AKAI professional

MPC5000
MUSIC PRODUCTION CENTER

▶ V2.00 MANUAL ADDENDUM

MPC5000

MUSIC PRODUCTION CENTER

MANUAL ADDENDUM

Version 2.00

Improvements to MAIN Mode

Track Lock

Individual tracks in a sequence can now be locked for editing. This will allow data on that track to be protected when performing global functions, and protects from accidental adding, deleting or changing the sequence data on the track. All data, including MIDI notes, controller changes, Q-LINK events etc will be preserved. Programs can be changed to allow you to audition different sounds on the locked track while preserving the data from editing.

A Track's LOCK Status is indicated by the padlock icon to the left of the TRACK field as indicated on the right. To lock or unlock a track, do the following:

01. Select the TRACK LOCK icon

> The TRACK LOCK icon appears as a padlock to the left of the TRACK field as shown on the right.

02. Turn the [DATA] Wheel, or press the [+] button to toggle the TRACK LOCK icon.

> This will toggle the TRACK LOCK Icon. The icon will indicate the track status as shown below:

Track is unlocked.

Track is locked.
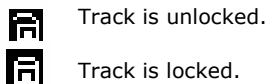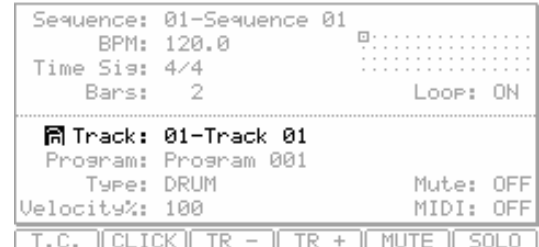
MIDI Receive Indicator

A MIDI Receive indicator has been added to MAIN page. When Incoming MIDI is detected at MIDI IN 1 or B, the indicator will light as shown on the right.
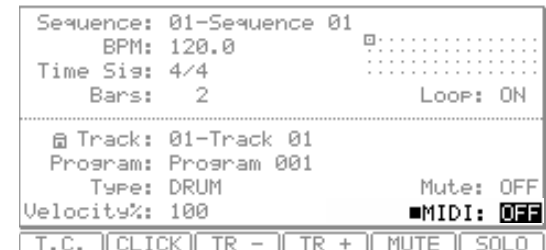
Navigation Improvements

While in MAIN Mode, the following key shortcuts are available:

■ Quick Sequence and Track Select

[SHIFT] + [UP ARROW] buttons will always move the cursor to the 'Sequence' field.

[SHIFT] + [DOWN ARROW] buttons will always move the cursor to the 'Track' field.

■ Track Select with [SHIFT] + Pad

While on the MAIN Page, press the [SHIFT] button and hit a pad to select the corresponding Track. Tracks are selected by number as follows:

Pad Number	Track Number
Pads A01-A16	Tracks 1-16
Pads B01-B16	Tracks 17-32

Pads C01-C16	Tracks 33-48
Pads D01-D16	Tracks 49-64

Metronome Improvements

The Metronome has been updated to now include the following parameters:

■ <u>**Volume**</u>

Controls the overall level of the Metronome.

■ <u>**Out**</u>

Selects the output that the Metronome signal will be sent. The following outputs are available:

LR

The Metronome will be output to the stereo out.

1/2

The Metronome will be output stereo to [ASSIGNABLE MIX OUT] 1/2.

3/4

The Metronome will be output stereo to [ASSIGNABLE MIX OUT] 3/4.

5/6

The Metronome will be output stereo to [ASSIGNABLE MIX OUT] 5/6.

7/8

The Metronome will be output stereo to [ASSIGNABLE MIX OUT] 7/8.

1-8

The Metronome will be output in MONO to the corresponding [ASSIGNABLE MIX OUT] output.

Tip: for more information on the Metronome, see the section titled "Click/Metronome" on page 25 of the MPC5000 Reference Manual.

Track and Pad Mute Quantization

Track and Pad Mutes can now be quantized. This will allow Mutes to occur in time with the sequence.

■ <u>**TRACK MUTE**</u>

To turn on Track Mute Quantization, do the following:

01. Press the [TRACK MUTE] Button

> This will open the TRACK MUTE Page as shown on the right.

02. Press the [F1] (TkMUTE) button to select the TRACK MUTE Tab.

03. Press the [F5] (T.C.) button.

> The [F5] button will darken to indicate it is active as shown to the right.

04. Press a pad corresponding to the Track you would like to mute.

> The MPC5000 will mute the selected track on the next division of the T.C. setting. For more information on setting the TC Value for Track and Pad Mutes, see the next section.
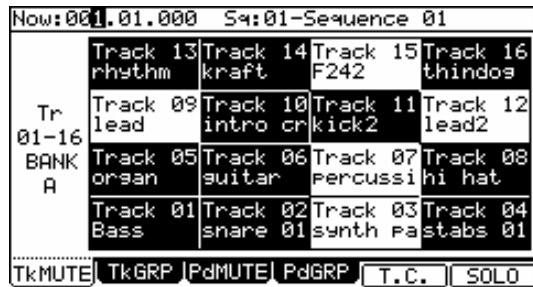
Tip: For more information on Track Mute, see page 78 of the MPC5000 Reference Manual.
For more information on Timing Correct, see page 24 of the MPC5000 Reference Manual.

■ PAD MUTE

To turn on Pad Mute Quantization, do the following:

01. Press the [TRACK MUTE] Button

> This will open the TRACK MUTE Page.

02. Press the [F3] (PdMUTE) button to select the PAD MUTE Tab.

03. Press the [F5] (T.C.) button.

> The [F5] button will darken to indicate it is active as shown on the right.

`TkMUTE  TkGRP  PdMUTE  PdGRP  T.C.`

04. Press a pad you would like to mute.

> The MPC5000 will mute the selected pad on the next division of the T.C. setting.

Tip: *For more information on Pad Mute, see page 81 of the MPC5000 Reference Manual.*
For more information on Timing Correct, see page 24 of the MPC5000 Reference Manual.

■ Changing the Timing Correct for Pad / Track Mute Quantization

To change the Timing Correct value while in TRACK or PAD MUTE Mode, press the [WINDOW] Button. This is separate from the MAIN Timing Correct, and is used exclusively for Pad / Track Mute. The following divisions are available:

2 Bar

1 Bar

1/4

1/4(3)

1/8

1/8(3)

1/16
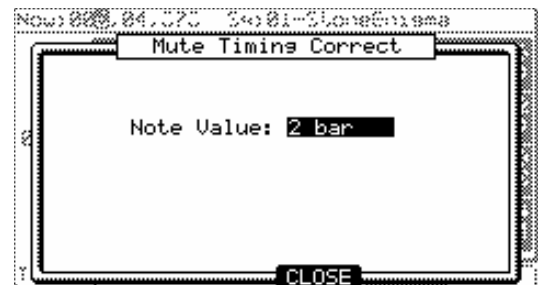
Change Sequences in Track Mute Mode

The ability to change sequences when in TRACK MUTE Mode has been added. To change Sequences in TRACK MUTE Mode, do the following:

05. Press the [TRACK MUTE] Button

> This will open the TRACK MUTE Page as shown on the right.

06. Press the [F1] (TkMUTE) button to select the TRACK MUTE Tab.

07. Select the 'SQ' field.

08. Press the [+] / [-] buttons or turn the [DATA] wheel to select the next sequence.

> The next sequence to be played will be indicated with an '>' as shown on the right. The Sequence will change to the selected sequence at the end of the current sequence.
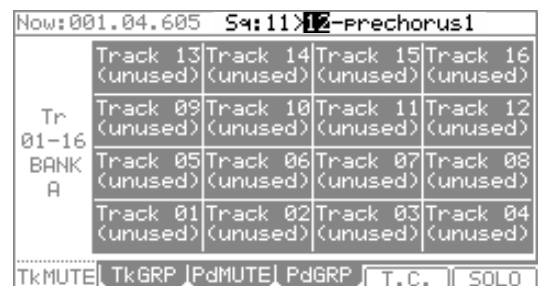
Next Sequence for next bar

Sequences can now be changed at the end of the current measure that is playing using the NXTBAR option.

In NEXT SEQUENCE Mode, switch to the next sequence on the next bar by doing the following:

01. While the MPC is playing, hit the pad corresponding to the Sequence you would like to switch to.

> The Sequence Selected will be indicated in the lower left of the screen as shown to the right.

02. Press the [F3] (NXTBAR) button.

> The [NXTBAR] Button will darken to indicate that it is active. The MPC5000 will change sequences at the top of the next bar.

Tip: *For more information on NEXT SEQUENCE Mode, see page 82 of the MPC5000 Reference Manual.*

Improvements to STEP EDIT Mode

Track Lock

Individual tracks in a sequence can now be locked for editing. This will allow data on that track to be protected when performing global functions, and protects from accidental adding, deleting or changing the information on the track.

A Track's LOCK Status is indicated by the padlock icon in the upper right corner of the display. To lock or unlock a track, do the following:

03. Select the TRACK LOCK icon

04. Turn the [DATA] Wheel, or press the [+] button to toggle the TRACK LOCK icon.

> This will toggle the TRACK LOCK Icon. The icon will indicate the track status as shown below:

Track is unlocked.

Track is locked.

Insert System Exclusive Events

System Exclusive events are used by different manufactures to control a specific devices non-standard functions such as different program parameters, or to send preset editing data, tuning information, and so forth. These commands are most typically device specific, and not able to be edited using standard MIDI CC#s. The MPC5000 can now edit exclusive data in addition to record and play them back. To learn what data is required for each of your devices, please consult the devices user manual

■ **Editing the exclusive data**

Exclusive data can be edited in STEP EDIT Mode. To Edit an EXCLUSIVE Event, select the device as shown on the right and press the [WINDOW] button.

The data of each byte will be displayed. You can scroll through the display with right/left cursor buttons. Select the byte that needs change, and change the setting with the DATA wheel.

To change the length of the exclusive data, press the [F2] (F7 EOX) key. Pressing the [F2] (F7 EOX) key enters "F7", which indicates the end of the exclusive data, to the selected byte. Pressing the [F5] (SEND) key sends out the currently set exclusive data. When you finish editing, press the [F4] (CLOSE) key and close the window.

To send the Exclusive data to your device, press the [F5] (SEND) button.

Improvements to GRID EDIT Mode

Track Lock

Individual tracks in a sequence can now be locked for editing. This will allow data on that track to be protected when performing global functions, and protects from accidental adding, deleting or changing the information on the track.

A Track's LOCK Status is indicated by the padlock icon in the upper right corner of the display. To lock or unlock a track, do the following:

01. Select the TRACK LOCK icon

02. Turn the [DATA] Wheel, or press the [+] button to toggle the TRACK LOCK icon.

This will toggle the TRACK LOCK Icon. The icon will indicate the track status as shown below:

Track is unlocked.

Track is locked.

Controller View

Individual Q-LINK Controllers, Pitchbend, FX Automation Events and MIDI CCs can now be viewed in GRID EDIT Mode in a linear graph view.

To open Controller View, do the following:

01. In GRID EDIT Mode, select the 'View' field, select the type of parameter you wish to view.

The following events are available:

PITCH

Displays Pitchbend events on the selected track.

CONTROL

This selection displays the MIDI continuous controllers on the track. When this parameter is selected, an additional field will be displayed, which allows you to choose individual MIDI CC#s, or to view all.

CH PRES

Displays Channel Pressure on the selected track.

PY PRES

Displays all Poly Pressure events on the selected track.

REALTIM

This field displays realtime Q-LINK Events on the selected track. When this parameter is selected, additional fields will be displayed which allows you to select the particular pad and event type you are viewing.

FX AUTO

This field displays FX Automation Events on the selected track. When this parameter is selected, additional fields will be displayed which allows you to select the particular Effect Bus and parameter number (1-12).
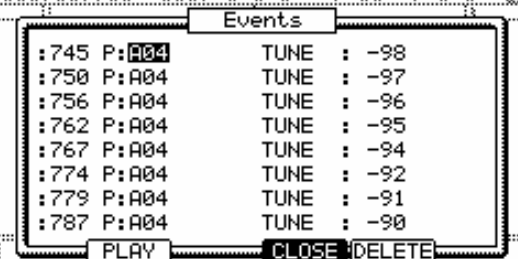
02. To edit individual events in Controller View, use the [DATA] Wheel, or the [CURSOR] LEFT/RIGHT buttons to select the event.

you can choose to DELETE this event by pressing the [F4] (DELETE) button. You can also COPY/PASTE and MOVE Events by pressing and holding [F3] (EDIT) and selecting the corresponding edit button.
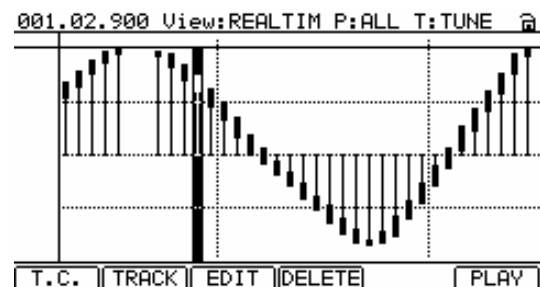
03. To edit an individual event with more detail, select the event and press the [WINDOW] button.

>This will display the EVENTS Window.   Here, events can be individually edited with more detail, or deleted by pressing the [F5] (DELETE) button.

```
  Events
:745 P:A04        TUNE  : -98
:750 P:A04        TUNE  : -97
:756 P:A04        TUNE  : -96
:762 P:A04        TUNE  : -95
:767 P:A04        TUNE  : -94
:774 P:A04        TUNE  : -92
:779 P:A04        TUNE  : -91
:787 P:A04        TUNE  : -90
       PLAY      CLOSE  DELETE
```

Improvements to SONG Mode

■ **LOCATE**

Locate is now available in SONG Mode, as well as MAIN Mode.   To access Locate in SONG Mode, press the [LOCATE] button.

Tip: For more information on Locate, see page 26 of the MPC5000 Reference Manual.
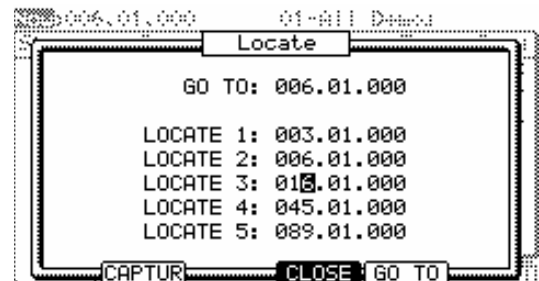
Improvements to REC SAMPLE Mode

When recording samples, it is now possible to set the Root Note.   This parameter determines at what key the sample will play at it's true pitch when loaded into a Keygroup.

To set the Root Note, you can scroll in this field with the [DATA] wheel, or by pressing a MIDI Note.

```
Input:          Mode:STEREO   Monitor:Off
                Keep or Retry

    New Name: Sample 006

    Assign to Pad: OFF


    Root Note: C 3( 60)

         RETRY        PLAY   KEEP
```

Improvements to HD RECORD Mode

Track Mix Access in HD RECORD Mode

When in HD RECORD Mode, it is now possible to access the Sequence Track Mixer. This will allow the mixing of Sequence tracks while recording HD tracks.

- **Selecting Track Mix**

To access the Track Mixer from HD RECORD Mode and on the HD MIX page, press the [F5] (TrkMIX) button.
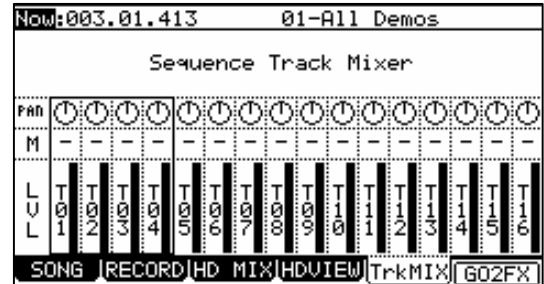
- **Returning to HD MIX**

To return to the HD Mixer from the Track Mixer, press [F3] (HD MIX).
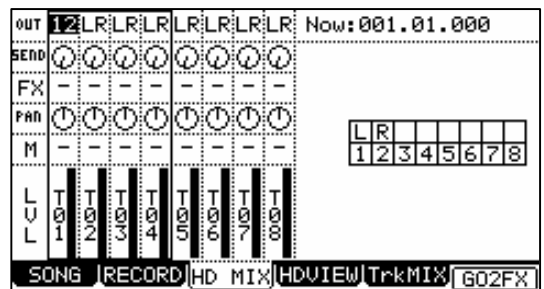
Erasing HD Track Automation

It is now possible to cut or copy Automation, Audio Only, or both from a Track in HD VIEW. To do so, do the following:

- In HD RECORD Mode, press the [F4] (HDVIEW) button to open the HD VIEW Page.

01. Select the track you wish to edit by placing a check in the EDIT box.

02. Press [F6] (EDIT) to open the AUDIO EDIT page.

03. In the 'Edit' field, select either CUT or COPY

04. In the 'Type' field, select one of the following:

AUDIO+AUTOMATION

Both Audio and Automation will be copied or cut.

AUDIO ONLY

Only audio will be cut / copied.

AUTOMATION ONLY

Only Automation will be cut / copied.

Improvements to MIXER Mode

Take Over Mode

When 'Take Over Mode' is active, when on the TrkMIX, PrgMIX, HD MIX, SYNTH, and EFFECTS EDIT pages, moving a Q-LINK will only update when the current value of the control is crossed.

For example, if a HD MIX Channel is set to a volume of 70, and the corresponding Q-LINK is set to its minimum position, if 'Take Over Mode' is active, the channel's volume wouldn't change until the Q-LINK moves past 70, allowing for a smooth volume adjustment. If 'Take Over Mode' is off, the control will change to follow the Q-LINK immediately.

To activate 'Take Over Mode', do the following:

01. In MIXER Mode, press [F3] (SETUP)

> This will open the SETUP Tab.

02. Select the 'Knob / Slider Take Over Mode' field and select 'YES'

> Take Over Mode will now be enabled.

Tip: *'Take Over Mode' applies to the TrkMIX, PrgMIX, HD MIX, SYNTH pages, and EFFECTS EDIT page. Q-LINKs set in Q-LINK mode always work as immediate access, regardless of Take Over Mode setting.*

Track Mute Options Available in MIXER Mode

In addition to accessing Record / Play Track Mute Events and Instant Track Mute options from MAIN Mode, these are also available on the SETUP Tab in MIXER Mode.

Tip: *for more information on Track Mute Options, see page 2 of this document.*

Improvements to TRIM Mode

Popup List for Samples

When selecting Samples to edit in TRIM Mode, all samples in memory are displayed in a scrollable list. Press any pad to audition the highlighted sample. To close this window, press the [F4] (CLOSE) button.

TIP: You can easily navigate to the beginning or the end of this list by holding the [SHIFT] button and pressing the [UP] or [DOWN] arrows, and pressing a letter using the [NUMERIC] keypad will jump to the first item alphabetically corresponding to that letter. .

Improvements to Chop Shop

■ Zoom

With the Chop Fine window, you can zoom in to a Chop Point and edit it in detail. While Chopping a sample, select the region you would like to edit, place the cursor in either in the 'St' (Start) or 'End' field, and press the [WINDOW] button. The Chop Fine window will be displayed.

In the Chop Fine window, the waveform display varies depending on the location of the cursor. When you select the 'St' (Start) field with the cursor, it displays the start point in the center of the window. When you select the 'End' field, it displays the end point in the center.

If you press the [F2] (ZOOM-) button the waveform will be zoomed out, if you press the [F3] (ZOOM+) button, it will be zoomed in.

LINEAR and LOGARITHMIC displays

The vertical axis indicates the sample's level. Normally, the waveform display is set to LINEAR, which displays the sample level as it is. However, some parts (fade out part etc…) may not be displayed in the waveform if the level is too low. In this case, you can switch to the LOG (logarithmic) display by pressing the [F5] (LOG) button and you can see the parts whose level is low. When you switch to the LOG mode, the display in the [F5] button will change to LINEAR. To switch back to the LINEAR mode, press the [F5] button again.

■ Convert Patched Phrases to Sliced Samples

Patched phrases can now be converted directly to Sliced Samples. To slice a patched phrase into its individual sections, do the following:

01. Select the Patched Phrase you wish to slice and press the [F4] (CONVRT) button.

Create New Program

If you set this to YES, the MPC5000 makes a Program where each region is assigned to pads, from PAD A01 – A16, in order.

02. Press [F5] (DO IT).

The MPC5000 will process the SLICED SAMPLES and then the 'TRIM' page, with the divided sample, will be displayed.

The new sample name of the divided sample will be the original sample name and a number.

For Example: Sample01 >   Sample01-01

                                              Sample01-02

                                              Sample01-03

Other Improvements

■ **Assigns a sample to a pad directly in TRIM Mode**

The MPC5000 can now directly assign samples to a pad. To do so, do the following:

01. Press and hold the [SHIFT] button.

> The screen on the right will be displayed.

02. Hit the pad you wish to assign the sample to.

> The Sample will be assigned to the selected pad in the current program.

■ **Selecting a Pad's Sample to Edit.**

The MPC5000 can now easily jump to a sample from the current program from within TRIM Mode. To do so, do the following:

01. Press and hold the [LOCATE] button.

> The screen on the right will be displayed.

02. Hit the pads

> You can audition the samples assigned to the current program while holding the [LOCATE] button.

03. When you've found the sample you wish to edit, release the [LOCATE] button.

> The Sample will be automatically selected in TRIM Mode.
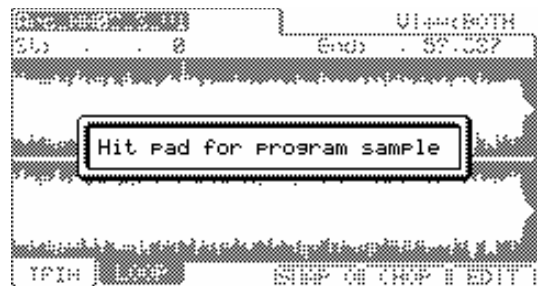
■ **Setting the Root Note of a Sample**

With a sample selected in TRIM mode, pressing the [WINDOW] button will open the SAMPLE page. Here, a sample's Root Note can be edited. This Root Note parameter selects at what note the sample will play at true pitch when in a Keygroup Program.

This field can be edited by using the [DATA] wheel, or by pressing a note on your MIDI Keyboard.
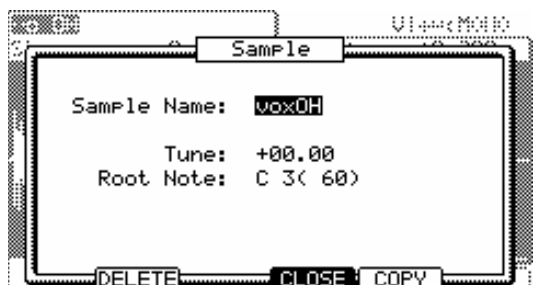
New Sample Edit Tools

■ **Gain**

This function allows the volume of a sample to be raised or lowered by up to 18dB. Note that this function is different than Normalization in that it will allow volume to be boosted beyond the point of clipping. This may be a desired effect, but be sure to watch your output levels!

Gain Amount

> This field sets how much the volume is to be boosted. This parameter can be set to a maximum of +/- 18dB.
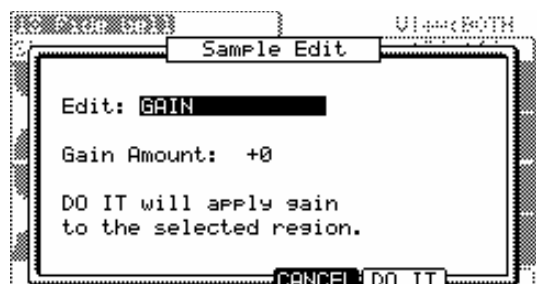
[F4] (CANCEL) / [F5] (DO IT)

Press [F4] (CANCEL) to abort the GAIN operation.   Press [F5] (DO IT) to apply the change.

■ Bit Reduce

The Bit Reducer removes bits from a sample.   Using the Bit Reducer can be effective at achieving a "dirty" sound on drum loops, without the harshness of distortion.   This is similar in sound to the Resampler effect, but permanently applies the change to the sample.

Bit Depth

This field sets the amount that the Bit Reducer will reduce the source material to.   This ranges in sound from a Vintage Sampler sound (12 bits), to an aliased, dirty sound associated with some popular vintage home computers (8 bit), to a full on digital sound, akin to some very popular 80s game consoles (4 bit).

[F4] (CANCEL) / [F5] (DO IT)

Press [F4] (CANCEL) to abort the Bit Reduce operation.   Press [F5] (DO IT) to apply the change.

■ Fade In

This function sets an automatic fade in between the in and out point of the selected section. The following fade types are available:

Linear Fade In

This selection fades in the audio with a linear curve. A linear curve will go from start to end with no curve, creating a straight line.
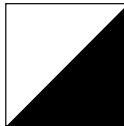
Logarithmic Fade In

This selection fades in the audio with a Logarithmic curve. A logarithmic curve will quickly rise, and then even out for the middle section, surging quickly again as it nears the end.
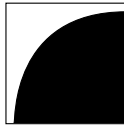
Exponential Fade In

This selection fades the audio with an Exponential curve. An exponential curve will slowly rise in the beginning, and then quickly rise for the middle section, and then slowing again as it nears the end.
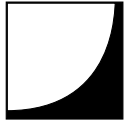
[F4] (CANCEL) / [F5] (DO IT)

Press [F4] (CANCEL) to abort the Fade In operation.   Press [F5] (DO IT) to apply the change.

■ **Fade Out**

This function sets an automatic fade Out between the in and out point of the selected section. The following fade types are available:

```
┌─────────────────────────────────────┐      Ulaw POTH
│         Sample Edit                  │
│                                      │
│  Edit: FADE OUT                      │
│                                      │
│  Fade Type: LINEAR                   │
│                                      │
│  DO IT will apply a Fade Out         │
│  to the selected region.             │
│                                      │
│               CANCEL  DO IT          │
└─────────────────────────────────────┘
```

Linear Fade Out

This selection fades out the audio with a linear curve. A linear curve will go from start to end with no curve, creating a straight line.
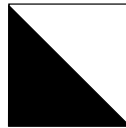
Logarithmic Fade Out

This selection fades out the audio with a Logarithmic curve. A logarithmic curve will quickly loer, and then even out for the middle section, lowering quickly again as it nears the end.
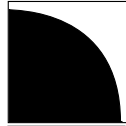
Exponential Fade Out

This selection fades out the audio with an Exponential curve. An exponential curve will slowly lower in the beginning, and then quickly lower for the middle section, and then slowing again as it nears the end.

[F4] (CANCEL) / [F5] (DO IT)

Press [F4] (CANCEL) to abort the Fade In operation. Press [F5] (DO IT) to apply the change.

# Improvements to PROGRAM Mode

KEYGROUP Type Program

New to the MPC5000 is a program type called KEYGROUP. A Keygroup program is a keymapped, multisampled program, which allows several samples to be played chromatically across a standard keyboard. Keygroups use velocity switching, crossfading, and key ranges to yield a very realistic sound across the entire keybed. Up to 128 keygroups, each with up to 4 samples can be used, to a total of 512 samples.

■ **Creating a Keygroup Program**

To create a Keygroup program, do the following:

01. In PROGRAM Mode, select the 'PGM' field.

02. Press the [WINDOW] key.

> The NEW PROGRAM Window will be displayed.

03. In the 'Program Type' field, select KEYGROUP

> You can also name the program using the 'New Name' field.

04. Press [F5] (DO IT) to create a new Keygroup.

> The screen will be displayed as shown on the right. This page is similar to the SAMPLE page, with the following new parameters:

> **Total Keygroups**

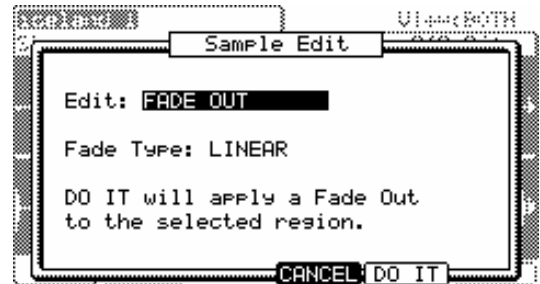> This field shows the total number of keygroups in the program.

> **KgLvl**

> This field sets the overall volume of the Keygroup. Like SAMPLE programs, Individual sample levels can also be controlled in the LVL field.

> **KgTune**

> This field sets the overall tuning for the selected Keygroup.

> **KgPan**

> This field sets the overall panning for the selected Keygroup.

> **KRange**

> This field is a two-part field that sets the high and low key ranges in which the selected Keygroup will play.

Tip: While in these fields, you can select the key range by pressing a note on a MIDI Keyboard.

■ **Adding Keygroups to a Keygroup Program**

When creating a new Keygroup program, a new program is created with one Keygroup by default, but you can add more keygroups.   Up to 128 keygroups can be added.   Each Keygroup can contain up to four samples.

To change the number of keygroups in your program, do the following:

01. In PROGRAM Mode, select the 'Total Keygroups' field.

02. Using the [DATA] wheel, scroll to select a new number.

```
Pgm:piano
Total Keygroups: 128  LVL   Tune   Range
0 1:pno d#               100  +00.00 000-127
0 2:(no sample)          100  +00.00 000-127
  3:(no sample)          100  +00.00 000-127
1 4:(no sample)          100  +00.00 000-127
Params            Program Play Mode: POLY
  KgLvl: 100   KgTune: +00.00   KgPan: MID
KRange: C 2( 0)-G 8(127)       Mute: OFF
        ||||||||||||||||||||||||||||||
KEYGRP F1tLFO PGM              AmpEnv PURGE
```
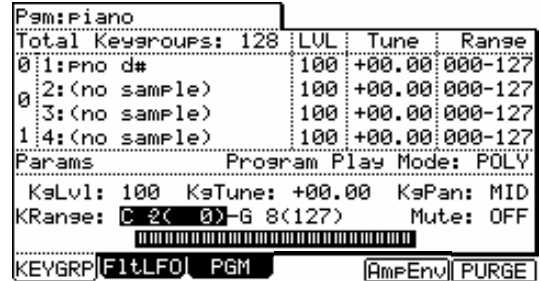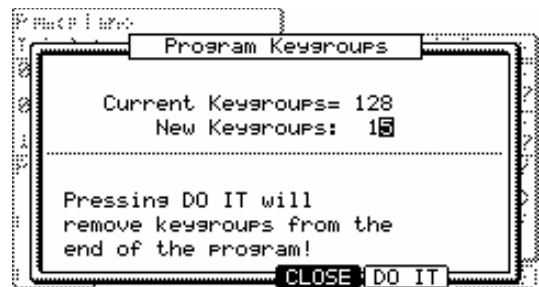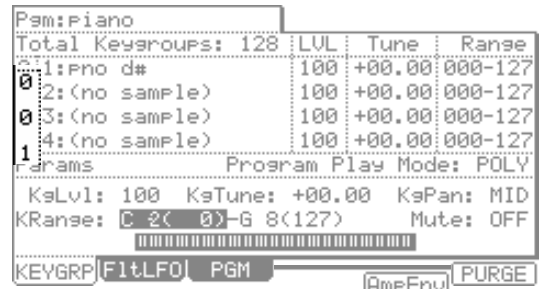
The PROGRAM KEYGROUPS Window will be displayed. Here, you can add or subtract keygroups from your Program.

```
                Program Keygroups

             Current Keygroups= 128
               New Keygroups:   15

          Pressing DO IT will
          remove keygroups from the
          end of the program!
                            CLOSE DO IT
```

03. Using the [DATA] wheel. Select the desired number of keygroups.

04. press [F5] (DO IT) to apply the setting.

05. To select different keygroups, select the number field to the left of the sample list as indicated on the right and scroll with the [DATA] wheel.

you can also select MULTI, to allow for editing all keygroups at once.

```
Pgm:piano
Total Keygroups: 128  LVL   Tune   Range
0 1:pno d#               100  +00.00 000-127
0 2:(no sample)          100  +00.00 000-127
  3:(no sample)          100  +00.00 000-127
1 4:(no sample)          100  +00.00 000-127
rams              Program Play Mode: POLY
  KgLvl: 100   KgTune: +00.00   KgPan: MID
KRange: C 2( 0)-G 8(127)       Mute: OFF
        ||||||||||||||||||||||||||||||
KEYGRP F1tLFO PGM              AmpEnv PURGE
```

Tip: you can also select keygroups two convenient ways.   Select a Keygroup directly by pressing and holding the [SHIFT] button and striking a pad.   Keygroups will be selected by number.   In other words, striking pad 16 will select keygroup #16. Striking a pad a second time will select keygroups beyond 64 (IE striking pad #1 2x will select keygroup #65).
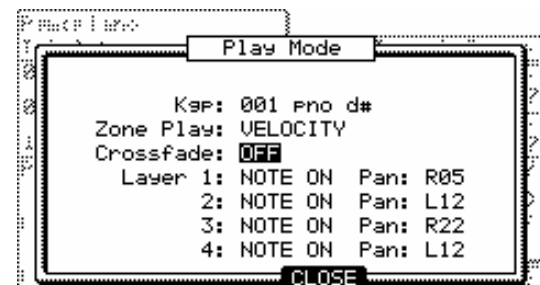
To select a keygroup you are currently playing, press and hold [LOCATE] while pressing a pad or pressing a MIDI note on an external keyboard. Additional presses of the same key will cycle through all of the keygroups that the particular note belongs to.

■ **Sample Layer Crossfade**

Samples can be crossfaded to add realism to a velocity switch. This can yield smoother transitions between samples in a particular Keygroup.

Turn on Crossfading for a Keygroup, do the following:

01. Select one of the Sample Slots.

02. Press the [WINDOW] button

the PLAY MODE window will be displayed.

03. Select the 'Crossfade' field and set this field to 'ON'

```
                  Play Mode

            Kgp:  001 pno d#
       Zone Play: VELOCITY
       Crossfade: OFF
          Layer 1: NOTE ON   Pan: R05
                 2: NOTE ON   Pan: L12
                 3: NOTE ON   Pan: R22
                 4: NOTE ON   Pan: L12
                            CLOSE
```

Tip: Crossfading between two samples will use two voices, so if this feature is not required, turning off Crossfading will yield better performance.

■ Panning Individual Samples

While in the PLAY MODE Window, samples can individually panned.   To pan samples, select and edit the 'PAN' field for each of the 4 sample layers.

```
Pgm:<P|ano>
┌──────── Play Mode ────────┐
│                           │
│         Kgp: 001 piano C3 │
│   Zone Play: VELOCITY     │
│   Crossfade: OFF          │
│   Layer 1: NOTE ON  Pan: MID │
│         2: NOTE ON  Pan: MID │
│         3: NOTE ON  Pan: MID │
│         4: NOTE ON  Pan: MID │
│              CLOSE          │
└───────────────────────────┘
```
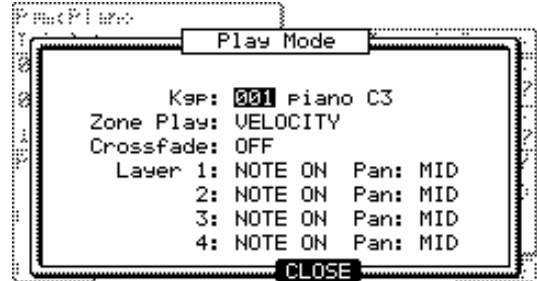
■ Tuning and Root Note

Samples in Keygroups can individually be tuned like in a sample program, and additionally, the root note can be set, or the keygroup can automatically be set to look to the sample for its root note if the original note data was stored in the sample you are mapping.
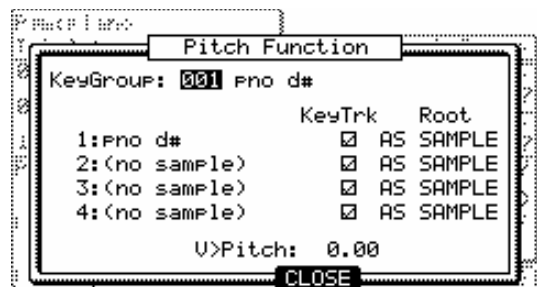
To change a sample's root note setting, do the following:

01. Select the TUNE Field on the PROGRAM Page.

02. Press the [WINDOW] key.

> The PITCH FUNCTION Window will be displayed.

03. In the 'Root' Column, set the root note of the sample.

> Any note can be set here, or select 'AS SAMPLE' to use the samples default pitch. You can also set the root note by hitting a key on a MIDI keyboard.

```
Pgm:<P|ano>
┌──────── Pitch Function ────────┐
│ KeyGroup: 001 Pno d#           │
│                     KeyTrk  Root │
│   1:pno d#            ☑  AS SAMPLE │
│   2:(no sample)      ☑  AS SAMPLE │
│   3:(no sample)      ☑  AS SAMPLE │
│   4:(no sample)      ☑  AS SAMPLE │
│            V>Pitch:  0.00        │
│                CLOSE             │
└────────────────────────────────┘
```

■ Keytracking

Samples can be individually set to ignore their keygrouping, and play in the pitch of their Root across the entire keygroup range. This is helpful for percussive sounds, or for particular effects.

To turn off keytracking for individual samples, do the following:

01. Select the TUNE Field on the PROGRAM Page.

02. Press the [WINDOW] key.

> The PITCH FUNCTION Window will be displayed.

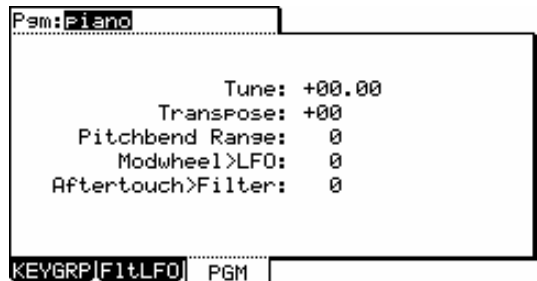03. In the KeyTrk Column, remove the check mark for each sample you wish to turn Keytracking off.

■ Keygroup Tune and Transpose

Entire Keygroup type programs can be transposed and Tuned as a whole. Tuning and Transpose can have different affect on the sound, depending on the source material.   When pressing a key and adjusting the tuning, the sample assigned to that key will be pitched down.   When pressing a key and adjusting the transpose, the note being played will change.   To change the keygroup or tune, do the following:

> ■   in PROGRAM Mode, press the [F3] (PGM) button

01. Select the 'Transpose'

02. Each Keygroup Program can be transposed by up to +/- 36 Semitones (3 octaves).

03. Select 'Tune' and adjust the tuning of the keygroup as desired.

Each Keygroup can be tuned by up to +/- 36 Semitones (3 octaves).

```
Pgm:piano
┌──────────────────────────────┐
│              Tune: +00.00     │
│         Transpose: +00        │
│   Pitchbend Range:   0        │
│      Modwheel>LFO:   0        │
│  Aftertouch>Filter:  0        │
│                               │
│ KEYGRP FltLFO  PGM            │
└──────────────────────────────┘
```

■ **Pitchbend / Modwheel / Aftertouch**

The Pitchbend Range, Modwheel Depth and Aftertouch amount can be set in the PGM page.   To access the PGM page, press [F3] (PGM) in Program Mode.
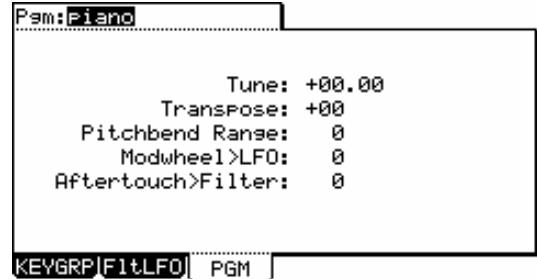
Pitchbend

Pitchbend responds to MIDI Pitchbend, and can be set to have a range of 0-12 semitones

Modwheel>LFO

The Modwheel controls the LFO Depth, and can be set from 0-100% effect.

Aftertouch>Filter

Aftertouch can be set to control filter cutoff, and can be set from 0-100% effect.

Improvements to Sample Programs

The following section details improvements to Sample Programs, most often used for Drums, Loops and Slices.

■ **Per-Sample Panning**

Samples slots can be individually panned.   To adjust the panning of a sample, do the following:

01. Select the sample slot you wish to pan.

02. Press the [WINDOW] button.

The PLAY MODE window will be displayed.   Each sample slot is represented by the corresponding number.

03. Adjust the 'Pan' Field to change the stereo position of the sample within the selected sample slot.
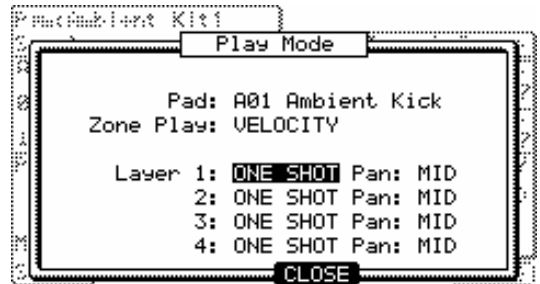
■ **Multi Pad Edit**

The MPC5000 now has the ability to edit multiple pads at the same time, setting all pads to the same setting.   When Multi Pad Edit is active, any change made to a pad will be made to all pads.   To activate Multi Pad Edit, do the following:

01. In PROGRAM Mode, Select the 'Pad Number' field as indicated on the right.
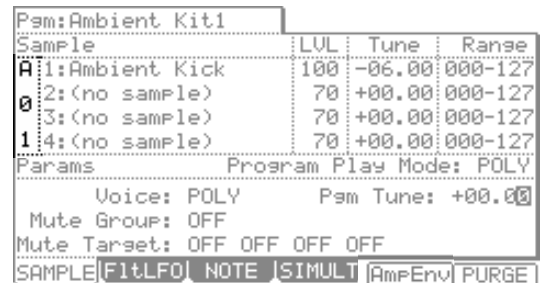
02. Scroll with the [DATA] wheel to the left, or press the [-] button.

The 'Pad Number' field will change to 'MULTI' as indicated on the Right.
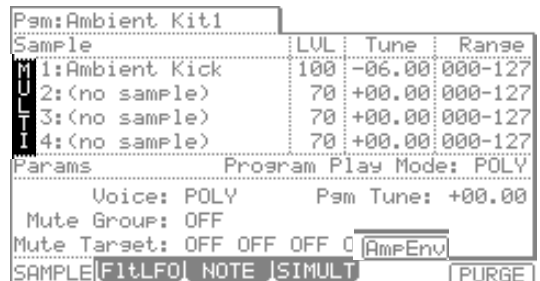
03. When 'MULTI' is selected, all changes made to the selected pad will be applied to all other pads.   You can further specify what pads are edited by doing the following:
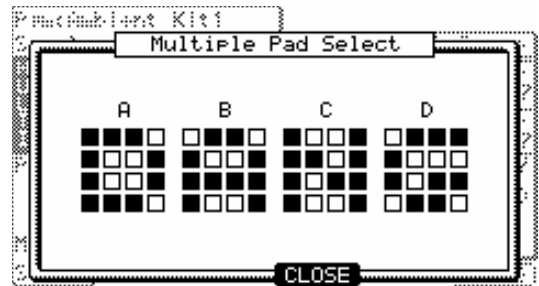
04. With the 'Pad Number' field set to 'MULTI', press the [WINDOW] Button.

> The MULTIPLE PAD SELECT Window will be displayed as shown on the right.
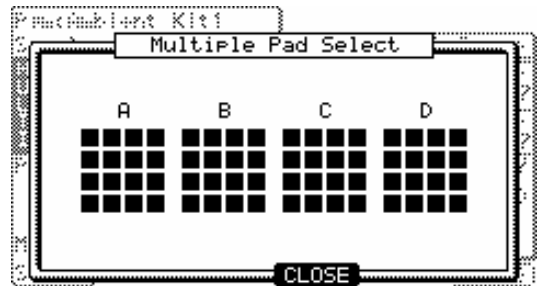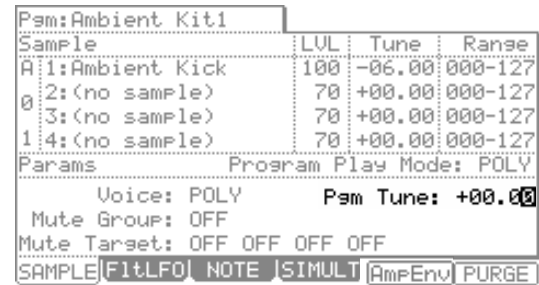
05. Press the pads that you wish to exclude from editing.

> The pads will be deselected as indicated.

■ Program Tune

> An Entire Sample Program can be tuned up to +/-36.00 Semitones. To Transpose a Sample program, do the following:

01. In PROGRAM Mode, select the 'Pgm Tune' field as indicated on the right.

02. Turn the [DATA] wheel, or use the [+]/[-] or Numeric Keypad to adjust the program tuning.

Envelope Quick Access

Envelope Quick Access buttons have been added for the Amp Envelope and Filter Envelopes.

- To quickly access the Amp Envelope, press the [F5] (AmpEnv) button while on the SAMPLE page.

- To quickly access the Filter Envelope, press the [F5] (FltEnv) button while on the FltLFO page.
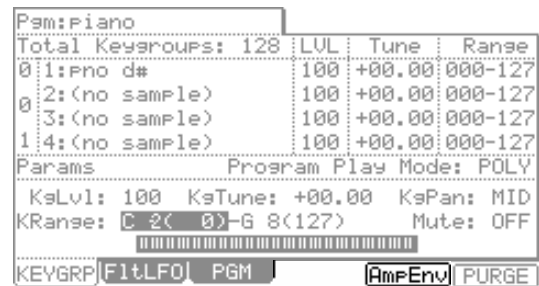
Additional Improvements

■ Sample assignment

> When assigning samples to pads, the sample list now will remember the last sample selected, rather than starting from the beginning of the list each time.

Improvements to EFFECT Mode

Copy / Paste / Swap Effect Settings

Newly added to the MPC5000 is the ability to Copy / Paste and Swap Effect Types and settings. This will allow you to copy and paste effects across buses, and move effects to different slots easily.

■ **[F2] COPY**

This button copies the effect type, and all the effect settings into memory to be PASTED or SWAPPED.

■ **[F3] PASTE**

This button will replace the currently selected effect with the effect that was copied into memory.

■ **[F5] SWAP**

This button will exchange the current effect with the effect in memory. Pressing SWAP again will toggle between the previous effect and the current effect.
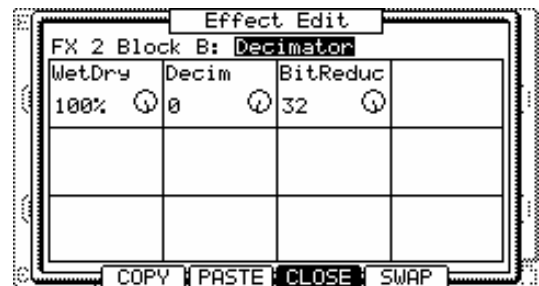
■ **Easy Effect List Navigation**

You can easily navigate to the beginning or the end of the effect list popup by holding the [SHIFT] button and pressing the [UP] or [DOWN] arrows, and pressing a letter using the [NUMERIC] keypad will jump to the first item alphabetically corresponding to that letter.

Improvements to DISK Mode

Automatically Create Programs from a Folder

When loading a folder, the MPC5000 now has the ability to load only samples, and create a new program. The Samples will automatically be assigned to each pad of the new program. If more than 64 samples are in the folder, an additional program will be created. These programs will be named "Program" followed by a unique number starting at 001.

To load all samples in a folder into a new program, do the following:

■ In DISK Mode, select a folder to load.

01. Press [DO IT] to load the folder.

> The LOAD A FOLDER window will appear as shown on the right.

02. In the 'LOAD' field, choose "SAMPLES INTO NEW PROGRAMS".

> Note that you can also CLEAR or REPLACE same files as well.

03. Press [DO IT]

> The Samples contained in the selected folder will be loaded into a new Program. If there are more than 64 samples in the folder, additional Programs will be created to accommodate them.

```
 New  ALL FILES
 ┌──────── Load a Folder ────────┐
 │                               │
 │  Load: SAMPLES INTO NEW PGMs  │
 │                               │
 │        Replace same files     │
 │        in memory: NO          │
 │ ┌CLEAR┐        ┌CANCEL┐┌DO IT┐│
 └──────────────────────────────┘
```

Tip: *For more information on DISK Mode, see page 149 of the MPC5000 Reference Manual.*

Create A New Program When Loading A Sample

When loading a sample, the MPC5000 now has the option to create a new program at load time. To create a new program when loading a sample, do the following:

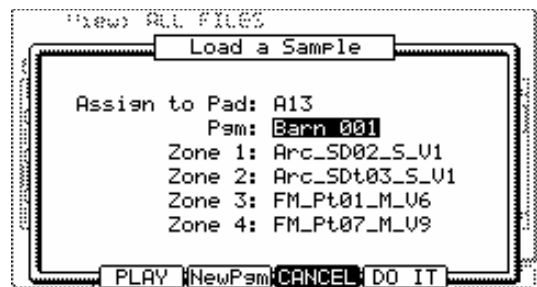01. In DISK Mode, select a sample to load.

> The LOAD A SAMPLE window will open as shown on the right.

02. Press the [F3] (NewPgm) Button.

> This will open the NEW SAMPLE PROGRAM Window as shown on the right. Here, the program's name can also be set.

03. Press [DO IT].

> A new program will be created.

```
 New  ALL FILES
 ┌──────── Load a Sample ────────┐
 │                               │
 │ Assign to Pad: A13            │
 │           Pgm: Barn 001       │
 │        Zone 1: Arc_SD02_S_V1  │
 │        Zone 2: Arc_SDt03_S_V1 │
 │        Zone 3: FM_Pt01_M_V6   │
 │        Zone 4: FM_Pt07_M_V9   │
 │ ┌PLAY┐┌NewPgm┐┌CANCEL┐┌DO IT┐ │
 └──────────────────────────────┘
```

```
 New  ALL FILES
 ┌────── New Sample Program ──────┐
 │                                │
 │   New Name: Program 004        │
 │                                │
 │                                │
 │                                │
 │              ┌CLOSE┐┌DO IT┐    │
 └───────────────────────────────┘
```

Other Improvements

- ### <u>Sample Loading</u>

  When loading a Sample, all other samples assigned to the selected pad are shown.

- ### <u>Auditioning Synth Programs</u>

  To audition a SYNTH Program, select the program in DISK Mode and press [F5] (PLAY) . The note played when auditioning samples can be set in OTHER Mode.

- ### <u>Quick File Browser Movements</u>

  While browsing files, you can now jump through the list by typing a letter using the Numeric Keypad. Pressing a key will jump you to the first sample in the list with the corresponding letter as its first character. Additional presses will cycle through the letters on the selected key. This also works in most other pages where there is a long list.

  SHIFT + UP CURSOR now brings you to the top of the list

  SHIFT + DOWN CURSOR now brings you to the bottom of the list

  SHIFT + LEFT CURSOR brings you to the top of you file directory to browse your drives.

Improvements to Q-LINK Mode

FX Q-Links

New to the MPC5000 is the ability to automate individual Effects Parameters. To access FX Q-LINKS, press [F2] (FX Q) in Q-LINK Mode. To access standard Program Q-LINKS, press [F1] (Prg Q).

■ **Configuring the FX Q-LINK Sliders & Knobs**

01. Press [MODE] + [PAD 1] to enter Q-LINK mode, and   press [F2] (FX Q) to open the FX Q-LINK page.

> The Screen shown to the right will be displayed. Each of the following settings for each Q-LINK is quickly displayed here.

FX Name

Displays the name of the effect being automated.

Bus (Bus)

Displays which FX Bus the Q-LINK Controller is set to.

Parameter

Displays which effect parameter is to be edited with the selected Q-LINK

02. Select one of the Q-LINK controls.

> When you move a Q-LINK controller, that controller will be highlighted. You can also select a Q-LINK Control with the [CURSOR].

03. Press the [WINDOW] button.

> This will open the FX Q-LINK EDIT window as shown on the right.

04. Select the 'Effect Bus' field and select the bus containing the effect you wish to assign the selected Q-LINK to.

> You can select the bus containing the effect you wish to edit by scrolling with the [DATA] wheel. If you do not wish to use the Q-LINK function for any effect, select OFF by turning the [DATA] wheel.
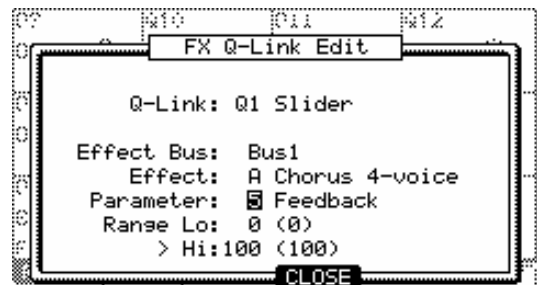
05. In the 'Effect' field, select the effect you wish to edit.

> You can select either of the effects contained in the Bus selected in the 'Effect Bus' field.

06. In the 'Parameter' field, select the parameter you wish to control.

> You can select any of the parameters available in the effect selected in the 'Effect' field.

07. In the 'Range Lo and Hi' field, set the upper and lower limit of the slider or knobs.

> The value of the controlled parameter is determined by the value set here. The value depends on the type of the parameter selected in the Parameter' field.

08. Press [F4] (CLOSE) to return to the FX Q-LINK page.

Default Q-LINK Mode

In Q-LINK Mode, the Q-LINK Controllers always work as PROGRAM Q-LINKs or FX Q-LINKs, depending on which page is selected. When outside of Q-LINK mode, you can determine which type of Q-LINKS are used by default.   To set the default Q-LINK Mode, do the following:
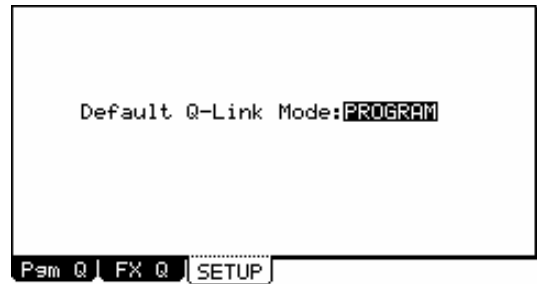
01. In Q-LINK mode, press [F3] (SETUP)

02. Set the 'Default Q-LINK Mode' to the desired setting

PROGRAM

Outside of Q-LINK mode, a Q-LINK will control the corresponding Program Q-LINK

EFFECT

Outside of Q-LINK mode, a Q-LINK will control the corresponding EFFECT Q-LINK

Tip: when in the PGM Q page, the Q-LINKS will always affect the program, and while in FX Q, the Q-LINKS will always affect the effects regardless of this setting.

■ Bypassing Default Q-LINK

The Default Q-LINK Mode can be bypassed temporarily by moving a Q-LINK Controller while holding the [SHIFT] key.

Improvements to MIDI/SYNC Mode

Select Active Track with a Program Change

The Sequencer's Active Track can now be selected by sending a Program Change message from an external MIDI source.   To turn on this option, set the 'MIDI Program Change' Field to 'TRACK' as shown on the right.

```
Active Track Receive Channel: ALL

                Soft Thru: AS TRACK

      MIDI Program Change: TRACK

    Pad to Internal Sound: ON


  MIDI | SYNC | NOTE
```

Improvements to OTHER Mode

Program Audition Note

The note played when auditioning SYNTH Programs when pressing the PLAY button in DISK Mode can be selected in OTHER mode.   Select the 'Program Audition Note' as shown on the right and select the desired note.

```
       Master Level: -12dB
Sus Pedal to Duration: NO
   Truncate Duration: TO SEQ LENGTH
Record Pad Aftertouch: NO
          Tap Average: 2
     Flash Tempo LED: ALWAYS
Mute/Stop of One-Shot: THROUGH
       ADAT Chan 1+2: MAIN OUT L&R
Program Audition Note: C 3( 60)
OTHER FOOTSW PAD SYSTEM
```

New Footswitch Options:

The Following selections have been added to the FOOTSW page.

```
Foot Switch 1: PREV TRACK
Foot Switch 2: NEXT TRACK
OTHER FOOTSW PAD SYSTEM
```

- **NEXT TRACK**

    Pressing the Footswitch will set the next track as the Active Track.

- **PREV TRACK**

    Pressing the Footswitch will set the previous track as the Active Track.

- **NEXT SEQUENCE**

    Pressing the Footswitch will select the next sequence to be played at the end of the current sequence.

- **PREV SEQUENCE**

    Pressing the Footswitch will select the previous sequence to be played at the end of the current sequence.

- **INC**

    Pressing the Footswitch will act as if the [+] button had been pressed.

- **DEC**

    Pressing the Footswitch will act as if the [-] button had been pressed.

Tips: For more information on Footswitches, see page 176 of the MPC5000 Reference Manual.