MPC 3.10.1 - Release Notes

MPC 3.10.1 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

MPC 3 desktop is also updated with this release. Please note that projects created in Standalone Mode on version 3.4 to 3.10.1 are not backward-compatible with the MPC 2.15 desktop software.

Downloading the Firmware Update

You can download the MPC 3.10.1 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

Experimental Enhancements

This release introduces a range of experimental enhancements for standalone MPC and Force, including external plugin support, mouse pointer functionality, screenshot capture, unlimited audio and plugin tracks, and advanced audio settings.

Experimental enhancements are provided for testing and exploration and may impact system performance or stability. Features such as unlimited audio and plugin tracks or removing plugin instance limits can significantly increase CPU and memory usage and may exceed the available resources of your device.

To enable experimental enhancements on your standalone MPC or Force:

1. Open **Menu > Preferences > Enhancements**.
2. From the **Enhancements (BETA)** section set **Enable Enhancements** to **On**.
3. Enable the individual enhancements you want to use.
4. The **info** icon next to each feature gives you more information about the feature.

Each enhancement can be enabled or disabled independently.

Available experimental standalone enhancements include:

- **MPC Plugin SDK**
  - **Build your own instrument and effect plugins** specifically for standalone MPC and Force using the new MPC Plugin SDK. Pair it with the AI coding platform of your choice to turn plain-language ideas into working plugins, without needing to write or read the underlying C++ code. Download the MPC plugin SDK
  - Plugins built using the MPC Plugin SDK can be installed to the "VST2 Plugins" folder on the internal drive or an attached drive.
- **Mouse pointer**
  - Shows a mouse pointer and lets a USB mouse control this product while it is plugged in
- Ability to save **screenshots**
  - Lets you save a picture of the touchscreen to a file on the internal drive or an attached drive.
  - Press the four bank buttons, A, B, C, D, together to save a screenshot. It is saved as a PNG with the date and time in the filename.
  - Hold Shift + Bank A/B/C/D to set the destination folder.
- **Unlimited audio and plugin tracks**
  - Removes the separate limits on the number of audio tracks and plugin tracks. Only the overall track limit remains.
  - Many audio or plugin tracks can use more processing power and memory than is available, causing dropouts, slow response or crashes.
  - A project saved with more tracks than the usual limits loses the extra tracks when it is opened with this setting switched off.
- **Remove instance limits on heavy plugins**
  - Removes the limits on how many copies of some synths and effects can be used at once.
  - A project saved with more plugin instances than the usual limits loses the extra instances when it is opened with this setting switched off.
- **Advanced audio settings**
  - Adds advanced settings to the **Audio Device tab** of **preferences**:
    - Buffer size ("Block Size")
    - Latency adjust
    - Sample rate (this may be fixed by the audio hardware)

    - A smaller buffer size lowers the delay between playing and hearing, but too small a size can cause crackles, dropouts or freezes. Changing the size restarts the audio. The latency adjust moves MIDI output and Ableton Link timing to match the audio heard, so a wrong value puts them out of time. Settings you change only take effect while this is switched on.
- **Developer panel**
    - Contains: on-screen terminal, dmesg, journalctl, services, resource monitor, voice statistics, and external plugins management
    - **To access developer panel**:
        - Press and hold SHIFT+MENU to enter dev mode
        - From the mode menu choose Developer
    - The shell gives full access to this product's Linux system, with the same rights as the product itself, as though you were logged in over SSH. Commands typed there can change or delete system files, project data and the contents of attached drives, and can stop the product working or stop it starting. Only use it if you know what you are doing.
    - This also switches on the product's SSH server, so that it can be logged into over the network. Network access like this puts the product at risk on any network you don't trust.
    - Switching this off ends the shell and switches the SSH server off again.
    - Adds script runner (runs `autorun.sh` on any drive when in developer mode)
- **Remote screen support (includes audio streaming)**
    - Shares what is on this product's touch screen over the network, as well as the audio, so that it can be watched and listened to in the **MPC Remote Screen Viewer** on a computer. Provided "Allow Remote Control" is switched on, it can also be operated with a mouse, touch or keyboard. [Remote Screen App link]
    - In the **MPC Remote Screen Viewer** you will find the following features:
        - Audio sharing
        - Mouse control (with on screen feedback)
        - Device statistics
        - Screenshots (saved automatically to the desktop)
        - Screen recording (saved automatically to the desktop)
    - Anyone on the same network who has the password can see everything that is shown, including project and file names, and (again, unless remote control is switched off) use the product as if they were at it. The picture is not encrypted, so only use this on a network that you trust. The password is made when you switch this on, and is shown to you then: switch this off and on again to see a new one, or create a custom password.
    - **Sharing the screen uses processing power while it is being watched**, which can slow down the product or cause audio dropouts. It does nothing when nobody is watching.
    - **Remote Screen Setup**
        - To connect your standalone MPC to the **MPC Remote Screen Viewer** application, you'll need your MPC's IP address and Remote Screen password.

    - This information will appear in an on-screen overlay when enabling Remote Screen, or can be find via the methods below
    - **Find your MPC IP address:**
        - **Ethernet:** Go to **Preferences > Ethernet**.
        - **Wi-Fi:** Go to **Preferences > Wi-Fi**, then hold **SHIFT** and press the **INFO** F-key.
    - Enter the IP address into the **Host** field in the Remote Screen application.
    - On your MPC, go to **Preferences > Enhancements > Remote Screen** and locate the **Password** field.
    - Enter this password into the **Password** field in the Remote Screen application to connect.

Bug Fixes

- Resolved an issue where a crash could occur when reloading a Drum kit or Keygroup with disk-streamed samples via Redo in the browser
- MPC desktop now checks for updates on launch
