

MPC 2.11 Desktop Software and Firmware Update

Compatibility

MPC 2.11 Desktop Software is now compatible with macOS Monterey and Windows 11.

MPC adds native support for running on Macs with Apple Silicon M1 and M1X processors.

Desktop Software

The MPC 2.11 desktop software includes MIDI maps for popular Ableton, Arturia, Korg, M-Audio and Native Instruments controllers.

Firmware

This release is for MPC One, MPC Live Mk2, MPC X, MPC Live and MPC Key 61 hardware.

Downloading the Update

To download the MPC 2.11 Desktop Software Update, log into your Akai Pro user account or through MPC 2 when prompted. For instructions on installing the update, please visit our knowledge base article [here](#).

To download the 2.11 Firmware Update, navigate to the MPC product page and click on Downloads to find the Mac and PC download links:

- [MPC Live product page](#)
- [MPC Live Mk2 product page](#)
- [MPC X product page](#)
- [MPC One product page](#)
- [MPC Key 61 product page](#)

For instructions on installing the update, please visit our support page [here](#).

New Features

Support for MPC Key 61

- Akai's new MPC keyboard workstation. Building on the history of powerful sequencing and revolutionary sampling, MPC Key 61 adds the most advanced next-generation virtual instruments and effects to MPC, adding to its arsenal of industry-leading music production tools. And now, with the addition of a 61-key semi-weighted keybed with aftertouch, the MPC experience ascends to an unprecedented level of creative interaction and expression, delivering the world's most powerful and complete standalone workflow.

New MPC Plugin Instruments :

You can now purchase a range of incredible new AIR instruments for MPC desktop and standalone. The new AIR instruments bring together AIR's expertise in sampling, synthesis and DSP, creating a new standard for MPC.

Each instrument comes with :

- Standalone and desktop version.
- A beautiful GUI and TUI editor.
- An extensive library of presets which can be browsed using MPC's new TUI Sounds mode.
- A free 10 day trial.

These instruments can be downloaded from MPC > Get Synth Content on macOS and Help > Get Synth Content on Windows.

New Instruments For Sale on MPC as of 2.11 (these items are included in MPC KEY 61 for FREE)

FABRIC XL – Flagship sample-based synthesizer instrument from AIR, delivering the ultimate sounds for all your production needs. Fabric XL brings a stunning collection of cutting edge presets covering everything from “Twisted & Dark” motion pads, Drone & Sub Bases, Acoustic/Electric Guitars, Pianos & Rhodes, Classic Poly & Leads Synth and much more.

Fabric XL features advanced multi-sample synthesis consisting of:

- 2 multi-sample layered oscillators
- 1 percussive layer
- Amp, Filter and Pitch Envelopes
- LFO controls
- Advanced sample and synthesis
- 3.6 Gigabytes of sample content (compressed)
- Over 1000 patches
- Multimode filters
 - Lowpass 24dB, 12dB
 - Highpass
 - Bandpass 18dB, 12dB
 - Damper
 - Peak EQ
 - Presence
- 9 Built-in Effects
 - AIR Chorus
 - AIR Tremolo
 - AIR Phasor
 - AIR Four Band EQ

- AIR Amp/Cab Simulation
- AIR Flavor
- AIR Compressor
- AIR Reverb
- AIR Delay
- EQ to each sound. Designed around a Fast, Intuitive HD interface, with a cutting-edge sound
- Over 1000 presets, Fabric XL brings a stunning collection of the most Epic soundscapes to MPC Keys covering everything from “Twisted & Dark” motion pads, Drone & Sub Bases, Acoustic/Electric Guitars, Pianos & Rhodes, Classic Poly & Leads Synth and much more, to all your go-to sounds!

Fabric Piano – Delivers the sonics and characteristics of our flagship Stage Piano but in a less CPU intense form. Fabric Piano includes a comprehensive set off editing features and FX including the powerful Flavor effect for adding dirt and grit for that lo-fi piano sound.

Fabric Electric Piano - Delivers the Warmth and depth of our flagship Stage EP but in a less CPU intense form. Fabric Electric Piano includes a comprehensive set off editing features and FX including the powerful Flavor effect for adding dirt and grit for that lo-fi Rhodes treatment.

Fabric - Almost identical to Fabric XL but has the largest sample keymaps removed so when instantiated reserves less of your MPC’s memory. On standalone if you are not intending to use the larger piano keymaps in Fabric XL then it makes sense to conserve memory and use Fabric.

OPx-4 – 4-Operator FM powerhouse, delivering the ultimate in FM sound shaping.

- Advance FM synthesis. At source each operator is capable of producing complex waveform results via feedback, formant shaping, FM Filtering and FM shaping parameters.
- Dual multimode filter path with 23 different filter types
- 6 envelopes with tempo synced looping
- 2 LFOS
- 2 ramps
- 3 insert effects slots and 2 global effects slots with dynamic effects. Choose from a huge library of 27 AIR effects plugins including reverbs, delays, modulation and distortion.
- Modulation matrix with 32 slots
- Sample layer for adding percussive attacks

Stage Piano – MPC’s flagship “Acoustic Piano” instrument containing four multi-sampled pianos; Yamaha C7, Steinway D, Bechstein Upright and Workstation. With its elegant interface, you can tweak the sound of each “Piano Model” to taste.

- Advanced Acoustic Piano engine
- Up to 6 velocity layers
- Sympathetic resonance
- Hammer Falls and Staccato Release layers

- Equal and Stretched tunings
- 5 inbuilt AIR effects
 - Flavor
 - Compressor
 - EQ
 - Delay
 - Reverb

Stage EP – MPC’s flagship “Electric Piano” instrument containing five meticulously sampled electric piano models.

- Advanced Electric Piano engine
- Up to 12 velocity layers
- Five multi-sampled pianos
 - Rhodes
 - Rhodes Hot
 - Suitcase
 - Wurlitzer
 - Pianet
- Mechanics layer with Mic and FM
- 7 inbuilt AIR effects
 - Chorus
 - Tremolo
 - Amp
 - Compressor
 - EQ
 - Delay
 - Reverb
- Over 100 presets.

Studio Strings – Studio Strings is our brand-new orchestral strings instrument bringing you the rich and elegant sounds of orchestral, chamber and solo strings inside your MPC.

- Advanced 4-part realistic string ensemble sample-based engine
- Orchestral, Chamber and Solo sample sets
- Unique intelligent legato engine
- Four inbuilt AIR effects
 - Flavor
 - EQ
 - Delay
 - Reverb

Organ – MPC’s flagship Organ instrument featuring “Advanced Drawbar Organ” synthesis. With 10 incredible tone-wheel sets, all gathered from authentic vintage organs and the award-winning AIR Rotary Speaker Simulation.

- Advanced drawbar organ additive synthesis
- 10 different drawbars models sampled from vintage organs
- AIR Rotary speaker simulation from AIR DB33
- Percussion layer
- Key click
- Scanner vibrato
- Four inbuilt AIR Effects
 - EQ
 - Delay
 - Reverb

Other instrument enhancements

- **DrumSynth:Multi** now has assignable mute groups. The accompanying factory presets have been updated to use them.
- On the TUI when loading instrument presets, MPC now shows a loading progress bar.

Activate Instrument Plugins

Once you have purchased an MPC instrument you can activate it on up to three devices by going to Preferences > Activate Plugins. In standalone mode, you can also download and install plugin content onto an external drive directly from your MPC.

- From the TUI or GUI preferences press the Log In button and follow the weblink to log into your inMusic profile. Once you are logged in you can try out plugin instruments through a free trial or activate purchased licenses.
- In standalone mode, tap the Change button to select an attached USB/SD/SATA drive as your Content Download Drive. Then, tap a download icon to download and install the plugin to your drive. On MPC Key 61, all content is pre-installed.

Insert Effects

- AIR Flavor - Distort and transform your tracks into lo-fi heaven all inside a single multi-effect. Apply EQ simulations of radios, phones and tape machines to dramatically change the timbre of a patch, distort and add noise and tape flutter to access a range of lo-fi treatments.
- AIR Amp Sim - Guitar and bass amp simulation
- AIR Granulator now adds three new parameters to give more control over grains :
 - Reverse
 - Shape
 - Skew
- AIR Vocal Tuner now has a suite of factory presets
- Rack FX presets have been updated to include presets that use AIR Flavor and AIR Amp Sim effects
- AIR Reverb now has an expanded range of factory presets

MPC internal plugin instruments now have new plugin GUIs

- Bassline, TubeSynth and Electric now have new GUI plugin editors.
- Mellotron, Solina, Hype and Odyssey now have new GUI plugin editors. These can be downloaded from MPC > Get Synth Content on macOS and Help > Get Synth Content on Windows.

Keyrange, Velocity range and MIDI filtering

You can now configure a track to filter notes outside a given key-range or velocity range.

From Track View TUI you can now :

- Set the keyrange for any track; use the low and high fields to set the min/max of the keyrange. To set the note range from a MIDI keyboard press the Learn button on the TUI and then press a key on your MIDI keyboard.
- To filter out a MIDI message from a track's MIDI input; from the right hand side press the Filter button to bring up the Track MIDI Perform Settings popup. From here you can filter out common MIDI messages such as Mod Wheel, Pitchbend and many others. You can also set the keyrange and velocity range of a track from within this popup.

To access in the GUI; go to the inspector and click on the Key Range field to bring up the Track MIDI Perform Settings. From within the popup you can setup Keyrange, Velocity or MIDI filtering.

Mode Menu

You can now edit the layout of the TUI Mode Menu. Go to the Mode Menu and from the Toolbar press the EDIT button, you can now drag the modes around until you have achieved your desired layout. The customized mode layout will work with Menu+Pad hardware shortcuts (hold MENU + tap a pad according to the layout you have chosen).

The left hand TUI Mode Shortcut Panel can now slide in and out on any mode and be customised to contain your favorite modes.

- From the left hand side of TUI, drag the black touch handle to the right to fold out the mode shortcut panel. Tap an icon to enter that mode or drag back to the left to dismiss.
- To edit the modes that appear in the shortcut panel go to the Mode Menu and from the Toolbar press the EDIT button and drag the modes around until you have achieved your desired layout.

From the Mode Menu there is now a new shortcut area. By default this is located on the bottom row. From the shortcut area you can now:

- Create a new project
- Save projects or others MPC files

- Open the Project popup
- Access Preferences

TUI Sounds Mode

The new Sounds mode lets you efficiently browse MPC expansion packs, internal instrument presets and other supported user content that you add to it.

From the TUI Mode Menu press Sounds.

By default the Sounds mode starts up on the Sounds tab, however from the f-keys you can also access Favorites, Setlists, Performances (for MPC Key 61 users), and Key Ranges modes.

- **Sounds tab**
 - On a plugin program
 - The Sounds page displays MPC Plugins first followed by your 3rd party plugins when in controller mode.
 - Press on a MPC Plugin to instantiate a synth, use the next level to choose a preset category and the level after to choose a preset.
 - The Data Dial and h/w +/- buttons increment/decrement the preset for fast browsing
 - Use the TUI arrow buttons on the left and right of the TUI to move up and down banks of 16 results.
 - Use the back arrow to move up a level or press the X button to return to the instruments page
 - On a Drum, Keygroup, Clip, CV or MIDI program
 - By default the first tier will display Factory Expansion and User Expansions, you can add further shortcuts to your own directories containing any of these program types by pressing an empty tile to select a directory.
 - Pressing Factory Expansions displays an overview of your expansions. From here choose an expansion, MPC now displays the program list from that expansion filtered by the program type. For example when the current track's program type is set to Drum, you will see only the drum programs from the selected expansion.
 - From the top right hand corner of Sounds mode press the Settings icon to bring up the Sounds Settings popup, from here you can configure the Sounds mode default behaviour.
- **Favorites** - Push hold on an empty tile to save a quick access shortcut to the current plugin instrument preset. Once you have populated a tile with a preset, tapping the tile recalls the plugin and the preset.
- **Setlists** - Tap on an empty tile to save a quick access shortcut to an MPC Project. Once you have populated a tile, tapping the tile will load that project.
- For MPC Key 61 users, if you have the Performance Projects expansion installed you will see the **Performances** tab (this is pre-installed in standalone mode). From the Performance tab, select a category then press a tile to load one of the factory performance

projects. The performance projects show off the layering and key split capabilities of MPC. Each performance project loads with a drum kit and multiple instruments mapped across the keyrange for fast experimentation.

- **Key Ranges** - You can now easily assign tracks their own key ranges to layer or split multiple sounds across a MIDI keyboard.
 - The Key Ranges mode shows the keyrange of each track as a blue bar. Touch and drag the handles at the end of each blue bar to set the keyrange for the track. If a track is muted it will be displayed as grey.
 - In Key Ranges mode, the MPC pads control track mutes.
 - Press the Learn Min or Learn Max f-key and then press a key on your MIDI keyboard to set the lower or upper note of the keyrange for the current track.
 - Press the Drum Split f-key to quickly create a split between an MPC drum kit and your other plugin programs. The drum track will occupy the left hand side of the key split and the other melodic tracks will occupy the right hand side of the key split. All tracks will automatically be record armed. This allows you to play the drums on the pads and melodic tracks on the keys.

Pad Perform

- Pad perform mode now supports user-created pad note maps (this mode is renamed “Custom”).
- Melodic programs (when pad perform is on) now have their own pad bank that remains separate from the drum program bank.

Pad to Keygroup

- A drum sample can now be easily converted to a keygroup program via the keyboard icon in the Program Edit toolbar, allowing for a Drum Pad to play chromatically across the entire keyboard. In the GUI, this can be accessed via Tools > Current Sample To Keygroup.

16 Levels

- When on a melodic program type you can now use 16 Levels with all Pad Perform settings.
- Hitting 16 levels when on a "melodic" program no longer pops up an error message (when pad perform is on).
- In this case, hitting 16 levels sets up a 16 levels mode on the "last pad" that makes sense for the 16 levels mode.
- For all Pad Perform modes where a pad plays a single note (Chromatic, Notes, Custom), pressing the 16 Level button will apply 16 Levels to the current note. Activating 16 Levels on Pad Perform modes that play more than one note per pad (chords, chromatic chords, progressions) will apply 16 Levels to the root note of the current chord.
- For a melodic program that's not a keygroup, the 16 levels dialogue displays only valid options Velocity, Probability, and Ratchet.

Note Probability

- You can now add probability to any note in the MPC sequencer.
- From the TUI Grid View select a note, open up the lower Automation Panel and from the drop down menu select Probability. By default each note is assigned a probability of 100% so it always plays, adjust the value to set how likely the note is to play.
- From the GUI Grid Editor, use the Automation Lane's Probability option to set the probability a note will play.
- From the GUI/TUI List editor use the probability column to set the probability a note will play.
- From 16 Levels use the probability option to play in different probability values from the MPC pads.
- Probability is also saved/loaded in MPC pattern files.

Note Ratchet

- You can now easily create roll effects in MPC by adding ratchets to any note in the MPC sequencer.
- In the TUI Grid View, to add a ratchet to a selected note, open up the lower Automation Panel, from the drop down menu select Ratchet. By default a note is assigned no ratchet value. Adjust the value to the subdivision you want to ratchet by. For example, to divide the selected note into four equal parts choose a value of four. The note will display the sub-divisions as dotted lines.
- In the TUI Step Sequencer mode, to add a ratchet to the selected note go to the automation dropdown menu and choose ratchet, use the slider area to set the ratchet value. Note: the ratchet value will be displayed in the note on button beneath its accompanying slider.
- From the GUI Grid Editor, use the Automation Lane's Ratchet option to set the number of ratchets a note be divided into. The note display the sub-divisions as dotted lines.
- From the GUI/TUI List editor use the ratchet column to set the number of ratchets a note be divided into.
- Ratchets are also saved/loaded in MPC pattern files.

Tuner

- Your MPC now contains a multipurpose tuner for tuning guitars, basses, eurorack modules and other pitch instruments.
- From the TUI Mode Menu toolbar, tap the Tuner icon to bring up the Tuner TUI. From here choose the audio input your instrument is plugged into from the Input Channel drop-down menu.
- From the GUI go to the Tools menu > Tuner. From here choose the audio input your instrument is plugged into from the Input Channel drop down menu.

UI improvements:

- From the GUI Plugin Selector you can now search for a plugin (for both effects and instruments).
- You can now see incoming MIDI events as a list in the GUI MIDI Monitor panel. From the MPC desktop software go to the bottom right and click the MIDI Monitor icon to open the MIDI Monitor panel.
- MIDI Control Mode now has the following 2 toolbar items added to the TUI:
 - MIDI Control Mode Output - This allows you to change the MIDI Output port without having to leave the page. It can also be found in Preferences > MIDI/Sync > Output Ports > MIDI Control Mode Output.
 - MIDI Monitor - You can now monitor the MIDI output by opening this popup.
- The TUI Project popup now has an Audition f-key .
- The MPC desktop software now has a demo screen. Go to Preference > Project Default > Show New Project Dialogue field to display Demos/Templates/Recent projects or to turn the popup off.
- References to Master have now been renamed Global or Main.

Workflow improvements:

- MPC now contains support for **Ableton Link v3**. From the Preferences > MIDI / Sync tab scroll down to the Sync Receive section, switch the Ableton Start/Stop Sync parameter On to sync the MPC transport with other Link devices.
- The Slice assigned to a drum pad layer can now be automated.

General improvements:

- Arpeggiator settings are now saved and recalled with the MPC project.
- XYFX location is now saved and recalled with the MPC project.
- Preferences > Hardware > General now contains a setting for Shift + Q-Link Press goes to Q-Link Edit or Cycle Backwards.
- MPC now contains five extra chord progressions that can be used in Pad Perform > Progressions mode.
- Changing an 'unused' track's program type no longer makes it 'used'.
- Drum Program note map is now Chromatic from C1 by default.
- New users booting into standalone mode are now greeted by an introductory screen.
- User Template button on Demos screen now provides instructions on where to set it.

Stability and reliability

Ableton Live Control

- Live Control mode matrix navigation now works with MPC X arrow keys
- Live Control mode Q-Links now function correctly

Arpeggiator

- Crash no longer occurs when changing Arpeggiator Octaves and Variation parameters

Audio/MIDI Device

- Mono inputs can now be monitored in standalone mode
- USB MIDI Interfaces now show all I/Os in Preferences
- Audio I/Os no longer get automatically reselected in preferences after deselecting

Bluetooth

- Temporary freeze no longer occurs when cancelling during Bluetooth pairing

Browser

- Pattern names are now in alphabetical order in the Expansion browser on macOS
- Sample loading can now be cancelled

Channel Mixer

- Mixer window now displays insert effects correctly after minimizing
- Channel Mixer input selection now works via drop-down menu

Control Surface

- Double-tapping shift now enables the shift state of more buttons
- Notes no longer overlap when using hardware button to copy
- Mode names now appear correctly on GUI pads when pressing Mode button on MPC Studio

CV

- CV Drum Program note maps now work correctly with external MIDI controllers

Grid - Audio

- Audio Edit Browse Samples button is no longer functional when greyed-out
- Waveform no longer disappears when replacing a sample in Audio Edit

Grid - MIDI

- Hitting several pads at once in a Drum program no longer causes playhead lag
- Active keys shown in Grid View piano roll is now pre-transposition
- MIDI events pasted on top of each other can now be deleted

Inspector

- Collapsing the Track section in the inspector no longer disables the add button for audio tracks
- Crash can no longer occur when using 'Sort by' checkboxes in the Insert Effects selection window
- Tick icon no longer remains in the plugin selector after a plugin has been removed
- Double-tapping the level fader of a MIDI or CV program no longer opens an overlay

Installer

- MPC installer is now compatible with macOS dark mode

List Edit

- MIDI Program automation now shows the correct parameter names in List Edit

Main Mode

- Soling a program then switching sequences and back no longer mutes the program
- Erasing a track or sequence name no longer causes crashes or inability to change track/sequence
- No longer possible to rename a Sequence, Track or Program to an empty string

MIDI Control Mode

- Tap Tempo and Erase buttons on certain MPCs will now light up when used in MIDI Control Mode
- XYFX labels no longer appear on the MIDI Control mode XY grid

MIDI Multi/Sync

- MIDI CC is now recorded globally
- Note Repeat no longer bypasses MIDI input settings
- Pads now light up when receiving corresponding MIDI notes on the current track
- MIDI Sync, Control and Global settings are now retained after shutting down
- Sustain (CC64) no longer affects unarmored tracks
- Sustain (CC64) automation will no longer overwrite on loop when recording
- Sustain (CC64) automation will no longer snap to 0 for values under 63

MPC as Plugin

- Black box no longer appears around Media Browser search bar when using MPC as a plugin in some DAWs
- TUI no longer freezes if a popup is generated when using MPC as a plugin with the window closed

Pad Mixer

- Pad Mixer Route Outputs no longer disappear when using the Q-Links
- Crash can no longer occur after solo and unsoloing a flattened pad in certain modes

Pad Perform

- Pad Bank no longer reset when closing Pad Perform dialog in Custom mode
- Pad Bank is now retained in Pad Perform when switching to and from Custom mode
- Pad Perform Chords no longer disappear from the menu if external drive containing Progressions is connected
- Pad Perform Scale fields are now disabled on TUI for 'Progressions' mode
- Pad Perform slide-out menus now have headers
- Chromatic scale has been restored to Pad Perform
- Playing overlapping chords with Pad Perform no longer sets aftertouch to max if Full/Half Level is on

Plugin Effects

- Touch FX Sync Speed is now retained with projects and bounces
- Stop All Sounds now also resets XYFX and Touch FX latch

Plugin Instruments

- First note no longer gets cut off when using sequencer plugins in MPC
- DrumSynth:Multi Delay Time and Reverb Low Cut parameters can now be automated
- DrumSynth:Multi Q-Link layout has been updated for MPC X
- DrumSynth:Multi Q-Links now show correct value for On/Off parameters
- DrumSynth:Ride model Eighty no longer produces click sounds
- Hybrid parameter values are now correctly aligned between TUI and GUI
- AIR Mini Grand Tuning Scale and Eco Mode buttons now show correct states in Program Edit
- Audio artefacts on certain Solina violin notes no longer occur
- Organ and Electric volume are now controllable via Expression
- Titlebar of plugin GUIs is now updated when a program is renamed
- Crash no longer occurs when changing Hype preset while parameters are automated
- Hype's Glide mode now displays the correct setting
- Plugins now reverts to generic UI if external drive is disconnected while in use

Plugins - All

- User presets now retain their title when loaded
- Plugin UI load times have been improved
- A wider value range is now available when using touch & drag on slider parameters
- Freezes no longer occur when some plugin GUIs are closed with 'Always on Top' enabled

Plugin Scanning

- MPC will no longer attempt to scan MPC Beats plugins
- Plugin Manager no longer displays plugin format as AU when a VST fails to scan

Popups

- Scrolling on pages with checkboxes will no longer unintentionally toggle them

Preferences

- MIDI Preferences reset button no longer turns certain ports off for some devices
- Text amended in Preferences > Audio Device

Program Edit

- Velocity to Start parameter values are now consistent between parameter and automation
- Drum FX Gain now applies to full frequency range
- Drum FX no longer causes audio artefacts during parameter changes with bassy sounds
- MPC no longer crashes when playing warped or pitched keygroups at high octaves
- Q-Links no longer show wrong parameters after switching from Sample Edit to Program Edit
- Q-Links in Screen mode now work correctly when switching to the Samples tab in Program Edit

Q-Link Edit

- Q-Link banks are now aligned correctly in Q-Link Edit
- Parameters can now be assigned in Q-Link Edit even if there are no programs present

Sample Edit

- Zoom and Scroll Q-Links now function correctly in Sample Edit after using Discard process

Sampler/Looper

- Looper no longer freezes on export
- No longer possible to exceed Sampler Max Length using Q-Links
- Sampler Max Length is now accurate when at low memory
- There is no longer a delay in FX processing when using Autosampler

Saving and Loading

- Cancel button now removed when a save is in progress
- Loading legacy programs can no longer cause freezes or crashes

- Crashes no longer occur when loading projects consecutively
- Q-Link mappings are now correct in Plugin Program Edit after saving and loading a project
- Q-Links assigned to insert effect parameters on Output/Bus channels are now saved with the project
- Projects created in MPC 2.9 or earlier now load with correct audio inputs selected
- Projects created in MPC 2.9 or earlier now load with the current track armed

Sequences

- Clearing a sequence no longer disarms tracks
- Renaming a sequence while cueing no longer includes "Next: " in the name

Splice

- Splice error no longer appears when starting a New Project with Splice Directory set to a SATA drive
- Logging in or syncing Splice samples no longer stops the transport

Undo/Redo

- Undo/Redoing the action of changing plugin instruments no longer causes a crash when at critical memory usage

XYFX

- XYFX Latch is now retained when changing location from Program to any other
- Using XYFX in controller mode no longer incurs framerate drops
- Crash no longer occurs when loading a project while XYFX Location is set to program