# MPC 3.7 Update

## Compatibility

This release is for **MPC XL**, MPC Live III, MPC Key 37, MPC One+, MPC X Special Edition, MPC Key 61, MPC One, MPC Live II, MPC X, MPC X SE, MPC Live and Force (standalone only).

## Desktop Software

The MPC 3 desktop software remains in beta. Please note that projects created in Standalone Mode on version 3.4 to 3.7 are not backward-compatible with the MPC 2.15 desktop software.

## Downloading the Firmware Update

You can download the MPC 3.7 firmware update in either of the following ways:

- **MPC Standalone Updater:** In standalone mode, connect your MPC to the internet, go to **Preferences > Info**, press **UPDATE**, then select **Online Update**.
- **inMusic Software Center:** Visit to get the inMusic Software Center (if you don't already have it installed), then download the update from within the inMusic Software Center.

For instructions on installing these updates, please visit our support page here.

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# Q-Link Mode: MPCe Pads

The new **MPCe Q-Link Mode** transforms each MPCe pad into an **expressive XY control surface**, providing direct, hands-on modulation of synthesis and effects parameters.

This feature bridges pad performance and real-time parameter control, offering a faster, more tactile alternative to traditional Q-Link knob mapping.

## XYPad Control

Each MPCe pad can now function as a mini **XY pad**, transmitting **X**, **Y**, and **Pressure** data for real-time modulation of insert effects or synthesis parameters.

You can:

- Assign **pad axis data** to modulate **filter cutoff**, **resonance**, **LFO depth**, or any other assignable parameter.
- Use **empty pads** within a Drum Track as dedicated modulation surfaces — similar to a **Kaoss Pad** — for controlling effects or automation.

### Q-Link Integration

Using **MPCe Q-Link Track Mode**, you can map expressive pad data directly to Q-Link parameters.
This enables seamless real-time control over insert effects, instrument parameters, or modulation routings directly from the pads.

### How to Assign Parameters

1. On a Drum Track
2. Open **Q-Link Edit** and navigate to the **MPCe Pads** tab.
3. Use the **Pad** field to choose the pad you wish to edit.
    - **Tip:** Setting **Pad = All** allows you to make assignments that apply globally to all pads.
4. Use the **Control** dropdown to specify whether you are editing the **X-axis**, **Y-axis**, **Pressure**, or **Quadrant** of a pad.
5. Assign parameters using the **[+]** button or **[Learn]** function, just like any other Q-Link assignment.

### Visual Feedback

- The **TUI Pad Component** provides an on-screen visualization of each pad's **X/Y movement**, allowing intuitive tracking of modulation gestures.
- A **Pressure Graph** displays **real-time pressure response**, making it easy to see and fine-tune pad sensitivity and modulation range during performance.

#### *Notes*

- **MPCe Q-Link Mode** is only accessible from a **Drum Track**.
- **MPCe Q-Link Mode** supports both **Project** and **Track** modes.

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## MPCe Layer → Quadrant

We've made it much easier to control which **MPCe Pad quadrants** trigger individual **Drum Pad Layers**.

This allows precise mapping of sounds to specific pad areas, perfect for multi-sound performance setups or expressive layering.

### Drum Tracks

From a **Drum Track**, open **Track Edit → Tune/Mix**.
Within the **MPCe Pad TUI component**, you can now **enable or disable individual quadrants** for each layer of a drum pad.

For example, if Layer 1 contains a **kick drum** and you want it to play **only from the bottom-left quadrant**, simply **turn off** the other three quadrants in the MPCe Pad view.
This lets you dedicate different sounds to different quadrants of the same pad.

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## Modulation Matrix Target → Slice

You can now use the **Modulation Matrix** to modulate the **Slice number** of a sample on both **Drum** and **Keygroup** tracks.

This powerful addition enables dynamic, performance-based slice selection using sources such as **Pad X position**, **Velocity**, or other modulation inputs.

### How It Works

Assign **Target → Slice** in the **Modulation Matrix** to dynamically change which slice of a sample is triggered when a note is played.

The **slice change occurs at note-on**, allowing each note to select a different slice based on modulation input values.

### Examples

**Example 1:**
Play different slices across the X-axis of an MPCe pad.

- **Source:** Pad X
- **Target:** Slice
  This allows smooth, spatial control of sample slices as you move across the pad surface.

**Example 2:**
Create **128 velocity-switched layers** using a single sample sliced into 128 regions.

- **Source:** Velocity

- **Target:** Slice
  Each velocity value triggers a corresponding slice, creating a detailed, expressive velocity response.

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## Partial Pad Presets

To accelerate sound design and creative experimentation, we've introduced a library of **Partial Pad Presets** for **Drum Tracks**.

These presets allow you to quickly explore advanced synthesis setups, complex MPCe pad routings, and expressive modulation configurations — all without starting from scratch.

### Overview

On a drum track a **Partial Pad Preset** contains the complete state of the **synthesis engine** that processes a pad, along with a selection of key setup parameters.
This means you can instantly apply rich, preconfigured signal paths and modulation routings to any pad.

Presets range from:

- **Filter and drum effects chains** for quick sound shaping
- **MPCe expressive Mod Matrix routings** for advanced performance control

These presets deliver **immediate, musical results**, making it easy to experiment and evolve your sound.

### Loading and Saving Presets

To load a **Partial Pad Preset** on a **Drum Track**, from the TUI go to **Track Edit → Samples** tab and use the **Preset** field to select a preset from the library. On the GUI use the **Track Edit** toolbar.

You can also **save and load your own custom presets**, allowing you to build a personal collection of favorite pad processing setups for rapid recall in future projects.

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## Step Sequencer: Extended Note Length

You can now **lengthen notes across bars and banks** within **Step Sequencer Drum Sequence Mode**, enabling smoother programming of sustained notes and longer performances.

**MPC XL** and **MPC Live 3** when working in **Step Sequencer Drum Sequence Mode**, notes can now extend beyond the current 16-step bank.

To lengthen a note across multiple banks:

1. In **Bank 1**, **press and hold** a note (step) in the Step Sequencer.
2. While holding the note, **press the Next Bank** button to move to **Bank 2**.
3. Still holding the original note, **press another Step Sequencer button** in Bank 2 to define the new end point of the note.

The note will now extend seamlessly across both banks, maintaining consistent timing and playback through the full range of steps.

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## Q-Link Mode Step Sequence

With this update, **MPC XL** and **MPC Live 3** gain a powerful new **Q-Link Mode: Step Sequencer**, seamlessly integrating Q-Link control with the **1–16 hardware step sequencer** for faster, more expressive sequencing.

### Overview

This new mode works in conjunction with the hardware **1–16 Step Sequencer**, providing **contextual parameter control** tailored to each Step Sequencer mode.

Each mode automatically maps Q-Links to the most relevant editing parameters, allowing for **fast**, **intuitive**, and **hands-on control** during step programming.

For example, in **Drum Sequence** or **Note Sequence** modes, Q-Links automatically adjust step velocity, while **Step Edit** mode exposes detailed per-step controls such as tuning, probability, and envelope shaping.

This integration streamlines step-based composition and enhances real-time workflow when sequencing directly from the hardware.

### Mode Assignments

| Step Sequencer Mode | Q-Link Assignment | Details / Notes |
|---|---|---|
| **Drum Seq** | Velocity | Fixed mapping for per-step velocity control. |
| **Note Seq** | Velocity | Fixed mapping for melodic step velocity control. |

| | | |
|---|---|---|
| **Step Edit** | Step Edit Screen parameters | Uses the existing Step Edit Q-Link layout for the currently selected step:<br>• Velocity<br>• Ratchet<br>• Probability<br>• Nudge<br>• Tuning<br>• Tuning (Fine)<br>• Level<br>• Pan<br>• Cutoff<br>• Resonance<br>• Filter Env Amount<br>• Sample Slice<br>• Env Attack<br>• Env Decay<br>• Env Release<br>• Sample Layer<br>Note : Changing tab in the TUI Step Edit popup changes the parameters displayed on the Q-Links. |
| **Note Length** | Note Length | Adjusts note lengths in pulses. |
| **Last Step** | Off | Q-Link inactive. |
| **Automation** | Selected Automation Parameter Value | Controls the value of the currently selected automation parameter. |
| **Clip Launch** | Off | Q-Link inactive. |
| **Row Launch** | Row Tempo | SHIFT + tapping a Q-Link enables/disables **Row Launch Tempo** for a Clip Row. Once enabled, Q-Links can then be used to adjust a rows tempo. |
| **Track Select** | Volume | Q-Link controls track volume. |
| **Track Arm** | Volume | Q-Link controls track volume. |
| **Track Mute** | Volume | Q-Link controls track volume. |
| **Pad Mute** | Pad Level | Q-Link controls pad level. |
| **Next Seq** | Auto-Select Track | When changing a sequence you can specify the track that will be selected. This is the same as the Sequence Settings Auto Select Track Field. |
| **Q-Link Pad Grid** | Off | Q-Link inactive. |
| **Visuals** | Off | Q-Link inactive. |
| **Edit Actions** | Off | Q-Link inactive. |

## Step Sequencer Lighting

The **Step Sequencer modes** on **MPC XL** have been updated to improve **pad legibility in bright lighting environments**.

### Track Select Mode

- All track colors now display at **full brightness**.
- The **selected track** is shown as **bright white** for immediate visibility.

### Pad Mute Mode

- **Unmuted pads:** Show their assigned color at **full brightness**.
- **Muted pads:** Display as **dim flashing amber**.
- **Soloed pads:** Display as **dim flashing blue**.

### Track Mute Mode

- **Unmuted tracks:** Show their assigned color at **full brightness**.
- **Muted tracks:** Display as **dim flashing amber**.
- **Soloed tracks:** Display as **dim flashing blue**.

**Note:** These lighting enhancements apply **only to MPC XL hardware** and are designed for optimal visibility during live performance and outdoor use.

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## Step Sequencer Nudge improvements

This update introduces refined behavior for nudging MIDI events within sequences and clips. On MPC XL a nudge is performed using the dedicated hardware buttons <NUDGE and NUDGE>. Alternatively the same function can be performed using the TUI Step Sequencer < Nudge > buttons.

#### *Consistent Event Wrapping*

- Nudging events earlier or later now keeps them locked inside the valid playable range of their parent clip or sequence.
- Events that pass the end boundary wrap back to the start, and events nudged before the start wrap to the end.

- Events will **never** appear outside the valid timeline after nudging.

### *Clip-Based Event Handling*

- Events now wrap between:
  - **Start point:** earliest of Clip Start **or** Clip Loop Start
  - **End point:** Start + Clip Loop Length

Example:
Clip Start = **2:1:00**
Loop Start = **1:1:00**
Loop Length = **4 bars**
→ Events wrap between **1:1:00** and **5:1:00**

### *Sequence Event Handling*

- For sequence-based event lists, events wrap between:
  - **1:1:00** (start)
  - **End of sequence**
- Sequence loop brace does not affect wrapping.

### *Independent Track Length Support*

- When **Independent Track Length** is enabled, events wrap within each track's own length instead of the main sequence length.
- Start remains **1:1:00**

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## Copy Arrangement to Clip Row

You can now copy an **Arrangement Row** directly into a **Clip Matrix Row**, allowing quick transfer of arrangement data into a clip-based performance layout.

This makes it easy to repurpose timeline sections for live playback, loop-based composition, or clip-style remixing.

### From TUI Clip Matrix Mode:

1. **Push and hold** on the **Arrangement Row**.
2. From the **Selector**, choose **Copy**.
3. Navigate to the **Clip Row** you want to paste into.
4. **Push and hold** on an **empty Clip Row**, then choose **Paste** from the Selector.

The **Arrangement event list** will be copied into the selected Clip Row.
The **loop region** of the new clips automatically match the **loop region** of the Arrangement Row.

### Example Workflow

You can use the **Arrangement Loop Brace** to copy specific sections of your song into different Clip Rows to try out different arrangement ideas to this:

- Set the loop brace to **bars 1–5**, then **copy** and **paste** that section into **Clip Row 1**. Alternatively for a fast one button workflow use the Insert and Capture option.
- Move the loop brace to **bars 5–9**, then **copy** and **paste** that section into **Clip Row 2**.

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## MPC XL - Default Chop Button Mode

A new setting, **Default Chop Button Mode**, has been added for MPC XL's dedicated **CHOP** hardware button.
This setting allows users to define which **Chop Mode** is automatically used when pressing the **CHOP** button in **Sample Edit**.

### Behavior

- When the **CHOP** button is pressed:
  - If the **current sample already has slices**, the system enters **Sample Edit → Chop tab** with **Manual** mode selected (no change to previous behavior).
  - If the **current sample has no slices**, the system enters **Sample Edit → Chop tab** using the **user's Default Chop Button Mode**.
- This setting **does not affect** any other Sample Edit behavior — including scrolling through samples or entering the mode through the **Mode Menu**.

### Location

- Choose your default chop mode for an unsliced sample in **Sample Edit → Settings**

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## MPC Live 3 specific enhancements

### Mic & Speaker Improvements

You can now use the **MPC Live 3** internal microphone while the speaker is on — making it faster to capture samples with the built-in mic and instantly audition them through the speaker.

A new option in **Preferences → Hardware** lets you control this behavior:
**Disable internal mic while speaker is on**.

To use the mic and speaker together, set this preference to **Off**.

- The mic and speaker can then be used simultaneously with no restrictions.
- No popup is shown when enabling the mic while the speaker is on.
- When both are active, the **Monitor** controls for tracks using the internal mic input are visibly disabled, with on-screen feedback reading:

  "Internal mic monitoring disabled while speaker is on."

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## Smaller Enhancements

- On **MPC Live 3** and **MPC XL**, you can now solo tracks and pads directly from **Step Sequencer Mode: Track/Pad**.
  - In **Step Sequencer Track Mute** or **Pad Mute** modes, hold **SHIFT** and tap a **step button** to solo the selected track or pad.
  - Soloed tracks and pads are indicated by **flashing light blue** step buttons.
- **USB Audio Channel Configuration**
  - **MPC Live 3** and **MPC XL** now include a new **Preferences > Audio Device** option that allows you to change the number of USB audio channels from **24 In / 24 Out** to **8 In / 8 Out**.
  - Reducing the channel count improves compatibility with certain USB audio hosts, including **Android devices**.
- **Force Note Config.**
  - **Note Config** now supports **custom pad layouts**.
  - In the Note Config dialog, **Off** has been renamed to **Custom**.
  - When **Custom** is enabled, Force uses the **pad note map and pad colors stored in the program**.
  - Pad note maps can be edited via the **Edit Note Map** dialog.
- MPC's with a touch strip gain a new **Touch Strip Mode : Strum** perfect for adding expressive movement to your performances.
  - When **Note Strum** is enabled, the Touch Strip lets you "strum" any notes you're holding — just like brushing across strings on a guitar or harp. This works well with notes triggered from Pad Perform chords mode.

        - **Strum held notes:** Swipe your finger along the strip to bring chords and sustained notes to life.
        - **Play seamlessly:** The MPC automatically manages note states, so you can switch modes or change held notes without stuck or hanging notes.
- You can now reset your Wi-Fi settings. From Preferences > Wi-Fi by holding SHIFT and pressing the RESET f-key.
- When you insert notes using the MPC Step Sequencer the added notes will take into account your current TC Swing setting. This applies TUI/GUI step sequencer modes, the MPC Live 3/XL Step Sequencer buttons and the Force Step Sequencer pad mode.
- In the MPC Standalone Browser mode there is now more consistent labeling for [Internal] directories.
- When controlling plugin instruments using horizontal Track and Screen mode Q-Links there are now a number of minor ergonomic improvements.
- **MPC Preferences > Activations.** The Activations interface (both GUI and TUI) has been redesigned for a better user experience. You can now filter your activations list by type — **All**, **Instruments**, **FX**, or **Features** — for faster navigation and easier management.
- **Q-Link Display.** Q-Link OLED screens now provide improved value visibility during adjustment. When a Q-Link is touched, the parameter name temporarily hides and the value text enlarges, making it easier to read precise values in real time.
- **Next Sequence Mode.** Unused sequences are now shown as **dim yellow** on the MPC pads, while **active sequences** appear **bright yellow**, making it easier to distinguish between used and unused sequences at a glance.

## Bug Fixes

Playback:

- Changing order of tracks during playback no longer causes audio drops.
- Audio tracks will no longer play out of sync when Loop Start is not placed at Bar 1.
- Stutter and audio dropouts no longer occur when switching sequences if Clip Workflow is enabled.
- Reordering tracks while the transport is running will no longer cause audio to be lost on some tracks.
- Metronome is now audible as expected when set to a Mono output.
- Arrangement will no longer stop when changing internal track types while in Sync mode.
- Switching focus to another track will no longer cut off MIDI notes received from an external sequencer.

Arrange View:

- Record on next loop start setting for audio tracks has been repaired.
- Pasting an audio regions during clip playback no longer always places this data at the start of an arrangement.

Control Surface:

- Pad lighting behaviour when entering some menus and Modes has been improved.

Track Edit:

- Changing between tracks in Track Edit no longers causes audio errors.
- MPC's control surface will no longer drop when changing track rapidly.
- Snap to Zero setting is now working in the Samples page.

Main Mode:

- Deleting a track and then undoing the action no longer breaks that track's Independent Track Length setting.

Sample Edit:

- Tapping Cancel twice during Stems processing no longer causes a crash.
- Processing a sample slice not longer sets slice selection to All.

Loading and Saving:

- Loading a project with Independent Track Length settings enabled with no value changes now load correctly.
- Pressing the Menu button while the New Project > Save Project reminder dialog is opened no longer causes a crash.

Startup:

- Startup wizard behavior now respects a user's "Do not show.." selection when MPC is launched.

Sequence Edit:

- Bounce Sequence to sample option has been restored.
- Deleting bars will no longer remove initial automation event.
- Copy Events now works when a specific pad's events have been selected.
- A rare crash will no longer occurs using Copy Sequence.

Browser:

- Folder location shortcuts set are now accurately reflected when saving data.

Looper:

- Looper will record in sync when Ableton Link is enabled.

Sampler:

- Starting a recording with TUI buttons has been repaired.

Q-Links:

- Q-Link now display Pitch Bend changes correctly.
- Q-Links are now mapped correctly for Drum Track's LFO/Utilities/Mod Matrix tabs.
- Mod Matrix Q-Link OLED parameter value displays are now aligned with TUI display .
- Rec Arm Q-Link now updates when a track’s Arm state changed elsewhere.
- Custom track macros for plugins are no longer reset to default when a plugin’s preset is changed.
- Volume mode Q-Links for MIDI tracks have been repaired.

Channel Mixer:

- Audio input is now visible in Main Mode without needing to visit Channel Mixer view first.
- Audible clicks when adjusting track/pad levels have been improved.

List Edit:

- All values for MIDI CC parameters are now available to enter.

Time Correct:

- Pad lighting when Time Correct popup is displayed has been corrected.

Grid View:

- The grid viewport when in playback with record/overdub enabled now behaves as expected.
- Grid note preview now plays referencing correct Pad X/Y automation value.
- When editing automation, Magnifying Glass tool will no longer behave like the Pencil tool.
- Automation lane display changes have been made more responsive when moving events.

Song Mode:

- Using Record and entering sequences with pads no longer erases the current track.
- Using Record + Play will play back the first sequence correctly.

Clip Matrix:

- Edit Clip/Region will now respect current clip selection.

Sounds Mode:

- Selecting a plugin preset in Favorites will now change the active plugin preset.

Pad Perform:

- Custom MIDI mapping will no longer causes notes to draw incorrectly in Grid view.
- Aftertouch values are now set correctly when Aftertouch is disabled.
- Stuck notes when when using Progressions have been corrected.

MIDI Learn:

- Reordering track positions will no longer break learned MIDI mappings.

Undo History:

- Crash will no longer occur when redoing an action after Undo History has been cleared.

## Known Issues

- MIDI Aftertouch and Pad X/Y Position automations are not captured when recording Clips to Arrange.
- Activations including Pro Pack & Clip Workflow occasionally deactivate on startup.
- Q-Link order is sometimes wrong in the Touch Strip config when in Q-Link mode.
- Track Edit - Envelope decay value is hard to set as desired between 0 - 700ms due to acceleration.
- Sample Edit - Start/End values can be inhereted unexpectedly after placing a sample on an Audio track.
- MPC XL - Step Sequencer Track Mute buttons can get into state where a track adjacent to a user's selection is muted.
- MPCe graphic is visible in Track Edit > Tune/Mix tab for keygroups.
- Track Mute - After duplicating/deleting a track, edits can apply to the wrong group.
- Cancelling an MPC2 project import results in empty project with no Outputs available.