[ACVS] MPC v3.5 Release Notes

MPC 3.5 Beta Desktop Software

Compatibility

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

MPC 3 and MPC 2 Compatibility

- **MPC 3 installs alongside MPC 2**, allowing you to use both versions independently.
- Please note: Projects created in MPC 3 are *not* backward-compatible with MPC 2.

Software Download

To download the MPC 3.5 desktop software and associated firmware update, please use the inMusic Software Center

Note : The MPC3 Desktop Software is now activated by the inMusic Software Centre and no longer uses iLok copy protection.

MPC3 Beta Introduction

Welcome to the **beta release of MPC3 desktop software** — a major evolution in the MPC platform. MPC3 delivers a significant upgrade in both **workflow efficiency** and **feature depth**, introducing a streamlined approach to music production through an all-new **unified track architecture**.

By merging tracks and programs into a **single 1:1 track model**, MPC3 simplifies complex workflows and accelerates creative momentum. Whether you're composing, editing, or mixing, MPC3 is designed to help you move faster and stay inspired.

Highlights of the MPC3 Beta

- **1:1 Track Model** — Tracks and programs are now unified, streamlining routing and editing.
- **VST3 Plugin Support** — Expanded plugin compatibility for modern production environments.
- Improved **drum tracks** — 8 velocity layers, slice motion and other enhancements.
- **Advanced Keygroup Synthesis** engine.

- More **timestretch** options.

Please Note: This is an Early Beta Build

This beta version includes **core elements of the MPC3 architecture**, but does *not* represent the final feature set. It is designed to give users early access to the new workflow and provide feedback as we move toward a full release.

Planned Features Not Yet Included in This Beta

- **Q-Link Setup**
- **Arranger View** (GUI replacement for Track View)
- **Time Signature Support**
- **Various GUI Enhancements**

We're excited to bring you into the future of MPC — and we can't wait to hear what you create with MPC3.

New Project Feature

When starting MPC 3 or selecting 'New Project', MPC will now automatically load a small Factory Project by default.

Factory Project Setup:

- **Drum Track Preset**: A single drum track with samples loaded on pad bank A.
- **Q-Link Track Layout**: Configured to control the sound of the drum track.
- **Effects**: AIR Reverb and AIR Delay are preloaded on Returns 1 and 2.

You can change the default behavior of the new project to load an Empty Project or use an Autoload Project from the `Preferences > Project Load/Save > New Project Behaviour` field.

Important Note: When importing projects into MPC3, we strongly recommend that you do not save over your existing MPC2 projects. Doing so will render them incompatible with MPC2, preventing you from reopening them in the previous version.

MPC 3: New Look and Feel

MPC 3 introduces a refreshed, darker visual design across the interface, including updated mixer and channel strip views. The overall look and feel has been enhanced to improve **visual clarity and user experience**, offering a more modern and refined workflow environment.

Your **inMusic Profile** is now visible in the top-right corner of the MPC 3 interface. Clicking on your profile provides quick access to **Preferences > Activations**, where you can easily activate and install newly purchased plugin instruments and effects.

New Main Mode

Discover the enhanced Main Mode in MPC, designed to improve workflow efficiency and provide better visual feedback for your projects.

Inspector Track Section Enhancements

- **On-Demand Track Creation**: Tracks are now created dynamically using the **"+" button** in the Inspector.
- **Track Edit Menu**: Right-click on the track name field to access a contextual menu with **track-specific edit commands**.
- **Convert Track Type**: Click on the **Track Type radio button** to convert the current track to a different type.
- **Track Length Field**: The **Length** field now automatically follows the **sequence length** by default, or can be manually set using **Bars:Beats:Pulses** for precise control.

Main Mode - XL Channel Strip

Effortlessly manage all your mixing tasks using the dual Channel Strip within the left hand inspector.

- **Adaptive Display**
    - The **primary strip** always reflects the currently selected track or pad.
    - The **secondary strip** adapts contextually based on your interaction:
        - Selecting a **send** in the primary strip will display the corresponding **return** channel in the secondary strip.
        - Adjusting the **level fader** in the primary strip triggers the secondary strip to show the **output path** for that track or pad, providing quick access to routing controls.

Sample Directly into a Pad

On a Drum Track, you can now sample directly into an empty pad.

How to Record into a Pad

1. **Record Ready**: From Main Mode, click the transport RECORD button to put the transport in record-ready state.
2. **Sampling Modes**:
    - **Moment Toggle**: Press and hold an empty pad to start recording. The sampler records for the exact duration the pad is pressed.
    - **Toggle**: Tap a pad to arm it for recording. Tap again to stop recording. If the sampler did not start, the pad remains empty as before.

While a pad is recording (or waiting to start recording due to threshold settings), it illuminates red.

Note: Sample recording adheres to the setup in the sampler page, respecting the inputs and threshold values.

Tempo Automation

You can now program the tempo of an arrangement.

1. **Main Mode > List Edit** :
    - Go to the Tempo tab.
    - Use the INSERT [+] and choose Global > Sequence Tempo to add a tempo event at the current playhead position.
2. **Grid View Mode**:
    - On any track, open the automation panel.
    - From the Automation dropdown menu, choose Sequence Tempo from the Global section.

Simplified Channel Mixer

The new **simplified Channel Mixer** is designed to make applying your mixing techniques faster and more intuitive.

- **1:1 Layout**: Each track now has a dedicated combined **Track and Program Mixer Strip**, streamlining navigation and control.

- **Enhanced Meter Visibility**: A redesigned **fader cap** improves readability of channel strip meters, making level monitoring clearer at a glance.

Track Mute / Pad Mute

Track mute controls the Mute state of all of the tracks in you current project.

- **TUI Track Mute Settings Popup**:
  - **Use Track Colors**: Switch the pads between showing track colors and the legacy mute colors.

Disk Streaming

Audio files can now be streamed directly from disk, providing enhanced performance and flexibility.

Enabling Disk Streaming

- **Enable Disk Streaming**:
  - Navigate to `Preferences > Audio/Export`.
  - Use the `Disk Streaming` checkbox to enable this feature.
  - Once enabled, any audio loaded or recorded onto an audio track will be streamed from disk.

Sample Management

- **Sample Storage Options**:
  - **Default Setting**: Drum and Keygroup samples are loaded into memory for rapid, on-demand triggering of multiple simultaneous voices.
  - **Changing Sample Storage**:
    - Go to the Main Mode > Bottom Panel > Project Samples pane
    - Filter your sample pool to show samples that are either `Streaming` or in `Memory`.
    - **Icons**:
      - Green waveform icon: Samples streamed from disk.
      - White waveform icon: Samples in memory.
    - To switch a sample from memory to streaming, Right Click the sample's name and choose `Stream From Disk` from the callout menu.

Note: Using streamed samples with Drum and Keygroup tracks may cause performance issues when triggering multiple streamed voices or triggering samples at high rates.

Organizing Samples

- **Sample List Hierarchies**:
  - When displayed in a combo box, the sample list is now organized into `Streaming` and `Memory` hierarchies.
- **Project Handling**:
  - A sample's streaming or memory state is saved and recalled with the project.
  - If a project is too large to load into memory, MPC loads the project and displays missing samples in the Project Overview with a waveform and a red minus icon.
  - To load missing samples, free up memory and then use the Project Overview screen. Press and hold the sample's name and choose `Load To Memory` from the callout menu.

Disk Performance and Best Practices

- **Performance**:
  - Disk streaming relies on the performance of the disk. For best results, use a high performance drive.
  - Save projects to your a high performance drive to stream files from that location.
  - For unsaved projects, MPC uses a temporary file location to stream audio files.
- **Setting Temporary File Location**:
  - Go to `Preferences > Project Load/Save`.
  - Set the `Temporary File Location` field to your SSD drive.

> **Note**: Removing storage media containing your Temporary File Location will revert temporary file storage to MPC's internal default location. To restore external directory usage, remount the storage media and reboot MPC.

Bus Automation (Submixes/Returns/Masters)

Buses can now be fully automated, providing enhanced control over your mixes.

Automating Buses

- **Automate Parameters**:
  - Automation recording, playback, and editing on buses follow the same workflow as other tracks.
- **Viewing Automation**:
  - From the Inspector, Track Combo navigate to a Submix/Return/Master track then in Grid use the automation view as normal.

Track Edit

Track Edit replaces Program Edit: Tracks and programs have been combined into a single container to simplify the user experience.

Drum/Keygroup Track

- **8 Layers**:
  - MPC Drum and Keygroup tracks now support up to 8 layers.
  - From the **Track Edit > Samples Layers Panel**, you can assign and layer up to 8 samples on a pad/keygroup, allowing for larger velocity splits or more cycle layers.

Slice Motion

- **Functionality:**
  - When Slice Motion is On, each time a pad is triggered a different slice from the sample plays.
  - Example: Slice a hi-hat or Tamborine loop in Sample Edit Chop and assign it to a pad in a drum track. From GUI **Wave View** set the Slice field to 1 and set
    - **Motion** to
      - **Increment**, increments the Slice number with each new note event.
      - **Random**, plays your slices in a random order
    - Tap a pad repetitively or turn Note Repeat On and hold the pad to hear the slices play of your chopped loop play.
    - The Cycles menu lets you choose how many of the slices are played.

Repeats

- Setting Repeats
  - You can now set a sample to play a number of times.
  - Load a Drum Track and go to GUI **Wave View**.
  - Choose pad with a sample already assigned
  - Turn **Pad Loop** On
  - Set the **Num Repeats** parameter to the number of repeats you want to hear, for example a value of four would play the sample four times.
- **Note:**
  - Repeats after the first play will play between the Sample Loop and End point
  - The behaviour difference been Repeats = 0 or 1 is only evident when a Pads Sample Play parameter is set to Note On. Now when holding a note 0 = infinite repeats and 1 will play a sample once through.

New Advanced Keygroup Synthesis Engine

Experience a significant advancement with the introduction of the new Advanced Keygroup multi-sample synth engine. Boasting a deep and feature rich synthesis section teeming with sound design opportunities, this engine opens up a world of creative possibilities.

New to MPC3 a whole new Advanced Keygroup synthesis engine. Load any MPC2 Keygroup program and go to Track Edit, from the GUI Toolbar > Global panel click the LEGACY button OFF. MPC preserves your existing sample keymap but switches out the legacy MPC2 Keygroup synthesiser for the new Advanced Keygroup engine.

- **Automatable Parameters**: All synthesis parameters within the Advanced Keygroup section are fully automatable and assignable to Q-Links for real-time control.
- **Dual Filter Section**: Allows parallel or series configuration of two filters with a blend control for mixing between them.
- **Advanced Envelopes**: Includes **Amp**, **Filter**, **Pitch**, and **Aux** envelopes with options for global or per-voice behavior.
- **Multiple LFOs**: Two per-voice LFOs and two global LFOs offer extensive modulation options.
- **Note Counter Modulation**: The Note Counters can be used for stepped modulation, such as alternating pan positions for different voices.
- **Modulation Enhancements**:
    - **Two Ramps**: For additional modulation shaping.
    - **Timbreshift**: Adjusts the timbre of a sample across the keyrange without affecting pitch.
    - **Global and Per-Voice Drift LFOs**: Adds subtle detuning for natural variation.
- **Portamento**: Smooth pitch transitions between notes.
- **Unison / Harmonizer**: Adds unison voices or harmonizes the sound.
- **32-Cell Modulation Matrix**: Provides extensive routing options for complex modulation setups.

This engine significantly expands the sound design capabilities of the MPC, offering flexibility for creating dynamic, evolving sounds.

Modifiers in Drum and Keygroup tracks.

In MPC 3, each **note event** in Drum and Keygroup tracks can now store **individual modifier values** across multiple parameters—giving you detailed, per-note sound shaping.

In contrast to MPC 2, which supported only a single modifier per note, MPC 3 allows each note to contain its own values for the following modifier types:

- Tuning(coarse)
- Tuning(fine)

- Cutoff
- Resonance
- Filter Env Amount
- Pan
- Level
- Envelope Attack
- Envelope Decay
- Envelope Release
- Sample Layer
- Sample Slice

This gives you the potential to craft each note to have its own distinct sound and timbre.

Modifiers vs Automation

Modifiers are **note-based** and **travel with the note**, lasting for the full ringing duration of the note event.
In contrast, automation is **timeline-based**, applied at a specific point in time, and not tied to individual notes.

Warp Algorithm Choice

MPC now offers the choice to timestretch or repitch an audio sample to synchronize it with the MPC sequence tempo.

Key Features:

- **Default Algorithm**: set the default timestretch algorithm to Pro Ten or Repitch.
    - You can find this setting under:
      Preferences > **Audio/Export** > **Audio Warp and BPM Detect** > **Default Warp Algorithm**.
    - Once set to **Repitch**, all newly created tracks, and any loaded MPC2 programs/projects with warp enabled, will automatically use this algorithm.

Customization:

- **Drum Tracks**:
  Override the default algorithm in **Wave View** > **Warp Algorithm Field** and select another option.
- **Audio Tracks**:
  Change the algorithm in **Single Track Grid** > **Algorithm Field**.

Important Notes:

- Your choice of algorithm will be saved and recalled with the project, track, or program files.

MPC2 Project Import

Overview

The transition from MPC2 to MPC3 introduces significant architectural changes, most notably the unification of tracks and programs into a single track container. This redesign aims to streamline and accelerate workflow but also results in MPC2 projects not being loadable into MPC3 with identical behavior.

Key Changes and Import Process

- Unified Track Container:
  - MPC3 merges tracks and programs, simplifying the project structure and enhancing workflow efficiency.
  - This change means that MPC2 projects cannot be loaded directly into MPC3 with their original behavior intact.
- Importing MPC2 Projects:
  - MPC3 includes an MPC2 Project Import feature that attempts to recreate MPC2 projects as accurately as possible.
  - Upon loading an MPC2 project, MPC3 displays an MPC2 Project Import dialogue.
- Default Import Behavior:
  - **All Sequences Import:** By default, the Import field is set to "All Sequences."
    - MPC3 will attempt to import all sequences and tracks from the MPC2 project.
    - If a single track was assigned to a single program in MPC2, MPC3 will create a corresponding track of the same type as the original program.
    - If multiple tracks were assigned to the same program in MPC2, MPC3 will create one primary track of the same type as the program and subsequent tracks will be MIDI tracks with their SEND TO field pointing to the primary track.
- Importing Selected Sequences:
  - **Selected Sequences Import:** Users can choose to import only specific sequences.
    - Setting the Import field to "Selected Sequences" displays a list of sequences used in the source project.
  - Users can tick the sequences they wish to import.
  - The selected sequences will load into their original locations within the sequence list.

Smaller enhancements and changes

Grid View

- Grid View mode has been updated to work with the 1:1 track layout.
- After making a recording and entering Grid View mode, by default grid view will zoom and scroll to show the recorded events.

List Edit

- List Edit mode has been updated to work with the 1:1 track layout.
- List Edit gains Events and Tempo tabs

Pad Color

- To access Pad Color from the GUI go to Edit > Track > Pad Color.
- You can now give all track types their own color maps.
- There is now the option for a tracks pads to follow a Pad Color map (PAD) or the Track Color (FOLLOW TRACK)

Browser

- Browser mode has been updated to work with the 1:1 track layout.
- By default loading a drum program onto an existing Drum Track replaces the track and its sample content with the new kit. This enables a fast workflow where drum kits can be loaded over each other without filling your memory with unused samples (in the right Browser panel > File Browser This behaviour can be toggled Off by pressing the Settings icon and from Browser Options, untick On Load Replace Unused Samples).
- Track files now save with their accompanying **sequence event data**, allowing for more complete recall of musical ideas.
    - In the **Media Browser**, a new option—**"Load Sequence"**—is available at the bottom of the screen.
    - When enabled, loading a track file will also **import the associated sequence events**, restoring both the track settings and its musical content.

Looper

- The Looper now Exports to Audio Tracks.

Known issues

- MPC device included synths do not show in Sounds mode when desktop versions are also installed
- Activations list not accurate on first start up after installation

- With MPC Studio Mk II the Zoom is not working in Main mode WAVE or Sample Edit modes
- Hang can occur after creating 60+ Drum tracks
- Loading a non-4/4 project results in playback issues - extra beats are incorrectly played
- Edit Menu Functions - Edit > Cut, Copy, and Paste menu items are not working, though their keyboard shortcuts still function correctly
- Projects saved in MPC2 (v2.15) load with Drum/Keygroup LFO destinations reset to 0 in MPC3
- Vertical drag intended for zooming the grid instead scrolls the timeline past the end of the sequence
- In Create Stems, tapping a pad changes the sample that is being processed
- Toggling effects on/off on 2 or more simultaneously causes UI to become out of sync
- Using Bounce to Audio Track does not Mute the original track
- VST3 and AU AIR plugins are missing Track Edit GUI elements and displaying empty popout windows

---