

Force 3.2.1 Firmware Update

Compatibility

This is a firmware update.

Firmware

This release is for Force hardware.

Downloading the Update

To download the 3.2.1 Firmware Update, navigate to the Force product page and click on Downloads to find the link [here](#)

For instructions on installing the update, please visit our knowledge base article [here](#)

New Features

- **You can now load MPC projects into Force**
 - Each sequence is loaded as a new row in the clip matrix.
 - Programs are imported as tracks.
 - In an MPC2 project where more than one tracks' destination was the same program, Force imports these as additional MIDI tracks and the Send To field is used to send the MIDI from them to the first track.
- Inserts in a channel strip can now be reordered.
- If the factory Demos have been deleted, the New Project dialogue now shows a blank Demos row.

Stability and reliability

- Saved projects containing CV tracks will now load correctly
- Projects saved with automation snapshots now load the snapshot parameters values correctly
- There is no longer a delay when recording into the Looper
- Sample name is now retained after renaming and processing in Sample Edit
- Note Repeat no longer misses the first beat of each bar when recording into a new clip
- Note Repeat now adheres to velocity set via 16 Levels mode correctly
- Track Mode Knobs layout has been corrected for DrumSynth:Multi
- Crash no longer occurs when using Flatten on Audio track in arrange with low memory
- Crash no longer occurs when choosing to Undo the deletion of a solo'd track
- Disk Space error no longer occurs when recording multiple audio tracks with space available
- Changing tracks or using TC Quantize no longer causes Grid View to reset viewport

- Copy Events now shows all audio regions after copying multiple at once
- Step Sequencer FKeys no longer overlap when holding Shift
- Tap & hold menus now have white borders
- FKeys are now hidden in List Edit whilst recording into a clip

Known issues for this release

- We are aware of and investigating audio stability issues when using certain third party audio interfaces with Force