

MPC 3.10 - Release Notes

MPC 3.10 Update

Compatibility

This release is for MPC XL, MPC Live III, MPC One Gen 2, MPC Key 37 Gen 2, 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 is no longer in beta. Please note that projects created in Standalone Mode on version 3.4 to 3.10 are not backward-compatible with the MPC 2.15 desktop software.

Downloading the Firmware Update

You can download the MPC 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 <https://www.akaipro.com/downloads-and-support/downloads/software-center/> 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](#).

Key Features

Enhanced Arrange Editing Workflows

Arrange mode GUI and TUI editing has been expanded with new selection workflows, making it faster and more intuitive to create, edit, and experiment with song arrangements. You can now work on entire arrangements, individual tracks, or arbitrary timeline regions directly from Arrange view.

Arrange mode now includes three new editing modes to make selecting and editing content faster and more flexible:

- **MRQ (Marquee)** – Select any time range across one or more tracks by drawing a free-form marquee selection.
- **TRK (Track)** – Limit editing operations to a single track lane.
- **ARR (Arrangement)** – Select a time range across the entire arrangement.

Marquee Selection (MRQ)

Create custom time-based selections directly in the arrangement.

- **GUI:** Click and drag in the Arrange view to draw a marquee selection. Standard edit operations such as **Copy**, **Paste**, **Delete**, and **Clear** can then be applied to the selected region.
- **TUI:** in the Arrange mode, select **MRQ**, then use a touch-drag gesture to create a marquee selection region. Standard edit operations such as **Copy**, **Paste**, **Delete**, and **Clear** can then be applied to the selected region. You can use a two finger gesture to zoom the TUI, to scroll the arrange viewport move the loop brace or go the the TRK or ARR editing modes and use a touch drag gesture there.

Track Editing (TRK)

Constrain editing operations to a single track.

- **GUI:** Hold **SHIFT** and click a track header to select the current loop range on that track only.
- **TUI:** Select **TRK**. The selection automatically follows the currently selected track while using the loop brace range as the selection bounds.

Arrangement Selection (ARR)

Select a time range across all tracks in the arrangement.

- **GUI:** Hold **SHIFT** and click the loop brace to select the loop brace range across the entire arrangement.
- **TUI:** Select **ARR** to use the loop brace as an arrangement-wide selection.

This update brings consistent selection workflows across the GUI and TUI, making it easier to perform edits at the region, track, or full-arrangement level.

Workflow Improvements

- The Loop Brace can now receive hardware focus in Arrange view. Press the Loop Brace to focus it, then use the **Data Wheel** or **+/- buttons** to move the loop region. Hold **SHIFT** while using the Data Wheel or **+/- buttons** to adjust the loop length.
- If the Loop Brace is outside the arrangement viewport, you will get a helpful loop + arrow touch target to scroll the TUI arrangement to the Loop Brace.

- After duplicating or pasting a selection, Arrange view now automatically scrolls to bring the newly pasted events into view.

Loop to Marquee Selection

- You can now convert a marquee selection into a loop-based arrangement selection. In the **GUI**, create a marquee selection, right-click to open the Edit menu, and choose **Loop to Marquee Selection**. The loop points are automatically snapped to whole bars based on the selected range.
- In the **TUI**, create a marquee selection by holding **SHIFT** while dragging in Arrange view. Open the **EDIT** menu and select **Loop to Marquee Selection** to create a loop region from the selected area. The resulting loop points automatically align to whole bars.

Arrangement edit actions apart from Paste now work in playback.

When duplicating or pasting events in the arrangement if the events go off the screen the viewport now scrolls to show the pasted/duplicated events.

Arrange editing action Duplicate Insert has now been added to the list of Edit options.

Arrange editing action Delete has been renamed to Delete Bars to make its operation clearer.

AAX plugin

MPC Desktop now supports the AAX plugin format on both macOS and Windows for compatibility with Avid Pro Tools.

MPC Beats Mode

MPC can now be activated in either **Full** or **MPC Beats** mode. MPC Beats mode brings the new MPC 3 workflow to MPC Beats users, providing a streamlined entry point into the latest MPC experience while maintaining the familiar free-tier workflow.

Whether you're creating beats for the first time or exploring the new MPC 3 environment, MPC Beats mode offers an easy way to get started with the latest generation of MPC software.

Akai MPK Mini IV and MPK Mini Plus II support

MPC Standalone and MPC Desktop now support the Akai MPK Mini IV and MPK Mini Plus II with dedicated scripted controller integration. Simply connect your MPK directly to your MPC

hardware or computer to unlock enhanced hands-on control of the MPC workflow, turning your keyboard controller into a powerful MPC control surface.

MPC Live 3 and MPC XL

MPCe Pads – 8×8 Mode

The MPCe Pads introduce expanded **8×8 performance modes**, allowing the traditional 4×4 pad grid to be split into quadrants. This unlocks **64 playable pads** at once for expressive performance and clip launching.

8×8 Notes Mode

Drum Tracks

You can now perform across **four pad banks (A–D or E–H)** simultaneously when using MPCe pads in 8×8 Notes mode.

To enable:

1. From **Main Mode** on a Drum track, **hold PAD BANK A** and from the selector choose **8×8** or tap **PAD BANK B**.
Alternatively, open the **TUI Pull-Down Menu** and toggle **Pads to 8×8** mode.
2. The pads will now operate in an **8×8 grid**, mapping Banks A–D as follows:
 - **Bank A:** Bottom-left quadrant
 - **Bank B:** Bottom-right quadrant
 - **Bank C:** Top-left quadrant
 - **Bank D:** Top-right quadrant
3. To quickly switch between 4×4 and 8×8 modes press and hold Bank A and then press the Bank B.

To access **Banks E–H**, press **PAD BANK E–H** as normal.

The MPC Desktop GUI pads will also switch to displaying an 8×8 pad grid.

Edit behavior :

In **8×8 mode**, edit functions such as copying and deleting pads using the **COPY** and **DELETE** buttons **behave as normal** and use the **pad + pad quadrant** as the source/target.

Melodic Tracks

8×8 mode can also be used on **melodic tracks** for expanded Pad Perform functionality.

Enable it using the same method described above.

When Pad Perform is active, notes run **horizontally** across the 8×8 grid. For example, in **C Major**, the bottom row represents **one octave (8 notes)** from **C to C**, with each successive row continuing the scale upward.

8×8 Clip Launch Mode

The MPCe pads also support **8×8 Clip Launch Mode**, providing a hardware layout that mirrors the **Clip Matrix** view on the TUI.

To enable:

1. In **TUI Clip Matrix Mode**, press the **PADS: NOTES F-Key**.
2. From the selector, choose **Clip Launch**.
3. Set the pads to 8*8 mode using the same method as above for example **hold PAD BANK A** and from the selector choose **8×8**.

Your pads will now trigger clips in an **8×8 grid**, fully aligned with the visual layout of Matrix Mode.

Force specific updates

Arp Latch Feedback

When toggling Arp Latch from the Force hardware, Force now provides temporary on-screen feedback so you can immediately see the current latch state.

- Double-pressing the **ARP** button to enable Arp Latch displays "**Arp Latch On**".
- Double-pressing the **ARP** button to disable Arp Latch displays "**Arp Latch Off**".

16 Levels Scale Support

Force now includes the **16 Levels Scale** functionality previously introduced on MPC, making it easier to perform melodic parts in-key directly from pads.

- Added **Scale** and **Original Pad** options to the **NOTE CONFIG** dialog when using **16 Levels** on Drum Tracks.
- Choose from the same range of scales available in MPC **Pad Perform** mode, with **Chromatic** selected by default.

Pad Mode Configuration Shortcuts

Holding **SHIFT** while selecting a different pad mode now also opens the new mode's configuration dialog, making it quicker to access pad mode settings.

- **SHIFT + LAUNCH:** Switches to Launch mode and opens the Launch Config dialog.
 - **SHIFT + NOTE:** Switches to Notes mode and opens the Note Config dialog.
 - **SHIFT + STEP SEQ:** Switches to Step Sequencer mode and opens the Step Sequence Config dialog.
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Smaller Enhancements

Advanced CV Track Edit Improvements

Advanced CV Track Edit now displays all 16 CV output ports on every supported device. CV ports that are not available on the current hardware are visually distinguished (for example; greyed out) to make it clearer which controls correspond to physical CV outputs, reducing confusion when working across different MPC and Force models.

Note: Legacy CV Track Edit continues to display a fixed set of 8 CV ports and is unchanged in this release.

CV Port Availability Indicators

CV port selection menus now make it easier to identify which outputs are available on your connected hardware.

- All CV port selection drop-downs now display **CV 1–16** on all devices.
- CV ports that are not available on the current device are clearly labeled as "**CV Number (unavailable)**".
- In Controller Mode, CV port names update automatically when the connected hardware changes, ensuring the list always reflects the capabilities of the active device.

This helps prevent confusion when working across different MPC and Force hardware configurations.

GUI popups

- Various popups now have GUI equivalents.

General changes

Help Browser is available in the GUI. This can be accessed from the bottom bar I icon.

The desktop New Project Dialogue shows an install content button, if MPC 3 Factory Content Expansions haven't been installed pressing this takes you to the inMusic Software Centre.

You can now open the TUI Track Settings dialogue from the Main Mode > Track Edit selector.

MPC 3 app icon now looks better on macOS 26

The GUI **New Plugin dialogue** has several workflow and usability improvements:

- The search field is now automatically focused when opening the New Plugin window, allowing you to start typing immediately.
- Pressing **Esc** now closes the window.
- Search results now automatically expand while typing, making it easier to browse and refine results.
- Pressing **Down Arrow** or **Tab** while typing moves focus from the search field to the plugin list.
- Pressing **Enter** on a selected plugin now loads that plugin, enabling a faster keyboard-driven workflow.
- Added various minor visual and usability improvements throughout the window.

Channel Mixer has been renamed **Track Mixer** throughout the software for consistency across the MPC and Force product lines.

When editing multiple pads or keygroups in **Track Edit**, Undo and Redo messages are now more descriptive.

Arrange Mode now recalls its zoom and scroll position when leaving and returning to the mode. Scroll position is recalled when Auto Scroll is Off.

Arrange mode now has a zoom reset button on the GUI, it works like the TUI reset and returns arrange to default zoom

Arrange Mode zoom and scroll positions are now saved and recalled with the MPC project.

MPC desktop software now scans removable drives for installed expansions, making them available in the **Media Browser** and **Expansion Browser**.

On Drum tracks, pads in the MPC desktop GUI now use the **MPCe quarter-lighting scheme**.

Bug Fixes

General:

- Tapping and then releasing a dialog's F-Keys after it has been dismissed no longer causes a crash
- Making a change to tracks or changing the current mode during playback no longer has a risk of crashing
- Improvements to performance when changing sequence during playback
- Fixed issue causing certain audio interfaces to not function

MIDI:

- Pad input is now routed correctly to all tracks set to receive it
- Using Note Repeat now correctly respects MIDI input channel settings
- MPK Mini MKIV: Note-off messages now record and playback correctly
- Notes with MIDI channels set to anything other than 1 no longer hang when stopping playback
- Per-clip program change messages now send correctly when clips are launched
- MIDI input is now received correctly after disconnecting and reconnecting MIDI devices on Windows
- Global MIDI learn no longer causes audio device failure on desktop

Export:

- Bouncing a clip twice no longer results in silent audio

Controller Mode:

- Using an external drive as the Temporary File Location no longer has risk of deleting user data on the drive
- MPC XL / MPC Live III: No longer a risk of data corruption to the internal drive when in controller mode

Desktop:

- Logging in on startup page now also logs in for Activations page
- Project panel no longer hides after switching to and from a mode where it is not available
- Starting playback while drawing automation no longer results in a crash
- Channel strip components in Mixer views now show/hide correctly after switching modes
- Track Length in Inspector panel can now be adjusted with more precision
- Selecting a track in Track Mixer now correctly sets it as the current track
- Right-clicking an empty track name in Inspector panel no longer causes a crash
- Grid and timeline now remain in sync after using scrollbar
- Kontakt instruments using tempo-based loops now sync correctly to MPC's tempo
- VST3 plugin editors are now displayed correctly, without any black bars around them
- VST3/AU AIR plugins now display their editors inside the Track Edit panel
- Improvements to appearance of the Preferences dialog
- Fixed issue on Windows where after a crash, MPC failed to reopen

Main Mode:

- Auto-scroll of waveform view now functions correctly
- MIDI input channel is no longer changed when changing track type
- Recording to a new clip then disabling Loop no longer results in a crash
- MIDI Output combobox in Track Settings can now be edited as expected
- Channel Strip MIDI meters now function correctly for all tracks

- Track Length setting can now be edited as expected after using Copy Sequence

Arrange:

- "ALL TRACK TO ARR" F-Key now correctly shows if only bus tracks are returnable to Arrange playback
- Per-track "Back to Arrange" buttons always act on correct track after tracks have been reordered
- Extreme changes in zoom no longer risk a crash
- Locking zoom levels now works correctly
- Using Trim on a sequence now correctly clears events after the trim point
- Correct region of grid is now shown when triggering Locators with Auto Scroll set to Page
- Now possible to scroll while cursor is over track headers

Recording:

- Recording audio to end of sequence now places recorded region at correct time
- Previous audio no longer plays after recording over it with Loop enabled
- Recording to end of sequence with Loop off now extends sequence correctly
- Overwriting automation now works correctly for all parameters

Saving and Loading:

- Loading a Drum track containing an AIR Reverb Pro insert no longer causes a crash
- Project/Track load failure messages are now correctly formatted
- Correct error message now appears after loading project with missing data folder
- Clip Row tempos now load as the correct values saved with the project
- No longer possible to overwrite existing sequence data when loading a MIDI file
- Prompt to save project with unsaved changes now appears consistently
- Saving as Ableton Live Set (ALS) no longer risks crashing
- After loading a project using the Touch Strip in MIDI Control mode, it now outputs MIDI correctly
- Cancelling a project save now works correctly
- Samples that are in multiple audio clips no longer get deleted if another sample is loaded to one of the clips

Grid View:

- Pitch Quantize no longer allows notes to be transposed outside the standard pitch range
- Grid lines now align consistently in long sequences
- Playback of track using Independent Track Length no longer causes visual glitches
- Playback outside of Loop region no longer causes visual glitches
- Playhead position now remains correct after disabling loop just before the loop ends

List Edit:

- Changing a note's Channel from List Edit no longer makes the note disappear

Browser:

- Pad Presets now appear correctly in the Browser
- Browser directory no longer reverts to Splice after switching mode and back
- Typing “[“ or “]” in plugin search no longer results in a crash

MPC as a Plugin:

- Logic Pro: Switching windows then clicking on a plugin's editor window no longer causes a crash
- Logic Pro: Plugin editor windows are now displayed correctly

Sampler:

- Sampler “ARM” button can now still be used after purging the Sample Pool
- Redoing an undone Auto Sample now returns recorded samples correctly
- Crash no longer occurs when saving audio sample after pad assignment
- Q-Links for insert FX in Sampler mode now function correctly

Sample Edit:

- Sample Start/End flags now always adjust correctly
- Switching between Trim, Chop and Pad tabs now always displays the correct sample
- Selected sample no longer set to None after converting slices to new Drum track

Track Edit:

- Enabling Loop on a sample during playback no longer causes an infinite loop
- Randomization settings for a layer now only affect that layer
- Undo now correctly undoes Loop start change when Loop Lock is off
- User Oscillator content with capitalized file extensions now appear as expected in user folders
- Change of Oscillator type with Edit All Layers active now only acts on the current layer, avoiding destructive changes to layers using samples
- Fixed issue with some AIR plugins and FX editors not displaying correctly

Song Mode:

- Changing tempo while playing back song no longer restarts playback

Q-Link Edit:

- Projects with FX params on Submix/Return/Output being modulated by Env Follower or LFO no longer crash when closing

- Changes to parameters in Pad Scene mode are now retained after switching pads
- Correct parameters are copied when copying an existing macro in Track FX Rack mode

Step Sequencer:

- MPC XL / MPC Live III: Last Step Mode dialog now correctly displays clip lengths
- MPC XL / MPC Live III: Starting playback and launching clips now plays from correct place when step sequencer is in Next Seq mode
- MPC XL / MPC Live III: Undoing/Redoing Clear Sequence using Next Seq mode no longer results in a crash
- Pads preview correctly when tapped in Pad Select mode

Undo/Redo:

- Undoing/Redoing of Duplicate Track no longer causes a crash

Sounds Mode:

- Project/Track Data folders no longer appear in Sounds mode

Preferences:

- "Write automation when recording" state now saves to preferences correctly
- Force ejecting a drive while a download in Activations is currently extracting no longer results in a crash

Force:

- Using SELECT and +/- buttons to Tempo Nudge now only affects the tempo
- Using Lanes (Mono) step sequencer mode no longer overrides poly behavior on a drum track
- Q-Links are no longer blank when showing bank 9-16 and switching to Mixer mode
- Pads from banks A-D can now be selected when creating Stems
- Correct number of CV ports now shown for Force
- Step Sequencer pads now respond correctly to changes in clip loop length during playback

MPC Studio MKII:

- Pressing Zoom no longer causes crash
-