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".

JJ OS2XL Ver.:	1.20 laster leve		:16-NOU-2009
Data Voice monitor:	Wheel Typ	e: 1 2)
	1	16	35
GLOBAL MISC.	FOOTSW	PAD	Num.Key

<MPC2500>

"Data Wheel Type" field of OTHER

11 05-XL		aster	level		te:27-MUU- IB	-201	5
Voice mo		Wheel	Туре	1 2 15		- <u>5</u> 2	0
GLOBAL	MISC.	FOOT	sw⊥		Num.Key		

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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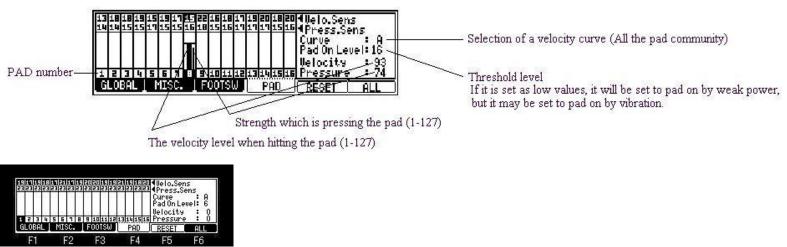
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Adjustment of Pads Sensitivity

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.

Pad On Leve Velocity 11 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 Pressure	
GLOBAL MISC. FOOTSW PAD RESET	Â

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.

Sar		Sample	list	(Fre	e memor	J 109.0№		1
		SA	MPLE		TUNE		SIZE	10
	088	Sample0	1		+00.00(9	D	1.2MB	
	089	SBASS1			-12.00(\$	D	60KB	
1	090	SBASS2			-12.00(9	D	34 KB	
	091	SBASS3	12		-12.00		33 KB	
Рś	4 PUR	GEEDELE	TEIRE	IAMEL	SELECT	COPY	CANCEL	L
	F1	F2	1	-3	F4	E5	E6	

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

Sar	Sample	list	(Free)	memory	109.0ME		1
		IPLE		TUNE		SIZE	10
088	SameleO	1	+0	0.00(ST)	1.2MB	
							m
ABCD	EFGHIJ	KLMN(DPQRST	UU WXV:	Z_0123	45678:	9
	JUHJUJ			12.00		JUNDI	2
DELETE	INSERT	- A	/a Ci	ANCEL	C & P	ENTER	2
F1	F2	F	3	F4	E5	E6	
			0			10	

If the **V** cursor button is pressed, it will become a small letter input mode.

Sar	Sample lis	t (Fr	ee memory	109.0MB	74-1
	SAMPLE		TUNE		SIZE 1
088	Samele01		+00.00(S	D	1.2MB
Babed	efshijklr	MADE	et un livu	7 0123	156729
B	JUNUJU	mor 1	12.00	1101100	-30703
B		A/a		C & P	

If the \blacktriangle cursor button is pressed, it will return to a capital letter input mode.

Sar	Sample li	st (Fr	ree memory	109.0ME	1	1
	SAMPL	Ę	TUNE		SIZE	10
088	Samele01]+00.00(S	Ð	1.2MB	
200000000000000000000000000000000000000						
C	DEFGHIJKL	MNOPO		Z_0123		
C	DEFGHIJKL	MNOPQ		Z_0123	45678	
C		MNOPQI Aza		Z_0123		

Sar	Sample li	st (Fi	ree memory	109.0MB		1
	SAMPL	E	TUNE		SIZE	10
08	3 Gample01]+00.00(S	D.	1.2MB	
ABC	DEF G HIJKL	.MNOPQ	RSTUUWXY	Z_0123	456783	Ĵ
100	1.004000		12.00	3 3	SOUDLE	-
DELET	E INSERT	A/a	CANCEL	C & P	ENTER	2
E1	E2	E3	FA	ES	E6	

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 \blacktriangleleft or \triangleright cursor button.

DELETE, INSERT, A/a

DELETE

Sar	-	Sample	ist (F	ree memor	9 109.0ME	37	1
	1	SAMP	LE	TUNE		SIZE	10
	088	<u>S</u> amele01]+00.00(S	Σ	1.2MB	
fines.							
	BCD	EFGHIJK	LMNOPO	RSTUUWXV	Z_0123	45678	9
		EFGHIJK	LMNOPO	RSTUUWXV	Z_0123	45678	9
			LMNOPO Aza		Z_0123		:9] R

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.)

Sar -	-	Sample	list	(Free mei	mory 109	.0MB) =	1
		SAN	PLE	TUN	E	SIZE	10
	088	mele01		+00.	00(ST)	1,2	MB
	DCDE	FOUTT	(I MN O	PORSTUU	WXV7 0	123456	799
	DUDE	runioi	SET IN C	I WHOLOU	write=0	120400	700
C		DHOOD	1 LTINO	1640100			100
C				14.			**************************************

INSERT

Sar		Sample li:	st (Fi	ree memory	109.0MB	Ì	1
	1	SAMPLI	E	TUNE		SIZE	10
	088	Samele01]+00.00(\$	D	1.2MB	
	ABCDE	FGHIJKL	MNOPQ	RSTUUWXY	Z_0123	45678	9
-	1001.0	JUHUUUU		12.00	8 5	COURT	
DE	LETE	INSERT	Ĥ∕a	CANCEL	C & P	ENTE	R
	E1	E0	E0	EA	EB	E6	

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.)

Sar	Sample	ist (Fi	ree memory	109.0MB	
	SAME		TUNE	5	IZE 10
088	_Samele0	1	+00.00(SI) 1	.2MB
ABCD		LMNOPQ	RSTUUWXV	Z_01234	56789
	JOHJUJ	82	12.00		JONDI
1001					
DELETE	INSERT	Ĥ∕a	CANCEL	C & P	ENTER

A/a

Sar	Sample	list (Free memor	9 109.0M	8)	1
		PLE	TUNE		SIZE	10
088	Same le0	1	+00.000	<u>SI</u>)	1.2MB	
	DEFOUT T	/I MNIOD	ODCTURIN		15050	<u> </u>
C		VERMORI	QRSTUUWX	YZ_0123		3
C		NEPINOPI	12.00	WZ_0128	545678 55KD1	3
C				C & P		B

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.)

Sa	Sample	list (Free memo	гу 109.0M		1
		IPLE	TUNE		SIZE	10
088	SameleO	1	+00.00	(SI)	1.2MB	
-						1
Partition		KLMNOF	PORSTUUW	<yz_012:< td=""><td>345678</td><td>9</td></yz_012:<>	345678	9
Partone	DEFGHIJ	KLMNOF	2.00	<vz_012:< td=""><td>345678</td><td>9</td></vz_012:<>	345678	9
Partition		KLMNOF AZ	12.00	KYZ_012:		9 R

Sar	Sam	ple lis	st (Fr	ee memor	9 109.0ME	Ì	1
		SAMPLE		TUNE		SIZE	10
08	38 <u>S</u> ame	le01		+00.000	<u>SI</u>)	1.2MB	
BAB	CDEFG	HIJKL	MNOPQ		WZ_0123	45678	9
10.	11.004			12.00	32	COURT	
	TE I TN	SERT	A/a	CONCEL	C & P	ENTE	R
DELE			112.24	onnoce			

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

Sar	Sample li:	st (F	ree memor	9 109.0MB	
	SAMPLI		TUNE		SIZE 10
088	Samele01_		+00.00(\$	Ð	1.2MB
ABCD	EFGHIJKL	MNOPQ	RSTUUWXV	Z_0123	456789
1001.	JUHJJJJ		12.00		JONDI
DELETE	INSERT	A/a	CANCEL	C & P	ENTER
F1	F2	F3	F4	F5	F6

If the

COPY & PASTE

Sar	Sample list SAMPLE	(Free me	emory 108	9.0MB) Size		Ĩ	Sample li SAMPL	st (Fre	e memory TUNE	109.0MB	
088	<u>SameleO1</u> EFGHIJKLM	+QQ.	.00(\$ <u>1</u>) I WXY Z _ C	1,2MB		088 ABCD	Samele01	MNOPOR)+00.00(S <u>T</u> ST UU MXV (>	1.2MB
DELETE	INSERT	Aza CAN	CEL C	& P ENT	ER B	1001	COPY	PASTE	12.00		33ND1
F1	F2	F3 F	4 F	5 Fé	2 - 22 - 22 - 22 - 22 - 22 - 22 - 22 -	F1	F2	F3	F4	F5	F6

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.

Sar	Sample	list (Free memory	109.0ME	
	: SA	MPLE	TUNE		SIZE 10
088	Sample0	1	+00.00(S	D	1.2MB
fino no	DEE AUX X	VI MNOD			
HBCI	DEFGHIJ	KLMNUP	QRSTUUWXY	Z_0123	456789
Partition	UEFGHIJ	KEMNUP	12.00	Z_0123	456789
Partition				Z_0123	

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

"Sample01" is copied to a clipboard.

SAMPLE TUNE 088 Samele01+00.00(SI)	51ZE 1.2MB
■ABCDEFGHIJKLMNOPQRSTUUWXYZ_U	12345678
COPY PASTE	SOUDLE

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

Sar	Sample lis	t (F	ree memory	109.0M	8)	1
	SAMPLE		TUNE		SIZE	10
088	Samele01_		+00.00(S	D	1.2MB	
ABC)EFGHIJKLI	MNOPQ	RSTUUWXY	Z_0123	4567	39
1001			12.00	<u></u>	JOURD	
DELETE	INSERT	Ĥ∕a	CANCEL	C & P	ENT	R
F1	F2	F3	F4	F5	F6	

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

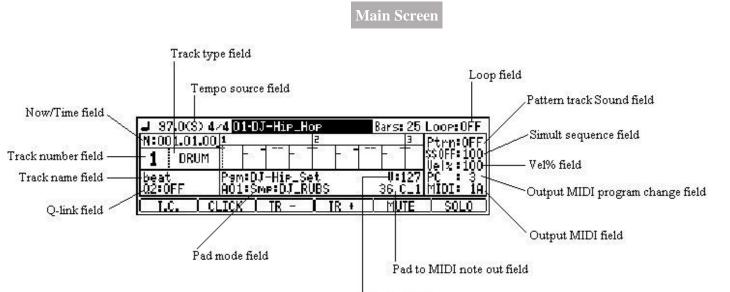
Save: A	SAMPLE			Imemory Cardi					
▶ 57_K 55 63_S 55 72_T 55 76_T	NARE		-C Autol -C INTER -OS MPC 10 -OS MPC 10	NAL 100_ju4					
LOAD	SAVE	USB	Co NEW		DO IT				
F1	F2	F3	F4	F5	F6				
	7) 1	•	1 •		1				

F4 (DNEW) button is pressed in save mode.

Save: A	SAMPLE		E [MEMORY CARD]					
▶ 1998 57_K 1998 63_9			D Auto	load				
	AL41			FOLDER				
ABCD	EFGHIJKL	MNOPQ	RSTUUWXY	Z_01234	156789			
			- action		ENTER			
DELETE	INSERT	H/a	CANCEL	L&P	ENTER			

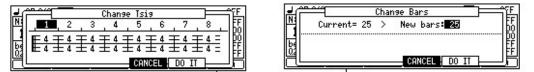
Please press F3 (PASTE) button, holding F5 (C & P) button.

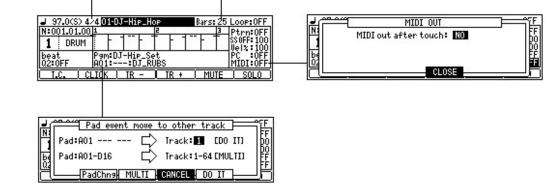




Velocity field

	1
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.
ratern track Sound held	Please refer to "Creation of a pattern track"
Simult sequence field	Please refer to "Simult sequence".
	Allows you to adjust the Velocity ratio on the selected Track while the sequence is playing.
Vel% field	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 Isig	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.
	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".

Indicator

It is displayed when INPUT THRU is ON

J 97.0(S) 4	∕4 <mark>01-DJ-Hip_H</mark> o	P TH	D 25	LOOP:OFF
N:001.01.00	1 • L L	2	3	Ptrn:OFF
1 DRUM				Velx:100
Deat 02:0FF	Pam:DJ-Hip_Se A01::DJ_RU	t IBS		PC OFF MIDIOFF
L.C. C	ICK IR-		1UTE	SOLO

	Indicat 	or field	
J 97.0(S) 4∕4 01	-DJ-Hip_Hop	Bars: 25	LOOP:OFF
N:001.01.00		1	Ptrn:OFF SSOFF:100
beat Pam: Q2:OFF A01: T.C. CLICK	DJ-Hip_Set :DJ_RUBS	+) MUTE	PC :OFF MIDI:OFF SOLO

<u>37.0(S)</u> N:001.01.8		1-0.	1-11	P_n	12	DUT	CLK		3	LOOP:OFF
1 DRUM	-			F	T	F	1	F	-	SS OFF: 100
beat 02:0FF	Per	n DJ	-Hi	P_Se	et		1		1	PC OFF

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

N:001.01.75	1	IN:CLK	SYNC 2			123	з	Ptro:0FF
1 DRUM	TH	1	ΕŤ	-		F	T	SS OFF 100
peat 02:0FF	Pama A01	DJ-Hi	P_Set	is	1.00		1	PC OFF

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

97.0(S) 4 001.02.44		IN:C		l2			13	5 LOOP: OF
1 DRUM		11		T			T	SSOFF 10
peat 02:0FF	Pam	DJ-I	IP_S	et	1	<u>.</u>		PC OF

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

N:001.01.6	71	18 X X	2002	1820	5	OUT :	NTC .	Ĥ_	з	Ptro:0FF
1 DRUM	i	ŀ			Ē			-	T	SSOFF 100
beat 02:0FF	Pg	m D.	-Hi	P_Se	iBS	<u>)</u>	1.0		1	PC OFF

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

J 97.0(S)	t∕4∭	1-DJ-H	lip_Hor	>	Ba	ars: 2	5 LOOP: OFF
1:001.02.1	91	IN:NT	C SYNC 2	1000		3	Ptrn:0FF
1 DRUM		H 1-		·			SS 0FF: 100
1 Ditori	-		<u>, </u>	_		5-00	_Uel × 100
beat h2:0FF	- Ioon	IDJ-H	1P_Set	ie .			MIDT OFF
22:0FF		::	DJ_RUE	BS I		MUTE	MIDI:0

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

004.02.8	84	IN:N	TC	5	10-0-00	12.523	6	Ptrn:0FF
1 DRUM	1	- 1		T	- 1		T	SS OFF: 100
eat	Par	mt D T-	Hip S	at	<u> </u>		100	1001%:100 100 :0EE
2:0FF	AŐ	1	DJ_F	ŪBS				MIDI: OFF

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

N:001.03.85	4 01-DJ-Hip_ 1 CC TO EFFECT		25 Loop:0F
1 DRUM		+ + +	SS OFF: 10
beat Q2:OFF	Pam:DJ-Hip_: A01::DJ_	Set RUBS	PC OF

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.

97.0(S) 4 N:001.04.93	21	12.00		12	CC TE	EFFECT		LOOP:OFF
1 DRUM				T			T	SS 0FF 100
beat 02:0FF	P9m A01	DJ-H	DJ_R	et UBS				PC OFF

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.

1:001.03.10	1	CC P	AD MI	XER	5	1000		12.3	3	Ptrn:0E
1 DRUM		F		F .	T			F	T	SSOFF 10
eat 2:0FF	Pg	m D.	J-Hi	P_Se	et		÷.		1	PC OF

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_H	0P	Bars: 25	LOOP: OFF
N:001.03.	16 1 CC	TRK MIXER	2	3	Ptrn:OFF
1 DRU	1 F	1	T F 1		SS OFF: 100
beat Q2:0FF	Pam: A01:	DJ-Hip_Se	et JBS	_	PC OFF MIDI:OFF
L.C.	CLICK	I IR -	I IR +) 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:0F	J 97.0(S) 4/4 01-0J-Hip_Hop Bars: 25 Loop: 0FF
N:001.03.1612 MULTI #X: 2 3 Ptrn:00	F N:001.01.591 NULTER 1 2 3 Ptrn:0FF
beat Psm:DJ-Hip_Set PC :0 02:0FF A01::DJ_RUBS MDDI:0	0 ▲ Uel%:100 F beat Psm:DJ-Hip_Set PC :0FF 102:0FF A01::DJ_RUBS MIDI:0FF
T.C. CLICK TR - TR + MUTE SOLO	C T.C. CLICK TR - TR + MUTE SOLO

When a multi timbre is ON, "MULT 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.

	1 to 1011	iner sett	.ps og 10	aanng	uns me.		PC2500	(
Save: SV	STEM SET	UPS		MORY C	ARDI		Save: S	STEM SET	UPS		EMORY (ARD1
Name=MP A name ca			-CO DRUM. -CO INST -CO INTERI -CO MULTI	NAL			A name c	°C25K_SET annot be (changed.	-CO DRUM. -CO INST -CO INTER -CO MULTI	NAL	
LOAD	SAVE	L USB	Co NEW		DO IT		LOAD	SAVE	USB	C NEW		DO IT
F1	F2	F3	F4	F5	F6	#1	F1	F2	F3	F4	F5	F6

A file name cannot be changed.

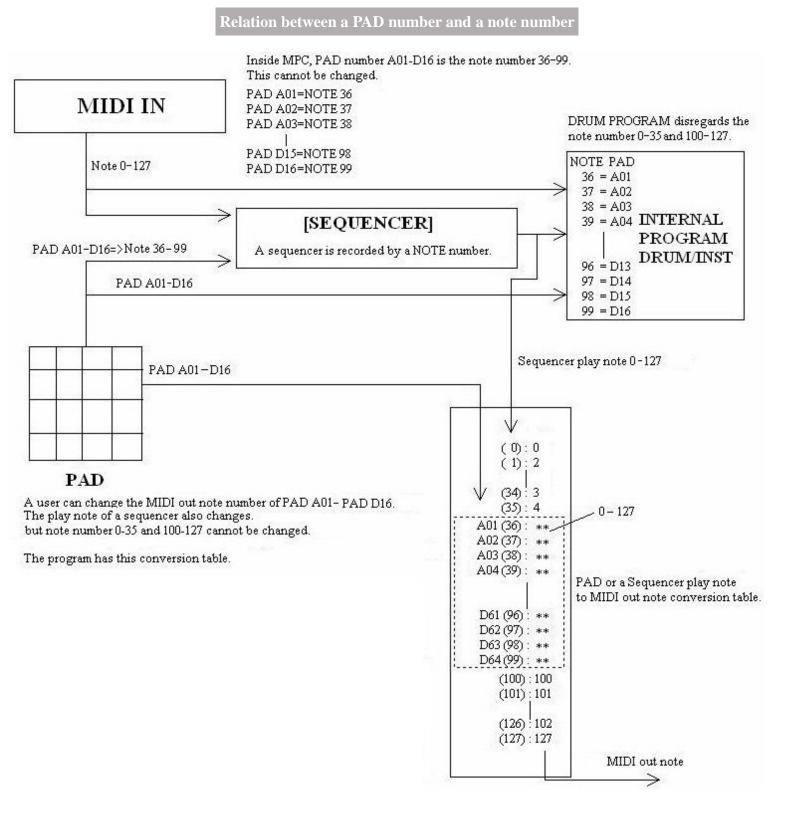
It will not be able to read, if changed.

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.

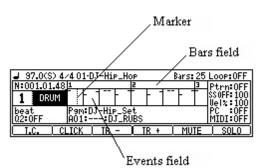
Save: SYSTEM SETUPS	EMEMORY CARD]	Save: SVSTEM SETUPS	= Ememory Cardi
Name=MPC1K_SETUPS.SVS A name cannot be changed.	+C) DRUM_SET +C) INST +C) INTERNAL +C) MULTI_SOUND	A name cannot be changed.	-C) DRUM_SET -C) INST -C) INTERNAL -C) MULTI_SOUND
LOAD SAVE USB	(C) NEW (DO IT)	LOAD SAVE USB	CINEW DO IT
F1 F2 F3	F4 F5 F6	F1 F2 F3	F4 F5 F6

A file name cannot be changed.

It will not be able to read, if changed.



Main Grid



Lycins heid

		L-DJ-Hip_H		Bars: 25	LOOP: OFF
N:001.01 1 DRI		- 1	<u> </u>		Ptrn:OFF SSOFF:100
beat Q2:OFF	P9m A01		iet RUBS	- 18 - 18 - 91	PC OFF MIDI:OFF
L.C.	CLICK	IR -	IR +	MUTE	SOLO
E1	E9	E.0	EA	EE	EG

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.

J 97.0(S) 4	/4 01-0	J-Hip_H	OP	Bars: 25	LOOP: OFF	
N:001.01.00	1	41	2 1	-1 -	Ptrn: OFF	
1 DRUM		T.			SSUFF 100	
beat Q2:OFF	Pam:D A01:-	J-Hip_S :DJ_R	et WBS	28 - 28 - 2	PC OFF MIDI:OFF	
(ALLERASE)			COPY	PASTE	ERASE	
F1	F2	F3	F4	E5	F6	

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

Copy of events

J 97.0(S) 4	/4 01-1)J-Hip_H	OP	Bars: 25	LOOP:OFF	
N:001.04.72	1	2000	2	3	Ptrn: OFF	
1 DRUM	T i	1	[]]	T	SSOFF: 100	
beat 02:0FF	Pamil A01:-)J-Hip_S :DJ_R	et UBS	- 35 - 35 32	PC OFF MIDI OFF	
ALLERASE			COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6	

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

J 97.0(S) 4	/4 01-D	J-Hip_H	HOP	Bars: 25	LOOP:OFF	
N:005.01.00			5	6	Ptrn:OFF	
1 DRUM	ΤĿ	1		1.1	\$\$0FF: 100	
beat Q2:OFF	Pam:D A01:-	J-Hip_Set :DJ_RUBS		18 18 1 2	PC OFF MIDI OFF	
ALLERASE			COPY	PASTE	ERASE	
F1	F2	F3	F4	E5	F6	

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

J 97.0(S) 4/4 01-0	J-Hip H	0P	Bars: 25	LOOP: OFF
N:006.01	.00 4	1F	₿ 		Ptrn:OFF SSOFF: 100
beat 02:0FF	Pam:D A01:-	J-Hip_Se	et UBS	18 18 2	PC OFF MIDI:OFF
ALLERASE			COPY	PASTE	ERASE
F1	F2	F3	F4	F5	F6

Erase of events

J 97.0(S) 4	/4 01-	DJ-Hip_H	OP	Bars: 28	5 LOOP: OFF
N:005.01.48	4		5	6	Ptrn: OFF
1 DRUM	Th	1			SS 0FF: 100
beat Q2:OFF	Pamil A01	DJ−Hiթ_S :DJ_K	et RUBS	it it it. ar	PC OFF MIDI 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.

All the events of a track are erased.

J 97.0(S) 4		J-Hip_H	10P	Bars: 25	LOOP: OFF
N:001.01.00 1 DRUM		1	11	Ptrn:OFF SSOFF:100 Vel::100 PC::0FF MIDI:0FF	
beat Q2:OFF	Pam:D A01:-	J-Hiթ_S ∶DJ_F	et RUBS		
ALLERASE			COPY	PASTE	ERASE
F1	F2	F3	F4	F5	F6

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

97.0(S)	4/401-	DJ-Hip Ho All E	P Vents Er	Bars: 25 Yase	
1 DRU beat 02:0FF	N. 200 X200	1 Bar:00:			erase.
ALLERASE	<u> </u>	CANCEL		DO II	
F1	F2	F3	F4	F5	F6

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

J 97.0(9) 4/4 01-l	DJ-Hip_H	OP	Bars: 25	LOOP:OFF
N:001.01			2	3	Ptrn: OFF
1 DR	UM	1.1.	111	1.1	SS OFF: 100
beat 02:0FF	Pamil A01)J-Hip_S :DJ_R	et UBS	- 18 - 18 - X	PC OFF MIDI OFF
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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

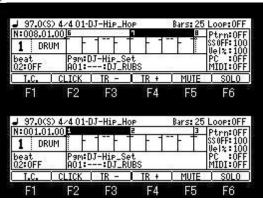
J 97.0(S) 4	/4 01-1)J-Hip_H	OP	Bars	: 25	LOOP:OFF
N:001.03.30	1		5		З	Ptrn: OFF
1 DRUM		111	T F	1	T	SS OFF: 100
beat 02:0FF	Pam [A01	J-Hip_Se	et UBS	18 - 18 - 25		PC OFF MIDI:OFF
ABAR	Hold	pads or	keys :	to era	se	ALL PAD
F1	F2	F3	F4	F	5	F6

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.

₽ 97.00	5) 4/4 01-	DJ-Hip_H	OP	Bars: 25	LOOP: OFF
	1.00 1 UM	1	₽ 		Ptrn:OFF SSOFF:100
beat Q2:OFF	Pamil A01:)J-Hi⊳_Se ∶DJ_R	et UBS		PC OFF MIDI:OFF
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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.

J 97.0(S) 4	/4 01-6)J-Hip_H	OP	Bars: 25	LOOP: OFF
N:001.01.00 1 DRUM			• • • 1		Ptrn:OFF SSOFF:100 Uelz:100
beat 02:0FF	Pamil A01:-)J-Hip_S(:DJ_R	et UBS		PC OFF MIDI:OFF
(ALLERASE)			COPY	PASTE	ERASE
F1	F2	F3	F4	F5	F6

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

Copy of bars

J 97.0(S) 4	/4 01-0	J-Hip_H	OP	Bars: 25	LOOP: OFF
N:001.01.00 1 DRUM beat 02:0FF	Pam:D	1			Ptrn:OFF SSOFF 100 Velx 100 PC OFF MIDI:OFF
ALLERASE	Inor.	- 20 210	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	1/4 01-D.	J-Hip_Ho	P	Bars: 25	LOOP: OFF		97.0(S) 4	/4 01-)J-Hip_H	10P	Bars: 25	5 LOOP: OF
N:003.01.00) ²	4L +	3 10 - 10	- 1 -	Ptrn:OFF	N	004.01.00		L			Ptrn:0F
1 DRUM			. E .		Velx:100		1 DRUM	E.				Uelz 10
beat Q2:OFF	PamiDJ A01:	J-Hi⊳_Se ∶DJ_RU		20	PC :OFF MIDI:OFF		eat 2:0FF	Pam I A01)J-Hi⊳_9 : DJ_F	iet RUBS	20 00 00 21	PC :OF MIDI:OF
(ALLERASE)			COPY	PASTE	ERASE	A	LLERASE			COP	PASTE	ERASE
F1	F2	F3	F4	F5	F6		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-D	J-Hip_H	OP	Bars: 25	LOOP: OFF		
N:007.01.00	1		8	9	Ptrn:OFF		
1 DRUM		1.1.1		1.1	SSOFF: 100		
beat Q2: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.

·				5	1
J 97.0(S) 4	l∕4 01-l)J-Hip_H	OP	Bars: 25	LOOP:OFF
N:009.01.00) <u>9</u>		10	11	Ptrn:OFF
1 DRUM		1			SSOFF 100
beat Q2:OFF	Pam D A01	J-Hip_S	et UBS	2 B	PC OFF MIDI OFF
(ALLERASE)			COPY	PASTE	ERASE
F1	F2	F3	F4	F5	F6

Erase of bar

J 97.0(S) 4	/4 01-6)J-Hip_H	10P	Bars: 25	LOOP: OFF
N:004.01.00	2	1 mm 1	2	4	Ptrn:OFF
1 DRUM	ΤĿ	1	T † 1	- F T	SSOFF: 100
beat Q2:0FF	Pam D A01)J-Hip_S :DJ_F	iet RUBS	an a	PC OFF 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 01-0)J-Hip_H	OP	Bars: 25	LOOP:OFF
N:004.01.00		1	3	4	Ptrn:OFF SSOFF: 100
beat 02:0FF	Pam:D A01:-	IJ-Hip_Se :DJ_R	LLL et JBS		Vel2:100 PC OFF 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-D	J-Hip_H	OP	Bars: 25	LOOP: OFF
N:005.01.00	3		4	5	Ptrn:OFF
1 DRUM		1.1.	[1	- F 👔	SSOFF: 100
beat Q2:OFF	Pam:D A01:-	J-Hip_S :DJ_R	et WBS	18 8 . 2	PC OFF MIDI:OFF
ALL ERASE)			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.
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.

Please move cursor to the "SS" field and choose a sequence (sequence number) to make it play simultaneously.

J 97.0(S)	4/4 01-	DJ-Hip_H	OP	Bars	:25	Lo	P:OFF
N:007.02.	16 7		8		9	Pt	n:OFF
1 DRU	M	1	T	1 F	1	\$S.	1 100
Last Cheve	Dave	DT Uin Co				Ve l	2:100
Deat Q2:OFF	A01:	:DJ_R	ŬĎS	20		MĬ	DI:OFF
L.C.	CLICK	IR -	IR +	MU	ITE	Τ	SOLO

— Level(0-200) of a Simult Sequence Please adjust level if needed.

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

	V		
سعم ہے	Sequenc	e list	FE
N	01-DJ-Hip_Hop	Bars: 25	EE
11	02-Nuskool_Beat 03-III_Hip_Hop	Bars: 16 Bars: 24	Boll
Ба	04-Techno	Bars: 129	IFFI
Q2 Ney	t:END OF SEQUENCE		····· FF
RE	DELETE DEFAULT	MOUE COPY	— <u> </u>

1

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.

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.

J 97	7.0(S) 4	⁄4 01-D	J-Hip_H	OP	Bars: 25	LOOP: OFF
N:00	01.01.00	1	1.000	2	3	Ptrn: OFF
1	DRUM	Th	1 1	F F 11	- F T	SS 0FF: 100
beat 02:0	FF	Pam:D A01:-	J-Hip_Se :DJ_R	et JBS	të të X	PC OFF
L.	C. C	LICK	IR -	IR +	MUTE	SOLO
F	1	F2	F3	F4	F5	F6

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.

₽ 97.0(9	04	4 01	L-DJ	-Hip	Ho	P	_	Bar	s: 25	LOOP: OFF
N:001.01 1 DRI	_	1	- 1			F	T	-F	3	Ptrn:OFF SSOFF:100
beat Q2:0FF	2	Pam A01	DJ	-Hi⊳ -∶DJ	_Set _RU	È BS	- 65	- 13 22	- 13	PCSEO 11 MIDI OFF
L.C.) (C	ICK		IR -	\Box	IR	ŧ	ľ	1UTE	SOLO
F1		F2		F3		F	4		F5	F6

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.

J 97.0(S)	4/4 0:	1-DJ-Hi	P_HOP	÷.	B	ars	: 25	LOOP: OFF
N:001.01.	001		5	-		220	З	Ptrn:0FF
1 DRU		- 17	- T	F	1	Ē	T	SSOFF: 100
beat Q2:0FF	Pam A01	:DJ-Hi⊧ ::D	Set		.8 .81	13.	33	PC 3 MIDI OFF
L.C.	CLICK	IR	20	IR +		ML	JTE	SOLO
F1	F2	F	3	F4		F	5	F6

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.

	MID MID	I Pros	mam Ch	ange		F
	Bank select	t: NO	MSB:	0	LSB:	0
be	P.Chanse:	S:Ele	c Grand	Pia	ano	
۹L			CLOS	E]

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

Pad Mode

Vou can choose behavior when a pad is hit.

J 97.0(S) 4.	∕4 <mark>01-DJ-Hip_Ho</mark> p	Bars:	25 LOOP: OFF
N:001.01.00	1 2		3 Ptrn:OFF
1 DRUM	I F 1-F T	F 1 - F -	SSOFF: 100
beat Q2:OFF	Pam:DI-Hip_Set A01()DJ_RUE	ŝs	PC OFF MIDI:OFF
LT.C. CI	ICK II IR - I	TR + MU	TE SOLO

Pad mode field

		DJ-Hip_H	OP	Bars: 25	LOOP: OFF
N:001.01 1 DRI		1			Ptrn:OFF SSOFF:100 Velx:100
beat Q2:OFF	Pam: A01:	DJ−Hiթ_Se ■■■■■DJ_R	et UBS	2	PC :OFF MIDI:OFF
I.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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

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	J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25 Loop: OFF
N:001.01.00↓ 1 DRUM		N:001.01.00	3 Ptrn:0FF 550FF:100	N:001.01.00	Ptrn:0FF
beat Psm:DJ-Hip_Set Q2:OFF A01:PTR0:P.Test01	Uel%:100 PC =0FF Tr+00 L00P MIDI:0FF	beat Pam:DJ-Hip_Set Q2:OFF A01:CC: 11:DATE	PC :0FF 127 MIDI:0FF	beat Pam:DJ-Hip_Set Q2:OFF A01:PC 12 Vibra	PC = 0FF aphone MIDI=0FF
T.C. CLICK TR - TR	+ MUTE SOLO	I.C. CLICK IR - I	R + MUTE SOLO	I.C. CLICK IR - II	R + MUTE SOLO

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.
	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".

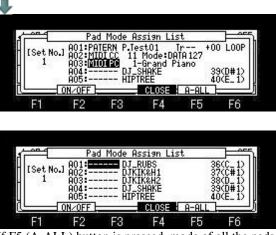
₽ 97.00	(S) 4.	4 01-	DJ-Hip_	HOP		Bars	: 25	LOOP: OFF
N:001.0	1.00	1	2013	5		8-31/2-5	з	Ptrn: OFF
1 DI	RUM	ľ	1	T	- 1	F	T	SS OFF: 100
beat Q2:OFF		Pamil A01)J-Hi⊳_ ∶DJ_	Set RUBS	3		00	PC OFF MIDI OFF
L.C.	C	ICK	IR -		<u></u> +	ા Μા	JTE	SOLO
F1		F2	F3		F4	F	5	F6

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.

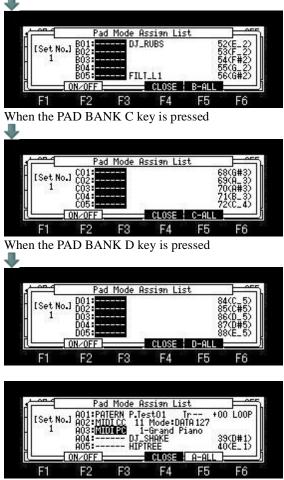




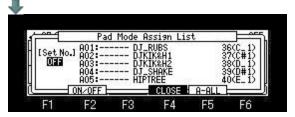
If F5 (A-ALL) button is pressed, mode of all the pads of BANK A can be chosen as the same time.



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



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.





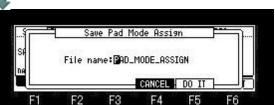
10 kinds of different setup can be set by choosing a number in the Set No. field.

Saveing 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.

Save P	AD MODE F	ASSIGN		MORY C	ARD]
	MODE AS	0.000	-C INTERI -osmpc10 -osmpc10 -C PAD_M	00_x12	04
LOAD	SAVE	USB	Co NEW		DO IT
F1	F2	F3	F4	F5	F6

Extension "PMD" is a file of pad mode.

Load: M Card Fre Wave Fre Seq. Fre	e= 110.9		utoload NTERNAL IPc1000_X IPc1000_X RD_MODE	1304	.os2 .os2 .PMD	1M 1M 6K
LOAD	SAVE I	USB	A.LOAD	DELETE	DO	IT
F1	F2	F3	F4	F5	F	6

Pad to MIDI note out

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

J 97.0(S) 4/4	01-0)J-Hi	P_H	OP		Bar	'S:	25	LOOP:OFF
N:001.01	.001		-	2.20	2	-			3	Ptrn:OFF
1 DRU	M	t.	1			- 1	- F	Ι		SSOFF: 100
beat Q2:OFF	P	sm∶D 01:-		P_Se J_RI	et JBS	3 0	8 - 18 - 95	- 10	3	PC OFF MIDI OFF
L.C.	CLI	CK	IR	3	Ш	R +		1UT	E	SOLO
F1	F	2	F	3		F4		F5	1	F6

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.

J 97.00	5) 4/	4 01-1)J-Hip_Ho	OP	Bars: 25	LOOP:OFF
N 001.0				2	3	Ptrn: OFF
1 DR	UM		1		F T	SSOFF: 100
beat Q2:OFF	2	Pam D A01	J-Hip_Se	et JBS	36 C_1	PC OFF MIDI
L.C.	CL	ICK	IR -	IR +	MUTE	SOLO
F1		F2	F3	F4	F5	F6

Please move cursor to the note field.

J 97	7.0(S) 4.	4 01-	DJ-Hi	P_Ho	P	- 63	Bars	25	LOOP: OFF
N:00	1.01.00	1	1000		2			з	Ptrn:OFF
1	DRUM	T F	1	τŢ		1-	F.	Τ	SSOFF: 100
beat 02:0	FF	Pam: A01:	DJ−Hi⊧ :D.	Se J_RU	t BS	÷	36	1	PC OFF MIDI: 1A
L.	C. C	ICK	IR	2	IR	+)(MU	ΤE	SOLO
F	1	F2	F	3	F4	1	F	5	F6

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

	Pad to MI	IDI note ou	rt	
A program memorizes this setup.	A02(37): 3 A03(38): 3	86(C_1) Bas 7(C#1) Sid 88(D_1) Acc 89(D#1) Har	oustic Sr	1 Nare
RES	ET	CLOSE		
F1 F	2 F3	F4	F5	Fr

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

	Pad to	MIDI note	e out		ľ
A program memorizes this setup.	A02(37): A03(38):	50(0_2) 37(C#1) 38(D_1)	Side : Acous	Stick tic Sna	re
	A04(39)	39(D#1)	Hand	Clap	
RES		39(D#1)		Clap	99 99

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

	Pa	d to MID	I note ou	ut	ļ
A progra memorize this set	es AO2	(37): 37 (38): 38	(D_2) His (C#1) Sid (D_1) Ac	de Stick oustic S	nare
31202230	198520	(39): 39	(D#1) Hai	nd Clap	
30262550	A04	(39): 39	(D#1) Hai	nd Clap	o yeaperite

If F2 (RESET) button is pressed, the window of "Reset pad to note assign" will open.

	- P.	d to MID Reset Pa	I note ou d to not	ut e assign	
A progr memori this se			DO ITJ wi to 36-99		
396336556					
			CANCEL	DO II	

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.

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

	J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: 0FF	J 97.0(S) 4/4
	N:001.01.001 DRUM	N:001.01.001
	beat Pam:DJ-Hip_Set PC :0FF	1 DRUM beat Pg
TUN (TUNE)	Q1+TUX +120 A01::DJ_RUBS MIDI:OFF	01:TUN + A01 A0
LPF (LPF CUTOFF)	T.C. CLICK TR - TR + MUTE SOLO	LIC. CLIC
BPF (BPF CUTOFF)		
HPF (HPF CUTOFF)	Current value	The
LYR (LAYER)		Whe
ATK (ATTACK)		
DCY (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)		
L.S (LFO SPEED)		
37.0(S) 4/4 01-DJ-Hip_Hop N:001.01.00[1 2	Bars: 25 Loop: 0FF	
1 DRUM	- 1 T (\$\$0FF=100 Velz:100	
beat Pgm:DJ-Hip_Set 01:0011 0A01::DJ_RUBS	PC :OFF	
	MIDI:OFF TR + MUTE SOLO	
MIDI-CC 0.127		
MIDI-CC `0-127		
J 97.0(S) 4/4 01-DJ-Hip_Hop	Bars: 25 Loop: OFF	

🚽 97.0(S) 4.	/401-DJ-Hip_Ho	op Bars:	25	LOOP:UFF
N 001.01.00	1	2	3	Ptrn:OFF
1 DRUM	10 - 1	F F 4F .	τı	SSOFF: 100
T DVOU				Velz:100
beat	Pam∶DJ-Hip_Se	et i i i i i i i i i i i i i i i i i i i		PC :OFF
01:0011 0	A01::DJ_RU	JBS		MIDI:OFF
	ICK IR -	TR + MU	TF	0.102
	<u></u>			

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.

	/4 01-DJ-Hip_	Нор	Bars: 25	LOOP: OFF
N:001.01.00	1	2	3	Ptrn: OFF
1 DRUM	Ì - 1 ⊦	T 1	ΗŤ	\$\$0FF 100
beat Q1: <mark>0FF</mark>	Pam:DJ-Hip_ A01::DJ_	Set RUBS		PC OFF MIDI OFF
I.C. C	LICK IR -	I IR + U	MUTE	SOLO

Q1 will be displayed if Q1 slider is moved. -

J 97.0(S) 4.	∕401-DJ-Hiթ_Ho	DP Bar	s: 25	LOOP: OFF
N:001.01.00	1	2	3	Ptrn:OFF
1 DRUM	י ר יויד זו זו	F F 4F	Ť	SS 0FF: 100
L Dhorr				Uel× 100
beat 02 Mar	P9M:UJ-H1P_Se	it ipc		PU UFF
102-011	HOI DJLK	100	-	PIDI-OFF
 L TC L C	TCK TR -			0.102

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.

TYP	E	LOW	HICH	VALUE	CHANGE	TARCET
01.	OFF					
	UFF	•				

	∕401-DJ-Hip_Ho	op Bars:	25 LOOP: OFF
N:001.01.00	1	2	3 Ptrn:OFF
1 DRUM	┇ ┝ ╡╌┝╶	「 ト 1 - ト 1	SSOFF: 100
beat Q1:TUN ▶ A01	Pam:DJ-Hip_Se A01::DJ_RU	et JBS	PC OFF MIDI:OFF
	LICK IR -	IR+ MU1	TE SOLO

. The pad whose slider operated now is effective is displayed. When "TRK" is displayed, it is effective against the track.

	Variable range of a slider
	RESONANCE Present value NOTE ON REAL TIME
TUNE LPF(LPF CUTOFF) BPF(BPF CUTOFF HPF(HPF CUTOFF LAVER ATTACK DECAY S.START(SAMPL S.END(SAMPLE E CHOP(NOTE ON) VELOCITY TEMPO(REAL TIN MIDI-CC(MIDI CC LEVEL PAN LFO>PITCH(REAL LFO>FILTR(REAL LFO>FILTR(REAL LFO>LEVEL(REAL LFO>LEVEL(REAL LFO)SEED(REAL	E START) ND) WIE START) ND) TIME) TIME) TIME)
TYPE	Pam:DJ-Hip_Set (DRUM) LON HICH VALUE CHANCE TARCET H:Speed: 53 : 20 : IIIIIIIIIII TRACK D: 0 100 : 53 ►TRACK M.RESET
	Waveform selection of LFO alue here is changed PEED(RATE)
TYPE:	The parameter controlled with a slider is chosen. MIDI-CC outputs a control change.
CHANGE:	If you change the QLINK slider while the sound is playing back, the sound will not be changed. REAL TIME
RESONANCE:	If you change the Q-LINK slider while the sound is playing backs, the sound will be changed. The perpendence which use this setup are only LPE_PPE_and HPE_
RESUMANCE:	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.

Ir: 1 :00	2-D1	-Hip	_Se	t		(D	RUMD				POLV
PAD TYPE	FR9 90	RESO	OF TR	<u>8</u>		<u>S</u>	R	DPTH	FLTZ	FR92	RESZ
A02LPF	95	18	Ō	Ŏ	Ō.	0 0		ŏ	ŎĒĒ		
A03LPF	95	18	0	0	0	0					
SAMPLE		IMP	F		R	PTT	СH	I EO	AUME	011	L EX

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.

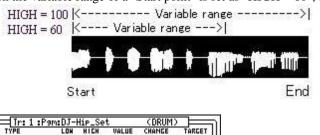
Behavior of CUTOFF

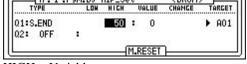
OLD OS is a value of value + Q-Link of a program. OS2XL does not use the value of a program. Only the value of Q-Llink is used.

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

TYPE	LOW	Hip_Set	VALUE	CHANGE	TARCET
01:S.START		60	: 0		▶ A01
Q2: OFF	8 C				
		٩	1.RESET	ì—	

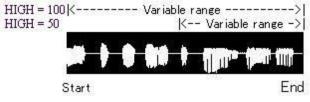
When the variable range of a "Start point" is set as "HIGH = 60", the variable range becomes like a following figure.





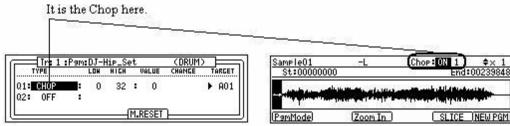
HIGH = Variable range

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)



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

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

			2010/00/00/00/00/00/00/00/00/00/00/00/00/	100 000000 000000	
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 01-0J-Hip_Hop 001.01.00 J		P 3 00:00:00:00 I I I SSOFF:100 IF I I SSOFF:100 IF I I I IF I I I I IF I I I I I IF I I I I I		2 3 00:00:00 SSOFF: 100 Uelx: 100	
DI-DI-DI-DI-DI-DI-DI-DI-DI-DI-DI-DI-DI-D					
97.0(S) 4/4 01-DJ-Hip_Hop 001.01.00 1 1 DRUM beat Pam:DJ-Hip_Set 01:0CCTT 0A01:DJ_RUBS T.C. I CLICK I IT		of a control change number c 11 return to a former state.	an be performed by a DA	TA wheel.	
Q1 will be displayed if Q1 s		97.0(S) 4/4 01-DJ-Hip_Hop 001.01.00 1 1 DRUM beat PameDJ-Hip_Set 01907 A01:0J_RUBS 1.0007 A01:0J_RUBS	Bars: 25 Loop:0FF 3 00:00:00:00 		
Q2 will be displayed if Q2 s	lider is moved. ——	■ 97.0(S) 4/4 01-DJ-Hip_Hop 001.01.00 4 ■	Bars: 25 Loop:0FF 3 00:00:00:00 1		
Tum of Q3 knob v	vill display Q3. ——	J 97.0(S) 4/4 01-DJ-Hip_Hop 001.01.00 1 2 1 DRUM	Bars: 25 Loop:0FF 3 00:00:00:00 1 550fF:100 Uelx: 100 PC ::0FF MIDI:0FF MIDI:0FF		
Tum of Q4 knob v	vill display Q4. ——	J 97.0(S) 4/4 01-DJ-Hip_Hop 001.01.00 1 2 1 DRUM 1 1 2 beat P37:DJ-Hip_Set 04:013 A01:DJ_RUBS T.C. CLICK TR - TR +	Bars: 25 Loop:0FF 3 00:00:00:00 1		
If the [WINDOW] button is Tr: 1 :Pom:DJ-Hip_Set UI TYPE Q1: 0FF 22: 0FF		is in the Q-Link field, the win	dow of Q-Link will open.		

24 :	OFF	22	
		 M.RESET	

	Variable range of a slider	
	RESONANCE Present value NOTE ON REAL TIME The 1 : Pam: DJ-Hip_Set (DRUM)	
TUNE LPF(LPF CUTOFF BPF(BPF CUTOFF HPF(HPF CUTOFF LAYER ATTACK DECAY S.START(SAMPL	TYPE RESU LDM H/CH WALUE CHANGE TARGET 01: 01: 01: 00: 50: REAL TIME ▶ TRACK 02: MIDI-CC 11-EXPRESSI: 80 34 03: 0FF : 04: 0FF 04: 0FF :	—— TRACK, A01,A02,A03,,,,,D16
S.END(SAMPLE B	ND) Number and name of MIDI CC Output MID	I channel
CHOP(NOTE ON) VELOCITY TEMPO(REAL TII MIDI-CC(MIDI CO LEVEL PAN LFO>PITCH(REAI LFO>FILTR(REAI LFO>LEVEL(REAI LFO SPEED(REAI	"MIDI RESET ALL CONTROLL DNTROL CHANGE) L TIME) L TIME) L TIME)	.ERS" is outputted to Ports A and B by a channel 1-16.
TYPE 01: OFF 02: OFF 03:LEONETLI 04 (LFO SPEE	Waveform selection of LFO	
TYPE:	The parameter controlled with a slider is chosen. MIDI-CC outputs a control change.	
	Selection of NOTE ON or REAL TIME The parameters which use this selection are only TUNE, LPF, BPF, HPF, LEVEL, and PAN.	
CHANGE:	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.

Ir: 1 :00	2-D'	T-Hip	_Se	t		(D	RUMD	i			POLY
PAD TYPE		RESO	FTR	<u>A</u>	. D	<u>s</u>	R	DPTH	FLT2	FR92	RESE
HUILPH	90 95	44	N N	N N	N N	0		N N			
AOSLPF	95	İš	ŏ	ŏ	ŏ	ŏ		ŏ	ŬFF.		
A04 OFF									ÖFF		
COMPLE	-	HIMLE				DTT	ъυ	1 50	MILITE	L our	T EV

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 tailed on) the rat rate key, when the sequence on which note variation data is rec 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.

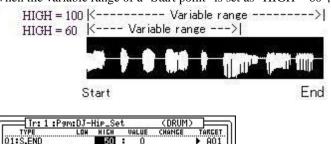
Behavior of CUTOFF

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-Llink is used.

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

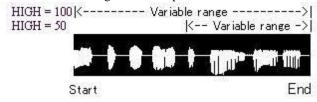
TYPE	LOW	Hip_Set		DRUM) =	CET
01:S.START		60 :	0	► A	01
02: OFF					
03: OFF					
Q4: 0FF					
an a	2.0	M.I	RESET		_

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



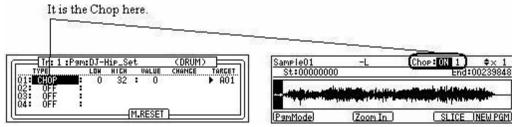
HIGH = Variable range

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)



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

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

	MPC250	0		
	25 Loop: 0FF 3 97.0	(S) 4/4 01-DJ-Hip_	HOP Bars: 25	LOOP:OFF
N:001.01.00	3 Ptrn:OFF N:001.	01.00	2 3	Ptrn:OFF
	SS0FF: 100	DRUM []]		SSOFF 100 Vel:: 100
beat Pam:DJ-Hip_Set Q1:OFF A01::DJ_RUBS	PC OFF beat	Pam:DJ-Hip_S	Set	PC OFF
Q1:OFF A01::DJ_RUBS	PC :OFF MIDI:OFF	A01::DJ_	RUBS	MIDI:OFF
LOOP UIEW F1MODE P.SHI	ET INTHRU LOOP	UIEW	F1MODE P.SHIFT	
F1 F2 F3 F4 F5	5 F6 F1	F2 F3	F4 F5	F6

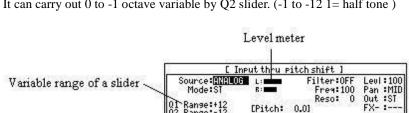
Please press F5 (P. SHIFT) button, pressing the [SHIFT] button on a main screen.

	[In	put thru p	itch shi	ft 1	
Source Mode	STEREO	L:	Filt	er:OFF eq:100	Levi:100 Pan:MID
01 Range 02 Range	+12	[Pitch:	о.0] Ке:	so: 0	Out :ST FX- :
		10000		-	CANCEL
F1	F2	F3	F4	F5	F6

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.

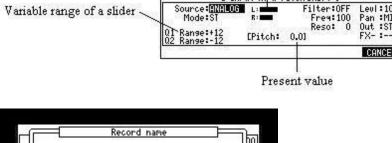
[STOP] or if the [REC] button is pressed once again, recording stops.

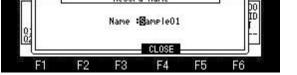
When recording is stopped, the contents of recording are kept in the memory of MPC by the file name of "Sample01" (default name).



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)





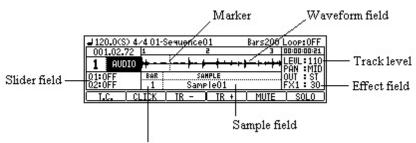
If the [WINDOW] button is pressed, a "Record name" window will open. When needed, the sample name which it has automatically can be changed.

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.

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)



Bars field (start vibrant tune number of a sample)

Playing back a Sample

J 120.0(S)	4/4 01-9	Sequence	01	Bars: 90	LOOP:OFF
001.01.0		20289792	2	3	00:00:00:00
1 AUD	IO				LEUL:110 PAN:MID
01:0FF 02:0FF	BAR 1	SF	MPLE		OUT ST FX
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	E5	F6

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".

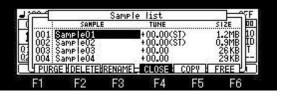
Playback of a sample will be begun if [PLAY] or the [PLAY START] button is pressed.

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.

J120.0(S	3 4/4 01-9	Sequence	01	Bars: 90	LOOP: OFF
001.01.	00 1	2022/02/22/	2	3	00:00:00:00
1 AUD	010 +	+++++			LEUL:110
01:0FF 02:0FF	BAR 1		HPLE Ple01		OUT ST FX
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	E3	F4	E5	F6

Stops	by	005.04.24

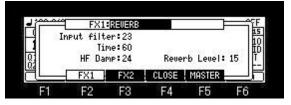
₽120.0(9	> 4/4 01-9	Sequence	01	Bars: 90	LOOP:OFF
005.04.	24 5	것같아? 전신	6	1	00:00:09:15
1 AUG)IO + +		<u> </u>	+++	LEUL:110 PAN :MTD
01:0FF 02:0FF	BAR 1		NPLE Ple01		OUT ST FX- I
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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.

J120.0(S)	4/4 01-9	Sequence	01	Bars: 90	LOOP: OFF
001.01.0	0 1	2002894997	2	3	00:00:00:00
1 AUD	I0 🗕 🗕	-+++ +	·	⊷++ <u>+</u> -	LEUL:110 PAN :MID
01:0FF 02:0FF	BAR 1		MPLE Ple01		OUT ST
L.C.	CLICK	IR -	IR +	MUTE	SOLO
E1	F2	E3	F4	E5	E6

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.

₽ 120.0(\$	> 4/	4 01-9	equencel	01	Bars: 90	LOOP: OFF
001.01.	00	1	2,0250,027	2	3	00:00:00:00
1 AU	_	÷	++++	·		LEUL:110 PAN :MID
01:107= 02:LPF	35 64	BAR 1		MPLE Ple01		OUT ST
L.C.) CL	ICK	IR -	IR +	MUTE	SOLO
F1		F2	F3	F4	F5	F6

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.

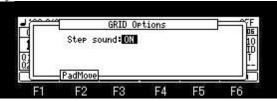
Q1 of an audio track and Q2 are not Q-link, and they only mean a slider.

Moreover, a slider does not work during recording.

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

120.00	3) 4/4 01-	Sequence	01	Bars: 90	LOOP: OFF
001.01.	48 1	20200	5	3	00:00:00:06
1 AUI		+++++	·		LEVL:110 PAN MID
01:0FF	1		ple01		FX- :
L.C.	CLICK	IR -	IR +	MUTE	SOLO
E1	F2	E3	F4	E5	F6

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



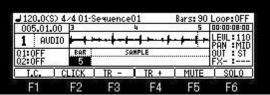
When the selection here is ON, it moves sounding the sound on cursor, while moving the cursor of the waveform field.

Samples is assignable to two or more bar positions.

Se	mple0	1 Sam	ple02 I	Samj I	pleO3
J 120.0(S) 4	/4 01-S	equence01		Bars: 90	
001.01.00 1 AUDIO	Ĵ-	İ		, i	LEUL:110
01:0FF 02:0FF	BAR 1	sampi Sampia			DUT ST FX
I.C. C	LICK (IR - I	IR +) MUTE	SOLO

₽120.0(9) 4/4 01-9	Sequence	01	Bars: 90	LOOP: OFF
001.01.	00 1	-2,0249-297	5	3	00:00:00:00
1 AUC	010 +	+++++	•- }-		LEUL:110 PAN :MID
01:0FF 02:0FF	BAR 1	se Sam	OUT ST		
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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



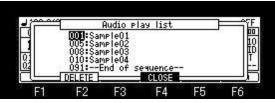
Next, please move cursor to the sample field and choose the sample assigned to a bar.

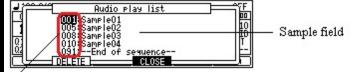
	(S) 4.	4 01-9	iequencel	11	Bars: 90	LOOP: OFF	
005.0		3		4	5	00:00:08:00	
	UDIO		→ • ∲ ~ ┢	++	-+	LEUL:110 PAN :MTD	
01:0FF		BAR		MPLE		OUT : ST	
02:0FF		5	Sample02			FX- :	
I.C.	C	ICK	IR -	IR +	MUTE	SOLO	
F1		F2	F3	F4	F5	F6	

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 01-9	01	Bars: 90	LOOP: OFF	
001.01.	00 1	1 2 3			00:00:00:00
1 AUD	10 +	────────────────────────────────────			
01:0FF 02:0FF	BAR		MPLE Ple01		OUT ST FX
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

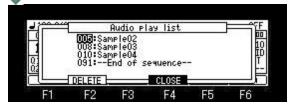
If the [WINDOW] button is pressed when cursor is in the BAR field, the window of "Audio play list" will open.





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.



PAD LOCATE

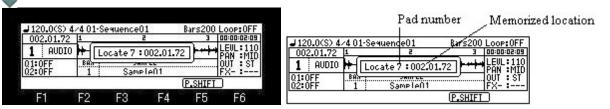
J120.003	3) 4/4 01	-Sequence	01	Bars200	LOOP:OFF	
002.01.	72 1	1 2 3			00:00:02:09	
1 AU	010 +		┝╾┥┶╾┾	<u>}⊦++</u> +	LEUL:110 PAN :MID	
01:0FF 02:0FF	BAR 1	BAR SAMPLE 1 SampleO1				
L.C.	CLICK	IR -	IR +	MUTE	SOLO	
F1	F2	F3	F4	F5	F6	

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.



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.

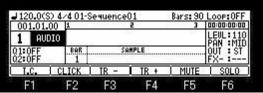
Note

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)

13	14	15	16
LOCATE	LOCATE	LOCATE	LOCATE
9	10	11	12
LOCATE	LOCATE	LOCATE	LOCATE
51 SEC	6	7	8
BACK	BACK	7 LOCATE	LOCATE
1	2	3	4
< BAR	BAR >	STOP	PLAY

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.



	.04.84		Sequence	2	Bars: 90	LOOP:0FF
1	AUDIO					LEUL:110
01:0	FF FF	BAR 1	<< RECODIT	NC STERED (e01	LOUT ST	
L(2 I I	CLICK	IR -	IR +	MUTE	SOLO
F	1	F2	F3	F4	F5	F6

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

J120.0(S) 4/4 01-	Sequence	01	Bars: 90	LOOP: OFF	
004.02.	52 3	3 4 5			00:00:05:19 LEVL:110 PAN:MID OUT:ST FX-:	
1 AUD	010					
01:0FF 02:0FF	BAR 1	se Tal				
L.C.	CLICK	IR -	IR +	MUTE	SOLO	
F1	F2	F3	F4	F5	F6	

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

120.00	5) 4.	4 01-9	Sequence	01	Bars: 90	LOOP: OFF
004.04.		3	2028/202	4	5	00:00:07:16
	DIO	15 1.550-550-5		+-+-	***	LEUL:110 PAN :MTD
01:0FF 02:0FF	2	BAR 4	<< RECODI Ta	NG STERED KeO2	>> .	OUT ST FX
L.C.) (C	ICK	IR -	IR +	MUTE	SOLO
F1		F2	F3	F4	F5	F6

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

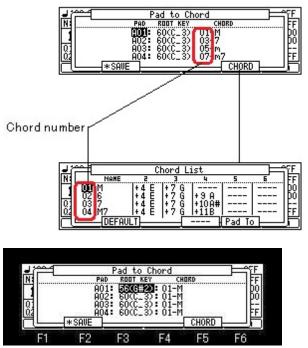
	J 120.003	3) 4/4 0	1-Seque	ence0:	1	Bars : 8	LOOP:OFF
	N:001.01	1.00	20 20	2	24	. Э	Ptrn:0FF
	1 CH0	IRD					\$\$ 0FF: 100
Duration	O 1 - Duus	i i	i#Progr		2		
Arpeggio —	02-Arp		:C_3-1		Repe	at:OFF	MĬĎĪ÷OFF
1 00	<u> </u>) CLICK	I TR	- (IR +	HUTE	SOLO
				Chord 1	name	CHAI	N
			Key			1/16	
			-			1/8	
						1/4	
						2/4	
						3/4	
						4/4	

■ 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.

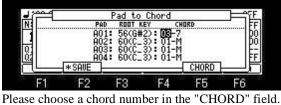
Dur.(Duration):	Please set up duration
	Please set up the timing to pronounce.
	When a value is 0, it pronounces simultaneously.
Arp.(Arpeggio):	When a value is 1, it is delay for 1 tick and pronounces.
	It is delay for a maximum of 96 ticks, and pronounces.
	While pressing the pad, it repeats at the following intervals.
	CHAIN = An interval repeats continuously.
	1/16 = It repeats to $1/16$ timing.
Damaatu	1/8 = It repeats to $1/8$ timing.
Repeat:	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.

N:001.01.	001	322 - C. 228	2	12. 		2	1	Ptrn:OFF
1 CHOR	D				1			SSOFF: 100
01:Dur. 0 02:Arp. 0	P 9	m Prosr 1 C_3-M	am01 1	Rep	eat:	OFF		PCSE0 MIDI: OFF
L.C.	CLIC	K I IR	E (IR	+	MUT	E	SOLO
F1	F2	E	3	E.	4	E5		E6

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

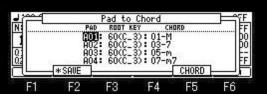


Please choose a root key in the "ROOT KEY" field.



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.

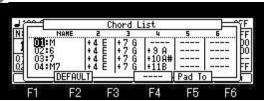


If a pad A01 is hit by the set of the above figure during recording, the chord set to the chord number 01 by using C3 as a root key will be recorded as events.

J120.0(S) 4	/4 01-9	Sequence	01	Bars: 8	LOOP: OFF	
N:002.04.72	1	01251.2	2	3	Ptrn:OFF	
1 CHORD	1-1-	-11	1-1-1	1.1	SSOFF 100	
01:Dur.1/16 02:Arp.30	Jur 1/16 Pam yamahaDXZpiano Mrp 30 A01 C_3-M Repeat 1/4					
ALLERASE			COPY	PASTE	ERASE	
F1	F2	F3	F4	F5	F6	



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

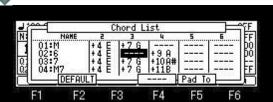


A new chord can be created by setting up the field of 2-6.

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.



■ 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.

J120.0(S)		Sequence	01	Bars: 8	LOOP: OFF	
N 001.01.	001	2000	2	3	Ptrn: OFF	
1 ARP:U	P			T T	SSOFF: 100	
01:D×100 02:1/16	Pam:(A01:)	Pam:01Grand Piano A01:(INST)			PCSE0 MIDI: OFF	
L.C.	CLICK	IR -	IR +	MUTE	SOLO	
F1	F2	F3	F4	E5	F6	

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

J120.0(S)	4/4 01	-Sequence	-01	Bars: 8	LOOP: OFF	
N:001.01.	00 1		5	3	Ptrn:OFF	
1 ARP:	JP				SSOFF: 100	
01:D×100 02:1/16	Pam: A01:	(INST)	Piano	PCseo MIDI:OFF		
L.C.	CLICK	IR -	IR +	MUTE	SOLO	
F1	F2	F3	F4	F5	F6	

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: $C3 \rightarrow E3 \rightarrow G3 \rightarrow C4$
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: $C4 \rightarrow G3 \rightarrow E3 \rightarrow C3$
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: $C3 \rightarrow E3 \rightarrow G3 \rightarrow C4 \rightarrow C4 \rightarrow G3 \rightarrow E3 \rightarrow C3$
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: $C3 \rightarrow E3 \rightarrow G3 \rightarrow C4 \rightarrow G3 \rightarrow E3$

	J120.0(S) 4∠	4 01-Se-	Nuence01	Bars:	8	LOOP: OFF
	N:001.01.00	1	5		З	Ptrn:OFF
	1 ARP:UP					\$\$ 0FF: 100
Duration	01:02 100	: Pama010	irand Piano			0012 * 100 PC \$60
Step ——	02 :1/16	AÓ1:ČÍN	IST)			MIDI:OFF
	LC. CL	ICK (IR – 📕 IR	+ MU	ΓE	SOLO

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.The timing to pronounce is set.1/4 = 1/4note1/4 - 3 = 1/4 note triplets1/8 = 1/8noteStep1/8 - 3 = 1/8 note triplets1/16 = 1/16 note1/16 - 3 = 1/16 note triplets1/32 = 1/32 note1/32 - 3 = 1/32 note triplets

N 002.0)1-Sequenc	2	Bars: 8	LOOP:OFF		
1 ARP 01:D×10	:UP	+		 U: 65	SSOFF: 100 Vel x: 100 PCseg MIDI: OFF SOLO		
02:1∕16 □.C.	AŐ	1 (INSI)					
F1	F2	53	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.

		01-DJ	-Hip_H	OP	Bars: 25	LOOP:	
N:001.0;	1.00	1	T	2	Ptrn:OFF		
1 DR	UM	t i		111		SS0FF: 100	
beat 02:0FF	P 9 AO	m:DJ 1:	-Hip_Se -:DJ_R	JBS	- 10 - 10 91	PC OFF MIDI:OFF	
L.C.	CLIC	КĽ	IR -	IR +	MUTE	SOLO	
F1	F2	2	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	0 4/4 01	-DJ-Hip_H	OP	Bars: 25	1 -END			
N:001.01	.00 1	- 1F	1 		Ptrn:OFF SSOFF:100			
beat 02:0FF	Pam: A01:	DJ-Hip_So :DJ_R	et UBS	it JBS				
L.C.	CLICK	IR -	IR +	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-D	J-Hip_Ho	OP	Bars: 25	LOOP: UFF	
N:001.01.00	1		2	3	Ptrn: OFF	
1 DRUM		1	T 1	- F T	SS 0FF 100	
beat Q2:0FF	Pam:D. A01:		et JBS	PC OFF MIDI OFF		
T.C. CI	ICK (IR -	IR +	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
97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 [001.01.00 4 2 3]	
	176:0FF 0FF:100 212:100
at P9m:DJ-Hip_Set P ::OFF A01::DJ_RUBS M T.C. CLICK TR - TR + MUTE	IDI:OFF SOLO

لم N: 1

> be Q2

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 01-0)J-Hip_Ho)P	Bars: 25	LP: 5-END	J 97.	0(S) 4/4	4 01-DJ	-Hip_Ho)P	Bars: 25	Lp: 5 - 7
N:001.01	.00 <u>1</u> IM	1	- 		Ptrn:OFF SSOFF:100		.01.001 DRUM		1F -	2 		Ptrn:OFF SSOFF:100
				Velz 100 PC OFF MIDI OFF	and the second s	beat Pam:DJ-Hip_Set Q2:OFF A01::DJ_RUBS				I I VelX: PC MIDI:		
L.C.	CLICK	IR -	IR +	MUTE	SOLO	L.C.	CL1	ICK (IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6	F1	F	-2	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.

₽ 97.0(9	3) 4/4 01-	DJ-Hip_H	OP	Bars: 25	LP: 5 - 7	
N:001.01	1.00		5	3	Ptrn: OFF	
1 DR	UM	1 1		τT	SSOFF 100	
beat Q2:OFF	Pamil A01	DJ-Hi⊳_Se ∶DJ_R	et ÚBS	PC OFF MIDI:OFF		
L.C.	CLICK	IR -	IR +	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.

 $5 \rightarrow 6 \rightarrow 7 \rightarrow 5 \rightarrow 6 \rightarrow 7$

In addition, if the [PLAY START] button is pressed, holding the [STOP] button, it will play in order of the following bars. $1\rightarrow 2\rightarrow 3\rightarrow 4\rightarrow 5\rightarrow 6\rightarrow 7\rightarrow 5\rightarrow 6\rightarrow 7\rightarrow 5\rightarrow 6\rightarrow 7\rightarrow 5\rightarrow 6\rightarrow 7\rightarrow 5\rightarrow 6\rightarrow 7$

J 97.0(S	04/	4 01-0)J-Hip_H	OP	Bars:	25	LP: 5 - 7	
N:005.01	.00	5	1000	6	3-3(2-5)	٦	Ptrn:OFF	
1 DRI		ŀ	1	T F 1	- F 1		SS OFF: 100	
beat Q2:OFF		PamiD A01:-	IJ-Hip_S ∶DJ_R	et UBS	- 18 - 1 01	3.	PC OFF MIDI OFF	
I.C. C		ICK	IR -	IR +) MU1	E	SOLO	
F1		F2	F3	F4	F8	5	F6	

The bar of the first bar field can be changed holding the length of a loop by using the $\langle BAR \rangle$ 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_H	OP	Bars: 25	LP: 6- 8	
N 006.01		L ·	6 7: L - 1 -	L +	Ptrn:0FF	
1 DRU beat 02:0FF	IM Pami	DJ-Hip_S	et UBS	Velx:100 PC OFF		
I.C.	CLICK	IR -	J IR +	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_	Нор	Bars: 25	LP: 3 - 7			
N:001.0: 1 DR	L.00_	1 	F		2 				
beat Q2:OFF		⊧ Psm∶l A01:)J-Hip_S :DJ_	Set RUBS	<u>IIII</u> ∍t UBS				
I.C.	CL	ICK	IR -	IR +	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 📭 3 - 7
N:001.01.001	2 3 Ptrn:OFF
1 DRUM	T - 1 T SSOFF: 100
beat Pam:DJ-Hip.	Set PC :OFF
02:0FF A01::DJ	_RUBS [MIDI:OFF]
(<u>I.C.</u>) CLICK IR -	TR + MUTE SOLO
F1 F2 F3	F4 F5 F6
•	
1 07 0/02 4 4 01 D7 18-	
J 97.0(S) 4×4 01-DJ-Hip. N:001.01.001	_Hop Bars: 25 Loop: 077
	T F 1 F T SSOFF: 100
Contract Distance in the second second second	Set PC :0FF
beat Pam:DJ-Hip. 02:0FF A01::DJ	RUBS MIDI: OFF
I.C. CLICK IR -	TR + MUTE SOLO
E1 E2 E3	F4 F5 F6
	1.4 1.0 1.0
A sequence is played.	
₩	
J 97.0(S) 4/4 01-DJ-Hip.	_Hop Bars: 25 Loop:
N:006.02.60	F Ptrn:OFF
beat Pam:DJ-Hip.	Set PC :OFF
02:0FF A01::DJ	_RUBS MIDI:OFF
(<u>I.C.) CLICK IR</u> -	TR + MUTE SOLO
F1 F2 F3	F4 F5 F6
A loop is turned on while	e the bar 6 is playing
	the bar of is playing.
*	
J 97.0(S) 4/4 01-DJ-Hip.	
N:006.01.125	F Ptrn:0FF
1 DRUM [] [F F SSOFF: 100 Velz: 100
beat Pam:DJ-Hip. 02:0FF A01::DJ	Set PC :OFF
<u>I.C. CLICK IR -</u>	TR + MUTE SOLO

F2

F1

F3

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

F5 F6

F4

Setting with LOOP button

					MPC2	500					
J 97.0(S) 4	∠4 01-DJ-Hi⊧	_Нор	Bars: 25	LOOP: OFF		97.0(S)	4/4 01	DJ-Hip_H	OP	Bars: 25	LOOP:OFF
N:001.01.00		5		Ptrn:OFF	N=	01.01.	.00 1	- I I	5	3	Ptrn:OFF
1 DRUM	T F 1 F	· T † 1	- F T	SSOFF: 100	1	DRU	M	1	T † 1	ΤI	SSOFF 100 Uelz 100
beat Q1:OFF	Pam:DJ-Hip A01::DJ	_Set _RUBS	- 18 - 18 - 22	PC OFF MIDI:OFF	be Q1	at OFF	Pamal A01	JJ-Hi⊳_S ∶DJ_R	et UBS	- 18 - 18 27	PC OFF MIDI:OFF
LOOP	UIEU	J F1MODE	P.SHIFT	InTHRU		00P		UIEW	F1MODE	P.SHIFT	
F1	F2 F3	F4	F5	F6	5.2	F1	F2	F3	F4	F5	F6

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

97.0(S) 4. N:001.01.00 1 DRUM		11	1	3	Ptrn: OFF
1 DRUM				E I	COD1 #330.22
beat	Pam:D	J-Hip_S	et	1 de	Velx:100 PC: OFF
beat Q2:OFF LOOP CI	A01:-	TR -	UBS	MUTE	MIDI:OFF
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

₽ 97.00	s) 4/4 📶	DJ-Hip_H	OP	Bars: 25	LOOP: OFF
N:001.03	3.24 1		2		Ptrn:OFF
1 DR	UM [SSUFF: 100
beat Q2:0FF	Pam: A01:	DJ-Hip_S :DJ_R	et UBS	15 15 2	PC OFF MIDI:OFF
LOOP	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	E5	E6

A sequence is started.

1 08 0/0		101	* 11. 11			
N 005.01			J-Hip_H		Bars: 25	Ptrn:0FF
1 DRI	JM			L T L		SSUFF 100
02:0FF	2		J-Hip_Se :DJ_R	JËS	22	MIDI OFF
LOOP	CL	ICK	IR -	IR +	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 01-0	J-Hip_Ho	P	Bars: 2	25 5 - 7
N:007.02.16	1		8	5	Ptrn:OFF
1 DRUM	T	1 1		- F [SS 0FF: 100
beat 02:0FF	Pam D A01	J-Hip_Se	it JBS	5 - 10 - 10 - 21	PC OFF MIDI OFF
LOOP	LICK	IR -	IR +	MUT	E 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.

J120.0(S) 4/	4 01-9	equenci	e01	1	Bars:	8	LOOP: OFF
N:001.01.00	1		5		-2004	з	Ptrn:0FF
1 DRUM	- 20	200	1	0-0-	10-0		SS0FF: 100
Track01 02:0FF	Pamili A01 -	3Drum_3	Set Bass[DrumC	36)	-	PCseq MIDI:OFF

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.

J 97.0(S) 4	/4 01-0	J-Hip_Ho)P	Bars: 25	LOOP: OFF
N:001.01.00		J T	5	-1	Ptrn: OFF
1 DRUM		1 1			SSOFF 100
beat Q2:OFF	Pam:D A01:-	J-Hip_Se	et JBS	të të X	PC OFF MIDI:OFF
L.C. C	LICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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.

J CP			Sequence	list		tot an ait	П	Ϋ́Ε.
	02-1 03-1 04-1	[_Hip [echno	L_Beat	Bar Bar Bar Bar	s.	25 16 24 129		11221
			DEFAULTH	MOUE	Н	COPY	1	15
F1		F2	F3	F4		F5	E	6

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

		Sequend	e list te Seque	ence	<u>⊐_</u> fr
be 0 Next:	Pre thi:	Sq: <mark>01-0</mark> ssing DO s sequen	J-Hip_Ho II will ce!!	erase	
 F1	F2	F8	CANCEL F4	F5	F6
1			11.	с с.	1.1

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.

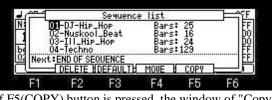
		Sequ	2		
F1	F2	F3	F4	F5	F6

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.

ي لو	<u> </u>		Sequence	list				÷rF
N S	- 0	1-DJ-Hip. 2-Nuskoo 3-III_Hip 4-Techno	_Hop I_Beat _Hop	Bar Bar Bar Bar	s:	25 16 24 129		FOOL
門	Next:	END OF SE		MOUE	Ъ	COPY	1_	出
2	F1	F2	F3	F4	22	F5	F	6

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



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

F1 F2 F8 F4 F5 F6

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.

	\$ _2	Seguen Cor	re List Py Sequer	nce	
be 0 Next		54: <mark>01-0)</mark> 54:10-(u { PARAMS	nused)	OPY	
F1	F2	F3	F4	F5	F6

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

J 97.0(S) 4	//4 10-1)J-Hip_H	0P2	Bars: 2	5 LOOP: OFF
N:001.01.00	0 1		5	3	Ptrn: OFF
1 DRUM					SS0FF: 100
beat Q1:OFF	Pamil A01:-	J-Hip_Se	et UBS	- 15 - 15 22	PC OFF MIDI OFF
L.C. C	LICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

Track List

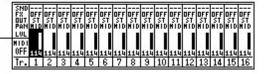
<u> </u>	In		
TYPE	NAME	PROCRAM	PC HIDI
DRUM	beat	DJ-Hip_Set	OFF OFF
102 DRUM	tar	DJ-Hip_Set	OFF OFF
103 DRUM	filterbass	DJ-Hip_Set	OFF OFF
04 DRUM	tree	DJ-Hip_Set	OFF OFF
	ELETE & DEEG		ոթա —ի

		∕401-DJ-Hip_Ho	DP Bars:2	5 LOOP: OFF
	N:001.01.00	1	2 3	Ptrn:OFF
┥	i DRUM			SS OFF: 100
1	beat	Pam:DJ-Hip_Se		PC OFF
	Q1:0FF	A01::DJ_RU	JBS	MIDI:OFF
	LIC. CL	ICK IR-	<u>i tr + i mute</u>	<u> </u>

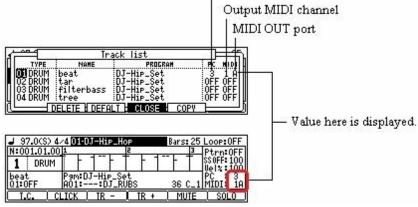
Ĩ					
п	TYPE	NAME	PROGRAM	PC MIDI	
Ш	DI DRUM	beat	DJ-Hip_Set	OFF OFF	
	02 DRUM	itar	DJ-Hip_Set	OFF OFF	S
Я.	I Q3 DRUM	filterbass	DJ-Hip_Set	OFF OFF	
Ĕ.	U4 DROM	tree	:DJ-Hip_Set		
L		Delete 🖁 Defa	ALT CLOSE C	OPY	2

DRUM 1	•
1	
Sw. 50 Sh. 0	
LoopEdit MUTE SOLO	

<u></u>	Ir		
TYPE	NAME	PROGRAM	PC MIDI
DRUM	beat	DJ-Hip_Set	OFF OFF
102 DRUM	tar	DJ-Hip_Set	OFF OFFILL
103 DRUM	filterbass	DJ-Hip_Set	OFF OFF
104 DRUM	tree	DJ-Hip_Set	OFF OFF
1	DELETE & DEFE	LT CLOSE C	



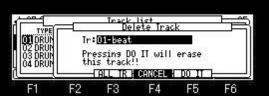
Output program change number



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



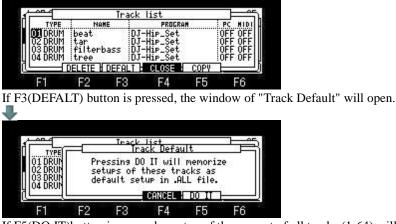
If F2(DELETE) button is pressed, the window of "Delete Track" will open.



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.

J 97.0(S)	1/4 01-D	J-Hip_H	OP	Bars: 25	LOOP: OFF	
N:001.01.0	01		2	3	Ptrn: OFF	
1			111		SSOFF: 100	
(Unused) Q1:OFF	Pam: A01::			- 18 - 18 81	PCSE0 MIDI: OFF	
L.C.	CLICK	IR -	IR +	MUTE	SOLO	
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.



If a new sequence is made, this setup will be used for each track as a default setup. In addition, the memorized contents will be reset if the power is turned off.



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



Please select a track to copy in upper Tr field.

₽

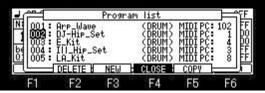
Please select the track in the copy destination in the Tr field (below). A copy will be performed if F3 (DO IT) button is pressed.

₽ 97.0(9) 4/4 01-	DJ-Hip_H	OP	Bars: 2	5 LOOP: OFF
N:001.01	.001		5	3	Ptrn:OFF
7 DR	UM	1-1-1	T E 1	Τſ	SS0FF: 100
beat Q1:OFF	Pamil A01:)J−Hiթ_Se :DJ_R	et UBS	- 18 - 18. 31	PC OFF MIDI:OFF
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

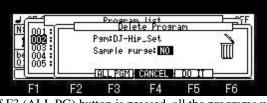
An event and the contents of a setting are copyed to the track of a copy destination.

Program List

Program list 001: Arp_Wave 002: DJ-Hip_Set 003: E_Kit 003: E_Kit 004: III_Hip_Set 005: LA_Kit 005: LA_	Int Program list Program list NI 001:Arp_Wave (DRUM) MIDI PC: 102 36 0002:DJ-Hip_Set (DRUM) MIDI PC: 1 37 003:E.K.it (DRUM) MIDI PC: 3 38 004:III_Hip_Set (DRUM) MIDI PC: 3 30 005:LA_Kit (DRUM) MIDI PC: 8 00 DELETE NEW
J 97.0(S) 4/4 01-DJ-Hip_Hop Bars: 25 Loop: 0FF M:001.01.001 2 3 Ptrm: 0FF 3 Ptrm: 0FF 1 DRUM - - - - - S00FF: 100 beat Pam: 01-Hip_Set -	Tr:1:002-DJ-Hip_Set (DRUM) Play: POLV NI01IN PAD SAMPLE SOUNDCHOP DIR LEU TUNE 36C_1A01DJ_RUBS MANNE FOR 100+00.00 37C#H1A02DJKIX8H1 MANNE FOR 100+00.00 38D_1A03DJKIX8H2 MANNE FOR 100+00.00 39D#1A04DJ_SHAKE MANNE FOR 100+00.00 SAMPLE MANNE FOR 100+00.00 SAMPLE MANNE FOR 100+00.00 SAMPLE MANNE FOR 100+00.00



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

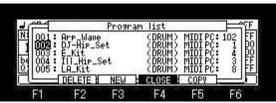


⋓

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.

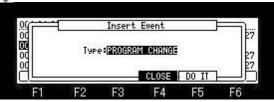
"LA_Kit" will be assigned if the program change number 8 is recorded on the way.

Insertion of a program change number can be performed by step edit.

001.01.00	Tr01 Vie	w:ALL E	UENTS		
001.01.00	PAD :AC	1(36) 0	FF	D:	12 0: 127
001.01.00	Contraction of the second second	FFECT S		D:	12 0: 127
001.02.72		7(42)0		D:	11 0: 127
I.C.	HOLD	EDIT	DELETE	INSERT	PLAY
F1	F2	F3	F4	F5	F6

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.

001.01.00	Tr01 Vie	W: ALL B	UENTS		
001.01.00	PAD :AO	1(36)()FF	D:	12 0: 127
001.01.00	E	FFECT S	ELECT: 1		
001.01.00			and Piano		: 3
001.02.00	PAD : AO	D:	12 0: 127		
I.C.	HOLD	EDIT	DELETE	INSERT	PLAY
F1	F2	F3	F4	F5	F6

Please move cursor to the field of a value.

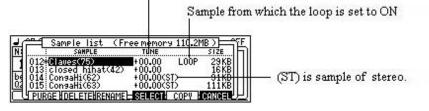
And please set the program change number of a program to assign.

Sample List

MAIN	PROGRAM	TRIM
J 97.0(S) 4 / 4 01-Sequence01 Bars: 25 Loop: 0FF N:001.01.001 2 3 Ptrn: 0FF	Tr: 1:001-Drum_Set (DRUM) Play: POLY MIDLIN PAD SAMPLE SOUNDCHOP DIR LEV TUNE	BassOmum(83) Chop:0FF \$\$\$×1 St:00000000 End:00005338
1 DRUM - - - - - S0FF: 100 beat Psm:Drum_Set PC :0FF 02:0FF A01::33350rum(365) MIDI:0FF	HIDLIN PAD SAMPLE SOUNDCHOP DIR LEU TUNE 36 C. 1 (A01 BassDorum(SB) MONG	
T.C. CLICK TR - 1 TR + MUTE SOLO	ISAMPLE AMP FILTER PITCH LFOMUTE OUT FX	(PamMode) (Zoom In JLOOP OFF) CHOP EDIT
Sample list (Free memory 110.2MB) F	Try	BE Sample list (Free memory 110.2MB) 1 SAMPLE TURE SIZE 98
1 004 BESEDRUM (35) +00.00 16 KB 00 005 BellTree(34) +00.00 562 KB 00 TT 006 Bonso H(60) +00.00(ST) 113 KB - 007 Bonso Lo(61) +00.00(ST) 91 KB FF UPURGE HDELETE BRENAMEL SEASON COPY HORNOLL	Sample Instruction Instruction <t< td=""><td>004 Best Orung 30 + 00.00 16 KB 005 Bento Hic60 + 00.00 562 KB 006 Bonto Hic60 + 00.00(ST) 113 KB 007 Bonto Lo(61) + 00.00(ST) 91 KB 007 Bonto Lo(61) + 00.00(ST) 91 KB 017 Bonto Lo(61) + 00.00(ST) 91 KB</td></t<>	004 Best Orung 30 + 00.00 16 KB 005 Bento Hic60 + 00.00 562 KB 006 Bonto Hic60 + 00.00(ST) 113 KB 007 Bonto Lo(61) + 00.00(ST) 91 KB 007 Bonto Lo(61) + 00.00(ST) 91 KB 017 Bonto Lo(61) + 00.00(ST) 91 KB

It is always rearranged and displayed in alphabetic order.

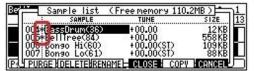
Value of TUNE set. (It is not a value of the TUNE column of a program.)



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)

In	1	Sample		(Fr	ee me			D.2MB	3)=	-
<u>III</u>		S	AMPLE		ORIC			NE :	100	E
381	004	BassDr	<pre>hum(36)</pre>)	60	C_3	+00	.001		100
37	005	BellIn	ee(84)	0.2	60	C_3	+00	.001		100
381	006	Bongo	Hi(60)	60	C_3	+00	.00	5	비빙
33		Bongo			60	C_3	+00	.00;		피면
S	PUR	GE I DEL	ETENR	ENAME	SEL	CTH	COF	>V HC	ANCE	1.8



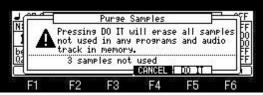
An asterisk is displayed on the sample to which edit or change was added.



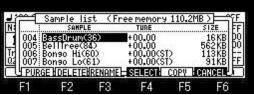
If F4 (SELECT) button is pressed, the sample currently Highlighted will be chosen and a window will be closed. If F6 (CANCEL) button is pressed, a window will be closed without doing anything.

- C-	1	Sample	list	(Free	memor	у 110.	2MB)	Ľ	٢F
NI.	1	SAI	PLE		TUNE		\$12	E	FF
	004	BassDru	m(36)	+ 1	00.00		16	SKB	þ0
	005	BellTree	(84)	+1	00.00	10.00	562	2KB	po
1711	0061	Bongo H	i(60)	+1	00.00(SD .	113	₿K₿I	EF
(4)			0(61)	+1	00.00		9:	1 KB	臣
୍ୟ	PUR	GE 🗄 DELE	TEUREN	AME - S	ELECT	COPY	I CAN	CEL	2
F	-1	F2	F	3	F4	F5	5	F6	
14 (7									

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.



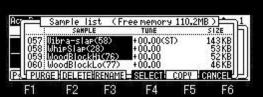
If F2 (DELETE) button is pressed, the window of "Delete Sample" will open.

,	ample !	i st (Er De	ete Same	110.2MB	J PE
004			BassDrum		
Tr 006 8		Pressin this sa	9 DO IT 6 mple!!	vill eras	e
U PURG	<u>.</u>	ALL	CANCEL	DO II	رليــــــــــــــــــــــــــــــــــــ
F1	F2	F3	F4	F5	F6

If F3 (ALL) button is pressed, all the samples will be deleted. The sample currently displayed is deleted when F5 (DO IT) button is pressed. **When you want to choose and delete two or more samples**.

Acr		Sample	list	(Free mem		2MB)	1
	001	sai Aco.Base	IPLE Deumin	TUNE 50 + 00.0		SIZE 37KB	52
	0025	HaoaŏPo HaoaoHi	(67)	+00.0	Ō	50KB	
	004	H9090L0 BassDru	m(36)	+00.0	0	49 NB 16 KB	
EN.	PUR	GEEDELE	TEURENA	ME SELEC	ан сору	CANCEL	5
	F1	F2	F3	3 F4	F5	F6	

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

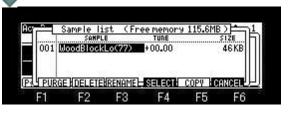


If it finishes choosing, please release F2 (DELETE) button. The window of "Delete Sample" opens.

	057 058 059 060 060	amete t	De Sample= Sample= Pressin	ete Same Aco.Bassi WoodBloc 9 DO IT 6 mple!!)e)rum(35) kHi(76)] 59 •
--	---------------------------------	---------	-------------------------------------	--	---------------------------	-----------

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.



17	1	Sample	list (Free memo	ry 110.2	MB)	Ϋ́Ε.
N		SAI	NPLE	TUNE		SIZE	FF
1	004	BassDru	m(36)	+00.00		16 KB	þo
	005	BellTree	e(84) i(60)	+00.00	Control 1	562 KB	pol
M.	006	Bonso H	i(60)	+00.00	(SD)	113KB	片리
104	007	Bongo L	0(61)			91KB	반
	PUR	GE & DELE	TEURENAL	1EL SELEC	H COPY	CANCEL	L
	F1	F2	F3	F4	F5	F6	

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.

1	ŝ	Sample	list	(Free me	mory 1	110.2MB	ΣĽ	Ϋ́Ε.
N		SAI	IPLE	TUI	NE		SIZE	FF
	004	BassDru	m(36)	+00.	.00		16 KB	D0
-	005	Belliree	(84)	+00.	.00	8	562 KB	po
In 1	006	Bonso H	i(60)	+00.			113KB	EFI
<u></u>	007	Bongo L	0(61)		AA 2015	S - 200	91KB	巴
Ц	4 PUR	GE BDELE	TEUREN	AME SEL	CON L C	OPY 10	ANCEL	
	F1	F2	F	3 F	A	ES	F6	

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

,	amele !	i st (Fr a Co	e memory Py Samp	(110.2MB	J AL
1 004 0 005 0 02 007 0	27.5	mple=Bas name ® as	O C	OPY	
		DO TT -	CANCEL		

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.

Jime S	amp <u>le li</u>		ee memory		<u>∖</u>
NI		0	OPY Sampl	e	
ABCDE	GHIJKL	MNOPOR	RSTUUWXY	Z_0123	456789
1041 888 H			ssDrum(36)		
1041007:B	TNEEDT	Dane Da.	CONCEL	C 0 D	
LUCLEIE	THOER	H/a	CHNCEL	6 6 F	LEINER
F1	F2	F3	F4	F5	F6

97.0(S) 4 N:001.01.00)J-Hip_H	OP 12	Bars: 2	Di LOOP:OFF
1 DRUM	Ē	1	<u>f</u> F 1		SSOFF: 100
beat Q2:OFF	Pam:D A01:-	J-Hip_S :DJ_R	et UBS		PC OFF MIDI:OFF
L.C. C	LICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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

NI DJ-Hip_Hop Bars: 25 U2-Nuskool_Beat Bars: 16 U3-III_Hip_Hop Bars: 24 be 04-Techno Mext: END OF SEQUENCE	
DELETE LIDEFAULT MOVE L COPY	
F1 F2 F3 F4 F5 F6	6

Please move cursor to a sequence to rearrange.

J.mar	And the second	Sequence	e list	1	and an age	l	Ϋ́Ε.
	01-DJ-Hi 02-Nusko 03-III_Hi M-Techno *END OF S	ol_Beat P_Hop	Bar Bar Bar Bar	s	25 16 24 129		110011
-[lient		DEFAULTH	MOUE	Н	COPY	1	广
F1	F2	F3	F4		F5	F6	ì

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.

	4	Sequenc	e list	barrente.	ļ	٢F
2001 - N	01-Techno 02-DJ-Hin 03-Nusko 04-III_Hi ext:END OF S	-Hop	Bar Bar Bar Bar	s: 16		FOOFF
70		DEFAULT	MOUE	H COPY		Ê
F1	F2	F3	F4	F5	F6	

Movement of pad events

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

J 97.0(S)	4/401-	DJ-Hip_H	OP	Bars: 25	LOOP:OFF
N:001.01.	001		2	3	Ptrn:OFF
1 DRU	M	1	T F 1'	- F T	SSOFF 100
beat Q2:OFF	Pam: A01	DJ-Hi⊳_Se ∶DJ_R	et UBS	18 18 2	PC OFF MIDI OFF
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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

1		Tr: 1 Pa	devent m	ove to oth	ier trk	<u>⊨</u> fE
N Dec	Pad:A Pad:A	13 10 A. 32 A	- የ የ	Irack:	🔳 (DO	III D0 LIII EE
쏌	_	PadChns	MULTI	CANCEL	DO IT	ĽË
	F1	F2	F3	F4	F5	F6

An event is moved to other tracks.

N	Pad:A01	0.0.75.	100000	⇔	nove to ot Track :	1000	[DO	III	15E
be	Pad:A01	-D16		⇔	Track:	1-6	4 CMU	LTIJ	
۹L	Pa	dChna	MUL	II	CANCEL	D	0 IT	1_	_ <u> </u> [
F	1	F2	F	3	F4		F5	F	6

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.

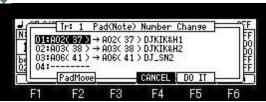
Moreover, the same program is automatically assigned to all the tracks.

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

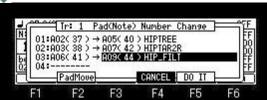
An event is moved to other pads.

÷.	00 0/0	Tr: 1 Pac	leventr	iove to otl	her trk) — ‴Έ
-	Pad:	A01	⇔	Irack:	1 (DO	III 00
be Q2	Pad:	A01-D16	⇔	Inack:	L-64 [MU	[[1]] [[]]
볜	. 3	PadChns	MULTI	CANCEL	DO IT	╤╧
	F1	F2	F3	F4	F5	F6

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

1 DRU		1	- 	⁻F ᠮ	SSOFF 10
beat 02:0FF	PamiD A01:-	J-Hip_Se	et JBS		PC OF MIDI OF
I.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6
[MAIN]	buttor	n is nres	sed		

Ir: 1 :002-	DJ-Hip.	Set	(DRUM) PI	Play: POLV		
HIDIIN PAD 36C_1A01 37C#1A02 38D_1A03 39D#1A04	DJ_RU DJKIKS	H1 H2	SOUN Honi Honi Honi	0 FOR 10 FOR 10	EV TUNE 00+00.00 00+00.00 00+00.00 00+00.00		
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX		
F1	F2	F3	F4	F5	F6		

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.

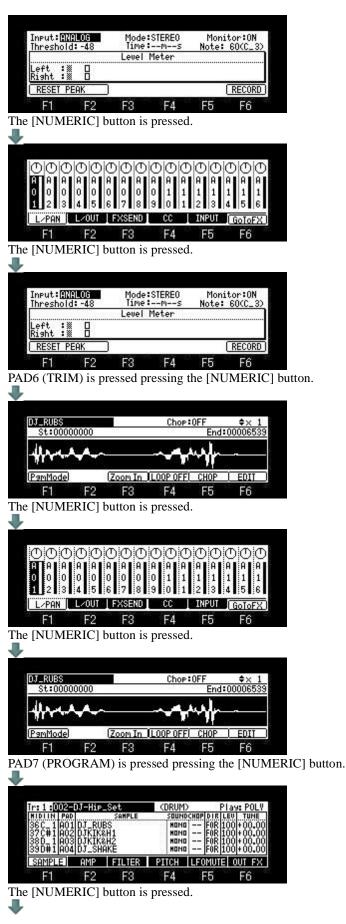
	C1	NUMERIC) :[NUMERIC	-	
GLOBAL	MISC.	FOOTSW	PAD	Num.Key	
F1	F2	F3	F4	F5	F6
ease seled	et "MO	DE CHA	NGE"	•	
ease selec	Nu	DE CHA	custor	nize	
	Nu	meric key NUMERIC]:[custor	nize	

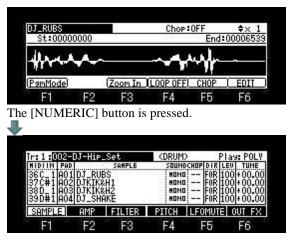
If "MODE CHANGE" is select, the two modes can be assigned to the [NUMERIC] button. PROGRAM and TRIM are assigned by a default.

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 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

N:001.01	5) 4/4 01- 1.00 1		2	3	LOOP:OFF
1 DR	UM	1	[1	- F T	SSOFF 100
beat Q2:0FF	Pamil A01:)J-Hi⊳_Se ∶DJ_R	it JBS	18 18 2	PC OFF MIDI OFF
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

Ir: 1 :002-	DJ-Hip.	_Set	(DRUM) F	lay: POLV		
MIDIIN PAD		SAMPLE	SOUN	DCHOP DIR	LEV TUNE		
36C_100	IDJ_RU	BS	MONI	1 FOR	100+00.00		
137C#11A0;	2 D.TKTKS	CH1	HONO		100+00.00		
38D_1 A03	BIDJKIKS	H2	MONI				
39D#1 A04	S DJKIKA U DJ_SHI	AKE	MON	1 FOR	100+00.00 100+00.00		
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX		
F1	F2	F3	F4	F5	E6		

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.

		meric key NUMERIC]∶ <mark>[</mark>]			
GLOBAL	MISC.	FOOTSW	PAD	Num.Key	
Market Street		- MIDU -	10000	and the part of the second	_
F1 se selec	F2 t "MO	F3 DE CHAI	F4 NGE'	F5	F6
1.1.1.1	t "MO		NGE'		F6

F3

F4

F5 When "MODE CHANGE" is select, the mode can be assigned to a numeric button.

How to assign the mode

F2

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

F6

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.

Input: <mark>ANALOG</mark> Threshold:-48		STEREO		itor:ON : 60(C_3)
	Level	Meter		
Left :X 🛛 Right :X 🗍				
RESET PEAK]			RECORD
F1 F2	F3	F4	F5	F6

Selecting a Tempo Source

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

J 120.00	4/4	01-D.	J-Hip_	HOP		Bars:	25	LOOP: OFF
N:001.01	.001			5		23(23)	З	Ptrn:OFF
1 DRI	JM	1	1	T	F 1	-	Γ	SSOFF: 100
beat Q2:OFF	P- Al	9m:DJ 01:		Set RUBS			3	PC OFF MIDI OFF
L.C.	CLI	CK (IR -		R +	MU	ΤE	SOLO
F1	E	2	F3		F4	F	5	F6

(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.

		DJ-Hip_H	0P 12	Bars: 25	LOOP:OFF	
N:001.01. 1 DRU		1	† F 1	f	SSOFF: 100	
beat 02:0FF	Pama A01:	DJ-Hi⊳_Se ∶DJ_R	et UBS	PC OFF MIDI:OFF		
I.C.	CLICK	IR -	I IR +	MUTE	SOLO	
F1	F2	F3	F4	F5	F6	

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

)J-Hip_H	OP	Bars: 25	LOOP:OFF		
N:001.01.0	01	~ 것 같은 것 같은 것	2	3	Ptrn:0FF		
1 DRUM		1	1 1 1	- F T	SSOFF: 100		
beat 02:0FF	Pam:D A01:-)J-Hip_Se ∶DJ_R	et UBS	- 18 - 18 - 2	PC OFF MIDI OFF		
L.C.	CLICK	IR -	IR +	MUTE	SOLO		
F1	F2	F3	F4	F5	F6		

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

ممم ہ	2	Sequenc	e list		
N be Q2 Nex	02-Nusko 03-III_Hi 04-Techno	≥_Hop ol_Beat P_Hop)	Bar Bar Bar	s: 16	F 00
Nex		EQUENCE	MOUE	H COPY	╤╝
F1	F2	F3	F4	F5	F6

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.

Jan	Sequence list								
)1-DJ-Hip.)2-Nuskoo)3-III_Hip)4-Techno	_Beat	Bars Bars Bars Bars	: 16	FF 00				
E mest	DELETE	DEFAULT	MOVE	COPY					
F1	F2	F3	F4	F5	F6				

When "IMMEDIATELY START" is selected,

If it changes to Next sequence, it will start playing back from the beginning of the sequence changed immediately.

عمم ہے	f Sequence list						
	03-III_Hi 04-Techno	ol_Beat P_Hop	Bar: Bar: Bar: Bar:	s: 16	FF 00 00 FF		
		DEFAULTH	MOUE	& COPY			
F1	F2	F3	F4	F5	F6		

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.

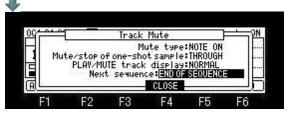
NEXT SEQ

	0 Sq:01-DJ	BEND OF SEQUENCE					
BANK A	Rock_Tast Standard DJ-Hip_Ho	Rock.	.Tast ol_B	Rock. III_H	.Tast ip_H	Rock_ Techn	Tast o
PadPam]		SU	DDEN	HOLD		LEAR
F1	F2	F3		F4	F5	F	-6

TRACK MUTE

001.01	.00 S4:01	-DJ-Hip_Ho	P	Use events: ON					
1	ay hrn re beat	rubs							
HU = HU	re beat	tar	filter	~bas	tree				
(ALL MU	TE CLEAR	PadMute	Act.Irk		SOLO				
F1	F2	F3	F4	F5	F6				

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



■ The change method of a Click/Metronome sound

J 97.0(S) 4/4 01-	DJ-Hip_H	OP	Bars: 25	LOOP: OFF
N:001.01	.001		5	3	Ptrn: OFF
1 DRU	M	1	T † 1	- F T	SSOFF: 100
beat Q2:OFF	Pam: A01:		et UBS	PC OFF MIDI OFF	
L.C.	CLICK	IR -	IR +	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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. ₽

-6		0	lick/	Metronom	e	Ч	TTE.
N bea	Rate Accent	in:REC C :1/4 :SAMPLE :SAMPLE	:Sar	In Play: In rec nele01 nele02 CLOSE	YES	OUT:S Lul:1 Lul:1	100 FF
	F1	F2	F3	F4	F5	j .	F6

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)

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

						MP	C25	00					
J 97.0(S) 4	∕4 01-DJ-	Hip_Ho	P	Bars: 25	LOOP: OFF		J 97.	0(S) 4/	4 01-	DJ-Hip_H	Нор	Bars: 2	5 LOOP: OFF
N:001.01.00			1	3	Ptrn:OFF		N:001	.01.00	1		2	3 1 3	Ptrn:OFF
1 DRUM			11	T L	SS OFF: 100		1	DRUM			1 1		SSOFF 100
beat Q1:OFF	1004.	Hip_Set		13 13	PC OFF		beat Q1:OF	-	004.	DJ-Hip_S	Set RUBS		PC OFF
LOOP		IEW	F1MODE	P.SHIFT	InTHRU	l	LOOP		HUI	UIEW		DE P.SHI	T
F1	F2	F3	F4	F5	F6	10	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.

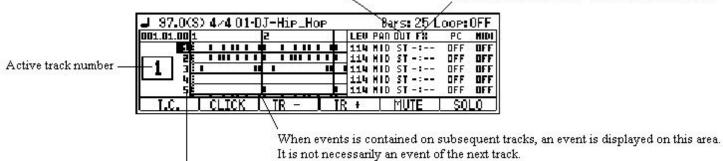
₽ 97.00	S) 4/4 01-D	J-Hip_Ho	P		Bars: 25 L	00P:	OFF
001.01.00		2		LEU	PAN OUT FX	PC	MIDI
1	E E		-	114	HID ST -:	OFF OFF	DFF
1	<u>)</u> II	1	1	114	HID ST -:	OFF	OFF
5	1	10.000		114	MID ST -:	OFF	OFF
I.C.	CLICK	IR -	ĪF	+	MUTE	SO	_0
F1	F2	F3		-4	F5	F6	ì

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

Ir: 7:002-DJ-Hig						< Mi:	
PAD LVEL PAT DUT	FX SEND					FX	
A01100 L2: TRK A02100 MI TRK A0398 MI TRK A04100 R2: TRK		1	114	MID	ST	OFF	
A02 100 MIL TRK		2	114	MID	ST	ÖFF	
A03 98 MIL IRK	1 1 7	3	114	MID	SI	OFF	
H04 100 R24 TRK		4	114	MID	SL	ÖFF	
SOMPLE OMP	FTI TER	PITC	H I	FOM	IITE	L OLIT	FX.

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

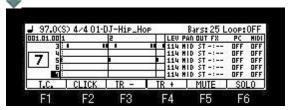
A setup is possible only when OUT is set to ST.



Track number field

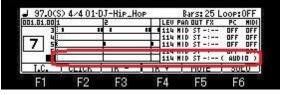
₽ 97.00	S) 4/4 01-D	J-Hip_Ho	P		Bars: 25 L	00P:	0FF
001.01.00	1	5		LEU	PAN OUT FX	PC	MIDI
1	1 1 11 1			114	HID ST -:	DFF	OFF
2	111111			114	HID ST -:	OFF	OFF
1 3	a a	<u></u>		114	HID ST -:	OFF	DFF
L - 4	37		1.12	114	HID ST -:	OFF	OFF
5	0.00000000	Mar Carlos		114	MID ST -:	OFF	OFF
I.C.	CLICK	IR -	TB	+	MUTE	SO	LO
F1	F2	F3	F	-4	F5	Ff	6

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



Notes An audio track cannot be recording. It is only playback. Moreover, an audio waveform is not dist

Moreover, an audio waveform is not displayed.



Copy of events

₽ 97.003	S) 4/4 01-D	J-Hip_H	OP		Bars: 25 L	00P:	OFF
001.01.00 1	1.	5	2.3	LEU	PAN OUT FX	PC	MIDI
1	11111			114	HID ST -:	DFF	OFF
1 25	100111	1 1 101 1	111	114	HID ST -:	OFF	OFF
1 30		.	11	114	HID ST -:	OFF	OFF
L - 4	S		- 13 23	114	HID ST -:	OFF	OFF
5	S			114	MID ST -:	OFF	OFF
L.C.	CLICK	IR -	IF	+	MUTE	SO	LO
F1	F2	F3		-4	F5	Fe	6

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.

₽ 97.0(9) 4/4 01-D	J-Hip_Ho	P		Bars: 25 L	00P:	OFF
001.01.00 1		2		LEV	PAN DUT FX	PC	MIDI
1	TIME			114	HID ST -:	DFF	DFF
1 2	100111			114	HID ST -:	OFF	OFF
1 30		1 C		114	HID ST -:	OFF	OFF
L 4	S. (3)		1.1	114	HID ST -:	OFF	OFF
5	3 33	1.5		114	MID ST -:	OFF	OFF
ALLERASE			00	ĴΡΫ	PASTE	ERÉ	ASE
F1	F2	F3	3	-4	F5	Ft	6

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.

1.	<u> </u>				
,					
J 97.0(S)	4/4/01-1	DJ-Hip_H	DP	Bars: 25 L	OOP: OF
1002.02.001	4.4011	2		V PAD OUT FX	PC MI
1	1.01		111	4 HID ST -:	DFF DF
1 2	1101111	1 1 111 1	111	4 HID ST -:	OFF OF
1 3			111	4 HID ST -:	OFF OF
L - 4		3	11	4 HID ST -:	OFF OF
5		1.1	11	4 HID ST -:	OFF OF
ALLERASE			COPY	PASTE	ERASE
E1	E2	E2	E/	ES	E6

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

J 97.00	S) 4/4 01-D	J-Hip_Hop	ä.,		Bars: 25 L	00P:	0FF
002.02.24	1	2	Г	LEV	PAN OUT FX	PC	MIDI
1				114	MID ST -:	DFF	DFF
2				114	HID ST -:	OFF	DFF
1 3	<u> </u>			114	MID ST -:	OFF	DFF
		<u></u>	-	114	MID ST -:	OFF	DFF
5	19			114	MID ST -:	DFF	OFF
ALL ERASE	2	9	CC	PY	PASTE	ERA	RSE

Paste of events

₽ 97.00	S) 4/4 01-	DJ-Hip_H	OP		Bars: 25 L	00P:	OFF
001.01.72	1	2	I	LEV P	AN OUT FX	PC	MIDI
3	1 I I I I		- H (I)	114 M	1D ST -:	DFF	DFF
		20		114 M	ID ST -:	OFF	OFF
7 5		0.01		114 M	1D ST -:	OFF	DFF
- 6				114 M	ID ST -:	OFF	DFF
1				114 M	1D ST -:	OFF	OFF
ALLERAS	J		COF	ρų	PASTE	ERF	ISE
F1	F2	F3	F	4	F5	F6	3

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

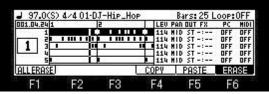
₽ 97.0(9) 4/4 01-0	J-Hip_H	OP		Bars: 25 L	.00P:	OFF
002.01.48 1	8-16 - G19-54	5	22.20	LEU	PAN DUT FX	PC	MIDI
3	1 1	22	11	114	HID ST -:	DFF	OFF
			1200	114	HID ST -:	OFF	OFF
7 5	11			114	MID ST -:	OFF	OFF
L 6			112	114	MID ST -:	OFF	OFF
1				114	MID ST -:	OFF	OFF
ALLERASE	J		00)PY	PASTE	ERA	ASE .
F1	F2	F3	i i i	-4	F5	Ft	6

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

Erase of events

J 97.0(S)	4/4 01-D	J-Hip_Hop	•		Bars: 25 L	00P:	OFF
001.01.241	1	2		LEU I	PAN DUT FX	PC	MIDI
1	1 1 11 1			114	HID ST -:	DFF	OFF
	100111			114	MID ST -:	OFF	OFF
1 300		1		114	MID ST -:	OFF	OFF
L - 1 4DC			1.1	114	MID ST -:	OFF	OFF
50		25		114	HID ST -:	OFF	OFF
ALLERASE			C()PY	PASTE	ERP	ASE
E1	E9	E0	1	E A	EE	Er	2

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



Only the event of an active track is erased.

All the events of a track are erased.

₽ 97.00	S) 4/4 01-1	DJ-Hip_Ho	P		Bars: 25 L	00P:	OFF
001.01.00	1	5	2.5	LEV	PAN DUT FX	PC	MIDI
1	1101			114	HID ST -:	DFF	OFF
		1 1 10 1		114	HID ST -:	OFF	OFF
3			Ц	114	HID ST -:	OFF	OFF
4	Se 6	1	1.1	114	HID ST -:	OFF	OFF
5	34	1.15		114	MID ST -:	OFF	OFF
ALLERAS	E		00	ΡŸ	PASTE	ERF	ASE
F1	F2	F3	F	-4	F5	Fé	6

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.

ŀ	-				-
97.0(S)	4/4/01-1	NJ-Hi⊵ Ho All E	e vents Er	Bars: 25 I nase	
3	Track	3 Bar:001	L-END AI	l events	erase.
ALLERASE		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.

₽ 97.009) 4/4 01-D	J-Hip_Hop	•		Bars: 25 L	00P:	OFF
001.01.00 1		2	T	LEU	PAN DUT FX	PC	MIDI
3				114 114 114 114 114	MID ST -: MID ST -: MID ST -: MID ST -: MID ST -: MID ST -:	OFF OFF OFF OFF	OFF OFF OFF OFF
L.C.	CLICK	IR -	IF	+	MUTE	_S0	0
F1	F2	F3		-4	F5	F6	6

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.

N:001.0)J-Hip_H	0P 12	Bars: 25	LOOP:OFF		
And a state of the	UM	Ē	1	F F T		SS0FF: 100		
beat Q2:OFF		Pam [A01	J-Hip_Se	et UBS	18 18 - 2	PC OFF MIDI OFF		
L.C.) CL	ICK	IR -	IR +	MUTE	SOLO		
F1		F2	F3	F4	F5	F6		

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

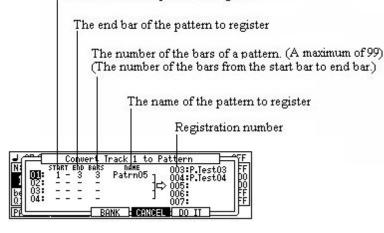
J 97.0(S) 4.	/4 01-D.	J-Hip_H	lop	Bars: 25	LOOP:OFF
N:001.01.00	1	1 I	2	3	Ptrn:OFF
DRUM		1 1	T t 1	ΕT.	SSOFF: 100
beat Q2:0FF	PamiD. A01:	V-Hip_S ∶DJ_F	et NUBS	PC OFF MIDI:OFF	
PATTERN	EXT	BANK	toPatrn	-	P.STATS
F1	F2	F3	F4	F5	F6

Please push F4 (toPatrn) button.

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

J.PPA	Conve			ttern	_=îE
N 01	START END I	Pat	nne rn05 ₁	003 P.Te: 004 P.Te:	st03 FF st04 D0
be 03		-	l⇒	005:	PO
be 03: 04: P1		BANK	CONCEL	007: DO IT	E I

The start bar of the pattern to register





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

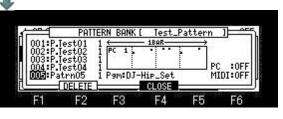
If arbitrary pads are hit, the audition of the pattern of the cursor position can be performed. If F5 (DO IT) button is pressed by set of the above figure, it will be registered as follows.

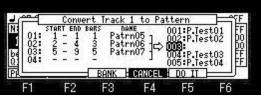
The pattern of one bar of a bar 1 is registered into the registration number 005 by the name of "Patrn05."

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."

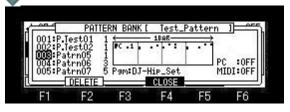
The pattern of 5 bars from a bar 5 to a bar 9 is registered into the registration number 007 by the name of "Patrn07."

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



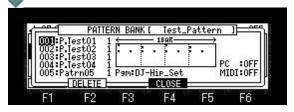


It is inserted in the selected registration number when the already registered registration number is chosen.





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



PATTERN BANK(Pattern list)



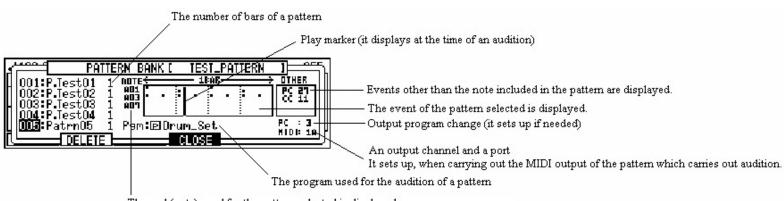
If F3 (BANK) button is pressed after pressing the [MODE] button, the window of "PATTERN BANK" will open.

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.



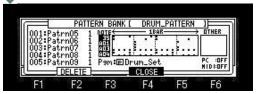
The pad (note) used for the pattern selected is displayed.

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.

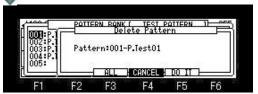


F2(DELETE)

The selected pattern or all the patterns are deleted.



Please select the pattern which you want to delete and push F2 (DELETE) button.



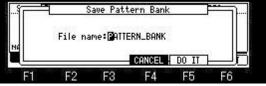
The selected pattern will be deleted if F5 (DO IT) button is pressed. When you want to delete all the patterns, please press F3 (ALL) button.

Save of Patterns

......

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

F1 F2 F3 F4 F5 F6 ease select PATTERN BANK in the Save field and push F6 (DO IT) butt	Save: CANERY BANK SAVE PATTERN BANK NAME PATTERN_BANK	CMEMORY CARDI	
F1 F2 F3 F4 F5 F6 ease select PATTERN BANK in the Save field and push F6 (DO IT) butt	LOAD SAVE USB	CONEW DO IT	
ease select PATTERN BANK in the Save field and push F6 (DO IT) but	F1 F2 F3	F4 F5 F6	
	ase select PATTERN B	ANK in the Save field and push F6 (DO I	T) butt



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

Save:	TTERN BA	NK	EMEMORY CARDI				
	ATTERN BI ERN_BANK	ANK	· C Autol · C INTER · 다 LINE_ · 다 PATTE	NAL PATTERN	4 K		
LOAD	SAVE	USB	D NEW	10110131101	DO IT		
F1	F2	F3	F4	F5	F6		

Extension "PAT" is a file of PATTERN BANK.

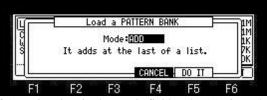
Load: MI Card Fre Wave Fre Seq. Fre				Autoload INTERNAL LINE_PATTEI PATTERN_BA	RN Zis	.LPT .PAT	7K 10K
LOAD	SAVE	1	USB	A.LOAD	DELETE	D0	II
4 5471182 E	F2		F3	F4	E5	100 - 100	

Loading of a pattern file

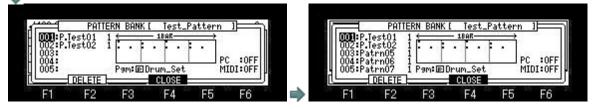


If loading of a pattern file is performed, the window of "Load a PATTERN BANK" will open.

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-S	equence	e01	Bars	:24	LOOP:OFF
N:001.01.00	1	<u></u>	2		3	Ptrn:0FF
1 DRUM	11				Γ	SSOFF 100
beat 02:0FF	Get BassDrum(36)			PC :OFF MIDI:OFF		
PATTERN	IEXT	BANK	toPate	rn		P.STATS
F1	F2	F3	F4	F	5	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 [(001.01.0		Bars: 24		
1 END					LEVL:110 PAN :MID DUT :ST FX:
Loop:OFF	-	Pam: A01:	Drum_Set	+00	PC : DFF MIDI: DFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

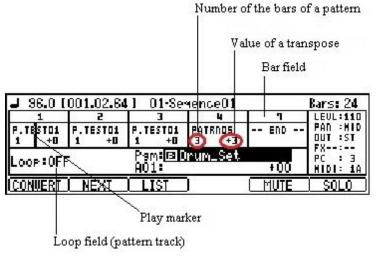
₽ 96.0 [0	01.01.00	01 01-Se•	ence01		Bars: 24	
1	1	1	1	1	LEVL:110	
END		() (_	(22) - () 		PAN :MID Dut :St	
Loop:OFF		Pamile D A01:	rum_Set	+00	PC :OFF MIDI:OFF	
CONVERT	NEXT	LISI	[MUTE	SOLO	
E1	F2	E3	F4	E5	F6	

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 [004.01.00	0] 01-Se	ence01		Bars: 24
1	5	3	4	1	LEUL:110
P.TEST01 1 +0	P.TEST01 1 +0	P.TESTO1 1 +0	20181189 0+ E	END	PAN :HID DUT :ST
Loop:0F		Pam:@C A01:)rum_Set	+00	PC :DFF MIDI:DFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

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

J 0.38 L	Bars: 24				
1	5	3	4	C	LEVL:110
P.TEST01 1 +0	P.TEST01 1 +0	P.TEST01 1 +0	PATRNOS 3 DE	END	PAN :MID Dut :St
Loop:OFF		Pam: DI A01:)rum_Set	+00	PC : DFF MIDI: DFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6



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

J 96.0 [C	01.01.0	0] 01-Sea	uence01		Bars: 24
1	5	3	4	5	LEUL:110
END		· · · · · · · · · · · · · · · · · · ·		< 930	PAN :MID DUT :ST
LOOP:OFF			Psm:DDrum_Set A01:Patrn06 : 3		PC : OFF MIDI: OFF
2					
CONVERT	NEXT	LISI		MUTE	SOLO

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

J 96.0 [001.	01.00] 01-Seque	nce01	Ba	rs: 24
1 END				EVL:110 An :mid Ut :st
Loop:OFF	Pam: © Drun A04: Patrni	n_Set JS :3	+00, H	X: C : OFF IDI: OFF
CONVERT NE	XI LISI		MUTE	SOLO
		/		

Value of a transpose

Number of the bars of a pattern

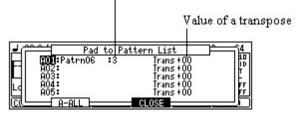
₽ 96.0 [0	01.01.0	0] 01-Se•	uence01		Bars: 24
1	5	3	4	5	LEUL:110
END			1		PAN :HID DUT :ST
Loop:OFF	PC :OFF MIDI:OFF				
CONVERT	NEXT	LIST		MUTE	SOLO
CUMUERI					

J

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".

	1:Patrn06 2: 3: 4: 5: 1:A-ALL -		tern List Trans +00 Trans +00 Trans +00 Trans +00 Trans +00 CLOSE			
F1	F2	F3	F4	F5	F6	
1.00.0.0	Pa	d to Pat	tern Lis	t	<u></u>	
<u> </u>						
	1:Patrn00 2:P.Test0 3:P.Test0 4: <u>P.Test0</u>		Tran: Tran:	s +00 s +00 s +00 s +00 s +00		

Number of the bars of a pattern



J 96.0 [(Bars: 24					
1	5	3	4	5	LEUL:110	
END		A. 232	·		PAN :MID DUT :ST	
Loop:OFF		Pam:E A01:Pa	Pam:EDrum_Set A01:Patrn06 : 3 +00		FX: PC :DFF MIDI:DFF	
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE	
F1	F2	E3	F4	E5	F6	

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 0.38 L	004.01.00	1 01-Se	quence01		Bars: 24
1	4	3	4	5	LEUL:110
PATRNOS 3 +0	END				DUT :ST
Loop:OFF		Pem: DD A01: Pat	rum_Set rnO6 :S	3 +00	PC :OFF MIDI:OFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6
10.36	001.04.21	1 01-Se	anewce01		Barse 24
J 96.0 [1	001.04.21] 01-Se	чuence01 Б	7	Bars: 24
→ 96.0 [1 PATRNO5 3 +0				7 END	
1 PATRNOS	4 P.TEST01 1 +0	5 P.TEST01 1 +0	Б Р.ТЕSTO1 1 +0 rum_Set		LEVL:110 PAD :MID
1 Parrno6 3 +0	4 P.TEST01 1 +0	5 P.TESTO1 1 +0 Pam: [3]	Б Р.ТЕSTO1 1 +0 rum_Set	END	LEVL:110 PAN :MID DUT :ST FX: PC :DFF

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.

		Sequence		Bars	: 24	LOOP: OFF
N:001.01. 1 DRU		-1-1-		17	3	Ptrr: ON SSOFF 100
beat Q1:OFF	Pam: A01:	©Drum_S :[1]	iet BassDru	m(36)		PC OFF MIDI OFF
L.C.	CLICK	IR -	IR +	M	JTE	SOLO
F1	F2	F3	F4	F	5	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 [002.01.00	1 01-Se	quence01		Bars: 24
1	5	3	4	5	LEVL:110
P.TEST01 1 +0	P.TESTO2 1 +0	P. TESTO3 1 +0	P.TEST04 1 +0	END	PAN :HID DUT :ST
LOOP:OF		PamieD A04:P.Te	rum_Set	1 +00	PC :OFF MIDI:OFF
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 [0	02.01.0	01 01-Se	quence01		Bars: 24
1	5	3	4	5	LEUL:110
P.TEST01 1 +0		P. TESTO2 1 +0	P.TEST03 1 +0	P.TEST04 1 +0	PAN : MID Dut : St
Loop:OFF		Pam: DD A04: P.Te	rum_Set est04 :	1 +00	PC :DFF MIDI:DFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

ERASE

♣

J 96.0 [002.01.00	1 01-Se	quence01		Bars: 24
1	5	3	4	5	LEVL:110
P.TEST01 1 +0	P.TESTO2 1 +0	P. TEST03 1 +0	P.TEST04 1 +0	END	PAN :HID DUT :ST
Loop:0FI		Pam: DD A04: P.Te	rum_Set est04 :	1 +00	PC :OFF MIDI:OFF
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 eraseed.

J 96.0 [0	03.01.0	01 01-Se	quence01	6	Bars: 24
1	5	3	4	5	LEVL:110
P.TEST01 1 +0	- 20	P. TESTOS 1 +0	P.TEST04 1 +0	END	PAN :MID DUT :ST
Loop:OFF			Pam:匣Drum_Set A04:P.TestO4 ∶1		PC : DFF MIDI: DFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

After eraseing, cursor moves to the next bar automatically.

DELETE

J 96.0 [002.01.00	1 01-Se	quence01		Bars: 24
1	5	3	4	5	LEVL:110
P.TEST01 1 +0	PATESTOE 1 +0	P. TESTO3 1 +0	P.TEST04 1 +0	END	PAN : MID DUT : ST
Loop:OFF		PamieD A04:P.Te	rum_Set est04 :	1 +00	FX: PC : DFF MIDI: DFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
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.

J 96.0 [002.01.00	1 01-Se	quence01		Bars: 24
1	5	3	4	5	LEVL:110
P.TEST01 1 +0	P. TESTOS 1 +0	P.TEST04 1 +0	END		PAN : HID DUT : ST
Loop:OFF		PamieD A04:P.Te	rum_Set est04 :1	+00	PC :OFF MIDI:OFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

ALL DELETE

J 96.0 [002.01.00	1 01-Se	quence01		Bars: 24
1	5	3	4	5	LEVL:110
P.TEST01 1 +0	P.TESTO2 1 +0	P. TEST03 1 +0	P.TEST04 1 +0	END	PAN :MID DUT :ST
Loop:OFF	PC : DFF MIDI: DFF				
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

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

₽ 96.0 [00	01.01.0	0] 01-Se	quence01		Bars: 24
1 END	A 2,000 8 4			-	LEVL:110 PAN : MID DUT : ST
LOOP:OFF		Pam: Drum_Set A04:P.Test04 :1		L +00	PC : DFF MIDI: DFF
					AllDelet
F1	F2	F3	F4	F5	E6

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

J 96.0 [002.01.00	1 01-Se	quence01		Bars: 24
1	5	3	4	5	LEUL:110
P.TEST01 1 +0	P.TEST03 1 +0	P.TEST04 1 +0	END	201	PAN : MID DUT : ST
Loop:OFF		Psm: Drum_Set A04:P.Test04 :1		+00	PC :OFF MIDI:OFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

CONVERT

The entered pattern is converted to an event.

J 96.0 [005.01.00)] 01-Se	quence01		Bars: 24
1	5	3	4	5	LEUL:110
P.TESTO1	P. TESTO2	P. TESTO3	P. TESTO4	END	PAN :HID
1 +0	1 +0	1 +0	1 +0	2 28628 3	OUT :ST
Loop:OF		Pam:@Drum_Set A04:P.Test04		1 +00	PC : DFF MIDI: DFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	E3	F4	F5	E6

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

4 mm	<u> </u>	CONU	JERT		ĥ
	Convert F	attern ti Track Mode		drum tra	ck.
11					
		1	CANCEL	DO IT	

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.

J 96.0(9	> 4/4	01-S	equencel	01	Bars	24	LOOP: OFF
N:001.01	.001	9. SV	9.99.99.99 19	2	248028	3	Ptrn:OFF
3 DRI	UM	-F-	F-F-			1	SSOFF 100
Q1:0FF	P- Al	am:18)4:	3Drum_Se :[4]C	et Tap(39)		3	PCSE0 MIDI OFF
L.C.	CLI	K (IR -	IR +	MU	ΤE	SOLO
F1	F	2	F3	F4	F	5	E6

Loop play

1 00 0 1	004 04 00	1 01 0.			0
J 96.0 [001.01.00	1 01-Se	9uence01	5	Bars: 24
PATRNO5 1 +0	PATRN06 1 +0	PATRN07 1 +0	PATRNOB 1 +0	END	PAN : MID Dut : St
LOOP		Psm:@Drum_Set A04:Patrn08 :1		1 +00	PC :OFF MIDI:OFF
CONVERT	NEXT	LIST)	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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

J 0.38	001.01.00	01 01-Se	quence01		Bars: 24
1	5	3	4	5 5	LEUL:110
PATRNOS 1 +0	PATRN06 1 +0	PATENO7 1 +0	PATRN08 1 +0	END	PAN : MID DUT : ST
	$1 \leftrightarrow 1$	Pem: DD A04:Pat	rum_Set	1 +00	PC :OFF MIDI:OFF
CONVERT	NEXT	LIST)	MUTE	SOLO
F1	F2	F3	F4	F5	F6

1	2	3	4	5
PATRNOS	PATRNOS	PATRNOT	PATRNOB	END
1 +0	1 +0	1 +0	1 +0	
LOOP	1 + ()	Pem: D A04:Pat	rum_Set rnO8 :	1 +00
CONVERT) NEXT	LISI)	MUTE
(coontraining	<u>, nerb</u>		,	

J 96.0 [001.01.00] 01-Sequence01

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)

J 96.0 [001.01.00	1 01-Se	quence01		Bars: 24
1	5	3	4	5	LEVL:110
PATRNOS 1 +0	PATRNO5 1 +0	PATRN07 1 +0	PATRN08 1 +0	END	PAN : HID DUT : ST
LOOP: ON	1 ↔ 3	Psm:⊡Drum_Set A04:Patrn08 :1 +00			PC : OFF MIDI: OFF
CONVERT	NEXT	LIST)	MUTE	SOLO
F1	F2	F3	F4	F5	F6

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.

J 96.0 [001.01.00] 01-II	L_Hip_Hop		Bars: 24
1	5	10000000	1.00000000000000	1 2	LEVL:110
P.TEST01 1 +0	END				DUT :ST
LOOP: ON	PC :DFF MIDI:DFF				
CONVERT	NEXI	LIST	INSERT	ERASE	DELETE
	F2			the second second second second second second second second second second second second second second second se	E6

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

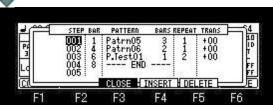
In this case, the pattern event of P.TEST01 is entered from Bar 1 even to Bar 24.

1°	¥	CONU	IERT				
P. 1	Convert Pattern track to drum track.						
691							
			CANCEL	DO IT	f		

J 96.0(S) 4/4 01-Sequence01	Bars: 24 Loop: OFF	J 96.0(\$) 4/4 01-Sequence01 Bars: 24 Loop: 0FF
N:001.01.00 3 DRUM Track03 Drum:EDrum_Set	3 Ptrn:OFF SSOFF: 100 Uelx: 100 PCseg	N:025.01.00 B3 B4 Ptrn:0FF 3 DRUM - F - F - F - F - F - F - F - F - F - F
01:OFF A01::[1]BassDrum A01::[1]BassDrum A01::[1]BassDrum	MUTE SOLO	01:0FF A01::[1]BassDrum(36) MIDI:0FF I.C. CLICK IR - IR + MUTE SOLO
F1 F2 F3 F4	F5 F6	F1 F2 F3 F4 F5 F6

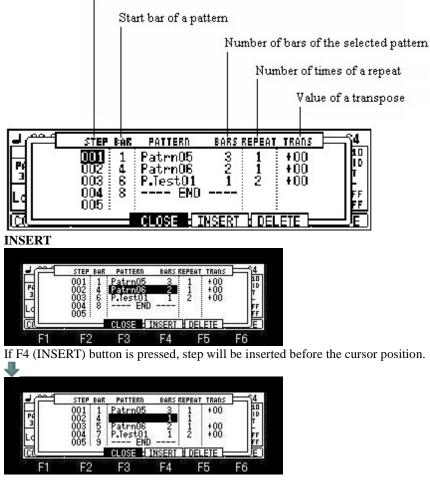
J 96.0 [1	4	6	9uence01	8	Bars: 24 LEVL:110
PATRNOS 3 +0	PATRN06 2 +0	P.TESTO1 1 +0	P.TEST01 1 +0	END	PAN : NID Dut : St
Loop:OF		Pam: DD A01: P.T.	irum_Set est01 ::	1 +00	PC : OFF MIDI: OFF
CONVERT	NEXT	LIST	INSERT	ERASE	DELETE
F1	F2	F3	F4	F5	F6

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



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.

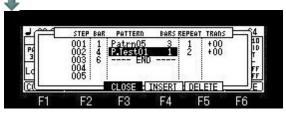
Note: If F3 (LIST) button is pushed when the LOOP field is ON, the LOOP field will be automatically set to OFF. Step number



<u>DELETE</u>



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



NEXT PATTERN

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

و ل	6.0(S) 4.	401-S	equence	01	Bars:	24	LOOP: OFF
N:00	01.01.00	1	9,99,995,	5	1.897.253	з	Ptrn: OFF
1	DRUM	1 -	1-1-			Γ	SSOFF: 100
beat 02:0	i.)FF	Pam E A01 -]Drum_S :[1]E	et BassDru	m(36)	3	PC OFF MIDI:OFF
PATT	ERN	EXT	BANK	toPat	rn		P.STATS
F	1	F2	F3	F4	F	5	F6

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

J120.0 [001.01.00	1 01-Se	uence01		Bars: 2
					LEVL:110 PAD :NID " DUT :ST
	Pam a l	∎Drum_S	et		PC :DFF NIDI:DFF
PATTERN	BANK				SeePlay
F1	F2	F3	F4	F5	F6

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)

J 120.0 [00]	1.01.00] ()1-:	Sequenc	:e01		Bars: 2
PAD13	PAD14	1	PAD15		PAD16	LEUL:110
PAD9 3	PAD10	1	PAD11		PAD12	PAD :HID
PAD5	PAD6	1	PAD7		PAD8	OUT IST
PAD1	PAD2	1	PAD3	1	PAD4	PC DFF
	Pam=120	°UP	n_Set			HIDI:DFF
PATTERN	3ank					SeePlay

List field

						Bars: 2
₽ 120.0 [00	01.01.001	01-Seque	nce01	Bars: 2		LEVL:110 PAN :MID
	1			LEVL:110	POTENDS POTENDO POTENDE STEPOTENDO	OUT :ST
PATRN10				PAN :MID DUT :ST	P.TESTO1 P.TESTO2 P.TESTO3 P.TESTO4	FX:
	PATRNOT	PATRNOB		The Function	Pam:⊡Drum_Set	PC :OFF MIDI:OFF
P.TESTO1	P. TESTO2	IP. TESTO3	:P. TESTO4	PC : DFF		
2	Pawate	IDrum_Set	546 - 5890 0 A 11 D 286	HIDI: OFF	PATTERN BANK	SeePlay
PATTERN	BANK		CARL IN LOOP	SeePlay		
F1	F2	F3	F4 F5	F6	Play mode fi	ield.

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.

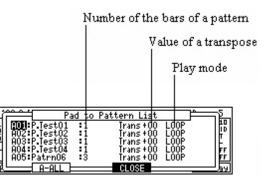
	(LOOP)	Playing back is repeated until the next pattern is chosen. Playing back is stopped if a pad is hit once again.
Play mode	FIL	A pattern is played back only once. It will return to the last pattern again, after playing back finishes, when the last pattern is loop playback. However, when the next 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.

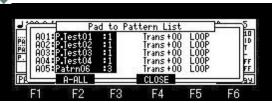
PA PA P.	1001 F A02 F A03 F A04 F A05 F	P: P.Test01 P.Test02 P.Test03 P.Test04 Patrn06	id to Pa 1 1 1 1 1 3	Trans +00 Trans +00 Trans +00 Trans +00 Trans +00 Trans +00	L00P L00P L00P L00P L00P	
PAL		A-ALL		CLOSE		
F	1	F2	F3	F4	F5	F6

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



	A03: A04:	P.Test02 P.Test03 P.Test04 Patrn06	id to Pa 1 1 1 1 1 3	attern List Trans+00 Trans+00 Trans+00 Trans+00 Trans+00 Trans+00	L00P L00P L00P L00P L00P	
PA.		A-ALL	-	CLOSE		- 299
	F1	F2	F3	F4	F5	F6

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

J 120.0 [(001.01.00	1 01-Se	wence01		Bars: 2
PATRN10 Patrn06 P.Test01 -	- PATRN11 - PATRND7 - P.TESTD2	 PATRI P.TE		TRNO9 TESTO4	- LEVL:110 PAN :MID OUT :ST FX:
T. TEPTOL		Drum_S			PC : DFF MIDI: DFF
PATTERN	BANK				SeePlay
F1	F2	F3	F4	F5	F6

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

J120.0 [001.01.00	1 01-Se	uence01		Bars: 2
PATEN10 PATEN06	PATRN11 PATRN07	 PATRI	108 FILPA		
P.TESTO1	<u> :P. TESTO2</u> Pam = D	Drum_S		TESTO4	PC OFF
PATTERN	BANK				SeePlay
F1	F2	F3	F4	F5	F6

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

₽ 120.0 [0	01.01.001	01-Se4	uence01		Bars: 2
PATRNID - Patrnob - P.testoi -	- PATRNII - PATRNO' - P.Testoz	 PATRI P.TES		TRN09 Testo4	LEVL:110 PAN :MID OUT :ST FX:
10000000	Pam:le	1Drum_S	et	18000.	MIDI:OFF
PATTERN	BANK				SeePlay
F1	F2	F3	F4	E5	F6

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

J 120.0 [001.01.00	1 01-Se4	uence01		Bars: 2
PATRN10 PATRNO6 P.TESTO1	PATRNII Patrnoj P.testoz	 PATRI 2 P.TES		TRNO9 - TESTO4 -	FV
a server a	Pama	⊡Drum_S	et	1993 (A.	HIDI:OFF
PATTERN	BANK				SeePlay
E1	F2	E3	F4	E5	E6

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

⊿ 120.0 [001.01.00]	01-Sequence01	Bars: 2
PATTERN BANK		SevPlay
F1 F2	F3 F4 F5	F6
the [SHIFT] + ► o	cursor key is pressed	l, cursor will move to the parameter fie
	• 1	
■ 120.0 [001.01.00] PATRN10 PATRN11 PATRN05 PATRN07 P.TEST01 P.TEST02	• 1	Bars: 2 LEVL::10 Pah :HID :: UIT :ST :
■ 120.0 [001.01.00] PATRN10 PATRN11 PATRN05 PATRN07 P.TEST01 P.TEST02	01-Sequence01 	Bars: 2

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

J120.0 [001.01.00	1 01-Se	uence01		Bars: 2
PATRN10 PATRN06	PATRN11 PATRND7	 Patri			LEVL:110 PAN :MID DUT :ST
P.TESTO1	P. TESTO: Pamal	2 :P.TE: Drum_S		TESTO4	PC OFF MIDI:OFF
PATTERN	BANK				SeePlay
F1	F2	F3	F4	F5	F6

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.

₽ 97.0	[001.01.00	1 01-DJ	-Hip_Hop		Bars: 25
PATRN10 PATRN06 P.TEST01	PATRNII PATRNO' P.TESTO			TRNO9 TESTO4	LEVL:110 PAN : MID DUT :ST FX:
1000000000	Pam:	©Drum_:	Set	san mara j	MIDI:OFF
8	Pad On	Sequenc	Play Sta	rt.	SeePlay
F1	F2	F3	F4	F5	F6

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.

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

J 97.0(S) 4.	/4 01-0)J-Hip_H	OP	Bars: 25	LOOP: OFF
N:001.01.00	1		5	3	Ptrn: OFF
1 DRUM	T F	11	T † 1	- F T	\$\$0FF 100
beat Q2:OFF	Pam:D A01:P	J-Hip_S	et st01 Tr-	-+00 L00	PC OFF MIDI OFF
PATTERN	ext	BANK	toPatr	า	P.STATS
F1	F2	F3	F4	F5	F6

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

J 97.0 [(001.01.001	01-DJ-	Hip_Hop	Ir:	Ir:01Set: 1		
-:WIPE_SE	:-:		:-:TR1_CLS	÷−÷TR	1_0PN		
P:P.TESTO3	DNE :PC: 1		:-:	:-:			
	SOLD:CC: 10		1:-:HIPTAR2		PTAR1R		
P:P. TESTO1	LOOP CC: 11	ON/OFF	:-:DJKIK1H	2 :-:DJ	SHAKE		
A01:PTRN:	P.TESTO1 LO	OP +00 T	R PCN:DJ-	HIP_SET	HIDI: OF	F	
8-ALL	PtnUiew		Set-	Set+	ON/OFF	1	
F1	F2	F3	F4	F5	F6		

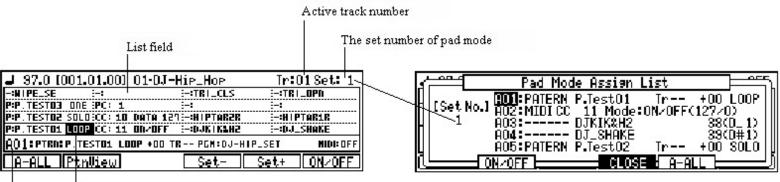
The state of the present pad is displayed.

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.



Play mode field

The pad chosen now

J 97.0 [0	01.01.00]	01-DJ-	Hip_Hop	Ir:	01Set: 1
-:WIPE_SE	:-:		:-:TRI_CLS	i−:TR	I_OPN
P:P.TESTO3	DNE :PC: 1		;-:	:-:	
	SOLO CC: 10				PTAR1R
P:P.TESTO1	L00P:CC: 11	ON/OFF	:-:DJKIKAHa	! :-:DJ	SHAKE
A05:PTRN:	P.TESTO2 SO	LO +00 T	R PCH:DJ-	HIP_SET	HIDI: OFF
A-ALL	PtnUiew		Set-	Set+	ON/OFF
F1	F2	F3	F4	F5	F6

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

J 97.0 I	001.01.00]	01-DJ-	Hip_Hop	Ir:	01 Set: 1
-:WIPE_SE	;-:	2022.	:-:TR1_CLS	i−:TR	1_0PN
P:P.TESTO3			:-:	:-:	
P:P.TESTOR	2 SOLO CC: 10	DATA 12	1:-:HIPTAR2 R	:-:HI	PTAR1R
P:P. TESTOS	LOOP:CC: 11	ON/OFF	:-:DJKIKAH2	:-:DJ.	SHAKE
A05:PTRN	P. TESTO2 SO	LO +OO T	R PCN:DJ-H	HIP_SET	NIDI: OFF
A-ALL	PtnUiew		Set-	Set+	ON/OFF
F1	F2	F3	F4	F5	F6

If the \mathbf{V} cursor key is pressed, it will return to the list field.

J 97.0 [0	001.01.001	01-DJ-	Hip_Hop	In	01Set: 1
-:WIPE_SE			-:TRI_CLS	-:TR	I_OPN
P:P. TESTO3	ONE IPC: 1 SOLO CC: 10	DATA 12			PTARIR
	LOOP:CC: 11				_SHAKE
	P. TESTO2 SO	LO +OO 1	IR PCM:DJ	-HIP_SET	HIDI: OFF
A-ALL	PtnUiew		Set-	Set+	ON/OFF
the second second second second second second second second second second second second second second second s	F2	E3	100 To 100	E5	E6

If the [SHIFT] + \mathbf{V} cursor key is pressed, cursor will move to the bottom field.

.00] 01-DJ-	Hip_Hop	In:	01 Set: 1
	:-:TRI_CLS	i−:TR	1_0PN
C: 1	;-:	-:	
C: 10 DATA 12	1:-:HIPTAR2R	:-:HII	PTAR1R
C: 11 ON/OFF	:-:DJKIK1H2	:-:DJ.	SHAKE
02 SOLO +00 T	R PCH : DJ-	HIP_SET	NIDI: OFF
ew	Set-	Set+	ON/OFF
2 F3	F4	F5	F6
	C: 1 C: 10 DATA 12 C: 11 ON-OFF D2 SOLO +00 1 EW	C: 1 -: C: 10 DATA 121 -:HIPTAR2R C: 11 DN/DFF -:DJKIK1H2 D2 SOLO +00 TR PCH:[<mark>0]=</mark> EW Set-	

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

J 97.0 [001.01.00]	In	Ir:01Set: 1		
-:WIPE_SE	:-:		:-:TRI_CLS	:-:TF	II_OPN
P:P.TESTO3	ONE :PC: 1		:-:	:-:	
	SOLD:CC: 10		1:-:HIPTAR2		PTAR1R
P:P.TESTO1	LOOP CC: 11	ON/OFF	:-:DJKIK1H	2 :-:D.	LSHAKE
A01:PTRN:	P.TESTO1 LO	IOP +00 1	IR PCH:DJ	-HIP_SET	HIDI: OFF
A-ALL	PtnUiew		Set-	Set+	ON/OFF
F1	F2	F3	F4	F5	F6

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

J 97.0 [0	001.01.00]	01-DJ-H:	ip_Hop	Ir:	01Set: 1
WIPE_SE			TRI_CLS	TR	I_OPN
P. TESTO3					
	SOLO 00: 10				PTAR1R
P. TESTO1	LOOP 10: 11	ON/OFF	DJKIK1H2	₫DJ.	SHAKE
A05:PTRN:	P.TESTO2 SO	LO +00 TR	PCN:DJ-I	HIP_SET	NIDI: OFF
A-ALL	PtnUiew		Set-	Set+	ON/OFF
F1	F2	F3	F4	E5	E6

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

₽ 97.0	[001.01.00]	01-DJ-	Hip_Hop	Ir:	01 Set: 1
-:WIPE_S			:-:TRI_CLS	i−∶TR	I_OPN
P:P.TEST			.:-:		
	02 SOLO (CC: 10				PTAR1R
IP:P. TEST	01 LOOP CC: 11	ON/OFF	:-:DJKIK1H2	;−:DJ.	SHAKE
	INSP.TESTO1 LO	IOP +00 T	R PCM:DJ-H	IIP_SET	HIDI: OFF
		10P +00 T	R PCM:DJ-H Set-	IIP_SET Set+	HIDI: OFF ON/OFF

The display of a pattern will be changed if F2 (PtnView) button is pressed. A transpose, a track, and midi out are displayed.

ri unipposo, u iii	uon, una miai out uro ai	.spiajea.
₽		
	.00] 01-DJ-Hip_Hop	Tr:01 Set: 1
-:NIBE SE :-:	:-:TRI_CLS	:-:TR _OPN
P:P.TESTO3 ONE PO	C: 1 :-:	:-:
P:P. TESTO2 SOLO CO	C: 10 DATA 127:-:HIPTAR28	:-:HIPTAR1R
P.P. TESTO1 LOOP CO	C: 11 ON/OFF :-:DJK/K1H2	:-:DJ_SHAKE
HU TEPTRICE, TEST	01 LOOP +00 TR PCM:DJ-HI	P_SET NIDI: 3A
A-ALL PtnUie	ew Set-	Set+ ON/OFF

J 97.0 [001.0	1.000 01-DJ-Hip_Hop	Tr:01Set: 1
-:NIPE KE	-: :-:TRILCLS	:-:TRI_OPN
P:+00 TR: 30	•C: 1 :-:	- :
P:+00 TR: 303	C: 10 DATA 127:-:HIPTAR2R	:-:HIPTAR1R
😫 +00 TR : 30	C: 11 ON/OFF :-:DJK K1H2	:-:DJ_SHAKE
AU1: PTRN: P. TES	TO1 LOOP +OO TR PCM:DJ-HI	P_SET NIDI: 3A
A-ALL PtnU	iew Set-	Set+ ON/OFF

J 97.0 [0	001.01.001	01-DJ-	Hip_Hop	Ir:	01 Set: 1
-:WIPE_SE	:-:		:-:TRI_CLS	i−:TR	1_0=0
P:P.TESTO3			:-:	:-:	
			1:-:HIPTAR2R	:-:H1	PTAR1R
PP. TESTO1	LOOP CC: 11	ON/OFF	:-:DJKIK1H2	:-:DJ	SHAKE
A01:PTRN:	P.TESTO1 LO	IOP +00 T	R PCM:DJ-H	IIP_SET	HIDI: OFF
8-ALL	PtnUiew		Set-	Set+	ON/OFF
F1	F2	F3	F4	F5	F6

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

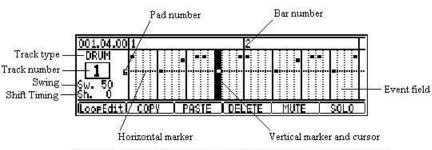
J 97.0 [0	01.01.001	01-DJ-	Hip_Hop	Ir:	01Set: 1
-:WIPE_SE	i-:	2.45.2	:-:TRI_CLS	i−:TR	1_0PN
P:P.TESTO3	ONE :PC: 1		;-:	-:	
	SOLD:CC: 10		1:-:HIPTAR2R	:-:HI	PTAR1R
P:P.TESTO1	LOOP CC: 11	ON/OFF	:-:DJKIK1H2	:-:DJ	_SHAKE
A01:PTRN:	P.TESTO1 LO	0P +00 TI	R PCM:DJ-H	IP_SET	HIDI: OFF
A-ALL	PtnUiew		Set-	Set+	ON/OFF
F1	F2	F3	F4	F5	F6

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.

J 97.0 [00	1.01.001 01	-DJ-Hip.	HOP	In	01 Set:0F
-:WIPE_SE	i-:		RILCLS		1.0.0
-:HIP_FILT	:-:HIP_FIL	T :-:			
-:HIPTREE	:-:DJ_SN2	:-:H	IPTAR2	:-:H)	PTAR1R
-DJ_RUBS	-:DJK1K2H	1 :-:D	JKIKAH	2 i-:D.	LSHAKE
A01::	Pa	m:DJ-Hi	P_Set	3) - 1202 3)	MIDI:OFF
A-ALL P	tnUiew	22	Set-	Set+	ON/OFF
F1	F2	F3	F4	F5	F6

GRID EDIT (DRUM)

■ 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 *d*cursor button is pressed, cursor will be moved to the track type field.

It returns to the event field by \blacktriangleright 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 <<< $\rm BAR$ >> button.

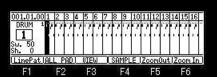
It can move quickly by a << BAR >>+ DATA wheel.

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.

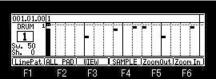
The move interval of the vertical marker in a standard display (2 bar displays)

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

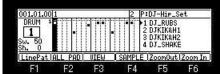
tining et	nicet.
1/8	= 48 ticks
1/8-3	= 32 ticks
1/16	= 24 ticks
1/16-3	= 16 ticks
1/32	= 12 ticks
1/32-3	= 8 ticks
OFF	= 1 tick



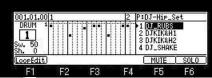
It is [SHIFT] + F5 (Zoom Out) button and is zoom out.



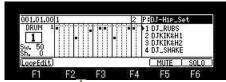
It is [SHIFT] + F6 (Zoom In) button and is zoom-in.



The sample assigned to the pad by [SHIFT] + F4 (SAMPLE) button is displayed.



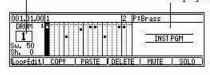
If the **b** cursor button is pressed, cursor will move to the sample field.

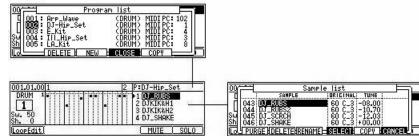


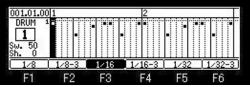
If the [SHIFT] + \blacktriangle cursor button is pressed, cursor will move to the program field.



Display in case a program is INST

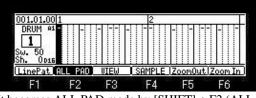




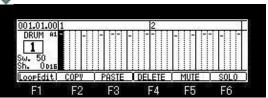


If the [NOTE REPEAT] button is pressed, pressing the [SHIFT] button, it will become NOTE REPEAT mode.

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.

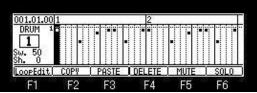


It becomes ALL PAD mode by [SHIFT] + F2 (ALL PAD) button.



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.

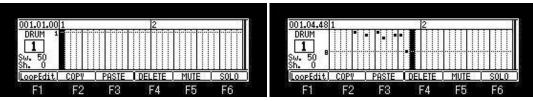


Step sound: If y	you select ON, the event of a marker position will be sounded when a marker passes.
Auto step increment: If y	you select YES, after inputting an event by the pad, a vertical marker moves to the right automatically.
Duration: AS	S PLAYED: The length which is pushing the pad is inputted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

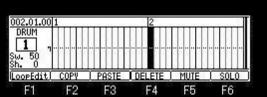
Note: The type of a track cannot be changed during playback or recording.

Entering an event

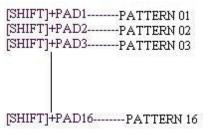


[REC] or [OVER DUB] + [PLAY START] or [PLAY] button is start recording, please hit a pad and record an event.

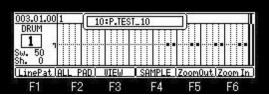
When you record events one by one, please move cursor to a location to record an event into, and hit a pad, after turning on [OVER DUB].



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)

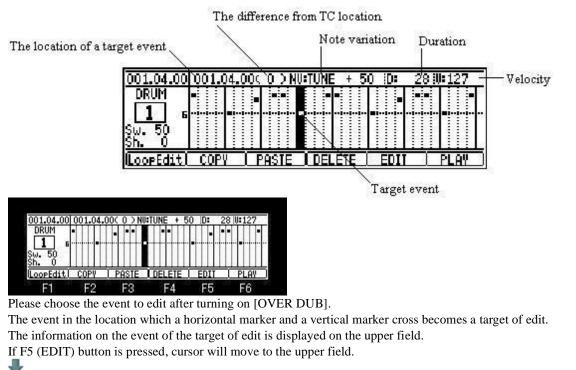


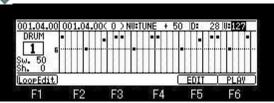
If [SHIFT] + PAD10 is hit in the state of the above figure, the result of the following figure will be obtained.



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

Editing an event





Please change the value of a parameter.

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

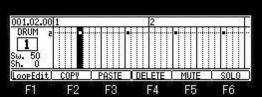
If **V** cursor button or F5 (EDIT) button is pressed, cursor will return to the event field.

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.

COPY, CUT, MOVE, PASTE, DELETE

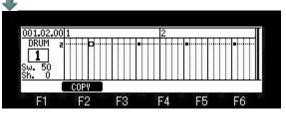
Copying an event

A pad event cannot be copied to other pads. For example, the event of PAD1 cannot be copied to PAD3.

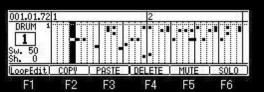


Please press F2 (COPY) button after choosing the event for a copy.

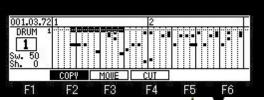
The event in the location which the horizontal marker and the vertical marker cross is copied.



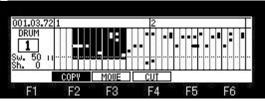
The copy, cut and move of two or more events



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

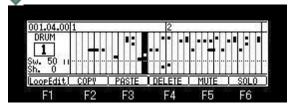


Please select the region of vertical by \blacktriangle or \checkmark cursor button, with F2 (COPY) button held.

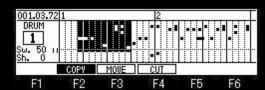


All the events to which the color became reverse are copied.

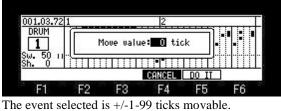
When F4 (CUT) button is pressed in this state, the event of a selection region is cut. When F2 (COPY) button is released, the event of a selection region is copied.



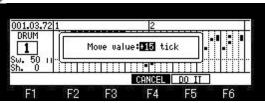
Movement of an event



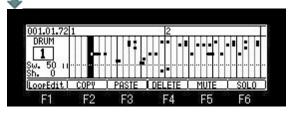
When F3 (MOVE) button is pressed in this state, the window of MOVE opens.



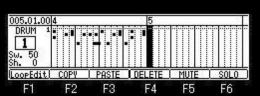
Please set the value which turns a DATA wheel and moves.



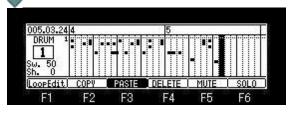
If a value is set, please press F5 (DO IT) button.



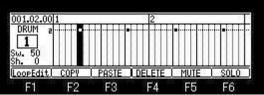
Pasting an event



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



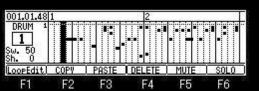
Deleting an event



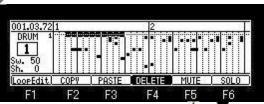
Please choose the event which you want to delete and press F4 (DELETE) button. The event in the location which the horizontal marker and the vertical marker cross is deleted.



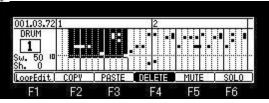
Deleting of two or more events



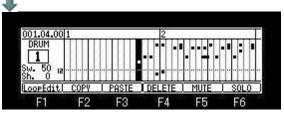
Please select a horizontal region by a DATA wheel, pressing F4 (DELETE) button.



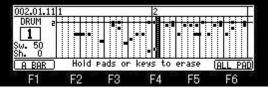
Please select the region of vertical by \blacktriangle or \P cursor button, with F4 (DELETE) button held.



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.

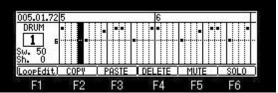
For example, if PAD A01 is pressed pressing the ERASE button, the event of PAD A01 while pressing will be deleted.

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.

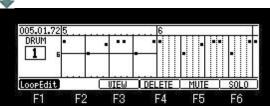
Loop Edit Mode (16PAD 1 bar edit mode)

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.)

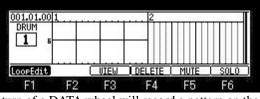
Moreover, OVER DUB is set to ON (the LED is lit).



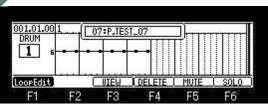
Record of an event can be performed carrying out loop playback, if the [PLAY] button is pressed. Loop Edit mode will be canceled if F 1(LoopEdit) button is pressed.

Record of a pattern and an event

Record of a pattern

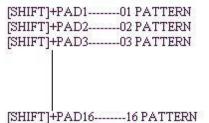


A turn of a DATA wheel will record a pattern on the position of a horizontal marker.

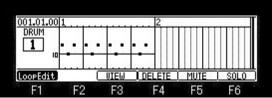


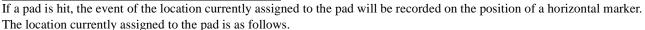
If a pattern is recorded, a pattern name will be displayed on the upper part.

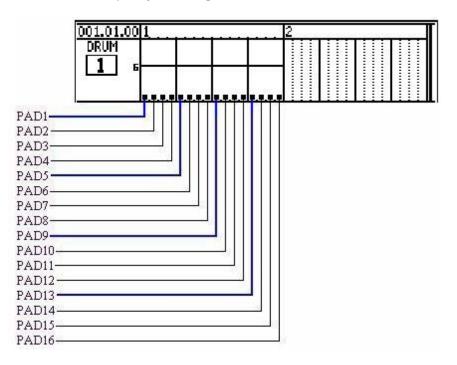
Moreover, a pattern is recordable even if it hit a pad, holding the [SHIFT] button. (Only patterns 1-16)

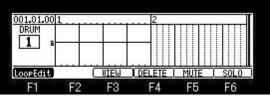


Record of events

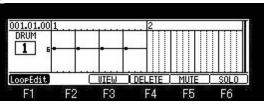




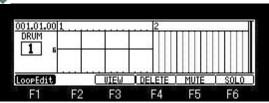




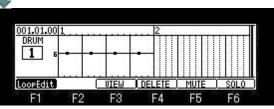
For example, if PAD1, PAD5, PAD9, and PAD13 are struck in the case of the above figure, an event will be recorded as shown in the following figure.



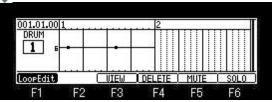
If PAD1, PAD5, PAD9, and PAD13 are hit once again, an event will be deleted as shown in the following figure.



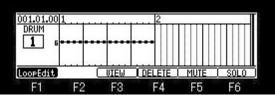
If PAD2, PAD6, PAD10, and PAD14 are hit, it will become as it is shown in the following figure.



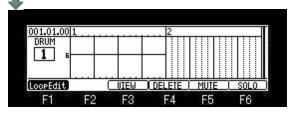
If PAD6 and PAD14 are hit, it will become as it is shown in the following figure.



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.

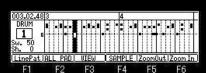


Note

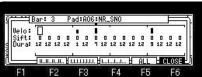
ON/OFF and a set of a full level cannot be performed during a play of loop edit mode.

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

tote. It cannot be used except 4/4.



If [SHIF] +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.

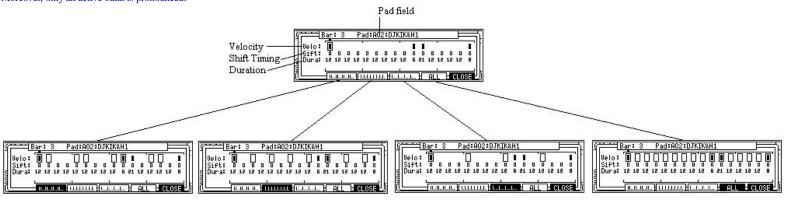
If F6 (CLOSE) button is pressed, a window will be closed and it will play automatically from the present position. (When it closes during loop playback)

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.

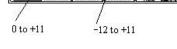


Delo:		3.			13				18	ī			13		1. A.	С
Sift:	. 0		0		0	. 0	0		0	0		0	0		0	
Dura:	12	12	12	12	12	12	12	12	12	Б	21	12	12	12	12	8

A velocity can be set in seven steps.

Pad:A0

The value of the velocity in each stage is as follows. Velo: 🖬 Velo: 🗊 Velo: [Velo: 🔒 Velo: 🔒 Velo: 🔒 Velo: 🚺 1=32 2 = 483=64 4=80 5=96 6=112 7=127 Setting Shift Timing



Setting Duration

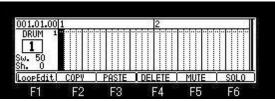
Bar

lelo:	1	2		្ព		2		2		ļ		2		្ត		
Dura	12	12	12	12	12	12	12	12	n 12	6	21	12	12	12	12	8

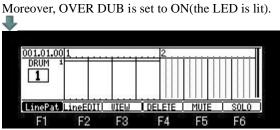
A display is displayed only to 0 to 99.

Line Pattern

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.)

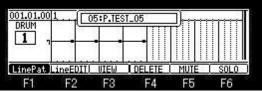


Record of line patterns can be performed carrying out loop playback, if the [PLAY] button is pressed. Line pattern mode will be canceled if F1 (LinePat) button is pressed.

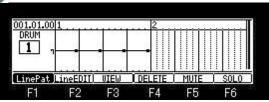


Please move a marker to a position to record a line pattern into.

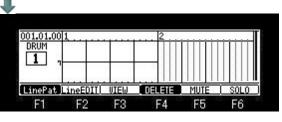
Movement of a marker hits a pad or can be performed by \blacktriangle or \blacktriangledown cursor button.



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

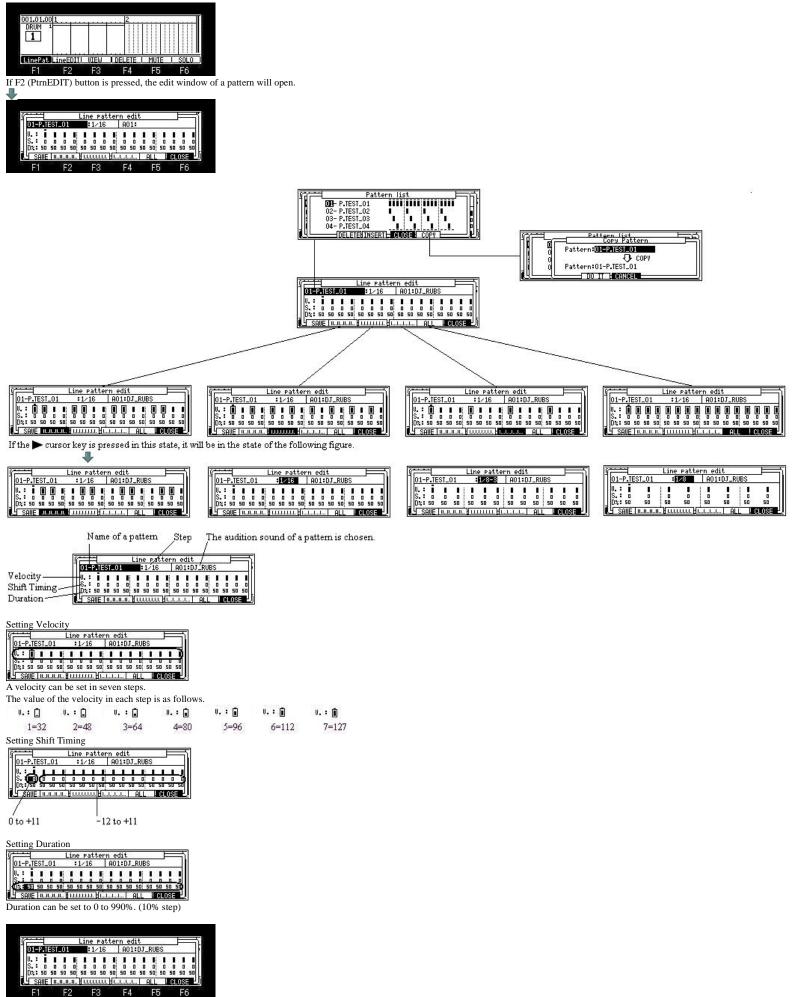


If F4 (DELETE) button is pressed, the event of the same position as a marker will be deleted.



Note

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



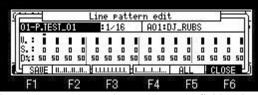
If a pad is hit or the [PLAY] button is pressed, loop plays of the pattern chosen now will be carried out.

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

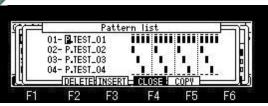
Please set up a parameter an edit of a pattern or make a new pattern.

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.

66	a na arrana	Patte	rn list		End
	1-P.TEST	_01			
ABCDE	FGHIJKL	MNOPQ	RSTUUWXY	Z_01234	156789
111 0	4- P.TEST_	.04	1 1	111	I [þ]
DELETE	INSERT	8/a	CANCEL	C & P	ENTER
F1	F2	F3	F4	F5	F6

Saving patterns

	S			Lir	ie i	Pat	ter	'n	edi	t			- 7	F	
01-P	TEST	1_01	1		:1/	16	11	Â)1:	DJ.	RUE	3S			
U. :	îι	1		1		1			1				1	1	1
S. :	0 0	0 50	0	0	0	0	0	0	0	0	0	0	0	0	0
0%: 5							50		50	50	50	50	50	50	50
L SAI	IE II		III	1.1	.1.1.1	.1.1.1.	Ю.	.11	l	3	ALL		CL	.OSE	
F1		F	2		F	3		F	4		F	5		Ff	i i
(0.1)								1		1.					1

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

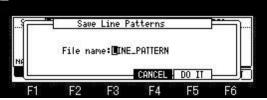


If change is added to a pattern, an asterisk will be displayed on F1 (SAVE). If F1 (SAVE) button is pressed, an asterisk will disappear. Note: Since the set of sound is only used for an audition, the set of sound is not saved.

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

Save:	INE PATTER	NS		MORY CI	ARDI
	.INE PATTEI E_PATTERN	RNS	-C Autol -C INTER -OS MPC 10 -OS MPC 10	NAL 100_ju30	08 99j
LOAD	SAVE	USB	C NEW		DO IT
F1	F2	F3	F4	F5	F6

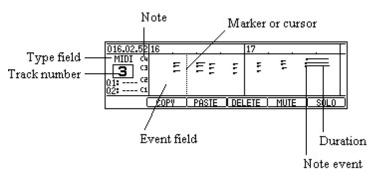
Please select "LINE PATTERNS" in save mode and press F6 (DO IT) button.



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

Save: LINE PATTERNS	EMEMORY CARD]	Load: MEMORY CARD OSMPc 1000_x1221 .os2 1M
SAVE LINE PATTERNS NAME LINE_PATTERN	os mpc1000_ju308 os mpc1000_ju499j os mpc1000_x1112 LINE_PATTERN	Card Free= 93.5MB osmpc1000_x1222 .os2 1M Wave Free= 116.0MB rosmpc1000_x1223 .os2 1M Sem. Free= 4.6MB rosmpc1000_x1223 .os2 1M Lip United State
LOAD SAVE USB	Conew Do IT	LOAD SAVE USB ALOAD DELETE DO IT
F1 F2 F3	F4 F5 F6	F1 F2 F3 F4 F5 F6

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 *dursor* button.

Cursor returns to the event field by \triangleright 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

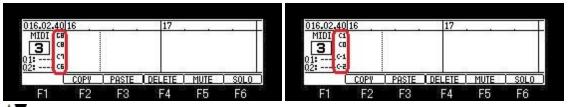
 1/16
 = 24ticks

 1/16-3
 = 16ticks

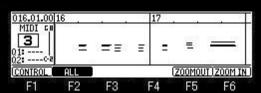
 1/32
 = 12ticks

 1/32-3
 = 8ticks

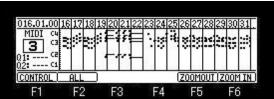
 OFF
 = 1tick



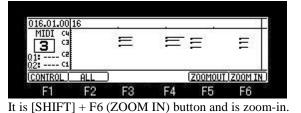
Vcursor button can go up and down the display range of NOTE.



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

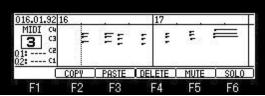


It is [SHIFT]+F5 (ZOOMOUT) key and is zoom out.

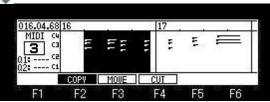


COPY, CUT, MOVE, PASTE, DELETE

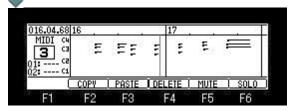
Copying an event



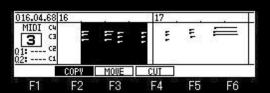
Please select the region to copy by a DATA wheel, pressing F2 (COPY) button.



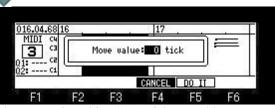
When F4 (CUT) button is pressed in this state, the event of a selection region is cut. When F2 (COPY) button is released, the event of a selection region is copied.



Movement of an event

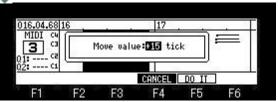


When F3 (MOVE) button is pressed in this state, the window of MOVE opens.

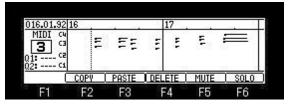


The event selected is +/-1-99 ticks movable.

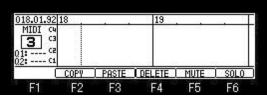
Please set the value which turns a DATA wheel and moves.



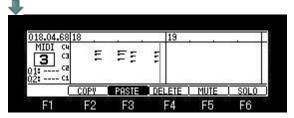
If a value is set, please press F5 (DO IT) button.



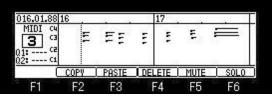
Pasting an event



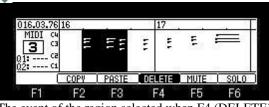
Please move a marker to the location which you want to paste, and press F3 (PASTE) button.



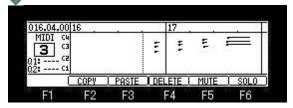
Deleting an event



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



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



Entering an event

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



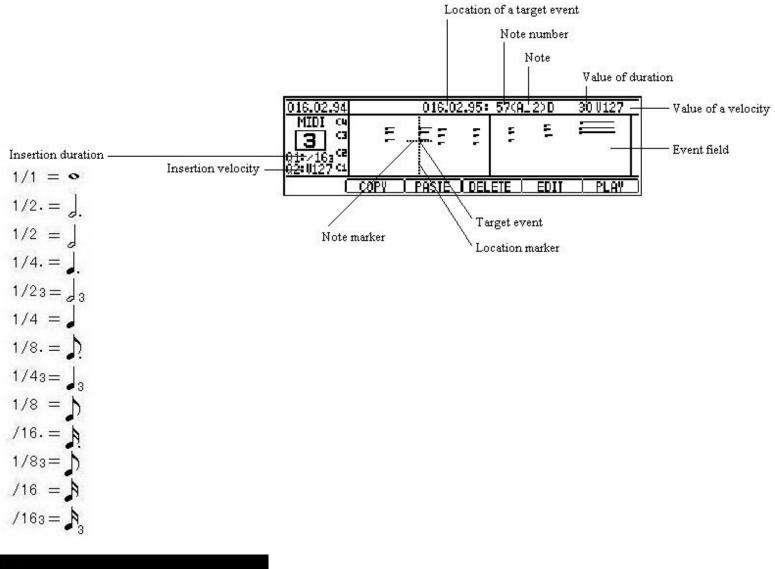
If Q1 [AFTER] button is ON (the LED is lit), Duration can be set with a Q1 slider.

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.



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		016.0	2.95:	57(A.	.2>D	30 0109
MIDI C4 3 01:/163 C2 02:0127 C4	Ę	Li.			E	
(COPY	PASTE	DEL	ete (EDIT) PLAY

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 \blacktriangle 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		016.0	2.95	57(A	_2>D	30 0109
MIDI C4 3 01:>163 02:0127 C1	E	μ	101	E	Ē	=
					EDIT	PLAY
F1	F2	F3		-4	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 $\mathbf{\nabla}$ 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.



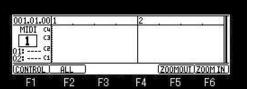
Step sound: If you select ON, the event of a marker position will be sounded when a location marker passes.

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.

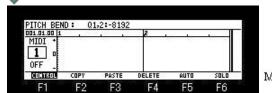
AS PLAYED: The length which is pushing the pad and the keyboard is inputted into the value of duration.

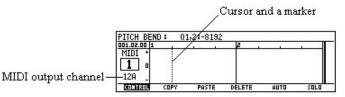
Duration Q1 VALUE: Regardless of the time which is pushing the pad or the keyboard, a fixed value is inputted according to the value of Q1.

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

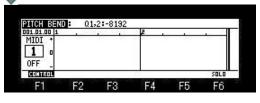


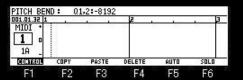
If F1 (CONTROL) key is pressed, pressing the [SHIFT] button, it will become the edit mode of PITCH BEND, CONTROL CHANGE, CHANNEL PRESS, and POLY PRESS.



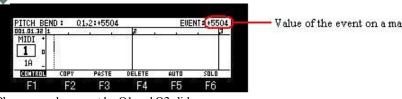


Please press the A cursor button, move cursor to the upside parameter field and select a parameter to edit or record.

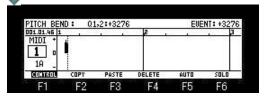




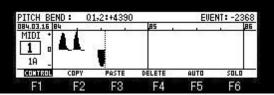
Please turn on LED of [OVER DUB] and move a marker to a location to record an event into.



Please record an event by Q1 and Q2 slider.



Value of the event on a marker

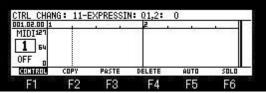


When you edit the recorded event, please move onto an event to edit a marker into and edit a value by a slider. It is also possible to record an event, pressing the [PLAY] button and playing back a sequence.

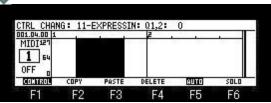
Even if it records by [REC] + [PLAY], only the parameter event of the track number displayed now is erased, and other parameter events are not erased.

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.

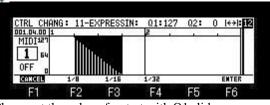
If AUTO is used, two or more events can be entered at the same time.



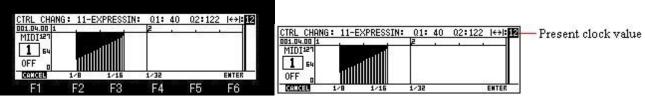
Please turn a DATA wheel, pressing F5 (AUTO) button and select the region which enters an event.



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



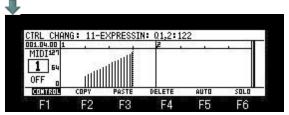
Please set the value of a start with Q1 slider. Please set up the value of an end with Q2 slider.



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

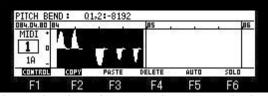
The clock interval of an event can be changed by F2-F4 key, F2(1/8) = 48 clocks, F3(1/16) = 24 clocks, F4(1/32) = 12 clocks. Arbitrary clocks (1-48) can be set by a DATA wheel.

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



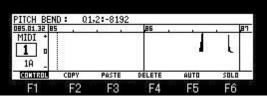
COPY, PASTE, DELETE

Copying an event

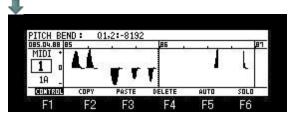


Please select the region to copy by a DATA wheel, pressing F2 (COPY) button. All the events to which the color became reverse are copied. When F2 (COPY) button is released, it is the completion of a copy.

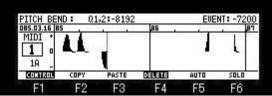
Pasting an event



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



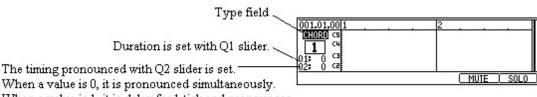
Deleting an event



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

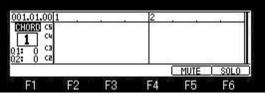
CHORD (GRID)

■ 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.

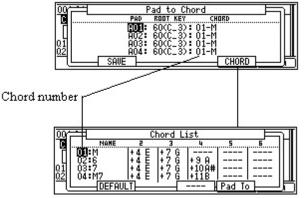


When a value is 1, it is delay for 1 tick and pronounces.

It is delay for a maximum of 96 ticks, and pronounces.



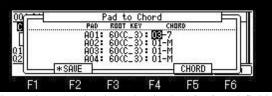
If the [WINDOW] button is pressed when cursor is in the type field, the window of "Pad to Chord" will open.



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



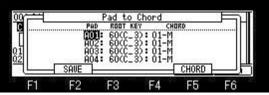
Please choose a key in the "ROOT KEY" field.



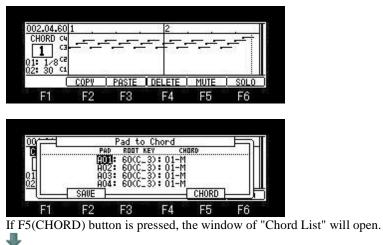
Please choose a chord number in the "CHORD" field.

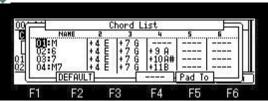
Change of a setup will display an asterisk on F2 (SAVE).

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



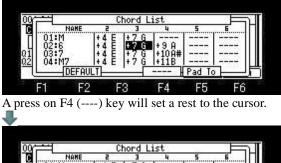
If [OVER DUB] is turned ON by the set of the above figure and a pad A01 is hit, the chord set to the chord number 01 by the key of the root C3 will be inputted.





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.



00	12 A 42 A	Chord I	List	134	
01:M	NAME 2	3	4	5	6
1 01:M	+4	E +7 G			
L 02:6	+ 4	E	+9 A		
01 03:7	+4	E +7 G	+108#		
02 04 M	7 1+4	E +7 G	I+11B		[]]
	DEFAULT -			Pad To	
E1	EO	E3	EA S	EE.	Fe
1.00	FΖ	10	F4	F5	F6

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

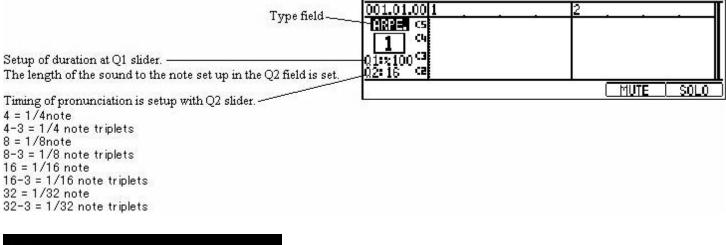
The contents of a setting of a "Pad to Chord" window and a "Chord List" window are saved to the flash memory of MPC, if a window is closed.

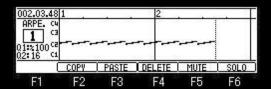
Note: An aftertouch is outputted as a channel pressure.

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.







Notes

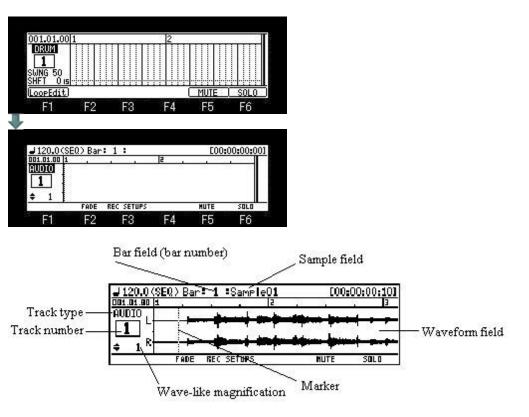
An aftertouch is outputted as a channel pressure.

Arpeggiator works only at an active track.

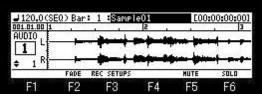
Even if a multi timbre is ON, it works only at an active track.

Grid Edit (AUDIO)

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

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

If the *displayed* on the track type field.

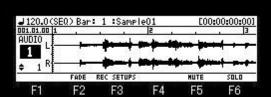
If the cursor button is pressed, it will return to a former state.

J120.0(S	EQ) Bar	: 1 :Sample		E00:	00:00:001
AUDIO .		all with the	2		3
		the second second			the state of the s
L _	- i		ALC: NO	Ada dalar	
+ (2 ^R	j=				bingupa
≠ @ ^R	FADE	REC SETUPS		HUTE	SOLO

A waveform is expanded by $\blacktriangle \lor$ cursor button. (x1,x2,x4,x8...x128) The present magnification is displayed under the track number.

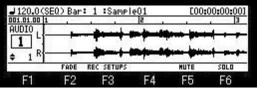
	EQ) Bar:				00:00:00
				11 12 13 11	
					a desired as a second
1115		. We det UT	1.1.1.1.1.1.1	to kide a	1 ta bit t
			leit bit miele	the bar land	
• 1 ^R	+ 10- 44444				****
↓ 1 [−]	+ 101(ри-ра 2004 оцт	

It is [SHIFT]+F5(ZOOM OUT) and is zoom out. It is [SHIFT]+F6(ZOOM IN) and is zoom in.

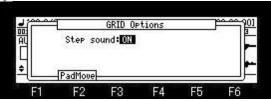


If the [WINDOW] button is pressed when cursor is in the track field, the window of "Track list" will open.



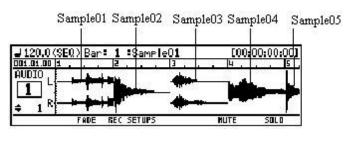


If the [WINDOW] button is pressed when cursor is not displayed, the window of "GRID Options" will open.



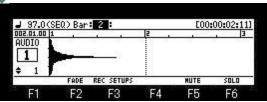
When the selection here is ON, it moves sounding the sound on cursor, while moving the cursor of the waveform field.

Samples is assignable to two or more bar positions.

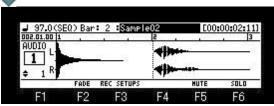




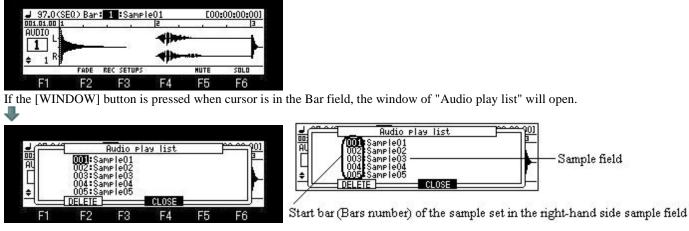
Please select the bar which moves cursor to the Bar field and assigns a sample.



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

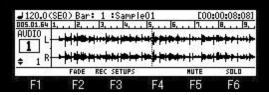


In a setup of the above figure, as for a bar 1, Sample01 is played back and, as for a bar 2, Sample02 is played back.



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

PAD LOCATE

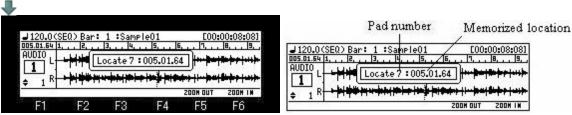


Arbitrary locations are memorizable to PAD. (PAD7-PAD16)

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.

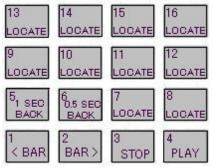
If [SHIFT]+PAD7 is pressed in the state of the above figure, the present marker location will be memorized by PAD7.



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

		1 Sam	Ple01		00:00:00
AUDIO					
	-			***	
↓ 1 R		FADE IN	+ + + + + + + + + + + + + + + + + + +	DELETE	8447 44 F18

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

			Ple01		00:00:00
AUDIO	-			+	
↓ R-	-			4++ •• 9= 	
↓ 1 R	a hal shills an	FADE IN	FADE OUT	DELETE	8 F1X

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

J 120.0(S		Ple01		00:09:22]
AUDIO		 ++++++	A	and a local
↓ 1 R	a hal shills as	 a land bear	A.L. bas	
↓ R	a hal shills as	 FADE OUT	A.L. bas	F18

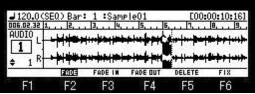
If a DATA wheel is turned to the right, pressing F4 (FADE OUT) button, fade-out data will overlap with a sample waveform, and will be displayed. Playback of a sample will change volume according to fade-out data.

Note

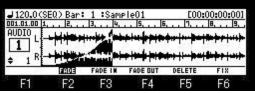
Any number of Fade in-out can be set.

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.



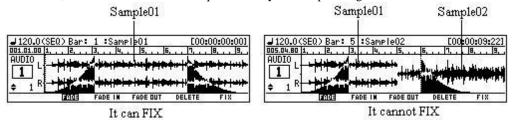
If F6 (FIX) key is pressed, the window of "Fade in/out fix" will open.



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.



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	Vie	w:ALL E	UENTS			
001.01.00	CC :	11-EXP	RESSION		:	0
001.01.00	AUDIO:	Sample0	1			
001.01.09	CC :	11-EXP	RESSION			1
001.01.18	: 33	11-EXP	RESSION		1	2
I.C.	TRACK	EDIT	DELETE	INSERT	PLF	ųΛ
F1	F2	F3	F4	F5	F6	1

Recording a sample

(Q) Bar	: 1 :		E00	00:07:091
1000	2 and 2 and 2	4 .		, 5
FADE	REC SETUPS		MUTE	SOLO
F2	E3	F4	E5	E6
			FADE REC SETUPS	FADE REC SETUPS MUTE

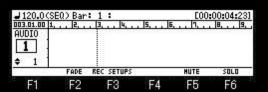
If F3 (REC SETUPS) button is pressed, the window of "Record setups" will open. Please set if needed.



120.0(S	EQ) Bar	1 :Take0:	1	E00:	:00:08:23]
AUDIC-					
÷ 1			Mandat		
	FADE	REC SETUPS		MUTE	SOLO

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.

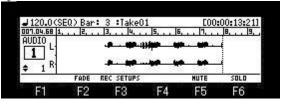
The state which has a marker in a bar 3



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

J120.0(S	EQ) Re	cord:Take0	1	E00	00:13:21]
007.04.51 1	2	. 3 4	5, , , 6	1	8, , , 9,
AUDIO		1.0			1
		1 0	- 1 10 - 110	• . <u>.</u>	
▼ 1L8					601.0
✓ ¹ LR	FADE	REC SETUPS		MUTE	SOLO

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.

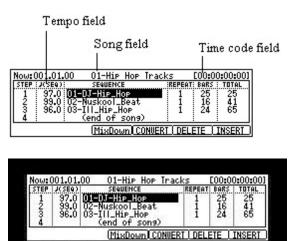
Moreover, it cannot go to other mode during recording.

Change of a track cannot be performed, either.

Song

[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.



STEP field

Now: 113.	01.00	01-Hip He	op Track	is EO	0:04:	29:06
STEP : JCS		SEQUENCE		REPEAT: B	ARS :	TOTAL
3 96	6.0 03-I	luskool_Be II_Hip_Hop tandard lock_Taste			16 24 47 12	41 65 112 124
1 120	0.0:00-M					124
		MixDown	CONNERT		5 I TR	ISERT
2		d if showin	CONVENT		لمفارحه	10EBT

F4

The step number is displayed.

You can scroll through the list by turning the DATA wheel.

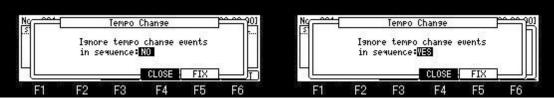
Tempo field

Now:00:	1.01.00	01-Hip	Hop Tra	cks	E00:00	0:00:001
STEP : JC	SEQ):	SEQUENC	E	REPEAT	T: BARS :	TOTAL
12034	99.0:02-N 96.0:03-1)J-Hip_H Wskool_ _Hip_H Standard	Beat		25 16 24 47	25 41 65 112
		MixDou	uni CONVE	rt i del	ETE U	INSERT
F1	F2	F3	F4	F	5	F6

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.

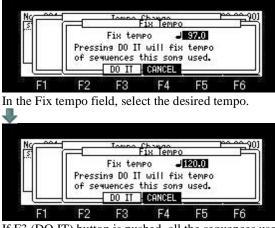
If the [WINDOW] button is pressed, a "Tempo Change" window will open.



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. \clubsuit



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.

Now:001.	11.00	01-Hip Hop	Inacks	F00:0	0:00:001
STEP : JCSE		SEQUENCE	REPE		TOTAL
1 120 2 120 3 120 4 120	0 01-D 0 02-N 0 03-I 0 05-S	J-Hip_Hop uskool_Beat II_Hip_Hop tandard		25 16 24 47	25 41 65 112
		MixDown C	ONVERT DE	LETE	INSERT
F1	F2	F3	F4	F5	F6

SEQUENCE field

₽

Now:001.	.01.00	01-Hip Ho	P Track	s	00:00	0:00:001
STEP : J(S		SEQUENCE		REPEAT:	BARS	TOTAL
1 2 3 4	9.0 02-No 6.0 03-I	I-Hip_Hop Jskool_Bea I_Hip_Hop and of sor		1 1 1	25 16 24	25 41 65
		MixDown	CONVERT	DELE	IE 🗌	INSERT
F -1	F2	F3	EA.	CE	1	F6

You can assign the sequences in this field by turning the DATA wheel.

REPEAT field

Now:001	.01.00	01-Hip Ho	P Track	is [00:00	:00:001
STEP : JCS		SEQUENCE		REPEAT	BARS :	TOTAL
1 9	7.0:01-D	J-Hip_Hop uskool_Bea		3	25	75
2 9	9.0102-N	uskool_Bea	at		16	91
3 9	6.0 03-II	I_HIP_HOP	See.	1 1	24	115
4		end of sor	19)		- 13 J	gar see an
		MixDown	CONVERT	DELE	TE I I	NSERT

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.

Now:00	1.01.00	01-Hip	HOP	Track	s	0:003	0:00:001
STEP : JO		SEQUENC			REPEAT	BARS	: TOTAL
1234	99.0 02-1 96.0 03-	DJ-Hip_H Nuskool_ [_Hip_ (end of	Beat	>	i i	25 16 24	25 41 65
	100 10	MixDo	wn C(ONVERT	DELE	TE (INSERT
F1	F2	F3		F4	F!	5	F6

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

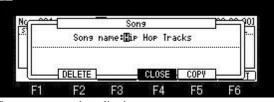
The number of total bars is displayed.

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).



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



Song name can be edited.



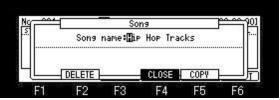
If F2 (DELETE) button is pressed, a "Delete Song" window will open.

Sons:DI-Hip Hop Tracks Pressing DO IT will erase this song! ALL SG H CANDEL H DO IT		중 - 전		elete Sor	19	<u>6666</u> 90
			ons: <mark>01-H</mark>	ip Hop Tr	•acks	
	_	Press this			ase	
	F1	F2	F3	F4	F5	F6

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)



If the [WINDOW] button is pressed, a "Start Time" window will open.

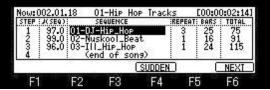


Please refer to "Midi/Sync(MMC-MTC-CLOCK)" for a time code.

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.



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.

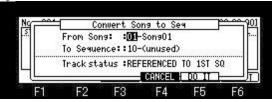
Explanation of a function key



Please refer to "Mix down" for F3 (MixDown) button.



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 muted tracks in the sequences of the Song will not be converted.
MOTE INACKS IONOKED.	(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
1	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.

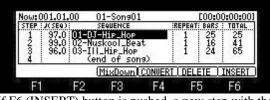
Deleting a step



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

Now:00	1.01.00	01-Hip	HOP	Tracks			0:00:00
STEP : J		SEQUENC		iR.	EPEAT	BARS	TOTAL
123	99.0 02- 96.0 03-	Ruskool_ III_Hip_H (end of	Beat Iop song)		ł	16 24	16 40
		MixDou	uni C(DNUERT	DEL	ETE (INSERT
F 4	F2	F3		EA.	F	Б. ²³	F6

Inserting a step



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.

Now:02	26.01.00	01-Hip	Hop Tra	cks	E00:0	1:01:21]
STEP :	(SEQ):	SEQUENCE		REPEA	T: BARS	
1	97.0 01-D	J-Hip_Ho J-Hip_Ho	0P		25	25 50
234	99.0 02-N 96.0 03-I	uskool_H _Hip_H	Beat OP	1	16 24	25 50 66 90
		MixDou	n CONVE	RT DEL	ETE	INSERT
F1	F2	F3	F4		5	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.

Global Program Edit

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

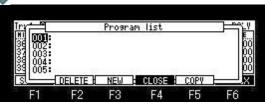
Track number Program nar	ne	
	Type of a program (D)	RUM, INST)
Tr:1:002-DJ-Hip_Set	(DRUM) Play: POLV SOUNDCHOPIDIRILEVI TUNE	POLY: Two or more notes can be pronounced simultaneously.
36C_11A01DJ_RUSS 37C#1A02DJKIX2H1 38D_1A03DJKIX2H1 39D#1A03DJKIX2H2 39D#1A04DJ_SHAKE	нана FOR 100+00.00 нана FOR 100+00.00 нана FOR 100+00.00 нана FOR 100+00.00	MONO: Two or more notes are not pronounced simultaneously Only one note is pronounced.
SAMPLE AMP FILTER	PITCH LFOMUTE OUT FX	

Creating a program

The creation method of a new program

Ir: 1 :0	FF	(DRUM)		P	Play: POLY Ir: 1:001-(Uni		(Unused	(DRUM)		Play: POLV		
NIDIIN PAD 36C_1A01 37C#1A02 38D_1A03 39D#1A04		SAMPLE	SOUN	DCHOP DIR L FOR 1 FOR 1 FOR 1 FOR 1	EV TUNE 80 +00.00 80 +00.00 80 +00.00 80 +00.00 80 +00.00	101 36C 37C 38D 39D	IN PAD 1 A01 #1 A02 1 A03 #1 A04		SAMPLE	SOUN	FOR :	EV TUNE 80 +00.0 80 +00.0 80 +00.0 80 +00.0
SAMPLE	AMP	FILTER	PITCH	LFOMUTE		SAM	IPLE	AMP	FILTER	PITCH	LFOMUTE	OUT F
E1	E2	F3	F4	F5	F6		1	F2	F3	F4	F5	F6

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



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



If F3 (DRUM) button is pressed, if the program of DRUM presses F4 (INST) button, it will create the program of INST (Instruments).

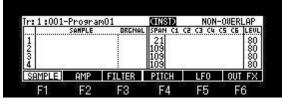
Ir: 1 :0F	F	36455555	(DRUM)		lay: POL	Ir:	1:001-0	Unused)	(DRUM)		ay: POI
NIDIIN PAD 36C_1A01 37C#1A02 38D_1A03 39D#1A04		SAMPLE	SOUN	DCHOP DIR L FOR 8 FOR 8 FOR 8 FOR 8	30 +00.0 30 +00.0 30 +00.0	0 360 0 370 0 380	11N PAD 1 A01 #1 A02 1 A03 #1 A04		SAMPLE	SOUM	DCHOP DIR LI FOR 8 FOR 8 FOR 8 FOR 8	0 TUN 0 +00. 0 +00. 0 +00. 0 +00.
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX	SA	MPLE	AMP	FILTER	PITCH	LFOMUTE	OUT F
F1	F2	F3	F4	F5	F6		F1	F2	F3	F4	F5	F6

When the program field is "OFF" or "Unused", if V cursor button is pressed, a new program will be made automatically.

Tr:1:001-F	rogra	m01	(DRUM)	P	Play: POLV		
MIDIIN PAD 36C_1 A01 37C#1 A02 38D_1 A03 39D#1 A04		SANPLE	SOUN	FOR	EV TUNE 80 +00.00 80 +00.00 80 +00.00 80 +00.00 80 +00.00		
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX		
F1	F2	F3	F4	F5	F6		

Tr: 1 :001-6	rogra	m01	(DRUM)		Play: POLV		
MIDIIN PAD		SAMPLE	SOUN	DCHOP DIR	LEV TUNE		
42F#1 A07 43G_1 A08 44G#1 A09				FOR FOR FOR	80 +00.00 80 +00.00 80 +00.00		
40H_1 H10	2	<u>.</u>	2 34	: PUK	80 +00.00		
SAMPLE	AMP	FILTER	PITCH	LFOMUT	E OUT FX		
F1	F2	F3	F4	F5	F6		

The type of a program can be changed if a DATA wheel is turned in the type field.



Basic operation in case the type of a program is DRUM

Ir: 1 :000	2-DJ-Hip	_Set	(DRUM)	PI	Play: POLV			
MIDIIN P	AD	SAMPLE	SOUN	CHOP DIR L	EV TUNE			
36C_1 A	D1 DJ_RU	BS	MONO	F0R 10	00+00.00			
37C#1 A	DŹ DJKIK	&H1	MONO	F0R 10	00+00.00			
38D_1 A	DSIDJKIK	&H2	MONO	F0R 10	00+00.00			
38D_1A(39D#1A(D4 DJ_SH	AKE	HOND	FOR 10	00.00+00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX			
	F2	F3		E5	F6			

If the \mathbf{V} cursor button is pressed, cursor will move to the parameter field.

-DJ-Hip.	_Set	(DRUM)	PI	lay: POLV		
	SAMPLE	SOUN	DCHOP DIR LI	EV TUNE		
			FOR 10	00.00+00		
2 DJKIKS	H1		•; [E0B [10	00+00.00		
3 DJ KIKS	KH2		F0B 10	00+00.00		
_		: MUMI				
AMP	FILTER	PITCH	LFOMUTE	OUT FX		
F2	F3	F4	F5	F6		
	0 1 DJ RU 12 DJKIK3 13 DJKIK4 14 DJ_SH AMP	1 DJ_RUBS 2 DJK1K2H1 3 DJK1K2H2 4 DJ_SHAKE AMP FILTER	D SANPLE SOUN 1 DJ_RUBS Man 2 DJXLX&H1 Man 3 DJXLX&H2 Man 4 DJ_SHAKE Man AMP FILTER PITCH	0 SAMPLE SOUNDCHOPOIRL 1 DJ_RUSS Mana FOR 1 2 DJKIK&H1 мала FOR 1 3 DJKIK&H2 мала FOR 1 4 DJ_SHAKE мала FOR 1 AMP FILTER PITCH LFOMUTE		

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

Ir: 1 :002-	DJ-Hip.	Set	(DRUM)	PI	lay: POLV		
NIDIIN PAD		SAMPLE			EV TUNE		
36C_1 A03 37C#1 A02 38D_1 A03 39D#1 A04	DJ_RU DJKIK8 DJKIK8 DJ_SH	3S 2H1 2H2 3KE	HON HON HON	0 FOR 10 0 FOR 10	00+00.00 00+00.00 00+00.00 00+00.00		
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX		
F1	F2	F3	F4	F5	F6		

The value of a parameter will be copied if the \blacktriangle or ∇ cursor button is pressed pressing a pad. (It can do also in [UNDO SEQ] + \bigstar or ∇)

Ir:1:002-	DJ-Hip.	_Set	(DRUM)		Play: POLV		
MIDIIN PAD		SAMPLE	SOUN	DCHOP D	R LEV	TUNE	
36C_1 A01 37C#1 A02 38D_1 A03 39D#1 A04	Sampl	e01	HOM	FO FO FO	R 100 R 100 R 100 R 100	+00.00 +00.00 +00.00 +00.00	
SAMPLE	AMP	FILTER	PITCH	LFOM	UTE C	UT FX	
F1	F2	F3	F4	F5		F6	

For example, when you want to copy "Sample01" of A01 to A04 from A02 in the state of the above figure

If cursor is moved to A04 by V cursor button, pressing PAD1, the sample of A01 will be copied from A02 to A04.

Ir:1:00)2-[)J-Hip	_Set	(DRUM)		P	lay:	POLY
MIDIIN	PAD		SAMPLE	SOUN	DCHOP	DIRL	EV.	TUNE
36C_1#	901	Sampl	e01	MON	10	FOR 1	00+	00.00
37C#16	902	Sampl	e01	MON		FOR 1	00+	00.00
38D_1#	903	Sampl	e01	MONI		FOR 1	00+	00.00
39D#1 A	904	Sampl	e01	MON	0 i	FOR 1	00 +	00.00
SAMPLE		AMP	FILTER	PITCH	LFC	MUTE	0	JT FX
F1		F2	F3	F4	F	-5		F6

Ir: 1:002-	DJ-Hip.	_Set	(DRUM)	PI	lay: POLV		
MIDIIN PAD		SAMPLE	SOUN	DCHOP DIR LE	U TUNE		
36C_1 A0 37C#1 A0;	1 Sample 2 Sample	e01	MON		10 +00.00 10 +00.00		
38D_1 A03 39D#1 A04	Sampl Sampl	e01	MON		0+00.00 5+00.00		
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX		
F1	F2	F3	F4	F5	F6		

Moreover, if cursor is moved to A01 by a cursor button, pressing PAD4 in the state of the above figure, the result of the following figure will be obtained.

Ir:1:002-	DJ-Hip	Set	(DRUM)	P	Play: POLV			
HIDIIN PAD		SAMPLE	SOUN		EV TUNE			
36C_1 A01	Sample	e01	MONO FOR 85 +00.0					
37C#1 A02	Sample	e01	MOND FOR 85 +00.00					
38D_1 A03	Sample	e01	MONI		5+00.00			
39D#1 A04	Sample	201	HON	1; FOR 8	5+00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	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.

Ir:1:0	02-0)J-Hip.	Set	(DRUM)		Play: POLV			
MIDIIN	PAD	1200337	SAMPLE	SOUND	DIR	LEV	TUNE		
36C_1 37C#1 38D_1 39D#1	A01 A02 A03 A04	Sample	201	MONO		FOR FOR FOR FOR	100 100 100 100	+00.00 +00.00 +00.00 +00.00	
SAMPL	E	AMP	FILTER	PITCH	LFC	MUT	E 0	UT FX	
F1		F2	F3	F4		-5		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.

Ir: 1:002-	DJ-Hip.	_Set	(DRUM)	P	Play: POLV				
MIDIIN PAD	1000000	SAMPLE	SOUN	EV TUNE					
36C_1 A01 37C#1 A02 38D_1 A03 39D#1 A04	Sampi Sampi Sampi	e01 e01		1 FOR 1	00+00.00 00+00.00 00+00.00 00+00.00				
39D#1 A04	Sample	e01	HON	1 FOR 10	00+00.00				
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX				
F1	F2	E3	F4	F5	F6				

"Sample01" of A01 is copied to A02 and A04.

Copy in a LAYER window

	ad:AO1:		ER		
37 2:Sai 38 3:	SAMPLI nple01 nple02 ^touch∳X			TUNE 0 03.00 0 00.00 0 00.00 0	RANCE - -127 00 -127 00 -127 00 -127 00
F1	CopyPad F2	F3	F4	F5	F6

The value of a parameter is copied by a [UNDO \overline{SEQ}] + ∇ or \blacktriangle cursor key.

If the [UNDO SEQ] + ∇ or \triangle cursor key is pressed in the state of the above figure, the value of TUNE will be copied to a layer 2.

in the	Pad:A01:	LAVE	R	TUNE : V.	
37 2	Sample01 Sample02	-	- 100 + - 100 +	05.00 0 05.00 0 00.00 0	-127 00 -127 00 -127 00
391	ftertouch	Xfade1-2:0	FF 21=		0 00
즮뱐	СоруРас	1			X

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.

Ir:1:0	02-1)J-Hip	_Set	(DRUM)	Р	Play: POLV			
MIDIIN	PAD	1.000	SAMPLE	SOUN	DCHOP DIR L	EV TUNE			
36C_1 37C#1	A01	Sampl	e01	MOND FOR 85 +08					
38D_1 39D#1	A03				FOR 1	00+00.00			
39D#1	A04	5	202 202	2 9	FOR 1	FOR 100+00.00			
SAMPL	E	AMP	FILTER	PITCH	LFOMUTE	OUT FX			
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.

Tr: 1:002-	DJ-Hip.	_Set	(DRUM)	PI	ay: POLV
37C#1 A02	Sample Sample		SOUN Honi Honi	E0R 10	EV TUNE 5 +08.00 00+00.00 5 +08.00 00+00.00
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX
F1	F2	F3	F4	F5	F6

All the values of the parameter of A01 are copied to A03. (Copy of a pad)

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

Tr: 1 :002-	DJ-Hip.	Set	(DRUM)	PI	Play: POLV			
81011N PAD 36C_1A01 37C#1A02 38D_1A03 39D#1A04	DJ BU DJKIKS DJKIKS DJ_SH	H1	SOUN Mon Mon Mon	FOR 10	EV TUNE 00+00.00 00+00.00 00+00.00 00+00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX			
F1	F2	F3	F4	F5	F6			

For example, if cursor is moved to A03 by V cursor button, pressing the [SHIFT] button in the state of the above figure, the result of the following figure will be obtained.

Ir:1:00)2-DJ-Hip_Se	t	(DRUM)	Pla	ay: POLY	Ir: :	1:002-	DJ-Hip_	.Set	(DRUM)	PI	ay: POL
MIDIIN 36C_16 37C#16 38D_16 39D#16	PAD 401 DJ_RUBS 402 DJKIK&H1 403 DJKIK&H2 404 DJ_SHAKE	AMPLE	SOUND Mono Mono Mono Mono	CHOP DIR LE FOR 10 FOR 10 FOR 10 FOR 10 FOR 10	V TUNE 0+00.00 0+00.00 0+00.00 0+00.00	380	11N PAD 1 A01 #1 A02 1 A03 1 A03	DJ_RUE DJKIK& DJKIK&	H1 H2	SOUN Mon Mon Mon	1 FOR 10 1 FOR 10	EV TUNE)0+00.01)0+00.01)0+00.01)0+00.01)0+00.01
	PACK		CIPTUNE	CHROM.	ALL	SA	MPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX
F1	F2	F3	F4	F5	F6		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.

Ir: 1:002-	DJ-Hip.	Set	(DRUM)	PI	Play: POLV			
NIDIIN PAD		SAMPLE	SOUN		EV TUNE			
36C_1 A0:	DJ_RU	BS	HONO	1 FOR 10	00+00.00			
37C#1 A02	DIKIK	kH1	MOND FOR 100+0					
38D_1 A03 39D#1 A04	DJKIKA DJ_SH	kH2	; nunu; [F0K [100]*00,					
	UDJ SHI	AKE	MONI	1: (FOR [1)	00 +00.00			
220#1H0	00 -010							
SAMPLE	AMP	FILTER	PITCH	LFOMUTE				

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: 1:00	2-DJ-Hip_S	et	(DRUM)	Pla	ay: POLV	Ir: 1:002-	DJ-Hip	_Set	(DRUM)	P	lay: POLV
MIDIIN	PAD	SAMPLE		HOP DIR LE	TUNE	MIDIIN PAD		SAMPLE			EV TUNE
36C 1 F	01 DJ_RUBS		NONO	[F0B 10	0+00.00	36C 1 A01	DJ_RU	BS	HON		00+00.00
37C#16		2	MONO	FOR 10	0+00.00	380 1002	Kikik	&H1 2H2	MON		00+00.00
39D#1 A	104 DJ_SHAK	Ē	MONO	FOR 10	0+00.00	39D#1 A04	DJ_SH	ÂKE	HON		00+00.00
	PACK		CINTUNE	CHROM.	ALL	SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX
F1	F2	F3	F4	F5	F6	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.

Ir: 1 :002-	DJ-Hip.	Set	(DRUM)		lay: POLV
MIDIIN PAD		SAMPLE	SOUN	CHOP DIR	LEV TUNE
36C_1 A01 37C#1 A02 38D_1 A03 39D#1 A04	DJ_RUE	3S	MONO		100 +00.00
37C#1002	DJKIKS	H1	MONO		100+00.00
38D_1 A03 39D#1 A04	DJKIK8 DJ_SHA	HZ	MONO		100+00.00 100+00.00
	IDJ_SHK	INC	innun	is industry	1004.00*00
330#1H04					-
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX

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

HIDIIN	PAD)J-Hip.	SAMPLE			Play: POLV
36C-1	A01	DJ_RUE	SS.	MONO		
370#1 380 1	HU2 A03	DJKIKS	H1 H2	MONO		100+00.0
39Ď#1	AŬ4	DJ_SHA	İKE	HONO		100+00.0
	2	PACK		CINTUNE	CHROM	ALL
F1	- 212	F2	F3	F4	F5	E6
F1	- 92	F2	F3	F4	F5	F6
F1	312	F2	F3	F4	F5	F6
	- 242	F2	F3	F4	F5	Fô
			Sample	F4 Packing	F5	F6
		F2 _Set			F5	F6
	-Hip +	_Set	Samele •PGM	Packing		
		_Set	Sample			.PAC

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.)

						4	As for	the pac	ked pro	gram,	the mark o	of P is dis	splayed
Ir: 1 :0026	3DJ-Hi	P_Set	(DRUM	PACK)	Play: POLV								
MIDIIN PAD		KED SAMPLE		CHOP DIR	LEU TUNE	Tr: 1:0025	an t-Hig	Sat	CDRUM	POCKY	Play: POLV	1	
36C_1 A01		J_RUBS JKIK&H1		E FOR	100 + 00.00	MIDIIN PAD		KED SAMPLE		CHOP DI	RILEV TUNE		
38D_1403	ltáið	JKIK&H2		FOR	100+00.00	36C_1 A01		J_RUBS		E FO	R 100+00.00		
39D#1 A04	C 4 1 D	J_SHAKE		FOR	100+00.00	37C#1002	1 E S 1 B	ĮKIK&H1		1 F0	R 100 + 00.00		
SAMPLE	AMP	FILTER	PITCH	LFOMUT	E OUT FX	39D#1 A04	16410	JKIK&H2 J_SHAKE		F0	R 100+00.00		
F1	F2	F3	F4	F5	F6	SAMPLE	AMP	FILTER	PITCH	LFOM	UTE 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 :0020	⊡DJ-Hi⊧	>_Set	(DRUM	PACK) PI	ay: POLV
MIDIIN PAD	PAC	KED SAMPLE		CHOP DIR L	EV TUNE
37C#1 A02	1210	J_RUBS JKUK2H1		FOR 10	00+00.00
38D_1 A03 39D#1 A04	C310.	JKIK&H2 J_SHAKE		FOR 10	00+00.00 00+00.00
36 C_ 1 A0 1 37 C # 1 A0 2 38 D_ 1 A0 3 39 D # 1 A0 4 SAMPLE	C 3 1 D. C 4 1 D. AMP	JKIK&H2 J_SHAKE FILTER	PITCH	FOR 1 FOR 1	00+00.00 00+00.00 00T FX

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.)

However, packed samples can be exchanged. (It cannot do, when a program is INST.)

Ir: 1 :002E	3DJ-Hip	_Set	(DRUM	PACK) P	ay: POLV
MIDIIN PAD	PAC	KED SAMPLE		CHOP DIR L	
36C_1 A01 37C#1 A02 38D_1 A03 39D#1 A04	E 5 1H) E 8 1H) E 121 TF	IPTREE IPTAR1R XI_OPN		FOR 1 FOR 1 FOR 1	00+00.00 00+00.00 00+00.00 00+00.00 00+00.00
39D#1 A04	<u>[9]H</u>	IP_FILT		FOR 1	00+00.00
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	
F1	F2	F3	F4	F5	F6

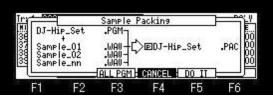
Save:	PROGRAM		[I∰ INTERNA	C INTERNAL				
003 E_	-Hip_Set		-ALL_SI - Arp_W - DJ-Hip - E_Kit	ave	ONGS			
LOAD	SAVE	USB	C NEW		DO IT			
F1	F2	F3	F4	F5	F6			

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.

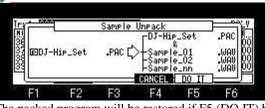
The packed program is restored.

T	r:1:00	2 P	DJ-Hi	P_Set		(DRUM	PACK)	Pla	9: POL	Y
	NIDIIN	PAD			MPLE		CHOP	DIR	LEV		
	36C_16 37C#16	201	[1]D	J_RUB	ş,		1	IE 0B	100	+00.0	
	37C#16 38D_16	102	1518	JKIK& JKIK&	12		122	FNR	100	+ 00.0	Ж
	38D_16 39D#16	103 104	Č3 10 C4 10	J_SHA	ΚĒ	3	1	FÖR	100	+00.0	iŏ
Ī	SAMPLE		AMP	FIL	IER 🛛	PITCH	LFO	IMUT	Έ ()UT F)	K
	F1		F2	F	3	F4	30 J	-5		F6	
	1		.1			1 • 1					

Please select the program which you want to restore and press [SHIFT]+F2 (UNPACK) button.

Ir: 1 :0	02@DJ-Hip.	.Set	(DRUM	PACK)	Play: POLV
MIDIIN	PAD PACK	ED SAMPLE		CHOP DIR	LEV TUNE
36C_1	A01 [1] DJ	RUBS		F0R	100+00.00
37C#1	A02 E 2 1 D J	KIK&H1		FOR	100+00.00
38D_1 39D#1	903 E 3 1 D J	LSHAKE		1 E0B	100+00.00
39D#1	AO4 C 4 1 DJ.	SHAKE	25	1 F0R	100+00.00
	UNPACK		CINTUNE	CHROM	ALL
F1	F2	F3	F4	F5	F6

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.

Ir: 1 :002-	DJ-Hip.	_Set	(DRUM)	PI	ay: POLV
MIDIIN PAD		SAMPLE	SOUN	DCHOP DIR L	EV TUNE
36C_1 A01 37C#1 A02	DJ_RU	BS	MON	0 FOR 10	00.00+00.00
37C#1 A02	#1 A02 DJKIK&H1			0 FOR 10	00.00+00
38D_1 A03	DJKIK8 DJ_SH	2H2	MON		00.00+00
39D#1 A04	DJ_SH	AKE	MON	0 i FOR 1(00.00+00
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX
F1	F2	F3	F4	E5	F6

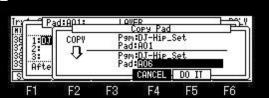
A setup of a pad is copied to other pads.

Tr: 1:002-	DJ-Hip.	_Set	(DRUM) P	Play: POLV		
MIDIIN PAD		SAMPLE	SOUN	DCHOP DIR L			
36C_1 100 37C#1 A02 38D_1 A03 39D#1 A04	BIDJKIKS	2H1 2H2	HONO HONO HONO	1: IFOR 11	100+00.00 100+00.00 100+00.00 100+00.00		
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX		

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".

	ad:A01:		ER		J
36 1:00 37 2: 38 3: 39 After	SAMPL			TUNE U.	-127 00
38 3			1001+	00.00 0	-127 00
S Hfter	rtouch▶> CopyPadt	(fade1-2:	OFF 21=		
	F2	MUTRIC IN		14 10 10	F6

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.

Ir: 1:001-	Drum_S	iet	(DRUM	D	Play: POLV		
MIDIIN PAD		SAMPLE		DCHOP DIR	LEV TUNE		
360_1 H01 37C#1 A02	BassD Sides	tick(37)	HON		80 +00.00		
380_1 A03 390#1 A04	SNC38 ClapC	390	STRE	o FOR	80+00.00		
SAMPLE	AMP	FILTER	PITCH	LFOMUT	E OUT FX		
F1	F2	F3	F4	F5	F6		

	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.)

Ir: 1:001-	Drum_S	iet	(DRUN	1)	Play: POLV			
MIDIIN PAD		SAMPLE	SOUM	LEV TUNE				
36C_1 A03 37C#1 A03 38D_1 A03 38D_1 A03	l BassD Sides SN(38) Clap(3	rum(36) cick(37)	NON NON STRE	0 FOR 0 FOR	80 +00.00 80 +00.00 80 +00.00 80 +00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUT				
F1	F2	F3	F4	F5	F6			
EXX 713 11		1		1 .1	• 1			

If the [WINDOW] button is pressed, the window of "Sample list" will open.

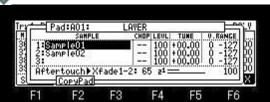
₽_								
T	ry	-	Sample li:	st (F	ree memory	110.2M	B)	
ļ	11		SAMPLI		ORIGINAL	TUNE :		
13	34	004	BassDrum()		60 C_3	00.00	00	
	34	005	BellTree(8	42	60 C_3	100.00	AT 00	
	89	006	Bongo Hi(6 Bongo Lo(6	90 C	60 C-3	00.00	St NO	
E	1	007	Bongo Lott	DENOM	1 00 0-01	COPY H		
L	SC	1 PUF	GEUDELETE	IKENHPIE	SELECT	COPY DU	HNCELEXX	
100		F1	F2	F3	F4	F5	F6	

Please refer to a "sample list" for the window of "Sample List".

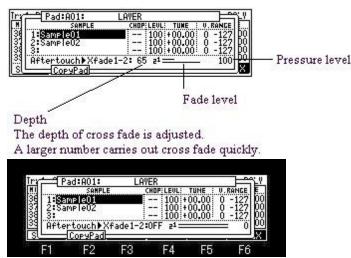
Sample Layer Crossfade (Cross fade of the sample of layers 1 and 2 can be carried out by aftertouch.)

Ir: 1:001-	Drum_S	iet	(DRUM	D P	lay: POLV		
MIDIIN PAD		SAMPLE	SOUN	EV TUNE			
36C_1 100 37C#1 A02 38D_1 A03 39D#1 A04	Sampl	e01	MOND FOR 100+00.0				
37C#1 A02	Sidest	tick(37)	нана FOR 100+0(strea FOR 100+0) нана FOR 100+0				
38D_1 A03	SN(38)	tičk(37)))9)	STRE	0; E0B 1	00+00.00		
139.0#11000	ClapCa	39)	MON	0 i F0R 1	00+00.00		
COD WIND							
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX		

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



Please choose the sample which carries out cross fade by aftertouch with layers 1 and 2, and set up the value of Depth.



Please refer to "Ccopy 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

Ir: 1:001-	Progra	m01	(DRUM)	Play: POLV			
MIDIIN PAD)	SAMPLE	SOUN	DCHOP DIR	LEV TUNE			
36C_1 A0: 37C#1 00:	Sampl	e01	MON		80 +00.00 80 +00.00			
37C#1 A02 Sample01 38D_1 A03 Sample01 39D#1 A04 Sample01			MON	FOR	80 +00.00			
330#100	Sampl	e01	HON	a: 160K	80 +00.00			
SAMPLE	AMP	FILTER	PITCH	LFOMUT	E 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 :0	01-1	Progra	am01	(DRI	(DRUM) F				
MIDIIN	PAD		SAMPLE	E 50	UNDCHOP	DIRI	LEV 1	TUNE	
36C_1	A01	Samp			IND	EOR	80 + (00.00	
37C#1	1 <u>902</u>	Samp	e01		1ND	EOR	80 + (00.00	
38D_1	1903	Samp	e01		1ND	FOR	80 + (00.00	
39D#1	A04	Samp	e01	i Hi	1HD	FOR	80 + (00.00	
		PACK	õ.	CirTU	NE CH	ROM.	Ĥ	ILL	
F1		F2	F3	F4		-5	F	6	
SHIFT]	+F5	6 (CH	ROM.) button	is pre	esse	d.		

Ine 1 • 0	01-0	rogra	-m01	(DRUM) D	lay: POLV			
MIDIIN	PAD		SAMPLE	SOUNDCHOP DIR LEV TUNE					
37C#1	A02	Samp1 Samp1	e01	MON		80 -02.00 80 -01.00			
38D_1 39D#1	A03 A04	Sampl Sampl	e01 e01	MON	0 FOR 3	80 +00.00 80 +01.00			
SAMPL	E	AMP	FILTER	PITCH	LFOMUTE	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.

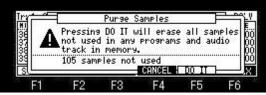
PURGE(Delete all the unused samples at the same time)

Tr: 1 :001-)rum_S	et	(DRUM	1) P	Play: POLV			
MIDIIN PAD 36C_1 A01 37C#1 A02 38D_1 A03 39D#1 A04	BassDi Sidesi	ick(37)	SOUNDCHOP DIR LEV TUN Mana — For 80 +00, Mana — For 80 +00, Strea — For 80 +00, Mana — For 80 +00,					
SAMPLE	AMP	FILTER	PITCH	LFOMUTE				
F1	F2	F3	F4	F5	F6			

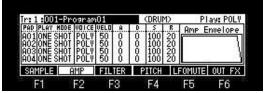
If cursor is moved to the SAMPLE column and the [WINDOW] is pressed, the window of "Sample list" will open.

Ing	1	Sample	list	(Free mem	ory 110	.2MB)	
ш		SAN	IPLE		NAL: TUI	IE :	
38	004	BassDru		60 C	_3 +00. _3 +00. _3 +00.	.00	
34	005	BellTree	(84)	160 C	_3 +00.	.00:	
1000000	UUE	Bongo H Bongo L	i(60) o(61)	60 C	_3 +00.	.00 .00	ST NO
E							31 20
LSC	1 PUR	GEBDELE	TEDKENH	MEL SELE	COP	Y BLOHKU	ELLAX
	F1	F2	E2	3 F4	I F	5	F6

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



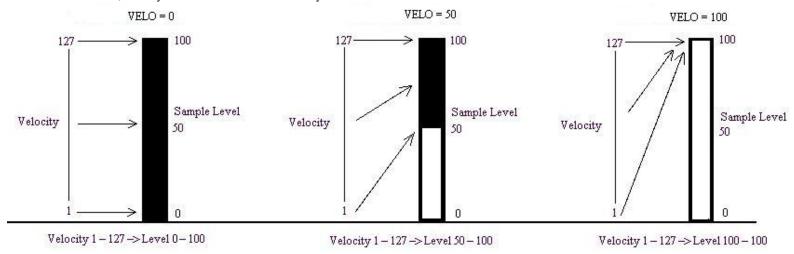
If F5 (DO IT) button is pressed, an unused sample can be deleted by all the programs.



	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.
PLAY MODE	LOOP&HOLD	Notes When the Play field is set to MONO, it does not work normally. Loop hold playback works to ON/OFF of pads, and ON/OFF of notes. Therefore, it does not work to ON/OFF of the recorded notes. Moreover, loop hold playback is recorded as duration. As for the sample to which the loop is set, the loop hold playback will be done from the loop point to end point. 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. S.START of Q-Link, S.END, and CHOP do not work to the sample by which loop hold playback is performed.
	-	ehavior when pronouncing the same note during a release.
VOICE	POLY	The sound during release pronounces a new note, without erasing.
	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.



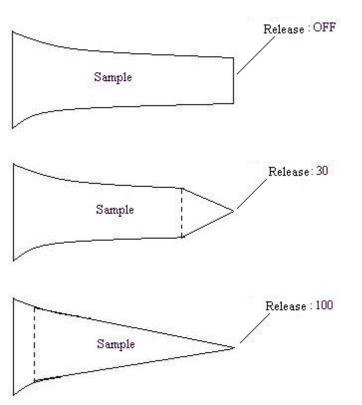
A---(Attack) Time until it reaches the maximum volume of the sound from NOTE ON is set.

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.

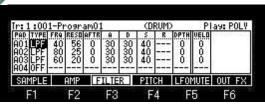
As shown in the following figure, when a sample is ONE SHOT, "Release" works.



Tr:1:001-Program01	(DRUM)	Play: POLV	
PAD TYPE FRO RESOAFTR A D	S R DPTH	FLT2 FR92 RES2	Pressure level of a pad
A0210FF			
AŎĂ ŎFF		ŎFF	
SAMPLE AMP FILTER	PITCH LFOM	IUTE OUT FX	

Ir: 1	:00	1-Pr	ogr.	am01	Ir:1:001-Program01							POLY	1
PAD	TYPE	FRQ	RESO	AFTR	Ĥ	D	S	R	DPTH	FLT2	FR92	RESE	П
A01 A02		40 80 60	56 25 20	000	30 30	30 30 30	40 40		000	OFF			1
HU3 A04	OFF				30	30	40			OFF			
SAMPLE			AMP	F	ILTE	R	PIT	CH	LFO	MUTE	00	t fX	
F1			F2		F3		F	4	F	5	F	6	

If F3 (FILTER) button is pressed when cursor is between TYPE-AFTR 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.



A enverope will be displayed if cursor is moved to the column of A (Attack).

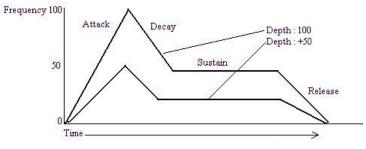
Ir: 1:001	1-Progra	am01		(DF	RUMD	Play: POLV			
PAD TYPE	FRQ RESO		D	S	R	DPTH	Env	elope	19
AOILPE	40 56	0 30	30	40		0	h		_
A03 PF	40 56 80 25 60 20	0 30 0 30	30	40 I		0	IN_		
AO4 OFF							25.		2
SAMPLE	AMP	FILTE	R	PIIO	CH.	LFO	1UTE	OUT	FΧ
F1	F2	F3		E.	4	F	5	F6	i

Note:

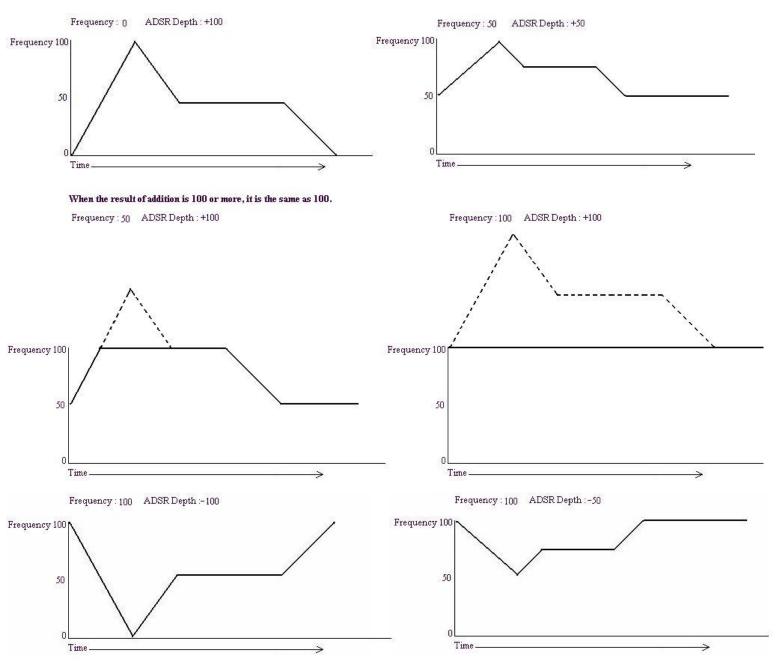
The parameters of Filter2 are only Frequency and Resonance. Moreover, ADSR does not work to Filter2.

	Please select the kind of filter.
TYPE	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.
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)	The value of the pressure of a pad is added to FREQ. Example AFTER: +100 1-100 is added to FREQ by the pressure. AFTER: -50 -1 to -50 is added to FREQ by the pressure.
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)	The value of Velocity is added to ADSR Depth. Example VELO(Velo) Depth):100 1-00 is added to ADSR Depth by Velocity. VELO(Velo) Depth):50 1-50 is added to ADSR Depth by Velocity. Frequency :30 ADSR Depth : 0 Velo. Depth : 100 (Velo. =127) Velo. Depth : 50 (Velo. =127) Velo. Depth : 50 (Velo. =127) Velo. Depth : 50 (Velo. =127) Welo. Depth : 50 (Velo. =127) Welo 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 100 Velo. Depth : 50 S : 100 Afterouch : 0 R : OFF Journal of the top of top of the top of the top of the top of the top of top of top of top of top of the top of top of top of top of the top of
	0

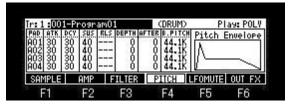
Cutoff frequency of Filter changes, as shown in the following figure.



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







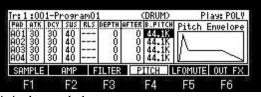
ATK---(Attack) Time until reaching the value of NOTO ON to DPTH is set.

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)

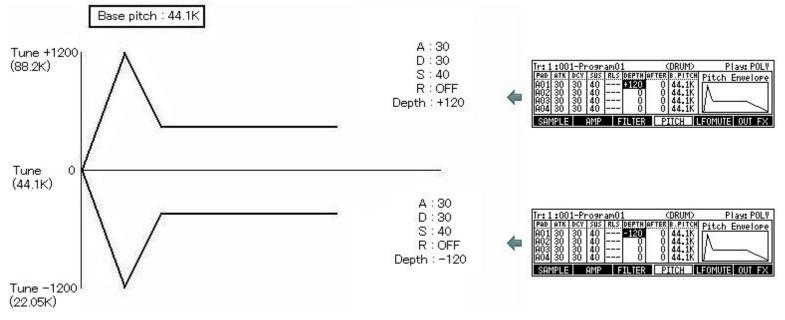
Base Pitch 44.1K

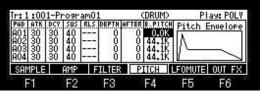


It is in the usual play state.

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.



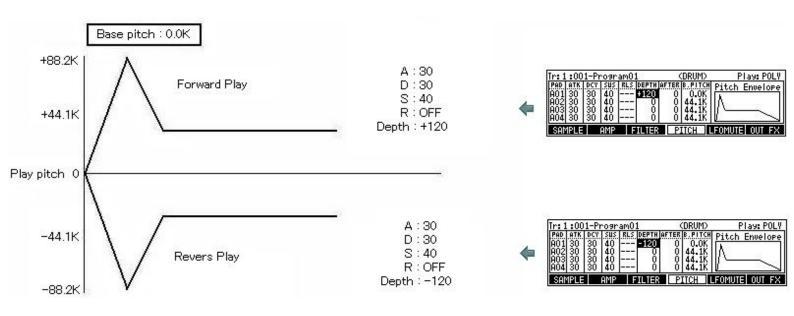


When note-on is carried out, playback speed starts from 0. Depth : +120 = Playback speed increases from 0 to 2X. Depth : -120 = Reverse playback speed increases from 0 to 2X. As for Aftertouch, Depth of ADSR changes with the pressures of a pad. The value of Aftertouch is added to the value of ADSR Depth.

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 Oscilator)

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

Ir: 1	:001-P	rogra	m01	(DR		Play: POLV			
PAD		NAVE	FORM	RATE	DELAY	PITCH	FILTR	LEVEL	AFTER
A01		TRIA	IGLE	0.30	0.00	0	0	0	0
A02	LFO	TRIA	IGLE	0.30	0.00	0	0	0	0
A03	EL O	TRIA	IGLE	0.30	0.00	0000	0 0	0	0
A04	205	TRIA	IGLE	0.30	0.00	0	0	0	0
SAM	PLE	AMP	FIL	TER	PITC		OMU	(E) 0L	JT FX
F	1	F2	F	-3	F4		F5	318	F6

	Please select the waveform of LFO.
WAVE FORM	
	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)
DELAI	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)
РПСП	The lower this value, the less pitch variation you will get, and vice versa the higher this value, the more pitch variation.
	You can set this value to change the filter of the sample. (WOW effect) (0-100)
FILTER	The lower this value, the less the WOW becomes, and vice verse.
	This parameter works is 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 tremoro effect, the larger the value, the more tremoto effect.
	The depth of LFO changes by a pressure. (Only pitch) (0-100)
AFTER	If this value is high, an effect will be acquired deeply.

MUTE / Simult Pad / CYCLE

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.)

Ir: 1	:001-F	rograp	n01	(DRI		Play: POLV			
PAD		MODE	TARCT1	TARCT2	TARGT3	TARGTA	CROUP		
A01 A02 A03 A04	MUTE/ Simult/ Cycle	MUTE	OFF OFF	OFF OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF OFF		
SAM	1PLE	AMP	FILTER	PITC	H LFO	MUTE (DUT FX		
F	1	F2	F3	F4		5	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 "TARGT".

Ir:1:0	01_D	rogram	01	(DRI	IMS	Dis	9: POLV
PAD On 1		MODE	TARGT1	TARCTZ	TARGTA AO4	TARGT4	
A02 sin A03 cy A04	UTE/ ULT/ CLE	MUTE	0FF 0FF	A03 OFF OFF OFF	OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF
SAMPL	E	AMP	FILTER	PIIC			DUT FX
F1		F2	F3	F4	- ²² F	5	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.

Ir: 1 :001-P	rogramO	1	(DRU	M)	Pla	ay: POLY	Ir: 1	:001-Pr	rogramO	01	(DRU	M)	Pla	9: POLV
PAD	MODE	TARGT1	TARCTZ	TARGT3	TARET	CROUP	PAD	0.000	MODE	TARET1	TARCTZ	TARGT3	TARCT4	CROUP
A01 A02 A03 SIMULT/ A03 CYCLE A04	MUTE MUTE MUTE MUTE			 		1112	002	NUTE/ Simult/ Cycle	MUTE MUTE MUTE MUTE					1 1 2 2
SAMPLE	AMP	FILTER	PITCH	LF0	MUTE	OUT FX	SAM	PLE	AMP	FILTER	PITCH	LFO	MUTE	DUT FX
F1	F2	F3	F4	-00 F	-5	F6	F	1	F2	F3	F4	F	5	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 A05 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

Ir:1	:001-P	rogram	01	(DRI	UM)	Pla	9: POLV
PAD		MODE	TARET1	TARCTZ	TARGT3	TARCT4	CROUP
A01 A02 A03 A04	NUTE/ Simult/ Cycle	MUTE MUTE MUTE	OFF OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF
SAM	PLE	AMP	FILTER	PITC	H LFO	MUTE	DUT FX
F	1	F2	F3	F4		5	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 "TARGT" column.

Ir: 1	:001	-Program	n01	(DRI	UM)	Play: POLV			
PAD		MODE	TARGT1	TARCTZ	TARGT3	TARGT4	GROUP		
A01		SIMUL	T1 A02	A03	OFF	OFF			
A01 A02 A03 A04	SIMUL	T/ MUTH	OFF	OFF	OFF OFF OFF OFF	OFF OFF OFF	OFF OFF OFF		
1 <u>803</u>	SIMUL	MUT	0FF 0FF	ŬFF OFF	0EE	OFE	OFE		
H04		MUTE	OFF	OFF	OFF	0FF	OFF		
SAM	PLE	AMP	FILTER	PITC	H LFO	MUTE	DUT FX		
F	1	F2	F3	F4	E COL	-5	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)
	(It overlaps with the event of A02 and A05 currently recorded, and does not sound)

SIMULT2

Ir: 1 :001-	Program	01	(DRI	UM)	Pla	Play: POLV			
PAD	MODE	TARCT1	TARCTZ	TARGT3	TARGT4	CROUP			
A01 A02 simult A03 cycle A04	MUTE	2 A02 OFF OFF OFF	A03 OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF			
SAMPLE	AMP	FILTER	PITC	H LFO	MUTE	DUT FX			
F1	F2	F3	F4		5	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.

Ir: 1	:001-Pr	rogramO	1	(DRU	IM)	Pla		Ir: 1	:001-P	rograp	n01	(DRU	IM)	Pla	
PAD		MODE	TARCT1	TARCTZ	TARGT3	TARCT4	CROUP	PAD		MODE	TARGT1	TARCTZ	TARGT3	TARCT4	CROUP
A01 A02 A03 A04	NUTE/ Sinult/ Cycle	MUTE MUTE MUTE MUTE	A02 OFF OFF OFF	A03 OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF	A01 A02 A03 A04	MUTE/ Simult/ Cycle	SIMUL MUTE MUTE MUTE	A02 OFF OFF OFF	A03 OFF OFF OFF	OFF OFF OFF	OFF OFF OFF	OFF OFF OFF
SAM	1PLE	AMP	FILTER	PITCH	LF0	MUTE	OUT FX	SAM	PLE	AMP	FILTER	PITCH	I LFO	MUTE	OUT FX
F	1	F2	F3	F4	- CC - E	5	F6		1	F2	F3	F4	- ²⁰	5	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.

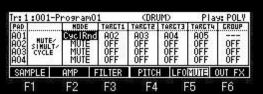
CYCLE (The pad pronounced will cycle switching to the numerical order of a "TARGT", each time the pad is hit.)

Tr:1:001-Program01				(DRU	JM)	Play: POLY		
PAD	19.14	MODE		TARCT1	TARCTZ	TARGT3	TARGTA	CROUP
A01 A02 simi A03 cyc A04		MUTE MUTE MUTE MUTE		OFF OFF OFF OFF	OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF OFF	OFF OFF OFF
SAMPLE		AMP	FI	LTER	PITCH	H LFO	MUTE (DUT FX
F1		F2		F3	F4		5	F6

Please select CYCLE in the column of MODE and set to TARGT1-TARGT4 the pad with which the sample which you want to switch is assigned.

Ir:1:001	-Program	01	(DR	UM)	Pla	9: POLV
PAD	MODE	TARGT1	TARCTZ	TARGT3	TARCT4	CROUP
A01 A02 simul A03 cycli A04	CYCLE MUTE MUTE MUTE	A02 OFF OFF OFF	A03 OFF OFF OFF	A04 OFF OFF OFF	AO5 OFF OFF OFF	OFF OFF OFF
SAMPLE	AMP	FILTER	PITC	H LFO	MUTE (DUT FX
F1	F2	F3	F4	- 632	5	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. (TARGT of OFF is skipped)



If "CyclRnd" is select in the column of MODE, it will switch at random. (The target of OFF is not skipped.)

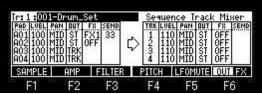
₽ 120	0.0(S) 4	/4 01-	Sequenc	e01	B	ars: 2	LOOP: OFF
N:00	1.01.00	1	- F - F	5	100		Ptrn:OFF
1	DRUM		1.1.	1.1	1 1		SSOFF 100
Track01 Q1:0FF		Psm:Prosram0 A01:200: ►A0:		01 02 A03	A04	PCsee MIDI:OFF	
L.(C. C	LICK	IR -	IR	+ (MUTE	SOLO
F	1	F2	F3	F4	1	F5	F6

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 TARGT 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) $\begin{bmatrix}rest : 1:001-Drum_Set & Set Wence Track Mixer \\ \hline rest Well Fem (But FR) & Set Wence Track Mixer \\ \hline rest Well Fem (But FR) & Set Wence Track Mixer \\ \hline rest Well Fem (But FR) & Set Wence Track Mixer \\ \hline rest Well Fem (But FR) & Set Wence Track Mixer \\ \hline rest Well Fem (But FR) & Set Wence Track Mixer \\ \hline rest Well Fem (But FR) & Set Wence Track Mixer \\ \hline rest Well Fem (But FR) & Set Wence Track Mixer Will be referred to for OUT when TRK is set. \\ \hline rest Well Fem (But FR) & Set Wence Track Mixer Will be referred to for OUT when TR is set. \\ \hline rest Well Fem (But FR) & Set ST ST ST ST ST ST ST ST ST ST ST ST ST $
FX:	Please set, when you apply an effect. OFF: No effect will be used. (The effect of a master is applied. However, 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.)

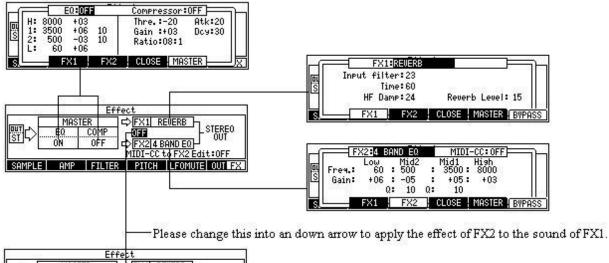
Notes

A sequence memorizes a setup of a truck mixer.

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

8		Eff	ect		
	MAST	ER	¢FX1 R	EVERB	100000
ST C	EQ	COMP	OFF	-	STERE0 OUT
1211-2	ON	OFF	¢FX24E	AND EQ	001
2 Sec.		23925 - N.	MIDI-CC	to FX2 Edi	t:OFF
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	OUT FX

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.



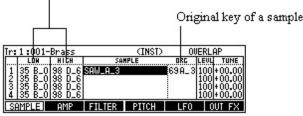
	MAST	TER C	FX1 R	EVERB -	
	EQ OFF	COMP OFF			STEREO OUT
	orr 1			to FX2 Edi	t:OFF
SAMPLE	AMP	FILTER	PITCH	LFOMUTE	out fx

SAMPLE (INST)

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

The value of a column can be adjusted also with Q1 slider.

Range of the musical scale which a sample uses



Please set the range of the musical scale which the original key(note) of a sample and a sample and a sample use. 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.

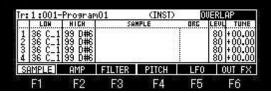
The sample has memorized the note of a sample.

Therefore, when the note of a sample is changed, please save a sample.

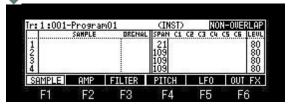
Irr	ť	Sampl	-01	<u> </u>	
		SAMPLE	ORIGINAL:	TUNE :	
1	002	ibraphone C5 ibraphone C6	84 C_5	+00.00 LOOP	10
121	00		96 C_6	+00.00 LOOP	101
131	001	braphone D3	62 D_3	+00.00;L00P	IEVI
ЦЩ	00.04	braphone G2		+00.00 LOOP	민민
I SL	4 P0r	SE & DELETE&RENAME	SELECT	COPY & CANCEL	LX.

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

NON-OVERLAP mode



It will become NON-OVERLAP if a DATA wheel is turned to the right in the OVERLAP field.



Original key of a sample

Range of the musical scale which a sample uses

Too 1 - 001 070	(THOT)	(15.11)	
Tr:1:001-07Harpsichard	AINST)	C2 C3 C4 C	-OVERLAP 5 CG LEVL
1 Harpsichord31 310 2 Harpsichord36 360	6_0 21 C_1 34		80
3 Harpsichord44 440 4 Harpsichord51 510	G#1 41 D#2 48	Υ _γ	80 80
SAMPLE AMP FILTER	R PITCH	LFO	OUT FX

Ir:	1:001	-07Harps	ichard	(INSI)	NOM	-OVERLAP
		SAMPLE	ORGNAL	SPAN C1	C2 C3 C4	CS CE LEVL
1234	Harpsi Harpsi	chord31 chord36 chord44 chord51	316_(36C_ 44G# 51D#2	21 7 1 34 7 1 41 2 48	۳	80 80 80 80
Sí	AMPLE	AMP	FILTER	PITCH	LFO	OUT FX
	E1	F2	E0	EA	E5	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

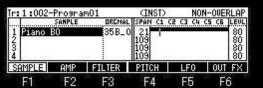
Piano_d0.wav

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



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.

	2-Program SAMPLE	DRCNAL	(INST)	C2 C3 C4 0	-OVERL
1 Piano 2 3	BU	35B_(109		
4	I BOOK	THOFFY	109	2	1
AutoSet	PHCK	INSERT	DELETE		
F1	F2	F3	F4	F5	F6
FT1+F	F1(AutoS	Set) butt	on is pro	essed.	
1	- (,	r-		

:002	-Program	m01	(INSI)	NO	N-OVERLAP
	SAMPLE	DRCNAL	SPAN C1	C2 C3 C4	CS CE LEVL
lano	DO	26D_0	21		80
'iano	FO	29F_1	28[7.		80
lano		316_	세 3월 6		80
Tano		:300_0	JI 34 T		80
1PLE	AMP	FILTER	PITCH	LFO	OUT FX
-1	F2	F3	F4	F5	F6
	iano 'iano 'iano 'iano 'iano 'IPLE	SAMPLE 'iano DO 'iano FU 'iano GO 'iano BO 1PLE AMP	Yano 00 260_ Yano FO 29F_ Yano GO 31G_ Yano BO 35B_ 1PLE AMP FILTER	SAMPLE DREINEL SPAN CL Jano DO 26D.0 21 Jano FO 29F.0 28 9 Jano GO 31G.0 31 7 Jano BO 35B.0 34 9 Jano BO 35B.0 34 9 JPLE AMP FILTER PICH	SAMPLE DECHAL SPAN CL C2 C3 C4 C4 C4 C4 C3 C1 C4 C4 <thc4< th=""> <thc4< th=""> C4</thc4<></thc4<>

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

Ir:	1:002	-Program	n01	(INSI)	NO	N-OUEI	RLAP
		SAMPLE	ORCNAL	L SPAN C1	C2 C3 C4	C5 C6	LEVL
1234	Piano Piano Piano Piano	D0 F0 G0 B0	26D_) 29F_) 31G_) 35B_)	0 21 0 28 7 0 31 7 0 34 7			80 80 80 80
Sf	MPLE	AMP	FILTER	PITCH	LFO	OUT	FX
	F1	F2	F3	F4	F5	^{SSE} E	6

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

ir:	1:002	-Progra	m01	(INST)	NON	-OVERLAP
		SAMPLE	DRCNA	L SPAN C1	C2 C3 C4 C	S C6 LEVL
1	Piano	DO	26D_	0 21		80
2	Piano	FO	29F_	0 28 7		80
ŝ	Piano	GQ	316_	0 31 7		80
4	Piano	B0	35B_	0 34 9	2	80
Ĥu	toSet	PACK	INSERT	DELETE		
	F1	F2	F3	F4	F5	F6

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

r:1:002	-Program	m01	(INSI)	NO	NON-OVERLAP		
	SAMPLE	DRGNAL	SPAN C1	C2 C3 C4	C5 C6	LEVL	
1 Piano	DO	26D_0	21			80	
2 3 Piano 4 Piano	F0 60	29F_0 316_0	28 P 31 7	2	32	80 80 80	
SAMPLE	AMP	FILTER	PITCH	LFO	OUT	FX	
F1	F2	F3	F4	F5	E	6	

DELETE

Ir: 1:002	-Program	m01	(INSI)	NO	N-OVER	RLAP
	SAMPLE	ORCNAL	SPAN C1	C2 C3 C4	C5 C6	LEVL
1 Piano	DO	26D_0	21			80
2 Piano	FO	29F_0	에 28[7_			80
3 Piano	GQ	316_0	j 31 7			80
4 Piano	B0	:35B_1	34 7	22	22	80
SAMPLE	AMP	FILTER	PITCH	LFO	OUT	FΧ
E1	F2	F3	FA	F5	E	6

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

Ir:1:002-Program01	D	NST)	NON-OVERLA	P
SAMPLE	DRCNAL SPA	N C1 C2 C3	C4 C5 C6 LEV	L.
1 Piano DO	26D-0 21	.	80	
2 Piano F0 3 Piano 60 4 Piano 80	29F_0 28 31G_0 31 35B_0 34	15	80	
4 Piano BO	35B_0 34	i 'r	80 80	
AutoSet PACK IN	SERT DEL	ETE		
F1 F2	F3 F	4 F8	5 F6	
[SHIFT]+F4(DELETE	E) button	is press	ed.	
L		-		
•		•		
•				
Tr: 1:002-Program01		NST)	NON-OVERLA	P
SAMPLE	DRGNAL SPA	N C1 C2 C3	C4 C5 C6 LEV	L.
SAMPLE	DRGNAL SPA	N C1 C2 C3		L.
SAMPLE 1 Piano DO 2 Piano GO 3 Piano BQ	DRGNAL SPA	N C1 C2 C3	C4 C5 C6 LEV 80 80	L.
SAMPLE 1 Piano DO 2 Piano GO 3 Piano BO 4 Piano D1	DRENAL SPA 26D_0 21 31G_0 31 35B_0 34 38D_1 37		C4 C5 C6 LEV 80 80 80 80 80	
SAMPLE 1 Piano DO 2 Piano GO 3 Piano BQ	DRENAL SPA 26D_0 21 31G_0 31 35B_0 34 38D_1 37	N C1 C2 C3	C4 C5 C6 LEV 80 80 80 80 80	
SAMPLE 1 Piano DO 2 Piano GO 3 Piano BO 4 Piano D1 SAMPLE AMP FI	DRENAL SPA 26D_0 21 31G_0 31 35B_0 34 38D_1 37		C4 C5 C6 LEV 80 80 80 80 80 80 80 80 0 0UT FX	

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.

r: 1 :000	-01Grand	d Piano	(INSI)	NO	N-OVER	RLAP
	SAMPLE	ORGNAL	SPAN C1	C2 C3 C4	C5 C6	LEVL
1 Piano 2 Piano 3 Piano 4 Piano	D0 F0 G0 B0	26D_0 29F_0 31G_0 35B_0	217 28 7 31 7 34 7			80 80 80 80
SAMPLE	AMP	FILTER	PITCH	LFO	OUT	FX
F1	F2	F3	F4	F5	Ft	ŝ

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

r: 1 :001	-01Grand		(INST)		-OVERLAP
2 Piano 3 Piano	SAMPLE DO FO GO BO	26D_0 29F_0 31G_0 35B_0	21 28 31 34	2 C3 C4 C	5 C6 LEVL 80 80 80 80
AutoSet	PACK	INSERI	DELETE	0400 P	
F1	F2	F3	F4	F5	F6
ry 		Sample P	acking		ALE OF
	and Pian	Sample P o .PGM-	acking	;	
	+		acking	}	

L PGM

F3

F1

F2

CANCEL DO IT F4

F5

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.)

F6

Ť								As for the packed program, P mark is displayed.
	Ir: 1 :001	⊡01Gra	nd Piano	(INST	PACK	NON-OVERI		
		ACKED SAM	PLE	SPAN C1	C5 C3		EVL	Tr: 1:001001Grand Piano (INST PACK) NON-OVERLAP
		ano DO ano FO		21 28 7			80 80	PACKED SAMPLE SPAN C1 C2 C3 C4 C5 C6 LEUL
		ano GO				2	ŠŎ SO	I [1] [1] Piano D0 21 80 [2] [2] JPiano FO 28 80 [3] [3] JPiano GO 31 7 80 [4] [4] JPiano BO 34 80
	4 [C 4] Pi	ano BO	×	34 9				3 [2 3 JPiano GO 31] 7 80
	SAMPLE	AMP	FILTER	PITCH	LF	OUT OUT	FX	4 E 4 J Piano BO 34 7 80
	F1	F2	F3	F4	F5	F6		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.

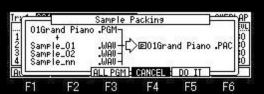


In save mode, it is displayed as a program.

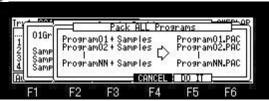
	ial Sound			lGrand Pi	ano	.PAC	24M
LOAD	SAVE	J.	USB	-		DO	IT
F1	F2	28	F3	F4	F5	× F	6

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.

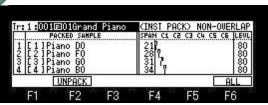


If the F5(DO IT) button is pressed, all programs will be packed.

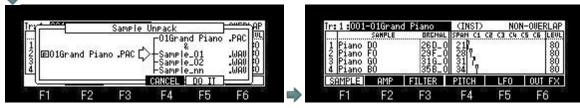
The packed program is restored.

		nd Piano	CINST PR	ACKX NO	N-OUER	RLAP
PA	CKED SAM	PLE	SPAN C1	40 ED 53	C5 C6	LEVL
2 C 2 1 Pi	ano DO ano FO ano GO ano BO		21 28 31 34	80 80 80 80		
			and the second se		0.07	
SAMPLE	AMP	FILTER	PITCH	LFO	001	ŀΧ

Please select the program which you want to restore and press [SHIFT]+F2 (UNPACK) button.



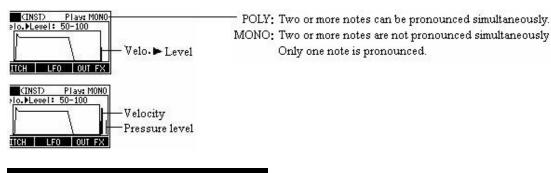
If [SHIFT]+F2 (UNPACK) button is pressed, the window of "Sample Unpack" will open.



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



Only one note is pronounced.



(INST) Play: MONO Velo. PLevel: 50-100 Ir: 1 :001-Brass (INST) 10 12 84 20 NOTE ON A: D: S: Play Voice Ř: Sample amp Filter Pitch Leo OUT FX F4 F5 F1 F2 F6

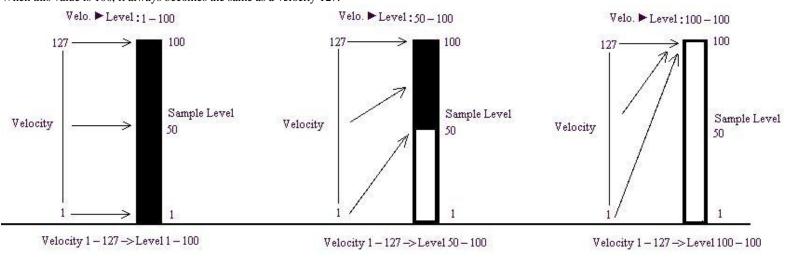
Note: The value of a parameter can be set also with Q1 slider.

Dlov		The MPC plays the sample until the end regardless of how long you hold the pad or keyboard.
Play	NOTE ON	The MPC plays the sample only while you hold the pad or keyboard.
	It opts for th	e behavior when pronouncing the same note during a release.
Voice	POLY	The sound during release pronounces a new note, without erasing.
	MONO	The sound during release is erased and pronounces a new note.

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.



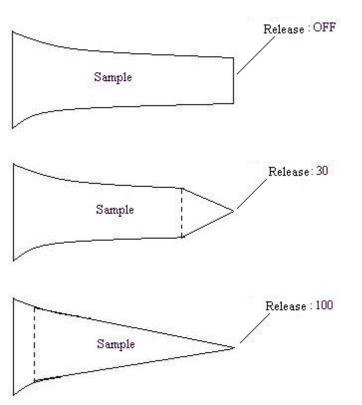
A---(Attack) Time until it reaches the maximum volume of the sound from NOTE ON is set.

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

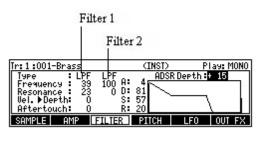
S---(Sustain) After Decay finishes, the volume pronounced as long as sound is sounding is set.

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)



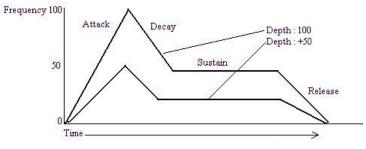
Ir: 1 :001-	Brass		(INST)	P	lay: MONO
Type Frequend Resonand Uel.⊅De Afterto	e 23 Pth: (0.0-	4 81 57 20	<u>RDepth</u> :	+ 15
SAMPLE	AMP	FILTER	PITCH	LF0	OUT FX
F1	F2	F3	F4	F5	F6

Note

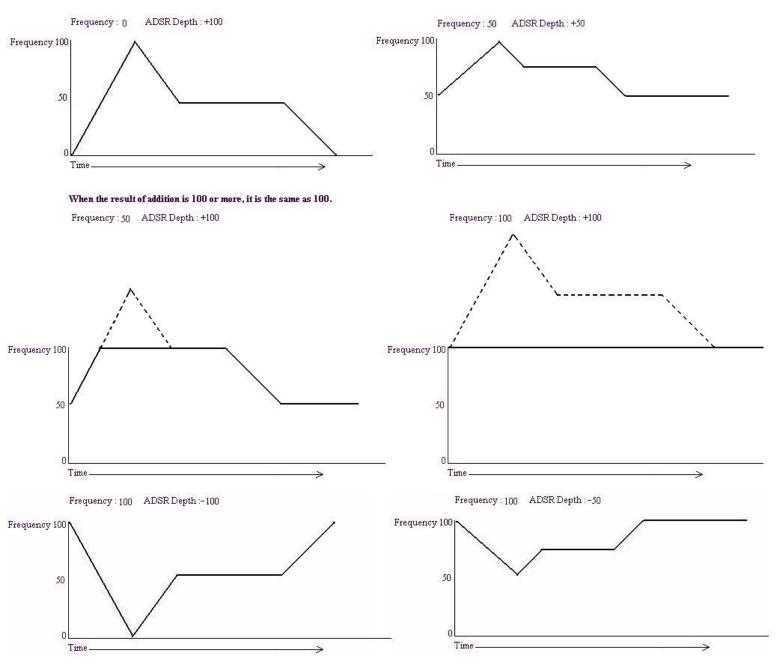
The parameters of Filter2 are only Frequency and Resonance. Moreover, ADSR does not work to Filter2.

	Please select the kind of filter.
Туре	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.
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	The value of Velocity is added to ADSR Depth. Example Vel → Depth:100 1-100 is added to ADSR Depth by Velocity. Vel → Depth:50 1-50 is added to ADSR Depth by Velocity. Frequency :00 4 Frequency :00 5 6 7 When Cutoff wants to change by Velocity (ADSR is not used), please set the value of ADSR as follows. The to following example, it changes Frequency 50-100 by Velocity. Frequency :00 4 Velocity =127 Velocity =127 Velocity =127 Velocity =127 Velocity =127 The value of the pressure of a pad is added to Frequency.
Aftertouch	Example Aftertouch: +100 1-100 is added to Frequency by the pressure.
	Aftertouch: -50 -1 to -50 is added to Frequency by the pressure.
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.



PITCH (INST)

Ir: 1 :001-	Brass		(INST)	P	Tay: MONO
Portame Porta.Ra Afterto	ite: O	A: 30 D: 30 S: 40 0 R:OFF		Depth:	0
SAMPLE	AMP	FILTER	PITCH	LF0	OUT FX
					E6

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.)

r:1:001-	-Brass		(INST)		'lay: MONO
Portame Porta.Ra Afterto	ite: O	A: 30 D: 30 S: 40 0 R:OFF	1	Derth:	
COMPLE	AMP	FILTER	PITCH	LFO	OUT FX
SAMPLE					

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



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

Ir: 1 :001	-Brass		(INSI)	Play: MONO		
Wave Rate Delay Afterto	IRIANG 0.30 0.00 uch≯Pit		\wedge	▶Pitch ▶Filter ▶Level	: 0 : 0 : 0	
SAMPLE	AMP	FILTER	PITCH	LFO	OUT FX	
F1	F2	F3	F4	E5	F6	

	Please select the waveform of LFO.							
Wave	TRIANGLE SINE SQUARE SAW SAW DOWN RANDOM							
	You can set the cycle (speed) of the LFO. (0.12-99.00)							
Rate	This setting value is based on the Beat and Tick.							
	The cycle (speed) will be changed with the tempo of the sequence.							
Dalaa	You can set the delay time (the time before starting the LFO) with the Beat and the Tick. (0.00-99.00)							
Delay	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".							
	$T_{1} = 1 + 1 + 1 + 1 + 1 + 1 + (0, 100)$							
Aftertouch	If this value is high, an effect will be acquired deeply.							
Ditab	You can set a value to change the pitch of the sample. (Vibrate effect). (0-100)							
FIICH	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.							
	You can set this value to change the filter of the sample. (WOW effect) (0-100)							
Filter	The lower this value, the less the WOW becomes, and vice verse.							
	This parameter works is 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 tremoro effect, the larger the value, the more tremoto effect.							
Level	The lower this value, the less tremoro effect, the larger the value, the more tremoto effect.							

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

Ir: 1 :001-	Progra	m01	Sequ	Sequence Track Mixer				
INST uses	a traci	k mixer. С	$> \frac{1}{2} \frac{1}{3} \frac{1}{1}$	VEL PAN OUT 27 MID ST 27 MID ST 27 MID ST 27 MID ST 27 MID ST	off Off Off Off Off Off Off			
SAMPLE	AMP	FILTER	PITCH	LFO	OUT FX			
C1	E2	E3	EA	EB	E6			

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

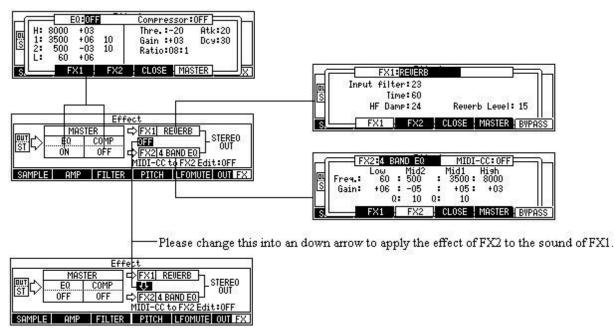
LVEL:	Please set an output level.
PAN:	Please set the value of PAN.
OUT:	Please set the output destination. ST is outputted to STEREO OUT. 1-4 is outputted to ASSIGNABLE MIX OUT. (in the case of MPC1000) 1-8 is outputted to ASSIGNABLE MIX OUT. (in the case of MPC2500) L is outputted to L of STEREO OUT 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.

Effect									
	MAST	ER		FX1 R	EVERB	energe 3			
	EQ	COMP		OFF	-	STEREO			
1911-A L	ON	OFF		FX2 4 8		001			
	, staat - 38 -	13075 - N 36	M	IDI-CC	to FX2 Edi	t:OFF			
SAMPLE	AMP	FILTER	2	PITCH	LFOMUTE	OUT FX			
E1	F2	E3		EA	E5	E6			

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.



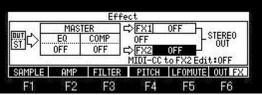
The parameter of FX2 is controllable by a MIDI controller. (Parameter of FX1 is not controllable)

Note

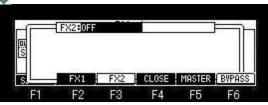
If the value of Time of DELAY is changed during a play, a noise will occur. This is a limit of CPU which is not a bug.

The method of a setup.

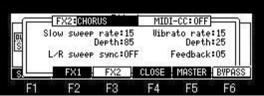
[MODE]+PAD7



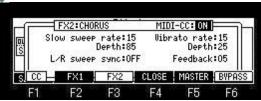
Please press the [WINDOW] button in the FX2 field of a program screen.



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.

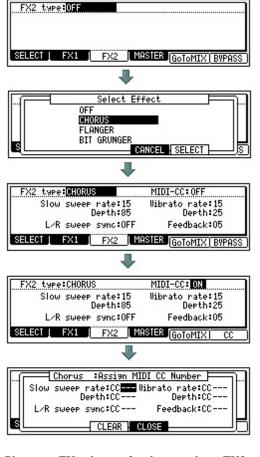


If the knob and slider of a MIDI controller to assign are moved, the received control change number will be automatically set to the parameter of the cursor position.

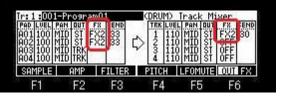


A setup of assigned MIDI CC is memorized by the system by pressing the MAIN button.

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.

	Tremolo	:Assign	MIDI	CC N	umber ⊨	ľ	ī
	Ra	ate:CC	3	Sea	sync:CC	3	Γ
	Der	th:CC	3				
	Inve	ert:CC	3				
s	Î	CLEAR	CL0	SE			Ē
F1	F2	F3	F	1	F5	F6	

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

	List field
	Behavior field
001.01.00 Sq: 01 -DJ-Hip	HOP END OF SEQUENCE
01-16 BANK A Standard Rock	k_Tast_Rock_Tast_Rock_Tast
DJ-Hip_Ho Nusl	kool_B III_Hip_H Techno SUDDEN HOLD CLEAR

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.

001.01.0	0 Sq: <mark>01</mark> -I	DJ-Hip_Hop	:E	ND OF SE	QUENCE
Sa	PAD13	PAD14	PAD1	5 i PA	4D16
01-16	PAD9	PAD10	PAD1	1 P/	4D12
Bank a	PAD5	PAD6	PAD7	i P/	4D8
	PAD1	PAD2	PAD3	:PA	4D4
PadPam]	S	UDDEN	HOLD	CLEAR

	2 S4:01-D.	J-Hip_H	Нор		END OF	SEQUE	NCE
S4 01-16 Bank A	Rock_Tast Standard DJ-Hip_Ho	Rock.	.Tast ol_B	Rock. III_H	.Tast ip_H	Rock_ Techn	Tast o
03-Stan	dard	3049487748 	SUE	DEN	HOLD	CI	EAR
F1	F2	F3	1	-4	F5	F	6

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.

001.01.0	0 S4: <mark>01</mark> -DJ	-Hip_H	OP	:6	END OF	SEQ	UENCE
Sq 01−16 Bank A	Rock_Tast Standard DJ-Hip_Ho	Rock. Nusko	Tast ol_B	Rock. III_H	Tast ip_H	Roc Teci	k_Tast hno
PadPam]		SUE	DEN	HOLD		CLEAR
F1	F2	F3	1	-4	F5		F6

Please refer to "Program is switched by hitting the pads" for F1 (PadPgm).

The program can be switched by hitting the pads.

001.01.00	S4:01-D	J-Hip_H	lop :	end of se	QUENCE
Bank a	Rock_Tast Standard)J-Hip_Ho	Rock	.Tast Rock. ol_B III_H	_Tast Ro ip_H Te	ick_Tast chno
PadPam			SUDDEN	HOLD	CLEAR
E1	F2	E3	EA	E5	E6

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

		-	_			
00	1.01.0	0 S4:01-DJ		20	15	
1		_Str&Bass R-D&B_Set		KUnuse R_Bass		Standard_
-	• <u>1</u>	-III_Hip_S	LA_Kit	M_Bass	5	Nuskool_S
		<u>Program01</u>	Arp_Wave	DJ-Hip	Se	E_Kit
_ P.	adPam					
	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 f	ollowing figure.

-	PAD13	PAD14	PAD15	PAD16
1	PAD9	PAD10	PAD11	PAD12
	PAD5	PAD6	PAD7	PAD8
	PAD1	PAD2	PAD3	PAD4

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

	PAD13 PAD9 PAD5 PAD1	PAD14 PAD10 PAD6 PAD2	PAD15 PAD11 PAD7 PAD3	PAD16 PAD12 PAD8 PAD4
001.01.00 39:	01-\$equence0		Jse events	5 0 N
Irack	13' Irack14	Inack15	Inack1	6
1 Irack		Inack11	IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	2
E=PLAY Track	05 Irack06	Inack07	[] Irack0	18
Imack	01 Irack02	Inack03	¹ Inack0	14
ALL MUTE CLE	AR PadMute	Act.Trk	SC)LO)

You can display 1 to 64 tracks by switching pad banks. When LED of PAD BANK A is on (the LED is lit)

001.01.0	0 Sa:01-S	Sequence01		se events: I
	_Track13	Irack14	iTrack15	iTrack16
1	Track09	Track10	Track11	Track12
	HTrack05	Track06	Track07	Track08
=HUTE	Track01	Track02	Track03	Track04

When LED of PAD BANK C is on (the LED is lit)

001.01.0	10 S4:01-:	Sequence01		se events: ON
and the second second	Irack45	Irack46	Inack47	Irack48
1	Track41	Irack42	Track43	Track44
T=PL OV	HTrack37	Irack38	Track39	Track40
=HUTE	Track33	Irack34	Track35	Track36
ALLMUTE	CLEAR	PadMute Ac	t.Trk	SOLO

The track list displays the first 8 letters of the track name.

01.01.0	1.00 Sa:01-DJ-Hip_Hop			Use events: ON		
1 =PLAY =HUTE	-hrn -ibeat	-irubs -itar	-!fi !	terba -	tree	
ALL MUTE	CLEAR	PadMute	Act.Irk		SOLO	
F1	F2	F3	F4	F5	F6	

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

002.01.6	7 S4:001-	Use	events: ON		
	-ihrn -ibeat	-irubs -itar	-ifilt	erba	itree
ALL MUTE	CLEAR	PadMute	Act.Irk		SOLO
F1	F2	F3	F4	F5	F6

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

004.04.0	9 S4: 01 -	DJ-Hip_Hop		Use e	vents: ON
1 =PLAY =HUTE		-irubs -itar		erba -	tree
ALL MUTE	CLEAR	PadMute	Act.Irk		SOLO
F1	F2	F3	F4	F5	F6

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.

When LED of PAD BANK B is on (the LED is lit)

001.01	.00 Sq:01-:	Sequence01	Use events: ON				
0.000	Irack29	iTrack30	iTrack31	iTrack32			
1	Track25	Track26	Irack27	Irack28			
	AV Track21 TE Track17	Irack22	Irack23	Irack24			
====	TE Track17	Track18	Track19	Track20			
ALLMU	TE CLEAR	PadMute Ac	t.Irk	SOLO			

When LED of PAD BANK D is on (the LED is lit)

001.01.00) Sa:00-	Sequence01	U:	se events: ON
	Track61	iTrack62	Irack63	iTrack64
1	Track57	Irack58	Track59	Track60
	Track53	Track54	Track55	iTrack56
=PLAY	Track49	Track50	Irack51	iTrack52
ALL MUTE	CLEAR	PadMute Ac	t.Trk	SOLO

008.01.7	4 S4:001-	DJ-Hip_Hor		Use eve	ents: OM
1 =PLAY =HUTE	-ihnn -iheat	-irubs -itar		terba -it	ree
	CLEAR	PadMute			SOLO
F1	F2	F3	F4	F5	F6

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

SCREEN 2

011.01.4	2 S4:01-	DJ-Hip_Hop		Use events: ON					
1	-ihnn	Enubs							
=PLAY	-ibeat	-itar	-#filt	erba -	tree				
ALL MUTE	CLEAR	PadMute	Act.Trk		SOLO				
F1	F2	F3	F4	F5	F6				

008.0	01.74	1 S4:001-	DJ-Hip_Ho	P	Use events: ON				
1	1.AY	-iben a	-irubs						
-	IUTE	-ibeat	-itar	-ifi	terba	-itre	e		
ALLN	1UTE	CLEAR	PadMute	Act.Irk	UNSOL	0	SOLO		
F	1	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.

009.02.0	3 S4: 01 -	DJ-Hip_Hop	×	Use	events: ON
1 =PLAY =HUTE		-rubs -tar		terba -	
ALL MUTE	CLEAR	PadMute	Act.Irk		SOLO
F1	F2	F3	F4	F5	F6

Track Mute Groups

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

001.01.0	0 S4:01-	DJ-Hip_Hop		Use ei	vents: ON
	- <u>-ihrn</u>	-irubs			
	-ibeat	-itar PadMute		erba i-i	tree SOLO
F1	F2	F3	F4	F5	F6

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

001.01.0	0 Sq:01-		Use events: ON				
	-hrn -beat	-irubs -itar	-!filt	terba -	tree		
ALL MUTE	CLEAR	PadMute	Act.Irk		SOLO		
F1	F2	F3	F4	F5	F6		

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.

001.01.0	0 S4:01-	DJ-Hip_Ho	P	Use events: ON				
	-brn Sbeat	-rubs	1:filt	erba -	tree			
ALL MUTE		PadMute		ansere en	SOLO			
F1	F2	F3	F4	F5	F6			

Note: 9 different mute groups can be created.

Change of an active track

	001.01.00	S4:001-	DJ-Hip_Hop	, ,	Use	events: ON	1	001.01.0	0 Sa: 01 -	-DJ-Hip_Ho	P	Use	events: ON
Active track —								1	1				
			-irubs -itar	- fi	terba	-itree		=PLAY		-irubs -itar		lterba	
	ALL MUTE	CLEAR	PadMute	Act.Irk		SOLO		ALL MUTE	CLEAR	PadMute	ACTIVE]	SOLO
	F1	F2	F3	F4	F5	F6		F1	F2	F3	F4	F5	F6

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.

001.01.0	Ю Sq:01-DJ-Нір_Нор			Use events: ON		
1 =PLAY =MUTE	-brn -beat	-irubs -itar	-!filt	;erba	-itree	
ALL MUTE	CLEAR	PadMute	Act.Irk		SOLO	
F1	F2	F3	F4	F5	F6	

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

		M fone-sh JTE track	<u>Mute</u> lute type ot sample < display ce:END OF	IMMEDIA Normal	····
AL	2792.9-00	and a second second	CLOSE		

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.

		fone-sho JTE track	ute type	IMMEDIA	TE
F1	F2	F3	F4	F5	F6

NORMAL: A mute track is highlighted and is displayed.

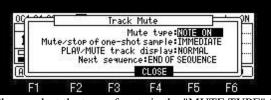
REVERSAL: A not mute track is highlighted and is displayed.

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.

Note on	Mute on (Note off)	Mute off	Note on	
and Alimia	a nduda	-	Barrie and the first and the	C 1 1
Mill Laboration	untile Littl		bendra sud sually. At als is ande als	— Sample sound

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.

Mute on Note on (Level off)	Mute off (Sample replay) (Level on)
and the second s	and a state of the second second second second second second second second second second second second second s
Milli & alath Millions for Last	Sample sound

Notes

Level mute does not work to external MIDI.

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

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

001.01.00 Sч:01-DJ-Нір_Нор			Use events:0		
	-ihrn -ibeat	-irubs -itar	-!filt	erba -	tree
ALL MUTE	CLEAR	PadMute	Act.Irk		SOLO
F1	F2	F3	F4	F5	F6

Notes

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

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 Sa:00-DJ-Hip_Hop				Use events: ON		
	-ihrn -ibeat	-irubs -itar	-:filt	erba -	tree	
ALL MUTE				0.000.000	SOLO	
F1	F2	F3	F4	F5	F6	

001.01.00		[[PAD MU	te mode]]		
Inconvi	JIPE_SE		ITRI_0	LS	TRI_OPN	
1 A	HIP_FILT	HIP_FIL1				
	HIPTREE	DJ_SN2 DJKIK&H	HIPTA 1 DJKI		HIPTAR1R DJ_SHAKE	
			- A			4
ALLMUTE	CLEAR	PadMute[HIIrks	1	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	CE PAD MUTE	MODE 11	
PAD13	PAD14	PAD15	PAD16
1 BANK PAD9	PAD10	PAD11	PAD12
PAD5	PAD6	PAD7	PAD8
PAD1	PAD2	PAD3	PAD4
ALLMUTE CLEAR	PadMute RIII	irks	SOLO

001.01.00)	[[PAD MUT	E MODE]]	
	WIPE_SE		ITRI_CL:	S I	IRI_OPN
	HIP_FILT	HIP_FILT			
=PLAY	HIPTREE	DJ_SN2	HIPTAR		HIPTAR1R
=HUTE	DJ_RUBS	DJKIK&H1	DJKIK&	H2 i	DJ_SHAKE
ALL MUTE	CLEAR	PadMute 🕄	llīrks		SOLO
F1	F2	F3	F4	F5	F6

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

$\mathbf{\nabla}$	*	

001.01.00)	[[PAD MU	TE MODE	11	
Income	WIPE_SE		IRI_C	LS	TRI_OPN
1 A	HIP_FILT	HIP_FIL1			
=PLAY	HIPTREE DJ_RUBS	DJ_SN2 DJKIK&H			DJ_SHAKE
ALLMUTE		PadMute			SOLO
F1		FO		EE.	
E 1	F2	Fð	F4	F5	F6

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

001.01.00	i	[[PAD MUT	E MODE	11	
	WIPE_SE		IRI_(CLS iI	RI_OPN
	HIP_FILT	HIP_FILT			
	HIPTREE	DJ_SN2	HIPT		IPTAR1R
=HUTE	DJ_RUBS	DJKIK&H1)J_SHAKE
ALL MUTE	CLEAR	PadMute	IIIrks)	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 MU]	TE MODE	11	
	JIPE_SE		IRI	CLS [T	RI_OPN
	IP_FILT	HIP_FILT			
D=PLAY	IPTREE	DJ_SN2	(HIGH		IPTAR1R
HUTE)J_RUBS	DJKIK&H1	DJKI	K&H2 0	J_SHAKE
ALL MUTE	CLEAR	PadMute 🖪	IIIIrks	UNSOLO	SOLO
F1	F2	F3	F4	F5	F6

Solo mode will be canceled if F5 (UNSOLO) button is pressed. Screen 2Ψ

Screen 2

001.01.00		I PAD MUT	E MODE	11	
A BODK	WIPE_SE		IRI_CI	S	TRI_OPN
	HIP_FILT	HIP_FILT DJ_SN2	HIPTA	2R	HIPTAR1R
=HUTE	DJ_RUBS	DJKIK&H1		&H2	DJ_SHAKE
ALLMUTE	CLEAR	PadMute 🔒	IIIrks		SOLO
F1	F2	F3	F4	F5	F6

001.01.00		[[PAD MU]	E MODE	11	
	JIPE_SE		IRI_	CLS []	IRI_OPN
1 BANK	IP_FILT	HIP_FILT			
=PLAY	IPTREE	DJ_SN2	(HIP)		HIPTAR1R
HUTE)J_RUBS)J_SHAKE
ALLMUTE	CLEAR	PadMute	IIIrks	UNSOL	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 MUT	E MODE	11	
	WIPE_SE		ITRI_C	LS	ITRI_OPN
	HIP_FILT	HIP_FILT DJ_SN2 DJKIK&H1	HIPTA		HIPTAR1R DJ_SHAKE
ALLMUTE	DJ_RUBS CLEAR	PadMute A		Nenz	SOLO
F1	F2	F3	F4	F5	F6

About F4 (AllTrks) button

001.01.00		[[PAD MUTE	MODE 11		
	WIPE_SE		ITRI_CLS	ITRI_OPN	
1 BANK	HIP_FILT	HIP_FILT			
	HIPTREE	DJ_SN2	HIPTAR2	R HIPTAR1F	8
HUTE	DJ_RUBS	DJKIK&H1	DJKIK&H	2 IDJ_SHAK	E
ALLMUTE	CLEAR	PadMute 🕄	līrks	SOL	0)
F1	F2	E3	F4	E5 E6	

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 MI	JTE MODE	11	
A13	iA14	iA15	A16	
ALL BANK A09	A10	A11	A12	
H A05	:A06	:A07	:A08	8
=HUTE A01	:A02	:A03	A04	
(ALLMUTE) CLEA	R PadMute	AllTrks		SOLO
F1 F2	F3	F4	F5	F6

Notes

┛

If pad mute goes to other modes, it will be unmuteed.

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	11		
WIPE_SE		IRI_C	LS I	TRI_OPN	٦
1 BANK HIP_FILT	HIP_FILT				
	DJ_SN2	HIPTA	R2R	HIPTAR1R	
=HUTE DJ_RUBS	DJKIK&H1	DJKIK	&H2	DJ_SHAKE	
ALLMUTE CLEAR	PadMute 🕄	ITrks		SOLO	כ
F1 F2	F3	F4	F5	F6	1
a altria altrama a d	· · · · · ·				

A track is changed in this state.

× .							
	001.01.00		1 DAP 11	1UTE MOI	DE 11		
		IPE_SE			LCLS	ITRI_OPI	۷
	2 BANK H	IP_FILT	HIP_F1				
	T = PL OV	IPTREE	DJ_SN		PTAR2R	HIPTAR	
	HUTE :D	J_RUBS	DJKIK	H1 DJ	KIK&H2	:DJ_SHA	KE
	ALLMUTE	CLEAR	PadMute	AllTrk:	s	<u> </u>	LO
	F1	F2	F3	F4	F5	5 Ft	ĵ i

Mute of the PAD5, PAD6 and PAD7 of a track 1 is unmuteed. Moreover, the mute state of PAD5, PAD6, and PAD7 is continued by pad mute of a track 2. TRIM

[MODE]+PAD6

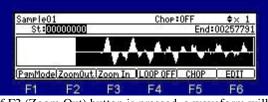
Please refer to "Non-Destructive Chop" about the "Chop" field.

on Destructive enop	about the Cho	p noia.
Chop:0FF End:		
<u> </u>	┼ ┣╍┝┣	
OOM IN LOOP OFFI CHOP		
Sample01	Chop:0FF	\$× 1
St:00000000	Et	nd:05782979
		-+{InsH free
	Chop:0EF End: com In (LOOP OFF) CHOP Sample01 -L St:00000000	End:00257277

A play marker is displayed at the time of an audition of a sample. [MODE]+PAD6

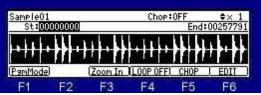
Sample01		Chop:OFF	\$ × 1
St:0000000)0	End	:00257791
1.1.11			
			11223
	Zoom In	LOOP OFFI CHOP	EDIT
PamModel	(<u>200PTIN</u>	LOOP OFFIC CHOP	- LEWAL

If F3 (Zoom In) button is pressed, a waveform will zoom in. BAR > or [SHIFT] + \blacktriangleright cursor button can perform Zoom in. Level is expanded and displayed by $\checkmark \nabla$ 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] + \blacktriangle cursor button.

Adjustment of a end point

Sample01		Chop:0FF	\$ × 1
St:0000000	0	End	800257791
		E. LI L. HILL	
PamModel	Zoom In	LOOP OFFL CHOP	EDIT
- 54 - 50	(LOOH AN		50
		F4 F5	Ee

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. Start point End point PAD9 PAD10 PAD12 PAD11 Play sample Play sample Play sample Play sample 200msec 2seconds 200msec

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.

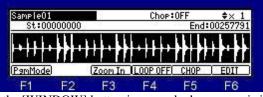
Moreover, a start or an end point can be adjusted, carrying out audition, if a DATA wheel is turned pressing a pad (PAD1-PAD4 and PAD9-PAD12). If PAD1, PAD2, PAD5, PAD6, PAD9, and PAD10 are pressed, cursor will move to St field.

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.

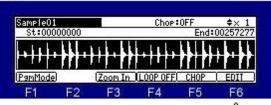


If the [WINDOW] button is pressed when cursor is in the sample field, the window of "Sample list" will open.

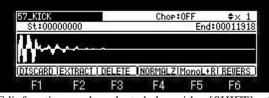
3	i Si territoren	Samp	le list		
	SAMPLE		TUNE		SIZE 7
089	Sample01		+00.00	LOOP	505 KB
090	SBASS1		-12.000	STD	56KB
091	SBASS2		-12.000	SD	31KB
092	SBASS3		-12.00		30 KB
PUI PUI	RGE	RENAME	- CLOSE	COPY	FREE

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



d b DISCARD EXTRACT DELETE SILENCE INSERT SILENCE NORMLIZE REVERSE TIME STRETCH PITCH SHIFT BIT CONVERT RING MODULATION COMBINE FADEIN FADEOUT 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

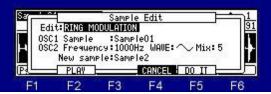


A sample can be converting into the sound of 4-12 bits.

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

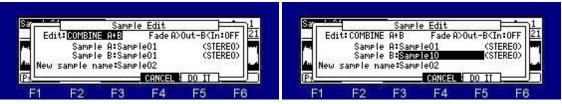


The output of 2 oscillators is mixed and a metallic sound is made.

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

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.

Sar	Sam	ple list	<u>1</u>
	SAMPLE	TUNE	SIZE 30
061	PUPPV3	-10.70(ST)	60 KB
062	R&B75MPP	-12.00	240KB
063	S-CLAP_1	-10.70 ST)	56 KB
	scratch75LPP	-24.00	64 KB
(P4 4 PUR(E HOEL ETEHRENON	IE CLOSE COPU	V & FREE V



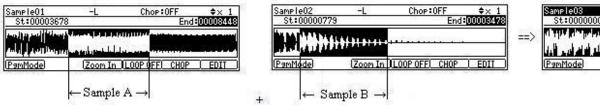
Two samples are mixed.

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.

Sample01 -L Chop:OFF \$× 1 St:00000000 End:00013621		Samele10 St:00000000	-L	Chop:0FF End	\$× 1 1:00007107		Sample02 St:00000000	-L	Chop:OFF End	\$× 1 1:00013621
rent provide the second s			***			==>	niti l'antiparan Latin kantinana			
PamModel Zoom In ILOOP OFFICHOP EDIT		(PamMode)		LOOP OFFI CHOP	EDIT		(PamMode)		LOOP OFF CHOP	
$\longleftarrow \qquad \text{Sample A} \longrightarrow$	+	·	— Sample I	B						

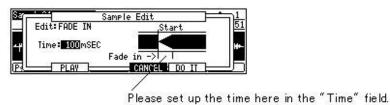


Sample03	-L	Chop:0FF	\$× 1
St:0000000	10	En	d:0000477
ALL THE R	المراد المأسلينا ولي	n dhan data data data Patat nini nini nini p	ահահահահահա
الباسيريل فارا	LI Helalahian da	i mithal Kathat La Little Little	etter atterted to
PamModel	Zoom In	LOOP OFFI CHOP	EDIT

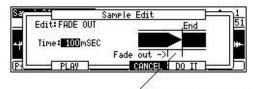
Notes

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.

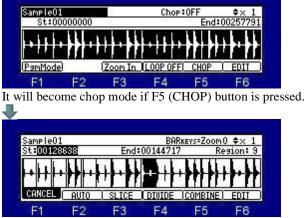
FADE IN



FADE OUT



Please set up the time here in the "Time" field.



When cursor is in St field, the start point of a region can be adjusted.

When cursor is in St field, if the *d* cursor button is pressed, the cursor in the region field will move to a left region.

Sample01		DODwe	vs=Zoom	0 44 1
St:00112558	End:001			egion: 8
╸╺╟╄║╼╠┣╟╌╿	+++	44	444	+ + + + +
CANCEL COUTO	SI TCE DT		OMPTHE	EDIT
F1 F2	F3	F4	F5	F6

Please move cursor to the End field to adjust the end point of a region.

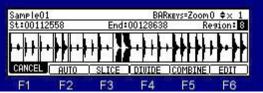
BAR	KEVS=ZOOMO \$× 1
End: 00128638	Region: 8
LI III ALL.	Lilii. Lili
++++ 22+++++	*****
SEICE DIVIDE	COMPTNET EDIT
F3 F4	E5 E6

Level is expanded and displayed by $\blacktriangle V$ cursor button.

< BAR or [SHIFT] + <- cursor button can perform Zoom out.

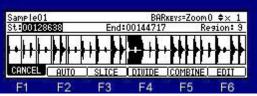
 $BAR > or [SHIFT] + \blacktriangleright cursor button can perform Zoom in.$

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



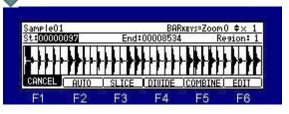
If F2 (AUTO) button is pressed, the window of "Auto Slice" will open. Note: The long sample for 20 seconds or more cannot AUTO.



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.

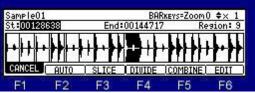


SLICE

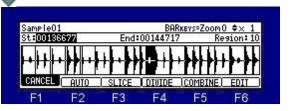


If F3 (SLICE) button is pressed, it becomes slice mode and the number of regions can be changed. (2-64) If a DATA wheel is turned holding [TAP TEMPO] or the [SHIFT] button, the quantity of change will increase 10 times. Slice mode will be canceled, if F3 (SLICE) button is pressed once again or the **V** cursor button is pressed.

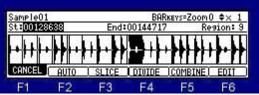
DIVIDE



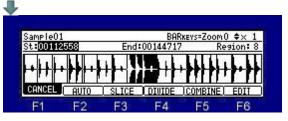
The region chosen if F4 (DIVIDE) button is pressed is divided into two.



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

Sample01	BARKEYS	=Zoom0 ‡× 1
St:00128638	End:00144717	Region: 9
		111.1 11
┊╪╢┇╠╺╠╋╠┊┇	++++++	+ +++ ++ * +
CONCEL		111 1 11
CHRCEL HUID	SLICE DIVIDE ICO	MBINE EDIT

If F6 (EDIT) button is pressed, the window of "Extract" will open.

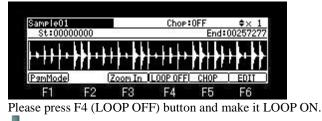


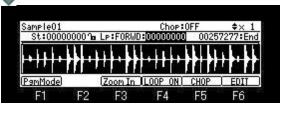
F5(DO IT): The selected region is made into another sample.

- F2: Each which was divided on a slice point is made into another sample.
- For example, in the case of SampleO1 divided into 32, the samples from SampleO1-1 to SampleO1-32 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





Adjustment of a loop point



Please move cursor to the Loop field and turn a DATA wheel.

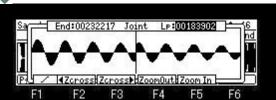
If a DATA wheel is turned holding [TAP TEMPO] or the [SHIFT] button, the quantity of change will increase 10 times. If Q1 [AFTER] button is ON (the LED is lit), loop point can be adjusted with a Q1 slider.

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 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.

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



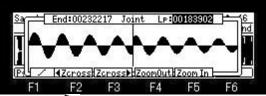
The left of screen is an end point and the right is a loop point. Please turn and adjust a DATA wheel.

Level is expanded and displayed by \blacktriangle versor button.

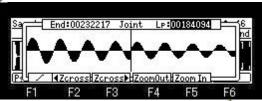
Zero crossing point

If F2 (\triangleleft 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 (\triangleleft Zcross) button is pressed, in search of the zero crossing point of the direction of the left, it will set automatically.

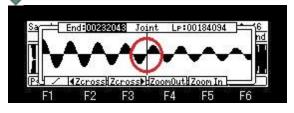
If F3 (Zcross) button is pressed, in search of the zero crossing point of the direction of the right, it will set automatically.



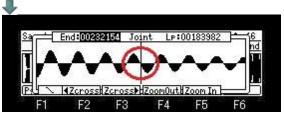
If F3 (Zcross) button is pressed in the state of the above figure, a result of the following figure will be brought.



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

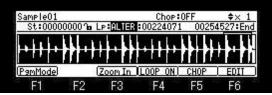
Please move cursor to the loop mode field and select by a DATA wheel.

Forward loop



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

Alternate loop

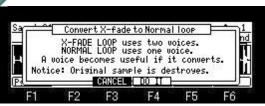


From a loop point to between end points, playback is repeated for a forward direction/reverse direction alternately.

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

		A			
F1	F2	F3	F4	F5	F6
PamMode		Zoom In	LOOP ON	CHOP	EDIT
┝╸╞╞╞┝		}}	<u></u> }↓ <u>}</u>		<u></u> →} →}
St:00000	000.01-	LP FORW	0:00224071	0025	4527 End
Sample01	-0		Chopa		\$ × 1

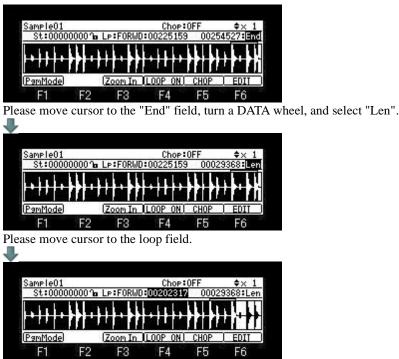
Please move cursor to **b** field.

Turn the DATA wheel and set the field to $\mathbf{\overline{a}}$ (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 $\mathbf{\bar{u}}$ to $\mathbf{\bar{u}}$ (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.

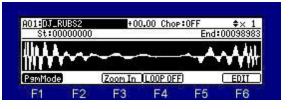


A loop point can be adjusted holding the length of a loop, when the DATA wheel was turned.



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.

[r:1:004-III_Hip_Set	(DRUM)	PI	ay: POLV]
NIDIIN PAD SAMPLE	SOUNDCH	OP DIR L	EU TUNE	
36C_1 001 DJ_RUBS2	HONO -	- FOR 8	5+00.00	
37C#1 A02 DJ_KICK2	HOND: -	- E0R 1	JUP 00-00	c
380-100301-0012	HOND -	- EORTS	91+00.00	
39D#1H04 WIPE_SE	STRED	- FOR 3	10 1+00.00	
SAMPLE AMP FILTER	PITCH L	FOMUTE	OUT FX	
		1		State for an address of the second
		In.	TILLE	4
	100	In	e lone	here is displaye

A01:DJ RUBS	+00.00) Chop : 0FF	\$x 1
St:000000		End:00004505
****	·····	~~~~
PamMode	Zoom In LOOP OFF	EDII

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.

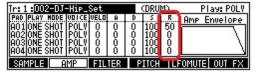
A01:Sam		+0	0.00 Chop:(DFF	\$× 1
	0000000	1	- 504500A	End	:0003033
ale a M		Yi it ini	1, 1., 1.		
Nun M PamMod			LOOP OFF		EDIT

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.



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

 SampleO1
 Chop:OFF
 \$x 1

 St:00000000
 End:00202281

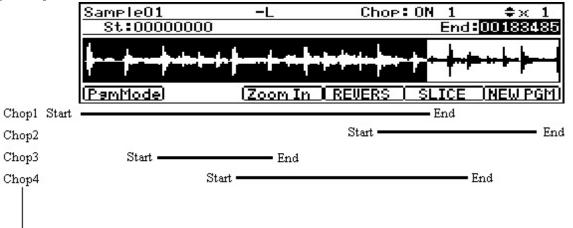
Zoom In LOOP OFFI CHOP | EDIT

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



Chop32

[MODE]+PAD6

Sample01		-L	Chop :		\$× 1
St:000	000000	2 22	1.000	End	0767516
	and the second sec				
RamModel	New York			CHOR	EDIT
PamModel	Section 191			CHOP	EDIT

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.)

Sample01 St:0000000	-L	Chop:		\$× 1 00239848	Sample01 St:000		-L	Chop: I		\$× 1 00239848
	Concerns on	13 - 31	100000			Sector Sector	a) 22	53 303	10.00000	2000
- which is not	A HAND MAN AND A LOU	the second state	and a state			A DESCRIPTION OF THE OWNER OWNER OF THE OWNER OWNER OF THE OWNER OF THE OWNER OF THE OWNER OF THE OWNER OF THE OWNER OF THE OWNER OF THE OWNER OWNE	in addition		Al distant	
(PamMode)	Zoom In		nal de la com		(PamMode) (2	Coom In			

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.

Sample01	-L	Chop: ON	3	\$ × 1
St:00479697	7			0719546

Sample01		-L	Chop		\$x 1
St:000	00000	632)	100	End	00239848
and the second second	and the lot of the lot	A DECKS	i and and		
-				dia di siste	
PamMode		Zoom In	REVERS	SLICE	

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.

Sample01	-L	Chop	: ON 6	\$× 1
St:0119924	4	1.700	End	01439093
PamModel	Zoom In	DEIIEDS	SI TCE	
PamMode)	Zoom In	REVERS	SLICE	INEW PGM

Sample01		-L	Chop	: ON 1	\$× 1
St:0000	00000	9.90	12	End	00239848
- Andrew State	No. of Lot of Lo	Martin and a little			
PamMode)		Zoom In	REVERS	SLICE	INEW PGM

Note: When cursor is in the chop number field, a chop number is not chosen even if it hit pads.

Sample01	0000	-L	Chop		\$× 1
St:0000	10000	2.61	200	End	0023984
192			22		1000
And a state of the	the second second second second second second second second second second second second second second second se	the second states			
				41	
				the party is to	
PamModel		Zoom In	REIJERS	SI TOP	
PamMode)		Zoom In	REVERS	SLICE	JNEW PO

It will become reverse playback if F4(REVERS) button is pressed.

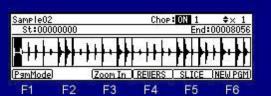
	(EXTRACT)		(NORMALZ)		REVERS
					- S
	he <mark>n daabbii</mark>	a feddal			
St:00	0416973	- 655	1200-8	End	:00486468
Sample		-L	Chop:	0N 7	≑ × 1

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".

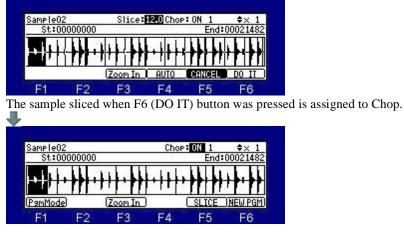
SLICE

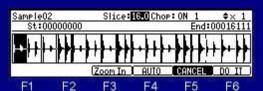


If F5 (SLICE) button is pressed, it will change to the screen in SLICE mode.

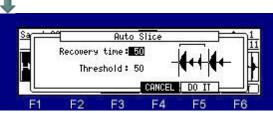
Sample0	0	Clines	16.0 Chor	• ON 1	A. 1
	20000000	31100-	CHU CHO	End:	00016111
	+ + + + + +		++++		+ • • •
			11		
E1	ED	[<u>200m In]</u>	HUIU	CHNCEL	

Please turn a DATA wheel and divide a sample into arbitrary numbers (2-32).

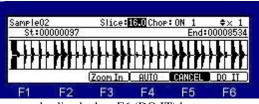




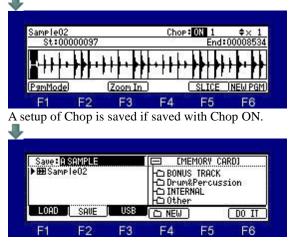
If F4 (AUTO) button is pressed, the window of "Auto Slice" will open. Note: The long sample for 20 seconds or more cannot AUTO.

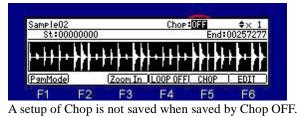


If AUTO is used, search of an attack will be performed automatically and it will be divided on the basis of the attack portion. Recovery time(10 - 100): This sets the minimum time between the attack and the next attack. (The attack within a time is ignore.) Threshold(0 - 100): This sets the detectable 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.





Sample02	3	Chop:0FF	\$ × 1
St:0000000	0	End	:00257277
	111		
			
PamMode)	Zoom In	LOOP OFFI CHOP	EDIT

Please refer to TRIM for F6 (EDIT).

NEW PGM

Sample01		-L	Chop	ON 1	\$ × 1
St:0000	0000			End	00239848
and here a	ر بدر علم	winds and a table	A construction of the	ويقدين الأرالي	allel.
PamMode)		Zoom In	REVERS	SLICE	INEW 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

Tr: 1:001-	Progra	m01	(DRUM)	Play: PO	DLY.
MIDIIN PAD		SAMPLE	SOUN	DCHOP DIR	LEV TU	NE .
36C_1A0 37C#1A0 38D_1A0 39D#1A0	l Sampli Sampli Sampli Sampli	e01 e01	STRE STRE STRE STRE	0 2 FOR 0 3 FOR	80 +00	.00 .00 .00
SAMPLE	AMP	FILTER	PITCH	LFOMU	TE OUT	FX
F1	F2	F3	F4	F5	F6	
				~ ~ ~ ~ ~		

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: <mark>ANALOG</mark> Threshold:-48		Mode Time	STEREO	Monitor:ON Note: 60(C_3)			
E.C	NG States	Level	Meter		10.000.00		
Left : Right :							
RESET P	EAK				RECORD		
E-1	FO	FO	F 4	E5	E6		

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 sauce set is exceeded, recording will be started automatically.

Input:DIGITAL Threshold: -48		Mode:N Time:-	10N0 L+R 		tor:OFF 60(C_3)
	Nellener,	Level M	eter		18.010.c.1
Left :X Right :X	8				
Waiting f	or input	signal.	(CANCEL	START
F1	F2	E3	F4	E5	F6

When F6 (START) button is pressed in this state, recording is started immediately.

Time field

Input:AN Threshold			STEREO	itor:OFF 60(C_3)
	S.S.S.Cores	Level	Meter	
Left : Right :				
112 2110 - 2				
	EAK			RECORD

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

Input: ANALOG Threshold: -48		STEREO		tor:0N 60(C_3)
	Level	Meter		
Left :X D Right :X D				
RESET PEAK				RECORD
A MARKA AND AND A MARKA	11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-	and the second	EA
F1 F2	F3	+4	F5	F6
F1 F2 ase press F6 (I		F4) button		FD
		F4) button		FD
	RECORD)) button	Moni	tor:OFF

 Waiting for input signal..
 CANCEL START

 F1
 F2
 F3
 F4
 F6

 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.

Input:	IALOG	Mode	STEREO	Moni	tor:OFF
Threshol	d: -48	Time	09M05s	Note:	60(C_3)
	ale aleren	Level	Meter		10.000.000
Left : Risht :					
Recordin	ng			CANCEL	STOP
F1	F2	F3	F4	F5	F6

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.

배	1	Keep of	r Retry		THE
Щ		name : S ar	mple01		ĥ
Le):AO1: ssign to	bear.		
Re	RETRY	PLAY	toPAD	KEEP	ъĽБ
F1	F2	E3	F4	E5	F6

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 removeing the recorded sample and starting recording.

The audition of the sample recorded by pressing F3 (PLAY) button can be performed.

If F4 (toPAD) button is pressed, the sample recorded to the pad selected in the PAD field will be assigned, and a window will be closed. (It returns to the state before starting recording.)

If F5 (KEEP) button is pressed, the recorded sample will not be assigned to a pad.

And it keep in the memory in MPC.

Sample Memory window

Input: III Ihreshold			STEREO		itor:ON 60(C_3)
-	NE Elenen	Level	Meter	a di Città	
Left :X Right :X					
RESET PI	Eak 🛛				RECORD
		1.1 1 1 1 1 1 1 1 1		6.1 (10.00)	The Coencile

If the WINDOW button is pressed, the window of "Sample Memory" will open.

IN T		Sample	Memory		Ξī.
끠	Free	memory	(time)= 10	m27s	
	ţ				
Ri		128MB i	nstalled		
n.					
ËL		89999609	CLOSE		

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.

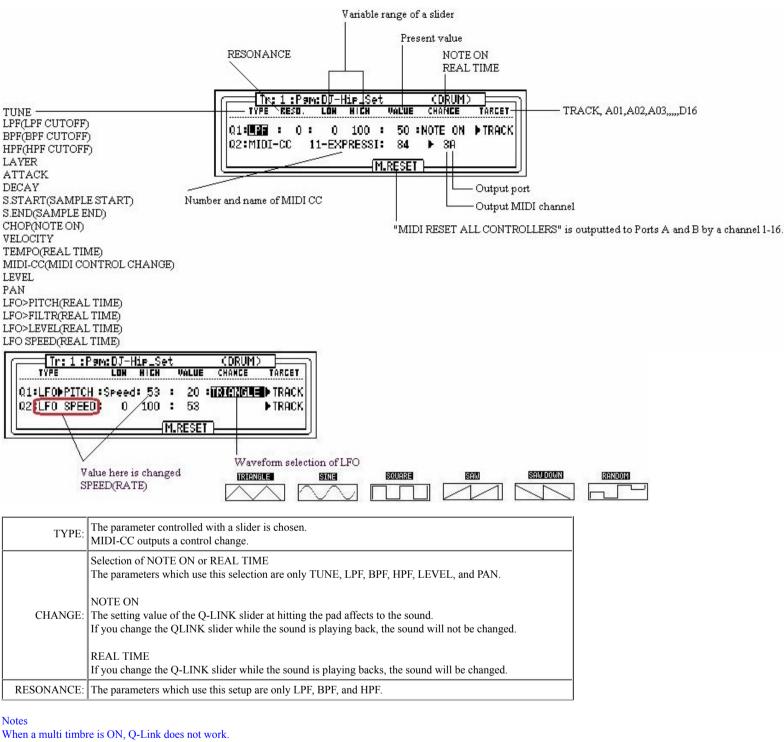
Note

A note repeat does not work in a record mode.

Moreover, the stop of recording cannot be performed using a MIDI controller.

CI	16	Т	h	n	D
				ΙV	

[MODE]+PAD1 Q-Link works only on the screen of the main, track mute, and the next sequence.



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.

Ir: 1 :00)2-n'	T-Hip	-Se	t		(D	RUMD	i, so es		ay:	
PAD TYPE	FRQ	RESO	PETR	<u> </u>	. D	<u> </u>	. R	DPTH	FLT2	FR92	RESZ
A01LPF	90	44	Q	Q	Q.	0		Q	0FF		
HOZLPF	95	18	Q.	Ŭ.	Q.	Q.		Q	INFE		
HUSLPH	30	18	U	U	0	0		0			
HOULDEN									UFF		
SAMPLE		HMP	F	TI TE	R	PIT	CH	I FOI	MITE	LÓUI	I 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

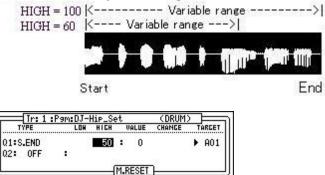
OLD OS is a value of value + Q-Link of a program. OS2XL does not use the value of a program. Only the value of Q-Llink is used.

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

TYPE	LOW	HICH	VALUE	CHANGE	TARGET
Q1:S.START		60	: 0		▶ A01
02: OFF	÷ 1				

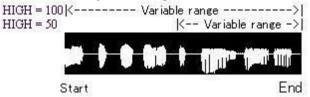
HIGH = Variable range

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



HIGH = 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)

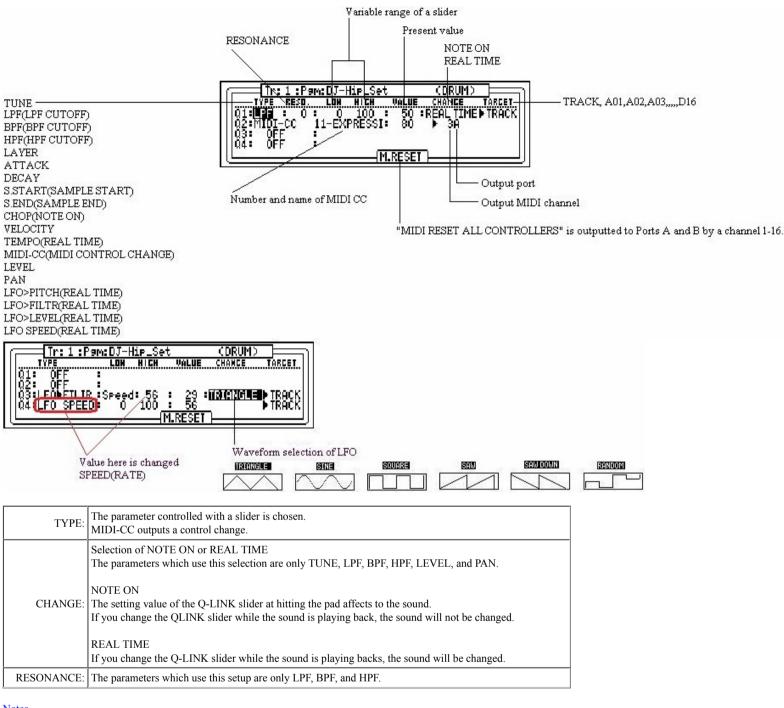
It is the Chop here.

TYPE	LOH	HICH	t VALUE		Sample01		Chop: ON 1	
		niun	VALUE		St:0000000	10	Ende	002398
Q1: CHOP	: 0	32	: 0	► A01	المرجب وطبيعتني	In the second second second second second second second second second second second second second second second	مؤمنة ابالك طبيب كالمحمر و	allel.
02: OFF						and the second state		and the second second

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

CI		Т		n	D.
	171		11	1 1 2	1.

[MODE]+PAD1 Q-Link works only on the screen of the main, track mute, and the next sequence.



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



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.

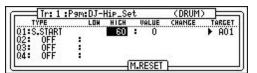
As for PAN and LEVEL, the value of a program is changed.

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

Behavior of CUTOFF

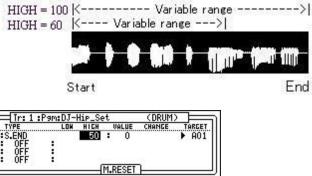
OLD OS is a value of value + Q-Link of a program. XL does not use the value of a program. Only the value of Q-Llink is used.

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



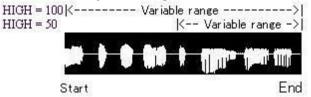
HIGH = Variable range

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



HIGH = Variable range

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



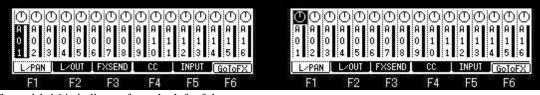
CHOP

Chops is changed by slider. (0-32)

It is the Chop here.

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

[MODE]+PAD8(Pad mixer mode)



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.

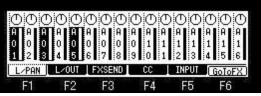
The location of the line within the circle indicates the current pan setting.

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.

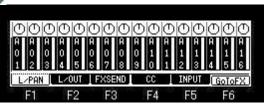
Please hit a pad or with the right and left cursor button select the pad.

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)



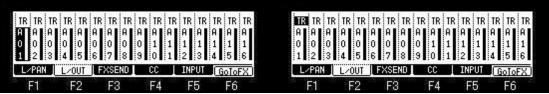
If a pad is hit holding the [SHIFT] button, two or more pads can be selected.

Moreover, if a [SHIFT]+[PAD BANK] button is pressed, all the pads (16 pads) can be selected.



[SHIFT]+BANK A = PADA01-A16 [SHIFT]+BANK B = PADB01-B16 [SHIFT]+BANK C = PADC01-C16 [SHIFT]+BANK D = PADD01-D16

F2 (L/OUT)



If F2 (L/OUT) button is pressed, the field of a pan will change to the OUT field.

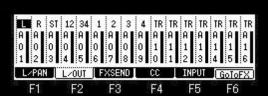
Please turn DATA wheel and set the output destination.

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

F3 (FXSEND)

OFF OF	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 2	3	4	5	6	7	8	9	0	1	2	3	4	5	6
L/PA	NI	_L/	OUT		FXS	END	I.	CC		IN	IPUT	0	Golo	ρFX.
F1			F2		F	3		F4			-5		F6	6

If F3 (FXSEND) button is pressed, it will become a setting screen of FX SEND.

Please move cursor to the upper field.

Di	OF	FOFF	OF	FOF	FOF	FIOF	FOF	FIOF	FOF	FIOF	FOF	FOF	FOF	FOF	FOFF
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	2	3	4	5	6	7	8	9	A 1 0	1	2	3	4	5	6
L	/PA	NI	L	OUT			END		CC			PUT		ìoIo	νFX
5	F1		3	F2	2.00	F	3		F4	- 22	F	5	362	F6	ì

You can change the setting by turning the DATA wheel.

51	OF	FOFF	OFF	OFF	OF	FOF	FOF	FOF	FOF	OF	FOF	OFF	OFF	OFF	OFF
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	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6
	./PA	N	L/(DUT		XSI	END		CC		IN	PUT	G	oTo	FX)
5	F1		F	2	-34	F:		3	F4	- 40	F	5	£3.	F6	2 4

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.

SP.	ST ST	ist	Ist	IST	IST	S	ist	İst	IST	ist	İst	Ist	Ist	SI	ST
A 0 1	A 0 2	A 0 3	A 0 4	A 0 5	A 0 6	A 0 7	A 0 8	A 0 9	A 1 0	A 1 1	A 1 2	A 1 3	A 1 4	A 1 5	A 1 6
1.22.22				OUT										S)FX
	F1			F2		F	3		F4		F	-5		F6	ì

"--" is displayed when the output destination is not set to ST.

A	A	A	A	A	A	A	A	A	A	A	A	FOFF	A	A	A
0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6
L	PA	N L	LA	OUT	Ē	XSE	ND		CC		IN	PUT.	C	ioTo	FX
	F1			F2		F	3		F4		F	-5		F6	ì

1	OFF	1	11	1	1	1	1	11	1	11	11	OF	FOFF	OFF	OFF
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	2	3,	4,	5	6	17,	. 8.	. 9	0	1	2	3	1 4	5	6
													G		
	F1		1	F2	-23	F	3	- 17	F4	- 302	ł	-5	202	F6	1

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)

	107-14 14C-140	to Level	<u>zranj</u> nou	le : OFF		200
L-PAN L-OUT FXSEND CC INPUT GOTOF		I L/OUT	I FXSEND I	CC	I INPUT	GoToFX

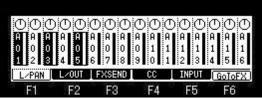
If F4 (CC) button is pressed, it will become a setting screen of a MIDI controller. Please refer to "Pan and level of a mixer are controlled by a MIDI controller".

F5 (INPUT)

Input	thru	BOFF	i	So	urc	e:AN	ALOG	Burn			
192233	F:	ilter	-1		Iter		2.22		IXE		12.44
HODE Stereo	TYPE OFF	FRE9.		OFF			LVEL 100				SEND
L/PAN		./OUT	I.F	XSEN	ID .		T	INP	UT	GoT	oFX
F1		F2		F3		F4	102	F5	j, i	F	6

If F5 (INPUT) button is pressed, it will go to Input thru mode.

F6 (GoToFX)



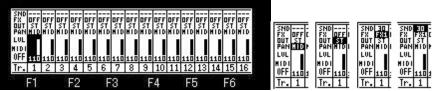
If F6 (GoToFX) button is pressed, it will go to the mode of an effect.

EQ:OFF			Co	mpressor:	OFF	
H: 8000 1: 3500 2: 500 L: 60	+03 +06 -03 +06	10 10	Th	reshold:- Gain:+ Ratio:0	03	Attack:2) Decay:3)
SELECT [FX1	1	FX2	MASTER	GoTol	1IX BYPAS
F1	F2		F3	F4	FB	F6

Truck mixer

[MODE]+PAD4(Track Mixer mode)

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



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

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)

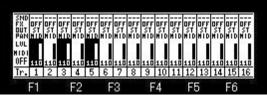
Notes: As for the pad with which OUT of the pad is not set as TRK, OUT of a pad will be referred to. Refer to "OUT FX".

FX field

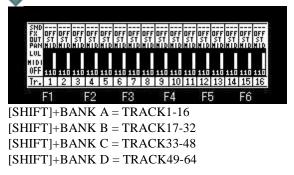
Please set, when you apply an effect. OFF: No effect will be used. (The effect of a master is adapted. However, when EQ and COMP are ON) FX1: The effect selected by FX1 is adapted. FX2: The effect selected by FX2 is adapted. Notes: Selection is possible only when ST is select in the OUT field.

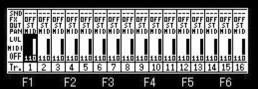
SND field

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.

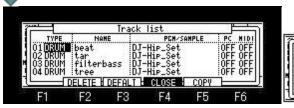




If the [WINDOW] button is pushed when cursor is in level, PAN, and the OUT field, the window of "Track list" will open.

bea:

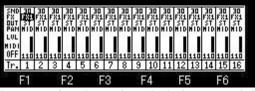
filterbass



∕ MIDI OUT Program change number

MIDI

3 1 H OFF OFF OFF OFF OFF OFF — Output channel and Output port



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



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.

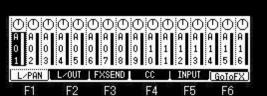
	Channel	Level	Pan
Track 1	1	CC#7	CC#10
Track 2	2	CC#7	CC#10
Track 3	3	CC#7	CC#10
Track 4	4	CC#7	CC#10
Track 5	5	CC#7	CC#10
Track 6	6	CC#7	CC#10
Track 7	7	CC#7	CC#10
Track 8	8	CC#7	CC#10
Track 9	9	CC#7	CC#10
Track 10	10	CC#7	CC#10
Track 11	11	CC#7	CC#10
Track 12	12	CC#7	CC#10
Track 13	13	CC#7	CC#10
Track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

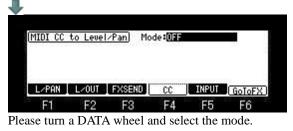
The level and pan of a mixer are controllable by a MIDI controller.

■ 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.





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)

In FX2:CHORUS MIDI-CC (OFF)
AC Depth:85 Depth:25 F AC L/R sweep sync:0FF Feedback:05
SFX1 FX2 CLOSE MASTERX
[<u>MIDI CC to Level∕Pan</u>] Mode:[<u>NOK=CHANKEL</u> Pad: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
PanCC#
L/PAN L/OUT FXSEND CC INPUT GOTOFX
F1 F2 F8 F4 F5 F6 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.
MIDI CC to Level/Pan Mode:NON-CHANNEL
Pad: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
PanCC# 14 15 16 17 18 19 20 21 22 LevCC# 2 3 4 5 6 8 9 12 ∰8
L-PAN L-OUT FXSEND CC INPUT GOTOFX
F1 F2 F3 F4 F5 F6

Please turn this OFF.

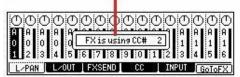
In addition, if the knob and slider of a MIDI controller are moved when cursor is in the PanCC# field or the LevCC# field,

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.

MIDI CC to Level/Pan Mode:NON-CHANNEL	FX2:CHORUS MIDI-CC OFF	5
ad-Tr 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 anCC# 14 15 16 17 18 19	Slow sweep rate:15 Vibrato rave:15 Depth:85 Depth:25	
anCC# 14 15 16 17 18 18 and evCC# 2 3 4 5 C 2 FX is using this number!!	L/R sweep sync:0FF Feedback:05	

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(S) 4 N 001.03.16		C PAD		2		41 24	3	LOOP: OFF
1 DRUM		- 1	 - 1		 	- `		SS OFF: 100
beat 02:0FF	Pam	DJ	_Se			1	1	PC OFF

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



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.

J 97.0(S N 001.03			NIXER 2		Par P	13	LOOP:OFF
1 DRU	_	F 1	77	- 1		T	SS OFF: 100
beat 02:0FF	P 9 AO	n DJ−⊢ 1::	ip_Set DJ_RUE	is	ur ur	ņ	PC OFF MIDI OFF

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.)

J 97.0(S) 4		DJ-Hip_H	OP	Bars	: 25	LOOP:OFF
N:001.01.00	1	1 1	2	I an I	3	Ptrn: OFF
1 DRUM	TF	11	TE	1 1	Т	SS 0FF: 100
beat Q1:OFF	Pam: A01:	DJ-Hi⊳_S ∶DJ_R	et UBS	8 - 18 - 22	43	PC OFF MIDI:OFF
LOOP		UIEW	F1M0	E P.S	HIF]	InTHRU
F1	F2	F3	F4	F	5	F6

Please press F6(InTHRU) button, pressing the [SHIFT] button on a main screen.

-						
Input	thru:OFF		ource:AN			
	Filter		ilter-2		IXER	a ta da
		RESO TYPE	FREQ RESO			
STEREO	0FF	0FF		100	ST OF	F
bound	La Dona	See See St	280 V 88 - 8	- 10 C	2.2	- 350
L/PA	¶ [L∕0U	FXSE	ND j	INP	UTIGo	JoFX
E1	F2	E.3	E/	1 EF		F6
1 1 2 1 2	14	1.0		T 1.V		

ጠጠጠ	i Mi Mi	000	T T T	nimim	ጠጠጠ
A A A	A A	ALALA	A A A	A A	A A A
000	0 0	A A A 0 0 0 6 7 8	0 1 1	1 1	1 1 1 4 5 6
		FXSEND			
F1	F2	F3	F4	F5	F6

Please press F5 (INPUT) button on the screen of MIXER.

Input t	thru	BOFF	i.s.	So	unce	e AN	ALOG	8			
1222		ilter			ter		1.83	M	IXE	<u>}</u>	12.13
MODE Stereo	TYPE OFF	FREQ		TYPE F			LVEL 100	PAN		FX OFF	SEND
L/PAN		./OUT		XSEN	0	8 8	-ï	INP	JT I	Gol	oFX
F1		F2		F3		F4		F5		F	

Level meter

L/PAN | L/OUT | FXSEND |

MONO of only L								
Input thru:ON	Sourc	e AN	ALOG					1
Filter-1	Filte				IXEF	}		
NODE TYPE FREA RESO T	YPE FRE		LVEL 100		OUT	FX OFF	SEND	L
			100	HID	51	UFF		
L/PAN L/OUT FX	SEND			INPL	JT	GoT	oFX.	
MONO of only R								
Input thru:ON	Sourc	e:AN	ALOG					
Filter-1	Filte	r-2		M	IXEF	2		

Filter-1 Filter-2	MIXER
MODE TYPE FREQ RESO TYPE FREQ RESO	
R OFF OFF	100 MID ST OFF
L/PAN L/OUT FXSEND	
LALHM T FYOOL THYSEND	INPUT GotoFX
MONO of L+R	
	ALOG
MONO of L+R Input thru: ON Source:AN Filter-1 Filter-2	ALOG
Input thru: ON Source:AN	MIXER
Input thru:ON Source:AN Filter-1 Filter-2	MIXER

INPUT GOTOFX

1

L/PAN L/OUT FXSEND

Input thru: ON Source:ANALOG / Filter-1 Filter-2 MIXER MODE TYPEFREGRESO TYPEFREGRESOLUEL PAM OUT FX SEND STEREO OFF --- --- OFF --- 100 --- ST OFF ---

INPUT GoToFX

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 Sourec is DIGITAL)
Sourec	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**".

Input Thru

ST OFF INPUT GoToF

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.)

		Level meter	
MONO of only L			
MODE TYPE FREA RESO TYPE FREA RESO LVEL PA	MIXER In Dut FX Send ID ST OFF		Source:ANALOG Filter-2 YPE FREQ RESO LVEL OFF 100
L/PAN L/OUT FXSEND IN	IPUT GOTOFX	L/PAN L/OUT F>	(SEND
MONO of only R			
MODE TYPE FREA RESO TYPE FREA RESO LVEL PA	MIXER IN DUT FX SEND ID ST OFF		
L-PAN L-OUT FXSEND IN	IPUT GOTOFX		
MONO of L+R			

TOTO	DIAC	2 01	. Lт.	R.								
Ine	∘ut	thru	: ON	l.,	Se	ourci	e : AN	ALOG				
			ilter			ilter				IXEF		
	ODE	TYPE	FREQ									
	L	0FF			0FF			100	MID	ST	0FF	
	R	0FF			0FF			100	MID	ST	0FF	
	/PAN		./001	I F	XSE	an i			INP	т Г	Gol	oFX
	- 1 11					100			1110	21 H	001	or a .

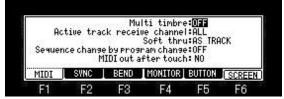
The value of a parameter can be set with a DATA wheel or Q1 slider. Note: When cursor is in the TYPE field, the value of FREQ will be changed if Q1 slider is operated.

Level meter	The level of an incoming signal is displayed. Please perform adjustment of level by the [REC GAIN] knob. (It cannot adjust, when Sourec is DIGITAL)
Sourec	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 ressed, 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.



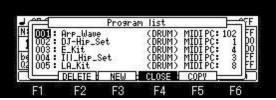
If the Screen shots field is set to "ON", and the [UNDO] button is pushed, the BMP file of a screen will be made and it will be saved to CF card. This is a function for on-line manual creation.

Therefore, it is not related to the function of MPC.

Multi timbre

[MODE]+PAD9

Multi timbre:015 Active track receive channel:ALL Soft thru:AS TRACK Sequence chanse by program chanse:0FF MIDI out after touch: NO
MIDI SYNC BEND MONITOR BUTTON SCREEN
F1 F2 F3 F4 F5 F6
<u>+</u>
Multi timbre:DN In 2 Offset channel:+ O Soft thru:AS TRACK Sequence change by program change:OFF MIDI out after touch: NO
MIDI SYNC BEND MONITOR BUTTON SCREEN
F1 F2 F3 F4 F5 F6
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 chamber 15 is bent 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.

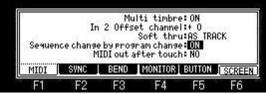
If the program change 3 of a channel 1 is received, "Ill_Hip_Set" will be assigned to track 1.

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.

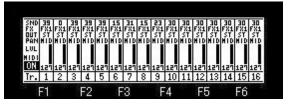
It becomes the channel to which the set value was added.



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)

	ann an d	Program	list	on and a second second	ľ	ĨE.
N 125 126 127 127 128 02 129	97FX1_Rai 98FX2_Sou	Jeep In Jindtrack Jistal	(INST) (INST) (INST) (INST) (DRUM)	MIDI PC MIDI PC MIDI PC MIDI PC MIDI PC	96 97 98 99	F 000 1 F
	DELETE	NEW 5	CLOSE :	COPY		
F1	F2	F3	F4	F5	F6	

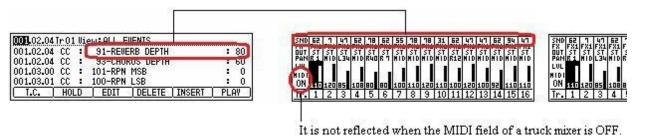
NOTE 24-35 in case a program is DRUM is converted to NOTE 88-99.

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.

Ir:1:001	-Drum_S	et	35 B_0	♦99	Play: POLV
MIDIIN PA	D	SAMPLE	SOUNI	CHOP DIR	LEV TUNE
96C_6D1 97C#6D1 98D_6D1 99D#6D1	3 Noise 4 Metro 5 Metro 6 Aco 8	96) nClick(97) n Bell(98) as_Drum(9) MONO Strei Strei	1 FOR 1 FOR	80 +00.00 80 +00.00 80 +00.00 80 +00.00 80 +00.00
SAMPLE	AMP	FILTER	PITCH	LFOMUT	
F1	F2	F3	F4	F5	F6

The value of REVERB DEPTH of a MIDI sequence is reflected in the SEND level of an effect as 127=100.



■ 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

		L 0			MI	
	110	n Bena	i sensit	ivity: ±	Haittone	
MIDI		SYNC	BEND	MONITOR	BUTTON	5

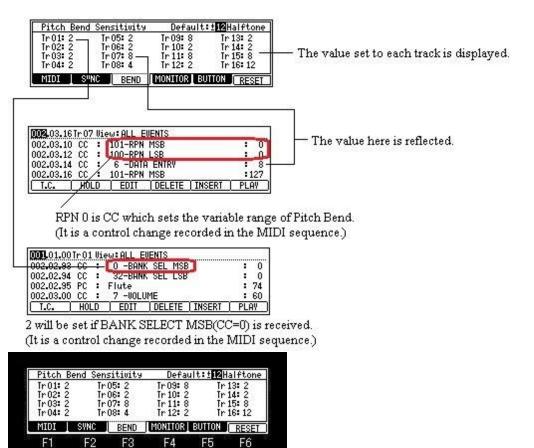
It is possible to set to one octave in each halftone. (1 = Halftone)

A screen in case a multi timbre is ON

Pitch	Be	end Sen	sitivity) Defau	t:±12	Halftone
Tr01: Tr02: Tr03: Tr04:	12 12	Ir Ir	05: 12 06: 12 07: 12 08: 12	Tr 09: 12 Tr 10: 12 Tr 11: 12 Tr 12: 12	Ĭr Tr	13: 12 14: 12 15: 12 16: 12
MIDI	L	SYNC	BEND	MONITOR	BUTTON	RESET
F1		F2	F3	F4	F5	F6

Pitch	Bend	Sensi	tivity	Defau	ilt:± 12 ⊦	alftone
Ir01: Ir02: Ir03: Ir04:	22	Tr05 Tr06 Tr07 Tr08	2 8	Tr 09: 8 Tr 10: 2 Tr 11: 8 Tr 12: 2	Ir Ir	13: 2 14: 2 15: 8 16: 12
MIDI] SVI	NC [BEND	MONITOR	BUTTON	RESET
F1	F	2	F3	F4	F5	F6

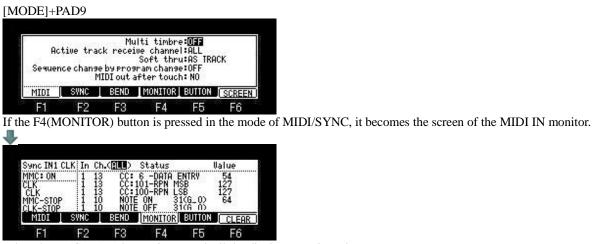
A value will be reflected in each track if the control change of Pitch Bend Sensitivity is received.



If F6 (RESET) button is pushed or the [PLAY START] button is pushed, it will return to a default value.

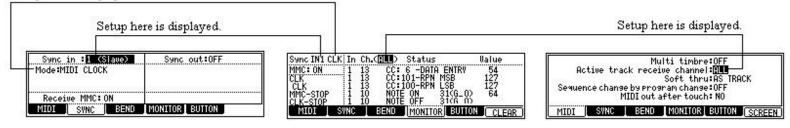
Pitch	Be	end Sen:	sitivity	, Defau	ilt:±12H	alftone
Tr01: Tr02: Tr03: Tr04:	12 12	Ĭr Ir	05: 12 06: 12 07: 12 08: 12	Ir 09: 12 Ir 10: 12 Ir 11: 12 Ir 12: 12	l Ir Ir	13: 12 14: 12 15: 12 16: 12
MIDI	1	SYNC	BEND	MONITOR	BUTTON	RESET
F1		F2	F3	F4	F5	F6

Received MIDI information can be monitored.



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

Setup here is displayed.



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

1 B2 - ¹	0.0		9e	k rece: by pros	ulti timbre ive channe Soft thru 9ram chan9e after touch	I : ALL 4: AS TRE : OFF	ick
MIDI		SYNC	I	BEND	MONITOR	BUTTON	SCREEN

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.

Input:	055				
MIDI	SYNC	BEND	MONITOR	BUTTON	CLEAR
F1	F2	F3	F4	F5	F6
e turn	ON th	e Input	field.		
e turn		Ĩ	field.	tton	

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.

	Midi Note	VCC To Button	
2000	36(C_1):0F	F CC	16:0FF
Input: 1	37(C#1):0F	F CC	17:0FF
Channel : 🛄	38(D_1):0F	F CC	18:0FF
	39(D#1):0F	F CC	19:0FF
MIDI SW	NC BEND	MONITOR	TON CLEA

Please select the channel to set.

F2

F3

F1

∎

The assigned function will work, when NOTE or CC of a channel selected here is received.

F6

		ŝ	Mic	di Note	CC To But	tton		
		. 36	SCC	1D:0F	F	CC	16:	OFF
Inpu		1 33	7(C	#1):0F	F	CC	17:	OFF
Channe	1:1	ILL 38	3KD	_1):OF	F	CC	18:	OFF
		39	ЭKD	#1):0F				OFF
MIDI	1	SYNC		BEND	MONITOR	BUT	TON	CLEAR
F1		F2		E3	F4	F	5	E6

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

F5

F4

			Midi	Note	e∕CC To Bu	tton	
		, 36	SCC_1):0	FF	CC 16:	OFF
Input		1 33	7(C#1	D:0F	FF	CC 17:	OFF
Channe	1:1	ILL 38	3KD_1	D:OF	FF	CC 18:	OFF
175851073		39	9KD#1	D:OF		CC 19:	
MIDI	1	SYNC	LE	BEND	MONITOR	BUTTON	CLEAR
E1		F2		E3	F4	E5	F6

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

	M	idi Note	CC To Bu	tton	
Ineut: Channel:	ALL 380	C_1):CU C#1):PR D_1):DA D#1):TR	OGRAM	CC 16:3 CC 17:1 CC 18:1 CC 19:1	PLAV REC
MIDI	SYNC	BEND	MONITOR	BUTTON	CLEAR

	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.
		If NOTE ON is received, it will mute the selected track. If NOTE OFF is received, it will be unmute.
		If NOTE ON is received, the selected track is made into a solo. If NOTE OFF is received, it will be unsolo
		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.
	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-PL AV	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
	RECISTART	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
CC#0-127		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
		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.
		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.

		M:	idi Note	CC To But	tton		
Ineut: Channel:I		370	C#1):PR D_1):DA		00 00	17: 18:	START Play Rec Rectstri
MIDI	SV	NC	BEND	MONITOR			
F1	E F	-2	F3	F4	F	5	F6

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

			Mic	li Note	e∕CC To Bu	tton	
				_8):OF		CC 16	
Input				_8):OF		CC 17:	OFF
Channe		120		#8):0F		CC 183	
100000	335	127	KG.	_8):OF		CC 193	OFF
MIDI	1	SYNC	1	BEND	MONITOR	BUTTON	CLEAR
F1		F2		F3	F4	F5	F6

Input:OFF <u>MIDI SWNC BEND MONITOR BUTTON CLEAR</u> F1 F2 F3 F4 F5 F6				Mie	di Note	e∕CC To But	ton	
Consider the Annual Constant Annual Annual State of the Constant	Input	:0	FF					
Consider the Annual Constant Annual Annual State Consider the Constant		332	84744	12.5	and the second	2.53632533228		
F1 F2 F3 F4 F5 F6	MIDI		SYNC	1	BEND	MONITOR	BUTTON	CLEAR
	F 4		F2		E3	F4	E5	E6

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

						MP	C2500						
Sync in :OFF		00	out:ON (ut A:OFF ut B:OFF ^ate:25			Sync	in :OFF		. Out:ON A:OFF Frame:25 C:OFF D:OFF				
				MMC :						Send	MMC		
MIDI	SYNC	BEND	MONITOR	BUTTON	2		MIDI	SYNC	BEND	MONITOR	BUTTON		
F1	F2	F3	F4	F5	F6	1.5	F1	F2	F3	F4	F5	F6	

[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

		0				MP	C2500	l.				
	Sync in :1 (Slave) Sync out:OFF Mode:OFF			Sync in :1 (Slave) Mode:OFF			Out:OFF					
Recei	ve MMC:	ON					Recei	ve MMC:	ON			
MIDI	SYNC	BEND	MONITOR	BUTTON			MIDI	SYNC	BEND	MONITOR	BUTTON	
F1	F2	F3	F4	F5	F6	s. 19	F1	F2	F3	F4	F5	F6

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>></bar></step>	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	
----------------------	--

						MPO	02500					
Sync i	in :OFF		00	out:ON(ut A:	E CODE		Sync	in :OFF		_ Out:ON Frame:25	A: B:OFF C:OFF D:OFF	
MTAT			Send	rate:25 MMC:0FF							MMC:OFF	
MIDI	SYNC	BEND	MONITOR		2		MIDI	SYNC	BEND	100 (100 CO	BUTTON	1
F1	F2	F3	F4	F5	F6		F1	F2	F3	F4	F5	F6

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

						MP	C2500					
Sync		Slave)	Sync	out:OFF		And a second	Sync :		Slave)	Out:OFF	9	
Mode	IDI TIME	CODE					Mode 🚺	DI TIME	CODE			
							0	MMO	000			
Rece:	ive MMC:	OFF	A Contractor (Contractor)	63.6.2.			Kecei	ie MMC∷	UFF	Contar 1 1018	Contraction of the	
MIDI	SYNC	BEND	MONITOR	BUTTON			MIDI	SYNC	BEND	MONITOR	BUTTON	
F1	F2	F3	F4	F5	F6	C 38	F1	F2	F3	F4	F5	F6

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

Setting of start time

J 9	7.0(S) 4	/4 01-1)J-Hip_H	OP	Bars: 25	LOOP: OFF
1:0	0:00:00	1		5	3	Ptrn: OFF
1	DRUM	T E	1-1-1	T F 1		SS 0FF: 100
beat 02:0	t)FF	Pamil A01:-)J-Hip_Se ∶DJ_R	et UBS	- 15 - 15 22	PC OFF MIDI OFF
С.	с. С	LICK	IR -	IR +	MUTE	SOLO
F	5	F2	F3	F4	F5	F6

Please select "T" in the Now/Time field.

J 97	.0(S) 4	×4 01-1)J-Hip_H	OP	Bars: 25	LOOP: OFF
1:00	0:00:00	1	200	5	3	Ptrn: OFF
1	DRUM	Τŀ	11	T † 1	F T	\$\$0FF: 100
beat 02:0		Pam D A01	J-Hip_S	et UBS	- 18 - 18 - 93	PC OFF MIDI:OFF
_L(. IC	LICK	IR -	IR +	MUTE	SOLO
F	1	F2	F3	F4	F5	F6

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

						MP	C2500					
Sync in :OFF		Sync out:ON(Master) Out A:CLOCK Out B:OFF Frame rate:25				Sync in :OFF			Out:ON A:CLOCK Frame:25 C:OFF D:OFF			
	••••••	.0	Send	MMC:OFF							MMC:OFF	
MIDI	SYNC	BEND	MONITOR	BUTTON			MIDI	SYNC	BEND	MONITOR	BUTTON	
F1	F2	F3	F4	F5	F6	2.9	F1	F2	F3	F4	F5	F6

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

						MPC	02500					
Sync i	in :1 ()	Slave)	Sync	out:OFF			Sync :	in :1 C	Slave)	Out:OFF	9	
Mode 🚺	DI CLOC	K					Mode 🚺					
Receiu	e MMC:	OFF					Receiu	e MMC:	OFF			
MIDI	SYNC	BEND	MONITOR	BUTTON			MIDI	SYNC	BEND	MONITOR	BUTTON	
F1	F2	F3	F4	F5	F6	100	F1	F2	F3	F4	F5	F6

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

						MP	C2500						
	in :1 (IDI TIME	(Slave) CODE	00	out:ON(ut A:OFF ut B:OFF ^ate:25			Sync Mode:M	in :1 (IDI TIME	Slave) CODE	_ Out:ON Frame:2	A:OFF B:OFF C:OFF D:OFF		
Recei	ve MMC:	OFF	Send	MMC:R			Recei	ve MMC:	OFF	Send	MMC: A		
MIDI	SYNC	BEND	MONITOR	BUTTON			MIDI	SYNC	BEND	MONITOR	BUTTON		_
F1	F2	F3	F4	F5	F6	B() 33	F1	F2	F3	F4	F5	F6	

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.

Save: P	SAMPLE			EMEMORY CARDI						
▶ 57_1 55 63_1 55 72_1 55 72_1 55 Sam	SNARE FOML		-C Autol -C INTER os mpc 1 -E KICK	NAL 000_nv4	.73					
LOAD	SAVE	L USB	Co NEW	59945	DO IT					
E1	E2	F3	F4	E5	F6					

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 V cursor button and move cursor to the down field.

Save: A	A SAMPLE			EMEMORY CARDI					
▶ 1999 57_ 1999 63_ 1999 72_ 1999 Sam	SNARE TOML		-C Ruto -C INTER OS MPC1 -EEKICK	NAL 000_nv47	'3				
LOAD	SAVE	USB	C NEW	DELETE	RENAME				
F1	F2	F3	F4	F5	F6				

2. Please choose the folder of a save destination by a DATA wheel or **V** 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.

Save:	SAMPLE		EMEMORY CARDI						
▶ 1999 57_ 1999 63_ 1999 72_ 1999 Sam	SNARE TOML		-C Autol -C INTER -OS MPC 10 -FE KICK	NAL 200_nv4	173				
LOAD	SAVE	USB	C NEW	30.05	DO IT				
F1	F2	F3	F4	F5	F6				

5. When you save a file, please press the **V** cursor button and move cursor to the file field.

6. Please choose the file to save with a DATA wheel or **V** cursor button, and press F6 (DO IT) button.

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

	SAMPLE		EMEMORY CARD]					
▶ 557_1 15563_3 155763_3 155772_1 155753_1 155753_1	SNARE IOML		-CD Rutoload -CD INTERNAL -OS MPc1000_nv473 -1999 KICK_0F1					
LOAD	SAVE	USB	Co NEW	DELETE	RENAME			
F1	F2	F3	F4	F5	F6			

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



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

Save: A 199557_1 19963_3 19972_1 19972_1 19985_300	NARE		Autolo Autolo Dance Dry_K	EQS&SC _Kit it2	NGS
LOAD	SAVE	USB	C NEW	27540	[D0 I
E1	F2	E3	F4	E5	E6

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] + A cursor button is pressed, cursor will move to the upside field.

Save: A SAMPLE BED 57_KICK BED 63_SNARE BED 72_TOML ▶ BED 76_TOMH			C Autolo C Autolo C INTERN OS MPC 10	oad IAL	200
LOAD	SAVE	USB	Co NEW		DO IT
E1	F2	E3	F4	E5	F6

The save screen of a program

	-	Save a	Program		<u> </u>
•	R	eplace s	AMPLES ame samp ged samp	les: NO	
			CANCEL	DO IT	
E1	EO	E2	EA	E5	EG

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

ALL PROGRA All sample All seqs		RN BANK 10de 10k2	C Autol C Autol C INTERI Cosmpc10	oad NAL	ARD] 05
LOAD	SAVE	USB	C NEW		DO IT
F1	F2	F3	F4	F5	F6

The save by ENTIRE MEMORY-2 includes PATTERN BANK and a PAD MODE ASSIGN file.

ALL PROG ALL SAMP	NTIRE MEI IRAMS. PLES. I&SONGS(P _SEQS&SO	ack)	-C Autol -C INTER os mpc 10 -E KICK_	IAL 100_nv4	нкри 73
LOAD	SAVE	USB	CO NEW)	101.35	DO II

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 replace.

Creating a NEW FOLDER

Save: A	SAMPLE			MORY C	(ARD)
1999 57_K 1999 63_S 1999 72_T 1999 Samp	NARE		-C Autol -C INTER -OS MPC 10 -EX KICK_	NAL 100_nv4	173
LOAD	SAVE	USB	D NEW	19425	DO II
F 4	EQ.	E0.	EA	EE.	Ee

Please press the F4(NEW) button.

SAMPLE			emory ca	RDJ
ICK		- Auto	load	
NARE		-CONEWLI	FOLDER	
FGHIJKL	MNOPO	RSTUUWXY	Z_0123	456789
INSERT	A∕a	CANCEL	C & P	ENTER
F2	F3	F4	F5	F6
	ICK NARE FGHIJKL	ICK Nare FGHIJKLMNOPOI	ICK NARE FGHIJKLMNOPORSTUUWXY	ICK NARE HO <u>NEW_FOLDER</u> FGHIJKLMNOPQRSTUUWXYZ_0123

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

Save: R	SAMPLE			DLDER	
999 57_¥ 999 63_3 999 72_1 ▶999 Sami	(ICK SNARE 'OML		Ē		
LOAD	SAVE	USB	C NEW		DO IT
F1	F2	F3	F4	F5	F6

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

Loading of a folder or a file

	<u>EMORY CAR</u> ee= 13.0 ee= 113.5 ee= 4.3 [SAVE	MB OSM MB OSM	utoload MERNAL pc1000_nu ICK_OF1 16_RIDE A.LOAD	1453)	.bin 88 .WAU 2 .WAU 7
F1	F2	F3	F4	F5	F6

Please select the loading destination in the Load field.

CardEr	EMORV CAR ee= 12.9 ee= 113.5	MBHOI	NTERNAL pc1000_nu	153	.bin 88	ak
Seq. Fr	ee= 113.5 ee= 4.3		ICK_OF1		.WAU 2	3K
		USB	116_RIDE		.WAU 7	75K

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

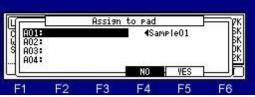
Sample to load is assigned to a pad.

Card Fre Wave Fre Seq. Fre	e= 13.0 e= 113.5 e= 4.3		utoload (TERNAL Pc1000_nt (CK_0F1 16_RIDE	1453 1	.bin 8 .WAU .WAU	84K 23K 75K
----------------------------------	-------------------------------	--	---	-----------	------------------------	-------------------

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

Load: N	IEMORY CAR		ICK_OF1		JAU 23K
Card Fr Wave Fr Seq. Fr	ee= 13.3		16_RIDE R_HHCL1 R_HHOP2		JAV 75K JAV 36K JAV 152K
seq. Fr		- 1993 N	R_SNO		WAU 192M WAU 65M
LOAD	SAVE I	USB	A.LOAD	DELETE	DO IT
F1	F2	F3	F4	F5	F6

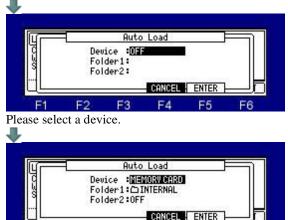
When the sample is chosen in the file field, the audition of the sample chosen when arbitrary pads were pressed can be performed. Moreover, even if it chooses a sample by a DATA wheel or **AV** cursor button, pressing a arbitrary pad, audition is Possible. Furthermore, when the [PLAY] or [PLAY START]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

AUTO LOAD

LOAD MODE

CardEr	ee= 113.5	MB OSM MB OSM	utoload (TERNAL pc1000_n/ ICK_OF1 16_RIDE (A.LOAD	v 4 53	.bin 884K .WAU 23K .WAU 75K
F1	F2	F3	F4	F5	F6

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



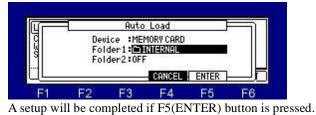
F2

F3

F4

F5

F6 Please move cursor to Folder1 and choose the folder which wants to carry out an auto load.





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.

MPG25 200 Save: SYSTEM SETUPS Save: SYSTEM SETUPS EMEMORY CARDI EMEMORY CARDI - Drum_set - Inst - Internal - Multi_sound -C) DRUM_SET -C) INST -C) INTERNAL -C) MULTI_SO Name=MPC1K_SETUPS.SVS Name=MPC25K_SETUPS.SVS A name cannot be changed. A name cannot be changed. MULTI_SOUND LOAD SAVE USB LOAD SAVE USB D NEW DO IT C NEW DO IT F4 F4 F6 F6

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.



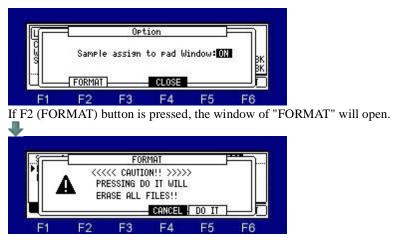
If F2 (FORMAT) button is pressed, the window of "FORMAT" will open.



LOAD MODE

Load: Card Fre Wave Fre Seq. Fre LOAD	e= 13.0 e= 113.5	MB OSMA MB DEBKI	TERNAL c 1000_nu CK_OF 1 L6_RIDE	453	.bin (.WAU .WAU	384) 23) 75)
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If the [WINDOW] button is pressed when cursor is in the "Load" field, the window of "Option" will open.



Recording from CD

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.

		D-Audio •ee= 113. (11m13:		- EEE TI	rack01 rack02 rack03	02:38.93 02:08.73 02:49.33
LOAD A SAVE USB A.LOAD PLAY DO IT	39	00:00	1	- EEE T		 02:25.00

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.

	Load:CE Wave Fro C			rack02 rack03 rack04 rack05		02:38.93 02:08.73 02:49.33 02:25.00 03:02.00
--	--------------------------	--	--	--------------------------------------	--	--

If the [REC] key is pressed during playback, recording will be started from there.

Load:Cl)-Audio		rack01		02:38.93
STE	REO 00:0	0:01.21 :	: Sampl	e01	.33
<u> </u>		1999	rackus	a anna	03:02.00
LOAD	L SAVE	USB	A.LOAD	STOP	DO IT
F1	F2	F3	F4	F5	F6

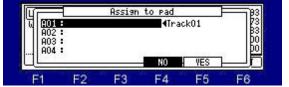
Recording will be stopped if the [REC] key is pressed during recording. (Playback stops only recording, without stopping.) When you stop playback, please press F5[STOP] or the [STOP] key.

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.

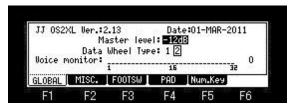
Load:CD-Audio +## Track01 02:38.93 Wave Free= 113.3MB +## Track02 02:08.73 (11m13sec) +## Track03 02:49.33 STDP +## Track04 02:25.00 L 00:00 1 +## Track05 03:02.00 L 0AD SAWE USB
F1 F2 F3 F4 F5 F6
If the "WINDOW" key is pressed, the window of "CD Load Option" will open.
CD Load Option Sample assign to pad Window:OX Rec.Mode:STERE0 Rec.Name:SampleO1
F1 F2 F3 F4 F5 F6
Sample assign to pad Window: ON
*
Load:CD-Audio THE [F20:01] 02:38.93 Wave Free= 113.3MB HE Track02 02:08.73 (11m13sec) HE Track03 02:49.33 (11m13sec) HE Track04 02:25.00 C 00:00 1 HE Track05 03:02.00 LOAD SAUE USB (ALOAD)
F1 F2 F3 F4 F5 F6
Press F6[DO IT] key.
When loading of Trackxx is performed, the window of "Assign to Pad" opens.
Assign to PadB3



The sound of loaded Trackxx is assigned to arbitrary pads.

OTHER

Explanation in OTHER mode (MODE+PAD10)



Master level field

You set a master level.

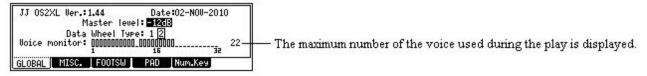
The MAIN VOLUME changes the analog signal level. This will also adjust the entire level of the MPC digitally.

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".

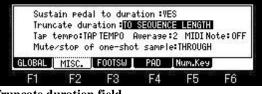
Voice monitor field

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



F2(MISC.)

	Trunc Tap t	ate dura empo:TAP	TEMPO P	SEQUENC	SI E LENGTH 2 MIDI No ∷THROUGH	te:OFF			
G	LOBAL	MISC.	FOOTSW	PAD	Num.Key		1		
	F1	F2	F3	F4	F5	F6			
Susta	in ped	al to du	iration	field					
You se	elect h	ow to re	ecord su	stain p	edal info	rmatio	n.		
YES:	The N	APC con	verts th	e susta	in pedal	inform	atio	n into	duration.
NO:	The N	/IPC rec	ords the	sustai	n pedal ii	nforma	tion	as it i	.s.

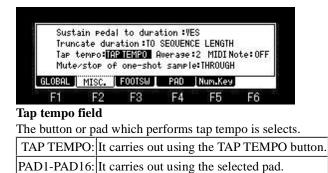


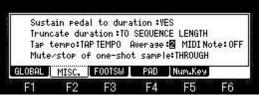
Truncate duration field

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.





Average field

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

Trunc Tap t	ate dui empo:Ti	al to durat ration:TO S APTEMPO Au f one-shot	SEQUEN Verage	ICE LENGTH	te: 36
Mute	STOP 0	+ one-shot	Samp	Te: THROUGH	
		FOOTSW	120101	10.0111021120	

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)

Trun Tap	cate du tempo:T		SEQUEN Iverage		
Mute	Stop C	of one-shot	c samp	ie-manopolis	
		FOOTSW		2020 002 25	

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.

F1

Footswitch 1:<mark>PLAW START</mark> Footswitch 2:STOP

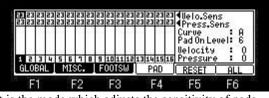
GLOBAL | MISC. | FOOTSW | PAD | Num.Key

F2

F3 F4 F5 F6 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. WEC+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 OVERDUB-PLAY: It works as the same when you press the OVER DUB button and PLAY button simultaneously OVERDUB-PLAY: It works as the same when you press the OVER DUB button and PLAY button simultaneously OVERDUB/PLAY: It works as the same when you press the OVER DUB button and PLAY button simultaneously OVERDUB/PLAY: It works as 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 PAD BANK buttons. REPEAT: 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 OVERDUB-		
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 play 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 When you step on the switch in stop mode, the MPC will start the playback. when you step on the switch in stop mode, the MPC will start the 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 stop mode, the MPC will start the playback. when you step on the switch in stop mode, the MPC will start the playback. OVERDUB/PUNCH: 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 Work the same as the PAD BANK buttons. REPEAT: 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	PLAY START:	It works the same as the PLAY START 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. 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 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 overdubing, in overdub mode, it starts playback. TAP TEMPO: It works the same as the TAP TEMPO button. PAD1-PAD16: The WPC will play the selected pad at the fixed velocity of 127 F1-F6 They work the same as the FANE button. REPEAT: It works as an eas and the RASE 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 OVERDUB+START: It w	PLAY:	It works the same as the PLAY 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. 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 Wen you step on the switch in stop mode, the MPC will start the playback. REC/PUNCH: When you step on the switch in stop mode, it starts recording, in recording mode, it starts playback. OVERDUB/PUNCH: 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. PADI-PAD16: The Work the same as the function keys 1 through 6. PAD BANK A-D: They work the same as the PAD BANK buttons. 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 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 OVERDUB+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 butto	STOP:	It works the same as the STOP button.
PLAY/STOP: When you step on the switch in stop mode, the MPC will start 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 stop mode, the MPC will start the playback, when you step on the switch in stop mode, the MPC will start the playback, 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 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 PAD BANK buttons. REPEAT: It works the same as the PAD BANK buttons. REC+START: It works as the same when you press the OVER DUB 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 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	OVER DUB:	It works the same as the OVER DUB button.
PLAY/STOP: 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 WPC will play the selected pad at the fixed velocity of 127 F1-F6: They work the same as the PAD BANK buttons. REPEAT: It works the same as the PAD BANK buttons. 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 OVERDUB+START: 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 rack. TRACK + When you step a switch, it changes to the back track. SEQUENCE	REC:	It works the same as the REC button.
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 PAD BANK buttons. REPEAT: It works the same as the NOTE REPEAT button. ERASE: It works the same as the RASE button. REC+START: It works as the same when you press the OVER DUB 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. TRACK +: When you step a switch, it changes to the next track. SEQUENCE +: If you step a switch, it will change to the next sequence. When you step a switch, it will change to the back sequence. If you step a switch, it will change to the back sequence.	PLAY/STOP:	
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 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 RASE button. ERASE: 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, it changes to the next requence. When you step a switch, it will change to the next sequence. SEQUENCE: If you step a switch, it will change to the back sequence.	REC+PLAY:	It works as the same when you press the REC button and the PLAY button simultaneously
RECPUNCH: 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 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 a switch, it changes to the next track. 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.	OVERDUB+PLAY:	It works as the same when you press the OVER DUB button and PLAY button simultaneously
OVERDUB/PUNCH: 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 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, it changes to the next track. TRACK +: When you step a switch, it changes to the next sequence. When you step a switch, it will change to the next sequence. SEQUENCE +: If you step a switch, it will change to the back sequence.	REC/PUNCH:	
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. 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.	OVERDUB/PUNCH:	
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 +: TRACK +: When you step a switch, it changes to the next 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.	TAP TEMPO:	It works the same as the TAP TEMPO button.
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. 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.	PAD1~PAD16:	The MPC will play the selected pad at the fixed velocity of 127
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. 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.	F1~F6:	They work the same as the function keys 1 through 6.
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. 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.	PAD BANK A~D:	They work the same as the PAD BANK buttons.
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 a switch, it will change to the back sequence. SEQUENCE -: If you step a switch, it will change to the back sequence.	REPEAT:	It works the same as the NOTE REPEAT button.
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 change to the back track. SEQUENCE +: If you step a switch, it will change to the next sequence. When you step a switch, it will change to the back sequence. If you step a switch, it will change to the back sequence.	ERASE:	It works the same as the ERASE button.
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 a switch, it will change to the back sequence. If you step a switch, it will change to the back sequence.	REC+START:	It works as the same when you press the REC button and the PLAY START button simultaneously
START/STOP: 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 a switch, it will change to the back sequence. If you step a switch, it will change to the back sequence.	OVERDUB+START:	It works as the same when you press the OVER DUB button and the PLAY START button simultaneously
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.	START/STOP:	
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.	TRACK +:	When you step a switch, it changes to the next track.
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.	TRACK -:	When you step a switch, it changes to the back track.
	SEQUENCE +:	
	SEQUENCE -:	

F4(PAD)



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

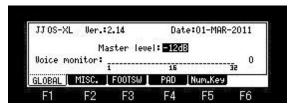
F5(Num.Key)



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.

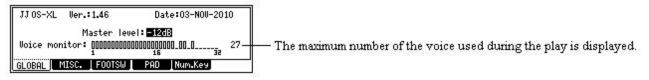
Data Wheel Type field

JJ 0S-XL	. Ver.	3.38B		Da	te:27-NOU	-2013
		aster				
Voice m	Data onitor:	Wheel	Туре	: 1 2		0
	10000000	1		16		32
GLOBAL	MISC.	FOOTSU	d I	PAD	Num.Key	

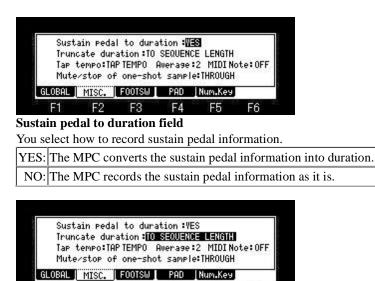
Please select "2", when an encoder(DATA wheel) is exchanged for the same type as MPC1000.

Voice monitor field

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



F2(MISC.)



F1 F2 F3

Truncate duration field

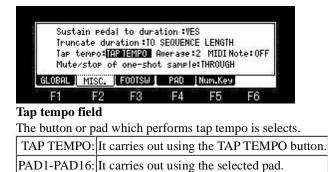
When you are recording a sequence in the loop mode, you can specify how the MPC should operate when it reaches the boundary of the loop while you are holding a pad.

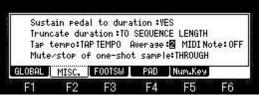
(it reaches the end of the sequence and jumps back to the beginning)

F5

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.

F6





Average field

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

Trunc Tap t	ate dui empo:Ti	al to durat ration:TO S APTEMPO Au f one-shot	SEQUEN Verage	ICE LENGTH	te: 36
Mute	STOP 0	+ one-shot	Samp	Te: THROUGH	
		FOOTSW	120101	10.0111021120	

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)

Trun Tap	cate du tempo:T		SEQUEN Iverage		
Mute	Stop C	of one-shot	c samp	ie-manopolis	
		FOOTSW		2020 002 25	

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.

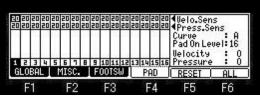
F3(FOOTSW)

		Foot	switch 2:	STOP		
GLOB	AL	MISC.	FOOTSW	PAD	Num.Key	

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)

	N	umeric key	custo	mize	
	ſ	NUMERIC) :	UMERIO		
GLOBAL]	MISC.	I FOOTSW	PAD	Num.Key	

It is a mode of customizing the NUMERIC button. Please refer to "Customize of MAIN and numeric botton".

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.)

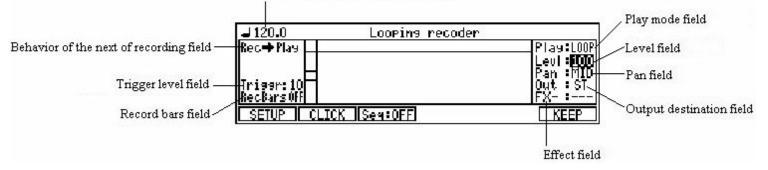
Rate of a click does not work other than 1/4.

LOOP & HOLD and CYCLE are not recorded normally.

[MODE]+PAD11

₽ 120.0		Looping r	ecoder		
Rec⇒Play Triggr:10 RecBarsOff					Play:LOOP Levi: 1000 Pan:MID Out:ST FX-:
SETUP	CLICK	Seq:OFF			KEEP
F1	F2	F3	F4	F5	F6

Tempo field (tempo of a metronome)



Tempo field

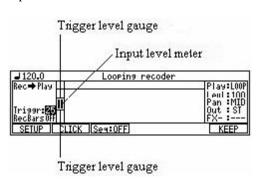
The tempo of the metronome is set. (When not playing synchronizing with a sequence)

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

₽ 120.0		Looping	recoder		
Rec⇒Play Triggr:10 RecBarsOff	_				Play:LOOP Levi:1000 Pan:MID Out:ST FX-:
SETUP	CLICK	Seq:OFF			KEEP
F1	F2	F3	F4	F5	F6

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



Input field

Please select the sauce of a signal.

ANALOG: The incoming signal from a RECORD IN terminal is used. DIGITAL: The incoming signal from a DIGITAL IN terminal is used.

Mode field

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

Monitor field

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

Free field

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

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.

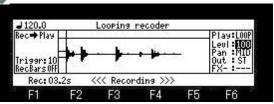
↓120.0	~ ~ ~	Looping r	ecoder		
Rec⇒Play Triggr:10 RecBarsOff	-				Play:LOOP Levi: 1000 Pan:MID Out:ST FX-:
SETUP	CLICK	Seq:OFF			KEEP
F1	F2	F3	F4	F5	F6
	-				

If the [REC] or [OVER DUB] button is pressed, it will be in the standby state of record.

(When Triggr is set to "0", recording is started immediately)

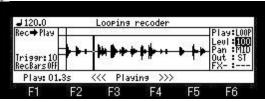
↓ 120.0		Looping	recoder		
Rec⇒Pla Triggr: RecBars∣	10				Play:LOOP Levi 1000 Pan MID Out ST FX
		for pad	on or in	put sigr	al.
F1	F2	F3	F4	F5	F6

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.

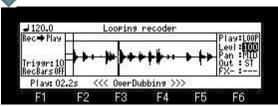


If the [REC] or [OVER DUB] button is pressed during recording, loop playback of the performance which stopped recording and was recorded now will be carried out.

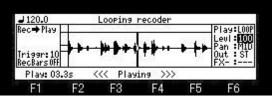
(An overdubbing is carried out when "Rec+Dub" is selected)



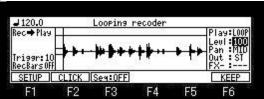
An overdubbing will be carried out if the [OVE DUB] button is pressed during loop playback.



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.

₽ 97.0	~~~~	Looping r	ecoder		
Rec⇒Play Triggr:10 RecBarsOff					- Play:LOOP Levi: 1000 Pan: MID Out: ST FX-:
SETUP	CLICK	Seq:OFF			KEEP
F1	F2	F3	F4	F5	F6

If F3 (Seq:OFF) button is pushed and it is made "Seq:ON", it can use synchronizing with a sequence.

J 97.0 [0	01.01.00] Sq:01	Ir: 1 :DJ-	-Hip_Se	Lev1:100
Rec⇒Play Triggr:10 RecBars0FF					Play:LOOP Levi: 1000 Pan:MID Out:ST FX-:
SETUP	CLICK	Seq:ON	í		KEEP
F1	F2	F3	F4	F5	F6

Tempo of sequence that has been selected

Se	quence number that has been selected
	Track number that has been selected
	Program that has been selected
	Sequence level
	Tr:1:DJ-Hip_Se Lev1:100 Play:L00P Lev1: [000
Triggr:10 RecBarsOff SETUP CLICK Seq:ON	Pan : 1910 Out : ST FX- : KEEP

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.

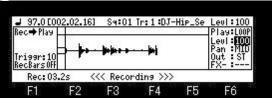
J 97.0 [0	01.01.0	0] Sq:01	Ir: 1:DJ	-Hip_Se	Leul:100
Rec⇒Play	6 198000	전에는 여행되는 것	영양 같은 전원	- 0.462333	Play:LOOP
1.200.0000.0000	8				Levi 🚥
Triggr: 10					Pan MIU
RecBarsOff					FX- :
SETUP	CLICK	Seq:ON			KEEP
E1	03	E0	E4	EE	F6

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

₽ 97.0	[001.01.00]	S4:01	Ir: 1 :DJ-	Hip_Se	Leul:100
Rec⇒Pla Triggr: RecBars(10H		1	0.000	Play:LOOP Levi: 1000 Pan:MID Out:ST FX-:
	Waiting f	or pad c	n or inp	ut sign	al.
E1	F2	FO	E 4	E5	re

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.

J 97 0 0000 01 441 Sec 01 Tev 11

₽ 97.0 [00	6.01.44)] S4:0	1 Tr: 1 :	DJ-H:	ip_Se	Levi:100
Rec⇒Play	1	5	3	4	5	Play:LOOP
		1	. L.L.		1.1.	Levi 1000
Triggr:10 RecBarsOFF		1 H	• ••••••	het	1.1.1	Out ST FX
Triggr:10 RecBarsOff SETUP	CLICK	Sen:ON	. 	PPP	1.1.1	Out ST FX

Inican 10		****	Mithhid an	-	Levi 1000 Pan MID
RecBarsOff	. i ²⁰				Out :ST FX-:
SETUP	CLICK	Seq:ON			KEEP
F1	F2	F3	F4	F5	F6

Even 16 bars will be displayed.

When 17 or more bars are recorded, the number of bars is displayed on the bar field.

J 97.0 E0 Rec⇒Play	20.03.12	S4:01	Tr: 1 :DJ- 20 BARS	-Hip_Se	Levi:100
nec-+1149	-	+++++++++	2023.C.C.	H+++H	Levi : MID Pan : MID Out : ST
RecBarsOF		승규는 신지않는	101 10	5855	FX- :
RecBarsOF	CLICK	Seq:ON	10 1	583	FX- :

J 97.	.0(S) 4	/4 01-0	J-Hip_Ho)P	Bars: 25	LOOP:OFF
N:001	1.01.00 DRUM		Level	2		Ptrn:OFF SSOFF: 100
beat 02:0F	10	P901-0 A01:-	Level: J-HIP_Se :DJ_RU	JĚS		Uel%:100 PC :OFF MIDI:OFF
L.C	. C	LICK	IR -	IR +	MUTE	SOLO
F1		F2	F3	F4	F5	F6

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.

002.04.56	Tr01 Vieu	J:ALL E	UENTS		
002.04.72				D:	12 0:127
003.01.00	PAD :AO	2(37)0	FF	D:	12 0:127
003.02.00	PAD :AO	6(41)0	FF	D:	12 0:127
003.02.72	PAD :AO	3(38)0	FF	D:	11 0:127
I.C.	HOLD	EDIT	DELETE	INSERT	PLAY
F1	F2	F3	F4	F5	F6

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

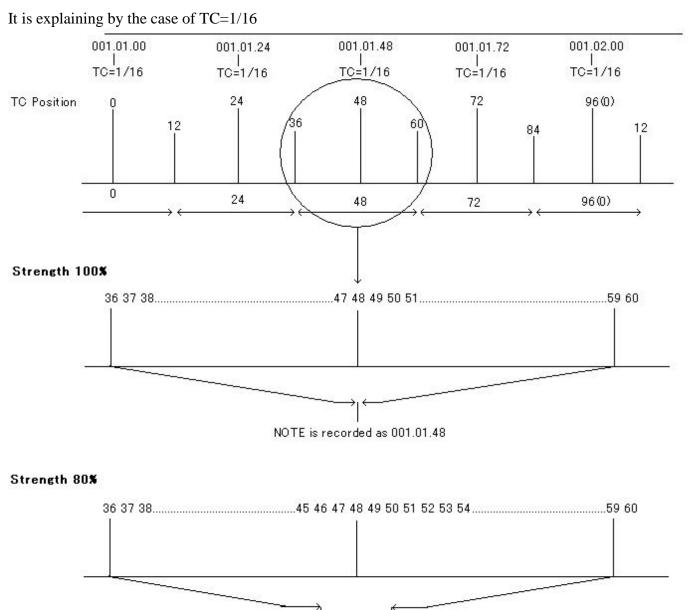
Timing Correct Strength%

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.

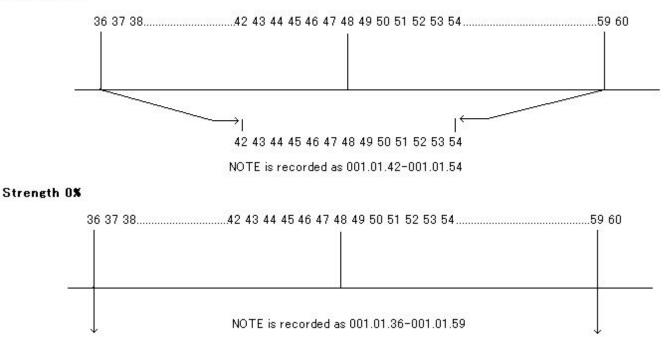
	Timing Corr	~ect —	
	Notevalue:1/16 Shift Timing : O	Strensthz: Swinsz:	00 50
	Pressing FIX will ch timing of recorded r	nange note notes.	
1	CL	LOSE FIX	_



46 47 48 49 50

NOTE is recorded as 001.01.46-001.01.50

Strength 50%



[MODE]+PAD10

Trun Tap	cate du tempo: <mark>B</mark>	al to dura ration:TO NOT A f one-shot	SEQUEN Iverase	ICE LENGTH	te:OFF
		COOTELL I	POD	Num Kou	
GLOBAL	MISC.	FUUISW	T HU	Turanane a	

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

Trunc Tap t	ate du empo:T		SEQUEN verage	ICE LENGTH 2 MIDI No	te: 36
Mute.	stop o	of one-shot	Samp	le: THROUGH	
an 1996 (A.S.	ST 8 7 5 6 7	f one-shot FOOTSW			

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.)