

Force (MPC) 3.6 Firmware Update

Compatibility

This release is for MPC Live III, MPC Key 37, MPC One+, MPC X Special Edition, MPC Key 61, MPC One, MPC Live II, MPC X, MPC Live and Force hardware.

MPC 3 Desktop Software

MPC Live III is compatible with MPC 3.6 desktop only.

Other MPC devices remain compatible with MPC 2.15 desktop, but please note that projects created in MPC 3 are not backward-compatible with MPC 2.15 desktop.

Force is not compatible with MPC 3 desktop.

Downloading the Firmware Update

To download MPC 3.6 Firmware Update, use the online updater or navigate to [MPC Software & Firmware Downloads](#) and select the appropriate download.

For instructions on installing these updates, please visit our support page [here](#).

MPC Live III Specific Updates

The following section is only for MPC Live III hardware.

MPCe Expressive Pads

The MPC Live III introduces **MPCe expressive pads**, unlocking new levels of creative control on drum tracks.

Key Features:

- **Multi-Dimensional Expression:** MPCe expressive pads send **X, Y, and Pressure (Aftertouch)** modulation signals on drum tracks.
- **Dynamic Parameter Mapping:** Assign pad movements to a vast array of parameters, enabling deeply expressive and inspiring drum kits.
- **Real-Time Sample Layer Crossfading:** Seamlessly transition between sample layers per pad.

- **Advanced Synthesis Control:** Modulate synthesis parameters like filter cutoff and resonance using the **Track Edit Modulation Matrix**.
- **Multi-Articulation Triggering:** Assign up to four different drum articulations per pad—e.g., original hit, flam, paradiddle, and roll.

Note you can turn off the recording of Pad X Y messages in the Preferences > Sequencer “Record Pad XY Events” field.

Expressive Pad Mod Matrix Sources

On a **Drum track**, within the **Track Edit > Mod Matrix** tab, the **Source** field contains various **MPCe expressive messages**. These can be used as modulation sources to control targets like **Filter Cutoff** and more:

- **Pad X** — The raw x-axis message sent from an MPCe pad.
- **Pad Y** — The raw y-axis message sent from an MPCe pad.
- **Pad XY** — Center Dist - The magnitude of the distance from the center of the pad.
- **Pad XY** — Press Dist - The magnitude of the distance from the initial pad press.
- **Pad dX** — The magnitude of the distance from the initial pad press on the horizontal axis.
- **Pad dY** — The magnitude of the distance from the initial pad press on the vertical axis.

How to Crossfade Sample Layers with MPCe Pads:

1. On a drum track, select a pad and add four samples to **Layers 1-4**.
 - *Tip: Use variations of the same sample, such as a chord played by four different synth presets.*
2. Navigate to the **Track Edit > Global** tab and set **Layer Play** to **Crossfade**.
 1. *Tip: select different crossfade modes **A**, **B**, **C** & **D** to blend layers in different ways.*
3. Map X and Y movements for layer blending in **Track Edit > Mod Matrix**:
 - **Slot 1:** Source → **Pad X**, Target → **Layer Crossfade X**
 - **Slot 2:** Source → **Pad Y**, Target → **Layer Crossfade Y**

How to Control Filter Cutoff & Resonance:

1. On a drum track, select a pad and open **Track Edit > Mod Matrix**.
2. Assign X and Y modulation to filter parameters:
 - **Slot 1:** Source → **Pad X**, Target → **Cutoff 1**
 - **Slot 2:** Source → **Pad Y**, Target → **Resonance 1**

3. Now, pad movements along the X and Y axes will dynamically adjust the filter's cutoff and resonance.

Dynamic Pad Positioning: Trigger a Snare Center Sample in the Middle and a Snare Rim at the Edge

You can now trigger different sample layers based on where you strike the pad, allowing for expressive control over drum timbre.

Example: Snare enter & Snare Rim

1. Assign a **snare center** sample to **Layer 1** and a **snare rim** sample to **Layer 2**.
2. In **Track Edit > Global**, set **Layer Play** to **Crossfade**.
3. In **Track Edit > Mod Matrix**, set:
 - Source → **Pad XY Center Dist**, Target → **Layer Crossfade X**

Now, striking the **center** of the pad triggers **Layer 1 (snare center)**, while hitting the **edge** triggers **Layer 2 (snare rim)**. Playing between the two positions blends the layers smoothly.

Step Sequencer:

MPC Live III adds a 16-step sequencer with function buttons for instant electronic-style programming and real-time pattern creation without interrupting workflow. Additionally, these function buttons can be used for a variety of different uses.

- The Edit Actions Step Button Lights up when you are in that mode.
- **Erase Button Support in Step Sequencer Modes**
 - **Clip Launch Mode** – Hold **ERASE**, tap a step button to delete a clip. Hold multiple steps and tap **ERASE** to delete all selected clips.
 - **Track Select Mode** – Hold **ERASE**, tap a step button to delete a track. Hold multiple steps and tap **ERASE** to delete all selected tracks.
 - **Row Launch Mode** – Hold **ERASE**, tap a step button to delete a row/scene. Hold multiple steps and tap **ERASE** to delete all selected rows/scenes.
 - **Q-Link Pad Grid Mode** – Hold **ERASE**, tap a step button to clear a macro. Hold multiple steps and tap **ERASE** to clear all selected macros.
- You can set the **default Step Sequence mode** in Preferences > Sequencer > Step Sequencer Button Modes > Default Step Seq Mode
- **Copy Button Support in Step Sequencer Modes**
 - **Clip Launch Mode** – Hold **COPY**, tap a step button to copy a clip, tap another to paste.
 - **Track Select Mode** – Hold **COPY**, tap a step button to copy a track, tap another to paste. If empty, a new track is created.

- **Row Launch Mode** – Hold **COPY**, tap a step button to copy a row, tap another to paste. If empty, a new row is created.
 - **Next Seq Mode** – Hold **COPY**, tap a step button to open the sequence copy popup (if the slot is populated).
 - **Q-Link Pad Grid Mode** – Hold **COPY**, tap a step button to copy a macro, tap another to paste.
- From the MPC Live III Step Sequencer > Automation mode or the Step Sequencer TUI mode you can now lock automation input to the current step.
 - When **Lock To Step Length** is enabled, any automation you add will only affect the selected step, making it easier to create tight, step-specific parameter changes without spillover into adjacent steps.

Smaller enhancements:

- MPC Live III default drum track preset now uses the MPCe expressive pads.
- MPC Live III can now send and receive 24 channels of USB audio input and output.
- MPC Live III has a number of under the hood enhancements to improve battery life.

Updates For All MPC Users

Drum Articulations Engine

Drum tracks in MPC now feature a powerful **Drum Articulation Engine**, allowing you to access typical drum articulations and rudiments.

Key Features:

- Assign articulations like **flams**, **paradiddles**, and **dynamic drum phrases** to individual pads.
- Trigger and record different articulations using the 16 Level - Articulations feature.
- Modifiers gain an Articulation parameter.

Using Articulations:

- Go to Track Edit to use the Articulations GUI/TUI. On the TUI the editing parameters are located in the second **Effects tab**
- Choose from **over 100 included drum articulations** using the **Articulations dropdown menu**.
- Adjust articulation playback speed using the **Speed knob** and shortcut buttons (**1/2**, **1**, **2**).
- Modify articulation dynamics with the **Dynamics knob**.
- Control stereo spread on applicable articulations using the **Stereo knob**.

Using Articulations with MPCe Pads:

The MPC Live III's **MPCe pads** transmit **X, Y, and Pressure** messages, allowing for dynamic articulation switching.

- Open the **Articulations TUI** and enable the **MPCe button**.
- Assign up to **four different articulations** to the four quadrants of an MPCe pad.

16 Levels:

- Press the **16 Levels** button and choose an Articulation option from the popup.
- Pad 1 plays the original sample unchanged, pads 2-16 trigger the first 15 articulations in the articulation list.

Modulation Matrix

Drum tracks now contain a comprehensive 32-cell modulation matrix which provides extensive routing options for complex modulation setups.

- In the GUI, go to **Track Edit** and the modulation matrix is one of the bottom panel editors.
- In the TUI go to **Track Edit > Mod Matrix** tab.

Layer Play Offset

The **Layer Play Offset** parameter lets you shift a framed sample window—defined by the **Start, End, and Loop points**—across the sample without altering their relative positions.

For example, if you set Start, End, and Loop points to frame the first **1/16th note** of a one-bar sample, you can use Layer Play Offset to move that window to different **1/16th note** positions within the sample.

How to Use Layer Play Offset:

1. Load a sample at least **one bar** in length onto a pad.
2. In **Track Edit > Samples Tab**, adjust the **End point** to frame a fraction of the sample (e.g., the first **1/16th note**).
3. Use **Layer Play Offset** to shift the sample window. (*Note: You must retrigger the pad to hear the change.*)

Modulation Support

- Assign sources like **Pad X** or an **LFO** to **Layer Play Offset** in the **Modulation Matrix** to dynamically vary the Start/End/Loop position each time the pad is triggered.

Layer Play Mode Crossfade

In **Drum** and **Keygroup tracks**, you can now crossfade between sample layers using modulation sources like **Envelopes** and **LFOs**, enabling wave-sequencing or vector synthesis-like effects. By default the first 4 layers will be crossfaded using crossfade mode **A**. Additional crossfade modes **B**, **C** & **D** can be used to blend layers 1-8.

How to Crossfade Sample Layers with an envelope:

1. On a drum track, select a pad and add samples to **Layers 1 and 2**.
 - *Tip: Use variations of the same sample, such as a chord played by two different synth presets.*
2. Navigate to **Track Edit > Global** tab and set **Layer Play** to **Crossfade**.
3. To map an Envelope to crossfading for layer blending in **Track Edit > Mod Matrix**:
 - **Slot 1:** Source → **Filter Envelope**, Target → **Layer Crossfade X**
4. Now the shape of the Filter Envelope will shape the crossfade between layers 1 and 2.

Advanced Keygroup tracks get Layer Crossfading.

Keygroup tracks now support **Layer Crossfading**, enabling smooth blending between sample layers or creative wavesequencing-style effects.

1. On a keygroup track, select a keygroup and add samples to **Layers 1 and 2**.
 - *Tip: Use two different samples at the same pitch for example Organ C3 and Choir C3.*
2. Navigate to **Track Edit > Global** tab and set **Layer Play** to **Crossfade**.
3. To map an Envelope to crossfading for layer blending in **Track Edit > Mod Matrix**:
 - **Slot 1:** Source → **Filter Envelope**, Target → **Layer Crossfade X**
4. Now the shape of the Filter Envelope will shape the crossfade between layers 1 and 2.
 - *Tip: to get a more abrupt crossfade that sounds more like wavesequencing set the Shaper to Quantize 0050.*

New Drum Modulation Sources

- **LFO 1** is upgraded with additional parameters.
 - **LFO 2** adds a second LFO to drum programs.
 - **Note Counter Modulation:** The Note Counter enables stepped modulation, such as alternating pan positions for different voices.
 - **Two Ramps:** For additional modulation shaping.
 - **Global and Per-Voice Drift LFOs:** Adds subtle detuning for natural variation.
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Lock Step Automation to Step Length

You can now input automation bounded by the length of a step.

- On MPC Live III, press **SET + Automation**.
 - On all other hardware, navigate to **Step Sequencer** mode and press the Settings cog.
 - When the radio button is set to 'Locked to Step Length', changes to automation will only affect the current step.
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MIDI Note Output for Drum Tracks

You can now configure individual pads within a Drum Track to send specific MIDI notes for triggering external gear, lighting, or video systems.

- Navigate to the **Pad Channel Strip > I/O section** within a Drum Track.
 - Use the **MIDI Out Enabled** field to set when the MIDI note should be sent:
 - **Never** – No MIDI note is sent.
 - **Always** – Note is sent every time the pad is triggered.
 - **When Empty** – Note is sent only if the pad has no internal sample.
 - Use the **MIDI Out Note** and **MIDI Out Channel** field to define the exact MIDI note number and channel number to send.
 - Make sure the Drum Track's **Send To** field is set to a MIDI track.
 - Set the MIDI track's output to the MIDI port that you've connected to external gear.
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Record and playback MIDI Channel with events.

We've expanded the MPC sequencer's MIDI capabilities with full per-event channel recording and routing. This update unlocks more flexible workflows for multitimbral instruments and external MIDI gear.

What's New:

- **Per-Event MIDI Channel Recording**
Incoming MIDI events now store their original channel (1–16) in the sequencer, allowing more expressive and accurate MIDI performances—especially when using multitimbral instruments.
- **MIDI Input Channel Selection**
Each track now offers an input filter:
 - **Channel 1–16:** Record only events from the selected MIDI channel.
 - **Channel: All:** Record events from all MIDI channels and preserve each event's channel information.
- **MIDI Output Channel Modes**
Each track's MIDI output now supports:

- **Channel 1–16:** Force all output to the selected channel.
 - **Channel: ANY:** Send each MIDI event on its originally recorded channel (ideal for multitimbral playback).
 - **Step Recording with Channel Support**
Step-entered notes now retain the MIDI channel from the input event (when input is set to “All”).
 - **List Editor** now shows the channel of the recorded events.
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Project Time Signature Support

You can now change the **time signature** of your MPC project to suit your creative needs.

- From **Main Mode**, tap the **Time Signature** field to open the **Project Time Signature** popup.
- Choose your desired time signature from the popup to apply it to the entire project.

Important Notes:

- Changing the project time signature updates **all sequences** to use the new time signature.
 - **Sequences** will retain their **length in bars**.
 - **Clips** will retain their **length in pulses**, ensuring timing and playback remain consistent.
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Smaller enhancements.

- **Modulation Matrix** has support for hierarchical menu of sources and targets
- Drum Track Edit > Global tab now contain Pad Tuning parameter which alters the tuning of all layers on that pad.
- When using Pad Copy, pad colors are now copied.
- Main Mode Sequence Field change
 - Press-holding the sequence name field in Main Mode now opens a ‘Sequence Settings’ popup.
 - This popup contains two fields, ‘Name’ and ‘Auto-Select Track’.
 - ‘Name’ is a text field which can be edited as is currently done by push-holding the sequence name field in Main Mode.
- New Feature: Auto-Select Track
 - You can now specify which track is selected when switching sequences.
 - **Press and hold** the **Main Mode > Sequence Name** field to open the **Sequence Settings** popup.
 - **Auto-Select Track** is a combo box listing all available tracks, plus a **None** option.
 - If **None** is selected, switching to the sequence will not change the currently selected track.

- This feature improves workflow efficiency, particularly for live performance and structured arrangements.
- Pad and button lights are now turned off when entering Screen Dimming mode.
- MPC Live, Live II and Live III now have independent screen dimming and brightness preferences for battery and wall power.
- The **Layer Play > Random** and **Randomise** panels in Drum and Keygroups now expose the **Seed** parameter for the random sequence to allow for **repeatable randomness**. Entering the same seed (a number between **1 and 999,999**) will always produce the same random sequence. This ensures consistent results across sessions, project recalls, and preset sharing.
- **Touch Strip Enhancements**
 - **Crossfader Mode**
MPCs with a touch strip now feature a **Crossfader mode**. From **Mixer Mode > Effects tab**, you can assign tracks to either side of the crossfader using the **A** or **B** buttons. Switch the touch strip to **Crossfader mode** to seamlessly blend between sides A and B.
 - **Off Mode**
MPCs with a touch strip now include an **Off mode**, allowing you to disable touch strip functionality when not in use.

MPC 3 Pro Feature Pack

Users of MPC can now purchase the MPC 3 Pro Feature Pack, which works on both standalone and desktop (Note the MPC 3 Pro Feature Pack is included for free on MPC Live III and is activated by default).

- **MPC 3 Pro Feature Pack Features:**
 - MPC Clip Launch including:
 - Matrix and Clip Edit mode
 - Follow actions
 - Row launch tempo
 - Row launch snapshots
 - Ableton Live Project Import
 - Advanced CV
 - Advanced Q-Links including:
 - Q-Link Envelope follower and LFO
 - Super warp algorithm (standalone only)
- **MPC 3 Pro Feature Pack Plugins:**
 - AIR Fabric Select
 - AIR Visual EQ4
 - AIR Reverb Pro
 - AIR Utility

Activation

- The MPC 3 Pro Feature Pack comes free with MPC Live III

- To purchase the MPC 3 Pro Feature Pack go to www.akaipro.com You can unlock the Feature Pack on up to three devices.
- To unlock the MPC 3 Pro Feature pack within the desktop software or standalone go to Preferences > Activation and scroll down to the MPC 3 Pro Feature pack entry. Activation works similarly to plugins.

See here for seperate MPC 3 Pro Feature Pack release notes.

[\[ACVS\]\[SME5\]\[SME0\]\[SME1\] MPC 3 Pro Feature Pack Release Notes](#)

MPC 3.6 Desktop Specific Improvements

The MPC desktop software is currently in beta. Some key functionality **Arrange**, **Matrix**, and **Q-Link Edit** is only available on the hardware touchscreen at this stage. These features will be added to the desktop GUI in a future update.

- Supports **MPC Live III** and the **MPC 3 Pro Feature Pack**
 - MPC Live III customers can unlock the MPC 3 Pro Feature pack within the desktop software from the Preferences > Activation tab.
 - The Track panel in the left hand Inspector now contains the following improvements:
 - The track number shows the track colour.
 - Right clicking on the track name has the option to open the Track Settings popup.
 - The track header has a duplicate track button.
 - If the current track is a drum track, dragging the mouse over the Main Mode UI pads sends *Pad X* and *Pad Y* messages.
 - The MPC desktop software now supports the MPC Studio Zoom button.
 - Various popups are now supported from the GUI.
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Bug Fixes

Browser:

- Favorites folder is now highlighted correctly after launching the application.
- Data in Splice folders on external media now displays with correct filesize and dates.

Grid View:

- Pinch zooming no longer jumps to the wrong place in the timeline.
- F-keys no longer lose hardware focus after switching modes.

- Keygroup track Aftertouch automation for all notes can now be viewed and edited in the Automation lane.

Loading and Saving:

- Samples will no longer fail to save after deleting a project or track file.
- MPC pattern files from previous releases will now load.
- Drum Tracks with user samples can now be saved correctly after loading them to a project.
- When loading samples from external media to a project and internal memory and removing the media, projects now save those samples correctly.
- A crash will no longer occur when loading consecutive MIDI files.
- On macOS in Controller Mode, a crash will no longer occur when using SHIFT+BROWSE hardware buttons to Save when the Track Inserts selection overlay is open.
- Tapping New Project very quickly on Demos screen will no longer cause units to freeze.
- Tracks saved with samples set to Stream from Disk now reload correctly.
- Submixes and Submix routings are now exported when exporting mixdowns as separate tracks.
- Drum and Keygroup track LFO Destinations values set in MPC 2 projects are now restored correctly when importing projects to MPC 3.
- When saving a project to an external drive with insufficient space for the project, the correct error message will appear, preventing MPC from saving a file with missing data.
- Custom CC names saved with a MIDI track now load correctly.
- A warning message when a user attempts overwrite a sample with the same name has been restored.
- Extensible format wave files of up to 2 channels can now be loaded.
- When importing MPC 2 projects containing unactivated plug-ins, the warning message is no longer dismissed prematurely.
- When a track using Pad Parameter slices is replaced with a new track, and a user presses Undo, the slices in the previous track are restored correctly.

Main Mode:

- Merging pads no longer generates an inaccurate error message.
- Pads now trigger correctly when a user is holding the Shift button.
- If the Q-Link overlay is opened, the Data Dial and +/- buttons no longer become unresponsive.
- The user is now notified when CV routings have been edited in Track Edit.

MIDI:

- When Note Repeat is enabled, MIDI messages received now correctly abide by routing and Preferences settings.
- MIDI Learn mappings are no longer lost when loading a drum kit onto an existing drum track.

Mixer:

- When pressing the STOP button twice to reset audio playback, level meters will no longer appear to freeze at last value.
- Turning multiple insert effects on at the same time will no longer display the wrong insert status.
- Record Arm will now remain on when changing Track Type to Audio.
- When the Channel Mixer is open in a separate window, changing Sequence no longer causes Track names to display incorrectly.
- Renamed Output, Send and Submix channels now reset to defaults on New Project.

Next Sequence:

- Bank selection is now restored when you leave Next Sequence mode and return.

Note Repeat:

- All pad presses can be heard when several pads are held.

Preferences:

- Behavior when changing Wi-Fi network connections during a connection attempt has been improved.
- DNS address is now automatically set when Address Method is set to Automatic.
- Product activations state should now be accurate first time after performing a software update.

Q-Links:

- Sequence Tempo changes can now be automated when using Main Mode's Screen Mode Q-Link assignments.
- Using Clip Matrix Screen Mode's Volume/Pan/Send 1-2 Q-Links now creates correct Undo events.

Sample Edit:

- Sample Edit Chop page will now remain responsive after navigating away and back.
- Shortening a sample's length to 1 will no longer cause a freeze.
- Slices now retain the source sample's BPM when converted using New Drum Track Using Slices option.
- Tapping a different pad when the Create Stems popup is open no longer changes the sample you intended to process.
- Multiple Stems processing actions on the same sample assigned to different pads will no longer assign them all to the initially selected pad.

Sequences:

- Events now record correctly when recording to a clip with Loop off.
- Retrospective Record no longer ignores Note Repeat data.
- Audio track data is no longer overwritten on loop in Arrange.
- Program Change message sending during count-in has been corrected.
- UI performance is no longer compromised when using the Double Length command several times in succession.
- When Loop is off, overdubbing no longer resets playhead to start of sequence or clip when end of sequence or clip is reached.
- In Song Mode, scrolling through sequences no longer alters Track Mute states.
- Muting or unmuting a track at the very end of sequence playback retains state correctly when the sequence loops.
- When inserting bars before Bar 1, Mute automation data is no longer reset.
- Existing automation data is no longer lost after undoing Copy Events > Merge.
- After deleting a track, a crash will no longer occur when undoing a Track Length value change.
- Drum Tracks are no longer incorrectly transposed when converting a song to a sequence.
- Volume automation changes applied on Note On now play at the correct time.
- Using MPC X and X SE Event buttons when recording to non-Audio tracks no longer disables Record.
- TUI pulldown field's Loop button now works for the currently selected sequence.
- Clearing a sequence now reinitializes sequence Name, Sequence Length and Tempo.

Sounds:

- Switching between different saved Favorites should now occur reliably.

Step Sequencer:

- Pad parameter values now display in correct format for each parameter.

Track Edit:

- All and Multiple pad editing settings no longer ignore pad layers.
- Generators in Hype no longer cut out unexpectedly.
- Drum track Randomize settings in MPC 2 projects are now correctly restored when imported to MPC 3.
- A crash will no longer occur when applying Pro Ten warping to a heavily pitched down sample.
- When the New Project Dialog setting is On, pressing control surface buttons will no longer cause a crash when the relevant popup is open.
- In Track Edit, Global Drift Speed value is audibly restored when copying a track or loading a saved project/track.
- A crash will no longer occur when viewing another sample layer in Track Edit while Layer Slice is being automated.
- Plugin memory usage display has been corrected.

- Projects containing Odyssey instances now reload with correct value for the Echo Time parameter.
- Drum FX field selection now behaves correctly.
- Drum and Keygroup tracks' Pitch Wheel as a source value is no longer set to 100 by default.
- MIDI Track CC value changes now update correctly.
- In Drum and Keygroup Track Edit Mod Matrix, Env Decay and Env Hold are now mapped to the correct parameters.

Known Issues:

- Logging into an inMusic account on a standalone MPC or Force can take two attempts.
- Clicks and distortion are heard when changing the length of a sequence during playback.
- Projects created in Force 3.3 with CV tracks do not load
- In Arrange Mode, the All tracks to arrange function key does not work for tracks with “exclude from row launch” set
- In rare instances, Audio Mixdown can export a blank file.
- 'Incorrect Password' error can occur when a 5Ghz Wi-Fi network is disabled during connection attempt.
- Bounce Sequence to sample functionality is missing from MPC Standalone UI.
- A “plugin content folder(s) could not be found” error can be occur when MPC cannot locate previously sync'd Splice files stored on external media.
- In Drum/Keygroup Track Edit mode, the Layer Play Crossfade graphics for modes B & C are swapped.
- Windows - VST3 plugins can fail to display entire UI.