

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 file sizes 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/Keyrout Track Edit mode, the Layer Play Crossfade graphics for modes B & C are swapped.
- Windows - VST3 plugins can fail to display entire UI.