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MPKmini

Editor User Guide

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Introduction

The MPK mini editor software gives you a visual and intuitive way to edit the various MIDI messages that MPK mini's controls send to your computer.

System Requirements and Product Support

For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit **akaipro.com/mpkmini**.

For additional product support, visit **akaipro.com/support**.

Installation

Windows®

1. Double-click the **.exe** installer file you downloaded.
2. Follow the on-screen instructions.

Mac® OS X®

1. Double-click the **.pkg** installer file you downloaded.
2. Follow the on-screen instructions.

Operation

Getting Started

To use the MPK mini Editor:

1. **Optional:** Connect MPK mini to your computer using a standard USB cable. (If you are connecting MPK mini to a USB hub, make sure it is a powered hub.) You can still use the editor without connecting an MPK mini, but you will not be able to send Programs to it or load (get) Programs from it.

2. Open the MPK mini Editor. The window will show a graphical representation of your MPK mini with all of its editable controls. See the following *Graphical Interface* section for an overview of each section.

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Graphical Interface

Joystick   **Pads**   **Knobs**

Program Management   **Channels**   **Keyboard and Arpeggiator**

The MPK mini Editor has a straightforward graphical user interface that can be broken down into the following sections:

- **Program Management:** These controls let you export (send) the currently loaded Program to a connected MPK mini or import (get) a Program from a connected MPK mini and load it into the editor. See *Managing Your Programs* to learn more about this as well as saving and loading Programs to and from your computer.

- **Pads:** This is a visual representation of all eight pads in both banks (A and B). See *Editing the Pads* to learn more.

- **Knobs:** This is a visual representation of all eight knobs. See *Editing the Knobs* to learn more.

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- **Keyboard and Arpeggiator:** This is a visual representation of the 25-key keyboard as well as the settings that control the timing, range, and overall behavior of the arpeggiator. See *Editing the Keyboard and Arpeggiator* to learn more.

- **Joystick:** These settings control the parameters affected by the X-Y Controller (Joystick). See *Editing the X-Y Controller (Joystick)* to learn more.

- **Channels:** These two fields determine the channels over which the pads and the knobs, X-Y Controller (joystick), and keyboard send their messages. This information is covered in the chapter for each control: *Editing the Pads*, *Editing the Knobs*, *Editing the X-Y Controller (Joystick)*, and *Editing the Keyboard and Apeggiator > Keyboard*.

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Managing Your Programs

About Programs

A **Program** is a preset file (**.mk2**) containing all of the MIDI assignments you make in the Editor. Using Programs lets you maintain several different control configurations to use in different situations. For instance, you may use different Programs with different kinds of software, or you may some Programs for production and others for performance.

MPK mini can store a maximum of **four** Programs, and you can store additional Programs on your computer to load onto MPK mini with this editor.

This chapter explains how to load Programs into the editor (*Loading Programs*), save Programs onto your computer (*Saving Programs*), and send Programs to your connected MPK mini (*Sending Programs*).
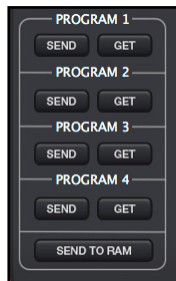
Loading Programs

To edit a Program, you first have to load it into the MPK mini editor.

To load a Program from a connected MPK mini, click the **Get** button for the desired Program: **Program 1**, **2**, **3**, or **4**. (Editing this Program will not affect the Program stored on your MPK mini. See *Sending Programs* below to learn how to send the edited Program to MPK mini.)

To load a Program from your computer, go to **File > Open**, locate the desired file **(.mk2)**, and click **Open**.

You can also load a Program from MPK mini's RAM, where it is stored temporarily, rather than from a stored Program.

To load a Program from the RAM of a connected MPK mini, click the **File** menu, select **Get from Hardware**, and select **RAM**.

Saving Programs

Saving a Program on your computer lets you edit it or send it to MPK mini in the future. All MIDI assignments that you see in the editor will be saved in the Program.

To save a Program, go to **File > Save**, select the desired location, enter a file name, and click **Save**. The Program will be saved as a **.mk2** file.

To save a Program under a different name or to a different location, go to **File > Save As**, select the desired location, enter a file name, and click **Save**. The Program will be saved as a **.mk2** file.

Sending Programs

Sending a Program to a connected MPK mini lets you transfer the Program from the editor to the MPK mini's internal memory so you can select it while using it. All MIDI assignments that you see in the editor will be sent to the MPK mini.

To send a Program to a connected MPK mini, click the **Send** button for the Program you want it to be on your MPK mini: **Program 1**, **2**, **3**, or **4**. This will overwrite that Program currently stored on your MPK mini.

You can also send a Program to MPK mini's RAM, where it is stored temporarily instead of overwriting a Program. This lets you try out the Program's assignments without "committing" them to particular Program. If you decide that you like the results, you can save them to your computer (see *Saving Programs* above) or send it to a specific Program on the MPK mini.

To send a Program to the RAM of a connected MPK mini, click the **Send to RAM** button.
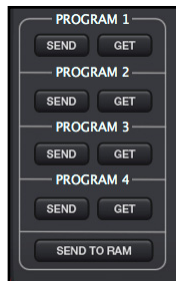
Editing the Pads
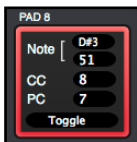
You can set various assignments for each pad in either bank, including its MIDI note, CC message, Program Change message, and press behavior. You can also set the MIDI channel over which all of the pads send their messages.

Tip: See *Auto-Populating the Pads* to learn how to quickly apply common "patterns" of assignments to the pads, sparing you the time of having to select each assignment manually.

**To select the MIDI note a pad sends, do either of the following:**

- Click the first **Note** field within a pad, and select the desired MIDI note value from the pop-up menu (**C-1** – **G9**).
- Click the second **Note** field within a pad, and type the desired MIDI note number (**0** – **127**). The MIDI note value will change accordingly.

To select the CC message a pad sends, click the **CC** field within a pad, and type the desired CC number (**0** – **127**).

To select the Program Change message a pad sends, click the **PC** field within a pad, and type the desired Program Change number (**0** – **127**).

To select how the pad behaves when pressed, click the bottom-most field within a pad, and select one of the two options:

- **Toggle:** The pad "latches"; it sends its message continuously when it is first pressed and stops sending it when it is pressed a second time.
- **Momentary:** The pad sends its message while being pressed and stops sending it when it is released.
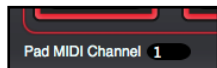
To select the MIDI channel over which all of the pads send their messages, click the **Pad MIDI Channel** field at the bottom of the window, and type the desired MIDI channel number (**1** – **16**).

Editing the Knobs

You can set various assignments for each of the eight knobs, including its CC message and its minimum and maximum values. You can also set the MIDI channel over which all of the knobs send their messages.

Tip: See *Auto-Populating the Knobs* to learn how to quickly apply common "patterns" of assignments to the knobs, sparing you the time of having to select each assignment manually.

To select the CC message a knob sends, click the **CC** field under a knob, and type the desired CC number (**0** – **127**).

To select a knob's minimum and maximum values, click the **Lo** field (minimum) or **Hi** field (maximum) under a knob, and type the desired value (**0** – **127**).
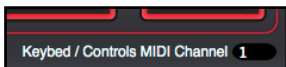
To select the MIDI channel over which all of the knobs send their messages, click the **Keybed / Controls MIDI Channel** field at the bottom of the window, and type the desired MIDI channel number (**1** – **16**). This affects the knobs, X-Y Contoller (joystick), and keyboard.
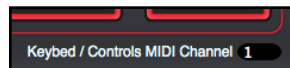
Editing the X-Y Controller (Joystick)

You can set the assignment of each axis of the X-Y Controller (joystick), letting you use it to manipulate two different parameters simultaneously.

To select what message an axis sends, click the **X Axis** or **Y Axis** field under the X-Y Controller, and select the desired message from the pop-up menu:

- **Pitchbend:** Moving the X-Y controller along this axis will send pitchbend information.
- **CC 1:** Moving the X-Y controller along this axis will send one CC message.
- **CC 2:** Moving the X-Y controller along this axis will send one CC message in the positive direction (up or right) and another CC message in the negative direction (down or left).

To select the CC message the X-Y Controller sends (when set to CC1 or CC2), click the field(s) under the **X Axis** or **Y Axis** field, and type the desired value (**0 – 127**).

To select the MIDI channel over which the X-Y Controller sends its messages, click the **Keybed / Controls MIDI Channel** field at the bottom of the window, and type the desired MIDI channel number (**1 – 16**). This affects the knobs, X-Y Controller (joystick), and keyboard.

Editing the Keyboard and Arpeggiator

Keyboard
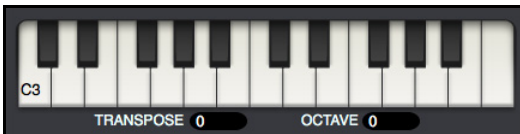
You can set the keyboard's octave and transposition.

To transpose the keyboard, click the **Transpose** field under the keyboard, and type the desired value (**-12** to **+12** semitones). A transposition of **0** means the keyboard is not transposed. For reference, the leftmost key will display its note value to indicate the transposition.

To change the keyboard's octave, click the **Octave** field under the keyboard, and type the desired value (**-4** to **+4** octaves) (this is the same as using your MPK mini's **Octave** buttons). An octave of **0** means the keyboard is at its center/default octave. For reference, the leftmost key will display its note value to indicate the octave shift.
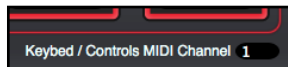
To select the MIDI channel over which the keyboard sends its messages, click the **Keybed / Controls MIDI Channel** field at the bottom of the window, and type the desired MIDI channel number (**1** – **16**). This affects the knobs, X-Y Controller (joystick), and keyboard.

Arpeggiator

You can set various assignments for the arpeggiator.

To activate or deactivate the arpeggiator, click the **On/Off** button (this is the same as pressing the **Arpeggiator On/Off** button on your MPK mini).

To set the arpeggiator's time division, click the **Time Div** field, and select the desired setting from the pop-up menu: **1/4** note, 1/4 note triplet (**1/4T**), **1/8** note, 1/8 note triplet (**1/8T**), **1/16** note, 1/16 note triplet (**1/16T**), **1/32** note, or 1/32 note triplet (**1/32T**).

To set the arpeggiator's mode, click the **Mode** field, and select the desired setting from the pop-up menu. The mode determines how the arpeggiated notes are played back:

- **Up:** Notes will sound from the lowest to the highest.
- **Down:** Notes will sound from the highest to lowest.
- **Inclusive:** Notes will sound from the lowest to the highest, and then back down. The lowest and highest notes will sound *twice* at the directional change.
- **Exclusive:** Notes will sound from the lowest to the highest, and then back down. The lowest and highest notes will sound only *once* at the directional change.
- **Order**: Notes will sound in the order they were pressed.
- **Random:** Notes will sound in random order.

To activate or deactivate Latch, click the **Latch** field, and select **Off** or **On**. When Latch is **On**, the Arpeggiator will continue to arpeggiate the notes even after you lift your fingers. While holding down the keys, you can add more notes to the arpeggiated chord by pressing down additional keys. If you press the keys, release them, and then press down a new combination of notes, the Arpeggiator will memorize and arpeggiate the new notes.

To set the arpeggiator's octave range, click the **Octave** field, and type the desired value: **1**, **2**, **3**, or **4** octaves.

To set the arpeggiator's swing, click the **Swing** field, and select the desired setting from the pop-up menu: **50%** (no swing), **55%**, **57%**, **59%**, **61%**, or **64%**.

To set the minimum number of taps required for the Tap Tempo button to detect a new arpeggiator tempo, click the **Tempo Taps** field, and type the desired value: **2**, **3**, or **4** taps.

Note: MPK mini's **Tap Tempo** button is disabled if the Arpeggiator is synced to an external clock.

Auto-Populate

The **Auto-Populate** feature lets you quickly apply common "patterns" of assignments to the pads and knobs, sparing you the time of having to select each assignment manually.

Auto-Populating the Pads

You can auto-populate the pads with a scale of MIDI note numbers, a range of Program Change numbers, a range of CC numbers, and/or a press behavior.

You can auto-populate any combination of these settings at the same time or independently of each other, but note that clicking any of the three **Apply To** buttons will auto-populate the pad bank(s) with any options whose checkboxes are checked. *This cannot be undone*.

Important: To learn more about the pad assignments in general, see *Editing the Pads*.

To auto-populate the pads with a scale of MIDI note numbers:

1. Click the first checkbox under **Pads** so it is checked.

2. Click the **Set scale** field to select what scale you want to apply: **Chromatic Up**, **Chromatic Down**, **Major**, **Minor**, **Harmonic Minor**, **Melodic Minor**, **Dorian**, **Phrygian**, **Lydian**, **Mixolydian**, or **Locrian**.

3. Select the the MIDI note a pad sends by doing either of the following:
   - Click the first **starting with note** field, and select the desired MIDI note value from the pop-up menu (**C-1** – **G9**).
   - Click the second **starting with note** field, and type the desired MIDI note number (**0** – **127**). The MIDI note value will change accordingly.
4. Click one of the **Apply To** buttons to select which pad bank will auto-populate in this fashion: **Apply to Bank A**, **Apply to Bank B**, or **Apply to A and B**.

To auto-populate the pads with a range of Program Change numbers:
1. Click the second checkbox under **Pads** so it is checked.
2. Click the **PC range starting at** field, and type the desired Program Change number (**0** – **127**).
3. Click the **with values** field, and select whether the range of numbers should be **Ascending** or **Descending**.
4. Click one of the **Apply To** buttons to select which pad bank will auto-populate in this fashion: **Apply to Bank A**, **Apply to Bank B**, or **Apply to A and B**.

To auto-populate the pads with a range of CC numbers:
1. Click the third checkbox under **Pads** so it is checked.
2. Click the **CC range starting at** field, and type the desired CC number (**0** – **127**).
3. Click the **with values** field, and select whether the range of numbers should be **Ascending** or **Descending**.
4. Click one of the **Apply To** buttons to select which pad bank will auto-populate in this fashion: **Apply to Bank A**, **Apply to Bank B**, or **Apply to A and B**.
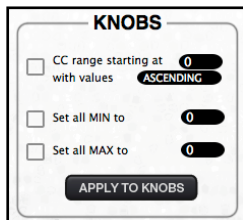
To auto-populate the pads with the same press behavior:
1. Click the fourth checkbox under **Pads** so it is checked.
2. Click the **Set CC Type** field, and select whether the pads should be **Momentary** or **Toggle**.
3. Click one of the **Apply To** buttons to select which pad bank will auto-populate in this fashion: **Apply to Bank A**, **Apply to Bank B**, or **Apply to A and B**.

Auto-Populating the Knobs

KNOBS

☐ CC range starting at `0`
with values `ASCENDING`

☐ Set all MIN to `0`

☐ Set all MAX to `0`

`APPLY TO KNOBS`

You can auto-populate the knobs' range of CC numbers, minimum values, and/or maximum values.

You can auto-populate any combination of these settings at the same time or independently of each other, but note that clicking the **Apply To Knobs** button will auto-populate the knobs with any options whose checkboxes are checked. *This cannot be undone*.

Important: To learn more about the knob assignments in general, see *Editing the Knobs*.

To auto-populate the knobs' range of CC numbers:

1. Click the first checkbox under **Knobs** so it is checked.

2. Click the **CC range starting at** field, and type the desired CC number (**0** – **127**).

3. Click the **with values** field, and select whether the range of numbers should be **Ascending** or **Descending**.

4. Click the **Apply To Knobs** button to auto-populate the knobs in this fashion.

To auto-populate the knobs' minimum and maximum values:

1. Click the second and third checkboxes (minimum and maximum, respectively) under **Knobs** so they are checked. (If you want to auto-populate only one of these settings, check that checkbox only.)

2. To set the minimum value, click the **Set all LO to** field, and type the desired value (**0** – **127**).

3. To set the maximum value, click the **Set all HI to** field, and type the desired value (**0** – **127**).

4. Click the **Apply To Knobs** button to auto-populate the knobs in this fashion.

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Menu Bar

The MPK mini Editor's menu bar has several different menus, described in this chapter. Click each menu to view its options.

Note: The menu bar differs slightly between Windows and Mac OS X versions.

File

New Window: Select this option to open a new MPK mini Editor window. You can have multiple windows open at the same time.

Open: Select this option to locate and open (load) a Program from your computer. Click the **Open** button to load the Program into the editor, or click **Cancel** to return to the previous window.

Important: See *Managing Your Programs > Loading Programs* to learn more about this.

Close Window: Select this option to close that window of the editor.

Important: If you have multiple windows open, doing this does not exit the MPK mini Editor entirely. Close all open editor windows to exit the MPK mini Editor completely.

Save: Select this option to save the Program to your computer. Click the **Save** button to save the Program, or click **Cancel** to return to the previous window.

Important: See *Managing Your Programs > Saving Programs* to learn more about this.

Save As: Select this option to save the Program with a different name or to a different location on your computer. Click the **Save** button to save the Program, or click **Cancel** to return to the previous window.

Important: See *Managing Your Programs > Saving Programs* to learn more about this.

Send To Hardware: Select this option and then select the desired Program number (**Program: 1**, **2**, **3**, or **4**) to overwrite that Program on your connected MPK mini with the Program currently loaded in the editor window. Alternatively, select **RAM** to send a Program to your connected MPK mini's RAM, where it is stored temporarily instead of overwriting a Program.

Important: See *Managing Your Programs > Sending Programs* to learn more about this.

Get From Hardware: Select this option and then select the desired Program number (**Program: 1**, **2**, **3**, or **4**) to load that Program from your connected MPK mini to the editor window. Alternatively, select **RAM** to load a Program from your connected MPK mini's RAM.

Important: See *Managing Your Programs > Loading Programs* to learn more about this.

Edit

Copy Program: Select this option to copy the entire Program in the editor window to the editor's "clipboard." You can then use the **Paste Program** option to paste the Program (entirely or partially) to another.

Paste Program: Select this option to paste all or part of a copied Program to the Program in the editor window. Select All to paste the entire program, or select another option to paste only that part of the Program, leaving the others alone: **Pad Bank A**, **Pad Bank B**, **Pad Bank A & B**, **Knobs**, **Keyboard** (which includes the Arpeggiator settings), or **Joystick**.

Tools

Auto Populate: Select this option to open the **Auto Populate** window. See the *Auto-Populate* chapter to learn more.

Options

Device Setup: Select this option to open the **Device Setup** window.

If your MPK mini is not connected to your computer, it will not be available in the **Input** and **Output** fields. This means that you cannot send Programs to it or load (get) Programs from it, though you can still use the MPK mini Editor to edit and save Programs on your computer.

If your MPK mini is connected to your computer, **MPKmini2** will appear in both the **Input** and **Output** fields. Select it in both fields, and click **OK** to apply your selection and close the window. Alternatively, click **Cancel** to close the window without applying the selection, or click **Apply** to apply the selection without closing the window.

Window

Minimize: Select this option to minimize the editor window.

Bring All to Front: Select this option to show all editor windows above any other open applications on your computer.

Help

Open User Guide: Select this option to open this User Guide.

About: Select this option to show information about the current version of the MPK mini Editor software.

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Appendix

Keyboard Shortcuts

Function/Command	Windows	Mac OS X
New Window	Ctrl + N	⌘ + N
Open	Ctrl + O	⌘ + O
Close Window	Ctrl + W	⌘ + W
Save	Ctrl + S	⌘ + S
Copy Program	Ctrl + Shift + C	⌘ + Shift + C
Paste Program (All)	Ctrl + Shift + V	
Minimize	Ctrl + M	⌘ + M
Open User Guide	Ctrl + H	

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