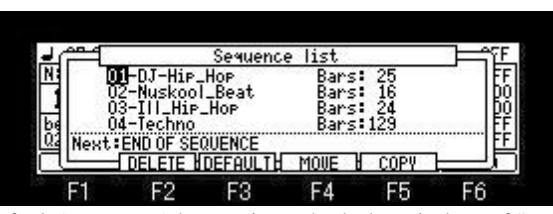
Sequence List



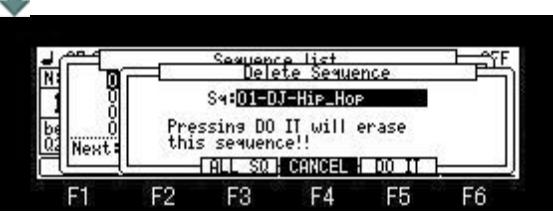
If the [WINDOW] button is pressed when cursor is in the sequence field, the window of "Sequence list" will open.



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



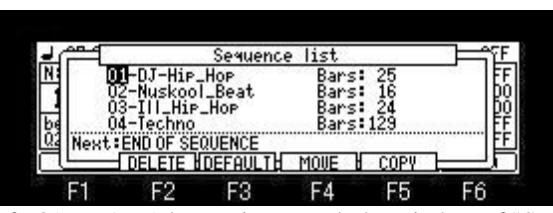
If F2 (DELETE) button is pushed, the window of "Delete Sequence" will open.



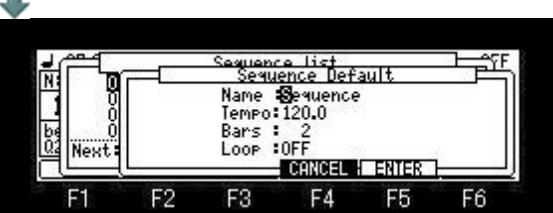
Please select a sequence to delete in Sq field.

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.

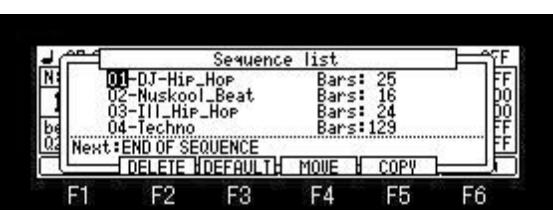


If F3(DEFALT) button is pressed, the window of "Sequence Default" will open.



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).

Sequence List	
01-DJ-Hip_Hop	Bars: 25 FF
02-Nuskool_Beat	Bars: 16 DD
03-III.Hip_Hop	Bars: 24 DD
04-Techno	Bars: 129 FF
Next:END OF SEQUENCE	
DELETE	DEFAULT
MOVE	COPY

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



Sequence List	
01-DJ-Hip_Hop	COPY Sequence
Sq:01-DJ-Hip_Hop	 COPY
Sq:10-(unused)	
PARAMS: CANCEL	

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.



Sequence List	
01-DJ-Hip_Hop	COPY Sequence
Sq:01-DJ-Hip_Hop	 COPY
Sq:10-(unused)	
PARAMS: CANCEL	

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



J 97.0(\$) 4/4 10-DJ-Hip_Hop2 Bars:25 Loop:OFF	
N:001.01.001	1 2 3 Ptrn:OFF
1 DRUM	SS:OFF:100
beat 01:OFF	Vel%:100
Pan:DJ_Hip_Set	PC :OFF
A01:---:DJ_RUBS	MIDI:OFF
T.C.	CLOCK
	TR -
	TR +
	MUTE
	SOL0

Track List

Track list window showing tracks for "DJ-Hip_Hop".

TYPE	NAME	PROGRAM	PC	MIDI
01 DRUM	beat	DJ-Hip_Set	OFF	OFF
02 DRUM	tar	DJ-Hip_Set	OFF	OFF
03 DRUM	filterbass	DJ-Hip_Set	OFF	OFF
04 DRUM	tree	DJ-Hip_Set	OFF	OFF

Buttons at the bottom: DELETE, DEFAULT, CLOSE, COPY.

Details for track 1 (highlighted):

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF			
N:001.01.001 1 2 3			
1	DRUM	Pgm:DJ-Hip_Set	PC :OFF
beat		A01:---:DJ_RUBS	MIDI:OFF
01:OFF			
T.C.	CLICK	TR -	TR +
MUTE	Solo		

Track list window showing tracks for "DJ-Hip_Hop".

TYPE	NAME	PROGRAM	PC	MIDI
01 DRUM	beat	DJ-Hip_Set	OFF	OFF
02 DRUM	tar	DJ-Hip_Set	OFF	OFF
03 DRUM	filterbass	DJ-Hip_Set	OFF	OFF
04 DRUM	tree	DJ-Hip_Set	OFF	OFF

Buttons at the bottom: DELETE, DEFAULT, CLOSE, COPY.

Details for track 1 (highlighted):

001.01.001 1 2			
1	DRUM	Sw. 50	Sh. 0
LoopEdit		MUTE	Solo

Track list window showing tracks for "DJ-Hip_Hop".

TYPE	NAME	PROGRAM	PC	MIDI
01 DRUM	beat	DJ-Hip_Set	OFF	OFF
02 DRUM	tar	DJ-Hip_Set	OFF	OFF
03 DRUM	filterbass	DJ-Hip_Set	OFF	OFF
04 DRUM	tree	DJ-Hip_Set	OFF	OFF

Buttons at the bottom: DELETE, DEFAULT, CLOSE, COPY.

Details for track 1 (highlighted):

SND FX DUL ST																
DUL MID																
LUL																
MIDI OFF 11U																
Tr.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Output program change number

Output MIDI channel

MIDI OUT port

Track list window showing tracks for "DJ-Hip_Hop".

TYPE	NAME	PROGRAM	PC	MIDI
01 DRUM	beat	DJ-Hip_Set	3	A
02 DRUM	tar	DJ-Hip_Set	OFF	OFF
03 DRUM	filterbass	DJ-Hip_Set	OFF	OFF
04 DRUM	tree	DJ-Hip_Set	OFF	OFF

Buttons at the bottom: DELETE, DEFAULT, CLOSE, COPY.

Details for track 1 (highlighted):

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF			
N:001.01.001 1 2 3			
1	DRUM	PC : 3	MIDI: 1A
beat	Pgm:DJ-Hip_Set	A01:---:DJ_RUBS	36 C_1
01:OFF			
T.C.	CLICK	TR -	TR +
MUTE	Solo		

Value here is displayed.

Please refer to a "Mide Program Change" for an output program change number.

Track list window showing tracks for "DJ-Hip_Hop".

TYPE	NAME	PROGRAM	PC	MIDI
01 DRUM	beat	DJ-Hip_Set	OFF	OFF
02 DRUM	tar	DJ-Hip_Set	OFF	OFF
03 DRUM	filterbass	DJ-Hip_Set	OFF	OFF
04 DRUM	tree	DJ-Hip_Set	OFF	OFF

Buttons at the bottom: F1, F2, F3, F4, F5, F6.

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

Delete Track window:

- Tr:01-beat
- Pressing DO IT will erase this track!!
- Buttons: ALL TR, CANCEL, DO IT.

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

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

Track list window showing tracks for "DJ-Hip_Hop".

TYPE	NAME	PROGRAM	PC	MIDI
01 DRUM	beat	DJ-Hip_Set	OFF	OFF
02 DRUM	tar	DJ-Hip_Set	OFF	OFF
03 DRUM	filterbass	DJ-Hip_Set	OFF	OFF
04 DRUM	tree	DJ-Hip_Set	OFF	OFF

Buttons at the bottom: F1, F2, F3, F4, F5, F6.

Track List			
TYPE	NAME	PROGRAM	PC MIDI
01 DRUM	beat	DJ-Hip-Set	OFF OFF
02 DRUM	tar	DJ-Hip-Set	OFF OFF
03 DRUM	filterbass	DJ-Hip-Set	OFF OFF
04 DRUM	tree	DJ-Hip-Set	OFF OFF

DELETE F3(DEFALT) CLOSE F5 COPY F6

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

Track List			
TYPE	NAME	PROGRAM	PC MIDI
01 DRUM	beat	DJ-Hip-Set	OFF OFF
02 DRUM	tar	DJ-Hip-Set	OFF OFF
03 DRUM	filterbass	DJ-Hip-Set	OFF OFF
04 DRUM	tree	DJ-Hip-Set	OFF OFF

Pressing DO IT will memorize

setups of these tracks as
default setup in .ALL file.

CANCEL

DO IT

F1 F2 F3 F4 F5 F6

If F5(DO IT)button is pressed, a setup of the present of all tracks (1-64) will be memorized as a default setup.

A setup of this column of all the tracks (1-64) and
value of "Vel%" are memorized as a default setup.

Track List			
TYPE	NAME	PROGRAM	PC MIDI
01 DRUM	beat	DJ-Hip-Set	OFF OFF
02 DRUM	tar	DJ-Hip-Set	OFF OFF
03 DRUM	filterbass	DJ-Hip-Set	OFF OFF
04 DRUM	tree	DJ-Hip-Set	OFF OFF

DELETE F3(DEFALT) CLOSE F5 COPY F6

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.

Track List			
TYPE	NAME	PROGRAM	PC MIDI
01 DRUM	beat	DJ-Hip-Set	OFF OFF
02 DRUM	tar	DJ-Hip-Set	OFF OFF
03 DRUM	filterbass	DJ-Hip-Set	OFF OFF
04 DRUM	tree	DJ-Hip-Set	OFF OFF

DELETE F3(DEFALT) CLOSE F5 COPY F6

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

Track List			
TYPE	NAME	PROGRAM	PC MIDI
01 DRUM	beat	DJ-Hip-Set	OFF OFF
02 DRUM	tar	DJ-Hip-Set	OFF OFF
03 DRUM	filterbass	DJ-Hip-Set	OFF OFF
04 DRUM	tree	DJ-Hip-Set	OFF OFF

Tr:01-beat

↓ COPY

Tr:07-(unused)

DO IT CANCEL

F1 F2 F3 F4 F5 F6

Please select a track to copy in upper Tr field.

Please select the track in the copy destination in the Tr field (below).

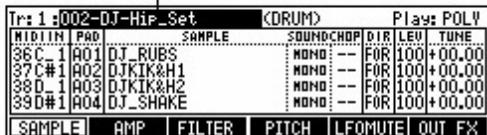
A copy will be performed if F3 (DO IT) button is pressed.

97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop:OFF			
N:00101.001	1	2	3
7 DRUM			
beat	Pgm:DJ-Hip-Set	PC :OFF	
Q1:OFF	A01:---:DJ_RUBS	MIDI:OFF	
T.C.	CLICK	TR -	TR +
		MUTE	Solo

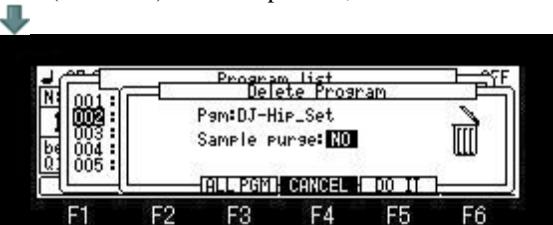
F1 F2 F3 F4 F5 F6

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

Program List



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.

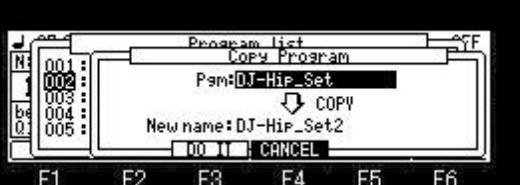


When you make the program of a drum, please press F3 (DRUM) button.

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.

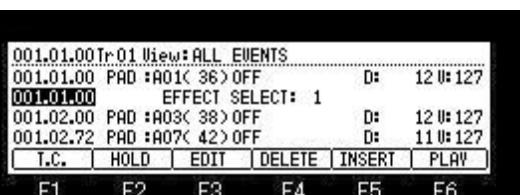
And, the program can be switched by recording the program change number in the sequence data of the track.

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.



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 choose 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

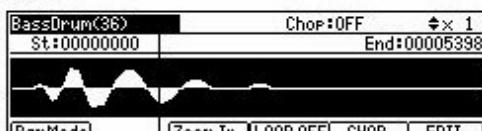
MAIN

J 97.0(S) 4/4 01-Sequence01	Bars: 25 Loop: OFF
N:001:01.004	Ptrm:OFF
1 DRUM	SS:OFF:100
beat	Vel:100
02:OFF	PC:OFF
	MIDI:OFF
T.C.	CLICK
TR -	TR +
MUTE	Solo

PROGRAM

Tr: 1 :001-Drum_Set		<DRUM>		Play: POLY	
MIDI IN	Pad	SAMPLE	SOUNDCHOP	DIR	LEV
36C 1#001	BassDrum(36)		MONO	--FOR	80+00.00
37C #1#002	Sidestick(37)		MONO	--FOR	80+00.00
38D 1#003	SNK(38)		STEREO	--FOR	80+00.00
39D #1#004	Clap(39)		MONO	--FOR	80+00.00
		SAMPLE	AMP	FILTER	PITCH LFO MUTE OUT FX

TRIM



Sample list (Free memory 110.2MB) OFF			
N:	SAMPLE	TUNE	SIZE
1	BassDrum(36)	+00.00	16KB 00
004	BellTree(84)	+00.00	562KB 00
005	Bongo Hi(60)	+00.00(ST)	113KB FF
006	Bongo Lo(61)	+00.00(ST)	91KB FF

Sample list (Free memory 110.2MB) OFF			
N:	SAMPLE	ORIGINAL	TUNE
36	004 BassDrum(36)	60 C_3	+00.00
37	005 BellTree(84)	60 C_3	+00.00
38	006 Bongo Hi(60)	60 C_3	+00.00
39	007 Bongo Lo(61)	60 C_3	+00.00

Sample list (Free memory 110.2MB) 1			
N:	SAMPLE	TUNE	SIZE
004	BassDrum(36)	+00.00	16KB 00
005	BellTree(84)	+00.00	562KB 00
006	Bongo Hi(60)	+00.00(ST)	113KB FF
007	Bongo Lo(61)	+00.00(ST)	91KB FF

■ It is always rearranged and displayed in alphabetic order.

Value of TUNE set. (It is not a value of the TUNE column of a program.)

Sample from which the loop is set to ON

Sample list (Free memory 110.2MB) OFF			
N:	SAMPLE	TUNE	SIZE
012	Claues(75)	+00.00	LOOP 29KB
013	closed hihat(42)	+00.00	16KB 00
014	CongaHi(62)	+00.00(ST)	91KB FF
015	CongaHi(63)	+00.00(ST)	111KB FF

(ST) is sample of stereo.

Set note (When not set, C_3 is set by a default.)

Value of TUNE set. (It is not a value of the TUNE column of a program)

Sample list (Free memory 110.2MB) OFF			
N:	SAMPLE	ORIGINAL	TUNE
36	004 BassDrum(36)	60 C_3	+00.00
37	005 BellTree(84)	60 C_3	+00.00
38	006 Bongo Hi(60)	60 C_3	+00.00
39	007 Bongo Lo(61)	60 C_3	+00.00

Sample list (Free memory 110.2MB) 1			
N:	SAMPLE	ORIGINAL	TUNE
004	BassDrum(36)	+00.00	12KB 00
005	BellTree(84)	+00.00	558KB 00
006	Bongo Hi(60)	+00.00(ST)	109KB FF
007	Bongo Lo(61)	+00.00(ST)	88KB FF

An asterisk is displayed on the sample to which edit or change was added.

Sample list (Free memory 110.2MB) OFF			
N:	SAMPLE	TUNE	SIZE
004	BassDrum(36)	+00.00	16KB 00
005	BellTree(84)	+00.00	562KB 00
006	Bongo Hi(60)	+00.00(ST)	113KB FF
007	Bongo Lo(61)	+00.00(ST)	91KB FF

F1 F2 F3 F4 F5 F6

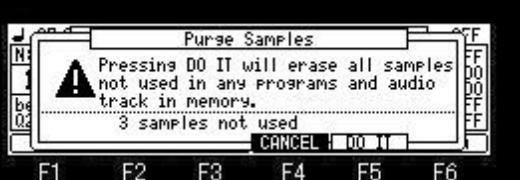
If F4 (SELECT) button is pressed, the sample currently Highlighted will be chosen and a window will be closed.
If F6 (CANCEL) button is pressed, a window will be closed without doing anything.

Sample list (Free memory 110.2MB) OFF			
N:	SAMPLE	TUNE	SIZE
004	BassDrum(36)	+00.00	16KB 00
005	BellTree(84)	+00.00	562KB 00
006	Bongo Hi(60)	+00.00(ST)	113KB FF
007	Bongo Lo(61)	+00.00(ST)	91KB FF

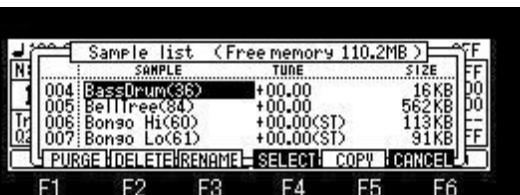
F1 F2 F3 F4 F5 F6

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) 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.



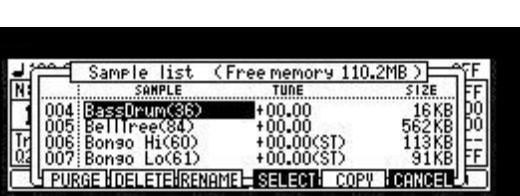
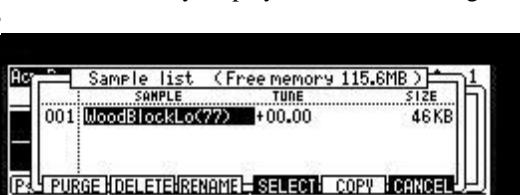
If it finishes choosing, please release F2 (DELETE) button.

The window of "Delete Sample" opens.



Deletion will be performed if F5(DO IT) button is pressed.

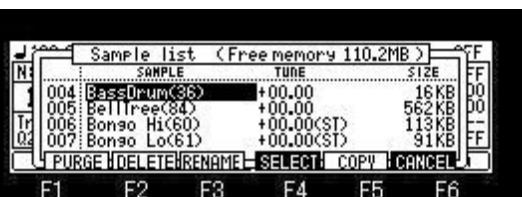
The number currently displayed on the screen right is the number of the samples to delete.



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.



Movement of pad events

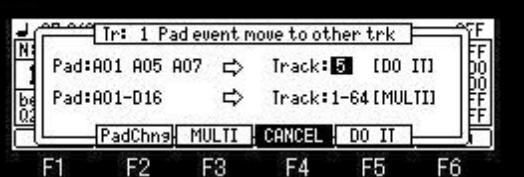
The arbitrary pad events of an active track are moved to other pads and other tracks.



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.

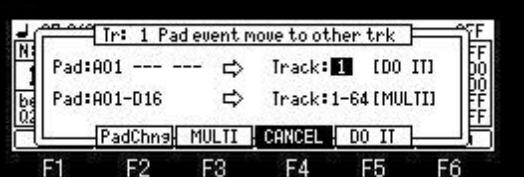
In the case of the above figure, all the pad events of A01, A05 and A07 of track 1 are moved to a track 2.

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

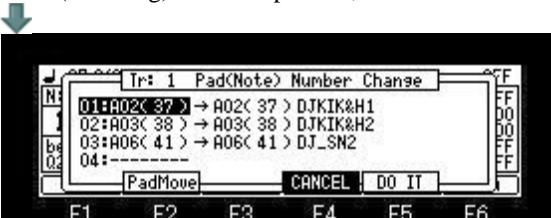
Moreover, the same program is automatically assigned to all the tracks.

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

An event is moved to other pads.

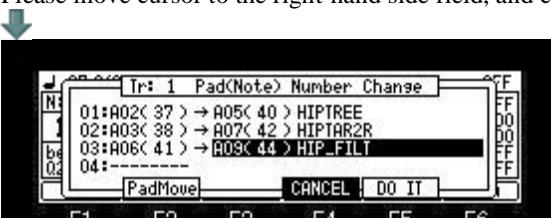


If F2 (PadChng) button is pressed, the window of "Pad (Note) Number Change" will open.



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).

Notes

An active track can be changed by a [MODE]+ DATA wheel.



Even if it press F2 (PadMove) button of a "GRID Options" window, the window of "Pad event to other track" is opened.

■ The mode can be assigned to the [MAIN] button and the [NUMERIC] button.

■ In the case of the [MAIN] button

It changes to the mode assigned when the main screen was displayed and the [MAIN] button was pressed.

How to assign the mode

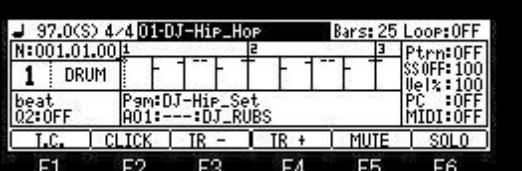
Please press the pad equivalent to the mode to assign, pressing the [MAIN] button.

For example, if PAD7 (PROGRAM) is pushed pressing the [MAIN] button, PROGRAM mode will be assigned to the [MAIN] button.

In this case, if the [MAIN] button is pressed when the main screen is displayed, it will change to a program mode.

It is changed by performing the same operation to change the mode to assign.

When PROGRAM mode is assigned to the [MAIN] button



The [MAIN] button is pressed.



It changes to PROGRAM mode.

In this case, MAIN is changed to PROGRAM mode by turns by the [MAIN] button.

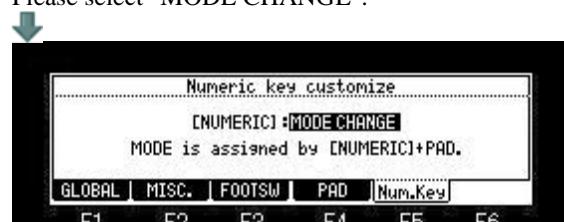
■ In the case of the [NUMERIC] button

If the [NUMERIC] button is pressed, the two modes currently assigned will change by turns.

Please press F5 (Num.Key) button in OTHER mode.



Please select "MODE CHANGE".



If "MODE CHANGE" is selected, the two modes can be assigned to the [NUMERIC] button.

PROGRAM and TRIM are assigned by default.

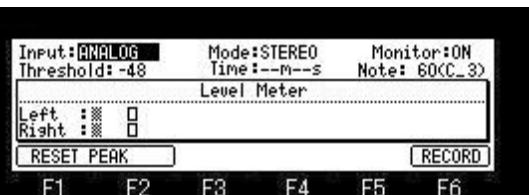
How to assign the mode

Please press the pad equivalent to the mode to assign, pressing the [UMERIC] button.

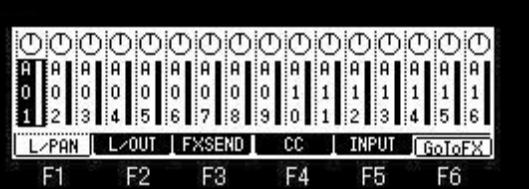
For example, if PAD5 (RECORD) is pushed pressing the [NUMERIC] button, RECORD mode will be assigned to the [NUMERIC] button.

Next, if PAD8 (MIXER) is pushed pressing the [NUMERIC] button, MIXER mode will be assigned to the [NUMERIC] button.

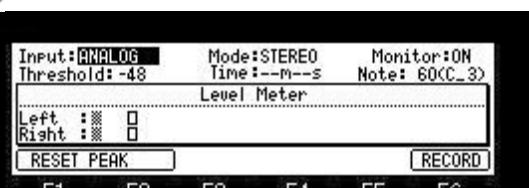
If the [NUMERIC] button is pressed in this state, RECORD mode and MIXER mode will change by turns.



The [NUMERIC] button is pressed.



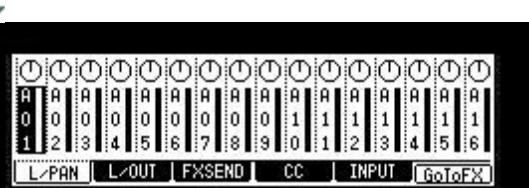
The [NUMERIC] button is pressed.



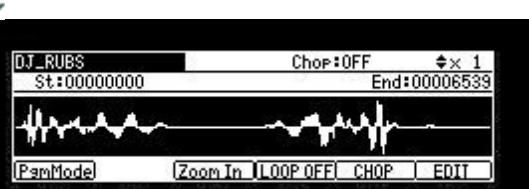
PAD6 (TRIM) is pressed pressing the [NUMERIC] button.



The [NUMERIC] button is pressed.



The [NUMERIC] button is pressed.



PAD7 (PROGRAM) is pressed pressing the [NUMERIC] button.



The [NUMERIC] button is pressed.



The [NUMERIC] button is pressed.

↓

Tr: 1 :002-DJ-Hip_Set		<DRUM>		Play: POLY	
HIDILIN	Pad	SAMPLE	SOUND	CHOP	DIR
360_1#1	A01	DJ_RUBS	MONO	--	FOR 100+00.00
375_1#1	A02	DJKIK&H1	MONO	--	FOR 100+00.00
380_1#1	A03	DJKIK&H2	MONO	--	FOR 100+00.00
390#1#1	A04	DJ_SHAKE	MONO	--	FOR 100+00.00

SAMPLE AMP FILTER PITCH LFO MUTE OUT FX

F1 F2 F3 F4 F5 F6

■ The mode can be assigned to the [MAIN] button and the numeric buttons.

■ In the case of the [MAIN] button

It changes to the mode assigned when the main screen was displayed and the [MAIN] button was pressed.

How to assign the mode

Please press the pad equivalent to the mode to assign, pressing the [MAIN] button.

For example, if PAD7 (PROGRAM) is pushed pressing the [MAIN] button, PROGRAM mode will be assigned to the [MAIN] button.

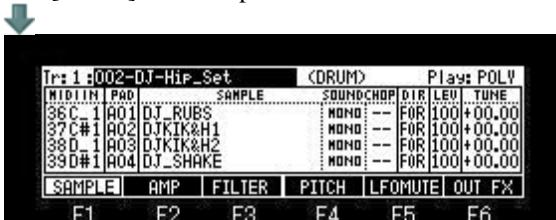
In this case, if the [MAIN] button is pressed when the main screen is displayed, it will change to a program mode.

It is changed by performing the same operation to change the mode to assign.

When PROGRAM mode is assigned to the [MAIN] button



The [MAIN] button is pressed.



It changes to PROGRAM mode.

In this case, MAIN is changed to PROGRAM mode by turns by the [MAIN] button.

■ In the case of the numeric buttons

The mode can be assigned to 0-9 of a numeric button.

Please press F5 (Num.Key) button in OTHER mode.



Please select "MODE CHANGE".

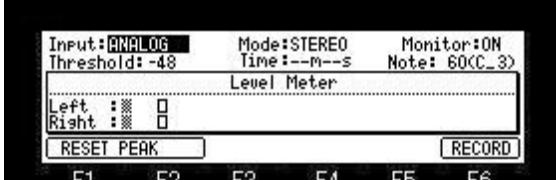


When "MODE CHANGE" is selected, the mode can be assigned to a numeric button.

How to assign the mode

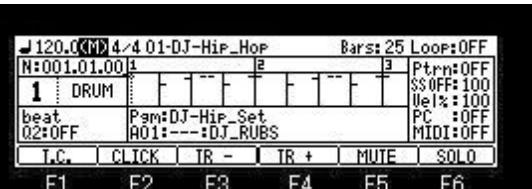
Please press the pad (mode) assigned while pressing the number button which assigns the mode.

For example, if PAD5 (RECORD) is pressed, pressing 5 of a numeric button, RECORD mode is assigned to the button of 5, and RECORD mode will be displayed if 5 of a numeric button is pressed.



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,

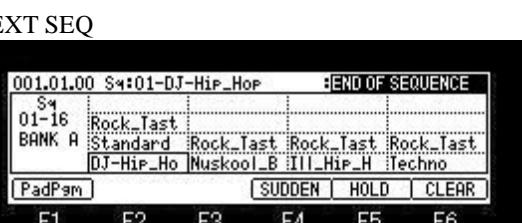
Shortly after changing to Next sequence, playback of Next sequence is begun from the present position.

Note

Selection of behavior can be performed during playback of a sequence.

Moreover, it can select on the screen of NEXT SEQ and TRACK MUTE.

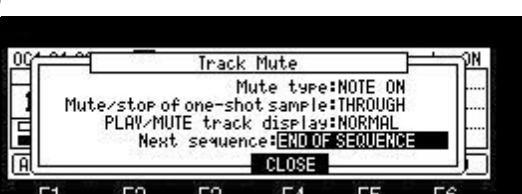
NEXT SEQ



TRACK MUTE



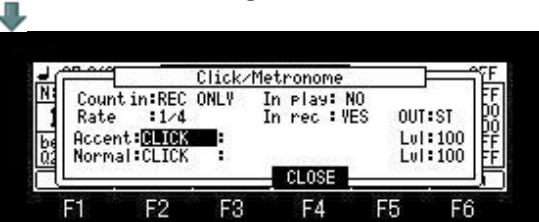
If the [WINDOW] button is pressed, the window of "Track Mute" will open.



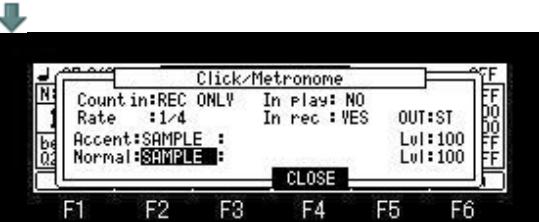
■ The change method of a Click/Metronome sound



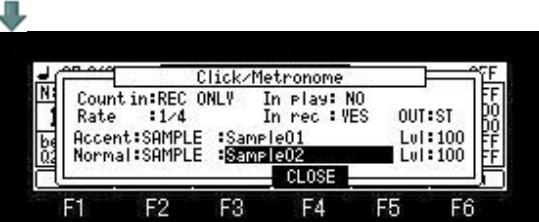
If F2 (CLICK) button is pressed, the window of "Click/Metronome" will open.



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)

L is outputted to L of STEREO OUT and R is outputted to R of STEREO OUT. (Selection only in MPC1000)

5 tracks display mode

■ It is the mode which displays the contents of 5 tracks.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF					
N:001.01.001 1 2 3 Ptrn:OFF S\$OFF:100 Vel%:100					
1 DRUM					
beat 01:OFF	Pgm:DJ-Hip_Set	PC :OFF			
A01:---:DJ_RUBS	MIDI:OFF				
LOOP	VIEW	F1MODE	P.SHIFT	InTHRU	
F1	F2	F3	F4	F5	F6

MPC2500 J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF					
N:001.01.001 1 2 3 Ptrn:OFF S\$OFF:100 Vel%:100					
1 DRUM					
beat 01:OFF	Pgm:DJ-Hip_Set	PC :OFF			
A01:---:DJ_RUBS	MIDI:OFF				
LOOP	VIEW	F1MODE	P.SHIFT	InTHRU	
F1	F2	F3	F4	F5	F6

If F3 (VIEW) button is pressed holding the [SHIFT] button on a main screen, it will become 5 tracks display mode.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF					
N:001.01.001 1 2 3 LEV PAN OUT FX PC MIDI					
1	2	3	4	5	
114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	
T.C. CLICK TR - TR + MUTE SOLO					
F1	F2	F3	F4	F5	F6

If F3 (VIEW) button is pressed holding the [SHIFT] button once again, it will return to a former main screen.

Tr: 7:002-DJ-Hip_Set		Sequence Track Mixer			
Pad	Level	Pan	Out	Fx	Send
A01:100	L2	TRK			
A02:100	M1	TRK			
A03:98	M1	TRK			
A04:100	R2	TRK			
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT/FX

Note: The set here is not effective when OUT of a pad is not set to TRK.

A setup is possible only when OUT is set to ST.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF					
N:001.01.001 1 2 3 LEV PAN OUT FX PC MIDI					
1	2	3	4	5	
114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	
T.C. CLICK TR - TR + MUTE SOLO					
F1	F2	F3	F4	F5	F6

Active track number

When events is contained on subsequent tracks, an event is displayed on this area.
It is not necessarily an event of the next track.

Track number field

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF					
N:001.01.001 1 2 3 LEV PAN OUT FX PC MIDI					
1	2	3	4	5	
114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	
T.C. CLICK TR - TR + MUTE SOLO					
F1	F2	F3	F4	F5	F6

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

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF					
N:001.01.001 1 2 3 LEV PAN OUT FX PC MIDI					
7	5	4	3	2	
114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	
T.C. CLICK TR - TR + MUTE SOLO					
F1	F2	F3	F4	F5	F6

Notes

An audio track cannot be recording.

It is only playback.

Moreover, an audio waveform is not displayed.

J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: OFF					
N:001.01.001 1 2 3 LEV PAN OUT FX PC MIDI					
7	5	4	3	2	
114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	114 MID ST -:- OFF OFF	
T.C. CLICK TR - TR + MUTE SOLO					
F1	F2	F3	F4	F5	F6

Copy of events

J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
001.01.00		1	2	LEV PAN OUT FX	PC MIDI
1				114 MID ST -:-: OFF OFF	
2				114 MID ST -:-: OFF OFF	
3				114 MID ST -:-: OFF OFF	
4				114 MID ST -:-: OFF OFF	
5				114 MID ST -:-: OFF OFF	
T.C.		CLICK	TR -	TR +	MUTE SOLO
F1	F2	F3	F4	F5	F6

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



J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
001.01.00		1	2	LEV PAN OUT FX	PC MIDI
1				114 MID ST -:-: OFF OFF	
2				114 MID ST -:-: OFF OFF	
3				114 MID ST -:-: OFF OFF	
4				114 MID ST -:-: OFF OFF	
5				114 MID ST -:-: OFF OFF	
[ALLERASE]		COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6

Please select the copy region by a DATA wheel, pressing F4 (COPY) button.

What can be copied is only an event of an active track.

A copy including the event of other tracks is not possible.



J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
002.02.00		1	2	LEV PAN OUT FX	PC MIDI
1				114 MID ST -:-: OFF OFF	
2				114 MID ST -:-: OFF OFF	
3				114 MID ST -:-: OFF OFF	
4				114 MID ST -:-: OFF OFF	
5				114 MID ST -:-: OFF OFF	
[ALLERASE]		COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6

When F4 (COPY) button is released, it is the completion of a copy.



J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
002.02.24		1	2	LEV PAN OUT FX	PC MIDI
1				114 MID ST -:-: OFF OFF	
2				114 MID ST -:-: OFF OFF	
3				114 MID ST -:-: OFF OFF	
4				114 MID ST -:-: OFF OFF	
5				114 MID ST -:-: OFF OFF	
6				114 MID ST -:-: OFF OFF	
7				114 MID ST -:-: OFF OFF	
[ALLERASE]		COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6

Paste of events



J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
001.01.72		1	2	LEV PAN OUT FX	PC MIDI
1				114 MID ST -:-: OFF OFF	
2				114 MID ST -:-: OFF OFF	
3				114 MID ST -:-: OFF OFF	
4				114 MID ST -:-: OFF OFF	
5				114 MID ST -:-: OFF OFF	
6				114 MID ST -:-: OFF OFF	
7				114 MID ST -:-: OFF OFF	
[ALLERASE]		COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6

Please move cursor and a marker to the position which you want to paste, and push F5 (PASTE) button.



J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
002.03.48		1	2	LEV PAN OUT FX	PC MIDI
3				114 MID ST -:-: OFF OFF	
4				114 MID ST -:-: OFF OFF	
5				114 MID ST -:-: OFF OFF	
6				114 MID ST -:-: OFF OFF	
7				114 MID ST -:-: OFF OFF	
[ALLERASE]		COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6

It is pasted on the location of the marker of the track selected.

Erase of events



J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
001.01.24		1	2	LEV PAN OUT FX	PC MIDI
1				114 MID ST -:-: OFF OFF	
2				114 MID ST -:-: OFF OFF	
3				114 MID ST -:-: OFF OFF	
4				114 MID ST -:-: OFF OFF	
5				114 MID ST -:-: OFF OFF	
[ALLERASE]		COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6

If a DATA wheel is turned pressing F6 (ERASE) button, the event which the marker passed will be erased.

J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
001.04.24		LEV PAN OUT FX PC MIDI			
1	2	114 MID ST -:- DFF DFF			
2	3	114 MID ST -:- DFF DFF			
3	4	114 MID ST -:- DFF DFF			
4	5	114 MID ST -:- DFF DFF			
ALLERASE		COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6

Only the event of an active track is erased.

All the events of a track are erased.

J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
001.01.00		LEV PAN OUT FX PC MIDI			
1	2	114 MID ST -:- DFF DFF			
2	3	114 MID ST -:- DFF DFF			
3	4	114 MID ST -:- DFF DFF			
4	5	114 MID ST -:- DFF DFF			
ALLERASE		COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6

Please select the track with which you want to erase an event.

And please press F1 (ALLERASE) button.

The window of "All Event Erase" will open.

J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
001.01.00		LEV PAN OUT FX PC MIDI			
1	2	114 MID ST -:- DFF DFF			
2	3	114 MID ST -:- DFF DFF			
3	4	114 MID ST -:- DFF DFF			
4	5	114 MID ST -:- DFF DFF			
ALLERASE		All Events Erase		CANCEL	DO IT
F1	F2	F3	F4	F5	F6

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

J 97.0(S) 4/4 01-DJ-Hip_Hop		Bars: 25 Loop: OFF			
001.01.00		LEV PAN OUT FX PC MIDI			
1	2	114 MID ST -:- DFF DFF			
2	3	114 MID ST -:- DFF DFF			
3	4	114 MID ST -:- DFF DFF			
4	5	114 MID ST -:- DFF DFF			
T.C.	CLICK	TR -	TR +	MUTE	Solo
F1	F2	F3	F4	F5	F6

Registration of patterns

■ The arbitrary bars of a track can be registered as a pattern, the pattern registered 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 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.

A pattern does not work with a simult pad. (Refer to "MUTE/Simult Pad")

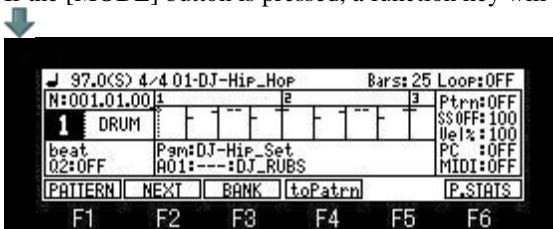
Timing correct does not work to patterns. (A pattern is not influenced by timing correct)

■ The registration method of a pattern

Please select the track with which the event to register as a pattern is recorded.

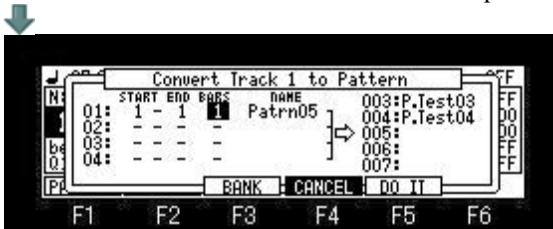


If the [MODE] button is pressed, a function key will change as follows.



Please push F4 (toPatrn) button.

The window of "Convert Track x to Pattern" opens.



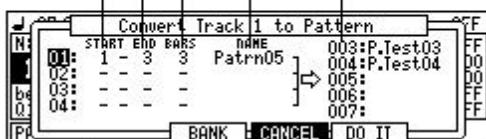
The start bar of the pattern to register

The end bar of the pattern to register

The number of the bars of a pattern. (A maximum of 99)
(The number of the bars from the start bar to end bar)

The name of the pattern to register

Registration number





Please set the bar which you want to register as a pattern in the START field and the END field.

If arbitrary pads are hit, the audition of the pattern of the cursor position can be performed.

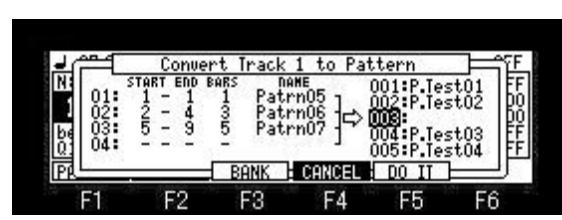
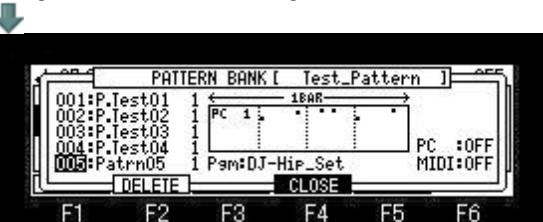
If F5 (DO IT) button is pressed by set of the above figure, it will be registered as follows.

The pattern of one bar of a bar 1 is registered into the registration number 005 by the name of "Patrn05."

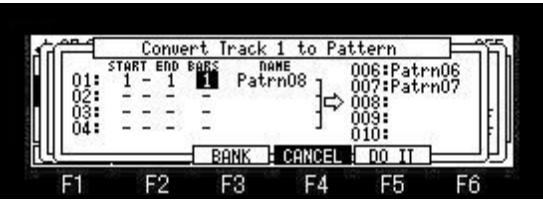
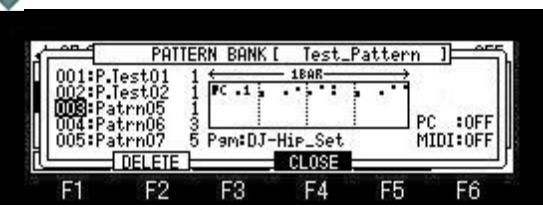
The pattern of 3 bars from a bar 2 to a bar 4 is registered into the registration number 006 by the name of "Patrn06."

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."

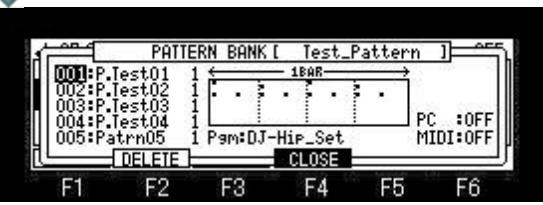
A registration number is a registration number of "PATTERN BANK". (Refer to "PATTERN BANK")



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



If F3 (BANK) is pressed, the window of "PATTERN BANK" will open.

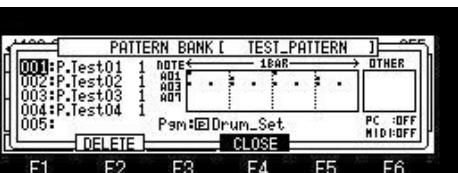


■ PATTERN BANK(Pattern list)



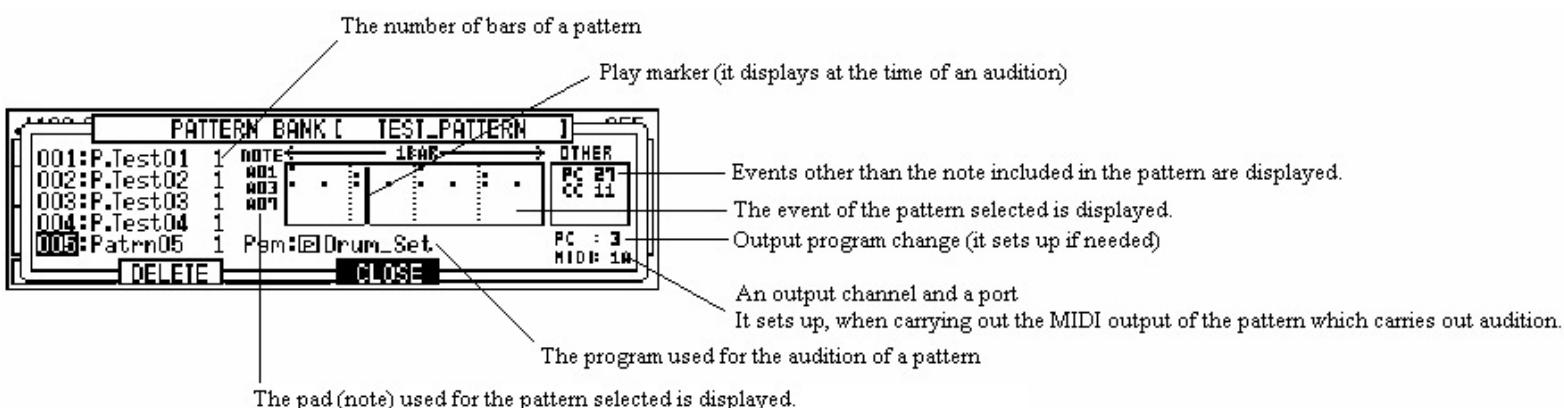
If F3 (BANK) button is pressed after pressing the [MODE] button, the window of "PATTERN BANK" will open.

Or if F2 or F3 (BANK) button is pressed in the mode or the window related to a pattern, the window of "PATTERN BANK" will open.



The list of patterns registered is displayed.

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



If the event of bars is registered as a pattern, events other than note will also be registered together. (A tempo change is not registered.)

Therefore, recording of the pattern with which events other than note are contained will also record events other than note together.

When events other than a note are contained in the pattern, the event contained in the OTHER field is displayed. (Refer to above figure)

The last event is displayed when there are two or more events of the same kind.



The pad (note) used for the pattern is displayed on the NOTE field.

When four or more pads (note) are used, if cursor is moved to the NOTE field and a DATA wheel is turned, the NOTE field will scroll.



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 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.



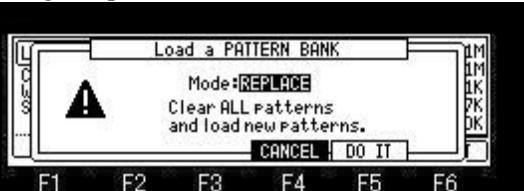
If F5 (DO IT) button is pressed, it will be saved by the file name currently displayed.



Extension "PAT" is a file of PATTERN BANK.

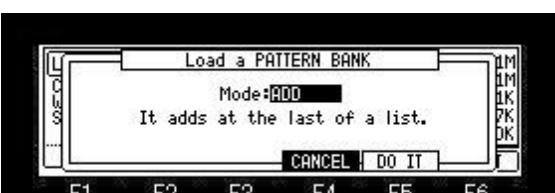


Loading of a pattern file

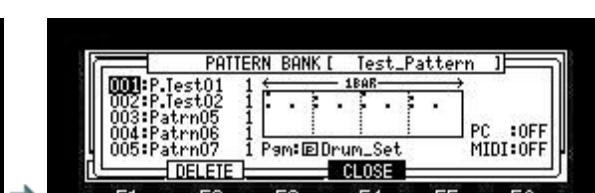
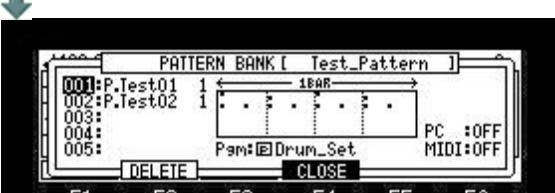


If loading of a pattern file is performed, the window of "Load a PATTERN BANK" will open.

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.



■ Creation of a pattern track

J 96.0(S) 4/4 01-Sequence01	Bars: 24	Loop: OFF
N:001.01.001	1 2 3	Ptrn: OFF SSOFF: 100 Vel%: 100
1 DRUM		PC : OFF MIDI: OFF
beat 02:OFF	Pgm: Drum_Set A01: ---: [1] BassDrum(36)	MIDI: OFF
PATTERN	NEXT	BANK
F1	F2	F3
F4	F5	F6

If the [MODE] button is pressed and F1 (PATTERN) button is pressed, it will become the creation mode of a pattern track.



J 96.0 [001.01.001]	01-Sequence01	Bars: 24
1		LEVEL: 110 Pan : MID DUT : ST FX: --- PC : OFF MIDI: OFF
-- END --		
Loop: OFF	Pgm: Drum_Set A01: +00	
CONVERT	NEXT	LIST
F1	F2	F3
F4	F5	F6

J 96.0 [001.01.001]	01-Sequence01	Bars: 24
1 1 1 1 1		LEVEL: 110 Pan : MID DUT : ST FX: --- PC : OFF MIDI: OFF
-- END --		
Loop: OFF	Pgm: Drum_Set A01: +00	
CONVERT	NEXT	LIST
F1	F2	F3
F4	F5	F6

Please choose the program which sounds a pattern with the Pgm field.

Please move cursor to a grid and choose the pattern which you want to enter by a DATA wheel.



J 96.0 [004.01.001]	01-Sequence01	Bars: 24
1 2 3 4 5		LEVEL: 110 Pan : MID DUT : ST FX: --- PC : OFF MIDI: OFF
P.TEST01 P.TEST01 P.TEST01 PATR05 -- END --		
i +0 1 +0 1 +0 3 +0		
Loop: OFF	Pgm: Drum_Set A01: +00	
CONVERT	NEXT	LIST
F1	F2	F3
F4	F5	F6

Please set a transpose (the note currently used by the pattern is changed) if needed.

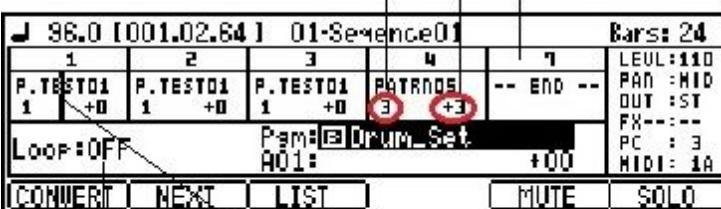


J 96.0 [004.01.001]	01-Sequence01	Bars: 24
1 2 3 4 5		LEVEL: 110 Pan : MID DUT : ST FX: --- PC : OFF MIDI: OFF
P.TEST01 P.TEST01 P.TEST01 PATR05 -- END --		
i +0 1 +0 1 +0 3 +0		
Loop: OFF	Pgm: Drum_Set A01: +00	
CONVERT	NEXT	LIST
F1	F2	F3
F4	F5	F6

Number of the bars of a pattern

Value of a transpose

Bar field



J 96.0 [001.02.84]	01-Sequence01	Bars: 24
1 2 3 4 5		LEVEL: 110 Pan : MID DUT : ST FX: --- PC : 3 MIDI: 1A
P.TEST01 P.TEST01 P.TEST01 PATR05 -- END --		
i +0 1 +0 1 +0 3 +0		
Loop: OFF	Pgm: Drum_Set A01: +00	
CONVERT	NEXT	LIST
F1	F2	F3
F4	F5	F6

Play marker

Loop field (pattern track)

The contents entered into the grid will be reset if the power is turned off.

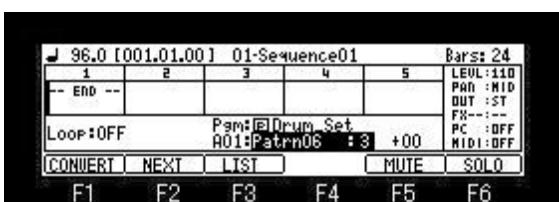
Notes

Pattern tracks are a maximum of 300 bars.

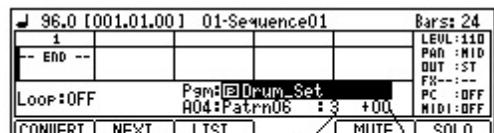
A program change is outputted only when it sets (or change).

It is not outputted when the [PLAY START] button is pressed

 When a pad is hit and a pattern is entered



Please move cursor to the pattern field and assign a pattern to a pad.

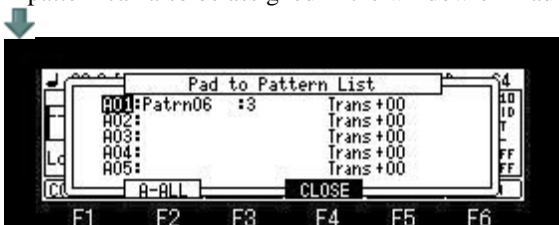


Value of a transpose

Number of the bars of a pattern

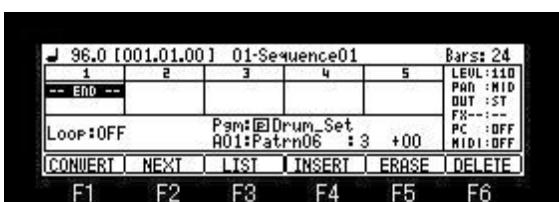
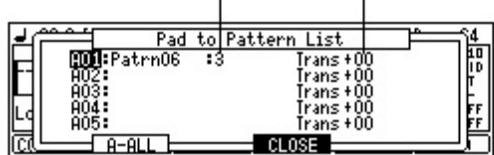


If the [WINDOW] button is pressed when cursor is in the pattern field, the window of "Pad to Pattern List" will open.
A pattern can also be assigned in the window of "Pad to Pattern List".



Number of the bars of a pattern

Value of a transpose



The pattern name currently assigned to the pad hit when the pad was hit is entered into a grid, and cursor moves to the next bar automatically.
When a pad is pressed, the pattern name currently assigned to the pressed pad is entered into a grid.
And a pattern will be repeatedly played back, while the pad is pressed.

A pattern will be entered carrying out repeat playback.

If a pad is released, playing back will stop and cursor will move to the next bar automatically.

J 96.0 [004.01.001] 01-Sequence01					Bars: 24
1	4	3	4	5	LEVEL:110 PAN :MID DUT :ST FX:--- PC :OFF MIDI:OFF
PATRND6	-- END --				
3	+0				
Loop:OFF	Pgm:Drum_Set	A01:Patr06	: 3	+00	
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

J 96.0 [001.04.211] 01-Sequence01					Bars: 24
1	4	5	6	7	LEVEL:110 PAN :MID DUT :ST FX:--- PC :OFF MIDI:OFF
PATRND6	P_Test01	P_Test01	P_Test01	-- END --	
3	+0	1	+0	1	
Loop:OFF	Pgm:Drum_Set	A02:P.Test01	: 1	+00	
CONVERT	NEXT	LIST	MUTE	Solo	
F1	F2	F3	F4	F5	F6

If you press the [PLAY START] button, the entered pattern will be played from a bar 1.

If you press the [PLAY] button, it will be played from a play marker or the pattern of the cursor position.

Moreover, a sequence starts playback simultaneously.

J 96.0(S) 4/4 01-Sequence01					Bars: 24 Loop:OFF
N:001.01.001	1	2	3	Ptrn: ON	
1	DRUM			SSOFF:400	
beat	Pgm:Drum_Set	A01:---:1	BassDrum(36)	Vel:100	
01:OFF				PC :OFF	
				MIDI:OFF	
T.C.	CLICK	TR -	TR +	MUTE	Solo
F1	F2	F3	F4	F5	F6

When you want to sound the sound of a pattern track with a main screen, please turn ON the Ptrn field.

A pattern track is mute if it turns OFF.

If it goes to a main screen from a pattern track, the Ptrn field will be automatically set to ON.

However, when it goes to a main screen from the state where mute of the pattern track is set to ON, it is set to OFF.

■ INSERT, ERASE, DELETE, CONVERT

INSERT

J 96.0 [002.01.001] 01-Sequence01					Bars: 24
1	2	3	4	5	LEVEL:110 PAN :MID DUT :ST FX:--- PC :OFF MIDI:OFF
P_Test01	P_Test02	P_Test03	P_Test04	-- END --	
1	+0	1	+0	1	
Loop:OFF	Pgm:Drum_Set	A04:P.Test04	: 1	+00	
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

A bar will be inserted in the position of cursor if F4 (INSERT) button is pressed.

J 96.0 [002.01.001] 01-Sequence01					Bars: 24
1	2	3	4	5	LEVEL:110 PAN :MID DUT :ST FX:--- PC :OFF MIDI:OFF
P_Test01	P_Test02	P_Test03	P_Test04	-- END --	
1	+0	1	+0	1	
Loop:OFF	Pgm:Drum_Set	A04:P.Test04	: 1	+00	
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

ERASE

J 96.0 [002.01.001] 01-Sequence01					Bars: 24
1	2	3	4	5	LEVEL:110 PAN :MID DUT :ST FX:--- PC :OFF MIDI:OFF
P_Test01	P_Test02	P_Test03	P_Test04	-- END --	
1	+0	1	+0	1	
Loop:OFF	Pgm:Drum_Set	A04:P.Test04	: 1	+00	
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

If F5 (ERASE) button is pressed, the pattern of the cursor position will be erased.

J 96.0 [003.01.001] 01-Sequence01					Bars: 24
1	2	3	4	5	LEVEL:110 PAN :MID DUT :ST FX:--- PC :OFF MIDI:OFF
P_Test01		P_Test03	P_Test04	-- END --	
1	+0	1	+0	1	
Loop:OFF	Pgm:Drum_Set	A04:P.Test04	: 1	+00	
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

After erasing, cursor moves to the next bar automatically.

DELETE

96.0 [002.01.001] 01-Sequence01 Bars: 24				
1	2	3	4	5
P.TEST01 1 +0	P.TEST02 1 +0	P.TEST03 1 +0	P.TEST04 1 +0	-- END --
Loop:OFF	Pgm: Drum_Set	A04:P.Test04 : 1 +00		
CONVERT	NEXT	LIST	INSERT	ERASE
F1	F2	F3	F4	F5 F6

If F6 (DELETE) button is pressed, the pattern of the cursor position will be deleted and the following bars will be moved forward.



96.0 [002.01.001] 01-Sequence01 Bars: 24				
1	2	3	4	5
P.TEST01 1 +0	P.TEST02 1 +0	P.TEST03 1 +0	P.TEST04 1 +0	-- END --
Loop:OFF	Pgm: Drum_Set	A04:P.Test04 : 1 +00		
CONVERT	NEXT	LIST	INSERT	ERASE
F1	F2	F3	F4	F5 F6

ALL DELETE

96.0 [002.01.001] 01-Sequence01 Bars: 24				
1	2	3	4	5
P.TEST01 1 +0	P.TEST02 1 +0	P.TEST03 1 +0	P.TEST04 1 +0	-- END --
Loop:OFF	Pgm: Drum_Set	A04:P.Test04 : 1 +00		
CONVERT	NEXT	LIST	INSERT	ERASE
F1	F2	F3	F4	F5 F6

If [SHIFT]+F6 (AllDelete) button is pressed, all the patterns will be deleted.



96.0 [001.01.001] 01-Sequence01 Bars: 24				
1	2	3	4	5
-- END --				
Loop:OFF	Pgm: Drum_Set	A04:P.Test04 : 1 +00		
AllDelete				
F1	F2	F3	F4	F5 F6

INSERT, ERASE, and DELETE can be performed even if cursor is in the bar field.

96.0 [002.01.001] 01-Sequence01 Bars: 24				
1	2	3	4	5
P.TEST01 1 +0	P.TEST02 1 +0	P.TEST03 1 +0	P.TEST04 1 +0	-- END --
Loop:OFF	Pgm: Drum_Set	A04:P.Test04 : 1 +00		
CONVERT	NEXT	LIST	INSERT	ERASE
F1	F2	F3	F4	F5 F6

CONVERT

The entered pattern is converted to an event.

96.0 [005.01.001] 01-Sequence01 Bars: 24				
1	2	3	4	5
P.TEST01 1 +0	P.TEST02 1 +0	P.TEST03 1 +0	P.TEST04 1 +0	-- END --
Loop:OFF	Pgm: Drum_Set	A04:P.Test04 : 1 +00		
CONVERT	NEXT	LIST	INSERT	ERASE
F1	F2	F3	F4	F5 F6

If F1 (CONVERT) button is pressed, the window of "CONVERT" will open.

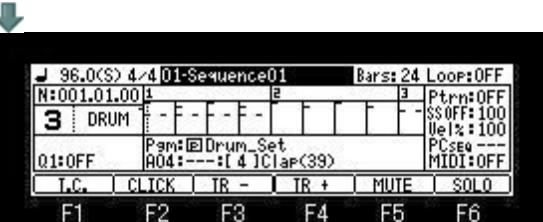


CONVERT				
Convert pattern track to drum track.				
Track:	1	Mode :	MERGE	FF
CANCEL	DO IT	E		
F1	F2	F3	F4	F5 F6

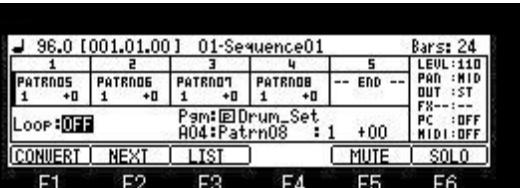
Mode	MERG	It will merge with the converted event, when an event is already in the track of a conversion destination.
	REPLACE	The converted event will be overwritten when an event is already in the track of a conversion destination.



If the track and Mode of a conversion destination are select and F5 (DO IT) button is pressed, a pattern will be converted to an event.



■ Loop play

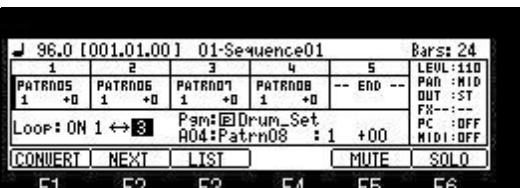


When you want to carry out loop play of the pattern, please turn ON the loop field.



Last bar field

Please set the bar of the last of a loop in the last bar field. (The bar which can be set is by pattern)



In the case of the above figure, loop play of the bars 1 to 3 (PATRN05 to PATRN07) is carried out.

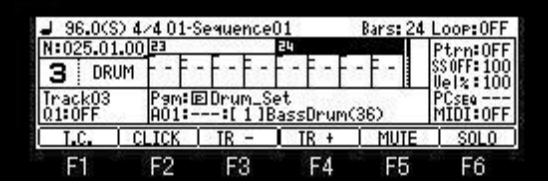
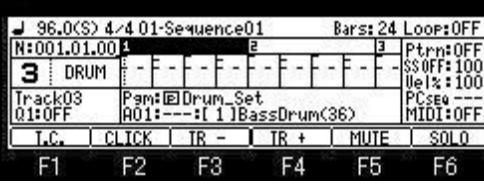
Loop play is continued until the STOP button is pressed, even if a sequence is played back until the last.

If F1 (CONVERT) button is pressed when a loop is ON, a pattern event will be entered even to the last bar of a sequence.



In the case of the above figure, sequences are 24 bars.

In this case, the pattern event of P.TEST01 is entered from Bar 1 even to Bar 24.



■ LIST

96.0 [008.01.001]	01-Sequence01	Bars: 24
PATRNS 3	PATRNS 6	LEVEL:110
*0	+0	PAN :MID
2	1	DUT :ST
	+0	FX :---
		PC :OFF
Loop:OFF	Pam:Drum_Set	MIDI:OFF
	A01:P.Test01 : 1 +00	
CONVERT	NEXT	LIST
		INSERT
		ERASE
		DELETE

F1 F2 F3 F4 F5 F6

If F3 (LIST) button is pressed, the contents entered into the grid will be displayed in a list.



STEP	BAR	PATTERN	BARS	REPEAT	TRANS
001	1	Patrn05	3	1	+00
002	4	Patrn06	2	1	+00
003	6	P.Test01	1	2	+00
004	8	----	END	---	
005					

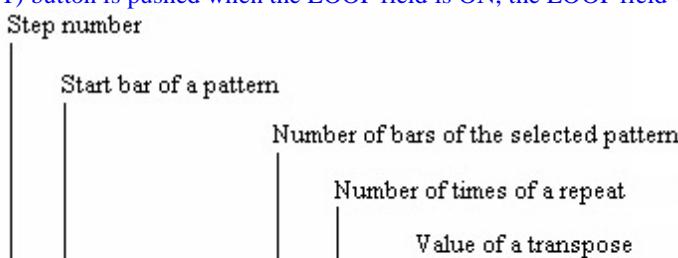
F1 F2 F3 F4 F5 F6

If a list is edited and F3 (CLOSE) button is pressed, the contents of edit will be automatically reflected in a grid.

If the [PLAY START] button is pressed, playing back will be started from the pattern of Step 001.

If the [PLAY] button is pressed, it will be played back from the pattern of the cursor position.

Note: If F3 (LIST) button is pushed when the LOOP field is ON, the LOOP field will be automatically set to OFF.



STEP	BAR	PATTERN	BARS	REPEAT	TRANS
001	1	Patrn05	3	1	+00
002	4	Patrn06	2	1	+00
003	6	P.Test01	1	2	+00
004	8	----	END	---	
005					

INSERT



STEP	BAR	PATTERN	BARS	REPEAT	TRANS
001	1	Patrn05	3	1	+00
002	4	Patrn06	2	1	+00
003	6	P.Test01	1	2	+00
004	8	----	END	---	
005					

F1 F2 F3 F4 F5 F6

If F4 (INSERT) button is pressed, step will be inserted before the cursor position.



STEP	BAR	PATTERN	BARS	REPEAT	TRANS
001	1	Patrn05	3	1	+00
002	4	Patrn06	2	1	+00
003	5	P.Test01	1	2	+00
004	7	----	END	---	
005	9				

F1 F2 F3 F4 F5 F6

DELETE



STEP	BAR	PATTERN	BARS	REPEAT	TRANS
001	1	Patrn05	3	1	+00
002	4	Patrn06	2	1	+00
003	6	P.Test01	1	2	+00
004	8	----	END	---	
005					

F1 F2 F3 F4 F5 F6

If F5 (DELETE) button is pressed, the step of the cursor position will be deleted and the following steps will be moved forward.



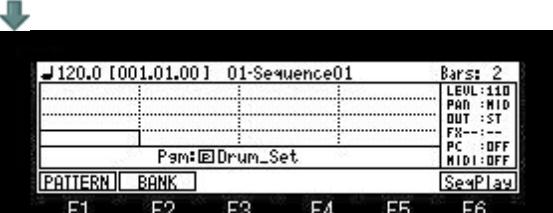
STEP	BAR	PATTERN	BARS	REPEAT	TRANS
001	1	Patrn05	3	1	+00
002	4	P.Test01	1	2	+00
003	6	----	END	---	
004					
005					

F1 F2 F3 F4 F5 F6

It is the mode performed while choosing with a pad the pattern which you want to play back next.



If the [MODE] button is pushed and F2 (NEXT) button is pressed, it will become the mode of the next pattern.

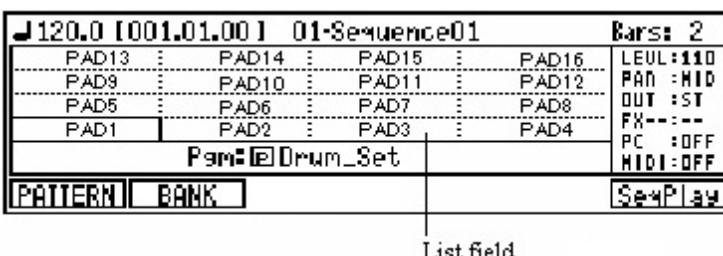


Please choose the pattern assigned to a pad in list field.

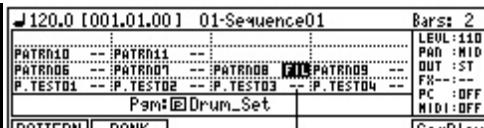
It can assign to the pads to 1-64 by switching PAD BANK.

Movement in list field can be performed by cursor keys.

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



List field



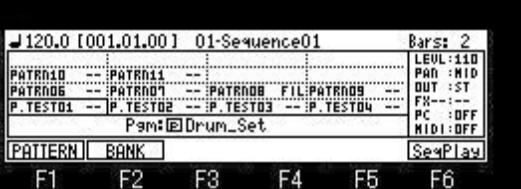
Play mode field

The play mode of a pattern name and a pattern is displayed on list field.

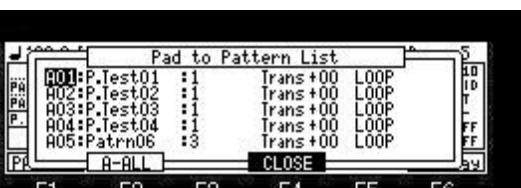
Please select the mode in the play mode field if needed.

Please choose the program which sounds a pattern in the Pgm field.

Play mode	--(LOOP)	Playing back is repeated until the next pattern is chosen. Playing back is stopped if a pad is hit once again.
	FIL	A pattern is played back only once. It will return to the last pattern again, after playing back finishes, when the last pattern is loop playback. However, when the next pattern is chosen, it does not return to a last pattern. The next pattern is played back.

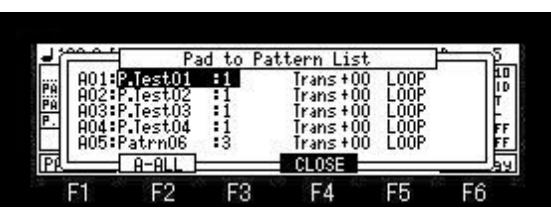
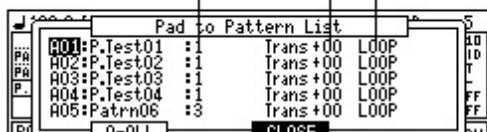


If the [WINDOW] button is pressed when cursor is in the list field, the window of "Pad to Pattern List" will open.

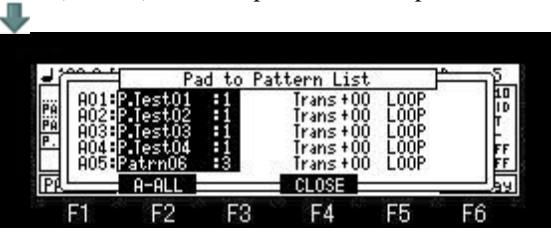


You can assign a pattern in the window of "Pad to Pattern List".

Number of the bars of a pattern
Value of a transpose
Play mode

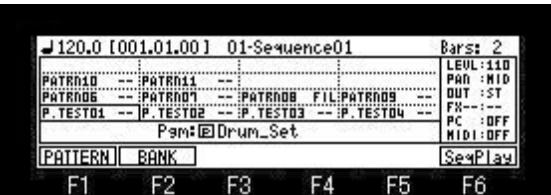


If F2 (A-ALL) button is pressed, all the pads of BANK A can be chosen as the same time.

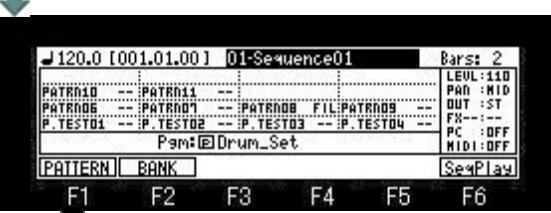


ALL will be canceled if F2 (A-ALL) button is pressed once again.

■ Movement to each field



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



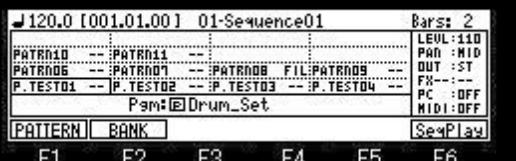
If the ▼ cursor key is pressed, cursor will return to the list field.



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



If the ▲ cursor key is pressed, cursor will return to the list field.



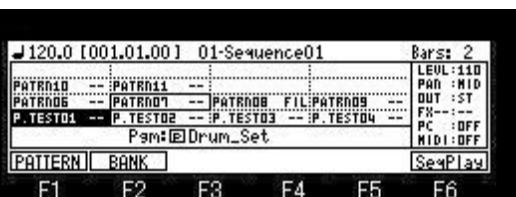
If the [SHIFT] + ► cursor key is pressed, cursor will move to the parameter field.



If the ◀ cursor key is pressed, cursor will return to the list field.

The contents set up in this mode will be memorized to the system if the [MAIN] button is pressed.

■ Playing back a pattern



The pattern currently assigned if a pad is hit is played back.

While playing back a pattern, please hit the pad with which the pattern which you want to play back next is assigned.

After the pattern played back now is played back, the next pattern is played back automatically.

The pattern reproduced now is displayed in the highlight.

The pattern played back next is surrounded by a solid line frame.

Playback of a pattern can be performed playing back the sequence selected if [PLAY] or the [PLAY START] button is pressed.

When you want to play back a sequence simultaneously with playback of a pattern, please press F6 (SeqPlay) button.



If a pad is hit after pressing F6 (SeqPlay) button, playback of a sequence will be started simultaneously with playback of a pattern.

Notes

A sequence cannot be changed while playing back a sequence.

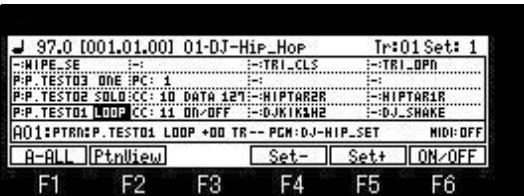
A performance in this mode cannot be recorded.

Pad status display mode

■ It is the mode which displays the state of the present pads.



If the [MODE] button is pressed and F6 (P. STATS) button is pressed, it will become pad status display mode.



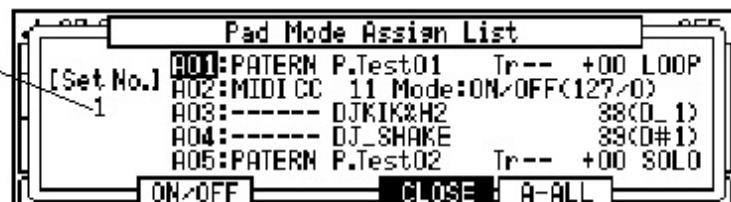
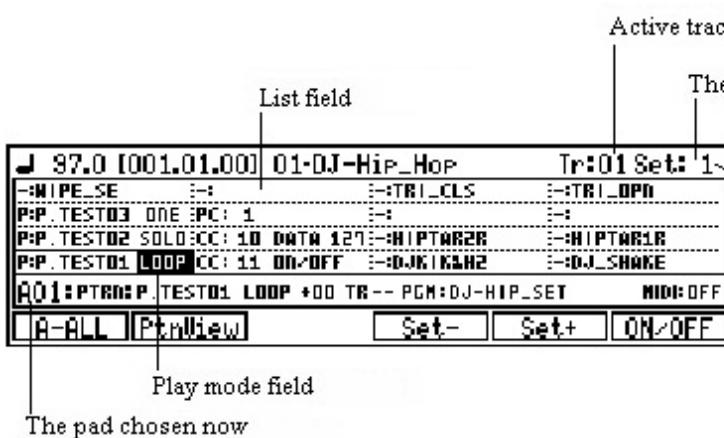
The state of the present pad is displayed.

As for the pattern during playback, a play mode field will blink.

A cursor key can perform movement in the list field.

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

Notes: The input by a numeric key cannot be performed.



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



If the ↓ cursor key is pressed, it will return to the list field.



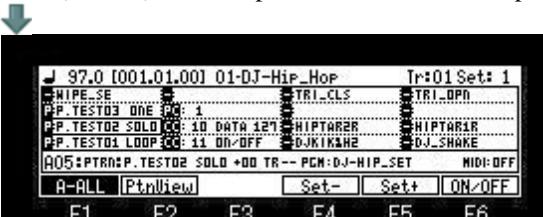
If the [SHIFT] + ↓ cursor key is pressed, cursor will move to the bottom field.



If the ▲ cursor key is pressed, it will return to the list field.



If F1 (A-ALL) button is pressed, the mode of the pad of BANK A can be chosen to same time.

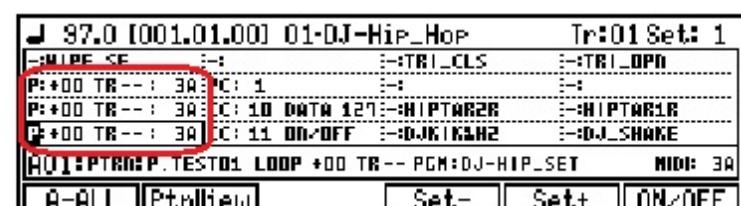


ALL will be canceled if F1 (A-ALL) button is pressed once again.



The display of a pattern will be changed if F2 (PtnView) button is pressed.

A transpose, a track, and midi out are displayed.

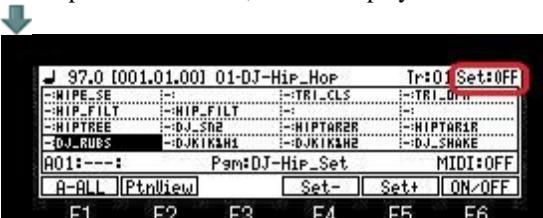


The set number in pad mode can be chosen with F4 (Set-) button and F5 (Set+) button.

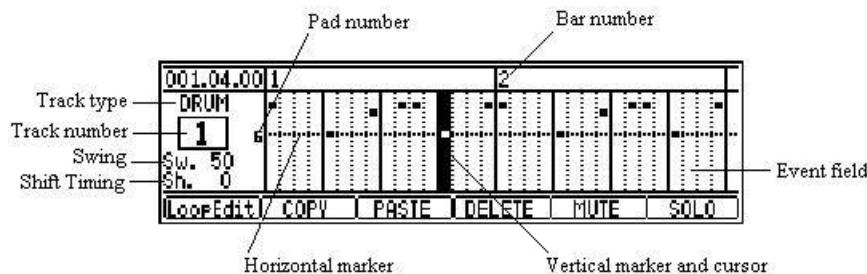


Pad mode can be turned ON/OFF if F6 (ON/OFF) button is pressed.

When pad mode is OFF, OFF is displayed on the Set field.



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



The symbol of "■" will be displayed when a pad event is in the event field.

If the ▶ cursor button is pressed, cursor will be moved to the track type field.

It returns to the event field by ▶ cursor button.

Swing can be set up with Q1 slider.

Shift Timing can be set up with Q2 slider. (It is not effective against the recorded event.)

Movement of a bar can be performed by the << BAR >> button.

It can move quickly by a << BAR >> + DATA wheel.

A vertical marker is moved to the next event or previous event on a horizontal marker, by a <STEP> button.

When the type of a track is MIDI, a 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 a [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 bar 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

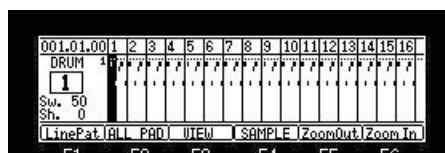
1/16 = 24 ticks

1/16-3 = 16 ticks

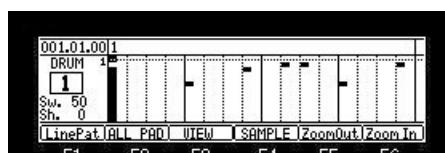
1/32 = 12 ticks

1/32-3 = 8 ticks

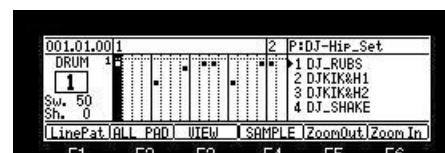
OFF = 1 tick



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] + F4 (SAMPLE) button is displayed.

Track list			
TYPE	NAME	PROGRAM	PC MID
01 DRUM	beat	DJ-Hip_Set	OFF OFF
02 DRUM	bar	DJ-Hip_Set	OFF OFF
03 DRUM	filterbass	DJ-Hip_Set	OFF OFF
04 DRUM	tree	DJ-Hip_Set	OFF OFF

Display in case a program is INST

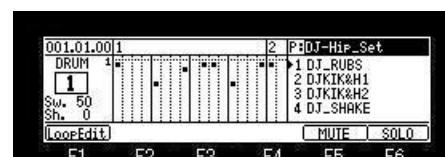
001.01.001			
DRUM	1	2 P:DJ-Hip_Set	INST PGM
1		1 DJ_RUBS 2 DJ_KIK&H1 3 DJ_KIK&H2 4 DJ_SHAKE	
Sw. 50			
Sh. 0			

Program list			
001.01.001	SAMPLE	ORIGINAL	TUNE
001: Arr_Wave	(DRUM)	MIDI PC: 102	
002: DJ_Hip_Set	(DRUM)	MIDI PC: 1	
003: E_Kit	(DRUM)	MIDI PC: 4	
004: ILL_Hip_Set	(DRUM)	MIDI PC: 3	
005: LA_Kit	(DRUM)	MIDI PC: 8	

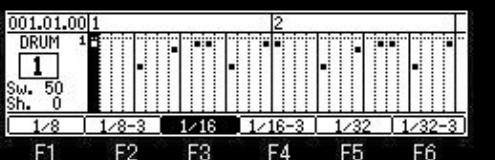
001.01.001			
DRUM	1	2 P:DJ-Hip_Set	INST PGM
1		1 DJ_RUBS 2 DJ_KIK&H1 3 DJ_KIK&H2 4 DJ_SHAKE	
Sw. 50			
Sh. 0			

Sample list			
001.01.001	SAMPLE	ORIGINAL	TUNE
043: DJ_RUBS	60 C.3-08.00		
044: DJ_RUBS2	60 C.3-10.70		
045: DJ_SCRCB	60 C.3-12.03		
046: DJ_SHAKE	60 C.3+00.00		

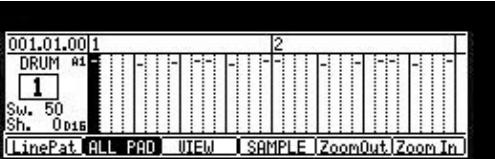
If the ▶ cursor button is pressed, cursor will move to the sample field.



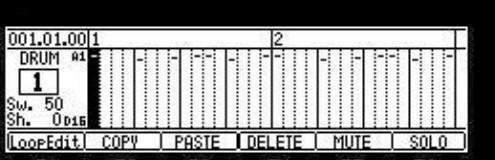
If the [SHIFT] + ▲ cursor button is pressed, cursor will move to the program field.



If the [NOTE REPEAT] button is pressed, pressing the [SHIFT] button, it will become NOTE REPEAT mode. If a pad is pressed in this mode, the sound of the pad pressed according to the value of timing correct will be repeatedly hit until a pad is released. If the [NOTE REPEAT] button is pressed, it will return to a former screen.

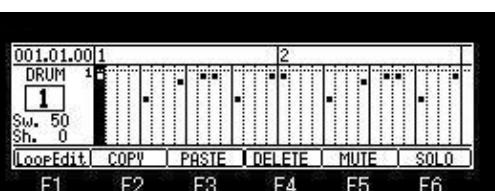


It becomes ALL PAD mode by [SHIFT] + F2 (ALL PAD) button.



ALL PAD mode (A01-D16)

For returning to 16PAD mode, please press [SHIFT] + F2 (ALL PAD) button.



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.

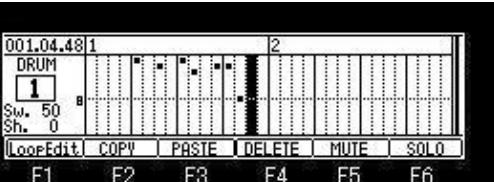
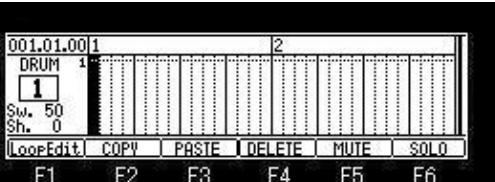
Duration: AS PLAYED: The length which is pushing the pad is inputted into the value of duration.

TC VALUE: Regardless of the length which is pushing the pad, a fixed value is inputted according to the value of timing correct.

Please refer to "movement of a pad event" for F2 (PadMove).

Note: The type of a track cannot be changed during playback or recording.

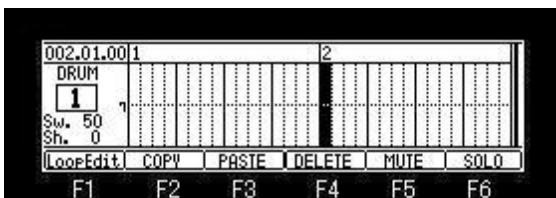
■ Entering an event



[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].

Entering an pattern



A pattern will be recorded into the horizontal marker location of a bar with a vertical marker if a pad is hit pressing the [SHIFT] button. (Only PATTERN 01-16)

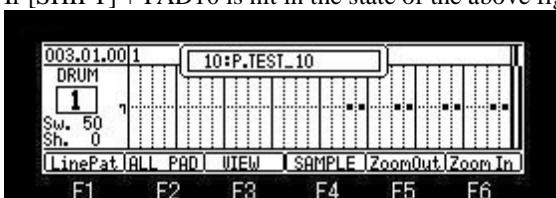
[SHIFT]+PAD1-----PATTERN 01

[SHIFT]+PAD2-----PATTERN 02

[SHIFT]+PAD3-----PATTERN 03

[SHIFT]+PAD16-----PATTERN 16

If [SHIFT] + PAD10 is hit in the state of the above figure, the result of the following figure will be obtained.



PATTERN 10 was recorded into the location of PAD7 of a bar 2.

Editing an event

The difference from TC location
Note variation
Duration
Velocity
Target event

001.04.00 001.04.00< 0 > NU:TUNE + 50 ID: 28 V:127

DRUM
1
Sw. 50
Sh. 0

LoopEdit COPY PASTE DELETE EDIT PLAY

001.04.00 001.04.00< 0 > NU:TUNE + 50 ID: 28 V:127

DRUM
1
Sw. 50
Sh. 0

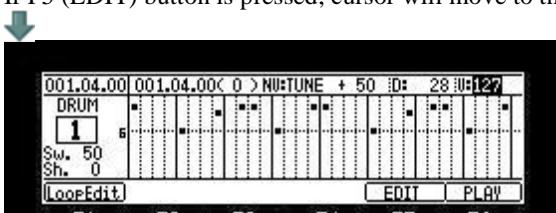
LoopEdit COPY PASTE DELETE EDIT PLAY

Please choose the event to edit after turning on [OVER DUB].

The event in the location which a horizontal marker and a vertical marker cross becomes a target of edit.

The information on the event of the target of edit is displayed on the upper field.

If F5 (EDIT) button is pressed, cursor will move to the upper field.



Please change the value of a parameter.

If F6 (PLAY) button is pressed, the audition of the edited event is possible.

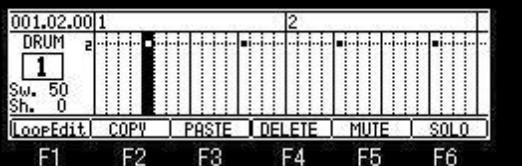
If ▼ cursor button or F5 (EDIT) button is pressed, cursor will return to the event field.

In addition, if the value of a parameter is changed holding F5 (EDIT) button, cursor will return to the event field at the same time it releases F5 (EDIT) button.

Copying an event

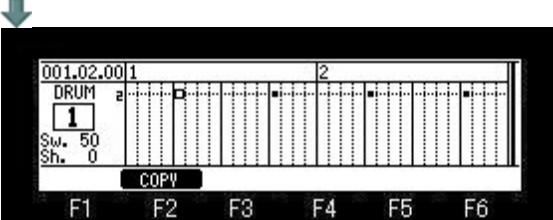
A pad event cannot be copied to other pads.

For example, the event of PAD1 cannot be copied to PAD3.

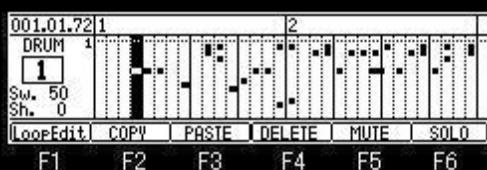


Please press F2 (COPY) button after choosing the event for a copy.

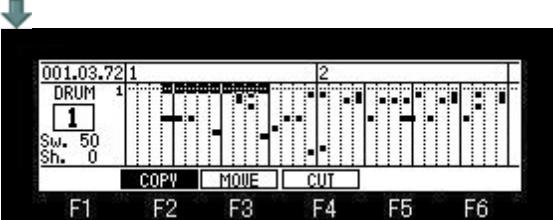
The event in the location which the horizontal marker and the vertical marker cross is copied.



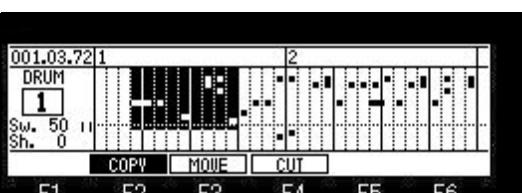
The copy, cut and move of two or more events



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



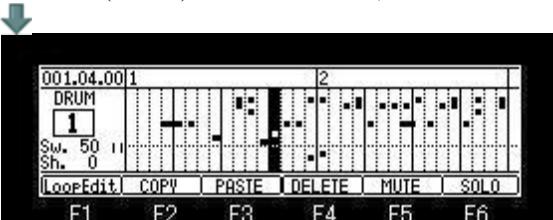
Please select the region of vertical by ▲ or ▼ cursor button, with F2 (COPY) button held.



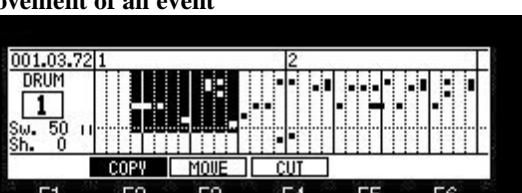
All the events to which the color became reverse are copied.

When F4 (CUT) button is pressed in this state, the event of a selection region is cut.

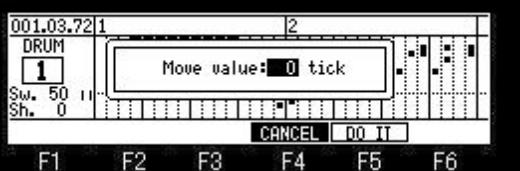
When F2 (COPY) button is released, the event of a selection region is copied.



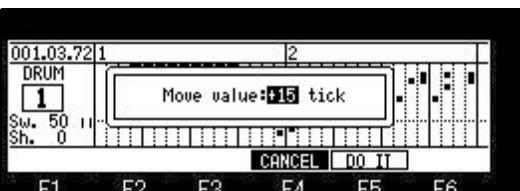
Movement of an event



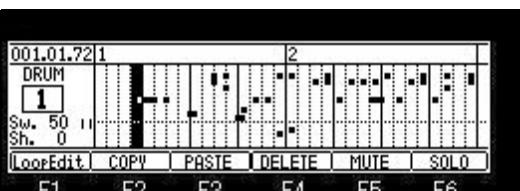
When F3 (MOVE) button is pressed in this state, the window of MOVE opens.



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



If a value is set, please press F5 (DO IT) button.



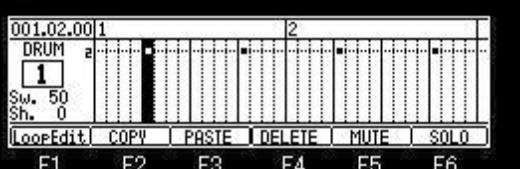
Pasting an event



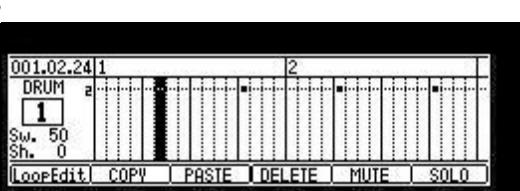
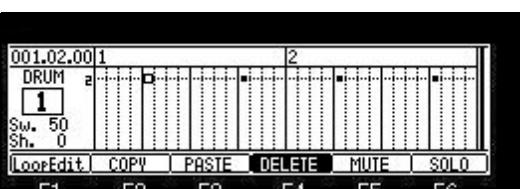
Please move a vertical marker to the location which you want to paste, and press F3 (PASTE) button.



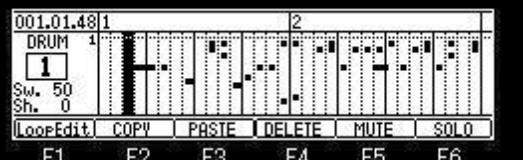
Deleting an event



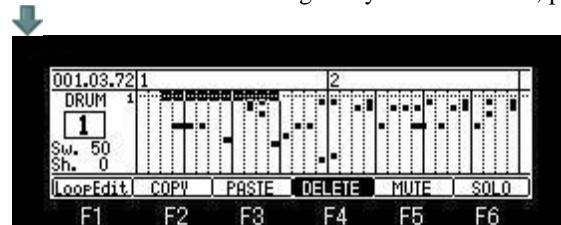
Please choose the event which you want to delete and press F4 (DELETE) button.
The event in the location which the horizontal marker and the vertical marker cross is deleted.



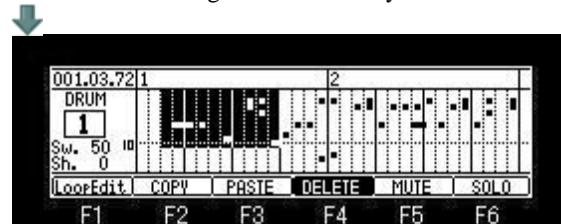
Deleting of two or more events



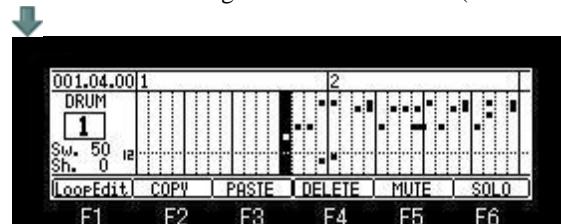
Please select a horizontal region by a DATA wheel, pressing F4 (DELETE) button.



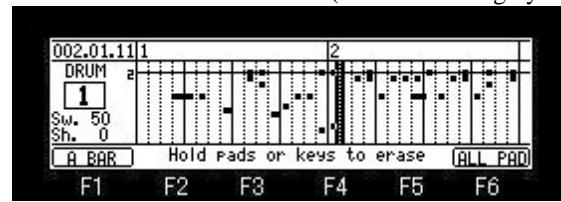
Please select the region of vertical by ▲ or ▼ cursor button, with F4 (DELETE) button held.



The events of the region selected when F4 (DELETE) button was released will be deleted.



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



When you delete 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 deleted.

If F1 (A BAR) button is pressed, all the events of the bar on marker will be deleted.

If F6 (ALL PAD) button is pressed, the pad event of all (A01-D16) on marker will be deleted.

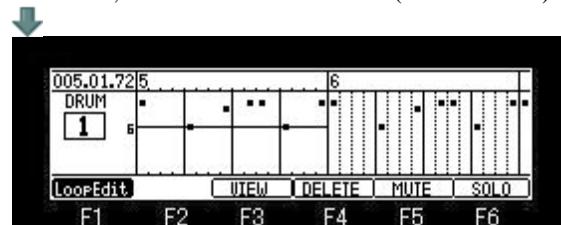
Loop Edit Mode (16PAD 1 bar edit mode)

■ Loop Edit Mode (Only Time signature 4/4 can be used)



If F1 (LoopEdit) key is pressed, it will become 1 bar edit mode of the bar on a vertical marker. (It is possible even if it presses F1 (LoopEdit) key during a play.)

Moreover, OVER DUB is set to ON (the LED is lit).

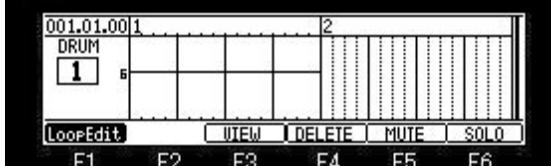


Record of an event can be performed carrying out loop playback, if the [PLAY] button is pressed.

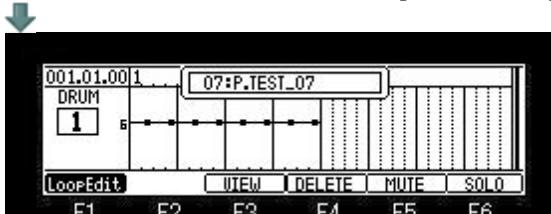
Loop Edit mode will be canceled if F1(LoopEdit) button is pressed.

■ Record of a pattern and an event

Record of a pattern



A turn of a DATA wheel will record a pattern on the position of a horizontal marker.



If a pattern is recorded, a pattern name will be displayed on the upper part.

Moreover, a pattern is recordable even if it hit a pad, holding the [SHIFT] button. (Only patterns 1-16)

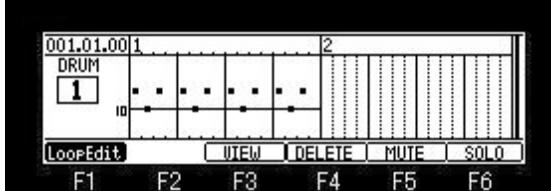
[SHIFT]+PAD1-----01 PATTERN

[SHIFT]+PAD2-----02 PATTERN

[SHIFT]+PAD3-----03 PATTERN

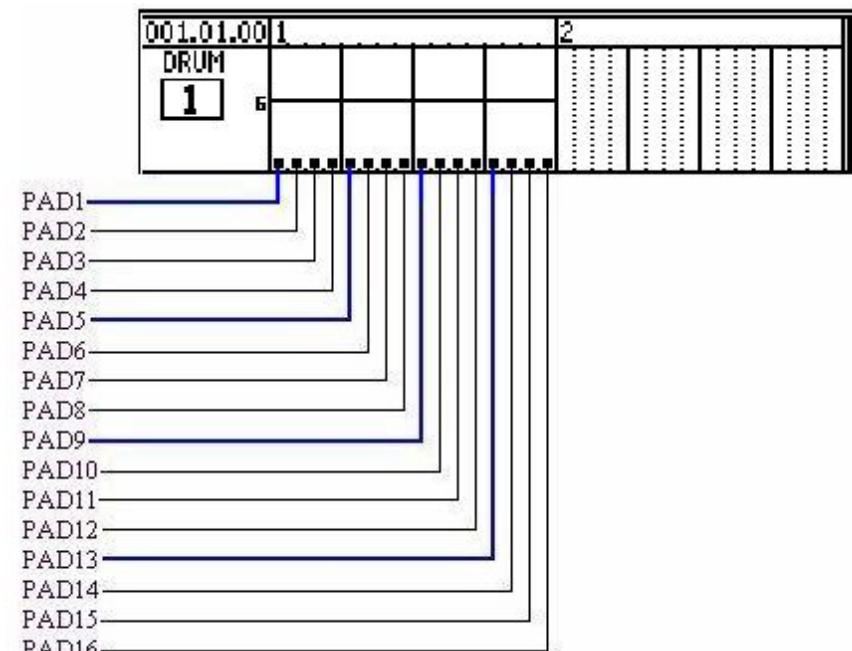
[SHIFT]+PAD16-----16 PATTERN

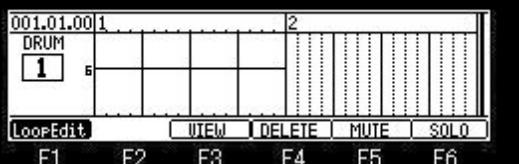
Record of events



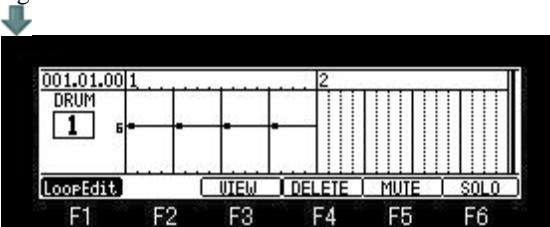
If a pad is hit, the event of the location currently assigned to the pad will be recorded on the position of a horizontal marker.

The location currently assigned to the pad is as follows.

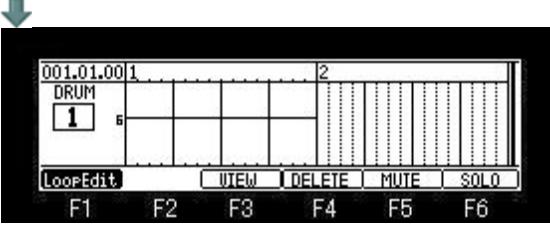




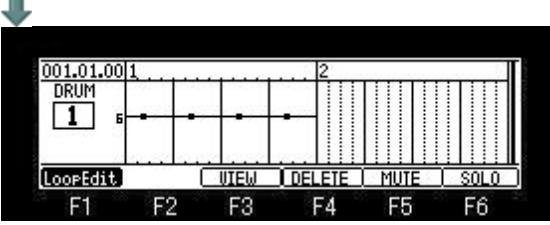
For example, if PAD1, PAD5, PAD9, and PAD13 are struck in the case of the above figure, an event will be recorded as shown in the following figure.



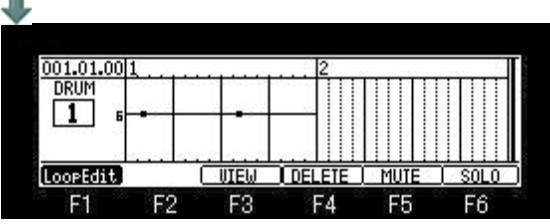
If PAD1, PAD5, PAD9, and PAD13 are hit once again, an event will be deleted as shown in the following figure.



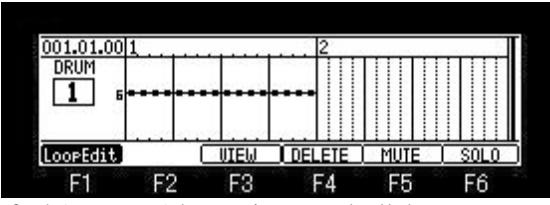
If PAD2, PAD6, PAD10, and PAD14 are hit, it will become as it is shown in the following figure.



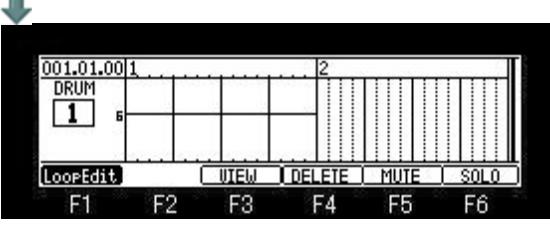
If PAD6 and PAD14 are hit, it will become as it is shown in the following figure.



An event will be deleted if the pad of the location where the event is already recorded like the above-mentioned example is hit.



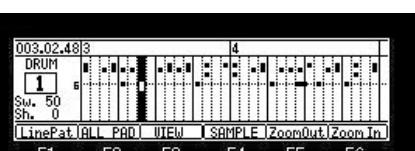
If F4 (DELETE) button is pressed, all the events on a horizontal marker will be deleted.



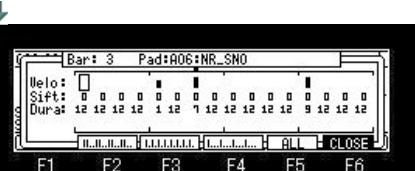
Note

ON/OFF and a set of a full level cannot be performed during a play of loop edit mode.

One arbitrary bar can be edited during loop playback execution.
Note: It cannot be used except 4/4.



If [SHIFT]+F3 (VIEW) button is pressed, 1 bar edit mode window of the bar of the cursor position will open.



If the [PLAY] or [PLAY START] button is pressed, loop playback of the present bar will be carried out.

The input and edit of an event can be performed, carrying out loop playback.

What can be edited is one bar of the pad chosen now.

Change of a pad to edit should hit a pad to edit, or should move cursor to the Pad field, and should turn a DATA wheel.

If F6 (CLOSE) button is pressed, a window will be closed and it will play automatically from the present position. (When it closes during loop playback)

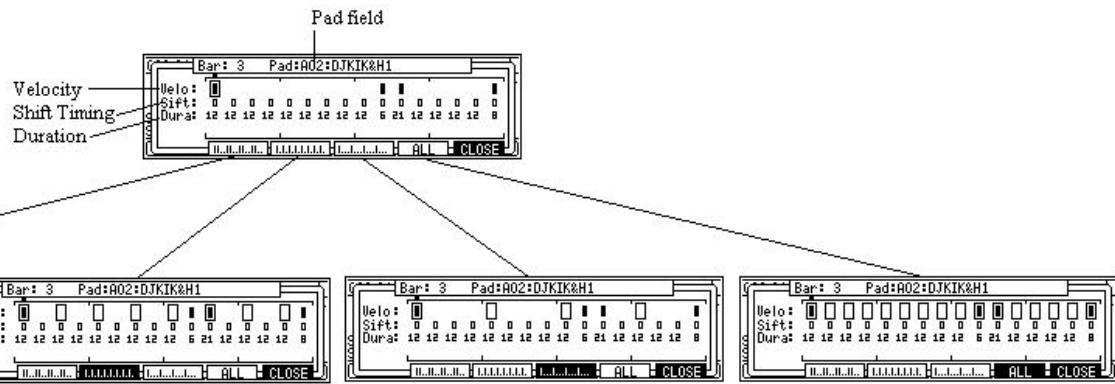
This window can be opened and edited during playback or recording of a sequence.

However, when it opened and closes during recording, it will be in a playback state. (A recording state is not continued.)

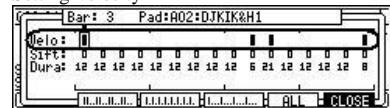
Notes

The change of PAD BANK cannot be performed.

Moreover, only an active bank is pronounced.



Setting Velocity

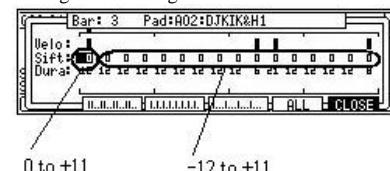


A velocity can be set in seven steps.

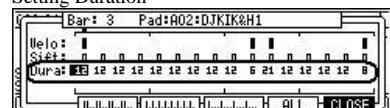
The value of the velocity in each stage is as follows.

Velo: 1=32	Velo: 2=48	Velo: 3=64	Velo: 4=80	Velo: 5=96	Velo: 6=112	Velo: 7=127
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Setting Shift Timing

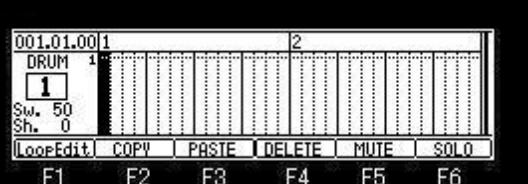


Setting Duration



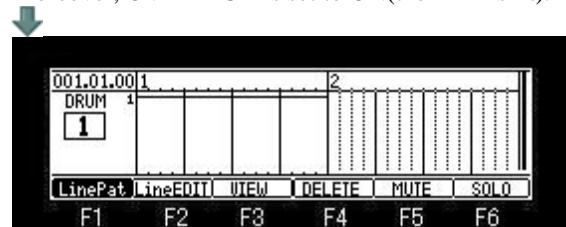
A display is displayed only to 0 to 99.

Record of patterns



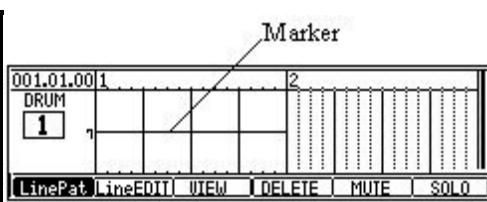
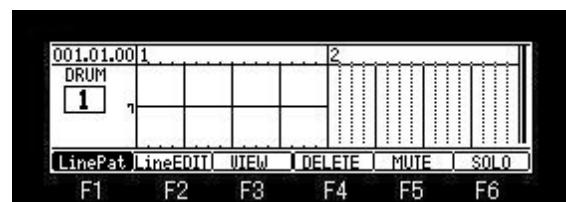
If [SHIFT] + F1 (LinePat) button is pressed, it will become an record mode of line patterns. (It is possible even if it presses [SHIFT] + F1 (LinePat) button during a play.)

Moreover, OVER DUB is set to ON(the LED is lit).



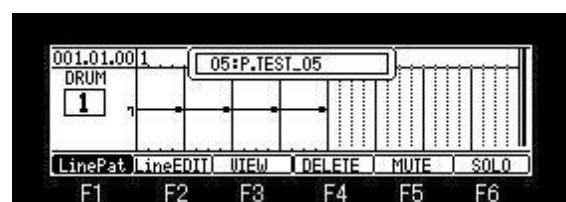
Record of line patterns can be performed carrying out loop playback, if the [PLAY] button is pressed.

Line pattern mode will be canceled if F1 (LinePat) button is pressed.



Please move a marker to a position to record a line pattern into.

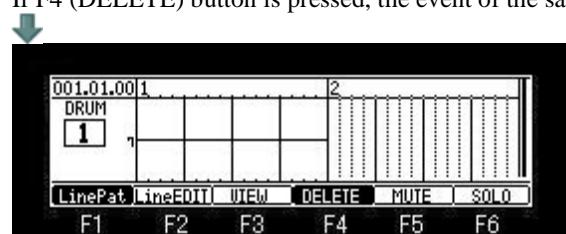
Movement of a marker hits a pad or can be performed by ▲ or ▼ cursor button.



A turn of a DATA wheel will display and record a line pattern.



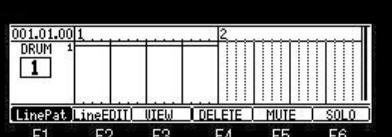
If F4 (DELETE) button is pressed, the event of the same position as a marker will be deleted.



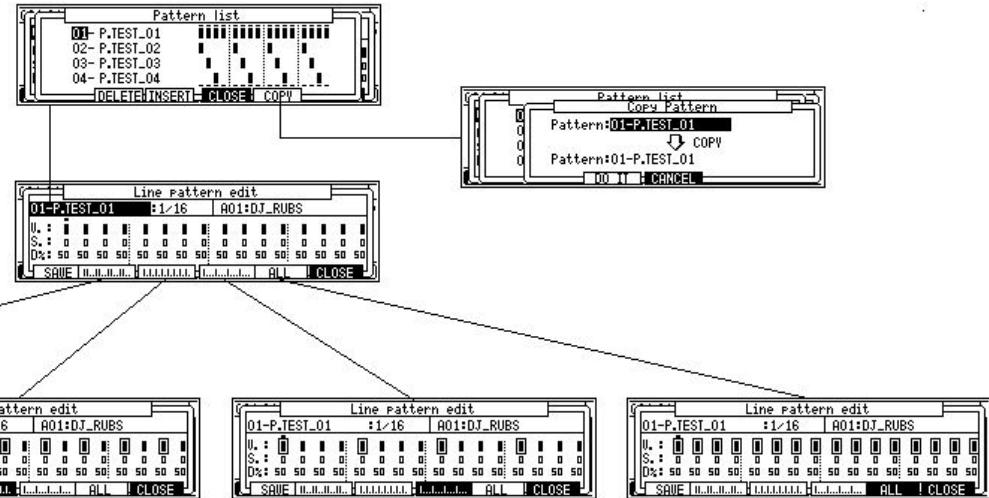
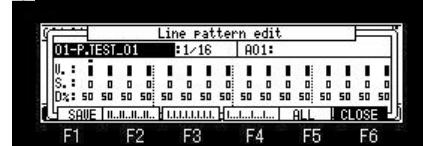
Note

ON/OFF and a set of a full level cannot be performed during a play of line pattern mode.

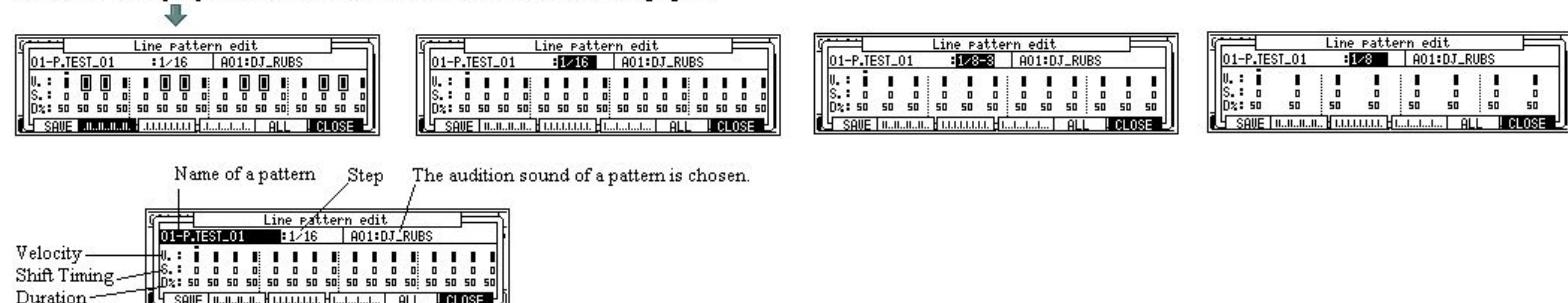
■ Edit of a pattern



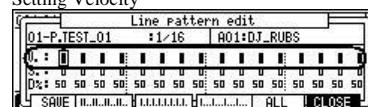
If F2 (PtnEDIT) button is pressed, the edit window of a pattern will open.



If the ► cursor key is pressed in this state, it will be in the state of the following figure.



Setting Velocity

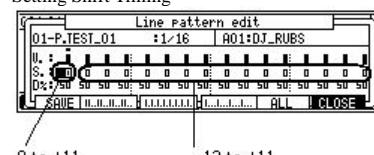


A velocity can be set in seven steps.

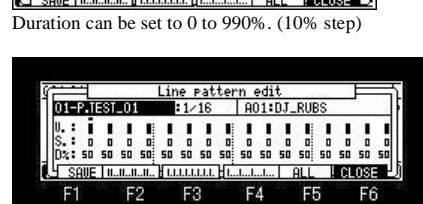
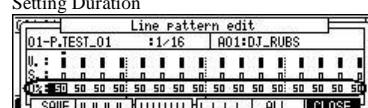
The value of the velocity in each step is as follows.

U. : 1	U. : 2	U. : 3	U. : 4	U. : 5	U. : 6	U. : 7
1=32	2=48	3=64	4=80	5=96	6=112	7=127

Setting Shift Timing



Setting Duration



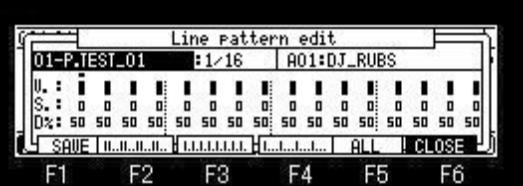
If a pad is hit or the [PLAY] button is pressed, loop plays of the pattern chosen now will be carried out.

Please hit other pads, or move cursor to the sample field and select a sample to change the audition sound of a pattern.

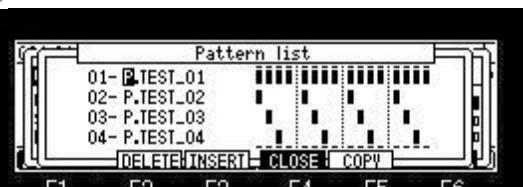
Please set up a parameter an edit of a pattern or make a new pattern.

■ Edit of a pattern name

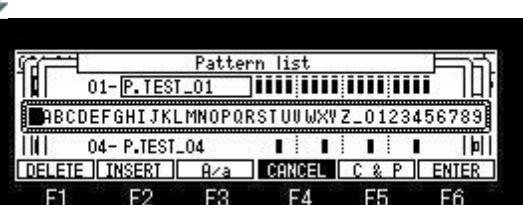
The name of a pattern can be edited in the window of "Pattern list".



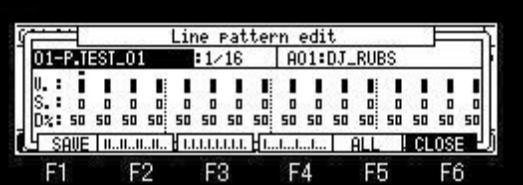
Please move cursor to the pattern name field and press the [WINDOW] button.



If cursor is moved to a pattern name and a DATA wheel is turned, it will become the edit mode of a name.



■ Saving patterns



If F1 (SAVE) button is pressed, edit or the made pattern is saved to the flash memory of MPC.



If change is added to a pattern, an asterisk will be displayed on F1 (SAVE).

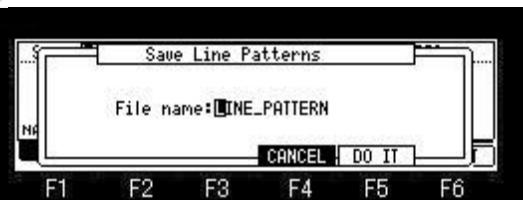
If F1 (SAVE) button is pressed, an asterisk will disappear.

Note: Since the set of sound is only used for an audition, the set of sound is not saved.

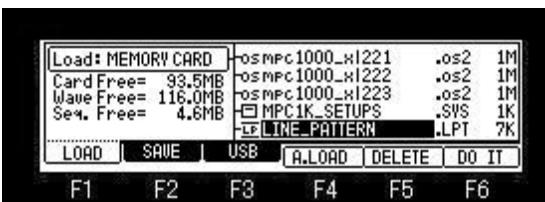
When you save a pattern to CF card or HDD, please carry out from save mode.



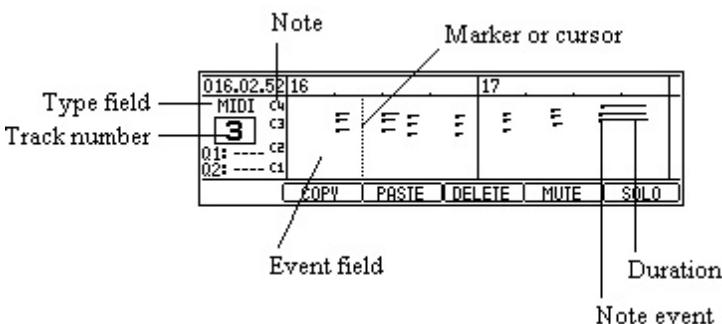
Please select "LINE PATTERNS" in save mode and press F6 (DO IT) button.



If F5 (DO IT) button is pressed, it is saved by the file name currently displayed.



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



When you move cursor to the type field, please press the **◀** cursor button.

Cursor 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.

A marker is moved to the event of the next or back by a < STEP > button.

Regardless of the value of timing correct, a marker 1 tick moves by a [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 bar displays)

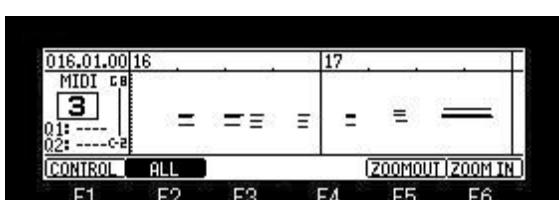
Usually, if a DATA wheel is turned, regardless of the value of timing correct, it will move at intervals of 4 ticks.

If a DATA wheel is turned pressing the [NOTE REPEAT] button, it will move at the following intervals with the value of timing correct.

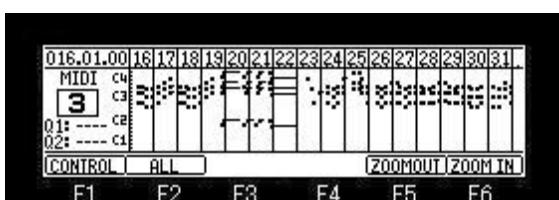
1/8	= 48ticks
1/8-3	= 32ticks
1/16	= 24ticks
1/16-3	= 16ticks
1/32	= 12ticks
1/32-3	= 8ticks
OFF	= 1tick



▲▼ cursor button can go up and down the display range of NOTE.



If [SHIFT] + F2 (ALL) button is pressed, all the notes will be displayed.



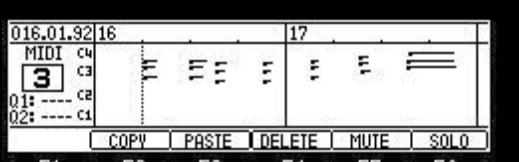
It is [SHIFT]+F5 (ZOOMOUT) key and is zoom out.



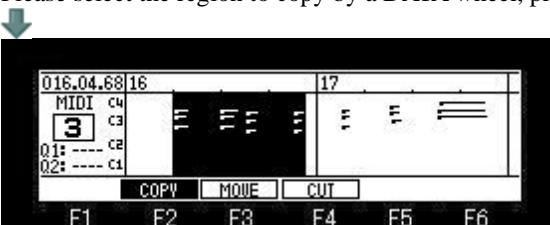
It is [SHIFT] + F6 (ZOOM IN) button and is zoom-in.

■ COPY, CUT, MOVE, PASTE, DELETE

Copying an event

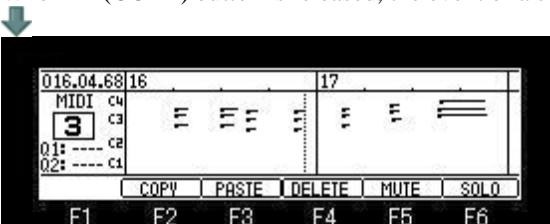


Please select the region to copy by a DATA wheel, pressing F2 (COPY) button.

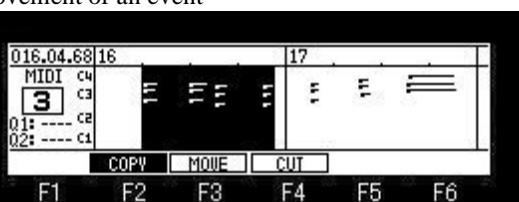


When F4 (CUT) button is pressed in this state, the event of a selection region is cut.

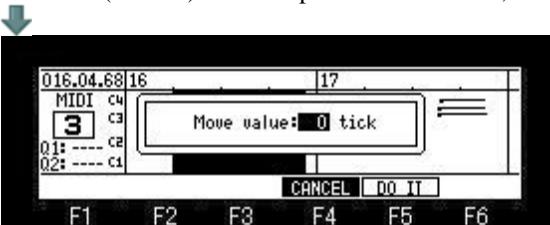
When F2 (COPY) button is released, the event of a selection region is copied.



Movement of an event

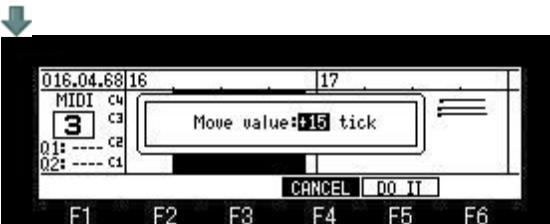


When F3 (MOVE) button is pressed in this state, the window of MOVE opens.



The event selected is +/-1-99 ticks movable.

Please set the value which turns a DATA wheel and moves.



If a value is set, please press F5 (DO IT) button.

016.01.92	16		17	
MIDI	C4			
3	C3	1	1	1
01:----	C2			
02:----	C1			
COPY PASTE DELETE MUTE SOLO				
F1	F2	F3	F4	F5 F6

Pasting an event

018.01.92	18		19	
MIDI	C4			
3	C3			
01:----	C2			
02:----	C1			
COPY PASTE DELETE MUTE SOLO				
F1	F2	F3	F4	F5 F6

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

018.04.68	18		19	
MIDI	C4	1	1	1
3	C3			
01:----	C2			
02:----	C1			
COPY PASTE DELETE MUTE SOLO				
F1	F2	F3	F4	F5 F6

Deleting an event

016.01.88	16		17	
MIDI	C4			
3	C3	1	1	1
01:----	C2			
02:----	C1			
COPY PASTE DELETE MUTE SOLO				
F1	F2	F3	F4	F5 F6

Please hold F4 (DELETE) button, turn a DATA wheel and select the region which you want to delete.

016.03.76	16		17	
MIDI	C4	1	1	1
3	C3			
01:----	C2			
02:----	C1			
COPY PASTE DELETE MUTE SOLO				
F1	F2	F3	F4	F5 F6

The event of the region selected when F4 (DELETE) button was released is deleted.

016.04.00	16		17	
MIDI	C4			
3	C3			
01:----	C2			
02:----	C1			
COPY PASTE DELETE MUTE SOLO				
F1	F2	F3	F4	F5 F6

Entering an event

When you perform the record and edit of an event, please turn on LED of [OVER DUB].

001.01.92	1		2	
MIDI	C4			
3	C3			
01:16	C2			
02:U127	C1			
COPY PASTE DELETE MUTE SOLO				
F1	F2	F3	F4	F5 F6

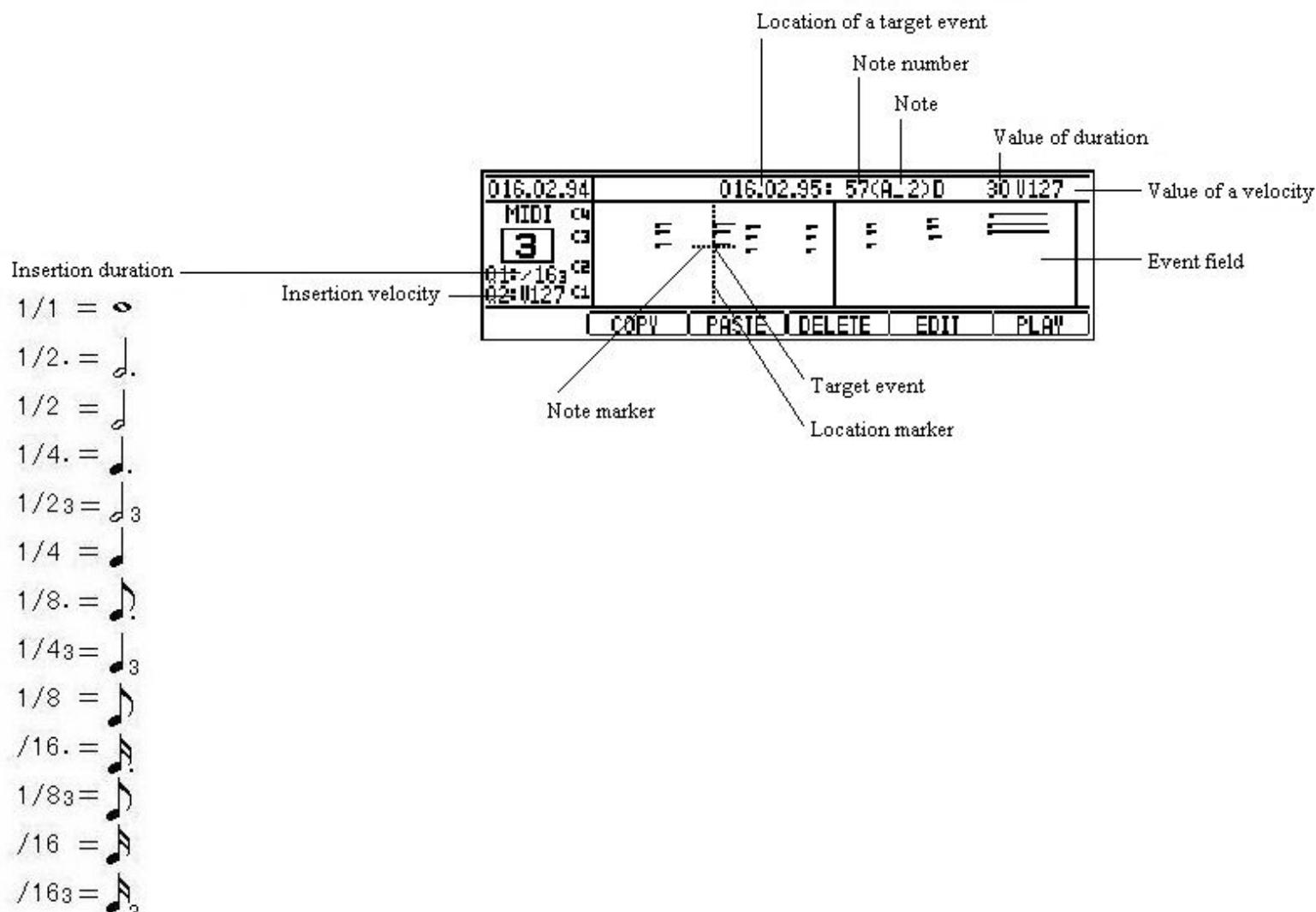
If Q1 [AFTER] button is ON (the LED is lit), Duration can be set with a Q1 slider.

If Q2 [AFTER] button is ON (the LED is lit), Velocity can be set with a Q2 slider.

If a pad is hit or the keyboard is played, the note event of the value set by Q1 and Q2 will be inputted into the position of a marker.

001.01.92	001.01.92: 41(F_1)D	64 U127
MIDI	C4	
3	C3	
01:1/163	C2	
02:U127	C1	
COPY PASTE DELETE EDIT PLAY		
F1	F2	F3 F4 F5 F6

When [AFTER] of Q1 and Q2 is turned OFF(the LED is turned off), and a pad is hit or the keyboard is played, a note event is inputted as AS PLAYED.



016.02.92	016.02.95: 57(A_2)D	30 U109
MIDI	C4	
3	C3	
01:1/163	C2	
02:U127	C1	
COPY PASTE DELETE EDIT PLAY		
F1	F2	F3 F4 F5 F6

When an event is chosen, the information on an event is displayed on the bar field. (The event information on a crossing marker is displayed.)

When two or more events are in the same position, a note marker can be moved by ▲ or ▼ cursor button.

The value of a parameter can be edited by pressing F5 (EDIT) button.

If F5 (EDIT) button is pressed, cursor will move to a parameter.

016.02.92	016.02.95: 57(A_2)D	30 U109
MIDI	C4	
3	C3	
01:1/163	C2	
02:U127	C1	
EDIT PLAY		
F1	F2	F3 F4 F5 F6

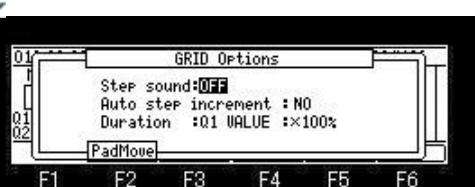
The audition of the event edited by pressing F6 (PLAY) button is possible.

When you return cursor to the event field, please press F5 (EDIT) button or the ▼ cursor button.

Note: If the value of a parameter is changed pressing F5 (EDIT) button, cursor will also return to the event field at the same time it released F5 (EDIT) button.



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



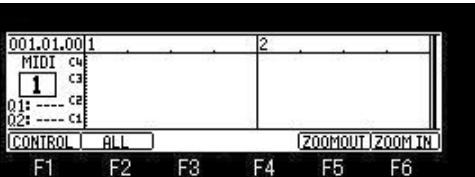
Step sound: If you select ON, the event of a marker position will be sounded when a location marker passes.

Auto step increment: If you select YES, after inputting an event by the pad or a keyboard, a location marker moves to the right automatically.

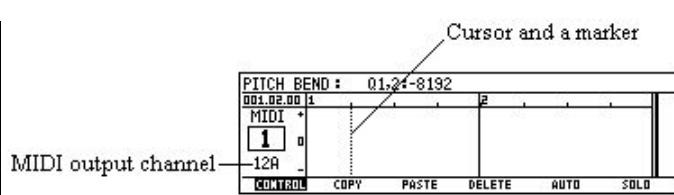
Duration: AS PLAYED: The length which is pushing the pad and the keyboard is inputted into the value of duration.

Q1 VALUE: Regardless of the time which is pushing the pad or the keyboard, a fixed value is inputted according to the value of Q1.

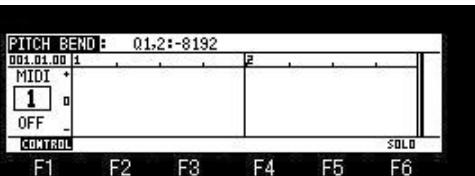
■ PITCH BEND, CONTROL CHANGE, CHANNEL PRESS, POLY PRESS, Edit Mode.



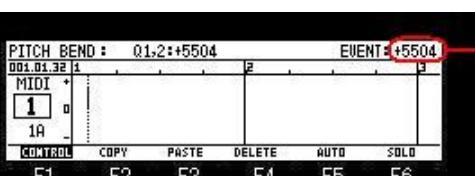
If F1 (CONTROL) key is pressed, pressing the [SHIFT] button, it will become the edit mode of PITCH BEND, CONTROL CHANGE, CHANNEL PRESS, and POLY PRESS.



Please press the ▲ cursor button, move cursor to the upside parameter field and select a parameter to edit or record.

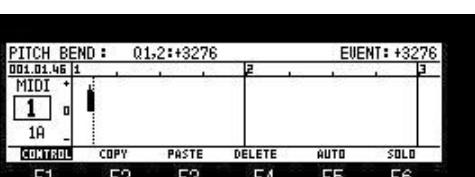


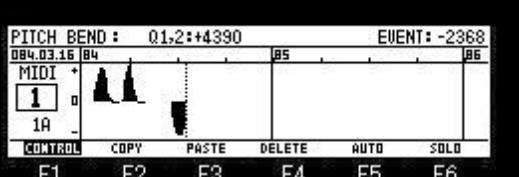
Please turn on LED of [OVER DUB] and move a marker to a location to record an event into.



Value of the event on a marker

Please record an event by Q1 and Q2 slider.





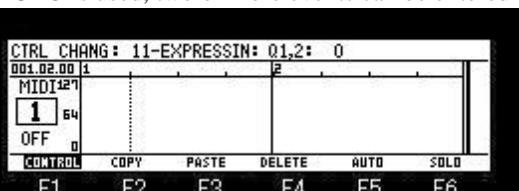
When you edit the recorded event, please move onto an event to edit a marker into and edit a value by a slider.

It is also possible to record an event, pressing the [PLAY] button and playing back a sequence.

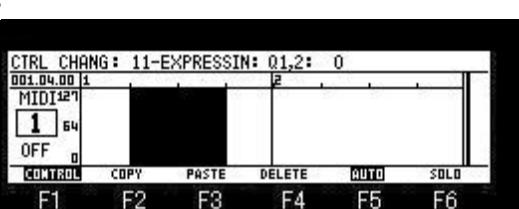
Even if it records by [REC] + [PLAY], only the parameter event of the track number displayed now is erased, and other parameter events are not erased.

In the case of the above figure, the event of new PITCH BEND is recorded, erasing only the event of PITCH BEND of a truck 1.

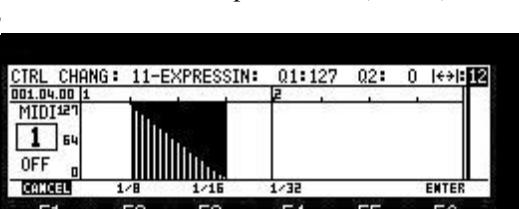
If AUTO is used, two or more events can be entered at the same time.



Please turn a DATA wheel, pressing F5 (AUTO) button and select the region which enters an event.

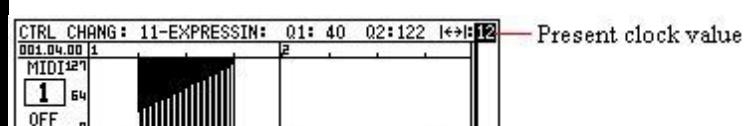
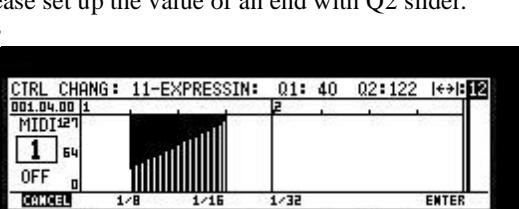


A default value will be inputted if F5 (AUTO) button is released.



Please set the value of a start with Q1 slider.

Please set up the value of an end with Q2 slider.

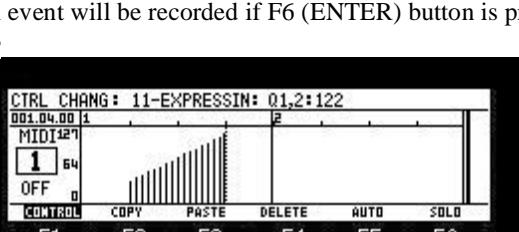


The event from the value of a start to the value of an end is entered.

The clock interval of an event can be changed by F2-F4 key, F2(1/8) = 48clocks, F3(1/16) = 24clocks, F4(1/32) = 12clocks.

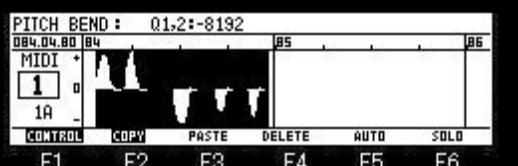
Arbitrary clocks (1-48) can be set by a DATA wheel.

An event will be recorded if F6 (ENTER) button is pressed.



■ COPY, PASTE, DELETE

Copying an event

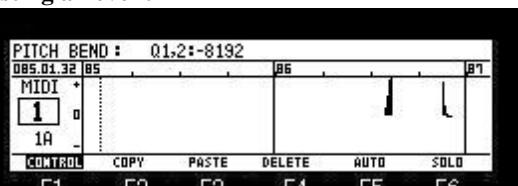


Please select the region to copy by a DATA wheel, pressing F2 (COPY) button.

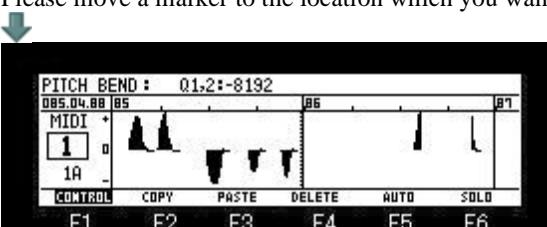
All the events to which the color became reverse are copied.

When F2 (COPY) button is released, it is the completion of a copy.

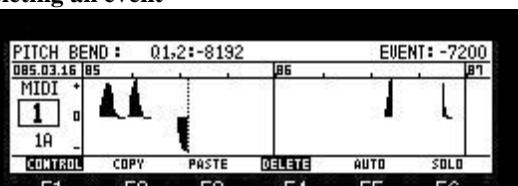
Pasting an event



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



Deleting an event

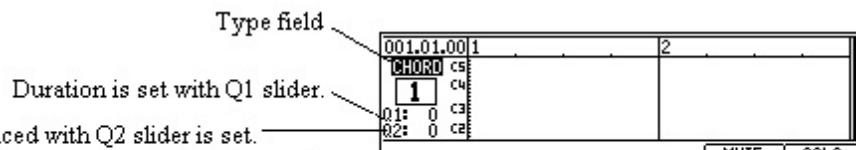


If a DATA wheel is turned pressing F4 (DELETE) button, the event which the marker passed will be deleted.

CHORD (GRID)

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

The chord currently assigned to the pad hit when the pad was hit is inputted.



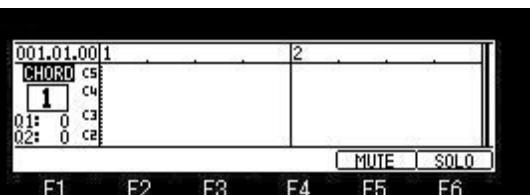
Duration is set with Q1 slider.

The timing pronounced with Q2 slider is set.

When a value is 0, it is pronounced 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.

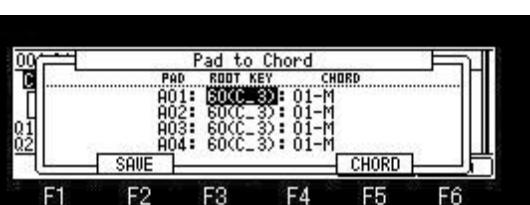


If the [WINDOW] button is pressed when cursor is in the type field, the window of "Pad to Chord" will open.

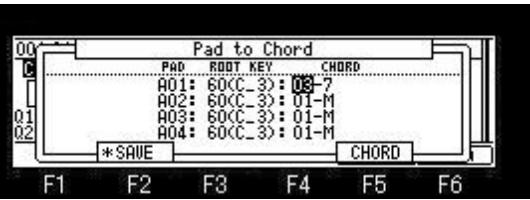
PAD	ROOT KEY	CHORD
A01	60(C_3)	01-M
A02	60(C_3)	01-M
A03	60(C_3)	01-M
A04	60(C_3)	01-M

	1	2	3	4	5	6
00:M	+4	E	+7	G	--	A
02:6	+4	E	+7	G	+9	A#
01:7	+4	E	+7	G	+10	A#
04:M7	+4	E	+7	G	+11	B

Please press the [WINDOW] button, for closing a window.



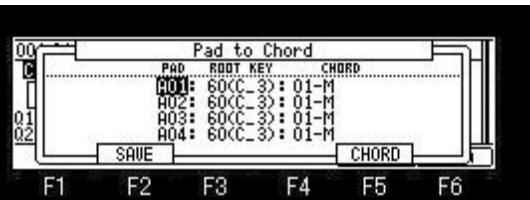
Please choose a key in the "ROOT KEY" field.



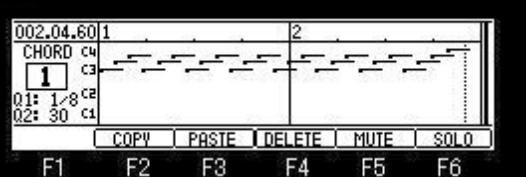
Please choose a chord number in the "CHORD" field.

Change of a setup will display an asterisk on F2 (SAVE).

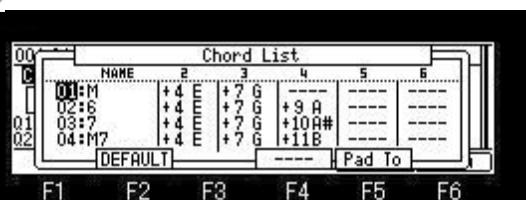
A setup changed when F2 (SAVE) button was pressed is saved to the flash memory of MPC, and an asterisk disappears.



If [OVER DUB] is turned ON by the set of the above figure and a pad A01 is hit, the chord set to the chord number 01 by the key of the root C3 will be inputted.

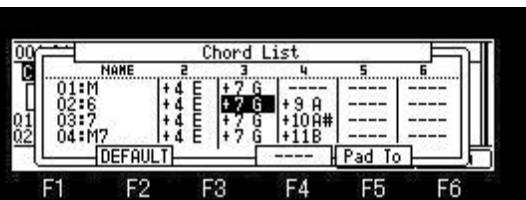


If F5(CHORD) button is pressed, the window of "Chord List" will open.

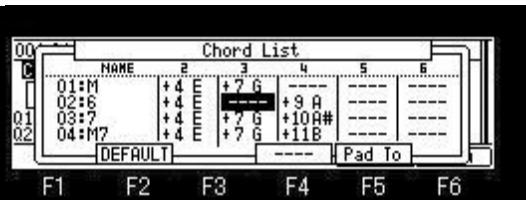


A new chord can be created by setting the field of 2-6.

Moreover, the audition of a chord can be performed if arbitrary pads are pressed.



A press on F4 (----) key will set a rest to the cursor.



If F2 (DEFAULT) button is pressed, it will return to a default setup altogether.

The contents of a setting of a "Pad to Chord" window and a "Chord List" window are saved to the flash memory of MPC, if a window is closed.

Note: An aftertouch is outputted as a channel pressure.

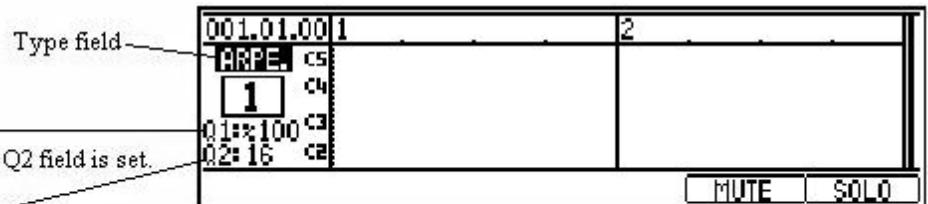
ARPEGGIATOR (GRID)

■ 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.



4 = 1/4note

4-3 = 1/4 note triplets

8 = 1/8note

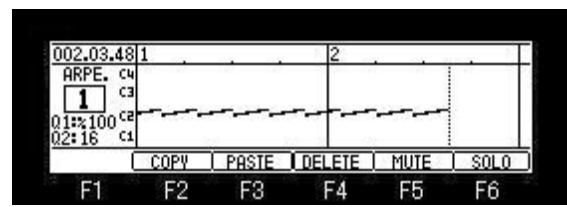
8-3 = 1/8 note triplets

16 = 1/16 note

16-3 = 1/16 note triplets

32 = 1/32 note

32-3 = 1/32 note triplets



An event can be recorded if the REC or OVER DUB + PLAY START or PLAY key is pressed.

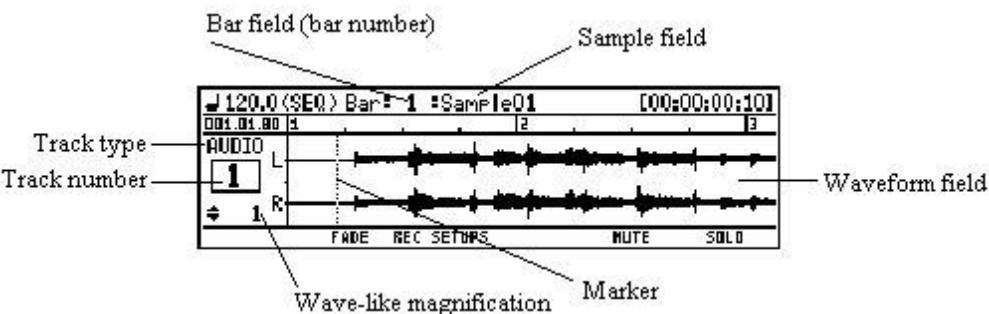
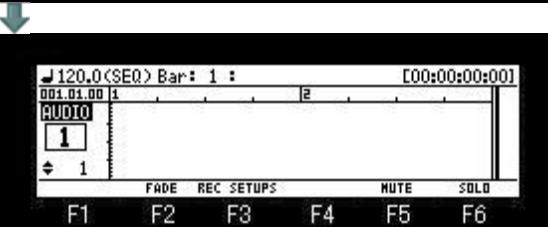
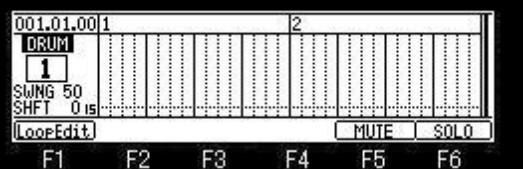
Notes

An aftertouch is outputted as a channel pressure.

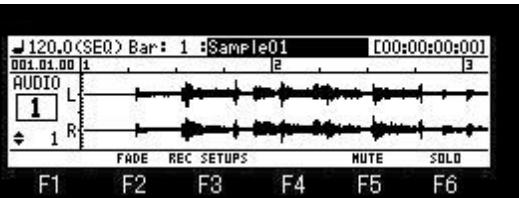
Arpeggiator works only at an active track.

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

■ If the type of a track is select as "AUDIO" in the mode of [MODE]+PAD15, it will become the grid mode of an audio track.



■ Playing back a Sample



Please move cursor to the sample field and choose a sample by a DATA wheel.

Selection of a sample can also be chosen from the window of "Sample list" which will be opened if the [WINDOW] button is pressed.

If [PLAY] or the [PLAY START] button is pressed, playback of the selected sample will start.

If the [PLAY START] button is pressed, it will be played back from the start of a sample.

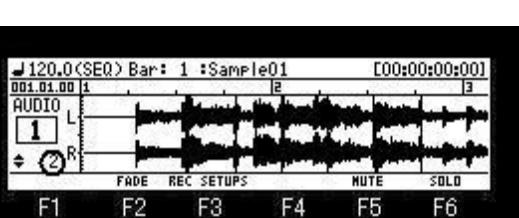
If the [PLAY] button is pressed, playback will be started from the present position.

If the ▲ cursor button is pressed, pressing the [SHIFT] button, cursor will be displayed on the sample field.

If the ▼ cursor button is pressed, it will return to a former state.

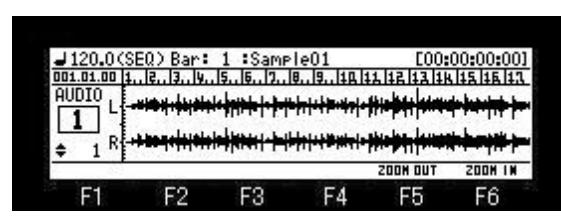
If the ← cursor button is pressed, cursor will be displayed on the track type field.

If the → cursor button is pressed, it will return to a former state.



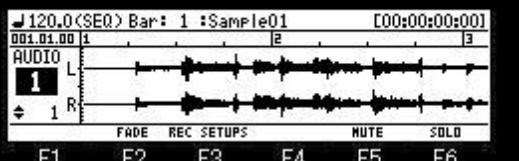
A waveform is expanded by ▲▼ cursor button. (x1,x2,x4,x8...x128)

The present magnification is displayed under the track number.

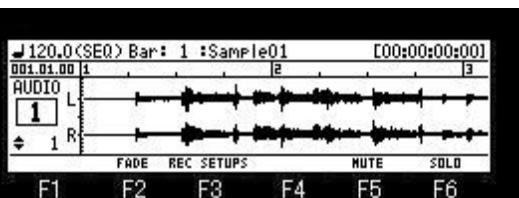


It is [SHIFT]+F5(ZOOM OUT) and is zoom out.

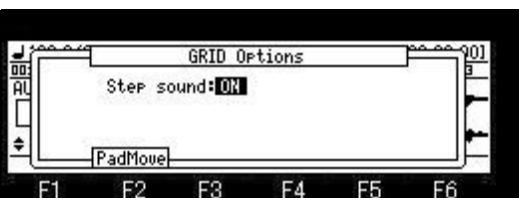
It is [SHIFT]+F6(ZOOM IN) and is zoom in.



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

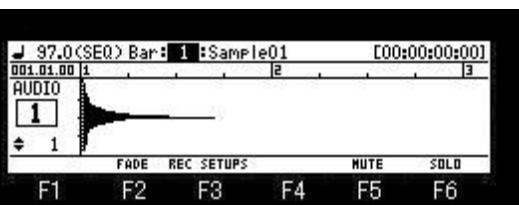
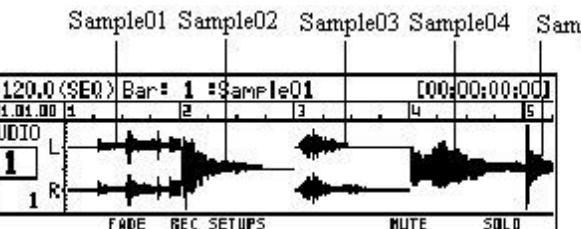


If the [WINDOW] button is pressed when cursor is not displayed, the window of "GRID Options" will open.

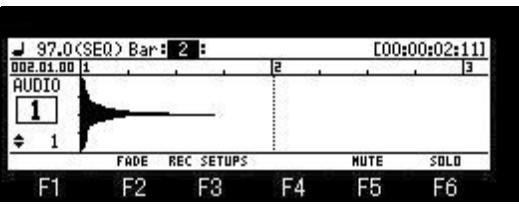


When the selection here is ON, it moves sounding the sound on cursor, while moving the cursor of the waveform field.

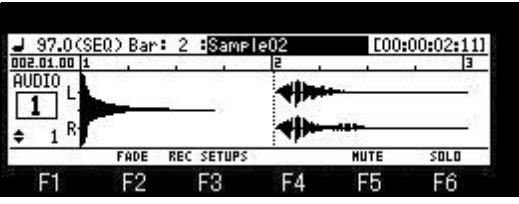
■ Samples is assignable to two or more bar positions.



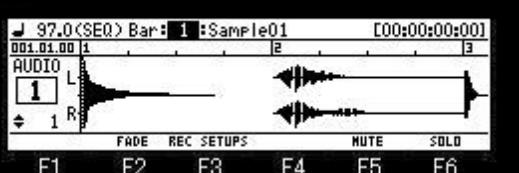
Please select the bar which moves cursor to the Bar field and assigns a sample.



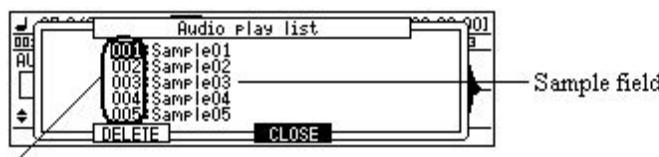
Please choose the sample assigned to the selected bar in the sample field.



In a setup of the above figure, as for a bar 1, Sample01 is played back and, as for a bar 2, Sample02 is played back.



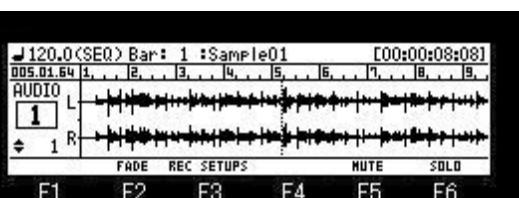
If the [WINDOW] button is pressed when cursor is in the Bar field, the window of "Audio play list" will open.



Start bar (Bars number) of the sample set in the right-hand side sample field

A setup chosen if F2 (DELETE) button is pressed is deleted.

■ PAD LOCATE

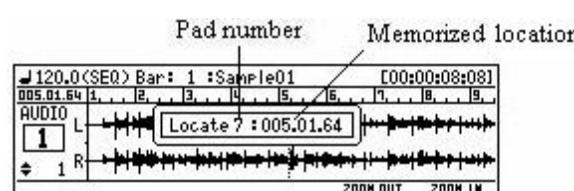


Arbitrary locations are memorizable to PAD. (PAD7-PAD16)

Please move a marker to the location to memorize, and press [SHIFT] + PAD.

If [SHIFT]+PAD is pressed during playback, the marker location at that time will be memorized by the pad.

If [SHIFT]+PAD7 is pressed in the state of the above figure, the present marker location will be memorized by 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 by the state where it has stopped, playback will be started from the location memorized by PAD7.

A memorizable pad is to PAD7-PAD16.

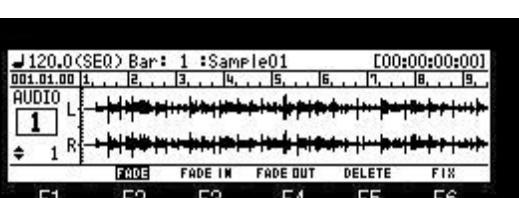
Note

Since it does not work during recording, performance using PAD LOCATE cannot be recorded.

Moreover, as shown in the following figure, the function is assigned to PAD1-PAD6. (Does not work during recording)



■ FADE IN/OUT



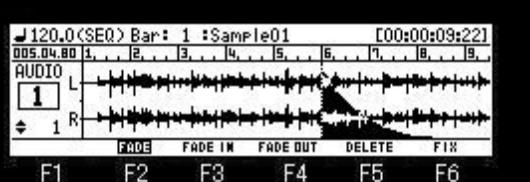
If F2 (FADE) button is pressed, the character of FADE will be highlighted and it will become the editing mode of Fade in-out. The mode will be canceled if F2 (FADE) key is pressed once again.

FADE IN



If a DATA wheel is turned to the right, pressing F3 (FADE IN) button, fade-in data will overlap with a sample waveform, and will be displayed. Playback of a sample will change volume according to fade-in data.

FADE OUT



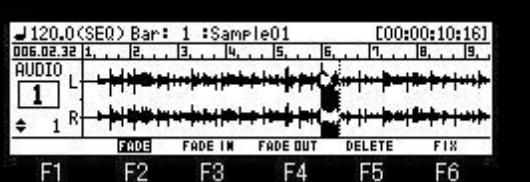
If a DATA wheel is turned to the right, pressing F4 (FADE OUT) button, fade-out data will overlap with a sample waveform, and will be displayed. Playback of a sample will change volume according to fade-out data.

Note

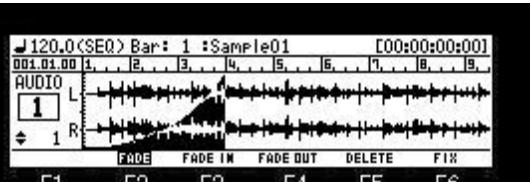
Any number of Fade in-out can be set.

However, that the effect of FIX is acquired is only the sample assigned to the bar 1.

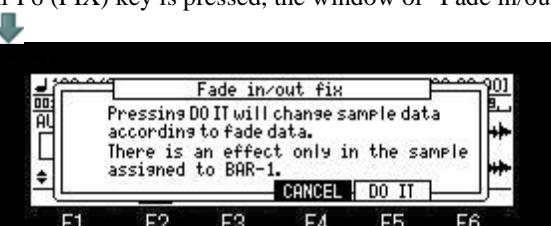
Deletion of Fade in-out data



If a DATA wheel is turned pressing F5 (DELETE) button, the data of Fade in-out can be deleted.



If F6 (FIX) key is pressed, the window of "Fade in/out fix" will open.



If F5 (DO IT) button is pressed, the volume of a sample will be changed according to Fade data.

The changed sample cannot be restored.

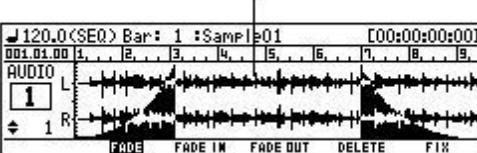
After-execution Fade data is deleted.

In addition, that the effect of FIX is acquired is only the sample assigned to the bar 1.

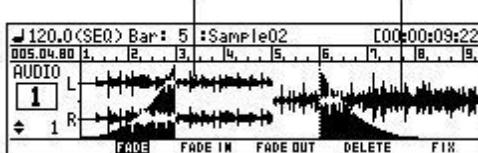
Sample01

Sample01

Sample02



It can FIX



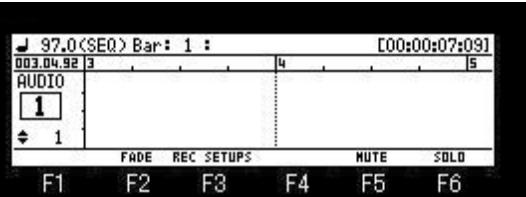
It cannot FIX

Fade data is recorded on the track of a sequence as MIDI EXPRESSION.

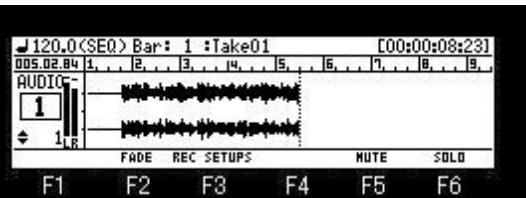
INSERT DELETE is possible on a STEP EDIT screen.

001.01.00 View: ALL EVENTS					
001.01.00 CC :	11-EXPRESSION	:	0		
001.01.00 AUDIO: Sample01					
001.01.09 CC :	11-EXPRESSION	:	1		
001.01.18 CC :	11-EXPRESSION	:	2		
T.C.	TRACK	EDIT	DELETE	INSERT	PLAY
F1	F2	F3	F4	F5	F6

■ Recording a sample

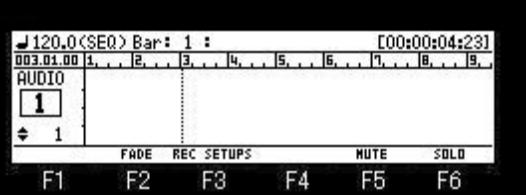


If F3 (REC SETUPS) button is pressed, the window of "Record setups" will open.
Please set if needed.

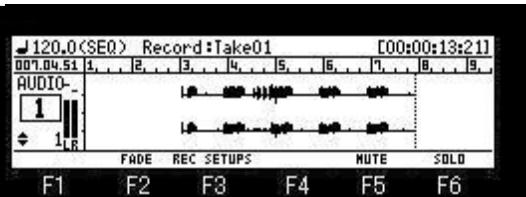


If the [REC]+[PLAY START] button is pressed, recording will be started from 001.01.00.
Recording will be stopped if the [STOP] button is pressed.

The state which has a marker in a bar 3



When the [REC]+[PLAY] button is pressed in the state of the above figure, recording is started from the bar of a current position.



A stop of recording will input automatically into the Bar field the bar with which the marker was located at the time of a start.
And recorded sample "Take01" is assigned to a bar.



Notes

When the loop of a sequence is ON, recording is automatically stopped at the end of a loop.

When the loop of a sequence 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 mode during recording.

Change of a track cannot be performed, either.

[MODE]+PAD16(Song mode)

You can set the order of multiple sequences and play them in a series.

Moreover, multiple sequences are convertible to one sequence.

Tempo field

Song field

Time code field

Now:001.01.00		01-Hip Hop Tracks		[00:00:00:00]	
STEP	JSEQ	SEQUENCE	REPEAT	BARS	TOTAL
1	97.0	01-DJ_Hip_Hop	1	26	26
2	99.0	02-Nuskool_Beat	1	16	41
3	96.0	03-III_Hip_Hop	1	24	65
4		(end of song)			

MixDown CONVERT DELETE INSERT

Now:001.01.00		01-Hip Hop Tracks		[00:00:00:00]	
STEP	JSEQ	SEQUENCE	REPEAT	BARS	TOTAL
1	97.0	01-DJ_Hip_Hop	1	26	26
2	99.0	02-Nuskool_Beat	1	16	41
3	96.0	03-III_Hip_Hop	1	24	65
4		(end of song)			

F1 F2 F3 F4 F5 F6

STEP field

Now:113.01.00		01-Hip Hop Tracks		[00:04:29:06]	
STEP	JSEQ	SEQUENCE	REPEAT	BARS	TOTAL
1	97.0	01-DJ_Hip_Hop	1	26	26
2	99.0	02-Nuskool_Beat	1	16	41
3	96.0	03-III_Hip_Hop	1	24	65
4	95.0	05-Standard	1	47	112
5	120.0	06-Rock_Laoste_1	1	12	124

MixDown CONVERT DELETE INSERT

The step number is displayed.

You can scroll through the list by turning the DATA wheel.

Tempo field

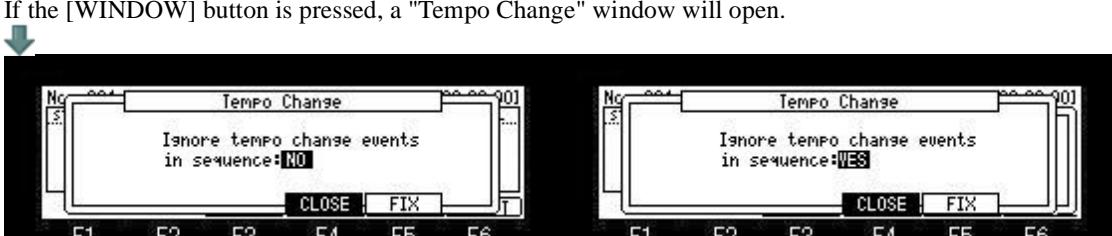
Now:001.01.00		01-Hip Hop Tracks		[00:00:00:00]	
STEP	JSEQ	SEQUENCE	REPEAT	BARS	TOTAL
1	97.0	01-DJ_Hip_Hop	1	26	26
2	99.0	02-Nuskool_Beat	1	16	41
3	96.0	03-III_Hip_Hop	1	24	65
4	95.0	05-Standard	1	47	112

MixDown CONVERT DELETE INSERT

Displays the tempo of the selected sequence.

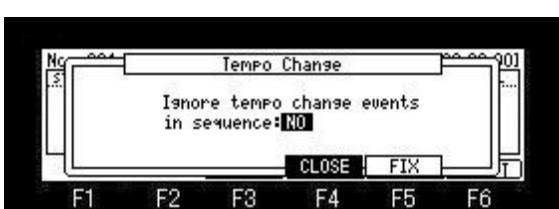
You can change the tempo of the sequence, but if you are using the same sequence in another step, the tempo of that sequence will be changed as well.

If the [WINDOW] button is pressed, a "Tempo Change" window will open.

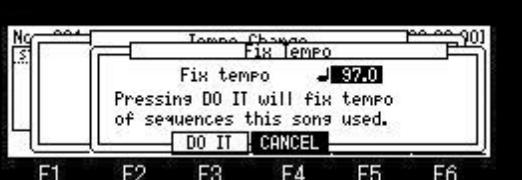


NO: The MPC will execute the tempo change events in the sequence.

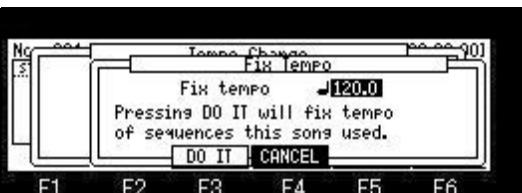
YES: The MPC will ignore the tempo change events in the sequence.



If F5 (FIX) button is pressed, all the tempo of each sequence can be changed into the same tempo.



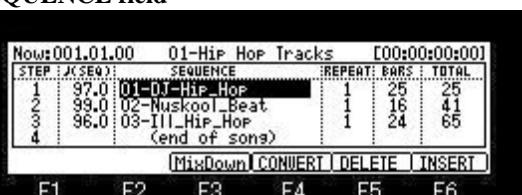
In the Fix tempo field, select the desired tempo.



If F3 (DO IT) button is pushed, all the sequences used in the song will be set to the tempo that is set in the Fix tempo field.



SEQUENCE field



You can assign the sequences in this field by turning the DATA wheel.

REPEAT field



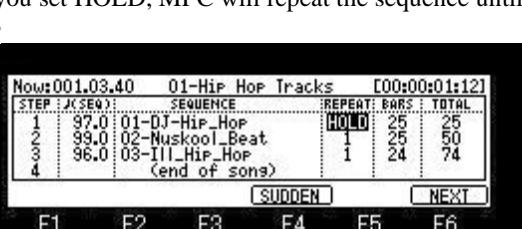
You can set the number of times to repeat the sequence.

If you set 0, the MPC will finish the play back after the previous step.

It will not play the next step.



If you set HOLD, MPC will repeat the sequence until F4 (SUDDEN) or the F6 (NEXT) button is pressed.



BARS field

Displays the number of bars of the selected sequence.

This field only displays the number of bars, you cannot make any changes in this field.

TOTAL field

The number of total bars is displayed.

Song field

You can set the song number in this field.

The song name will be displayed to the right of the number.

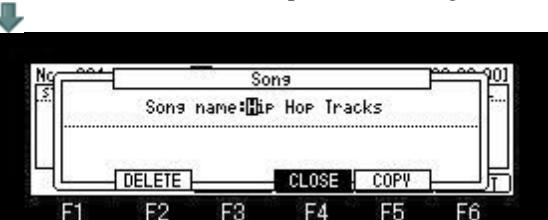
If there is an unused song, it is displayed as (unused).

Now:001.01.00		01-Hip Hop Tracks		[00:00:00:00]	
STEP	JSEQ#	SEQUENCE	REPEAT	BARS	TOTAL
1	97.0	01-DJ-Hip_Hop	1	25	25
2	99.0	02-Nuskool_Beat	1	16	41
3	96.0	03-III.Hip_Hop	1	24	65
		(end of song)			

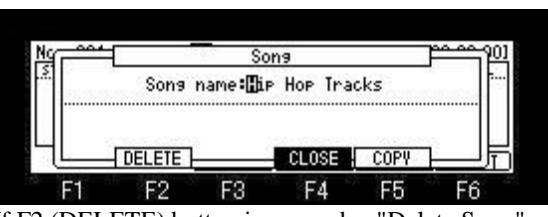
MixDown CONVERT DELETE INSERT

F1 F2 F3 F4 F5 F6

If the [WINDOW] button is pressed, a "Song" window will open.



Song name can be edited.



If F2 (DELETE) button is pressed, a "Delete Song" window will open.



Please select Song who wants to delete in the Song field.

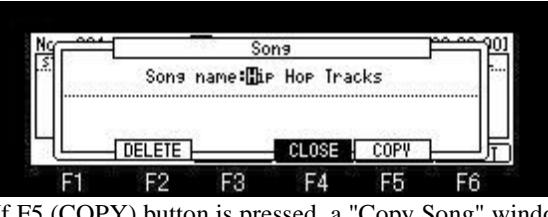
Deletion will be performed if F5 (DO IT) button is pressed.

If you want to delete all the Song, please press F3 (ALL SG) button.

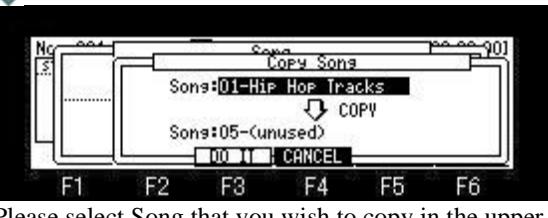
A "Delete ALL Songs" window will open.



If F5 (DO IT) button is pressed, all the Song will be deleted.



If F5 (COPY) button is pressed, a "Copy Song" window will open.



Please select Song that you wish to copy in the upper Song field.

Next, please select the Song number of a copy destination in the lower Song field.

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

Time code field

The time code is displayed. (Hour: Minutes: Seconds: Frame)

Now:001.01.00		01-Hip Hop Tracks	[00:00:00:00]		
STEP	JSEQ#	SEQUENCE	REPEAT	BARS	TOTAL
1	97.0	01-DJ_Hip_Hop	1	25	25
2	99.0	02-Nuskool_Beat	1	16	41
3	96.0	03-III_Hip_Hop	1	24	65
4		(end of song)			

[MixDown] [CONVERT] [DELETE] [INSERT]

F1 F2 F3 F4 F5 F6

If the [WINDOW] button is pressed, a "Start Time" window will open.



Please refer to "Midi/Sync(MMC-MTC-CLOCK)" for a time code.

Playing a song

You can play the song by pressing the [PLAY START] button.

To play from the middle of the song, select the position that you wish to start the playback, using the cursor, and press the [PLAY] button.

During the playback, the function key will change as follows.

Now:002.01.18		01-Hip Hop Tracks	[00:00:02:14]		
STEP	JSEQ#	SEQUENCE	REPEAT	BARS	TOTAL
1	97.0	01-DJ_Hip_Hop	3	25	75
2	99.0	02-Nuskool_Beat	1	16	91
3	96.0	03-III_Hip_Hop	1	24	115
4		(end of song)			

SUDDEN

NEXT

F1 F2 F3 F4 F5 F6

If you press F4 (SUDDEN) button during the playback, will skip to the next step before it finishes the current sequence.

If you press F6 (NEXT) button during the play back, will skip to the next step after it finishes playing back the current sequence regardless of the number of repeats in the REPEAT field.

Explanation of a function key

Now:001.01.00		01-Song01	[00:00:00:00]		
STEP	JSEQ#	SEQUENCE	REPEAT	BARS	TOTAL
1	97.0	01-DJ_Hip_Hop	1	25	25
2	99.0	02-Nuskool_Beat	1	16	41
3	96.0	03-III_Hip_Hop	1	24	65
4		(end of song)			

[MixDown] [CONVERT] [DELETE] [INSERT]

F1 F2 F3 F4 F5 F6

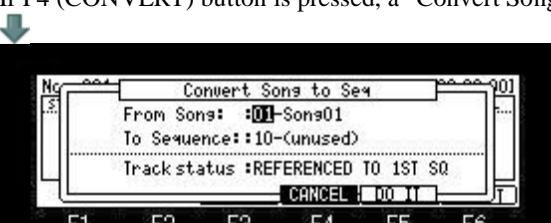
Please refer to "Mix down" for F3 (MixDown) button.

Now:001.01.00		01-Song01	[00:00:00:00]		
STEP	JSEQ#	SEQUENCE	REPEAT	BARS	TOTAL
1	97.0	01-DJ_Hip_Hop	1	25	25
2	99.0	02-Nuskool_Beat	1	16	41
3	96.0	03-III_Hip_Hop	1	24	65
4		(end of song)			

[MixDown] [CONVERT] [DELETE] [INSERT]

F1 F2 F3 F4 F5 F6

If F4 (CONVERT) button is pressed, a "Convert Song to Seq" window will open.



You can convert a song to one long sequence.

1. In the From song field, select the song that you wish to convert.
2. In the To seq field, select the destination sequence number.
3. In the Track status field, select the track status after conversion to a sequence.

REFERENCED TO 1ST SQ:	The setting data of each track in the 1st Sequence of the Song will be used for all tracks in the following sequences.
MUTE TRACKS IGNORED:	(The setting data of each track in the 1st Sequence of the Song will be used for all tracks in the following sequences.)
	Only the track with which the MIDI OUT channel of each sequence is set is converted. Moreover, only the event data of a track is converted.
	The track in the sequence of the Song will be merged to the track according to the MIDI output channel. The track data of MIDI output channels 1A-16A will be merged to tracks 1-16. The track data of MIDI output channels 1B-16B will be merged to track 17-32. The track data of MIDI output channels 1C-16C will be merged to track 33-48. (Only MPC2500) The track data of MIDI output channels 1D-16D will be merged to track 49-64. (Only MPC2500)
	Example 1 STEP1 = SEQ 1 TRACK 1 MIDI OUT 1A TRACK 2 MIDI OUT 3A STEP2 = SEQ 2 TRACK 1 MIDI OUT 16A STEP3 = SEQ 3 TRACK 1 MIDI OUT 1B MERGE ON MIDI CH: The conversion result in this case is as follows. The data of TRACK 1 of SEQ 1 is converted to TRACK 1, and the data of TRACK 2 is converted to TRACK 3. The data of TRACK 1 of SEQ 2 is converted to TRACK 16. The data of TRACK 1 of SEQ 3 is converted to TRACK 17.
	Example 2 STEP1 = SEQ 1 TRACK 1 MIDI OUT 1A TRACK 2 MIDI OUT 1A STEP2 = SEQ 2 TRACK 1 MIDI OUT 1A STEP3 = SEQ 3 TRACK 1 MIDI OUT 1A The conversion result in this case is as follows. The data of TRACK 1 of SEQ 1 is converted to TRACK 1. The data of TRACK 2 is merged and converted to TRACK 1. The data of TRACK 1 of SEQ 2 is converted to TRACK 1. The data of TRACK 1 of SEQ 3 is converted to TRACK 1.

4. A conversion will be performed if F5 (DO IT) button is pressed.

Deleting a step



F1 F2 F3 F4 F5 F6

If F5 (DELETE) button is pressed, the selected step is deleted and the following steps will be moved forward.



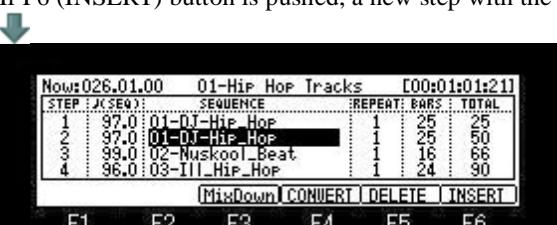
F1 F2 F3 F4 F5 F6

Inserting a step



F1 F2 F3 F4 F5 F6

If F6 (INSERT) button is pushed, a new step with the same contents as the select step will be inserted right before the selected step.



F1 F2 F3 F4 F5 F6

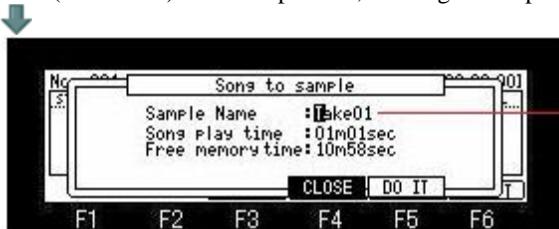
■ A sequence is converted to WAVE.

[MODE]+PAD16



Please choose a sequence to convert to WAVE in the mode of a song.

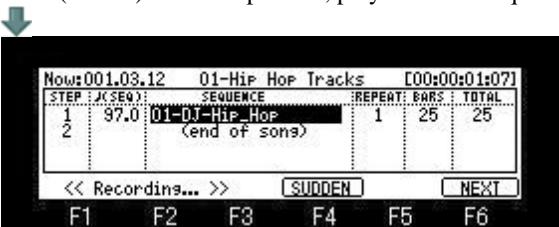
If F3(MixDown) button is pressed, a "Song to sample" window will open.



File name after converting to WAVE

When you change the file name after being converted to WAVE, please turn and edit a DATA wheel.

If F5 (DO IT) button is pressed, 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.

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

Track number	Program name	Type of a program (DRUM, INST)						
Tr: 1 :002-DJ-Hip_Set	(DRUM)	Play: POLY						
MIDI IN PAD	SAMPLE	SOUNDCHOP	DIR	LEV	TUNE			
36C_1#001	DJ_RUBS	MONO	--	FOR	80 +00.00			
37C#1#002	DJKIK#H1	MONO	--	FOR	80 +00.00			
38D_1#003	DJKIK#H2	MONO	--	FOR	80 +00.00			
39D#1#004	DJ_SHAKE	MONO	--	FOR	80 +00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX			

POLY: Two or more notes can be pronounced simultaneously.
MONO: Two or more notes are not pronounced simultaneously
Only one note is pronounced.

■ Creating a program

The creation method of a new program



Tr: 1 :---OFF	(DRUM)	Play: POLY						
MIDI IN PAD	SAMPLE	SOUNDCHOP	DIR	LEV	TUNE			
36C_1#001			--	FOR	80 +00.00			
37C#1#002			--	FOR	80 +00.00			
38D_1#003			--	FOR	80 +00.00			
39D#1#004			--	FOR	80 +00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX	F1	F2	F3

Tr: 1 :001-(Unused)	(DRUM)	Play: POLY						
MIDI IN PAD	SAMPLE	SOUNDCHOP	DIR	LEV	TUNE			
36C_1#001			--	FOR	80 +00.00			
37C#1#002			--	FOR	80 +00.00			
38D_1#003			--	FOR	80 +00.00			
39D#1#004			--	FOR	80 +00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX	F1	F2	F3

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



Program list		POLY
HI	001:	
36	002:	
37	003:	
38	004:	
39	005:	
S	DELETE	NEW
	CLOSE	COPY

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



Program list		POLY
HI	001:	
36	002:	
37	003:	
38	004:	
39	005:	
S	New	Cancel

If F3 (DRUM) button is pressed, if the program of DRUM presses F4 (INST) button, it will create the program of INST (Instruments).



Tr: 1 :---OFF	(DRUM)	Play: POLY						
MIDI IN PAD	SAMPLE	SOUNDCHOP	DIR	LEV	TUNE			
36C_1#001			--	FOR	80 +00.00			
37C#1#002			--	FOR	80 +00.00			
38D_1#003			--	FOR	80 +00.00			
39D#1#004			--	FOR	80 +00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX	F1	F2	F3

Tr: 1 :001-(Unused)	(DRUM)	Play: POLY						
MIDI IN PAD	SAMPLE	SOUNDCHOP	DIR	LEV	TUNE			
36C_1#001			--	FOR	80 +00.00			
37C#1#002			--	FOR	80 +00.00			
38D_1#003			--	FOR	80 +00.00			
39D#1#004			--	FOR	80 +00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX	F1	F2	F3

When the program field is "OFF" or "Unused", if ▼ cursor button is pressed, a new program will be made automatically.



Program list		POLY
HI	001:	
36	002:	
37	003:	
38	004:	
39	005:	
S	New	Cancel



Program list		POLY
HI	001:	
36	002:	
37	003:	
38	004:	
39	005:	
S	New	Cancel

The type of a program can be changed if a DATA wheel is turned in the type field.

Tr: 1 :001-Program01		<INST> NON-OVERLAP									
SAMPLE	DRCHAN	SPAN	C1	C2	C3	C4	C5	C6	LEVEL		
1		21							80		
		103							80		
		103							80		
		103							80		
SAMPLE	AMP	FILTER	PITCH	LFO	OUT FX	F1	F2	F3	F4	F5	F6

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

Tr: 1 :002-DJ-Hip_Set		<DRUM>						Play: POLY			
MIDI IN	PAD	SAMPLE	SOUNDCHOP	DIR	LEU	TUNE					
36C_1	A01	DJ_RUBS	MONO	--	FOR	100+00.00					
37C#1	A02	DJKIK&H1	MONO	--	FOR	100+00.00					
38D_1	A03	DJKIK&H2	MONO	--	FOR	100+00.00					
39D#1	A04	DJ_SHAKE	MONO	--	FOR	100+00.00					
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	F1	F2	F3	F4	F5	F6

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

Tr: 1 :002-DJ-Hip_Set		<DRUM>						Play: POLY			
MIDI IN	PAD	SAMPLE	SOUNDCHOP	DIR	LEU	TUNE					
36C_1	A01	DJ_RUBS	MONO	--	FOR	100+00.00					
37C#1	A02	DJKIK&H1	MONO	--	FOR	100+00.00					
38D_1	A03	DJKIK&H2	MONO	--	FOR	100+00.00					
39D#1	A04	DJ_SHAKE	MONO	--	FOR	100+00.00					
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	F1	F2	F3	F4	F5	F6

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

Tr: 1 :002-DJ-Hip_Set		<DRUM>						Play: POLY			
MIDI IN	PAD	SAMPLE	SOUNDCHOP	DIR	LEU	TUNE					
36C_1	A01	DJ_RUBS	MONO	--	FOR	100+00.00					
37C#1	A02	DJKIK&H1	MONO	--	FOR	100+00.00					
38D_1	A03	DJKIK&H2	MONO	--	FOR	100+00.00					
39D#1	A04	DJ_SHAKE	MONO	--	FOR	100+00.00					
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	F1	F2	F3	F4	F5	F6

The value of a parameter will be copied if the ▲ or ↓ cursor button is pressed pressing a pad. (It can do also in [UNDO SEQ] + ▲ or ↓)

Tr: 1 :002-DJ-Hip_Set		<DRUM>						Play: POLY			
MIDI IN	PAD	SAMPLE	SOUNDCHOP	DIR	LEU	TUNE					
36C_1	A01	Sample01	MONO	--	FOR	100+00.00					
37C#1	A02	Sample01	MONO	--	FOR	100+00.00					
38D_1	A03	Sample01	MONO	--	FOR	100+00.00					
39D#1	A04	Sample01	MONO	--	FOR	100+00.00					
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	F1	F2	F3	F4	F5	F6

For example, when you want to copy "Sample01" of A01 to A04 from the state of the above figure

If cursor is moved to A04 by ↓ cursor button, pressing PAD1, the sample of A01 will be copied from A02 to A04.

Tr: 1 :002-DJ-Hip_Set		<DRUM>						Play: POLY			
MIDI IN	PAD	SAMPLE	SOUNDCHOP	DIR	LEU	TUNE					
36C_1	A01	Sample01	MONO	--	FOR	100+00.00					
37C#1	A02	Sample01	MONO	--	FOR	100+00.00					
38D_1	A03	Sample01	MONO	--	FOR	100+00.00					
39D#1	A04	Sample01	MONO	--	FOR	100+00.00					
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	F1	F2	F3	F4	F5	F6

Tr: 1 :002-DJ-Hip_Set		<DRUM>						Play: POLY			
MIDI IN	PAD	SAMPLE	SOUNDCHOP	DIR	LEU	TUNE					
36C_1	A01	Sample01	MONO	--	FOR	100+00.00					
37C#1	A02	Sample01	MONO	--	FOR	100+00.00					
38D_1	A03	Sample01	MONO	--	FOR	100+00.00					
39D#1	A04	Sample01	MONO	--	FOR	85+00.00					
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	F1	F2	F3	F4	F5	F6

Moreover, if cursor is moved to A01 by ▲ cursor button, pressing PAD4 in the state of the above figure, the result of the following figure will be obtained.

Tr: 1 :002-DJ-Hip_Set		<DRUM>						Play: POLY			
MIDI IN	PAD	SAMPLE	SOUNDCHOP	DIR	LEU	TUNE					
36C_1	A01	Sample01	MONO	--	FOR	85+00.00					
37C#1	A02	Sample01	MONO	--	FOR	85+00.00					
38D_1	A03	Sample01	MONO	--	FOR	85+00.00					
39D#1	A04	Sample01	MONO	--	FOR	85+00.00					
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	F1	F2	F3	F4	F5	F6

The value of LEVEL of A04 is copied to A03-A01.

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

MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEV	TUNE
36C_1	A01	Sample01		MONO	--	FOR	100+00.00
37C#1	A02			MONO	--	FOR	100+00.00
38D_1	A03			MONO	--	FOR	100+00.00
39D#1	A04			MONO	--	FOR	100+00.00

F1 F2 F3 F4 F5 F6

If PAD2 and PAD4 are hit pressing the [UNDO SEQ] button in the state of the above figure, the result of the following figure will be obtained.



MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEV	TUNE
36C_1	A01	Sample01		MONO	--	FOR	100+00.00
37C#1	A02	Sample01		MONO	--	FOR	100+00.00
38D_1	A03			MONO	--	FOR	100+00.00
39D#1	A04	Sample01		MONO	--	FOR	100+00.00

F1 F2 F3 F4 F5 F6

"Sample01" of A01 is copied to A02 and A04.

Copy in a LAYER window



MIDI IN	Pad:A01:	LAYER	Play: POLY
		SAMPLE	CHOP:LEVEL: TUNE: U. RANGE
36C_1	1:A01	Sample01	-- 100+05.00 0 -127 00
37C#1	2:A02	Sample02	-- 100+00.00 0 -127 00
38D_1	3:A03		-- 100+00.00 0 -127 00
39D#1	4:A04		Aftertouch>X:fade1-2:OFF z1 0 00
			CopyPad

F1 F2 F3 F4 F5 F6

The value of a parameter is copied by a [UNDO SEQ] + ▼ or ▲ cursor key.

If the [UNDO SEQ] + ▼ or ▲ cursor key is pressed in the state of the above figure, the value of TUNE will be copied to a layer 2.



MIDI IN	Pad:A01:	LAYER	Play: POLY
		SAMPLE	CHOP:LEVEL: TUNE: U. RANGE
36C_1	1:A01	Sample01	-- 100+05.00 0 -127 00
37C#1	2:A02	Sample02	-- 100+05.00 0 -127 00
38D_1	3:A03		-- 100+00.00 0 -127 00
39D#1	4:A04		Aftertouch>X:fade1-2:OFF z1 0 00
			CopyPad

F1 F2 F3 F4 F5 F6

Note: A LAYER window will be opened, if cursor is moved to the PAD field and the [WINDOW] button is pushed.

If a pad is hit pressing the [UNDO SEQ] button when cursor is in the PAD field, it will copy to the pad which hit the pad data of the cursor position.



MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEV	TUNE
36C_1	A01	Sample01		MONO	--	FOR	85+08.00
37C#1	A02			MONO	--	FOR	100+00.00
38D_1	A03	Sample01		MONO	--	FOR	85+08.00
39D#1	A04			MONO	--	FOR	100+00.00

F1 F2 F3 F4 F5 F6

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



MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEV	TUNE
36C_1	A01	Sample01		MONO	--	FOR	100+00.00
37C#1	A02	DJ_RUSS		MONO	--	FOR	100+00.00
38D_1	A03	DJKIK2H1		MONO	--	FOR	100+00.00
39D#1	A04	DJ_SHAKE		MONO	--	FOR	100+00.00

F1 F2 F3 F4 F5 F6

All the values of the parameter of A01 are copied to A03. (Copy of a pad)

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



MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEV	TUNE
36C_1	A01	Sample01		MONO	--	FOR	100+00.00
37C#1	A02	DJ_RUSS		MONO	--	FOR	100+00.00
38D_1	A03	DJKIK2H1		MONO	--	FOR	100+00.00
39D#1	A04	DJ_SHAKE		MONO	--	FOR	100+00.00

F1 F2 F3 F4 F5 F6

For example, if cursor is moved to A03 by ▼ cursor button, pressing the [SHIFT] button in the state of the above figure, the result of the following figure will be obtained.

Tr: 1 :002-DJ-Hip_Set		<DRUM>		Play: POLY	
MIDI IN	Pad	SAMPLE	SOUNDCHOP	DIR	LEV
36C_1	A01	DJ_RUBS		MONO	-- FOR 100+00.00
37C#1	A02	DJKIK&H1		MONO	-- FOR 100+00.00
38D_1	A03	DJKIK&H2		MONO	-- FOR 100+00.00
39D#1	A04	DJ_SHAKE		MONO	-- FOR 100+00.00

PACK CIRUNE CHROM. ALL

F1 F2 F3 F4 F5 F6

Tr: 1 :002-DJ-Hip_Set		<DRUM>		Play: POLY	
MIDI IN	Pad	SAMPLE	SOUNDCHOP	DIR	LEV
36C_1	A01	DJ_RUBS		MONO	-- FOR 100+00.00
37C#1	A02	DJKIK&H1		MONO	-- FOR 100+00.00
38D_1	A03	DJKIK&H2		MONO	-- FOR 100+00.00
39D#1	A04	DJ_SHAKE		MONO	-- FOR 100+00.00

SAMPLE AMP FILTER PITCH LFO MUTE OUT FX

F1 F2 F3 F4 F5 F6

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.

Tr: 1 :002-DJ-Hip_Set		<DRUM>		Play: POLY	
MIDI IN	Pad	SAMPLE	SOUNDCHOP	DIR	LEV
36C_1	A01	DJ_RUBS		MONO	-- FOR 100+00.00
37C#1	A02	DJKIK&H1		MONO	-- FOR 100+00.00
38D_1	A03	DJKIK&H2		MONO	-- FOR 100+00.00
39D#1	A04	DJ_SHAKE		MONO	-- FOR 100+00.00

SAMPLE AMP FILTER PITCH LFO MUTE OUT FX

F1 F2 F3 F4 F5 F6

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.

Tr: 1 :002-DJ-Hip_Set		<DRUM>		Play: POLY	
MIDI IN	Pad	SAMPLE	SOUNDCHOP	DIR	LEV
36C_1	A01	DJ_RUBS		MONO	-- FOR 100+00.00
37C#1	A02	DJKIK&H1		MONO	-- FOR 100+00.00
38D_1	A03	DJKIK&H2		MONO	-- FOR 100+00.00
39D#1	A04	DJ_SHAKE		MONO	-- FOR 100+00.00

PACK CIRUNE CHROM. ALL

F1 F2 F3 F4 F5 F6

Tr: 1 :002-DJ-Hip_Set		<DRUM>		Play: POLY	
MIDI IN	Pad	SAMPLE	SOUNDCHOP	DIR	LEV
36C_1	A01	DJ_RUBS		MONO	-- FOR 100+00.00
37C#1	A02	DJKIK&H1		MONO	-- FOR 100+00.00
38D_1	A03	DJKIK&H2		MONO	-- FOR 100+00.00
39D#1	A04	DJ_SHAKE		MONO	-- FOR 100+00.00

SAMPLE AMP FILTER PITCH LFO MUTE OUT FX

F1 F2 F3 F4 F5 F6

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

Note: The value of a parameter can be set also with Q1 slider.

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

Tr: 1 :002-DJ-Hip_Set		<DRUM>		Play: POLY			
MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEU	TUNE
36C_1#001	DJ_RUBS			MONO	--	FOR	100+00.00
37C#1#002	DJKIK&H1			MONO	--	FOR	100+00.00
38D_1#003	DJKIK&H2			MONO	--	FOR	100+00.00
39D#1#004	DJ_SHAKE			MONO	--	FOR	100+00.00
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT	FX	
F1	F2	F3	F4	F5	F6		

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



Tr: 1 :002-DJ-Hip_Set		<DRUM>		Play: POLY			
MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEU	TUNE
36C_1#001	DJ_RUBS			MONO	--	FOR	100+00.00
37C#1#002	DJKIK&H1			MONO	--	FOR	100+00.00
38D_1#003	DJKIK&H2			MONO	--	FOR	100+00.00
39D#1#004	DJ_SHAKE			MONO	--	FOR	100+00.00
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT	FX	
PACK	C	TUNE	CHROM.	J	ALL		
F1	F2	F3	F4	F5	F6		



Tr: 1 :002-DJ-Hip_Set		Sample Packing		Play: POLY			
MIDI IN	PAD	SAMPLE	PGM	DIR	LEU	TUNE	
36C_1#001	DJ_Hip_Set	Sample_01	.WAV	→	DJ_Hip_Set	.PAC	
37C#1#002		Sample_02	.WAV				
38D_1#003		Sample_nn	.WAV				
39D#1#004							
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT	FX	
ALL PGM: CANCEL: DO IT							
F1	F2	F3	F4	F5	F6		

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.)



Tr: 1 :002-DJ-Hip_Set		<DRUM PACK>		Play: POLY			
MIDI IN	PAD	PACKED SAMPLE	CHOP	DIR	LEU	TUNE	
36C_1#001	[1] DJ_RUBS		--	FOR	100+00.00		
37C#1#002	[2] DJKIK&H1		--	FOR	100+00.00		
38D_1#003	[3] DJKIK&H2		--	FOR	100+00.00		
39D#1#004	[4] DJ_SHAKE		--	FOR	100+00.00		
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT	FX	
F1	F2	F3	F4	F5	F6		

As for the packed program, the mark of P is displayed.

Tr: 1 :002-DJ-Hip_Set		<DRUM PACK>		Play: POLY			
MIDI IN	PAD	PACKED SAMPLE	CHOP	DIR	LEU	TUNE	
36C_1#001	[1] DJ_RUBS	P	--	FOR	100+00.00		
37C#1#002	[2] DJKIK&H1	P	--	FOR	100+00.00		
38D_1#003	[3] DJKIK&H2	P	--	FOR	100+00.00		
39D#1#004	[4] DJ_SHAKE	P	--	FOR	100+00.00		
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT	FX	

Notes

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.



Tr: 1 :002-DJ-Hip_Set		<DRUM PACK>		Play: POLY			
MIDI IN	PAD	PACKED SAMPLE	CHOP	DIR	LEU	TUNE	
36C_1#001	[1] DJ_RUBS		--	FOR	100+00.00		
37C#1#002	[2] DJKIK&H1		--	FOR	100+00.00		
38D_1#003	[3] DJKIK&H2		--	FOR	100+00.00		
39D#1#004	[4] DJ_SHAKE		--	FOR	100+00.00		
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT	FX	
F1	F2	F3	F4	F5	F6		

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.)



Tr: 1 :002-DJ-Hip_Set		<DRUM PACK>		Play: POLY			
MIDI IN	PAD	PACKED SAMPLE	CHOP	DIR	LEU	TUNE	
36C_1#001	[5] HIP_TREE		--	FOR	100+00.00		
37C#1#002	[6] HIP_TOR1R		--	FOR	100+00.00		
38D_1#003	[7] HIP_B1L_OPN		--	FOR	100+00.00		
39D#1#004	[8] HIP_FILT		--	FOR	100+00.00		
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT	FX	
F1	F2	F3	F4	F5	F6		



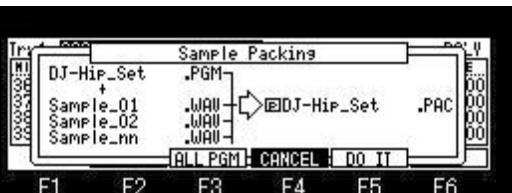
Save: A PROGRAM		INTERNAL			
001: Arp_Wave	002: DJ-Hip_Set	003: E_Kit	004: III_Hip_Set	ALL	ALL_SEQS&SONGS
LOAD	SAVE	USB	NEW	DO IT	
F1	F2	F3	F4	F5	F6

In save mode, it is displayed as a program.

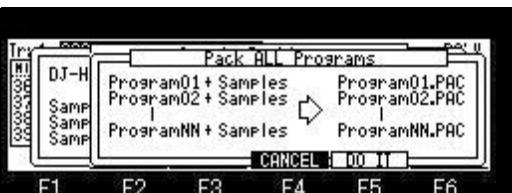


In the packed program, an extension becomes a file of "PAC".

■ All the programs are packed.



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

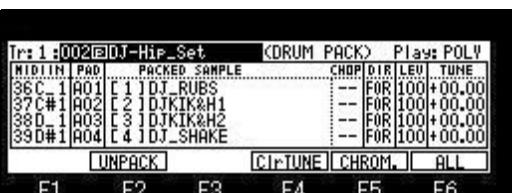


If the F5(DO IT) button is pressed, all programs will be packed.

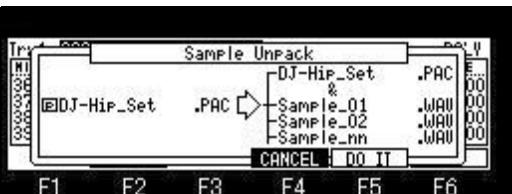
■ The packed program is restored.



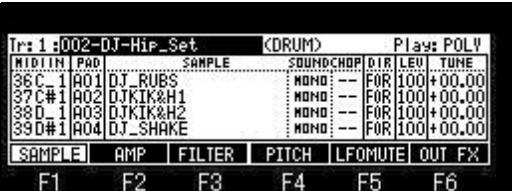
Please select the program which you want to restore and press [SHIFT]+F2 (UNPACK) button.



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



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



■ A setup of a pad is copied to other pads.

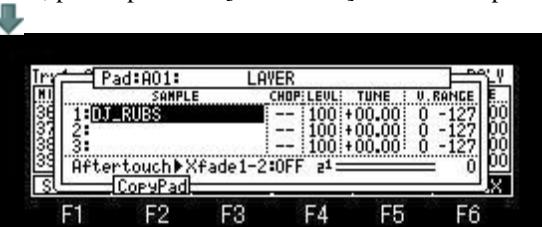
MIDI IN PAD	SAMPLE	SOUND CHOP	DIR	LED	TUNE
36C_1#1 A01	DJ_RUBS	MONO	--	FOR 100	+00.00
37C_1#1 A02	DJKIK&H1	MONO	--	FOR 100	+00.00
38D_1#1 A03	DJKIK&H2	MONO	--	FOR 100	+00.00
39D#1 A04	DJ_SHAKE	MONO	--	FOR 100	+00.00

SAMPLE AMP FILTER PITCH LFO MUTE OUT FX

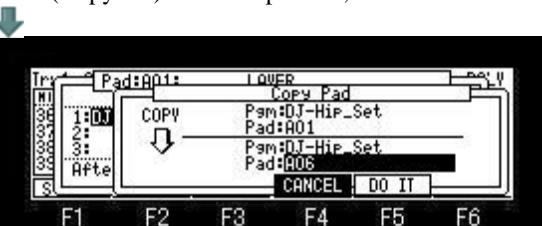
F1 F2 F3 F4 F5 F6

Please move cursor to the pad that you wish to copy in the PAD field of a program mode.

Next, please press the [WINDOW] button and open the window of "LAYER".



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.

Tr: 1 :001-Drum_Set		<DRUM>		Play: POLY			
MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEV	TUNE
36C_1#1A01	BassDrum(36)		MONO	--	FOR	80	+00.00
37C#1#1A02	Sidestick(37)		MONO	--	FOR	80	+00.00
38D_1#1A03	SNC(38)		STEREO	--	FOR	80	+00.00
39D#1#1A04	Clap(39)		MONO	--	FOR	80	+00.00
	SAMPLE	AMP	FILTER	PITCH	LFO MUTE	OUT	FX
	F1	F2	F3	F4	F5	F6	

MIDI IN:	MIDI NOTE 36-99 is A01-D16 of a pad. (This setup cannot be changed.)
	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.
PAD:	The pad number is displayed.
SAMPLE:	The sample assigned to a pad is set.
SOUND:	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.
CHOP:	The sample from which the "Chop" field is set to ON by TRIM can select a Chop number. Please refer to "Non-Destructive Chop".
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.
LEV:	The volume of a sample is set.
TUNE:	The pitch of a sample is set. (+/- 3 octave can be set.)

Tr: 1 :001-Drum_Set		<DRUM>		Play: POLY			
MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEV	TUNE
36C_1#1A01	BassDrum(36)		MONO	--	FOR	80	+00.00
37C#1#1A02	Sidestick(37)		MONO	--	FOR	80	+00.00
38D_1#1A03	SNC(38)		STEREO	--	FOR	80	+00.00
39D#1#1A04	Clap(39)		MONO	--	FOR	80	+00.00
	SAMPLE	AMP	FILTER	PITCH	LFO MUTE	OUT	FX
	F1	F2	F3	F4	F5	F6	

If the [WINDOW] button is pressed, the window of "Sample list" will open.

Tr: 1 :001-Drum_Set		<DRUM>		Play: POLY	
MIDI IN	PAD	SAMPLE	ORIGINAL	TUNE	
36C_1#1A01	BassDrum(36)	60 C_3	+00.00	00	
37C#1#1A02	Sidestick(37)	60 C_3	+00.00	00	
38D_1#1A03	SNC(38)	60 C_3	+00.00	ST 00	
39D#1#1A04	Clap(39)	60 C_3	+00.00	ST 00	
	SAMPLE	PURGE	DELETE	RENAME	SELECT COPY CANCEL X
	F1	F2	F3	F4	F5 F6

Please refer to a "sample list" for the window of "Sample List".

■ Sample Layer Crossfade (Cross fade of the sample of layers 1 and 2 can be carried out by aftertouch.)

Tr: 1 :001-Drum_Set		<DRUM>		Play: POLY			
MIDI IN	PAD	SAMPLE	SOUND	CHOP	DIR	LEV	TUNE
36C_1#1A01	Sample01		MONO	--	FOR	100	+00.00
37C#1#1A02	Sidestick(37)		MONO	--	FOR	100	+00.00
38D_1#1A03	SNC(38)		STEREO	--	FOR	100	+00.00
39D#1#1A04	Clap(39)		MONO	--	FOR	100	+00.00
	SAMPLE	AMP	FILTER	PITCH	LFO MUTE	OUT	FX
	F1	F2	F3	F4	F5	F6	

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

Tr: 1 :001-Drum_Set		<DRUM>		Play: POLY			
MIDI IN	PAD	SAMPLE	CHOP	LEV	TUNE	U.. RANGE	
36C_1#1A01	1:Sample01		--	100	+00.00	0 -127 00	
37C#1#1A02	2:Sample02		--	100	+00.00	0 -127 00	
38D_1#1A03	3:Sample03		--	100	+00.00	0 -127 00	
39D#1#1A04	4:Sample04		--	100	+00.00	0 -127 00	
	Aftertouch	X-fade1-2:	65	z1	—	100 00	
	SAMPLE	COPY Pad					
	F1	F2	F3	F4	F5	F6	

Please choose the sample which carries out cross fade by aftertouch with layers 1 and 2, and set up the value of Depth.

Pad:A01: LAVER	
SAMPLE	CHOP:LEVEL
1:Sample01	-- 100 +00.00
2:Sample02	-- 100 +00.00
3:	-- 100 +00.00
Aftertouch▶XFade1-2: 65	z1 100 00
CopyPad	

Pressure level

Fade level

Depth

The depth of cross fade is adjusted.

A larger number carries out cross fade quickly.

Pad:A01: LAVER	
SAMPLE	CHOP:LEVEL
1:Sample01	-- 100 +00.00
2:Sample02	-- 100 +00.00
3:	-- 100 +00.00
Aftertouch▶XFade1-2: OFF	z1 00 00
CopyPad	

F1 F2 F3 F4 F5 F6

Please refer to "Copy pad" for F2 (CopyPad).

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

Tr: 1 :001-Program01 <DRUM> Play: POLY	
MIDI IN PAD	SAMPLE
36C_1#A01	Sample01
37C#1#A02	Sample01
38D_1#A03	Sample01
39D#1#A04	Sample01
SAMPLE	AMP FILTER PITCH LFO MUTE OUT FX

F1 F2 F3 F4 F5 F6

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.

Tr: 1 :001-Program01 <DRUM> Play: POLY	
MIDI IN PAD	SAMPLE
36C_1#A01	Sample01
37C#1#A02	Sample01
38D_1#A03	Sample01
39D#1#A04	Sample01
PACK CLR TUNE CHROM. ALL	

F1 F2 F3 F4 F5 F6

[SHIFT] +F5 (CHROM.) button is pressed.

Tr: 1 :001-Program01 <DRUM> Play: POLY	
MIDI IN PAD	SAMPLE
36C_1#A01	Sample01
37C#1#A02	Sample01
38D_1#A03	Sample01
39D#1#A04	Sample01
SAMPLE	AMP FILTER PITCH LFO MUTE OUT FX

F1 F2 F3 F4 F5 F6

PAD of A03 is set to TUNE 00.00, and the value of TUNE is fluctuated 01.00 (half tone) every.

A02-A01 is minus 01.00 (half tone) every, and A04-C07 is plus 01.00 (half tone) every.

In addition, if F4 (ClrTUNE) button is pressed, the value of TUNE of all the PAD will be set to 00.00.

PURGE(Delete all the unused samples at the same time)

Tr: 1 :001-Drum_Set <DRUM> Play: POLY	
MIDI IN PAD	SAMPLE
36C_1#A01	BassDrum(36)
37C#1#A02	Sidestick(37)
38D_1#A03	SN(38)
39D#1#A04	Clap(39)
SAMPLE	AMP FILTER PITCH LFO MUTE OUT FX

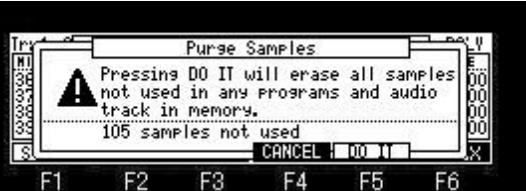
F1 F2 F3 F4 F5 F6

If cursor is moved to the SAMPLE column and the [WINDOW] is pressed, the window of "Sample list" will open.

Sample list <Free memory 110.2MB > POLY	
SAMPLE	ORIGINAL TUNE
004 BassDrum(36)	60 C_3 +00.00 00
005 BellTree(84)	60 C_3 +00.00 00
006 Bonso Hi(60)	60 C_3 +00.00 ST 00
007 Bonso Lo(61)	60 C_3 +00.00 ST 00
S. PURGE DELETE RENAME SELECT COPY CANCEL X	

F1 F2 F3 F4 F5 F6

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.

Tr: 1 :001-Program01		<DRUM>			Play: POLY			
PMD	PLAY MODE	VOICE	VELO	A	D	S	R	AMP Envelope
A01	ONE SHOT	POLY	50	0	0	100	20	
A02	ONE SHOT	POLY	50	0	0	100	20	
A03	ONE SHOT	POLY	50	0	0	100	20	
A04	ONE SHOT	POLY	50	0	0	100	20	
	SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX		
	F1	F2	F3	F4	F5	F6		

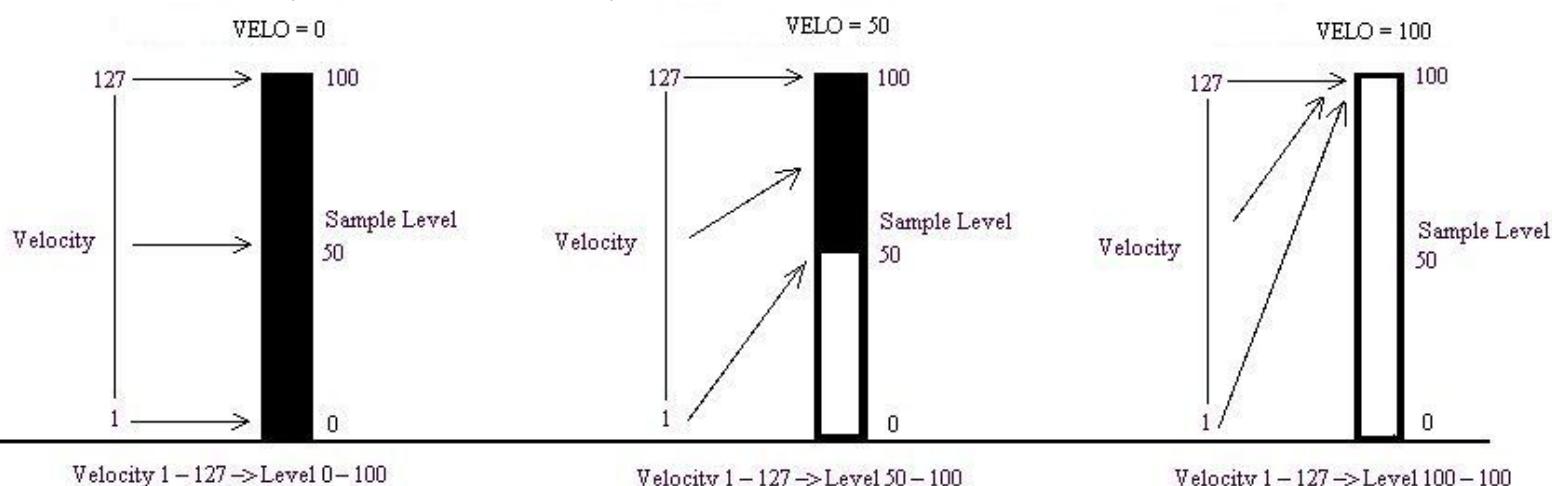
	ONE SHOT	The MPC plays the sample until the end regardless of how long you hold the pad.
	NOTE ON	The MPC plays the sample only while you hold the pad.
		Loop playback of the sample is carried out, and it repeats until a pad is hit once again. (loop hold playback)
		Loop hold playback of the sample set to REV (reverse) is not performed.
PLAY MODE	LOOP&HOLD	<p>Notes</p> <p>When the Play field is set to MONO, it does not work normally.</p> <p>Loop hold playback works to ON/OFF of pads, and ON/OFF of notes.</p> <p>Therefore, it does not work to ON/OFF of the recorded notes.</p> <p>Moreover, loop hold playback is recorded as duration.</p> <p>As for the sample to which the loop is set, the loop hold playback will be done from the loop point to end point.</p> <p>As for the sample to which the loop is not set, the loop hold playback will be done from the start point to end point.</p> <p>S.START of Q-Link, S.END, and CHOP do not work to the sample by which loop hold playback is performed.</p>
VOICE	POLY	It opts for the behavior when pronouncing the same note during a release.
VOICE	MONO	The sound during release pronounces a new note, without erasing.
VOICE	MONO	The sound during release is erased and pronounces a new note.

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.



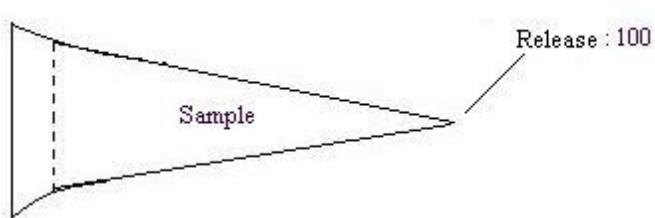
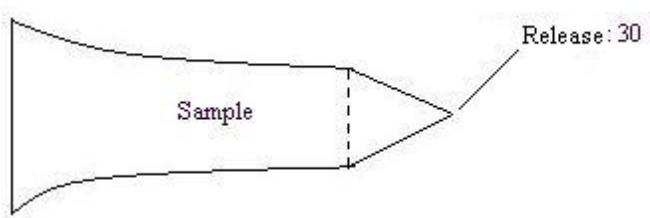
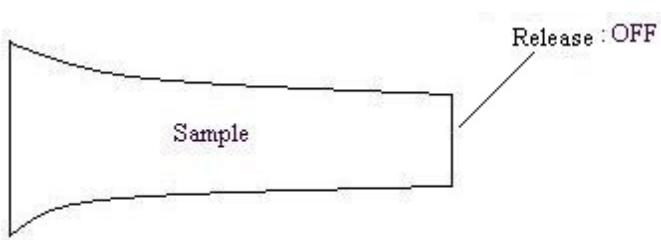
A---(Attack) Time until it reaches the maximum volume of the sound from NOTE ON is set.

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.



FILTER

Tr: 1 :001-Program01 <DRUM> Play: POLY												
PAD	TYPE	FREQ	RESO	AFTTR	A	D	S	R	DPHTH	FLT2	FREQ2	RES2
A01	OFF	---	---	---	---	---	---	---	---	OFF	---	---
A02	OFF	---	---	---	---	---	---	---	---	OFF	---	---
A03	OFF	---	---	---	---	---	---	---	---	OFF	---	---
A04	OFF	---	---	---	---	---	---	---	---	OFF	---	---

Pressure level of a pad

Tr: 1 :001-Program01 <DRUM> Play: POLY												
PAD	TYPE	FREQ	RESO	AFTTR	A	D	S	R	DPHTH	FLT2	FREQ2	RES2
A01	LPF	40	56	0	30	30	40	---	---	0	OFF	---
A02	LPF	80	25	0	30	30	40	---	---	0	OFF	---
A03	LPF	60	20	0	30	30	40	---	---	0	OFF	---
A04	OFF	---	---	---	---	---	---	---	---	OFF	---	---

If F3 (FILTER) button is pressed when cursor is between TYPE-AFTTR columns, the column of VELO (Velo.►Depth) will be displayed.
If F3 (FILTER) button is pushed when VELO (Velo.►Depth) is displayed, the column of FLT2 (Filter 2) will be displayed.

Tr: 1 :001-Program01 <DRUM> Play: POLY												
PAD	TYPE	FREQ	RESO	AFTTR	A	D	S	R	DPHTH	FLT2	FREQ2	RES2
A01	LPF	40	56	0	30	30	40	---	---	0	0	0
A02	LPF	80	25	0	30	30	40	---	---	0	0	0
A03	LPF	60	20	0	30	30	40	---	---	0	0	0
A04	OFF	---	---	---	---	---	---	---	---	OFF	---	---

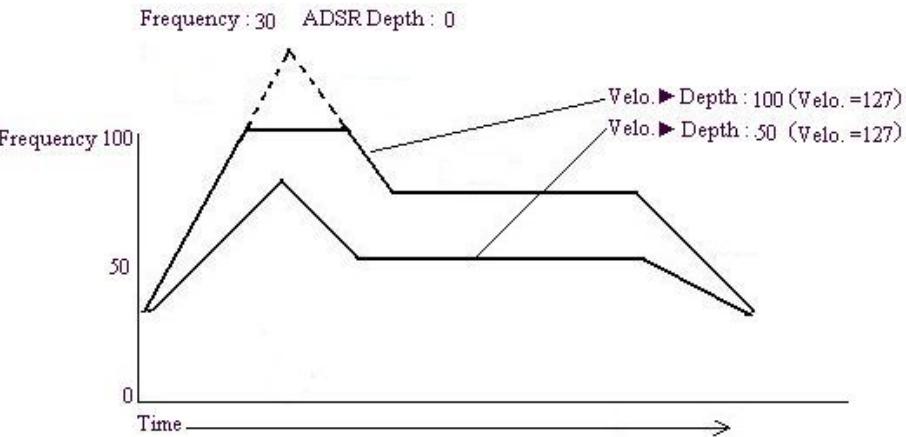
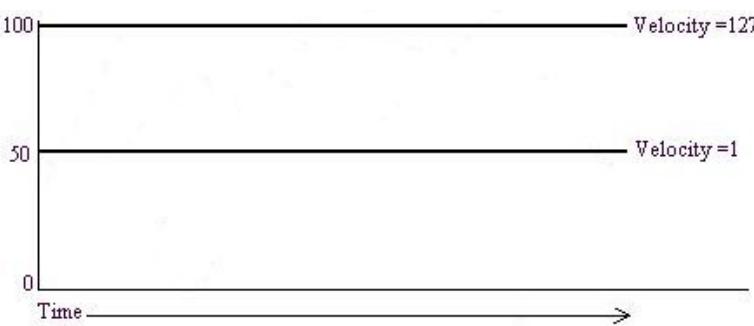
An envelope will be displayed if cursor is moved to the column of A (Attack).

Tr: 1 :001-Program01 <DRUM> Play: POLY												
PAD	TYPE	FREQ	RESO	AFTTR	A	D	S	R	DPHTH	FLT2	FREQ2	RES2
A01	LPF	40	56	0	30	30	40	---	---	0	0	0
A02	LPF	80	25	0	30	30	40	---	---	0	0	0
A03	LPF	60	20	0	30	30	40	---	---	0	0	0
A04	OFF	---	---	---	---	---	---	---	---	OFF	---	---

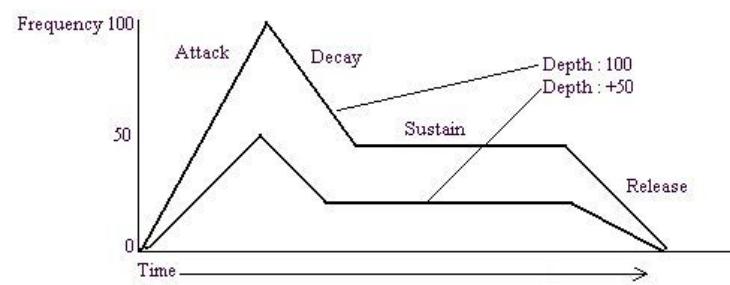
Note:

The parameters of Filter2 are only Frequency and Resonance.

Moreover, ADSR does not work to Filter2.

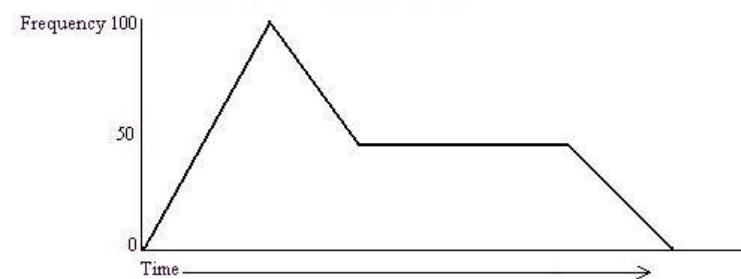
	Please select the kind of filter.																
TYPE	<p>LPF(LOW PASS): This filter cuts out the high frequencies and passes the low frequencies. BPF(BAND PASS): The filter passes the specific frequencies and cuts out the other frequencies. HPF(HIGH PASS): This filter cuts out the low frequencies and passes the high frequencies. EQL(Equalizer Low): Low sound is boost and cut. (This parameter is not in MPC2500) EQH(Equalizer High): High sound is boost and cut. (This parameter is not in MPC2500) LNK(Filter2): The always same setting as a filter 1 is applied.</p>																
FRQ(Frequency)	Please set the cut off frequency. (0-100) When TYPE are EQL and EQH(-100 to +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)																
AFTER(Aftertouch)	<p>The value of the pressure of a pad is added to FREQ.</p> <p>Example AFTER: +100 1-100 is added to FREQ by the pressure.</p> <p>AFTER: -50 -1 to -50 is added to FREQ by the pressure.</p>																
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.																
R(Release)	Time until it reaches a value of "FRQ" from NOTE OFF is set. (Release cannot be set when PLAY MODE is ONE SHOT)																
DPTH(ADSR Depth)	Quantity whose effect of ADSR to a filter is effective. If the value here is 0, ADSR will not work.																
VELO(Velo.►Depth)	<p>The value of Velocity is added to ADSR Depth.</p> <p>Example VELO(Velo.►Depth):100 1-100 is added to ADSR Depth by Velocity.</p> <p>VELO(Velo.►Depth):50 1-50 is added to ADSR Depth by Velocity.</p>  <p>When Cutoff wants to change by Velocity (ADSR is not used), please set the value of ADSR as follows. In the following example, it changes Frequency 50-100 by Velocity.</p> <table> <tr> <td>Frequency : 50</td> <td>A : 0</td> <td>Frequency 100</td> <td>Velocity =127</td> </tr> <tr> <td>Resonance : 0</td> <td>D : 0</td> <td></td> <td></td> </tr> <tr> <td>Velo.►Depth : 50</td> <td>S : 100</td> <td></td> <td></td> </tr> <tr> <td>Aftertouch : 0</td> <td>R : OFF</td> <td></td> <td></td> </tr> </table> 	Frequency : 50	A : 0	Frequency 100	Velocity =127	Resonance : 0	D : 0			Velo.►Depth : 50	S : 100			Aftertouch : 0	R : OFF		
Frequency : 50	A : 0	Frequency 100	Velocity =127														
Resonance : 0	D : 0																
Velo.►Depth : 50	S : 100																
Aftertouch : 0	R : OFF																

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

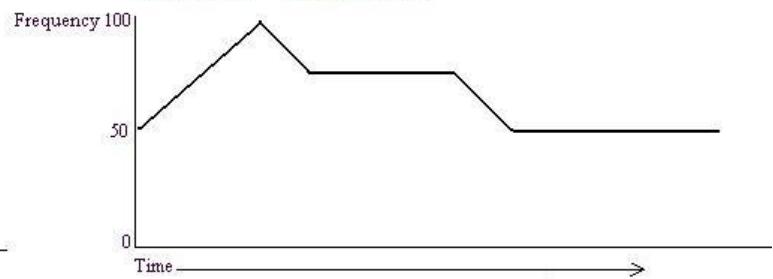


■ The value of ADSR is added to the value of Frequency of a Filter parameter.

Frequency : 0 ADSR Depth : +100

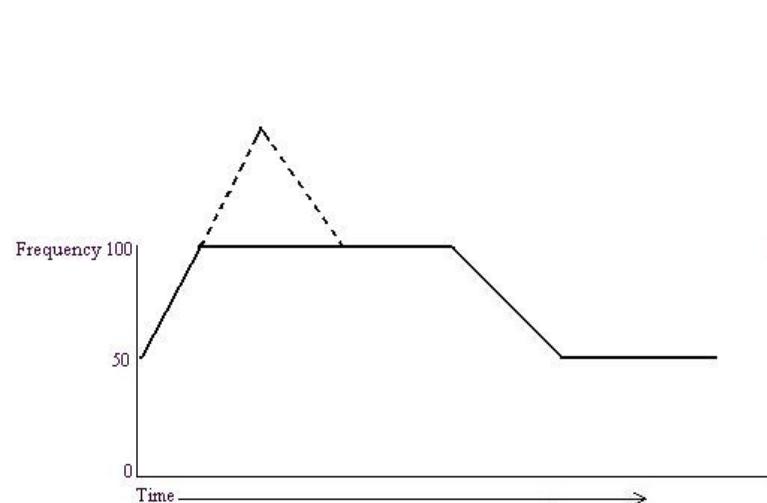


Frequency : 50 ADSR Depth : +50

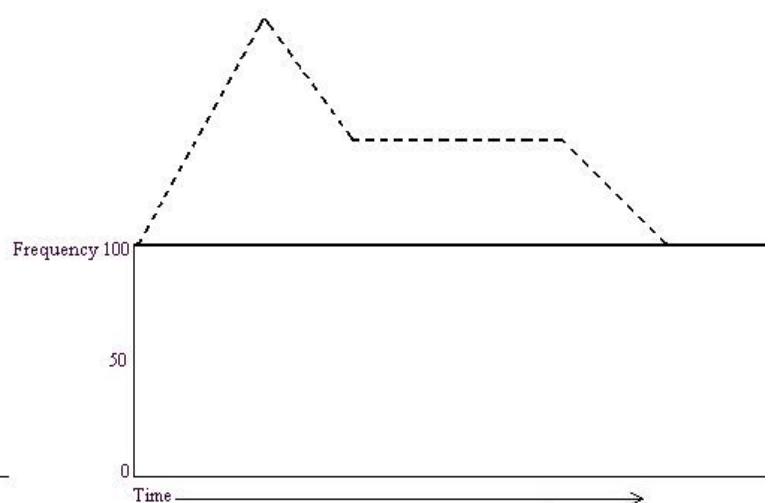


When the result of addition is 100 or more, it is the same as 100.

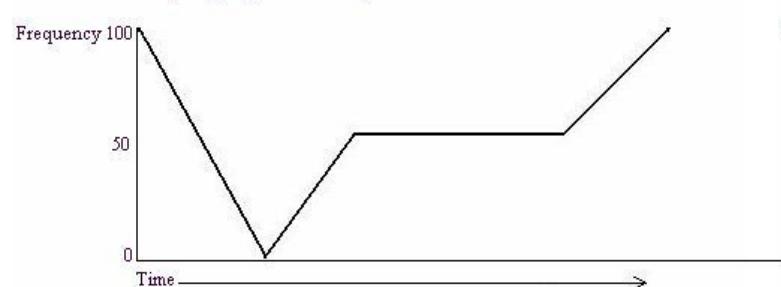
Frequency : 50 ADSR Depth : +100



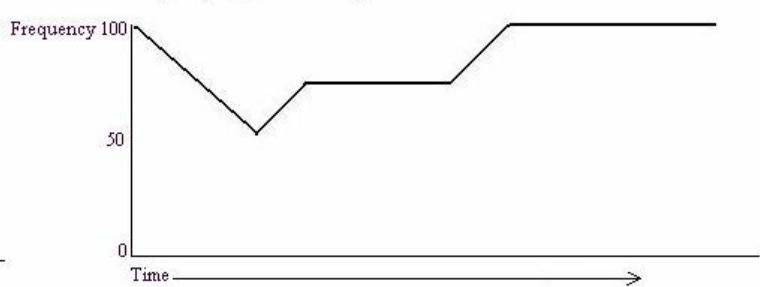
Frequency : 100 ADSR Depth : +100



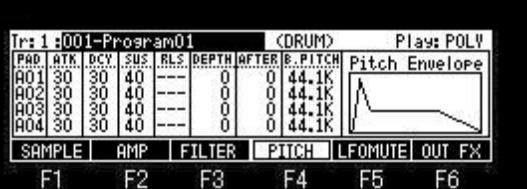
Frequency : 100 ADSR Depth : -100



Frequency : 100 ADSR Depth : -50



PITCH



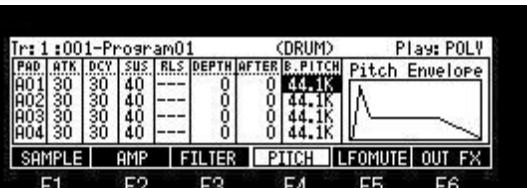
ATK---(Attack) Time until reaching the value of NOTO ON to DPTH is set.

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

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

RLS---(Release) Time until it reaches of Base Pitch from NOTE OFF is set. (Release cannot be set when PLAY MODE is ONE SHOT)

■ Base Pitch 44.1K



It is in the usual play state.

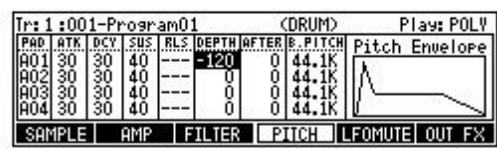
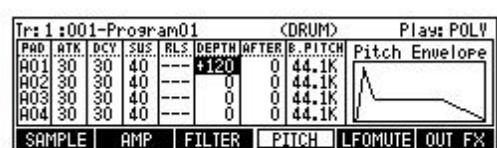
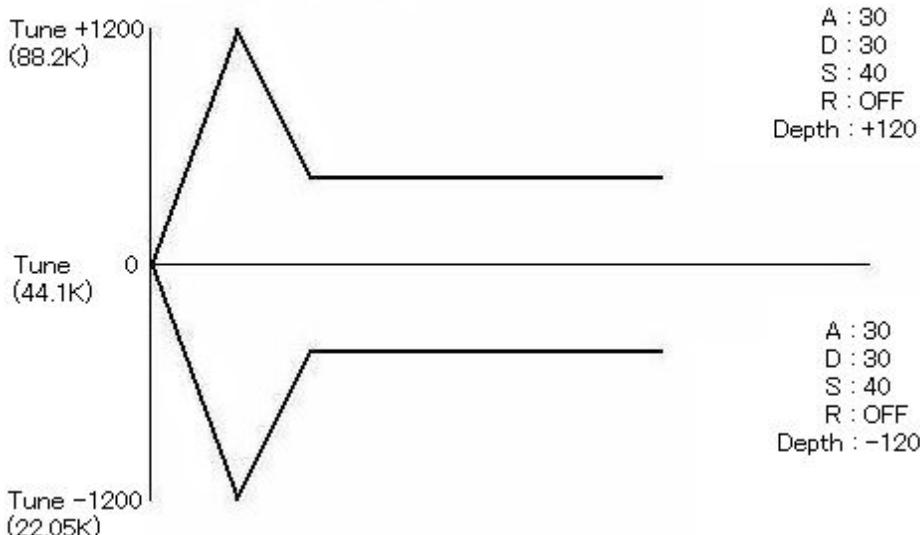
When note-on is carried out, playback speed starts from 44.1K.

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

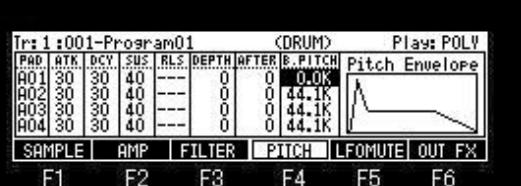
AFTER(Aftertouch) : +/- 120 = TUNE of +/- 1200 cent changes with the pressures of a pad.

The value of Aftertouch is added to the value of ADSR Depth.

Base pitch : 44.1K



■ Base Pitch 0.0K



When note-on is carried out, playback speed starts from 0.

Depth : +120 = Playback speed increases from 0 to 2X.

Depth : -120 = Reverse playback speed increases from 0 to 2X.

As for Aftertouch, Depth of ADSR changes with the pressures of a pad.

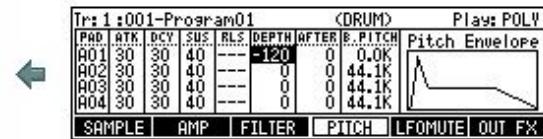
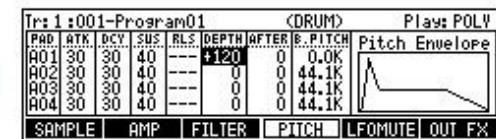
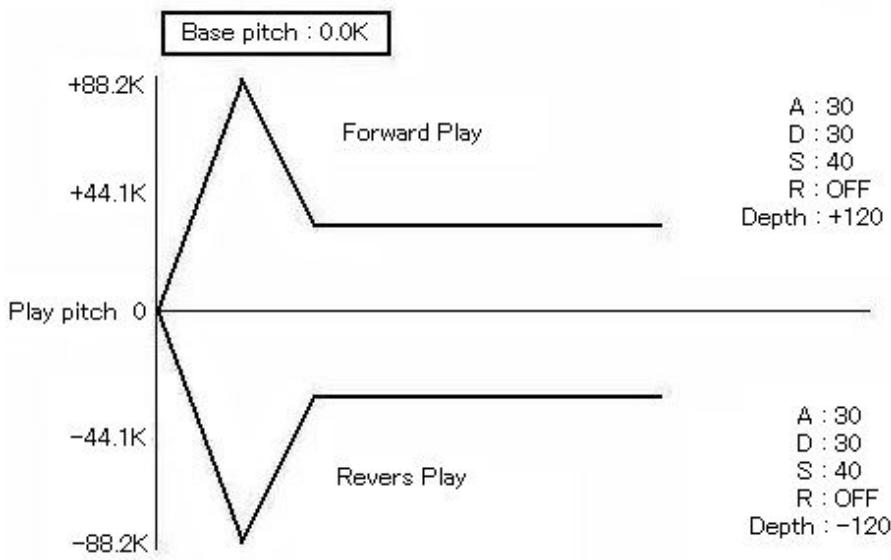
The value of Aftertouch is added to the value of ADSR Depth.

In this mode, an effect which turned and stopped the record player by hand is acquired.

Depth : + xx = Forward plays

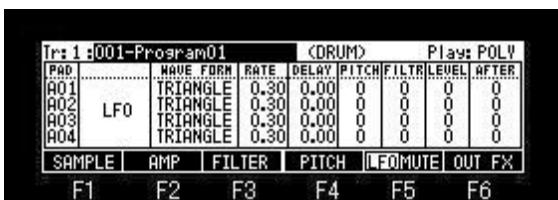
Depth : -xx = Revers plays

Note: When the value of DEPTH and AFTER is 0, there is no sound.



LFO(Low Frequency Oscillator)

■ The effect of a vibrato or a tremolo is given to the sound of a sample.



WAVE FORM	Please select the waveform of LFO.					
	TRIANGLE	SINE	SQUARE	SAW	SAW DOWN	RANDOM
RATE	You can set the cycle (speed) of the LFO. (0.12-99.00) 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. (0.00-99.00) 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".					
PITCH	You can set a value to change the pitch of the sample. (Vibrate effect). (0-100) 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 to change the filter of the sample. (WOW effect) (0-100) The lower this value, the less the WOW becomes, and vice versa. This parameter works based upon the setting in the F3(FILTER).					
LEVEL	You can set this value to change the level of a sample. (Tremolo effect) (0-100) The lower this value, the less tremolo effect, the larger the value, the more tremolo effect.					
AFTER	The depth of LFO changes by a pressure. (Only pitch) (0-100) If this value is high, an effect will be acquired deeply.					

■ 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.)

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	MUTE	OFF	OFF	OFF	OFF	OFF
A02	SIMULT/CYCLE	MUTE	OFF	OFF	OFF	OFF
A03	MUTE	OFF	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

Please select "MUTE" in the column of MODE.

Next, when the pad of the "PAD" column is hit, please choose the pad which wants to stop playback in the column of "TARGET".

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	MUTE	A02	A03	A04	OFF	OFF
A02	SIMULT/CYCLE	MUTE	OFF	OFF	OFF	OFF
A03	MUTE	OFF	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

In a setup of the above figure, if a pad A01 is hit during playback of samples, playback of the sample of a pad A02, A03, and A04 will be stopped

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

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	MUTE	---	---	---	---	1
A02	SIMULT/CYCLE	MUTE	---	---	---	1
A03	MUTE	---	---	---	---	1
A04	MUTE	---	---	---	---	2
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

In the case of a setup of the above figure

As for the sample assigned to A01, playback will be carried out, if a pad A01 is hit during playback of samples.

However, the playback of the sample of A02 and A03 assigned to the pad of the same group number is stopped.

If a pad A02 is hit, the sample assigned to A02 will be played, and playback of the sample assigned to A01 and A03 is stopped.

If a pad A03 is hit, the sample assigned to A03 will be played, and playback of the sample assigned to A01 and A02 is stopped.

If a pad A04 is hit, the sample assigned to A04 will be played, and playback of the sample assigned to A05 is stopped.

If a pad A05 is hit, the sample assigned to A05 will be played, and playback of the sample assigned to A04 is stopped.

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

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

SIMULT1

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	SIMULT1	OFF	OFF	OFF	OFF	---
A02	MUTE	OFF	OFF	OFF	OFF	OFF
A03	MUTE	OFF	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

When you select SIMULT1 in a "MODE" column and the pad of the "PAD" column is hit, please choose a pad to make it pronounce simultaneously in a "TARGET" column.

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	SIMULT1	A02	A03	OFF	OFF	---
A02	SIMULT/CYCLE	MUTE	OFF	OFF	OFF	OFF
A03	MUTE	OFF	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

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	If a pad A01 is hit, a pad A02 and a pad A03 will also be recorded as an event.
-----------	---

Playback	Even if the event of the pad A01 currently recorded is played, a pad A02 and a pad A03 are not pronounced. (It overlaps with the event of A02 and A03 currently recorded, and does not sound)
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SIMULT2

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	MUTE/	SIMULT2	A02	A03	OFF	OFF
A02	MUTE/	SIMULT2	OFF	OFF	OFF	OFF
A03	CYCLE	MUTE	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

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.

Behavior in case of the mode which a pattern can play back.

For example, when SIMULT1 or SIMULT2 are the following setup.

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	SIMULT1	A02	A03	OFF	OFF	OFF
A02	MUTE/	OFF	OFF	OFF	OFF	OFF
A03	SIMULT1	MUTE	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	SIMULT2	A02	A03	OFF	OFF	OFF
A02	MUTE/	OFF	OFF	OFF	OFF	OFF
A03	SIMULT2	MUTE	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

When the pattern is assigned to A01, simult does not work. (A02 and A03 are not pronounced)

Moreover, a pattern is not played back when the pad with which the pattern is assigned is set as the pad of a target.

For example, when a sample is assigned to A01 and the pattern is assigned to A02 and A03, even if it hits A01, the pattern of A02 and A03 is not played back.

In this case, the sample to which A02 and A03 are set by the program is pronounced.

Notes

It does not work to the MIDI NOTE.

In the case of SIMULT2, Q-Link works only to the pad of a master.

CYCLE (The pad pronounced will cycle switching to the numerical order of a "TARGET", each time the pad is hit.)

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	CYCLE	OFF	OFF	OFF	OFF	---
A02	MUTE/	OFF	OFF	OFF	OFF	OFF
A03	SIMULT1	MUTE	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

Please select CYCLE in the column of MODE and set to TARGET1-TARGET4 the pad with which the sample which you want to switch is assigned.



Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	CYCLE	A02	A03	A04	A05	---
A02	MUTE/	OFF	OFF	OFF	OFF	OFF
A03	SIMULT1	MUTE	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

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. (TARGET of OFF is skipped)

Tr: 1 :001-Program01		<DRUM>				Play: POLY
PAD	MODE	TARGET1	TARGET2	TARGET3	TARGET4	GROUP
A01	CyclRnd	A02	A03	A04	A05	---
A02	MUTE/	OFF	OFF	OFF	OFF	OFF
A03	SIMULT1	MUTE	OFF	OFF	OFF	OFF
A04	MUTE	OFF	OFF	OFF	OFF	OFF
SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT FX	
F1	F2	F3	F4	F5	F6	

If "CyclRnd" is select in the column of MODE, it will switch at random. (The target of OFF is not skipped.)

J120.0(S) 4/4 01-Sequence01		Bars: 2 Loop: OFF			
N:001.01.001	1	2	3	4	5
1 DRUM					
Track01	Param: Program01				
Q1:OFF	A01:CYCLE	A02	A03	A04	A05
					MIDI:OFF
T.C.	CLICK	TR -	TR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

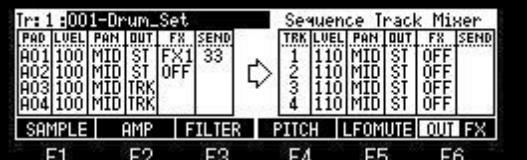
On a main screen, it is displayed as shown in the above figure, and the pad pronounced next is shown by the arrow.

Notes

It does not work to the MIDI NOTE.

Even if it set to TARGET the pad with which the pattern is set, only the sample assigned by the program is pronounced.

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



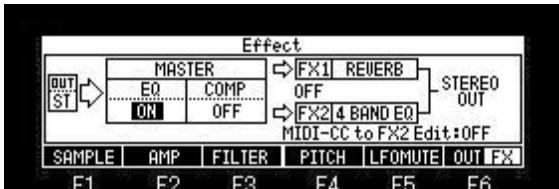
Notes: The sequence memorizes the setups (value of parameters) of the track mixer.

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) L is outputted to L of STEREO OUT and R is outputted to R of STEREO OUT. (Selection only in MPC1000)	
FX:	<p>The setting of the track mixer will be referred to for OUT when TRK is set.</p>	
SEND:	<p>[MODE]+PAD8(MIXER)</p> <p>The setting of the track mixer will be referred to for OUT when TR is set.</p>	

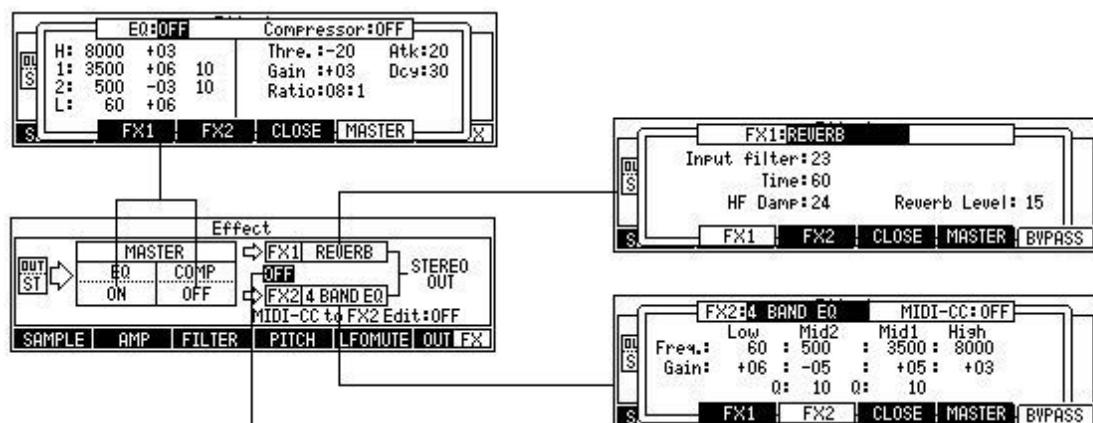
Notes

A sequence memorizes a setup of a truck mixer.

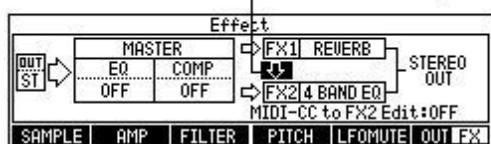
Therefore, if a setup of a truck mixer is changed, please save a sequence.



MASTER EQ:	The equalizer of a master is applied when it is ON.
MASTER COMP:	The compressor of a master is applied when it is ON.
FX1,FX2:	Please select the effect to be used.
MIDI-CC to FX2 Edit:	When you operate the value of the parameter of FX2 by a MIDI controller, please turn ON.



— Please change this into an down arrow to apply the effect of FX2 to the sound of FX1.



■ 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.

The value of a column can be adjusted also with Q1 slider.

Range of the musical scale which a sample uses

Original key of a sample

Tr: 1 :001-Brass (INST) OVERLAP		
SAMPLE	AMP	FILTER
1 35 B_0 98 D_6 SAW_A_3	69A_3	100+00.00
2 35 B_0 98 D_6		100+00.00
3 35 B_0 98 D_6		100+00.00
4 35 B_0 98 D_6		100+00.00
SAMPLE	AMP	FILTER

Please set the range of the musical scale which the original key(note) of a sample and a sample and a sample use.

In the case of the above figure, sample "SAW_A_3" is set as a sound of TUNE 00.00 of a note A_3.

And musical scale to B_0-D_6 is assigned automatically.

About the original key of a sample

As for the sample to which the note is not set, C_3 is set by a default.

The sample has memorized the note of a sample.

Therefore, when the note of a sample is changed, please save a sample.

Sample list					
	SAMPLE	ORIGINAL	TUNE	LEVEL	OVERLAP
1	001-Microphone C5	84 C_5	+00.00	LOOP	FO
2	001-Microphone C6	96 C_6	+00.00	LOOP	FO
3	001-Microphone D3	62 D_3	+00.00	LOOP	FO
4	001-Microphone G2	55 G_2	+00.00	LOOP	FO
S	PURGE DELETE RENAME SELECT COPY CANCEL X				

An asterisk is displayed on the sample to which edit or change was added.

NON-OVERLAP mode

Tr: 1 :001-Program01 (INST) OVERLAP					
SAMPLE	AMP	FILTER	PITCH	LFO	OUT FX
1 36 C_1 99 D#6				80	+00.00
2 36 C_1 99 D#6				80	+00.00
3 36 C_1 99 D#6				80	+00.00
4 36 C_1 99 D#6				80	+00.00
SAMPLE	AMP	FILTER	PITCH	LFO	OUT FX
F1 F2 F3 F4 F5 F6					

It will become NON-OVERLAP if a DATA wheel is turned to the right in the OVERLAP field.

Tr: 1 :001-Program01 (INST) NON-OVERLAP									
SAMPLE	ORIGINAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1			21						80
2			109						80
3			109						80
4			109						80
SAMPLE	AMP	FILTER	PITCH	LFO	OUT FX				
F1 F2 F3 F4 F5 F6									

Original key of a sample

Range of the musical scale which a sample uses

Tr: 1 :001-07Harpsichord (INST) NON-OVERLAP									
SAMPLE	ORIGINAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Harpsichord31	31G_0	21							80
2 Harpsichord36	36C_1	34							80
3 Harpsichord44	44G#1	41							80
4 Harpsichord51	51D#2	48							80
SAMPLE	AMP	FILTER	PITCH	LFO	OUT FX				
F1 F2 F3 F4 F5 F6									

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

Tr: 1 :002-Program01		<INST> NON-OVERLAP							
SAMPLE	DRENAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano B0	35B_0	21	1						80
2		109							80
3		109							80
4		109							80

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.



Tr: 1 :002-Program01		<INST> NON-OVERLAP							
SAMPLE	DRENAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano B0	35B_0	21	1						80
2		109							80
3		109							80
4		109							80

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



Tr: 1 :002-Program01		<INST> NON-OVERLAP							
SAMPLE	DRENAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano F0	29F_0	28	1						80
3 Piano G0	31G_0	31	1						80
4 Piano B0	35B_0	34	1						80

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



Tr: 1 :002-Program01		<INST> NON-OVERLAP							
SAMPLE	DRENAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano F0	29F_0	28	1						80
3 Piano G0	31G_0	31	1						80
4 Piano B0	35B_0	34	1						80

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



Tr: 1 :002-Program01		<INST> NON-OVERLAP							
SAMPLE	DRENAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano F0	29F_0	28	1						80
3 Piano G0	31G_0	31	1						80
4 Piano B0	35B_0	34	1						80

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

Tr: 1:002-Program01		<INST>						NON-OVERLAP	
SAMPLE	DRCHAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano F0	29F_0	28	1						80
3 Piano G0	31G_0	31	1						80
4 Piano B0	35B_0	34	1						80

SAMPLE AMP FILTER PITCH LFO OUT FX

F1 F2 F3 F4 F5 F6

DELETE

Tr: 1:002-Program01		<INST>						NON-OVERLAP	
SAMPLE	DRCHAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano F0	29F_0	28	1						80
3 Piano G0	31G_0	31	1						80
4 Piano B0	35B_0	34	1						80

SAMPLE AMP FILTER PITCH LFO OUT FX

F1 F2 F3 F4 F5 F6

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



Tr: 1:002-Program01		<INST>						NON-OVERLAP	
SAMPLE	DRCHAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano F0	29F_0	28	1						80
3 Piano G0	31G_0	31	1						80
4 Piano B0	35B_0	34	1						80

AutoSet PACK INSERT DELETE

F1 F2 F3 F4 F5 F6

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



Tr: 1:002-Program01		<INST>						NON-OVERLAP	
SAMPLE	DRCHAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano G0	31G_0	31	1						80
3 Piano B0	35B_0	34	1						80
4 Piano D1	38D_1	37	1						80

SAMPLE AMP FILTER PITCH LFO OUT FX

F1 F2 F3 F4 F5 F6

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

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

Tr: 1:001-01Grand Piano		<INST>						NON-OVERLAP	
SAMPLE	DRCHAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano F0	29F_0	28	1						80
3 Piano G0	31G_0	31	1						80
4 Piano B0	35B_0	34	1						80

SAMPLE AMP FILTER PITCH LFO OUT FX

F1 F2 F3 F4 F5 F6

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



Tr: 1:001-01Grand Piano		<INST>						NON-OVERLAP	
SAMPLE	DRCHAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano F0	29F_0	28	1						80
3 Piano G0	31G_0	31	1						80
4 Piano B0	35B_0	34	1						80

AutoSet PACK INSERT DELETE

F1 F2 F3 F4 F5 F6

Tr: 1:001-01Grand Piano		<INST>						NON-OVERLAP	
SAMPLE	DRCHAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D_0	21	1						80
2 Piano F0	29F_0	28	1						80
3 Piano G0	31G_0	31	1						80
4 Piano B0	35B_0	34	1						80

ALL PGM: CANCEL: DO IT

F1 F2 F3 F4 F5 F6

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 packed program, P mark is displayed.

Tr: 1:001@01Grand Piano		<INST PACK>						NON-OVERLAP	
PACKED SAMPLE	DRCHAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 [1]Piano D0	21	1							80
2 [2]Piano F0	28	1							80
3 [3]Piano G0	31	1							80
4 [4]Piano B0	34	1							80

SAMPLE AMP FILTER PITCH LFO OUT FX

F1 F2 F3 F4 F5 F6

Tr: 1:001@01Grand Piano		<INST PACK>						NON-OVERLAP	
PACKED SAMPLE	DRCHAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 [1]Piano D0	21	1							80
2 [2]Piano F0	28	1							80
3 [3]Piano G0	31	1							80
4 [4]Piano B0	34	1							80

SAMPLE AMP FILTER PITCH LFO OUT FX

Since the sample of the packed program cannot be changed, cursor movement to the sample field cannot be performed. (in the case of INST)
The packed sample is not displayed in the trim and the sample list.

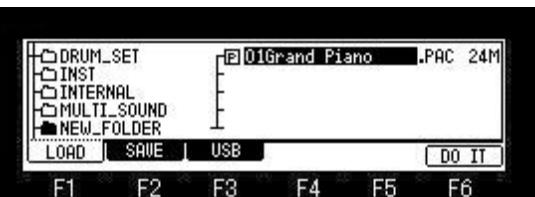
Even if it packs, the capacity of a memory does not increase.

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.

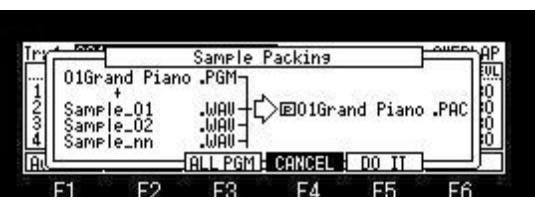


In save mode, it is displayed as a program.



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

- All the programs are packed.

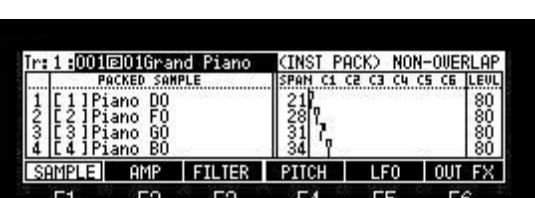


If F3 (ALL PGM) button is pressed in the window of "Sample Packing", the window of "Pack ALL Programs" will open.



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

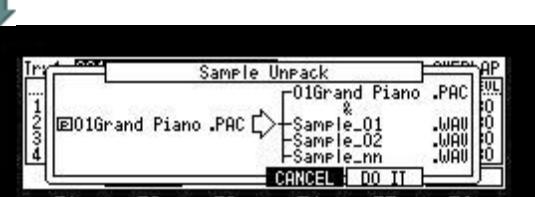
- The packed program is restored.



Please select the program which you want to restore and press [SHIFT]+F2 (UNPACK) button.



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

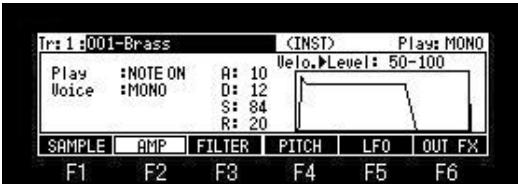


Tr: 1 :001@01Grand Piano		(INST)							
SAMPLE	BRDNAL	SPAN	C1	C2	C3	C4	C5	C6	LEVEL
1 Piano D0	26D-0	21%							80
2 Piano F0	29F-0	28%							80
3 Piano G0	31G-0	31%							80
4 Piano B0	35B-0	34%							80

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



POLY: Two or more notes can be pronounced simultaneously.
 MONO: Two or more notes are not pronounced simultaneously
 Only one note is pronounced.



Note: The value of a parameter can be set also with Q1 slider.

Play	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.
Voice	POLY	It opts for the behavior when pronouncing the same note during a release.
	MONO	The sound during release pronounces a new note, without erasing.

Velo.►Level

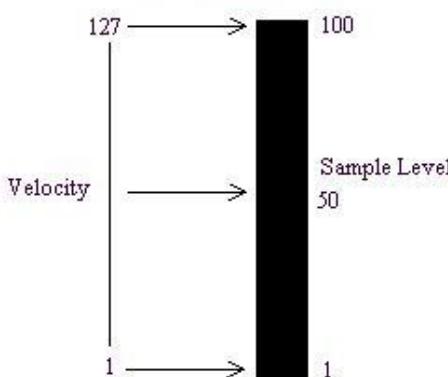
The curve of volume against velocity is determined.

When this value is low, by a velocity, volume is wide range changes.

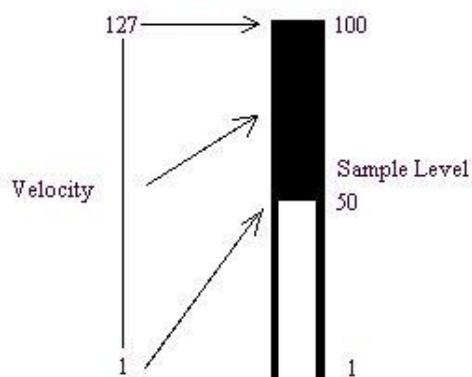
When this value is high, by a velocity, volume is narrow range changes.

When this value is 100, it always becomes the same as a velocity 127.

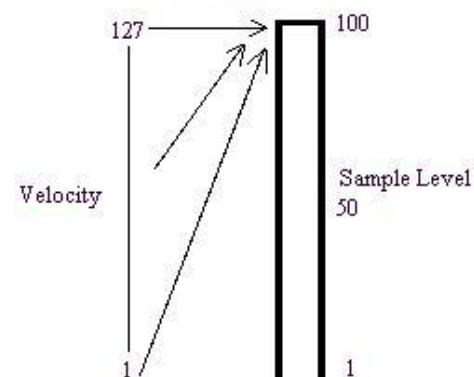
Velo.►Level : 1 - 100



Velo.►Level : 50 - 100



Velo.►Level : 100 - 100



Velocity 1 - 127 → Level 1 - 100

Velocity 1 - 127 → Level 50 - 100

Velocity 1 - 127 → Level 100 - 100

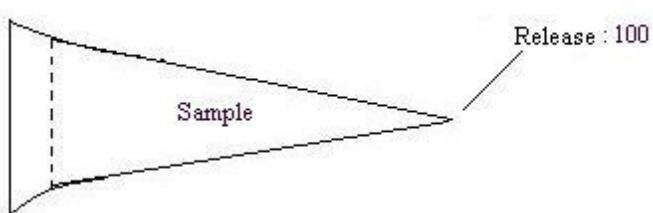
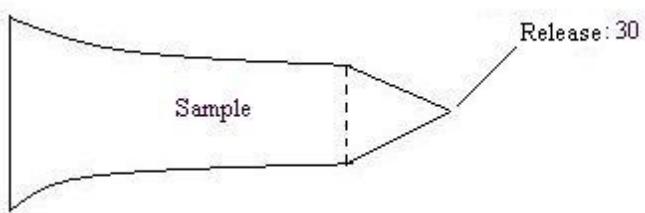
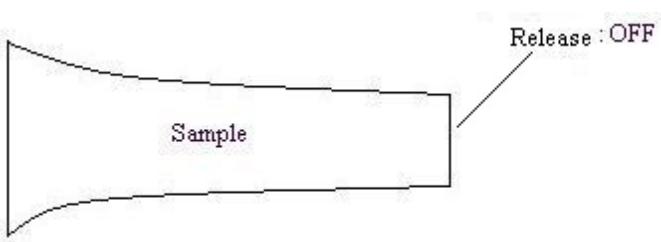
A---(Attack) Time until it reaches the maximum volume of the sound from NOTE ON is set.

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

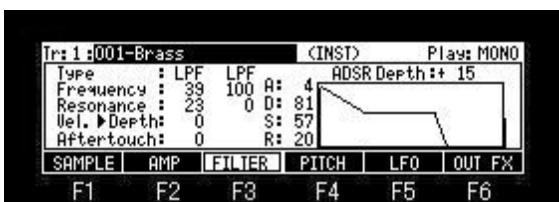
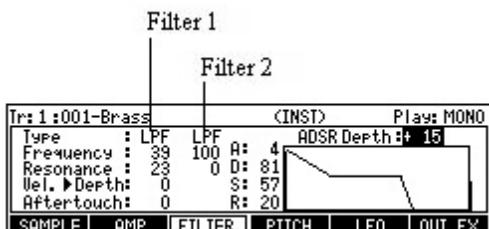
S---(Sustain) After Decay finishes, the volume pronounced as long as sound is sounding is set.

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

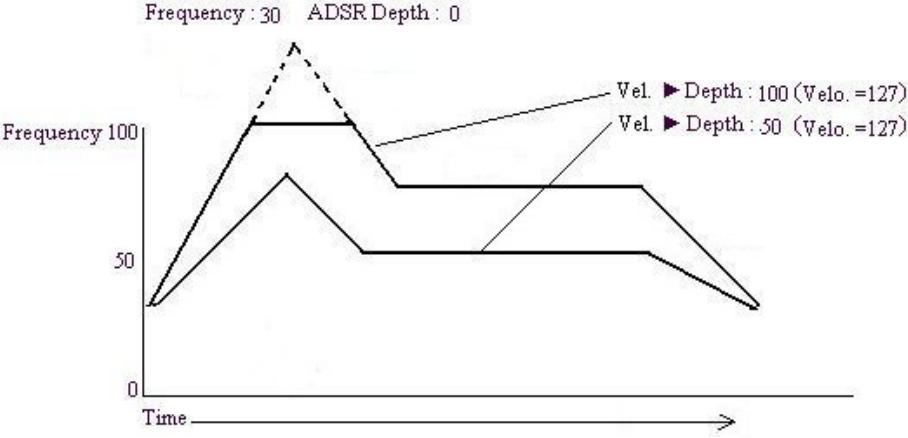
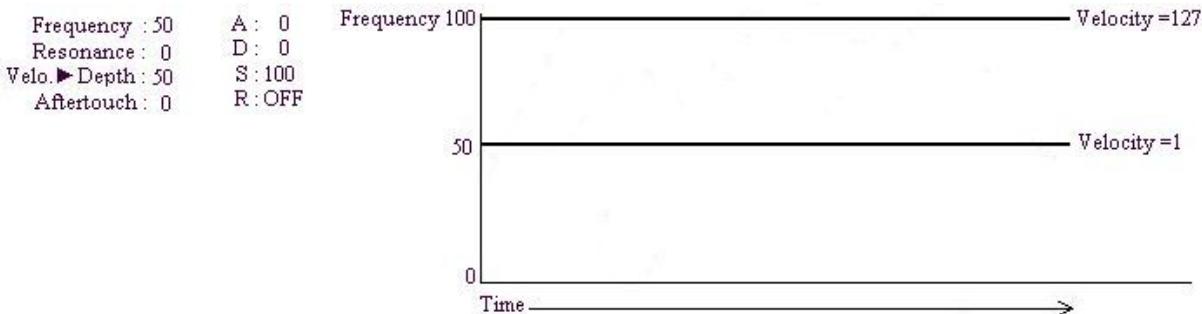
As shown in the following figure, when a Play is ONE SHOT, "Release" works.



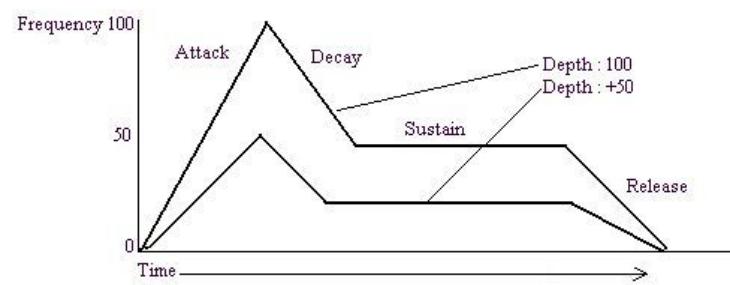
FILTER (INST)



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

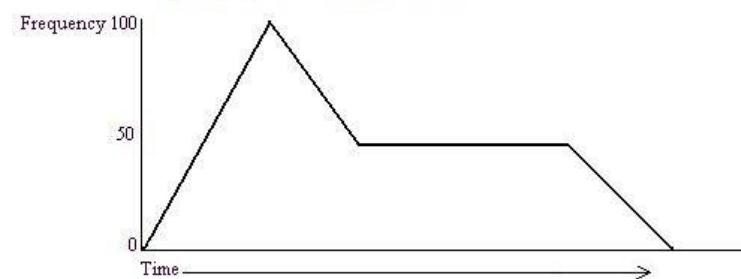
Type	<p>Please select the kind of filter.</p> <p>LPF(LOW PASS): This filter cuts out the high frequencies and passes the low frequencies. BPF(BAND PASS): The filter passes the specific frequencies and cuts out the other frequencies. HPF(HIGH PASS): This filter cuts out the low frequencies and passes the high frequencies. EQL(Equalizer Low): Low sound is boost and cut. (This parameter is not in MPC2500) EQH(Equalizer High): High sound is boost and cut. (This parameter is not in MPC2500) LNK(Filter2): The always same setting as a filter 1 is applied.</p>
Frequency	Please set the cut off frequency. (0-100) When TYPE are EQL and EQH. Boost/Cut (-100 to +100)
Resonance	If you set the resonance value at a larger value, the frequencies set in the "Frequency" column will be boosted more. (0-100)
Vel.▶Depth	<p>The value of Velocity is added to ADSR Depth.</p> <p>Example Vel.▶Depth:100 1-100 is added to ADSR Depth by Velocity.</p> <p>Vel.▶Depth:50 1-50 is added to ADSR Depth by Velocity.</p>  <p>When Cutoff wants to change by Velocity (ADSR is not used), please set the value of ADSR as follows. In the following example, it changes Frequency 50-100 by Velocity.</p> 
Aftertouch	<p>The value of the pressure of a pad is added to Frequency.</p> <p>Example Aftertouch: +100 1-100 is added to Frequency by the pressure.</p> <p>Aftertouch: -50 -1 to -50 is added to Frequency by the pressure.</p>
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.
R(Release)	Time until it reaches a value of "FRQ" from NOTE OFF is set. (Release cannot be set when PLAY MODE is ONE SHOT)
ADSR Depth	Quantity whose effect of ADSR to a filter is effective. If the value here is 0, ADSR will not work.

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

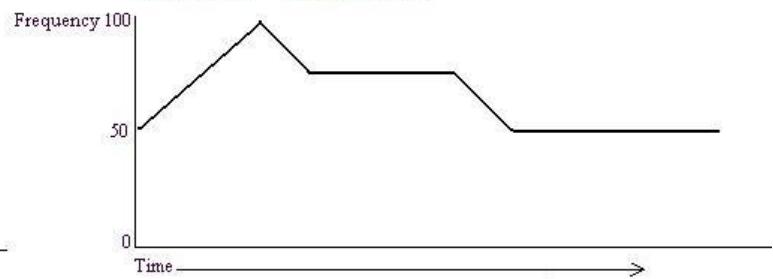


■ The value of ADSR is added to the value of Frequency of a Filter parameter.

Frequency : 0 ADSR Depth : +100

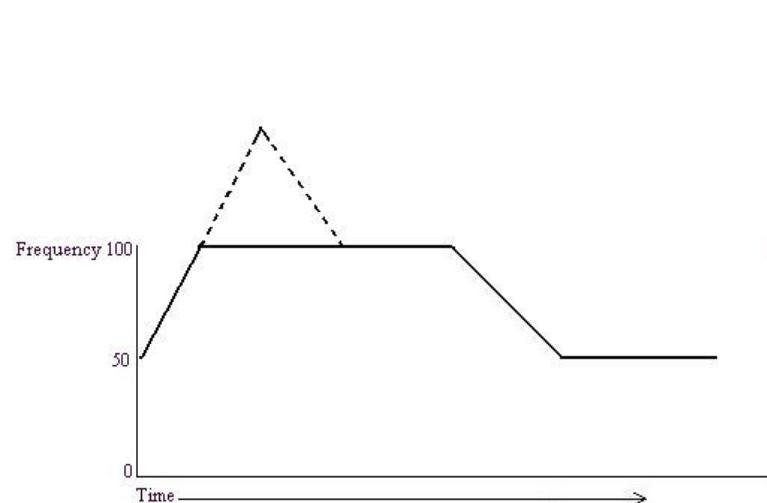


Frequency : 50 ADSR Depth : +50

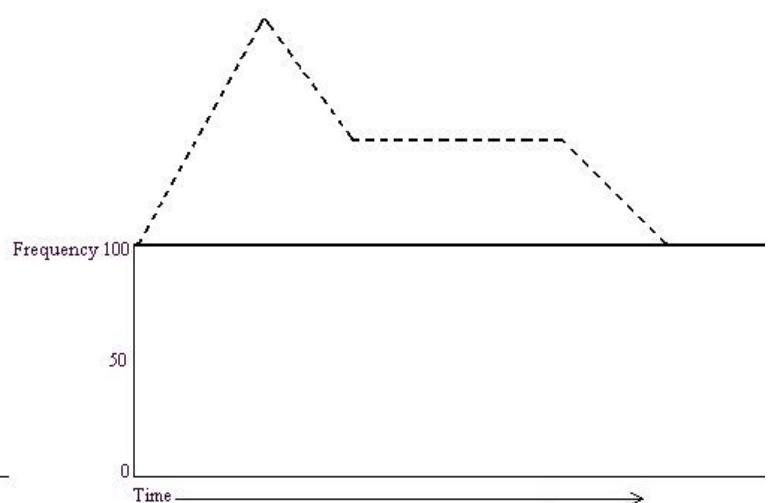


When the result of addition is 100 or more, it is the same as 100.

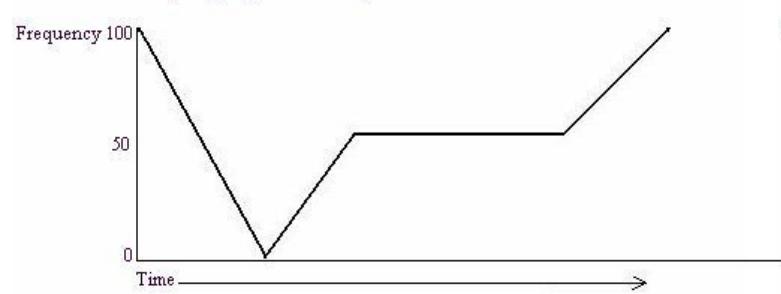
Frequency : 50 ADSR Depth : +100



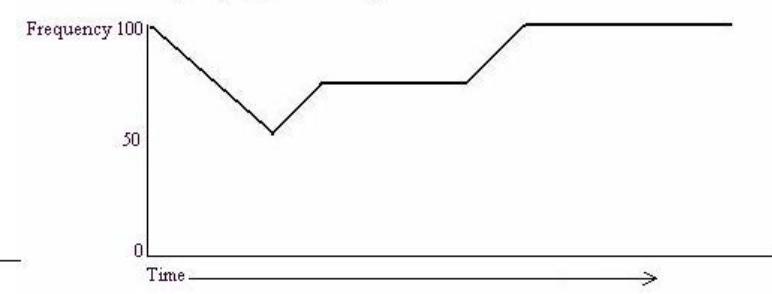
Frequency : 100 ADSR Depth : +100



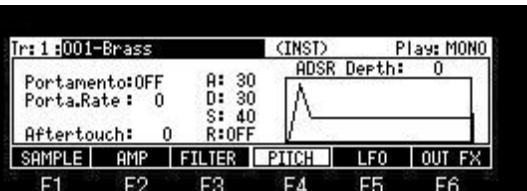
Frequency : 100 ADSR Depth : -100



Frequency : 100 ADSR Depth : -50



PITCH (INST)



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

Aftertouch : +/- 120 = TUNE of +/- 1200 cent changes with the pressures of a pad.

The value of Aftertouch is added to the value of ADSR Depth.

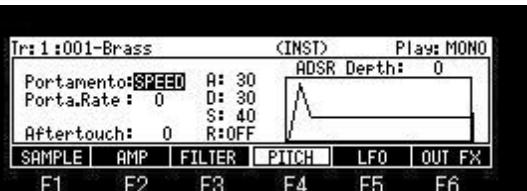
A---(Attack) Time until reaching the value of NOTO ON to ADSR Depth is set.

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

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

R---(Release) Time until it reaches a value (ADSR Depth: 0) of a start from NOTE OFF is set. (Release cannot be set when PLAY MODE is ONE SHOT)

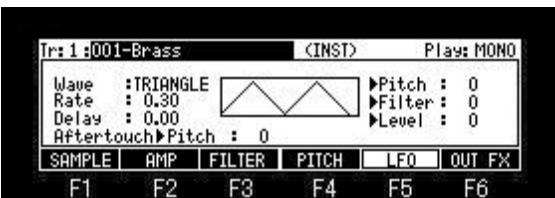
■ Portamento (When moving from a certain sound to another sound, it moves changing sound smoothly.)



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.
Port.Rate		Specifies the speed at which the pitch will change.

LFO (INST)

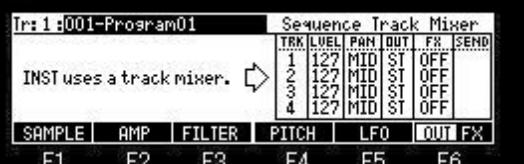
■ The effect of a vibrato or a tremolo is given to the sound of a sample.



Wave	Please select the waveform of LFO.
	TRIANGLE SINE SQUARE SAW SAW DOWN RANDOM
Rate	You can set the cycle (speed) of the LFO. (0.12-99.00) 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. (0.00-99.00) 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".
Aftertouch▶Pitch	The depth of LFO of Pitch changes by a pressure. (0-100) If this value is high, an effect will be acquired deeply.
Pitch	You can set a value to change the pitch of the sample. (Vibrate effect). (0-100) 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 to change the filter of the sample. (WOW effect) (0-100) The lower this value, the less the WOW becomes, and vice versa. This parameter works based upon the setting in the F3(FILTER).
Level	You can set this value to change the level of a sample. (Tremolo effect) (0-100) The lower this value, the less tremolo effect, the larger the value, the more tremolo effect.

OUT FX(INST)

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



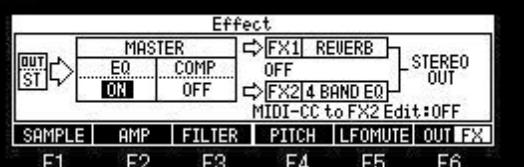
Notes: The sequence memorizes the setups (value of parameters) of the track mixer.

LVEL:	Please set an output level.
PAN:	Please set the value of PAN.
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) L is outputted to L of STEREO OUT and R is outputted to R of STEREO OUT. (Selection only in MPC1000)
FX:	Please set, when you apply an effect. OFF: Don't use an effect. (However, the effect of a master is applied. When EQ and COMP are ON) FX1: The effect selected by FX1 is applied. FX2: The effect selected by FX2 is applied. Note: Selection is possible only when ST is select in the OUT column.
SEND:	Please set the amount that an effect is applied to. (It can set, only when REVERB or DELAY is select with the effect.)

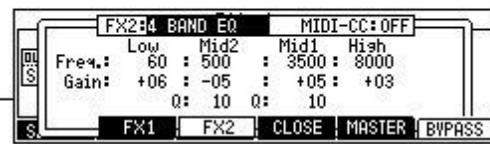
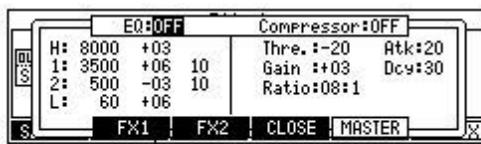
Notes

A sequence memorizes a setup of a truck mixer.

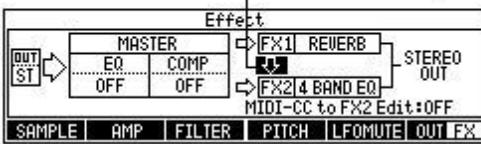
Therefore, if a setup of a truck mixer is changed, please save a sequence.



MASTER EQ:	The equalizer of a master is applied when it is ON.
MASTER COMP:	The compressor of a master is applied when it is ON.
FX1,FX2:	Please select the effect to be used.
MIDI-CC to FX2 Edit:	When you operate the value of the parameter of FX2 by a MIDI controller, please turn ON.



Please change this into an down arrow to apply the effect of FX2 to the sound of FX1.



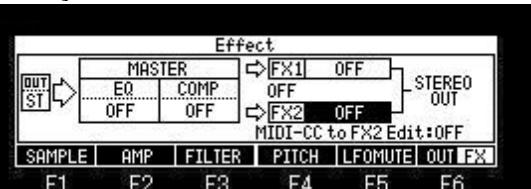
■ The parameter of FX2 is controllable by a MIDI controller. (Parameter of FX1 is not controllable)

Note

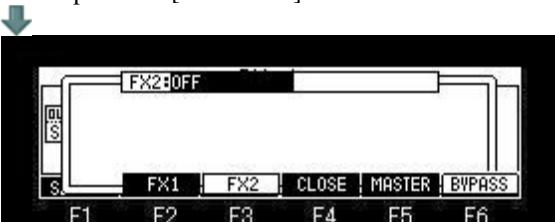
If the value of Time of DELAY is changed during a play, a noise will occur.
This is a limit of CPU which is not a bug.

The method of a setup.

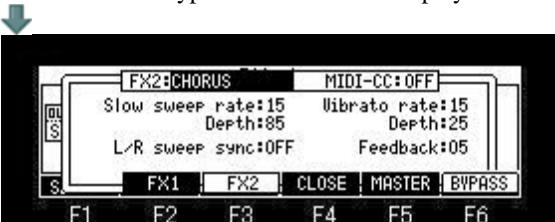
[MODE]+PAD7



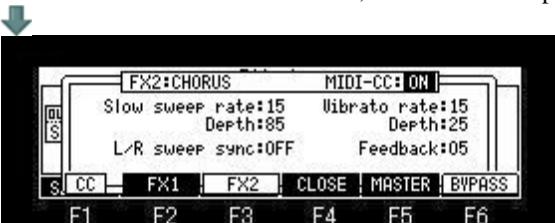
Please press the [WINDOW] button in the FX2 field of a program screen.



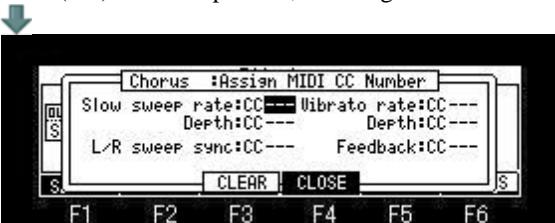
Selection of the type of an effect will display the MIDI-CC field.



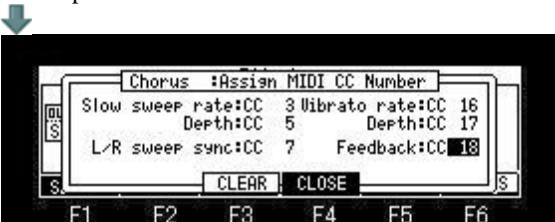
If the MIDI-CC field is turned ON, "CC" will be displayed on F6.



If F1 (CC) button is pressed, the assignment screen of MIDI CC will be displayed.

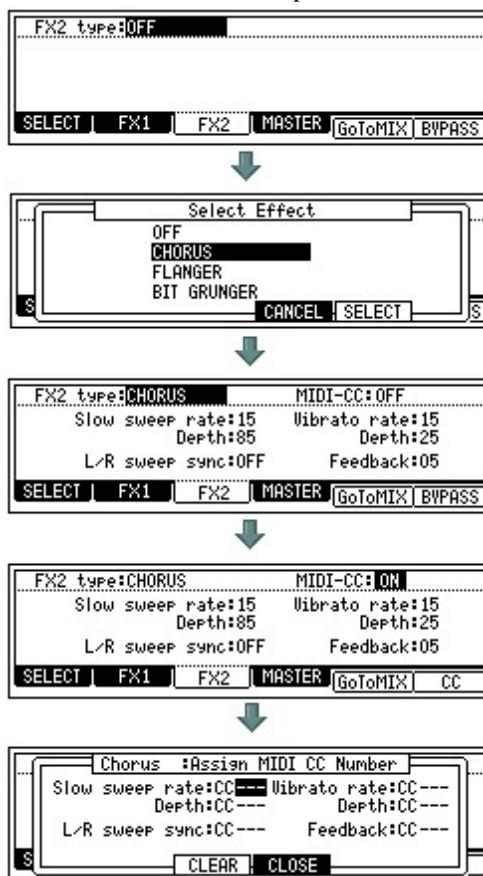


If the knob and slider of a MIDI controller to assign are moved, the received control change number will be automatically set to the parameter of the cursor position.

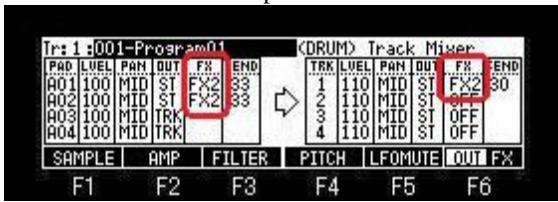


A setup of assigned MIDI CC is memorized by the system by pressing the MAIN button.

The set of MIDI CC can be performed even from the mode of [MODE]+PAD12 (EFFECT).



Please set FX column of pads or tracks to FX2.



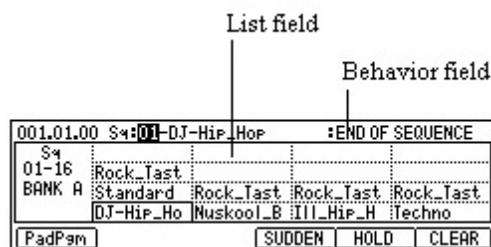
Priority is given to left-hand side and the upper parameter when the same control change number is set as two or more parameters.



For example, as shown in the above figure, when it is set, it is effective only against Rate.

■ You can select a sequence that you wish to play next, by hitting the pads.

[NEXT SEQ] Screen

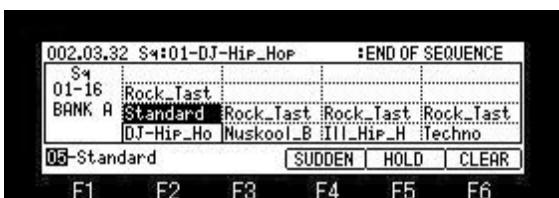
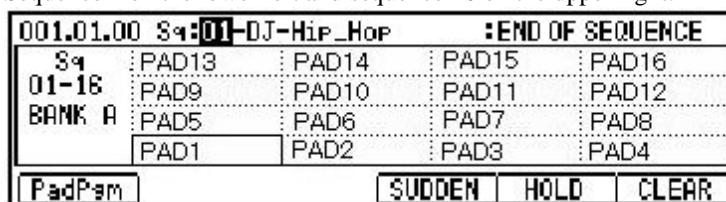


The List field displays the first 8 letters of the sequence name

You can display 16 pads at one time, allowing you to display 1 to 64 sequences by switching pad banks.

The sequences are displayed according to the position of the pads;

Sequence 1 on the lower left and sequence 16 on the upper right.



Please play back a sequence.

And please choose with a pad the sequence which you want to play back next.

The number and name of the selected sequence will be displayed below the screen. (When the behavior field is "END OF SEQUENCE")

Behavior field	
END OF SEQUENCE:	The MPC will switch to the next sequence after it plays the current sequence to the end.
IMMEDIATELY START:	It switch to the selected sequence immediately and is played back from a start.
IMMEDIATELY PLAY:	It switch to the selected sequence immediately and is played back from the current position.

F4(SUDDEN)

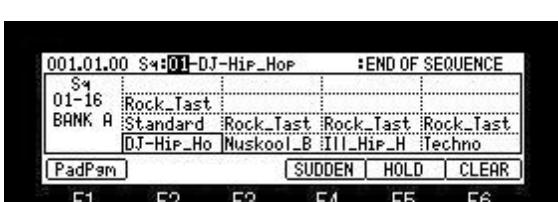
If F4 (SUDDEN) button is pressed while playing back a sequence, it will switch to the next sequence immediately.
(Effective, only when the behavior field is "END OF SEQUENCE")

F5(HOLD)

If you press the F5 (HOLD) button, the MPC will keep playing back the current sequence until you press the F5 (HOLD) again.
(Effective, only when the behavior field is "END OF SEQUENCE")

F6(CLEAR)

If F6 (CLEAR) button is pressed, a sequence to play back next will be canceled.



Please refer to "Program is switched by hitting the pads" for F1 (PadPgm).

Program is switched by hitting the pads.

- The program can be switched by hitting the pads.

001.01.00 S4:01-DJ-Hip_Hop				:END OF SEQUENCE	
S4	01-16	Rock_Tast			
BANK A	Standard	Rock_Tast	Rock_Tast	Rock_Tast	
	DJ-Hip_Ho	Muskool_B	III_Hip_H	Techno	
PadPgm		SUDDEN	HOLD	CLEAR	
F1	F2	F3	F4	F5	F6

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



001.01.00 S4:01-DJ-Hip_Hop				:END OF SEQUENCE	
S4	01-16	Rock_Tast			
1	Str&Bass	UK_Kit	(Unused)		
	R-D&B_Set	Rock_GTR	R_Bass	Standard_	
	III_Hip_S	LA_Kit	M_Bass	Muskool_S	
	Program01_Arp_Wave	DJ-Hip_Se	E_Kit		
PadPgm		SUDDEN	HOLD	CLEAR	
F1	F2	F3	F4	F5	F6

A program name is displayed in a program mode.

Displays the first 8 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.

001.01.00 S4:01-DJ-Hip_Hop				
	PAD13	PAD14	PAD15	PAD16
1	PAD9	PAD10	PAD11	PAD12
	PAD5	PAD6	PAD7	PAD8
	PAD1	PAD2	PAD3	PAD4
PadPgm				

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.

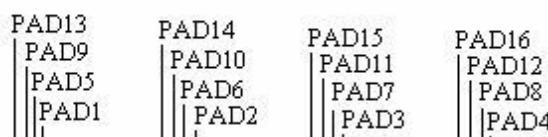
TRACK MUTE

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

When you want to record track mute events on a sequence,

Please press [PLAY] or the [PLAY START] button, pressing [REC] or the [OVER DUB] button.

The tracks are displayed according to the position of the pads



001.01.00 S4:01 Sequence01 Use events: ON			
	Track13	Track14	Track15
1	Track09	Track10	Track11
=PLAY	Track05	Track06	Track07
=MUTE	Track01	Track02	Track03
ALLMUTE	CLEAR	PadMute Act.Trk	Solo

You can display 1 to 64 tracks by switching pad banks.

When LED of PAD BANK A is on (the LED is lit)

001.01.00 S4:01 Sequence01 Use events: ON			
	Track13	Track14	Track15
1	Track09	Track10	Track11
=PLAY	Track05	Track06	Track07
=MUTE	Track01	Track02	Track03
ALLMUTE	CLEAR	PadMute Act.Trk	Solo

When LED of PAD BANK B is on (the LED is lit)

001.01.00 S4:01 Sequence01 Use events: ON			
	Track29	Track30	Track31
1	Track25	Track26	Track27
=PLAY	Track21	Track22	Track23
=MUTE	Track17	Track18	Track19
ALLMUTE	CLEAR	PadMute Act.Trk	Solo

When LED of PAD BANK C is on (the LED is lit)

001.01.00 S4:01 Sequence01 Use events: ON			
	Track45	Track46	Track47
1	Track41	Track42	Track43
=PLAY	Track37	Track38	Track39
=MUTE	Track33	Track34	Track35
ALLMUTE	CLEAR	PadMute Act.Trk	Solo

When LED of PAD BANK D is on (the LED is lit)

001.01.00 S4:01 Sequence01 Use events: ON			
	Track61	Track62	Track63
1	Track57	Track58	Track59
=PLAY	Track53	Track54	Track55
=MUTE	Track49	Track50	Track51
ALLMUTE	CLEAR	PadMute Act.Trk	Solo

The track list displays the first 8 letters of the track name.

001.01.00 S4:01-DJ-Hip_Hop Use events: ON			
	-hrn	-rubs	-
1	-beat	-tar	-filterba -tree
=PLAY			
=MUTE			
ALLMUTE	CLEAR	PadMute Act.Trk	Solo

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

002.01.67 S4:01-DJ-Hip_Hop Use events: ON			
	-hrn	-rubs	-
1	-beat	-tar	-filterba -tree
=PLAY			
=MUTE			
ALLMUTE	CLEAR	PadMute Act.Trk	Solo

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

004.04.09 S4:01-DJ-Hip_Hop Use events: ON			
	-hrn	-rubs	-
1	-beat	-tar	-filterba -tree
=PLAY			
=MUTE			
ALLMUTE	CLEAR	PadMute Act.Trk	Solo

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

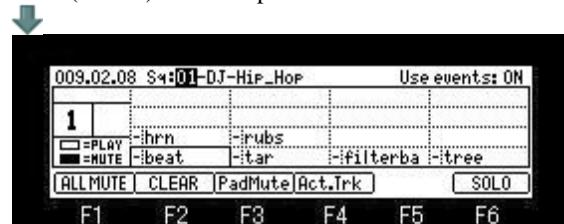


Solo mode will be canceled if F5 (UNSOLO) button is pressed.

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.

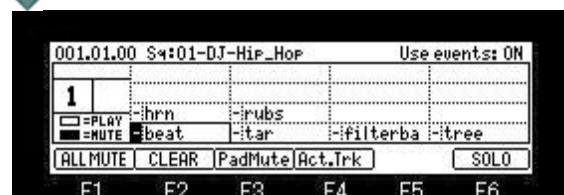


Track Mute Groups

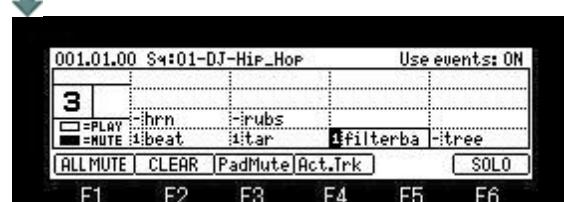
Pads can be grouped together, so hitting one pad will affect the other pads in the same group.



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)

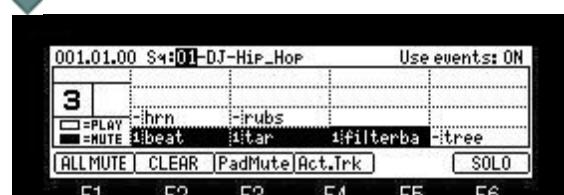


Please turn a DATA wheel and select a group number.



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.

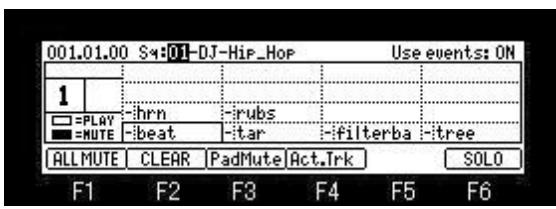
Change of an active track



If F4 (Act.Trk) button is pressed, the display of "ACTIVE" will blink and it will become the change mode of an active track.
An active track will be changed if a pad is hit. (If F4 (Act.Trk) button is pressed once again, it will return to the mode of track mute.)
Since PAD1-64 correspond to TRACK 1-64, for example, if PAD6 is hit an active track will change to TRACK 6.
Moreover, if PAD6 of BANK-B is hit, it will change to TRACK 21.
In addition, when a solo function is ON, the track of a solo always turns into an active track.

Note: An active track can be changed even if it turns a DATA wheel, pressing the [MODE] button.

■ 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.



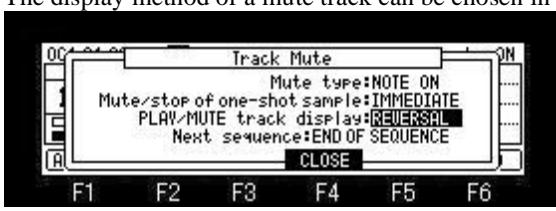
Please set "Mute/stop of one-shot sample" Field to IMMEDIATE.

THROUGH: One shot samples are always played until sample end.

IMMEDIATE: One shot samples are stopped immediately when pressing stop or muting the pad.

The display method selection of a mute track

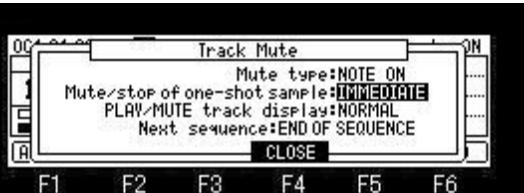
The display method of a mute track can be chosen in the "PLAY/MUTE track display" field of a "Track Mute" window.



NORMAL: A mute track is highlighted and is displayed.

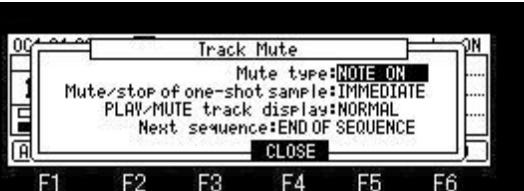
REVERSAL: A not mute track is highlighted and is displayed.

■ 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.

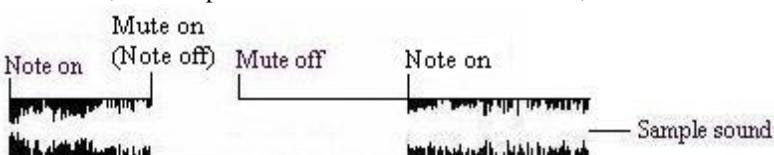


Please select the type of mute in the "MUTE TYPE" field.

NOTE ON

The note event of tracks is turned OFF and muted.

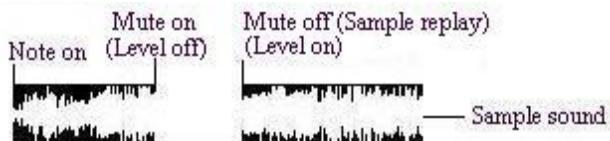
In this case, it is not pronounced until it receives note-on, even if it cancels mute.



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.

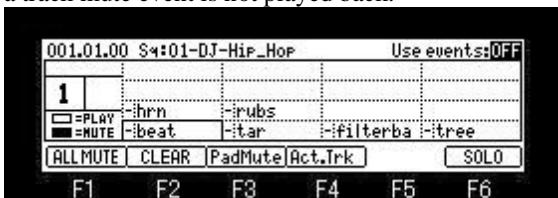


Notes

Level mute does not work to external MIDI.

■ Please set the "Use events" field to OFF to repeat 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.

001.01.00 S4:01-DJ-Hip_Hop				Use events: ON	
1					
<input type="checkbox"/> =PLAY	:hrn	-:rubs			
<input type="checkbox"/> =MUTE	-:beat	-:tar	-:filterba	-:tree	
ALLMUTE	CLEAR	PadMute	Act.Trk		Solo
F1	F2	F3	F4	F5	F6

001.01.00 [[PAD MUTE MODE]]					
1	WIPE_SE	TRI_CLS	TRI_OPN		
BANK	HIP_FILTER	HIP_FILTER			
A	HIPFILTER	HIPFILTER			
<input type="checkbox"/> =PLAY	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
<input type="checkbox"/> =MUTE	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
ALLMUTE	CLEAR	PadMute	AllTrks		Solo
F1	F2	F3	F4	F5	F6

Sample name assigned to the pad is displayed in pad mute mode.

Displays the first 8 letters of the sample name.

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

001.01.00 [[PAD MUTE MODE]]					
	PAD13	PAD14	PAD15	PAD16	
1	PAD9	PAD10	PAD11	PAD12	
<input type="checkbox"/> =PLAY	PAD5	PAD6	PAD7	PAD8	
<input type="checkbox"/> =MUTE	PAD1	PAD2	PAD3	PAD4	
ALLMUTE	CLEAR	PadMute	AllTrks		Solo
F1	F2	F3	F4	F5	F6

001.01.00 [[PAD MUTE MODE]]					
1	WIPE_SE	TRI_CLS	TRI_OPN		
BANK	HIP_FILTER	HIP_FILTER			
A	HIPFILTER	HIPFILTER			
<input type="checkbox"/> =PLAY	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
<input type="checkbox"/> =MUTE	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
ALLMUTE	CLEAR	PadMute	AllTrks		Solo
F1	F2	F3	F4	F5	F6

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

001.01.00 [[PAD MUTE MODE]]					
1	WIPE_SE	TRI_CLS	TRI_OPN		
BANK	HIP_FILTER	HIP_FILTER			
A	HIPFILTER	HIPFILTER			
<input type="checkbox"/> =PLAY	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
<input type="checkbox"/> =MUTE	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
ALLMUTE	CLEAR	PadMute	AllTrks		Solo
F1	F2	F3	F4	F5	F6

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

001.01.00 [[PAD MUTE MODE]]					
1	WIPE_SE	TRI_CLS	TRI_OPN		
BANK	HIP_FILTER	HIP_FILTER			
A	HIPFILTER	HIPFILTER			
<input type="checkbox"/> =PLAY	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
<input type="checkbox"/> =MUTE	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
ALLMUTE	CLEAR	PadMute	AllTrks		Solo
F1	F2	F3	F4	F5	F6

It will become solo mode if arbitrary pads are hit pressing F6 (SOLO) button.

Henceforth, the hitting pad becomes a solo.

Screen 1

001.01.00 [[PAD MUTE MODE]]					
1	WIPE_SE	TRI_CLS	TRI_OPN		
BANK	HIP_FILTER	HIP_FILTER			
A	HIPFILTER	HIP_FILTER			
<input type="checkbox"/> =PLAY	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
<input type="checkbox"/> =MUTE	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
ALLMUTE	CLEAR	PadMute	AllTrks	UNSOLO	Solo
F1	F2	F3	F4	F5	F6

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

Screen 2

Screen 2 ↓

001.01.00 [[PAD MUTE MODE]]					
	WIPE_SE	TRI_CLS	TRI_OPN		
1	BANK	HIP_FILT	HIP_FILT		
A	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
=PLAY	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
=MUTE					
	ALLMUTE	CLEAR	PadMute	AllTrks	SOLO
	F1	F2	F3	F4	F5 F6

001.01.00 [[PAD MUTE MODE]]					
	WIPE_SE	TRI_CLS	TRI_OPN		
1	BANK	HIP_FILT	HIP_FILT		
A	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
=PLAY	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
=MUTE					
	ALLMUTE	CLEAR	PadMute	AllTrks	UNSOLO SOLO
	F1	F2	F3	F4	F5 F6

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.

001.01.00 [[PAD MUTE MODE]]					
	WIPE_SE	TRI_CLS	TRI_OPN		
1	BANK	HIP_FILT	HIP_FILT		
A	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
=PLAY	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
=MUTE					
	ALLMUTE	CLEAR	PadMute	AllTrks	SOLO
	F1	F2	F3	F4	F5 F6

About F4 (AllTrks) button

001.01.00 [[PAD MUTE MODE]]					
	WIPE_SE	TRI_CLS	TRI_OPN		
1	BANK	HIP_FILT	HIP_FILT		
A	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
=PLAY	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
=MUTE					
	ALLMUTE	CLEAR	PadMute	AllTrks	SOLO
	F1	F2	F3	F4	F5 F6

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

001.01.00 [[PAD MUTE MODE]]					
	A13	A14	A15	A16	
ALL	BANK	A09	A10	A11	A12
A	HIPTREE	A05	A06	A07	A08
=PLAY	DJ_RUBS	A01	A02	A03	A04
=MUTE					
	ALLMUTE	CLEAR	PadMute	AllTrks	SOLO
	F1	F2	F3	F4	F5 F6

Notes

If pad mute goes to other modes, it will be unmuted.

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.

001.01.00 [[PAD MUTE MODE]]					
	WIPE_SE	TRI_CLS	TRI_OPN		
1	BANK	HIP_FILT	HIP_FILT		
A	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
=PLAY	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
=MUTE					
	ALLMUTE	CLEAR	PadMute	AllTrks	SOLO
	F1	F2	F3	F4	F5 F6

A track is changed in this state.

001.01.00 [[PAD MUTE MODE]]					
	WIPE_SE	TRI_CLS	TRI_OPN		
2	BANK	HIP_FILT	HIP_FILT		
A	HIPTREE	DJ_SN2	HIPTAR2R	HIPTAR1R	
=PLAY	DJ_RUBS	DJKIK&H1	DJKIK&H2	DJ_SHAKE	
=MUTE					
	ALLMUTE	CLEAR	PadMute	AllTrks	SOLO
	F1	F2	F3	F4	F5 F6

Mute of the PAD5, PAD6 and PAD7 of a track 1 is unmuted.

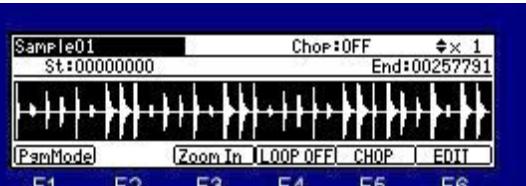
Moreover, the mute state of PAD5, PAD6, and PAD7 is continued by pad mute of a track 2.

[MODE]+PAD6

Please refer to "Non-Destructive Chop" about the "Chop" field.



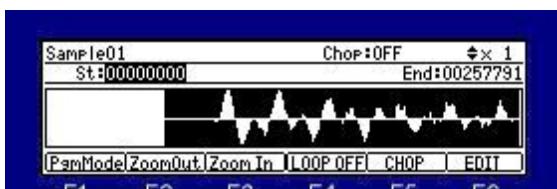
A play marker is displayed at the time of an audition of a sample.

[MODE]+PAD6

If F3 (Zoom In) button is pressed, a waveform will zoom in.

<BAR > or [SHIFT] + ► cursor button can perform Zoom in.

Level is expanded and displayed by ▲▼ cursor button.

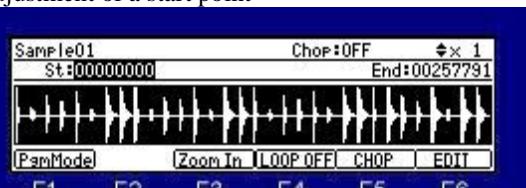


If F2 (Zoom Out) button is pressed, a waveform will zoom out.

<BAR or [SHIFT] + ◀ cursor button can perform Zoom out.

For moving cursor to the upper field, please press the [SHIFT] + ▲ cursor button.

Adjustment of a start point



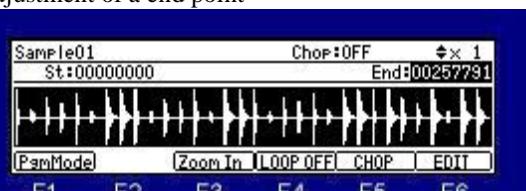
Please move cursor to the St field and turn a DATA wheel.

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

If Q1 [AFTER] button is ON (the LED is lit), start point can be adjusted with a Q1 slider.

For moving cursor to the upper field, please press the [SHIFT] + ▲ cursor button.

Adjustment of a end point



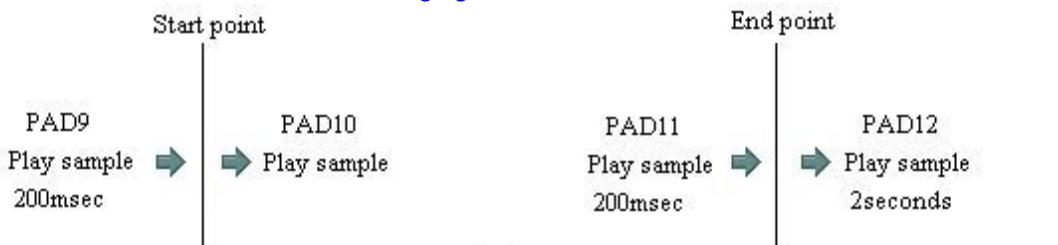
Please move cursor to the End field and turn a DATA wheel.

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

If Q2 [AFTER] button is ON (the LED is lit), end point can be adjusted with a Q2 slider.

Notes

PAD9-PAD12 work, as shown in the following figure.



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 or an end point can be adjusted, carrying out audition, if a DATA wheel is turned pressing a pad (PAD1-PAD4 and PAD9-PAD12).

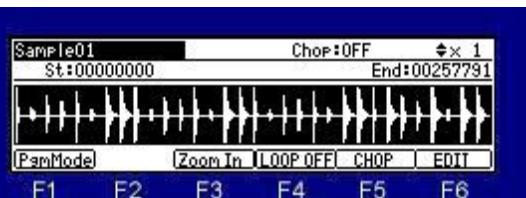
If PAD1, PAD2, PAD5, PAD6, PAD9, and PAD10 are pressed, cursor will move to St field.

If PAD3, PAD4, PAD7, PAD8, PAD11, and PAD12 are pressed, cursor will move to End field.

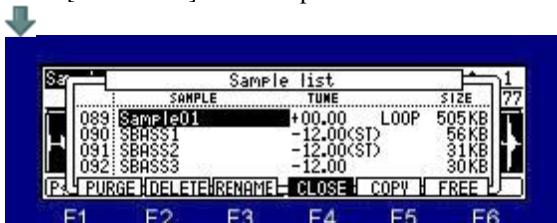
If PAD9-PAD12 and PAD14-PAD16 are pressed, the waveform of a play portion will blink.

It works similarly on the screen of F5 (CHOP).

However, there is no reverse playback of PAD3 and PAD7.



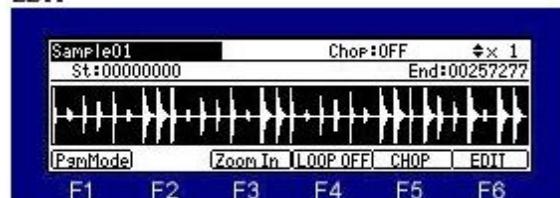
If the [WINDOW] button is pressed when cursor is in the sample field, the window of "Sample list" will open.



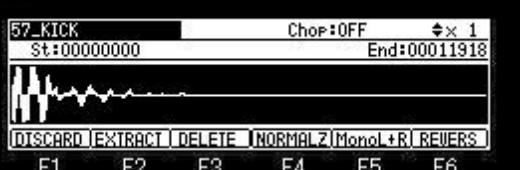
Please choose a sample and press F4 (CLOSE) button.

When arbitrary pads are pushed and a DATA wheel is turned, choice of a sample can be performed hearing sound.

EDIT

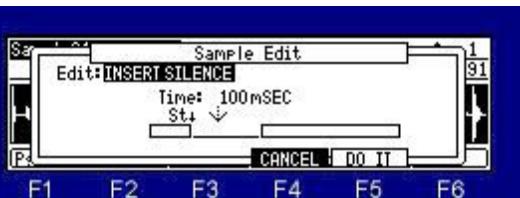


- DISCARD
- EXTRACT
- DELETE
- SILENCE
- INSERT SILENCE
- NORMLIZE
- REVERSE
- TIME STRETCH
- PITCH SHIFT
- BIT CONVERT
- RING MODULATION
- COMBINE
- FADE IN
- FADE OUT
- STEREO L=>MONO
- STEREO R=>MONO
- STEREO L+R=>MONO
- STEREO L-R=>MONO



Edit function can be selected also with a [SHIFT] + function key. (Only 6 fixed functions)

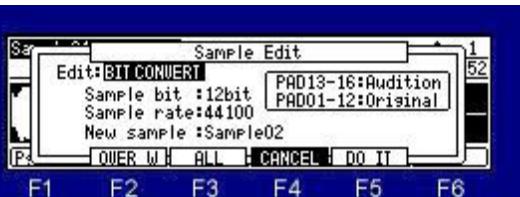
■ INSERT SILENCE



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 set in TRIM mode.

■ BIT CONVERT



A sample can be converting into the sound of 4-12 bits.

F2(OVER W) = An overwrite convert is carried out with the set value.

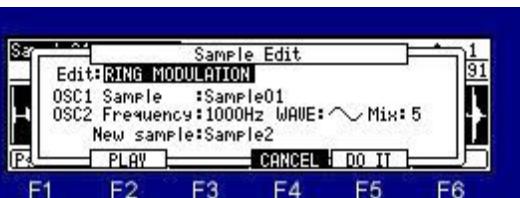
F3(ALL) = The overwrite convert of all the samples is carried out with the set value.

If PAD13-PAD16 is pressed, the audition of the present set point can be performed.

If PAD01-PAD12 is pressed, it can try listening an original sound.

Note: File size does not change after convert.

■ RING MODULATION



The output of 2 oscillators is mixed and a metallic sound is made.

Frequency:	100Hz-5000Hz
WAVE :	~ Sine, □ Square.
	1-10 The ratio to an original sound is set.
Mix:	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.

Note: An audition is possible even if it press PAD13-PAD16.

■ COMBINE



Two samples are combined.

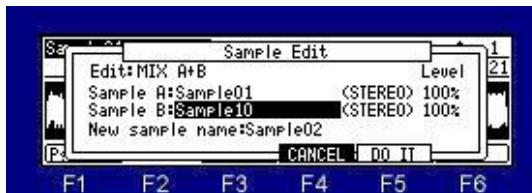


When a noise arises at joint, please turn ON.

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



MIX



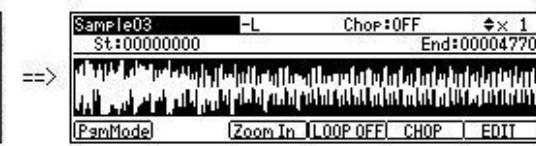
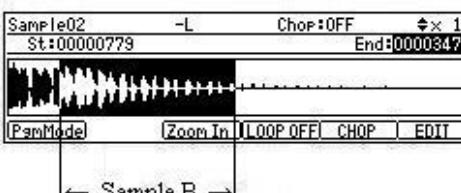
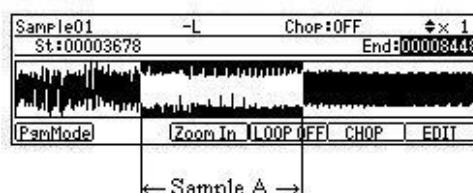
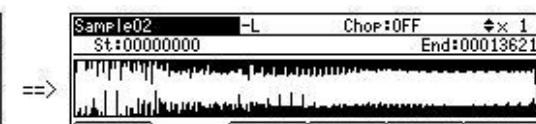
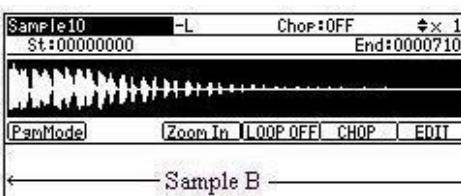
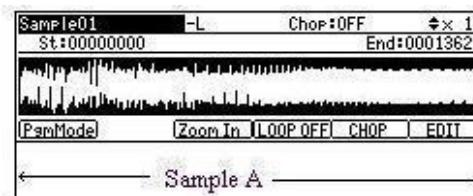
Two samples are mixed.

If PAD13-PAD16 is pressed, the audition of the sample chosen in the "Sample A" field can be performed.
If PAD09-PAD12 is pressed, the audition of the sample chosen in the "Sample B" field can be performed.
The audition of the sample mixed when PAD01-PAD08 was pressed 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.

Please adjust LEVEL if needed.



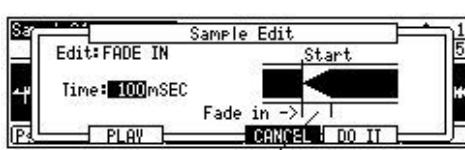
Notes

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.

FADE IN



Please set up the time here in the "Time" field.

FADE OUT



Please set up the time here in the "Time" field.

CHOP



It will become chop mode if F5 (CHOP) button is pressed.



When cursor is in St field, the start point of a region can be adjusted.

When cursor is in St field, if the ▲ cursor button is pressed, the cursor in the region field will move to a left region.



Please move cursor to the End field to adjust the end point of a region.



Level is expanded and displayed by ▲ cursor button.

< BAR or [SHIFT] + ▲ cursor button can perform Zoom out.

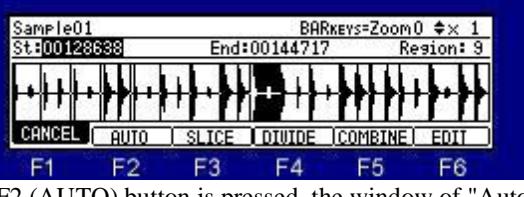
BAR > or [SHIFT] + ▼ cursor button can perform Zoom in.

Selection of a region can be performed, if cursor is moved to the region field and a DATA wheel is turned.



Selection of a region can be performed, if cursor is moved to the region field and a DATA wheel is turned.

AUTO



If F2 (AUTO) button is pressed, the window of "Auto Slice" will open.

Note: The long sample for 20 seconds or more cannot AUTO.

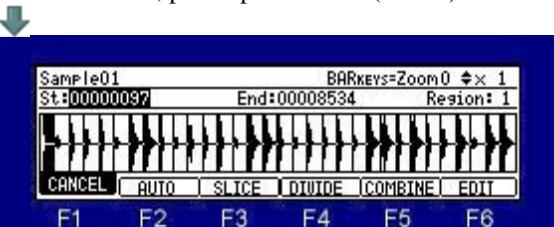


If AUTO is used, search of an attack will be performed automatically and it will be divided on the basis of the attack portion. (It divides into 64 at the maximum.)

Recovery time(10 - 100): This sets the minimum time between the attack and the next attack. (The attack within a time is ignore.)

Threshold(0 - 100): This sets the detectable level of an attack.

If a set finishes, please press the F5 (DO IT) button.

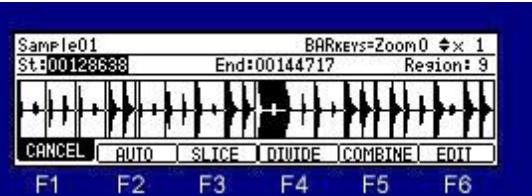


SLICE

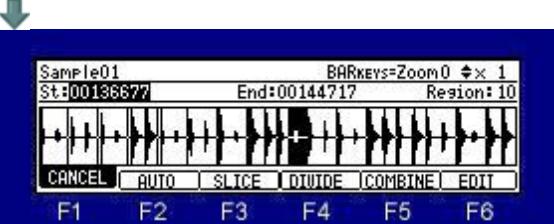


If F3 (SLICE) button is pressed, it becomes slice mode and the number of regions can be changed. (2-64)
If a DATA wheel is turned holding [TAP TEMPO] or the [SHIFT] button, the quantity of change will increase 10 times.
Slice mode will be canceled, if F3 (SLICE) button is pressed once again or the \blacktriangledown cursor button is pressed.

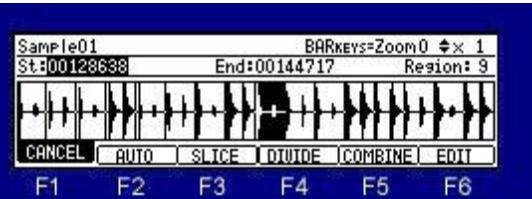
DIVIDE



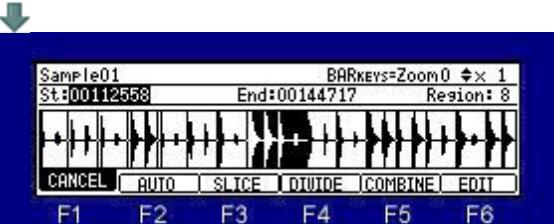
The region chosen if F4 (DIVIDE) button is pressed is divided into two.



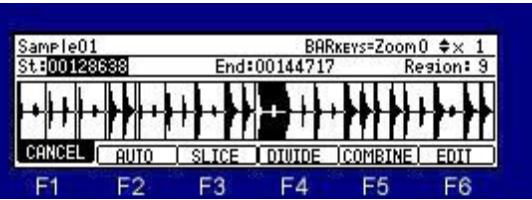
COMBINE



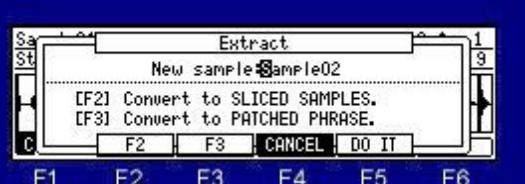
The region chosen if F5 (COMBINE) button is pressed, and an adjoining region are combined.
When cursor is in St field, it combines with the region by the side of a start (left),
and when it is in the End field, it combines with the region by the side of End (right).



EDIT



If F6 (EDIT) button is pressed, the window of "Extract" will open.



F5(DO IT): The selected region is made into another sample.

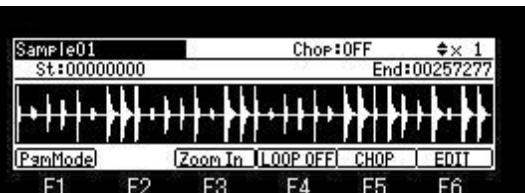
F2: Each which was divided on a slice point is made into another sample.

For example, in the case of Sample01 divided into 32, the samples from Sample01-1 to Sample01-32 are made.

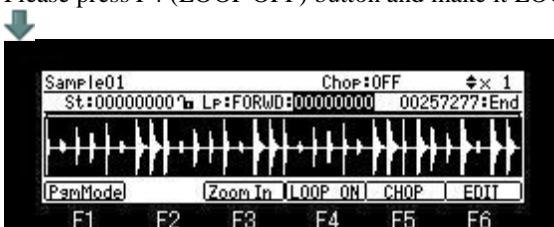
F3: It is converted into Patched Phrase.

Note: It becomes a mono sample when the sample of a stereo is converted into Patched Phrase.

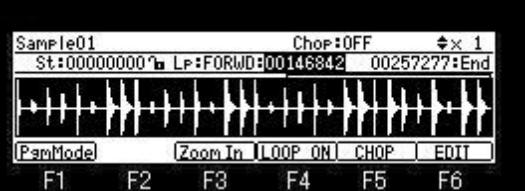
■ Setting the loop



Please press F4 (LOOP OFF) button and make it LOOP ON.



Adjustment of a loop point

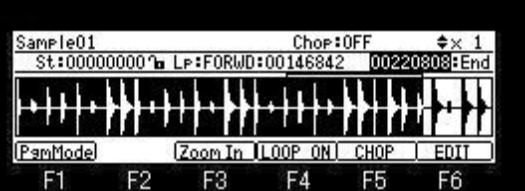


Please move cursor to the Loop field and turn a DATA wheel.

If a DATA wheel is turned holding [TAP TEMPO] or the [SHIFT] button, the quantity will increase 10 times.

If Q1 [AFTER] button is ON (the LED is lit), loop point can be adjusted with a Q1 slider.

Adjustment of an end point

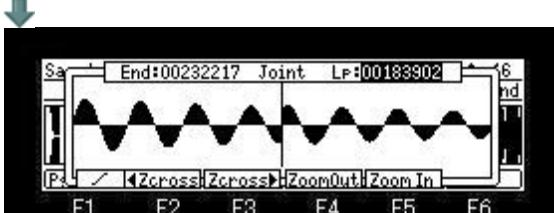


Please move cursor to the End field and turn a DATA wheel.

If a DATA wheel is turned holding [TAP TEMPO] or the [SHIFT] button, the quantity will increase 10 times.

If Q2 [AFTER] button is ON (the LED is lit), end point can be adjusted with a Q2 slider.

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



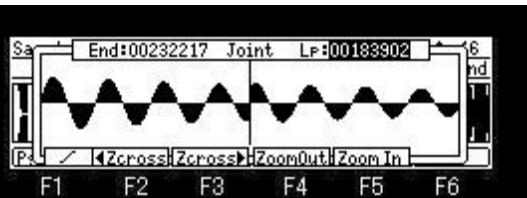
The left of screen is an end point and the right is a loop point.

Please turn and adjust a DATA wheel.

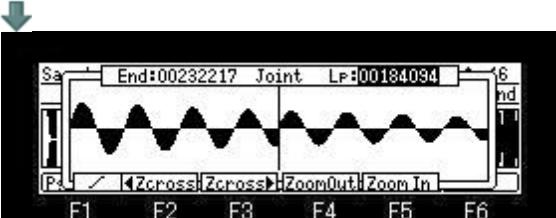
Level is expanded and displayed by ▲▼ cursor button.

Zero crossing point

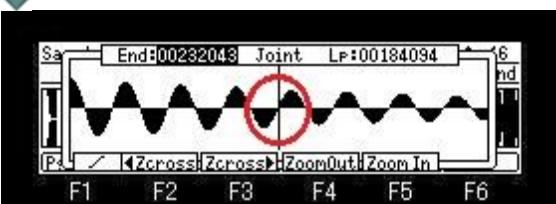
If F2 (◀Zcross) button or F3 (Zcross ▶) button is pressed, it will be automatically set to a zero crossing point (wave-like amplitude is a point of 0). If F2 (◀Zcross) button is pressed, in search of the zero crossing point of the direction of the left, it will set automatically. If F3 (Zcross ▶) button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



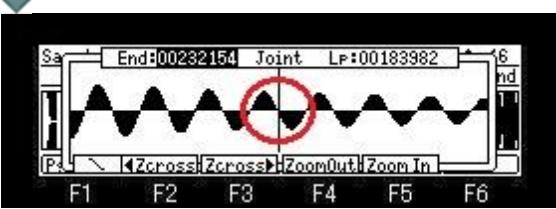
If F3 (Zcross ▶) button is pressed in the state of the above figure, a result of the following figure will be brought.



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



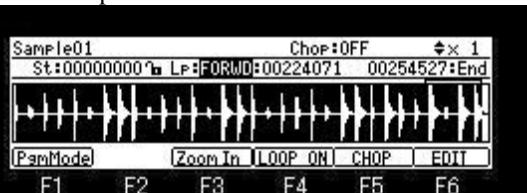
A result of the following figure will be brought, when F1 is changed into and the above-mentioned operation is performed.



■ selecting Loop mode

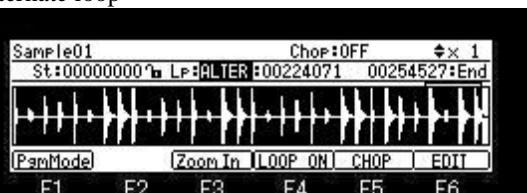
Please move cursor to the loop mode field and select by a DATA wheel.

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.

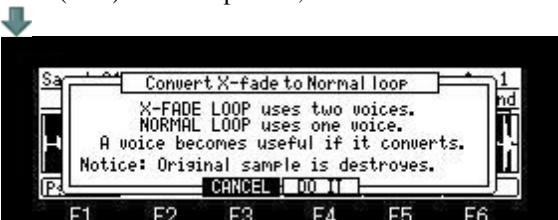
Crossfade loop



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.

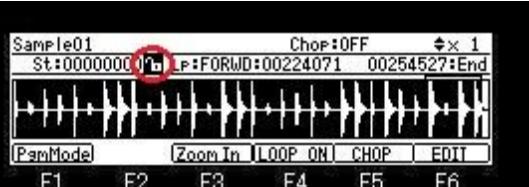


If F4 (DO IT) button is pressed, a cross fade loop will be converted to a normal loop (forward loop).

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).

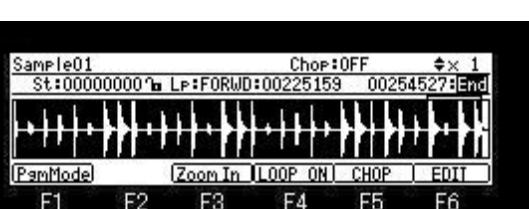


A loop point becomes the same value as a start point, and a start point will also be changed into the same value if a loop point is changed.

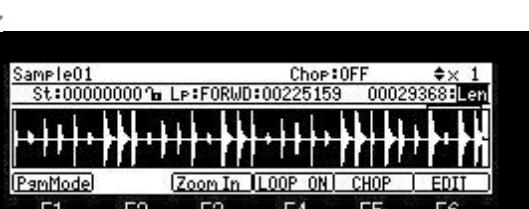
A loop point will also be changed into the same value if a start point is changed similarly.

Please reset to (unlocked by the key) to set a loop point and a start point separately.

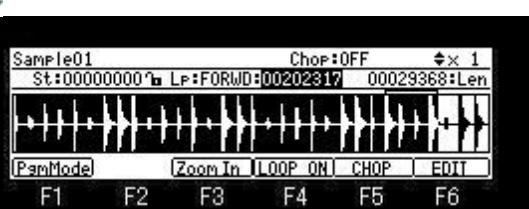
A loop point can be adjusted with the length of a loop held.



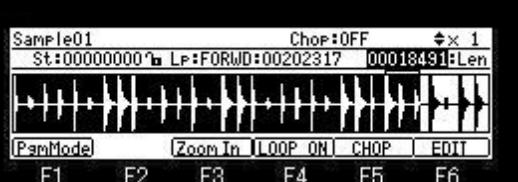
Please move cursor to the "End" field, turn a DATA wheel, and select "Len".



Please move cursor to the loop field.

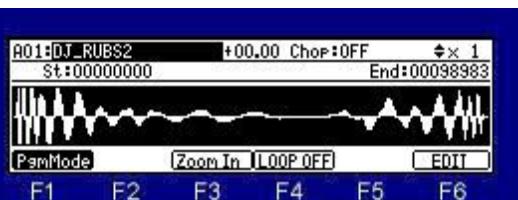


A loop point can be adjusted holding the length of a loop, when the DATA wheel was turned.



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

Pgm Mode



If F1 (PgmMode) button is pressed, it will change to Pgm 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.

The value changed when a sample and TUNE were changed on this screen is reflected in a program.

Tr: 1:004-TIL_Hip_Set		<DRUM>		Play: POLY	
MIDIIN	PAD	SAMPLE	SOUNDCH	DIR	LEV
38C#1	A001	DJ_RUBS2	MONO	--FOR	88+0.00
37C#1	A002	DJ_KICK2	MONO	--FOR	100+0.00
38D#1	A003	DJ_HAT2	MONO	--FOR	89+0.00
38D#1	A004	WIPE_SE	STRED	--FOR	90+0.00
SAMPLE		AMP	FILTER	PITCH	LFO(MUTE)
OUT					FX

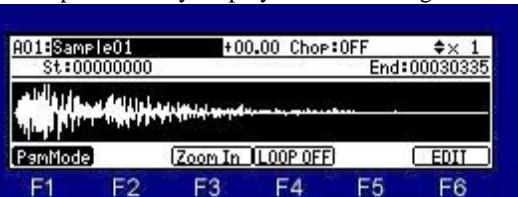
The TUNE here is displayed



The same sample can be easily assigned to two or more pads using a [UNDO] button.

When cursor is in the sample field, please hit a pad, holding the [UNDO] button.

The sample currently displayed will be assigned to the hit pad.



For example, "Sample01" will be assigned to PAD2, PAD3, and PAD if PAD2, PAD3, and PAD4 are hit holding the [UNDO] button in the state of the above figure.

Notes

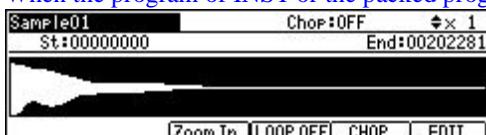
The sample of a layer 1 is displayed. The sample of layers 2 and 3 is not displayed.

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

(DRUM)								Play: POLY	
Pad	PLAY MODE	UDVICE	VELD	A	D	S	R	Amp	Envelope
A01	ONE SHOT	POLY	0	0	0	100	50		
A02	ONE SHOT	POLY	0	0	0	100	0		
A03	ONE SHOT	POLY	0	0	0	100	0		
A04	ONE SHOT	POLY	0	0	0	100	0		

SAMPLE	AMP	FILTER	PITCH	LFO/MUTE	OUT	FX
--------	-----	--------	-------	----------	-----	----

When the program of INST or the packed program is chosen, a Pgm mode does not work.. (PgmMode is not displayed on E1)



Non-Destructive Chop

■ A start/end point of 32(Chop1-Chop32) can be set to one sample.

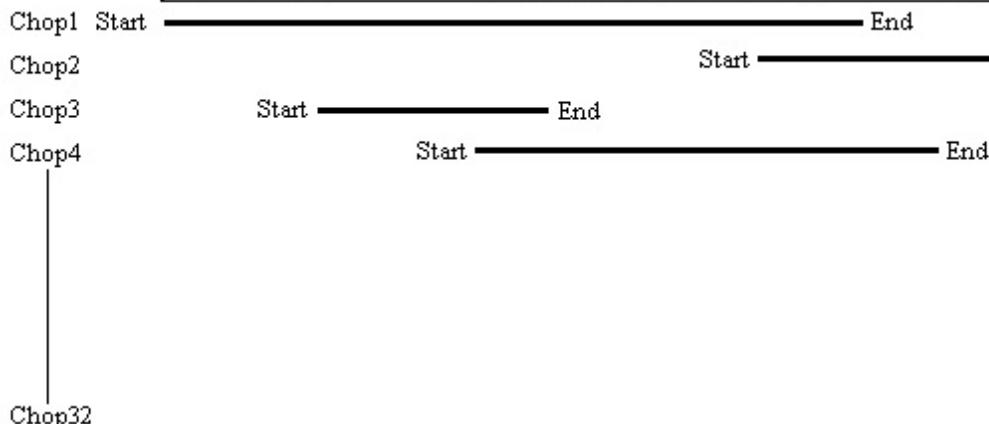
Notes

All samples are plays by ONE SHOT.

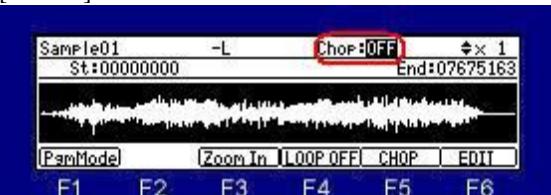
Please press the [STOP] button, if you want to stop sound immediately.

The portion which will blink if [SHIFT] + PAD is pressed is played. (from end point -200mSEC up to an end point)

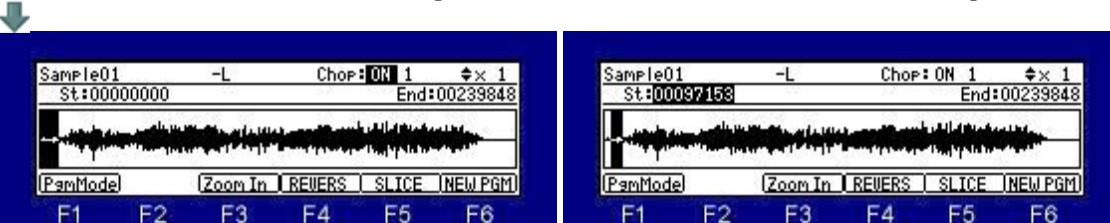
[MODE]+PAD6



[MODE]+PAD6



In TRIM mode, cursor is move to the Chop field, a DATA wheel is turned, and it is made Chop:ON. (Non-Destructive Chop mode.)

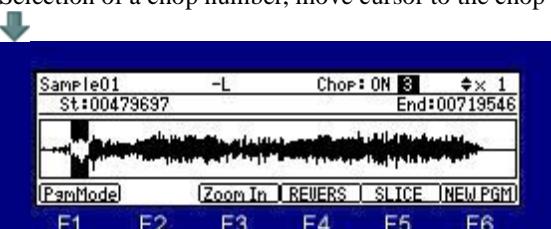


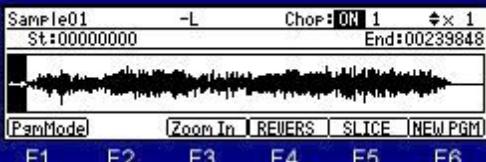
If it turns ON, a sample will be divided into 32 as a default value, and it will assign to Chop1-Chop32.

When you want to change a start/end point of each chop, please choose a chop number, move cursor to St or the End field, and turn and adjust a DATA wheel.

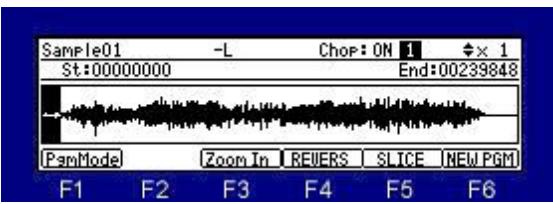
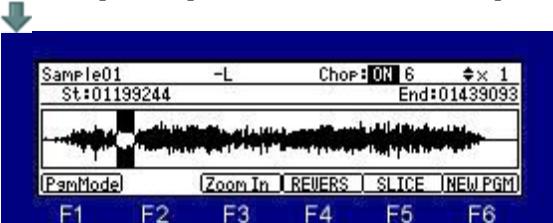
If Q1 and Q2 [AFTER] key is ON (the LED is lit), a start point can adjust an end point by Q2 slider with Q1 slider.

Selection of a chop number, move cursor to the chop number field, and please turn a DATA wheel.

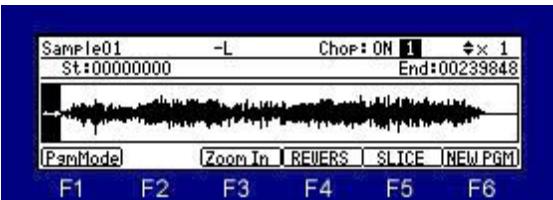




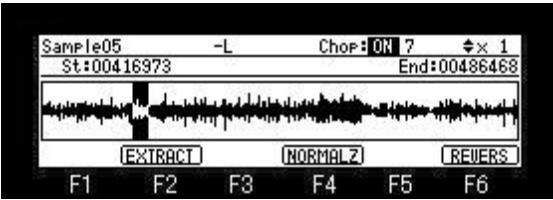
Moreover, since A01-B16 of pads correspond to Chop1-Chop32, a chop number can be chosen even if it hit a pad. For example, Chop6 will be chosen if A06 of a pad is hit.



Note: When cursor is in the chop number field, a chop number is not chosen even if it hit pads.



It will become reverse playback if F4(REVERS) button is pressed.



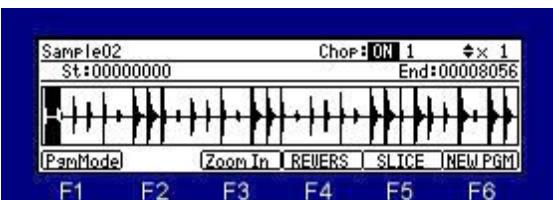
A [SHIFT]+ function key can use an edit function. (It performs to the region of the chop chosen)

Notes

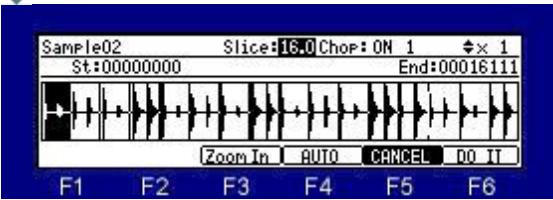
When it performs by selecting the edit function which is not in a button, it does not work normally.

For example, only the region of a chop is not set to MONO even if it chooses and performs the function of "STEREO=>MONO".

■ SLICE



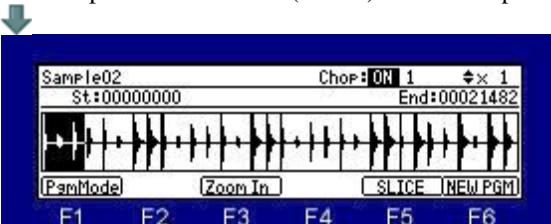
If F5 (SLICE) button is pressed, it will change to the screen in SLICE mode.



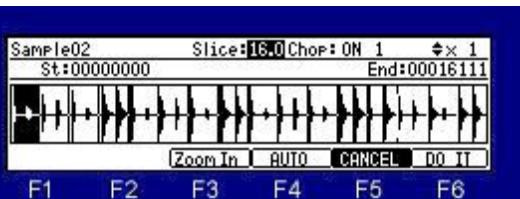
Please turn a DATA wheel and divide a sample into arbitrary numbers (2-32).



The sample sliced when F6 (DO IT) button was pressed is assigned to Chop.

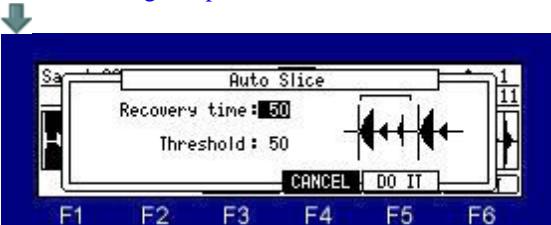


■ AUTO



If F4 (AUTO) button is pressed, the window of "Auto Slice" will open.

Note: The long sample for 20 seconds or more cannot AUTO.

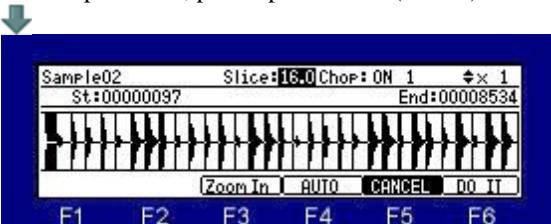


If AUTO is used, search of an attack will be performed automatically and it will be divided on the basis of the attack portion.

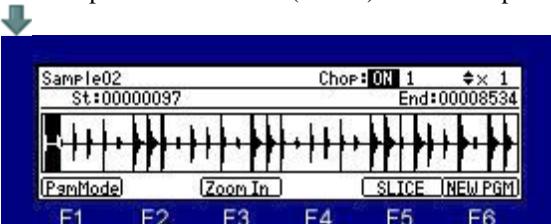
Recovery time(10 - 100): This sets the minimum time between the attack and the next attack. (The attack within a time is ignore.)

Threshold(0 - 100): This sets the detectable level of an attack.

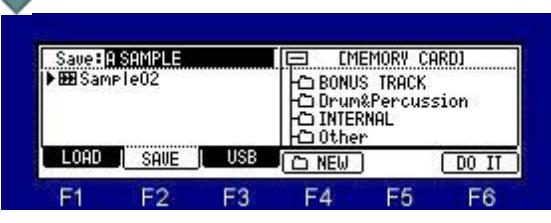
If a setup finishes, please press the F5(DO IT) button.



The sample sliced when F6 (DO IT) button was pressed is assigned to Chop.

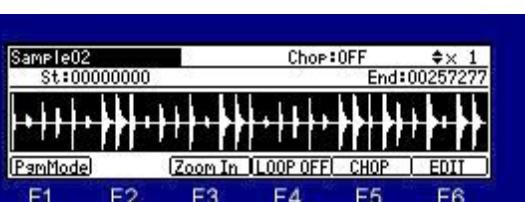


A setup of Chop is saved if saved with Chop ON.



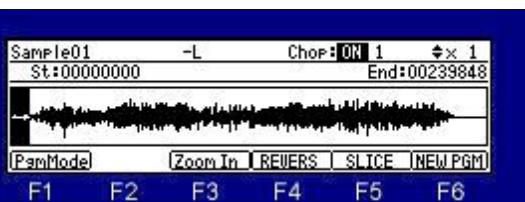


A setup of Chop is not saved when saved by Chop OFF.



Please refer to TRIM for F6 (EDIT).

■ NEW PGM



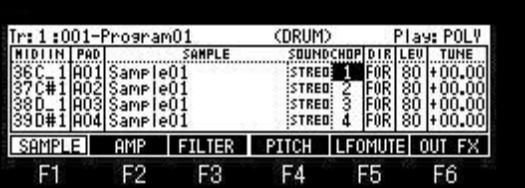
If F6 (NEW PGM) button is pressed, the window of "Create new program" will open.



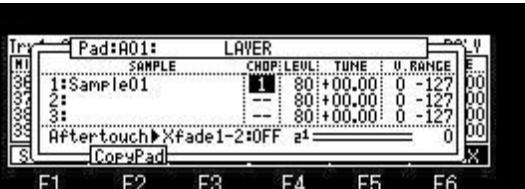
If F5 (DO IT) button is pressed, a new program will be created and Chop1-32 will be assigned to pad A01-B16.

■ Assigning Chops to the pads.

Program mode



Please choose a chop number in a CHOP column.



The CHOP column of a "LAYER" window can also be chosen.

[MODE]+PAD5(Record mode)**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.

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.

Monitor field

ON: You can monitor the input signal.

OFF: You cannot monitor the input signal.

Threshold field

After pressing F6 (RECORD) button, if the threshold level which the level of source set is exceeded, recording will be started automatically.



When F6 (START) button is pressed in this state, recording is started immediately.

Time field

Please set the recorded time.

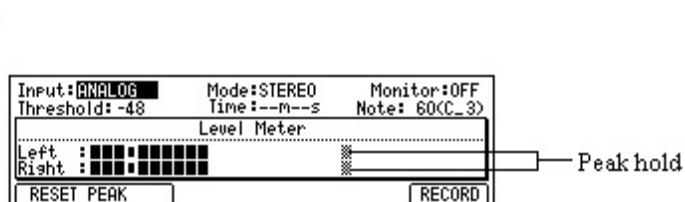
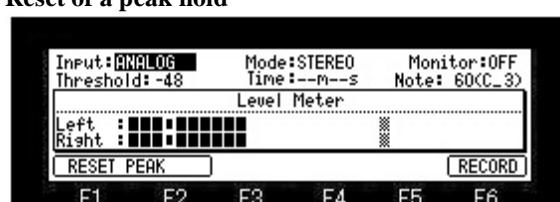
The recording ends automatically at the set time.

When time is not set, if recording is started, the time which can be recorded will be set automatically.

Note field

Please set the note number of the recorded sample.

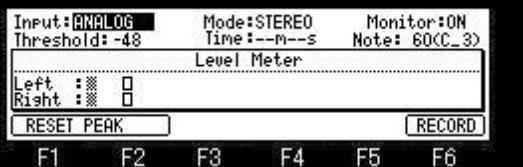
60(C_3) is set by default.

Reset of a peak hold

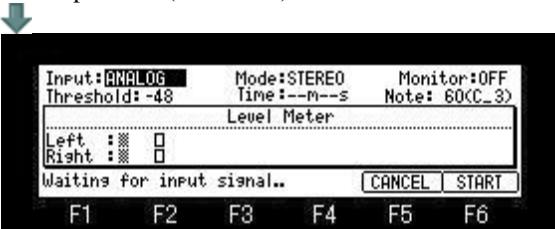
A peak hold will be reset if F1 or F2 button is pressed.

Note
When the Input field is MAIN OUT, a level meter does not work.

[Starting the recording

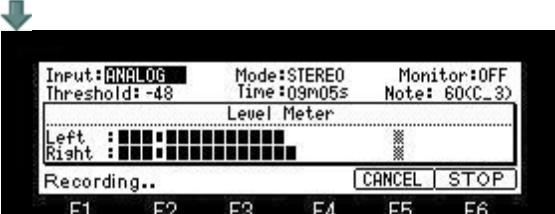


Please press F6 (RECORD) button.



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

Please press the F6 (START) button when you want to begin recording at once.

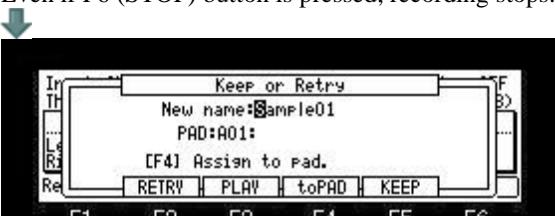


If F5 (CANCEL) button is pressed in this state, it will return to the state before starting recording.

Recording is stopped at the time set in the time field.

And a "Keep or Retry" window will open.

Even if F6 (STOP) button is pressed, recording stops.



Please set the name of the sample recorded in the New name field.

Please select the pad which assigns the recorded sample in the PAD field.

If F2 (RETRY) button is pressed, it will return to the state before removing 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.)

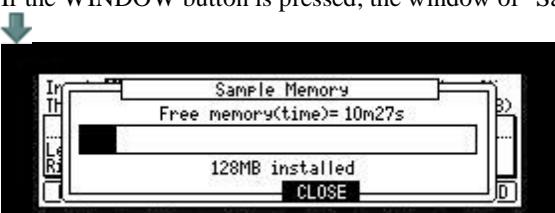
If F5 (KEEP) button is pressed, the recorded sample will not be assigned to a pad.

And it keep in the memory in MPC.

Sample Memory window



If the WINDOW button is pressed, the window of "Sample Memory" will open.



The Free memory field displays the time you can record with the current memory.

Below it, the status of the memory is indicated as bar graph.

Below the bar graph, the total amount of the RAM in the MPC is displayed.

Note

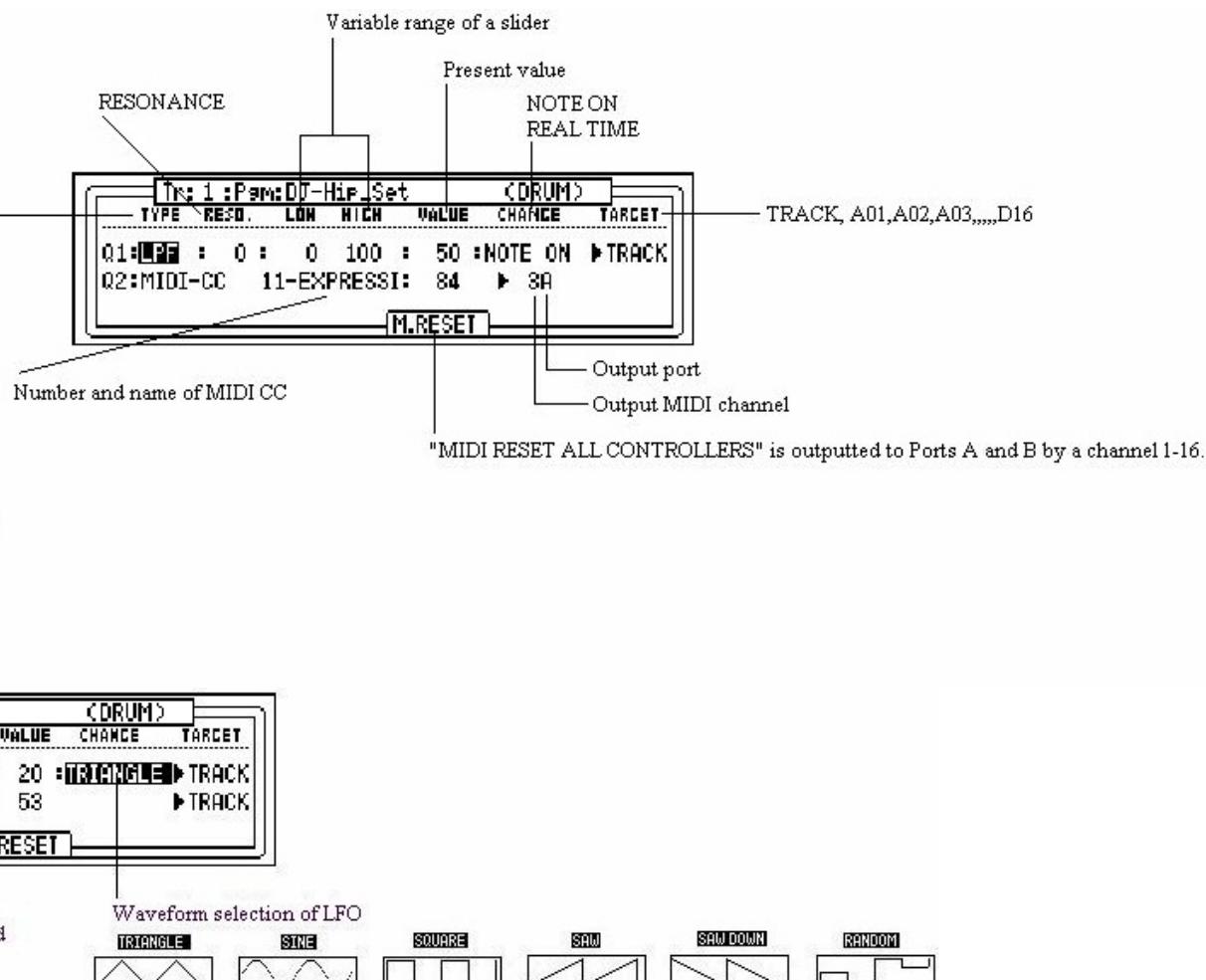
A note repeat does not work in a record mode.

Moreover, the stop of recording cannot be performed using a MIDI controller.

[MODE]+PAD1

Q-Link works only on the screen of the main, track mute, and the next sequence.

TUNE
LPF(LPF CUTOFF)
BPF(BPF CUTOFF)
HPF(HPF CUTOFF)
LAYER
ATTACK
DECAY
S.START(SAMPLE START)
S.END(SAMPLE END)
CHOP(NOTE ON)
VELOCITY
TEMPO(REAL TIME)
MIDI-CC(MIDI CONTROL CHANGE)
LEVEL
PAN
LFO>PITCH(REAL TIME)
LFO>FILTR(REAL TIME)
LFO>LEVEL(REAL TIME)
LFO SPEED(REAL TIME)



TYPE:	The parameter controlled with a slider is chosen. MIDI-CC outputs a control change.
CHANGE:	Selection of NOTE ON or REAL TIME The parameters which use this selection are only TUNE, LPF, BPF, HPF, LEVEL, and PAN. NOTE ON The setting value of the Q-LINK slider at hitting the pad affects to the sound. If you change the QLINK slider while the sound is playing back, the sound will not be changed. REAL TIME If you change the Q-LINK slider while the sound is playing backs, the sound will be changed.
RESONANCE:	The parameters which use this setup are only LPF, BPF, and HPF.

Notes

When a multi timbre is ON, Q-Link does not work.

A level, pan, attack and decay do not work to the program of INST.

In LFO>FILTR, when FILTER of a program is OFF, it works as Frequency 50 Resonance 80 of LPF.

A setup of a program is used when FILTER of the program is set up.

Tr: 1 :002-DT-Hip_Set (DRUM) Play: POLY												
PAD	TYPE	FREQ	RESO	DTTR	R	B	S	R	DPTH	FLTR	FREQ	RESO
A01:LPF	90	44	0	0	0	0	0	0	OFF	---	---	---
A02:LPF	95	18	0	0	0	0	0	0	OFF	---	---	---
A03:LPF	95	18	0	0	0	0	0	0	OFF	---	---	---
A04:OFF	---	---	---	---	---	---	---	---	---	---	---	---
SAMPLE	HMP	FILTER	PITCH	LFO MUTE	OUT FX							

Two or more parameters of LFO do not work at the same time.

Only one always works.

For example, LFO>FILTR and LFO>PITCH do not work at the same time.

It cannot coexist with 16LEVELS.

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.

When the AFTER key is ON (the LED is lit), the note variation data currently recorded is not played back.

Two NOTE ON cannot be set as the same TARGET.

Priority is given to set of Q2 when the same TARGET is chosen.

As for PAN and LEVEL, the value of a program is changed.

Therefore, the changed value is reflected in the screen of MIXER.

Behavior of CUTOFF

OLD OS is a value of value + Q-Link of a program.

OS2XL does not use the value of a program.

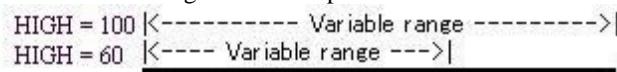
Only the value of Q-Link is used.

■ Explanation of the variable range of parameter S.START (SAMPLE START) and S.END(SAMPLE END).

TYPE	LOW	HIGH	VALUE	CHANGE	TARGET
01:S.START	60	:	0		► A01
02: OFF	:				

HIGH = Variable range

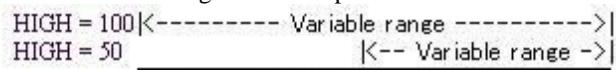
When the variable range of a "Start point" is set as "HIGH = 60", the variable range becomes like a following figure.



Tr: 1 :Pm:DJ-Hip_Set		(DRUM)				
TYPE		LOW	HIGH	VALUE	CHANGE	TARGET
01:S.END		50	:	0		► A01
02: OFF		:				

HIGH = Variable range

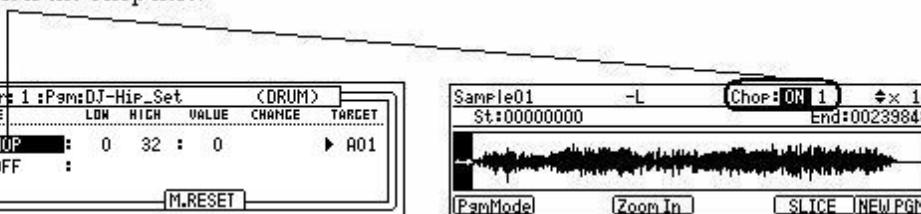
When the variable range of a "End point" is set as "HIGH = 50", the variable range becomes like a following figure.



CHOP

Chops is changed by slider. (0-32)

It is the Chop here.

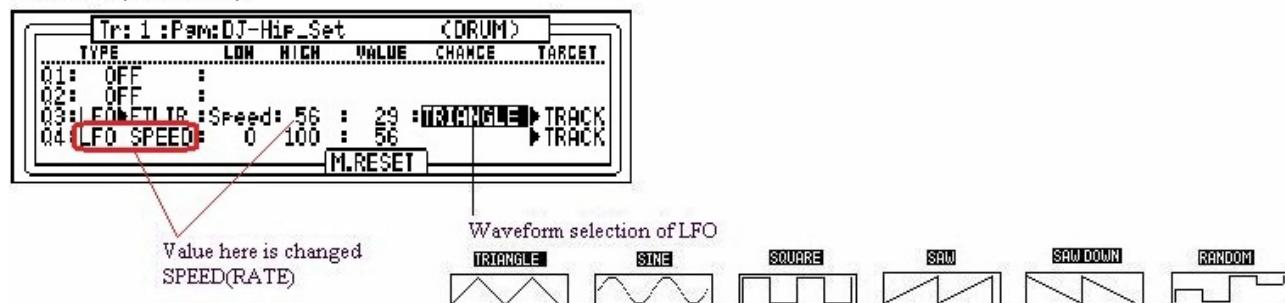
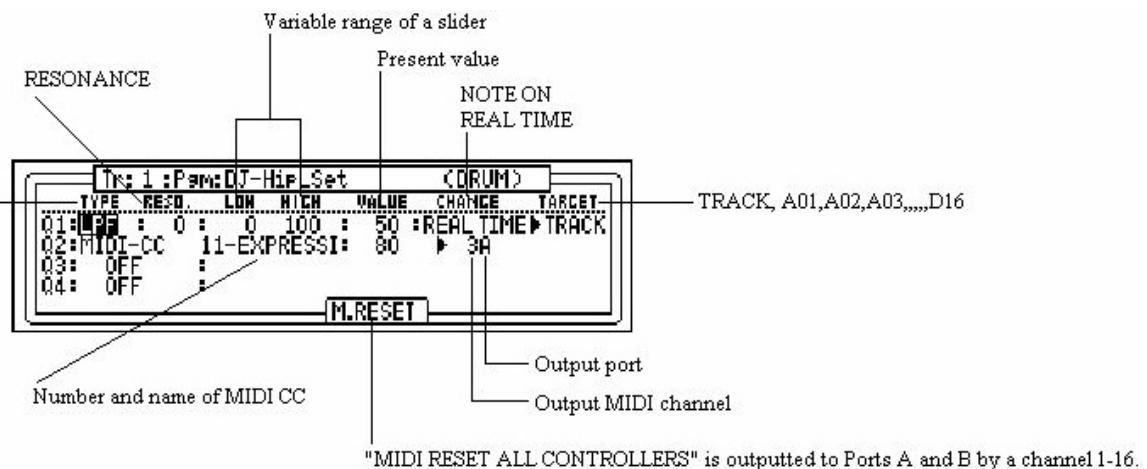


Please refer to "Non-Destructive Chop" for this Chop.

[MODE]+PAD1

Q-Link works only on the screen of the main, track mute, and the next sequence.

TUNE
LPF(LPF CUTOFF)
BPF(BPF CUTOFF)
HPF(HPF CUTOFF)
LAYER
ATTACK
DECAY
S.START(SAMPLE START)
S.END(SAMPLE END)
CHOP(NOTE ON)
VELOCITY
TEMPO(REAL TIME)
MIDI-CC(MIDI CONTROL CHANGE)
LEVEL
PAN
LFO>PITCH(REAL TIME)
LFO>FILTR(REAL TIME)
LFO>LEVEL(REAL TIME)
LFO SPEED(REAL TIME)



TYPE:	The parameter controlled with a slider is chosen. MIDI-CC outputs a control change.
CHANGE:	Selection of NOTE ON or REAL TIME The parameters which use this selection are only TUNE, LPF, BPF, HPF, LEVEL, and PAN. NOTE ON The setting value of the Q-LINK slider at hitting the pad affects to the sound. If you change the QLINK slider while the sound is playing back, the sound will not be changed. REAL TIME If you change the Q-LINK slider while the sound is playing backs, the sound will be changed.
RESONANCE:	The parameters which use this setup are only LPF, BPF, and HPF.

Notes

When a multi timbre is ON, Q-Link does not work.

A level, pan, attack and decay do not work to the program of INST.

In LFO>FILTR, when FILTER of a program is OFF, it works as Frequency 50 Resonance 80 of LPF.

A setup of a program is used when FILTER of the program is set up.

Tr: 1 :002-DJ-Hip_Set	(DRUM)	Play: POLY										
FAB	TYPE	FREQUENCY	RESO	OFTR	A	D	S	R	DEPTH	FILT	FREQ	RESB
A01	LPF	90	44	0	0	0	0	---	0	OFF	---	---
A02	LPF	95	18	0	0	0	0	---	0	OFF	---	---
A03	LPF	95	18	0	0	0	0	---	0	OFF	---	---
A04	OFF	---	---	---	---	---	---	---	---	OFF	---	---
SAMPLE	I	HMP	FILTER	I	PITCH	LFO MUTE	OUT	FX				

Two or more parameters of LFO do not work at the same time.

Only one always works.

For example, LFO>FILTR and LFO>PITCH do not work at the same time.

It cannot coexist with 16LEVELS.

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.

When the AFTER key is ON (the LED is lit), the note variation data currently recorded is not played back.

Two or more NOTE ON cannot be set to the same TARGET.

Priority is given to the set of Q-Link of a high number when it sets.

As for PAN and LEVEL, the value of a program is changed.

Therefore, the changed value is reflected in the screen of MIXER.

Behavior of CUTOFF

OLD OS is a value of value + Q-Link of a program.

XL does not use the value of a program.

Only the value of Q-Link is used.

Explanation of the variable range of parameter S.START (SAMPLE START) and S.END(SAMPLE END).

Tr: 1 :Pgm:DJ-Hip_Set (DRUM)				
TYPE	LOW	HIGH	VALUE	CHANGE
01:S.START		60	:	0
02: OFF	:			
03: OFF	:			
04: OFF	:			

HIGH = Variable range

When the variable range of a "Start point" is set as "HIGH = 60", the variable range becomes like a following figure.

HIGH = 100 |----- Variable range ----->|
HIGH = 60 |---- Variable range --->|



Start End

Tr: 1 :Pgm:DJ-Hip_Set (DRUM)				
TYPE	LOW	HIGH	VALUE	CHANGE
01:S.END		50	:	0
02: OFF	:			
03: OFF	:			
04: OFF	:			

HIGH = Variable range

When the variable range of a "End point" is set as "HIGH = 50", the variable range becomes like a following figure.

HIGH = 100 |----- Variable range ----->|
HIGH = 50 |<-- Variable range -->|

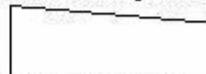


Start End

CHOP

Chops is changed by slider. (0-32)

It is the Chop here.



Tr: 1 :Pgm:DJ-Hip_Set (DRUM)				
TYPE	LOW	HIGH	VALUE	CHANGE
01:CHOP	0	32	:	0
02: OFF	:			
03: OFF	:			
04: OFF	:			

Sample01 -L		Chop: ON 1	◀ x 1
St:00000000		End:00239848	
[PgmMode]	[Zoom In]	[SLICE]	[NEW PGM]

Please refer to "Non-Destructive Chop" for this Chop.

Pad mixer

[MODE]+PAD8(Pad mixer mode)

○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

The pad 1-16 is indicates from the left of the screen.

Currently selected pad is highlighted.

The bar display on the bottom indicates the current level.

Longer bars indicate higher levels.

The circle in the top of the column indicates the pan setting.

The location of the line within the circle indicates the current pan setting.

When cursor is in the position of a bar display, level can be adjusted by a DATA wheel.

When cursor is in the position of a circle display, pan can be setting by a DATA wheel.

Please hit a pad or with the right and left cursor button select the pad.

In addition, a setting of pan can be performed with Q1 slider. (MPC2500 can perform a setting of pan by Q3 knob)

Adjustment of level can be performed with Q2 slider. (MPC2500 can perform adjustment of level by Q1 slider)

○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

If a pad is hit holding the [SHIFT] button, two or more pads can be selected.

Moreover, if a [SHIFT]+[PAD BANK] button is pressed, all the pads (16 pads) can be selected.

↓

○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

[SHIFT]+BANK A = PADA01-A16

[SHIFT]+BANK B = PADB01-B16

[SHIFT]+BANK C = PADC01-C16

[SHIFT]+BANK D = PADD01-D16

■ F2 (L/OUT)

TR																
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1

TR																
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1

If F2 (L/OUT) button is pressed, the field of a pan will change to the OUT field.

Please turn DATA wheel and 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)

TR is set by the default. (TR means that the setting of the truck mixer is referred to.)

L	R	ST	12	34	1	2	3	4	TR							
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1

L is outputted to L of STEREO OUT and R is outputted to R of STEREO OUT. (Selection only in MPC1000)

■ F3 (FXSEND)

OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

If F3 (FXSEND) button is pressed, it will become a setting screen of FX SEND.

Please move cursor to the upper field.



OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

You can change the setting by turning the DATA wheel.



1	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

OFF: No effect will be used.

1: The Pad sound will be sent to the FX1 of the effect section.

2: The effect 2 will be used. The Pad sound will be sent to the FX2 of the effect section.

Note: A setting is possible only when the output destination is select as ST.

12	ST	ST	ST	ST	ST	ST	ST	ST	ST	ST	ST	ST	ST	ST	ST	ST
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

"--" is displayed when the output destination is not set to ST.



--	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											



1	OFF	1	1	1	1	1	1	1	1	1	1	1	1	OFF	OFF	OFF
A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

When REVERB or DELAY is select with the effect, the amount of application can be adjusted with Q1 slider.

The bar display on the bottom indicates the current amount.

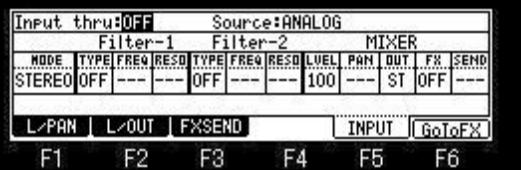
■ F4 (CC)

MIDI CC to Level/Pan Mode:OFF																
L-PAN	L-OUT	FXSEND	CC	INPUT	GoToFX											
F1	F2	F3	F4	F5	F6											

If F4 (CC) button is pressed, it will become a setting screen of a MIDI controller.

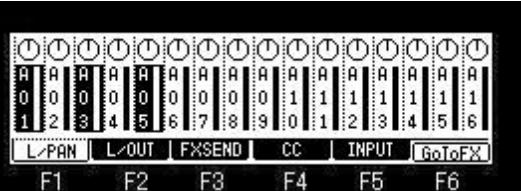
Please refer to "Pan and level of a mixer are controlled by a MIDI controller".

■ F5 (INPUT)

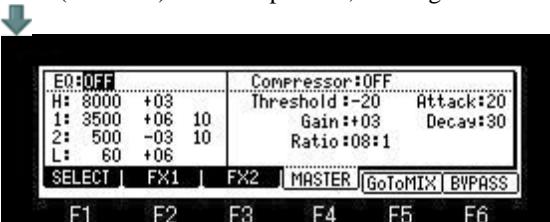


If F5 (INPUT) button is pressed, it will go to Input thru mode.

■ F6 (GoToFX)

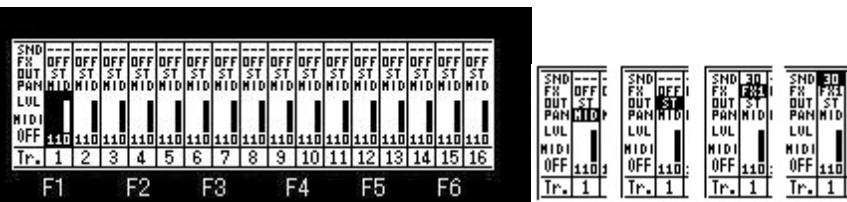


If F6 (GoToFX) button is pressed, it will go to the mode of an effect.



[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.

Q1 slider can adjust the value of pan. (MPC2500 is Q3 knob)

Q2 slider can adjust the value of level. (MPC2500 is Q1 slider)

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.

Notes: When Level is operated with a slider, It cannot be operated if the position of a slider does not exceed the present set point.

PAN field

Please set the value of PAN.

OUT field

Please turn DATA wheel and 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)

L is outputted to L of STEREO OUT and R is outputted to R of STEREO OUT. (Selection only in MPC1000)

Notes: As for the pad with which OUT of the pad is not set as TRK, OUT of a pad will be referred to. Refer to "OUT FX".

FX field

Please set, when you apply an effect.

OFF: No effect will be used. (The effect of a master is adapted. However, when EQ and COMP are ON)

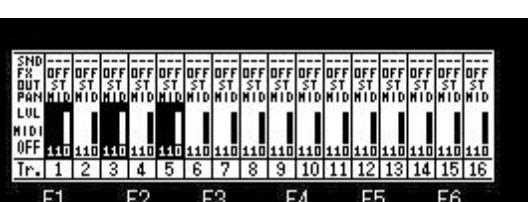
FX1: The effect selected by FX1 is adapted.

FX2: The effect selected by FX2 is adapted.

Notes: Selection is possible only when ST is select in the OUT field.

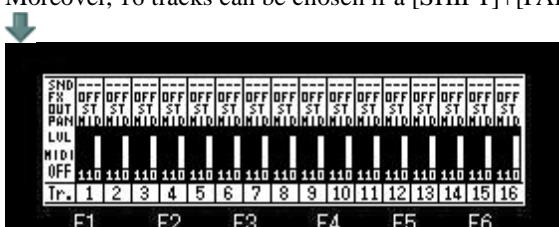
SND field

Please set the amount that an effect is applied to. (It can set, only when REVERB or DELAY is select with the effect.)



If a pad is struck 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

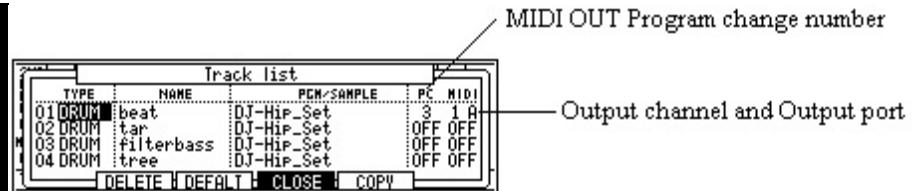
[SHIFT]+BANK B = TRACK17-32

[SHIFT]+BANK C = TRACK33-48

[SHIFT]+BANK D = TRACK49-64

SND	OFF															
FX	ST															
DUT	MID															
PAN	HLD															
LUL																
MIDI																
OFF	110	110	110	110	110	110	110	110	110	110	110	110	110	110	110	
Tr.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
F1	F2	F3	F4	F5	F6											

If the [WINDOW] button is pushed when cursor is in level, PAN, and the OUT field, the window of "Track list" will open.



SND	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	
FX	FX1															
DUT	ST															
PA																
LU																
MIDI																
OF	110	110	110	110	110	110	110	110	110	110	110	110	110	110	110	
Tr.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
F1	F2	F3	F4	F5	F6											

If the [WINDOW] button is pushed when cursor is in FX field, the window of "FX" will open.



SND	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	
FX	FX1															
DUT	ST															
PA																
LU																
MIDI																
ON	110	110	110	110	110	110	110	110	110	110	110	110	110	110	110	
Tr.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
F1	F2	F3	F4	F5	F6											

If the MIDI 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.

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

	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

Notes: Priority is given to the mixer of an effect or a pad when the same CC as the mixer of an effect or pad is set.

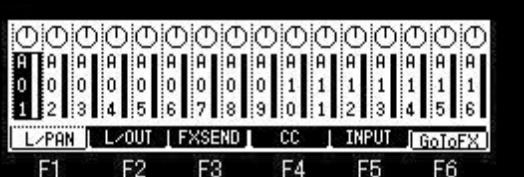
Pan and level of a mixer are controlled by a MIDI controller

■ The level and pan of a mixer are controllable by a MIDI controller.

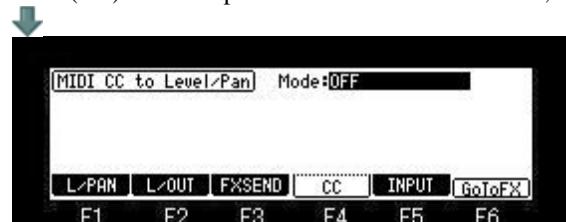
■ In the case of the mixer of a pad

A pad is controllable only to A01-A16.

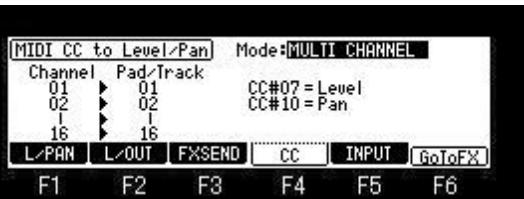
[MODE]+PAD8



If F4 (CC) button is pushed in the mode of MIXER, it will become CC assignment screen of a MIDI controller.



Please turn a DATA wheel and select the mode.



When MULTI CHANNEL mode is select, it is set as follows by fixation.

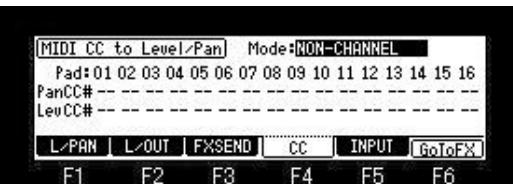
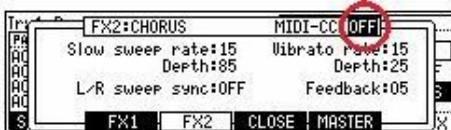
	MIDI Channel	LEVEL	PAN
A01	1	CC#7	CC#10
A02	2	CC#7	CC#10
A03	3	CC#7	CC#10
A04	4	CC#7	CC#10
A05	5	CC#7	CC#10
A06	6	CC#7	CC#10
A07	7	CC#7	CC#10
A08	8	CC#7	CC#10
A09	9	CC#7	CC#10
A10	10	CC#7	CC#10
A11	11	CC#7	CC#10
A12	12	CC#7	CC#10
A13	13	CC#7	CC#10
A14	14	CC#7	CC#10
A15	15	CC#7	CC#10
A16	16	CC#7	CC#10

When CC#7 or CC#10 are set with the effect(FX2), a MIDI controller works to an effect(FX2).

Priority is given to effect(FX2) when the same CC as effect(FX2) is set.

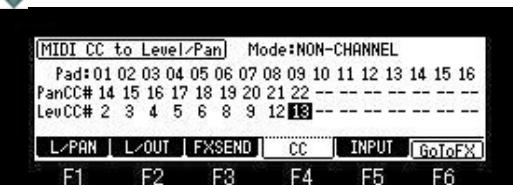
This case, if the MIDI-CC field of an effect(FX2) is turned OFF, a MIDI controller will work in a mixer. (Refer to the following figure)

Please turn this OFF.



When NON-CHANNEL mode is select, arbitrary control change numbers can be assigned to a pan and level.

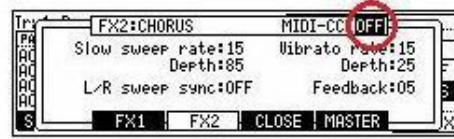
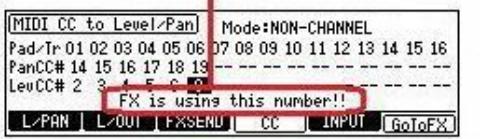
Please set a control change number to each pad in the PanCC# field and the LevCC# field.



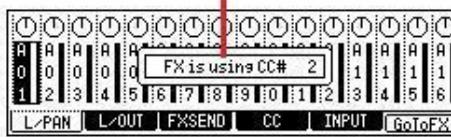
In addition, if the knob and slider of a MIDI controller are moved when cursor is in the PanCC# field or the LevCC# field, the received control change number will be automatically set to the cursor position.

When the same CC as the parameter of FX2 is assigned, this message is displayed on the bottom of a screen.

A message will not be displayed, if this is turned OFF or other CC is set.



It is displayed when the same CC as the parameter of FX2 is assigned.



If other CC is assigned or the MIDI CC field of FX2 is turned OFF, a message will not be displayed.

Priority is given to effect(FX2) when the same CC as effect(FX2) is set.

Note: A setup of assigned MIDI CC is memorized by the system by pressing the MAIN button.

J 97.0\$>4/4 01-DJ_Hip_Hop		Bars: 25 Loop: OFF	
N:001.03.16	CC PAD MIXER	2	3 Ptrn: OFF
1 DRUM			SS0FF:100
beat 02:0FF	Pan:DJ_Hip_Set		Velz:100
	A01:---:DJ_RUBS		PC : OFF
			MIDI: OFF
I.C.	CLICK	TR - TR + MUTE SOLO	

Operation of the MIDI controller currently assigned to the mixer of the pad will display "CC PAD MIXER" on the indicator field of a main screen.

Notes

CC currently recorded on the sequence does not work in pad mixer.

Priority is given to pan when the same CC as pan and level is set.

Priority is given to effect(FX2) when the same CC as effect(FX2) is set.

 In the case of the mixer of a track
A track is controllable only to track1-16

[MODE]+PAD4

SND	39	0	29	29	29	29	15	24	24	23	30	30	30	30	30	30
PAN	F14															
LUL	ST															
ON	MIDI															
Tr.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	F1	F2	F3	F4	F5	F6										

It is controllable if the MIDI field is turned ON.

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.

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

	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

Note: Priority is given to the mixer of an effect or a pad when the same CC as the mixer of an effect or pad is set.



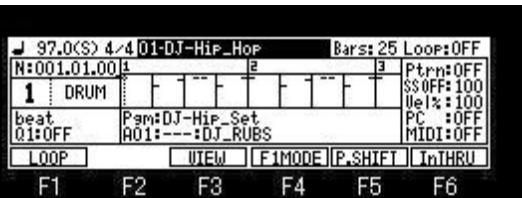
Operation of the MIDI controller currently assigned to the mixer of the track will display "CC TRK MIXER" on the indicator field of a main screen.

Input Thru

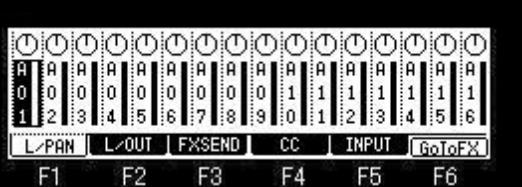
■ The MPC1000 can mix the incoming signal from RECORD IN or DIGITAL IN with the play back sound from the MPC1000. You can also route the Input Thru signal to the internal Effects and Filters.

Note

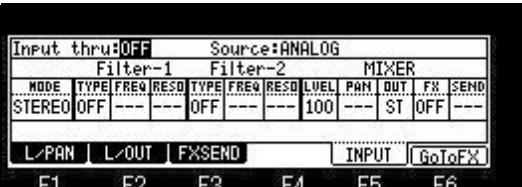
If INPUT THRU is turned ON, two voices will be used for processing. (It is one voice when L or R is select by MODE.)



Please press F6(InTHRU) button, pressing the [SHIFT] button on a main screen.



Please press F5 (INPUT) button on the screen of MIXER.



Level meter



MONO of only L



MONO of only R



MONO of L+R



The value of a parameter can be set with a DATA wheel or Q1 slider.

Note: When cursor is in the TYPE column, the value of FREQ will be changed if Q1 slider is operated.

Level mete	The level of an incoming signal is displayed. Please perform adjustment of level by the [REC GAIN] knob. (It cannot adjust, when Source is DIGITAL)
Source	You can select the input signal, ANALOG or DIGITAL.
MODE	You can select the input signal, ST (Stereo), L (L channel) or R (Right channel). Please choose LR to use L and R by a separate set.
TYPE	The type of the filter to be used is select. 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.
FREQ	Please set the cut off frequency. (0-100) When TYPE are EQL and EQH(-100 to +100)
RESO	If you set the resonance value at a larger value, the frequencies set in the FREQ column will be boosted more. (0-100)
LEVEL	Please set the level of a signal. (0-100)
PAN	This will allow you to set the pan position. (L50 - MID - R50) Note: When STEREO is chosen in the MODE column, it cannot set.
OUT	Applying effects to an You can select the outputs of the input thru signal. (ST, 12, 34, 1, 2, 3, 4, L, R)
FX	You can select the effect of the input thru signal. (OFF, FX1, FX2) Note: Selection is possible only when ST is select in the OUT column.
SEND	You can set the effect send level of the Input thru signal. (0-100) It can set, only when REVERB or DELAY is select with the effect.

■ 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.)

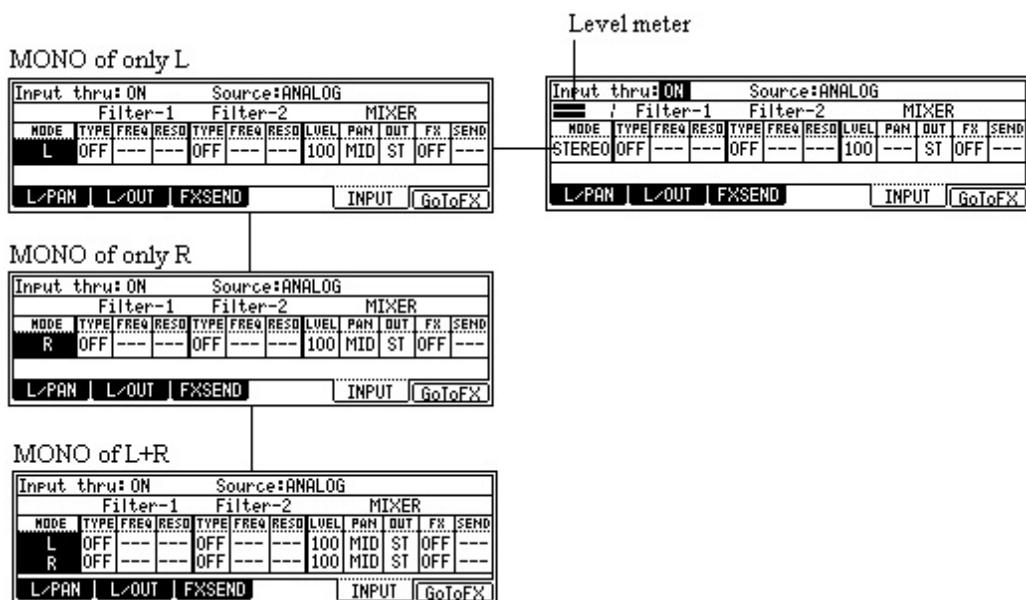
If recording is stopped, the recorded contents will be kept to the memory of MPC by the file name of "Sample**".

■ If the INPUT THRU button is pressed, INPUT THRU mode will be displayed.

The MPC2500 can mix the incoming signal from RECORD IN or DIGITAL IN with the play back sound from the MPC2500. 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.)



The value of a parameter can be set with a DATA wheel or Q1 slider.

Note: When cursor is in the TYPE field, the value of FREQ will be changed if Q1 slider is operated.

Level meter	The level of an incoming signal is displayed. Please perform adjustment of level by the [REC GAIN] knob. (It cannot adjust, when Source is DIGITAL)
Source	You can select the input signal, ANALOG or DIGITAL.
MODE	You can select the input signal, ST (Stereo), L (L channel) or R (Right channel). Please choose LR to use L and R by a separate set.
TYPE	The type of the filter to be used is select. 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. LNK(Filter2): The always same setting as a filter 1 is applied.
FREQ	Please set the cut off frequency. (0-100)
RESO	If you set the resonance value at a larger value, the frequencies set in the Freq field will be boosted more. (0-100)
LEVEL	Please set the level of a signal. (0-100)
PAN	This will allow you to set the pan position. (L50 - MID - R50) Note: When STEREO is chosen in the MODE field, it cannot set.
OUT	Applying effects to an You can select the outputs of the input thru signal. (ST, 12, 34, 56, 78, 1, 2, 3, 4, 5, 6, 7, 8)
FX	You can select the effect of the input thru signal. (OFF, FX1, FX2) Note: Selection is possible only when ST is select in the OUT field.
SEND	You can set the effect send level of the Input thru signal. (0-100) It can set, only when REVERB or DELAY is select with the effect.

■ 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**".

**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.

MIDI out after touch field

When this field is set to "YES", the poly pressure will be outputted by the after touch of a pad.

When a program is "INST", a channel pressure is outputted by the after touch of a pad.

About a button

Please refer to "MMC-MTC-CLOCK" for F2 (SYNC).

Please refer to "Pitch Bend Sensitivity (Variable range of Pitch Bend)" for F3 (BEND).

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).

If F6 (SCREEN) button is pressed, it will become a screen of the following figure.



If the Screen shots field is set to "ON", and the [UNDO] button is pushed, the BMP file of a screen will be made and it will be saved to CF card. This is a function for on-line manual creation.

Therefore, it is not related to the function of MPC.

[MODE]+PAD9



Please turn ON the Multi timbre field.

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 also 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".



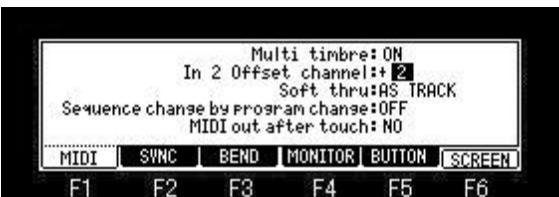
When "Sequence change by program change" Field is ON, a program change works as change of a sequence.

■ 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.



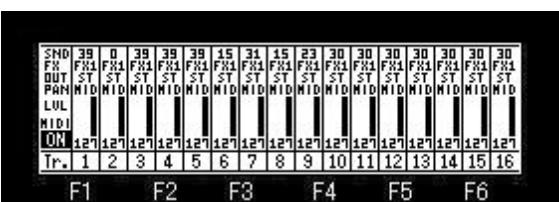
For example, it will be received as a channel 3, even if a MIDI controller transmits a channel 1, when "+2" is set.

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)

■ If the MIDI field of a truck mixer is not ON, the level and pan of MIDI data will not be reflected.



■ 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.

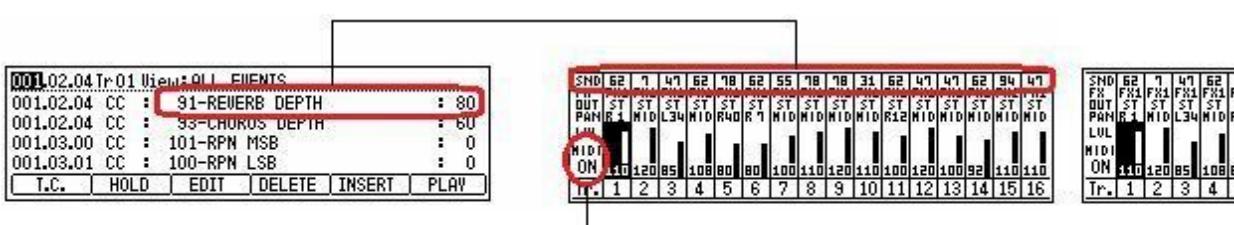
Therefore, when NOTE 24 is received, the sample currently assigned to NOTE 88 (PAD D05) is pronounced.

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.



■ The value of REVERB DEPTH of a MIDI sequence is reflected in the SEND level of an effect as 127=100.

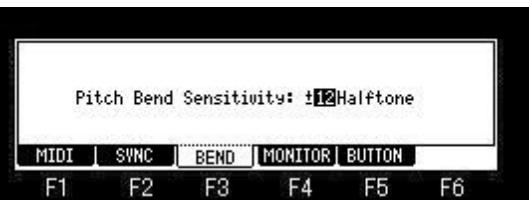


It is not reflected when the MIDI field of a truck mixer is OFF.

Pitch Bend Sensitivity (Variable range of Pitch Bend)

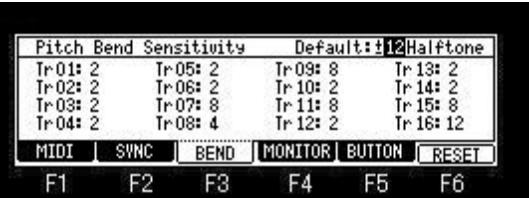
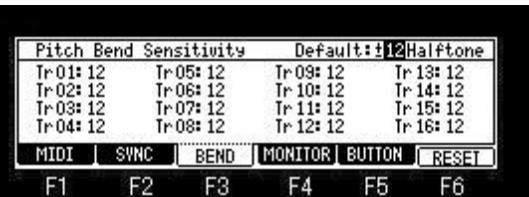
■ If F3 (BEND) button is pushed in the mode of [MODE]+PAD9 (MIDI/SYNC), it will become the mode of "Pitch Bend Sensitivity". It is the mode which sets the variable range of Pitch Bend.

A screen in case a multi timbre is OFF

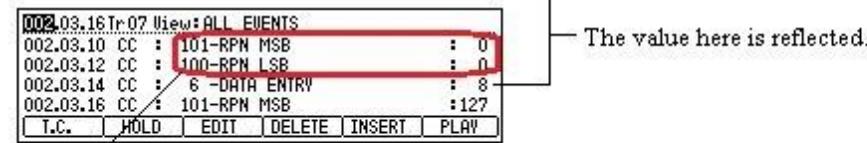
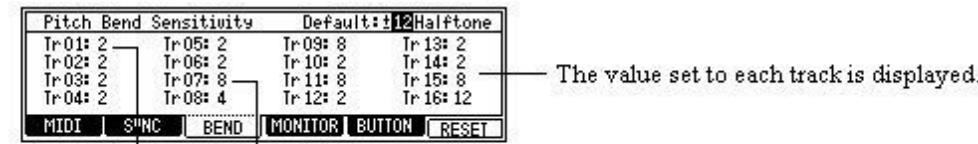


It is possible to set to one octave in each halftone. (1 = Halftone)

A screen in case a multi timbre is ON



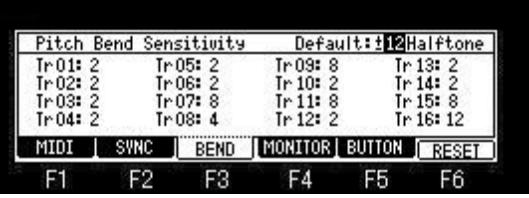
A value will be reflected in each track if the control change of Pitch Bend Sensitivity is received.



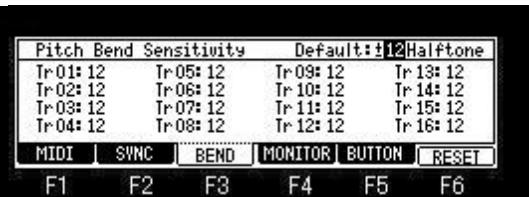
RPN 0 is CC which sets the variable range of Pitch Bend.
(It is a control change recorded in the MIDI sequence.)



2 will be set if BANK SELECT MSB(CC=0) is received.
(It is a control change recorded in the MIDI sequence.)



If F6 (RESET) button is pushed or the [PLAY START] button is pushed, it will return to a default value.



■ Received MIDI information can be monitored.

[MODE]+PAD9

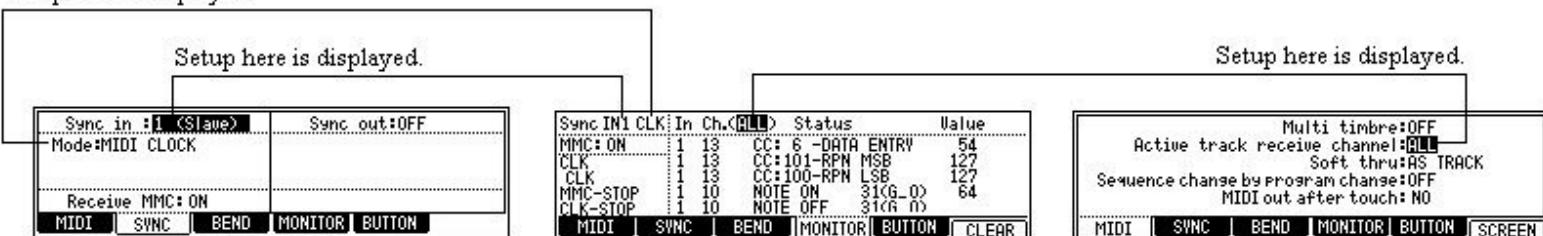


If the F4(MONITOR) button is pressed in the mode of MIDI/SYNC, it becomes the screen of the MIDI IN monitor.



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

Setup here is displayed.

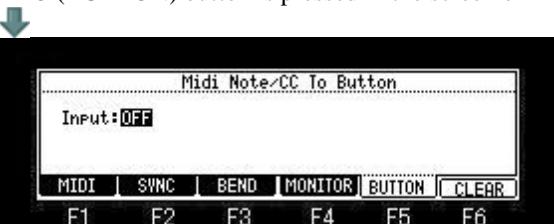


A function is assigned to MIDI NOTE/CC.

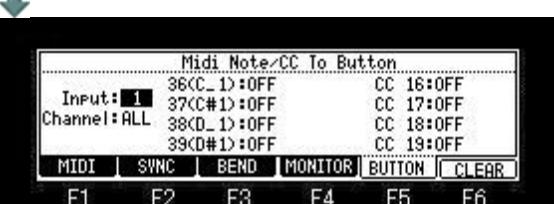
■ The function of MPC can be assigned to MIDI NOTE/CC and MPC can be operated by a MIDI controller.



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.

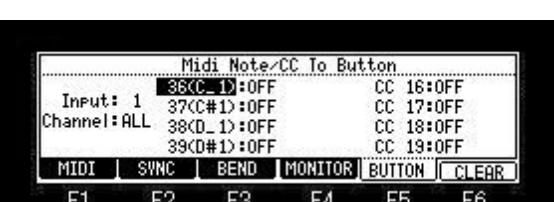


When "1" is select, the function of MPC can be operated by the MIDI controller connected to "1" of a MIDI IN terminal.
When "2" is select, the function of MPC can be operated by the MIDI controller connected to "2" of a MIDI IN terminal.

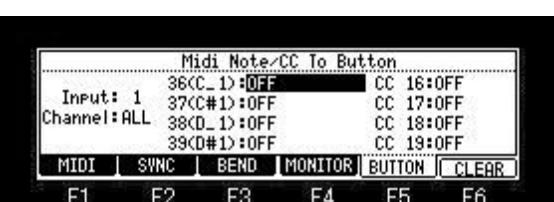


Please select the channel to set.

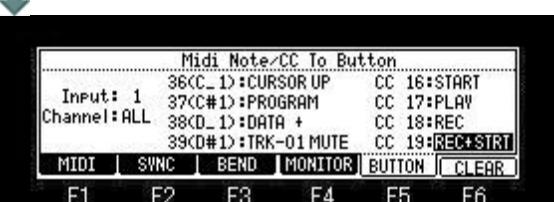
The assigned function will work, when NOTE or CC of a channel selected here is received.



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.



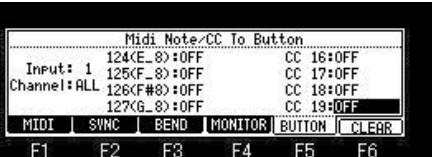
	OFF	It works as NOTE.
	PLAY START, PLAY, STOP, OVER DUB, REC BAR, STEP, CURSOR, MAIN, WINDOW, UNDO SHIFT, TAP TEMPO, MODE, ERASE, FULL LEVEL 16 LEVELS, NEXT SEQ, TRACK MUTE, BANK A - BANK D, F1 - F6, AFTER	If NOTE ON is received, it works the same as the selected button.
	SLIDER, LOAD, SAVE, TRACK MIXER, 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.
NOTE 0-127	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	If NOTE ON is received, it works the same as the selected button. This selection is not in MPC2500.
	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 pushing the [MAIN] button.

Note: A setting here is given to priority when same CC as the effect and the mixer is allocated.



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)

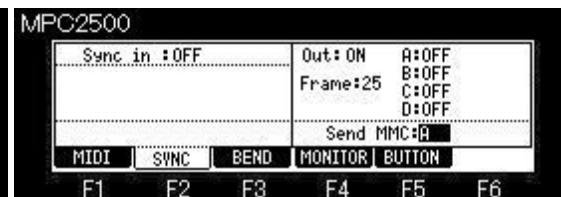
The start of other devices and a stop are performed by remote control.

■ 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 =>F2(SYNC) Screen

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 MMC START, MMC PLAY, and MMC STOP will carry out the same operation as the button of START, PLAY, and STOP having been pressed.

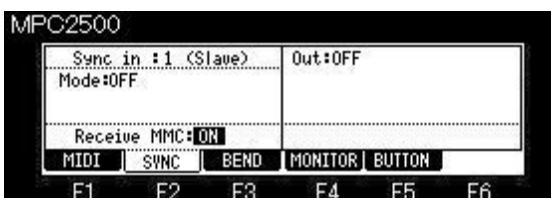
Received of time information (MMC LOCATE) will locate a sequencer in the location.

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.

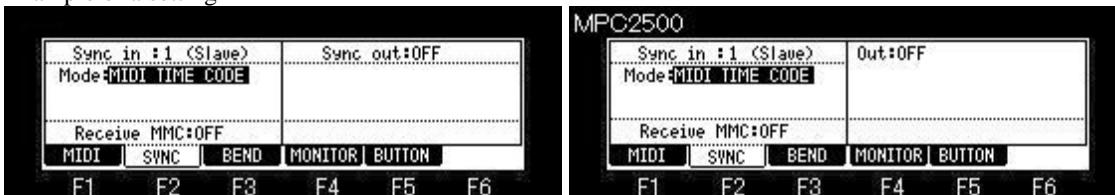
Sync with the MPC as the slave

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

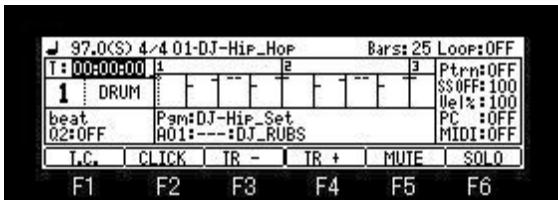


Connect the MIDI IN of the MPC to MIDI OUT of the external MIDI device using a MIDI cable.

Setting of start time



Please select "T" in the Now/Time field.



If cursor is moved to the Time field and the [WINDOW] button is pushed, 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.

■ 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

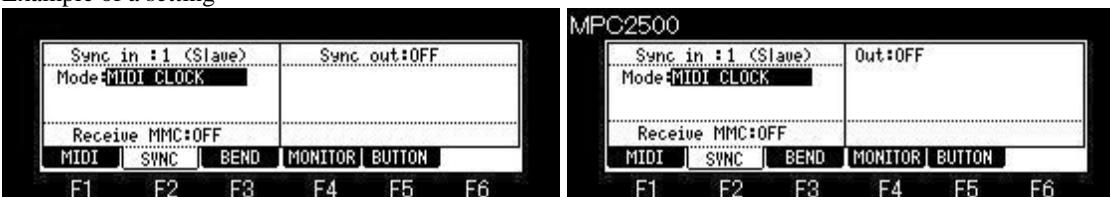
When a master plays in this state.

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



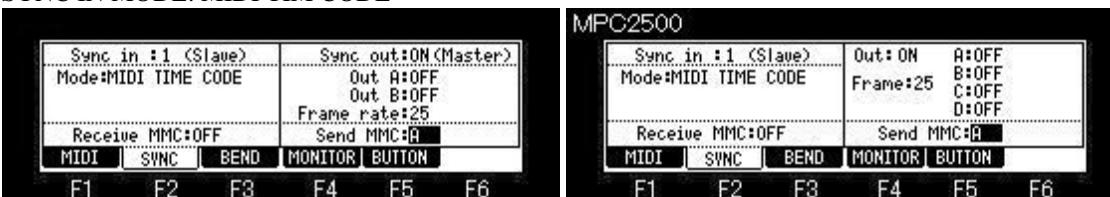
Connect the MIDI IN of the MPC to MIDI OUT of the external MIDI device using a MIDI cable.

■ 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.



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

When you want to save to the folder of a hierarchically,

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.

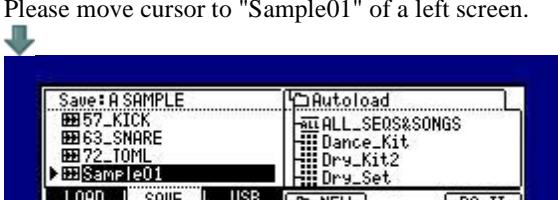
The following is a case where "Sample01" of a sample is saved to a "Autoload" holder



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

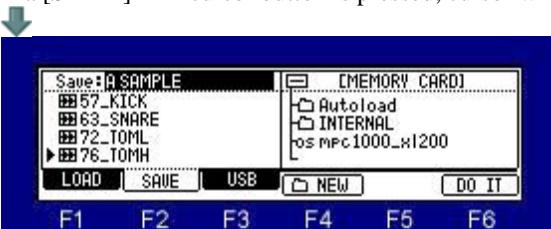
The audition of a sample to save can be performed.

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.

■ ENTIRE MEMORY-2



The save by ENTIRE MEMORY-2 includes PATTERN BANK and a PAD MODE ASSIGN file.

■ Change of the file name of "ALL_SEQS&SONGS"



The name of "ALL_SEQS&SONGS" can be changed when "ENTIRE MEMORY" or "ALL SEQUENCES" is saved.

Notes

Although "ALL PROGRAMS" and "ALL SAMPLES" are saved independently one by one, "ALL_SEQS&SONGS" is collectively saved as one file.

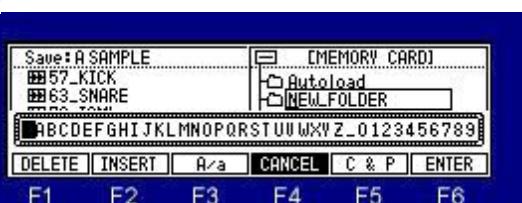


Moreover, even if the "Replace same file" field is "NO" in this screen, the "SEQS&SONGS" file of the same name is replaced.

■ 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



Please select the loading destination in the Load field.

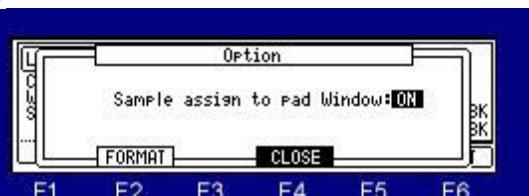


Please move cursor to a folder or a file to load, and press the F6 (DO IT) button.

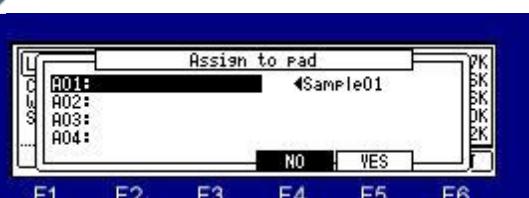
■ Sample load is assigned to a pad.



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.



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.

And a window is closed.

■ 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

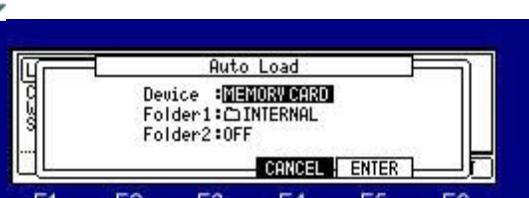
LOAD MODE



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 Folder1 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

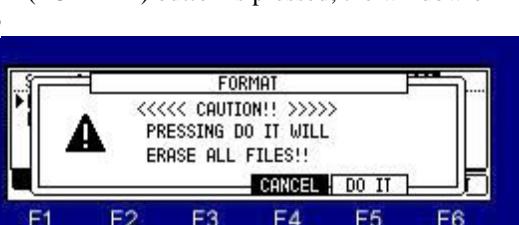
SAVE MODE



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.



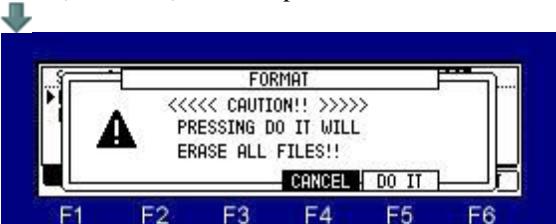
LOAD MODE



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.



■ The recording of sound included in CD can carry out more easily than the screen of RECORD.

[MODE]+PAD2



Please select "CD-Audio" in the Load field.

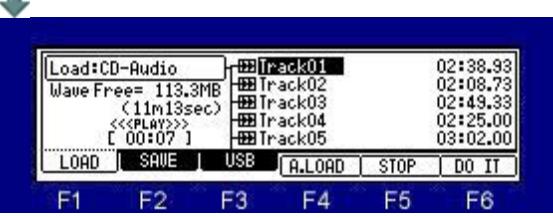
Please move cursor to the screen right.

Please choose the track containing sound to record.



Please press F5 (PLAY), [PLAY], or the [PLAY START] key, and play CD. (CD is played even if it presses arbitrary pads.)

When F5(PLAY) or [PLAY] key is pressed, plays Audio CD from the current time position.



If the [REC] key is pressed during playback, recording will be started from there.



Recording will be stopped if the [REC] key is pressed during recording. (Playback stops only recording, without stopping.)

When you stop playback, please press F5[STOP] or the [STOP] key.

The recorded contents are memorized to MPC by the file name "Sample01" (default name).

Tips

If the <STEP> key is pressed during Playback, it will skip for 2 seconds.

If it continues pressing, it will skip by four second bits.

Selection of a track can be performed if the <> BAR >> key is pressed.



If the "WINDOW" key is pressed, the window of "CD Load Option" will open.

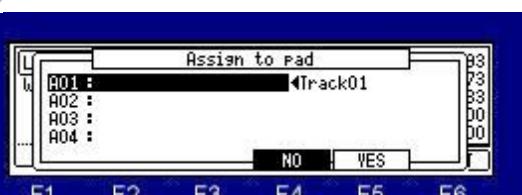


Sample assign to pad Window: ON



Press F6[DO IT] key.

When loading of Trackxx is performed, the window of "Assign to Pad" opens.



The sound of loaded Trackxx is assigned to arbitrary pads.

■ Explanation in OTHER mode (MODE+PAD10)



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.

Data Wheel Type field

When the reaction of a DATA wheel is slow or cannot change the value of one step, please change the set.

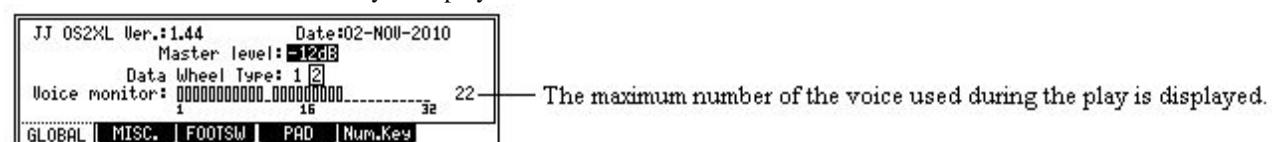
Usually, MPC in which Ver2.12 or less AKAI OS was installed selects 1.

MPC in which Ver2.13 was installed selects 2.

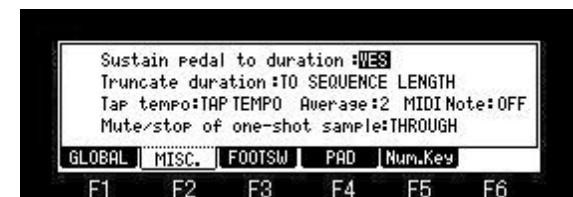
If OS is changed, this set will return to default setting "2".

Voice monitor field

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



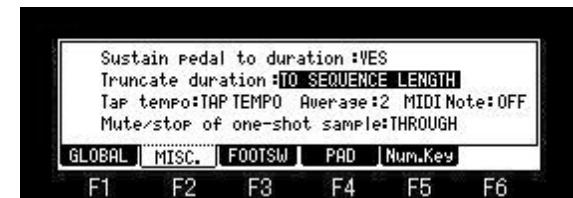
■ F2(MISC.)



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.

Sustain pedal to duration :YES
Truncate duration:TO SEQUENCE LENGTH
Tap tempo:TAP TEMPO Average:2 MIDI Note:OFF
Mute/stop of one-shot sample:THROUGH

GLOBAL MISC. FOOTSW PAD Num.Key

F1 F2 F3 F4 F5 F6

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.

Sustain pedal to duration :YES
Truncate duration:TO SEQUENCE LENGTH
Tap tempo:TAP TEMPO Average:2 MIDI Note:OFF
Mute/stop of one-shot sample:THROUGH

GLOBAL MISC. FOOTSW PAD Num.Key

F1 F2 F3 F4 F5 F6

Average field

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

Sustain pedal to duration :YES
Truncate duration:TO SEQUENCE LENGTH
Tap tempo:TAP TEMPO Average:2 MIDI Note:36
Mute/stop of one-shot sample:THROUGH

GLOBAL MISC. FOOTSW PAD Num.Key

F1 F2 F3 F4 F5 F6

MIDI Note 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)

Sustain pedal to duration :YES
Truncate duration:TO SEQUENCE LENGTH
Tap tempo:TAP TEMPO Average:2 MIDI Note:OFF
Mute/stop of one-shot sample:THROUGH

GLOBAL MISC. FOOTSW PAD Num.Key

F1 F2 F3 F4 F5 F6

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.

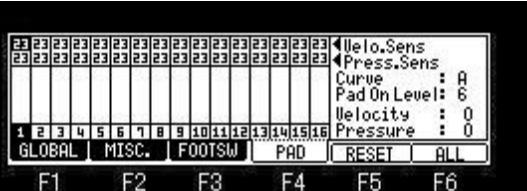
■ F3(FOOTSW)



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.

■ F4(PAD)



It is the mode which adjusts the sensitivity of pads.

Please refer to "Adjustment of Pads Sensitivity".

■ F5(Num.Key)



It is a mode of customizing the NUMERIC button.

Please refer to "Customize of MAIN and NUMERIC button".

■ Explanation in OTHER mode



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.

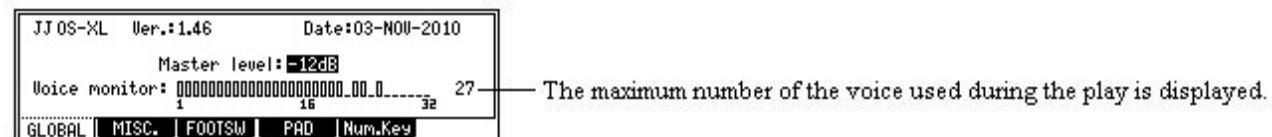
Data Wheel Type field



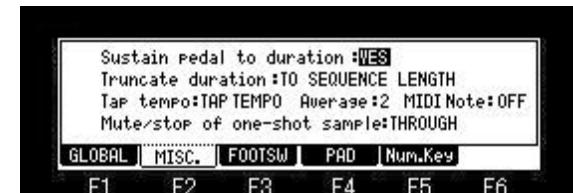
Please select "2", when an encoder(DATA wheel) is exchanged for the same type as MPC1000.

Voice monitor field

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



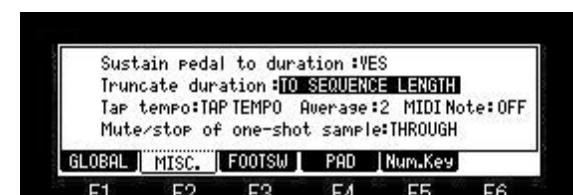
■ F2(MISC.)



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.

Sustain pedal to duration :YES
Truncate duration :TO SEQUENCE LENGTH
Tap tempo:TAP TEMPO Average:2 MIDI Note:OFF
Mute/stop of one-shot sample:THROUGH

GLOBAL MISC. FOOTSW PAD Num.Key

F1 F2 F3 F4 F5 F6

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.

Sustain pedal to duration :YES
Truncate duration :TO SEQUENCE LENGTH
Tap tempo:TAP TEMPO Average:2 MIDI Note:OFF
Mute/stop of one-shot sample:THROUGH

GLOBAL MISC. FOOTSW PAD Num.Key

F1 F2 F3 F4 F5 F6

Average field

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

Sustain pedal to duration :YES
Truncate duration :TO SEQUENCE LENGTH
Tap tempo:TAP TEMPO Average:2 MIDI Note:36
Mute/stop of one-shot sample:THROUGH

GLOBAL MISC. FOOTSW PAD Num.Key

F1 F2 F3 F4 F5 F6

MIDI Note 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)

Sustain pedal to duration :YES
Truncate duration :TO SEQUENCE LENGTH
Tap tempo:TAP TEMPO Average:2 MIDI Note:OFF
Mute/stop of one-shot sample:THROUGH

GLOBAL MISC. FOOTSW PAD Num.Key

F1 F2 F3 F4 F5 F6

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.

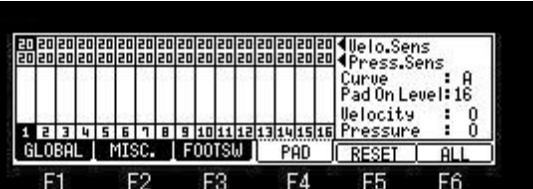
■ F3(FOOTSW)



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.

■ F4(PAD)



It is the mode which adjusts the sensitivity of pads.

Please refer to "Adjustment of Pads Sensitivity".

■ F5(Num.Key)



It is a mode of customizing the NUMERIC button.

Please refer to "Customize of MAIN and numeric button".

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.

If [MODE]+PAD11 is pressed, it will become looping recorder mode.

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.

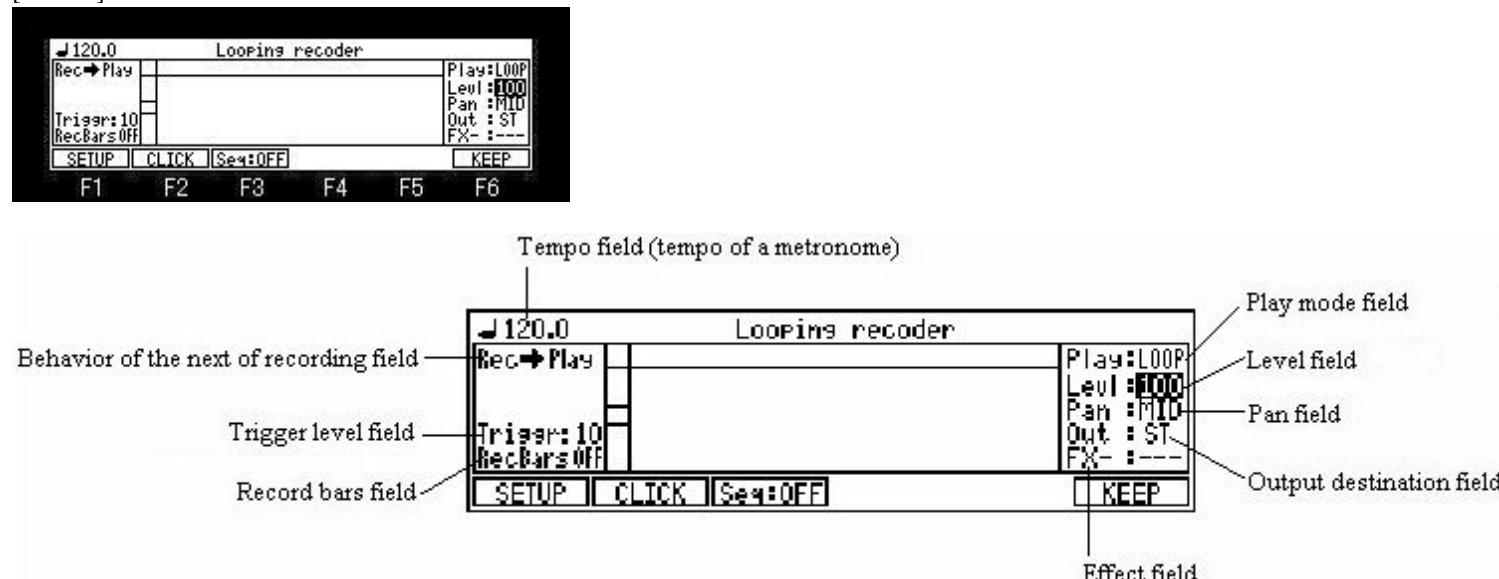
While playing back a sequence, please do not go to looping recorder mode from the main. (It may not work normally.)

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.

LOOP & HOLD and CYCLE are not recorded normally.

[MODE]+PAD11



Tempo field

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

Behavior of the next of recording field

Please choose the behavior when changing from recording to the next mode automatically.

Behavior selected even when [REC] and the [OVER DUB] button were pressed during recording will be carried out.

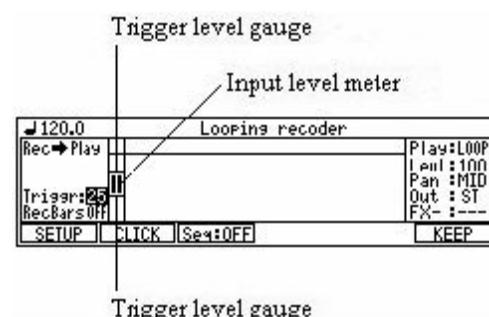
Play: It changes to playing.

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)

It will change to playing automatically, after the recording of a last bar finishes, when "Play" is selected in the behavior of the next of recording field

It will change to overdubbing automatically, when "Rec→Dub" is selected.



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.

Level 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.

Output destination 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 8. (in the case of MPC2500)

Effect field

Please set, when you apply an effect.

FX1: The effect selected by FX1 is adapted.

FX2: The effect selected by FX2 is adapted.

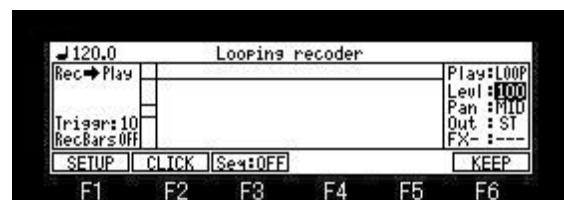
Note

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.

■ Initial setting



If F1 (SETUP) button is pressed, the window of "Setups" will open.



Input field

Please select the source 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.)

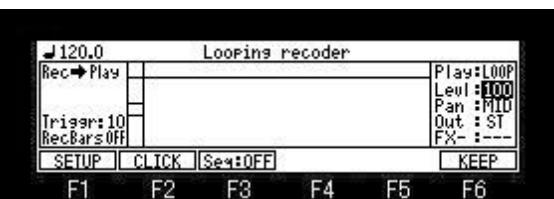
The time in the looping recorder that can be recorded at a time is maximum of 1 minute.

Foot1, 2 field

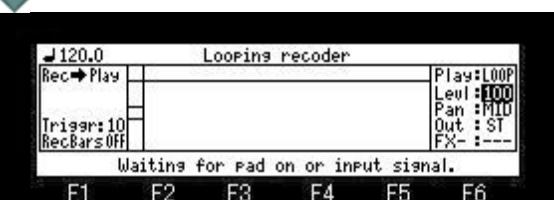
Please set, when you operate it using a foot switch.

■ Operation method

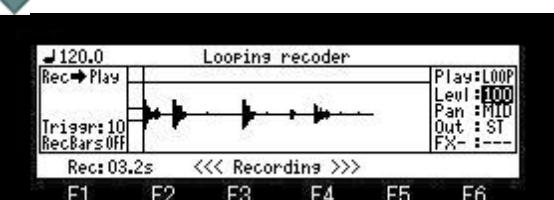
When operating it by the foot switch or a MIDI foot controller, it recommends assigning [OVER DUB] and the [PLAY] button.



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

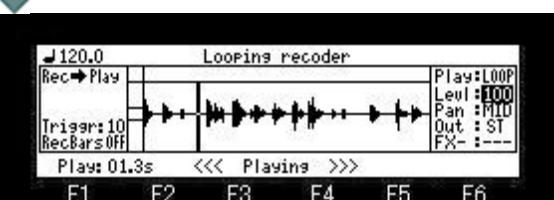


Recording will be started, if a pad is hit or a signal is inputted. (A performance of pads is also recorded)
As for the sound of the pad, the program chosen with the main screen will be used.



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.

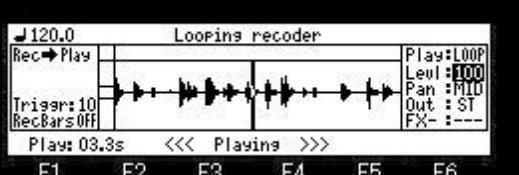
(An overdubbing is carried out when "Rec→Dub" is selected)



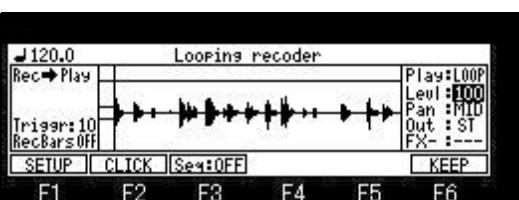
An overdubbing will be carried out if the [OVE DUB] button is pressed during loop playback.



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 "Keep 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.

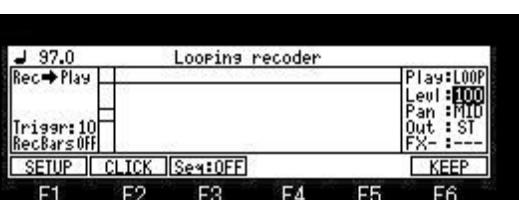
About an undo function

If the [UNDO] button is pressed, the performance data which carried out the overdubbing just before the stop can be deleted.

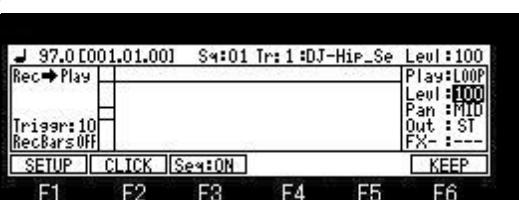
If the [UNDO] button is pressed again, deleted data will restore.

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

Uses it synchronizing with the sequence.

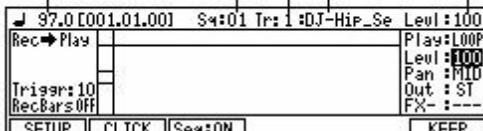


If F3 (Seq:OFF) button is pushed and it is made "Seq:ON", it can use synchronizing with a sequence.



Tempo of sequence that has been selected

Sequence number that has been selected
Track number that has been selected
Program that has been selected
Sequence level



When using synchronizing with a sequence, even if "RecBars" is set to OFF, it is recorded by bar.

Even if [OVER DUB] or the [STOP] button is pressed in an odd location, it is automatically adjusted by bar.

For example, it becomes 2 bars when [OVER DUB] or the [STOP] button is pressed by 2 bars and 2 beats or less.

It becomes 3 bars when [OVER DUB] or the [STOP] button is pressed by 2 bars and 3 beats or more.

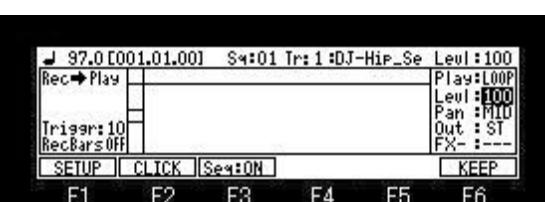
Playback and stop of a looping recorder are operated with the [PLAY] button.

Playback and stop of a sequence are operated with the [PLAY START] button.

The [STOP] button stops a sequence and a looping recorder.

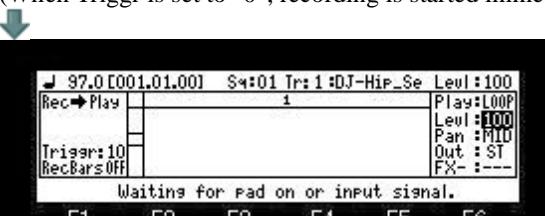
Please press the [PLAY] button, when you want to stop only a looping recorder while playing back a sequence and a looping recorder.

When you want to stop only a sequence, please press the [PLAY START] button.



If the [REC] or [OVER DUB] button is pressed, it will be in the standby state of record.

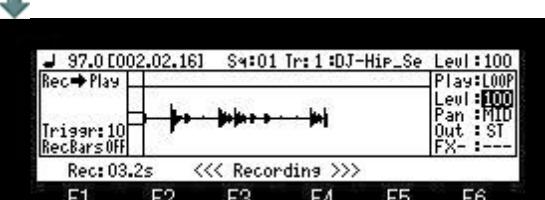
(When Trigger is set to "0", recording is started immediately)



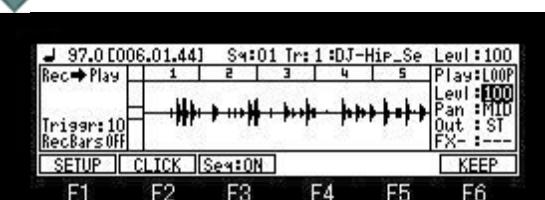
If a pad is hit or a signal is inputted, recording will be started and a sequence will also be started at the same time.

(The sound of the sequence currently played is not recorded by the looping recorder)

Please press the PLAY START button when you want to start only the sequence previously.



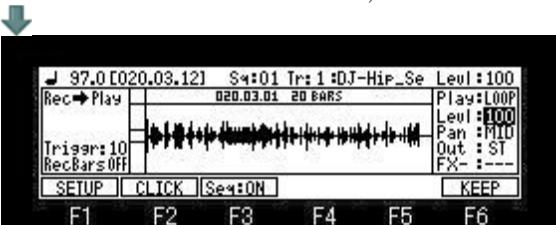
If [OVER DUB], [PLAY], or the [STOP] button is pressed, the bar of the length of the recorded bars will be displayed.





Even 16 bars will be displayed.

When 17 or more bars are recorded, the number of bars is displayed on the bar field.



■ The value of FULL LEVEL can be adjusted.

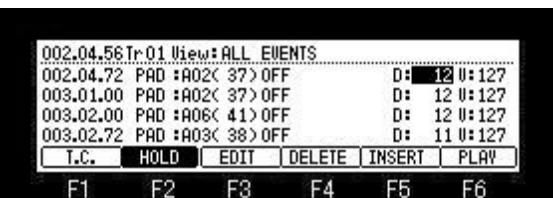


If the FULL LEVEL button is pressed, the window of level will open.

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.



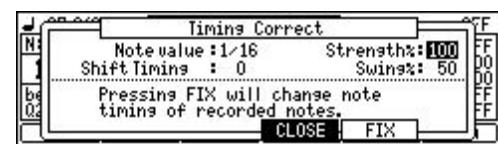
If F2 (HOLD) button is pressed, a screen will not scroll automatically during playback.
Therefore, a value can be changed during playback.

Timing Correct Strength%

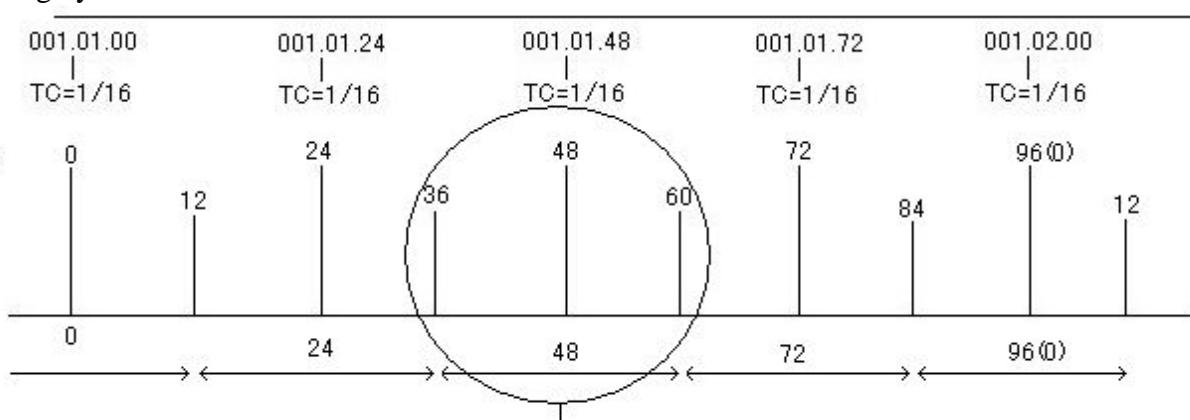
Strength controls how rigidly the track will be quantized.

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.

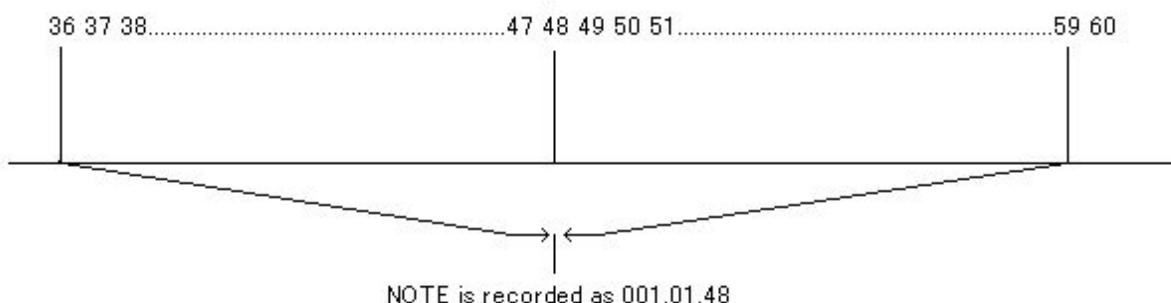
Settings closer to 0% will allow note timing to be more relaxed and true to the original performance, while settings closer to 100% will make the track more precise.



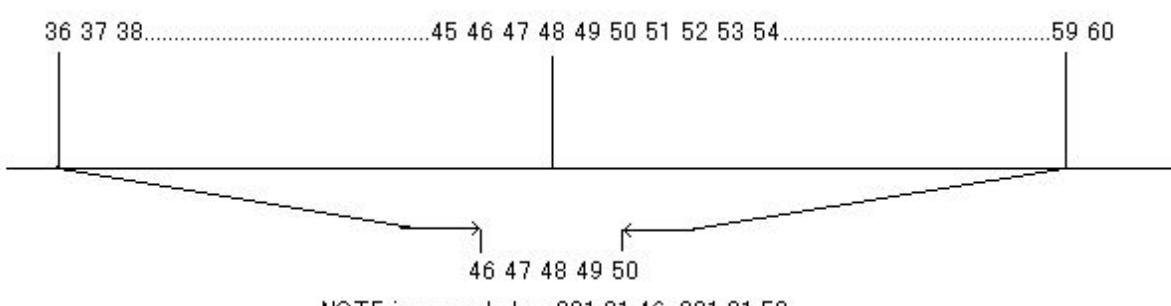
It is explaining by the case of TC=1/16



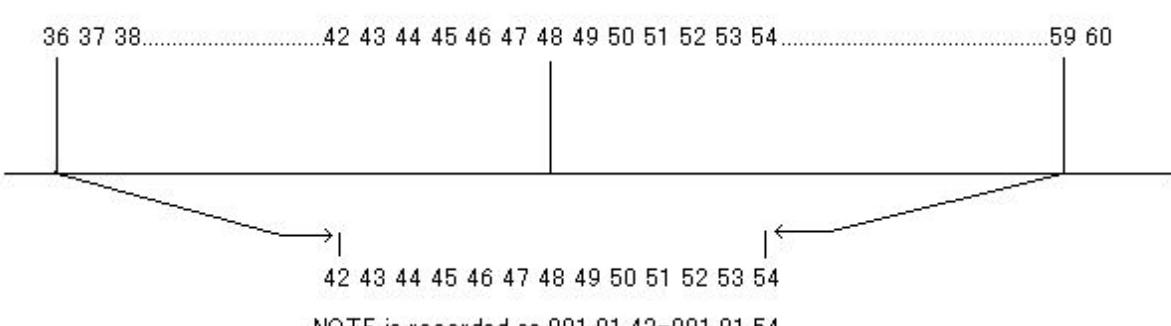
Strength 100%



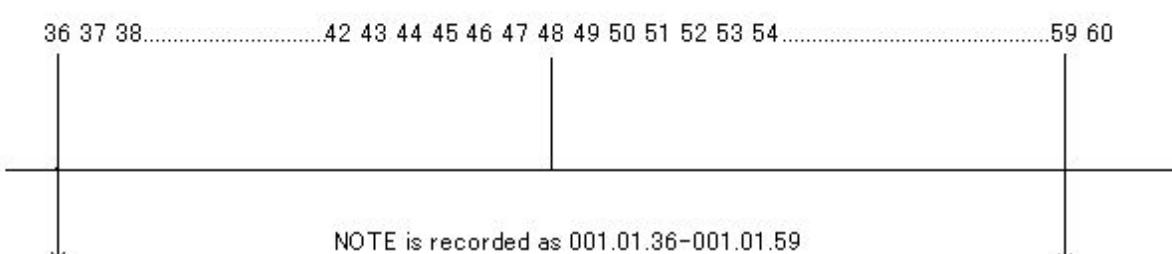
Strength 80%



Strength 50%

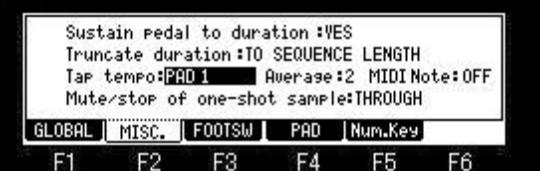


Strength 0%



Function of tap tempo is assigned to a pad

[MODE]+PAD10

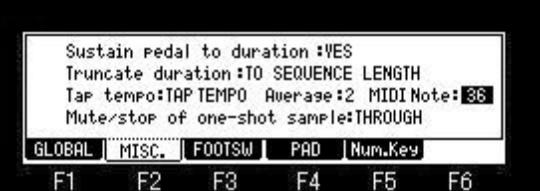


The function of tap tempo can be assigned to pads.

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 field, tap tempo can be performed by MIDI IN NOTE.

(When you want to set up tempo by a MIDI keyboard etc.)