MPC 2.10 Desktop Software and Firmware Update

Compatibility

MPC 2.10 Desktop Software is now compatible with macOS Big Sur. It runs on macs with Apple Silicon under Rosetta 2.

MPC X, MPC Live, MPC Live MKII, MPC One and MPC Studio Black are also now compatible with macOS Big Sur and M1 Macs.

Desktop Software

The MPC 2.10 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 hardware.

Downloading the Update

To download the MPC 2.10 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 2.10 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

For instructions on installing the update, please visit our knowledge base article here.

New Features

Standalone USB class audio support

- Use any class-compliant USB audio interface with your standalone MPC. From the TUI go to the Preferences > Audio Device section and choose your USB soundcard from the audio device field

- To use up to 32 simultaneous inputs and outputs. From the TUI Preferences > Audio Device section tick the 32 input/output setting. Note increasing the number of simultaneous inputs and outputs will increase CPU overhead.

New Plugin Instruments :

In order to use MPC's new plugin instruments with your MPC standalone or desktop software, you will need to download the accompanying synth content and install it. From the MPC desktop software, choose Get Synth Content from the MPC menu on macOS, or the Help menu on Windows

- **AIR Hype** instrument - Cover everything from hard-hitting plucks to sultry melodic leads with this preset and macro-based synth combining multiple synth engines (wavetable, FM, virtual analog, multi-sample) and a giant preset library into a single easy-to-use package.

    - Key features :

        - Multiple synth engines wavetable, FM, virtual analog, and sampling

        - 1500+ factory presets

        - Gorgeous touch interface

        - Fast Macro Editing

        - Built-in Effects

            - AIR Modulation

            - AIR Distortion

            - AIR Hype 4 band EQ

            - AIR Reverb

            - AIR Delay

            - AIR Compressor

- AIR Pumper

- AIR Limiter

- **AIR Solina** - The AIR Solina is a software recreation of the classic string machine.

  o Key features :

    - Split, layer, pan and balance sampled versions of the original contrabass, cello, violin, viola, trumpet, horn layers more flexibly than on the original classic instrument.

    - LFO for Vibrato effects

    - Change the Formant, Filter and Age parameters to further shape the sound

    - 75 factory presets

    - Gorgeous touch interface

    - Built-in Effects

      - New AIR Flavor - distort and transform your patches 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, add noise and tape flutter to access a range of lo-fi treatments.

      - AIR Chorus

      - AIR Four band EQ

      - AIR Spring Reverb

      - AIR Delay

- **AIR Mellotron** - The AIR Mellotron is a software recreation of the classic tape keyboard.

  o Key features :

    - 6 Tape Sets of the original Choir, Flute and Strings tape samples

    - Dirty and cleaned versions of the original tapes

    - Change the Formant, Age and Sample Start to further shape the sound

- Key on and key off samples

- 30 factory presets

- Gorgeous touch interface

- Built-in Effects

    - New AIR Flavor - distort and transform your patches 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, add noise and tape flutter to access a range of lo-fi treatments.

    - AIR Compressor

    - AIR Four band EQ

    - AIR Spring Reverb

    - AIR Delay

- **WayOutWare Odyssey** - The WayOutWare Odyssey is a faithful reproduction of the analog classic. The Odyssey captures the character and nuance of the original using WayOutWare's experience and expertise in circuit modeling and signal processing.

    o Key features :

        - Dual oscillator, LFO, Sample and Hold, Ring-mod, high-pass and low pass filters.

        - Circuit modeled oscillators and filter

        - Gorgeous touch interface

        - Expression pedal modulation, velocity and channel pressure support.

        - The WayOutWare Odyssey contains many enhancements over the original Odyssey

            - Use the Odyssey mono, duophonic or as a polyphonic synth with up to 4 simultaneous voices

            - A faithful reproduction of the classic 1970s movable head tape delay

            - 150 factory presets

- All parameters can be automated

New Air Vocal insert effects suite

- AIR Vocal Tuner - pitch correction for natural sounding or hard tune vocal effects

- AIR Vocal Harmonizer - a four-part vocal harmonizer effect. Create realistic four-part vocal harmonies or complex doubling effects. Each part has its own level, delay, formant, mode and interval parameters.

- AIR Vocal Doubler - create realistic vocal doubles or add width and thickness to a vocal line.

New Air insert effects

- AIR Half Speed - quickly create half speed versions from any input material with this must-have contemporary effect. Filter the processed audio using the built-in high pass and low pass filters to create more dramatic transitions. Use the Fade In and Out parameters to create tempo synchronized transitions between the dry and effected audio.

- AIR Stutter - a mind-blowing glitch effect plugin capable of a wide range of volume, pan and pitch stutter effects

- AIR Diode Clipper - when used subtlety adds a type of distortion that's perfect for adding a bit more flavor and grit to drum breaks, when used aggressively the Diode Clipper is capable of crazy distorted mayhem.

- AIR Improved AIR Diffuser Delay - the Diffuser Delay adds Low Cut, Width, Sync and Pan parameters to improve the flexibility of this amazing delay effect.

- AIR Limiter - A lookahead limiter perfect for mastering or mixing.

New Akai insert effects

- Akai Granulator - process your audio in new and creative ways. Granulator turns your incoming audio into grains which can be looped, pitch shifted and manipulated in new and interesting ways.

- Akai Sample Delay - a utility delay plugin, delay percussive material by small increments to loosen percussion elements, add stereo width to any input material but delaying the left and right channels by different amounts.

Plugin instrument and effects GUI improvements

- In the MPC GUI the popup plugin instrument editor and program edit panel now use the TUI layout. You can still access the generic editor by holding option on Mac or ctrl+alt on Windows and clicking the plugin editor icon.

- In the MPC GUI the popup plugin insert effect editor now uses the TUI layout.

FX Racks

MPC can now load and save FX Racks. An FX Rack is a preset file containing the parameter settings of the four insert effects on a channel strip. From the TUI Insert overlay use the Load Factory FX Rack, Load FX Rack and Save FX Rack icons to load and save FX Racks. From the GUI channel strip use the dropdown menu at the top of the channel strip next to inserts to access the same load/save functions.

MPC ships with a factory library of FXRack presets divided into helpful categories Drums and Percussion, Voice, Guitar, Bass, Keyboard, Synth, Experimental, LoFi, FXReturn, Mastering and Sampling.

MPC Drum and Keygroup program improvements

Drum and keygroup programs have been significantly reworked to add more features and improve the ergonomics of the editors.

- **Akai sample tail** - After chopping drum breaks or samples the ends of the chops often don't decay smoothly and contain abrupt endings that sound unnatural. You can now quickly add an extra tail to any chopped sample. On a drum program from TUI, Program Edit > Samples tab or GUI Wave view use the Tail Length parameter to give your chops a natural sounding smooth decay. Tweak the Tail Loop parameter to small values for delay effects or longer times for more obvious looping effects.

- Drum and Keygroup envelopes now have adjustable **curve parameters** for each time stage

- Drum and Keygroup programs now have a dedicated **Pitch envelope**

- Drum and Keygroup programs now have a new **randomization section**. Add subtle variation to drum samples or keygroup programs by randomizing volume, pan, pitch, filter, sample offset and envelope parameters. On a hi-hat sample in a drum program try adding a small amount of volume, pitch and attack randomization to create the illusion of each note having a different hi-hat sample assigned. This is great for making acoustic drum samples sound more realistic.

- You can now quickly mangle your samples with a range of quick access **drum pad effects**. From Program Edit in the TUI / GUI there are now eight effects slots with **RingMod, Bitcrush, Decimator, Tubedrive, Soft Clipper, Hard Clipper, Lowpass, Highpass, Rectifier, Wavefolder, BassEnhancers and Gain** effects blocks.

- Improved program edit GUI and TUI

- The Drum and Keygroup Sample Play parameter now has the option for **Note Off** triggering

- Keygroup programs now have **portamento** Time, Quantise and Legato parameters.

Key detection

After loading a new audio file, MPC will now automatically calculate the key of a sample. Load an audio file that contains melodic content, on the GUI / TUI the Sample edit, Key Field displays the detected key. You can also see the key in the Program Edit > Samples tab. As you transpose a sample using the Program Edit > Semi field the key will update to show you the transposed samples key.

MIDI & CV program improvements

From **MIDI program** > Program Edit you can now **edit the name of any control**. From the GUI double click the name above any knob and enter your custom string. From the TUI press the EDIT button, you can now edit the continuous controller and string for each control. Your custom parameter names/assignments can be saved and recalled with a program. If you have an external synth whose parameters respond to continuous controller MIDI messages you can now create a simple editor for it. Assign the continuous controllers in the order you want and label them according to the synth parameter they control. You can now save that MIDI Program and load it into any MPC Project to reuse it again.

CV Programs can now be set to Melodic or Drum operation. When set to Melodic CV programs behave as per previous MPC versions, when set to Drum you can now configure any pad to output on any CV port which is great for sequencing CV drum modules.

File Browser enhancements

- The file browser now supports recursive searching. On your MPC hardware press Browse to go to the Browser mode, from the TUI search box type in a word, by default MPC will now recursively search your storage device for files that match the search term.

- You can now see the size, date created, date modified for each file in the Browser. From the TUI press the settings icon and enable the options you wish to view. From the GUI File Browser these options are accessed from the drop-down menu to the right of the search field.

- You can now order the file browser list in the TUI/GUI by column type, tap/click the header of any column, tapping/clicking a second time reverses the order. In the column header, the light grey triangle shows the column that controls the file list sorting.

- In the GUI File Browser, Media Browser and TUI Browser you can now filter your file list to show just plugin instrument presets.

- From the TUI Browser, Sample Assign tab **you can now drag samples** from the sample list onto a pad **using a touch drag gesture**. Holding Shift and dragging allows you to drag to a specific layer.

Further enhancements:

- On the TUI you can now **monitor your incoming MIDI messages**. From the Main Mode toolbar tap the MIDI Monitor meters (two squares next to the project name) this will bring up the MIDI Monitor popup which displays the last 10 MIDI messages received.

- You can now access the Undo history in the TUI. From the mode menu toolbar press the icon that looks like a clock to bring up the Undo History popup.

- If Loop is on Shift + Stop sets the playhead position to Loop Start

- You can now show the password in Preferences > WIFI

- When in controller mode MPC One now forwards the external SD Card port to the desktop computer it's connected to.

- Editing a note map from GUI Edit > Program > Note Mapping or TUI Program > Edit Pad Note Map now updates the accompanying sequence events throughout the entire project

- When reloading a project, MPC now recalls the last used mode and whether you were using a MIDI or Audio track.

Stability and reliability

Grid View

- Windows scaling no longer causes the playhead to leave behind white lines (Nvidia GPUs)

Insert Effects and Instruments

- AIR's theRiser is no longer missing its 5th page on the TUI

- DrumSynth Program Edit layout now displays parameter names

- DrumSynth's parameter 'Compressor Attack' no longer changes 'Master Gain' when adjusted via the GUI

- DrumSynth Multi-Program Q-Links are now displayed in the Parameter box in Q-Link Edit

- The plugin scanner no longer times out when scanning WaveShell 12.7

- Using the 'Select' F-Key on unexpanded plugin types no longer closes the insert effect overlay

MIDI Control Mode

- It is now possible to disable 'SET ALL' after bank change in MIDI Control Mode

LCD

- LCD parameter labels no longer disappear when selecting a pad in Program Edit

- LCD note repeat F-Keys can now enable and disable Timing Correct

Preferences

- 'Autoload File' within the 'Project Load/Save' tab in preferences no longer shows "Invalid File Name" when loading .xpj file

- MPC X hardware F-keys are now functional within the demo screen

- The preferences window can now be closed when the application is set to its minimum resolution

Program Edit

- Changing a Keygroup to "ALL" no longer freezes Drum Pad selection

- CV Out voltage no longer behaves erratically when changed via the TUI or the data dial

- Edit zones now work when Wave View params are changed via the GUI

- GUI Wave View numeric sample start, end, loop, and loop type now update pad / KG Layer

- It is now possible to select a slice via a Q-Link after converting a sample using non-destructive slices

- Original sample start and end points are no longer lost when assigning a sample slice with pad parameters

- Pads now light up while in Program Edit when Pad Perform is off

- The GUI no longer freezes whilst viewing the TUI insert effects overlay in Program Edit when a large number of plugins are installed

- Wave type "Noise" can now be modulated via the rate parameter

Q-Links & MIDI Learn

- Assigned Q-link parameters in pad scene are now saved with the project.

- MIDI Edit CC 124-127 can now be learned

Sampler/Looper

- Input selection is now retained in the Looper and Sampler.

Track Mute

- When in Track Mute, note on messages are no longer ignored if a track is muted when sequence playback starts

Undo/Redo

- Only one undo event is created when scrolling through track types quickly

Known Issues

- In the GUI Channel Mixer dragging an insert effect copies the effect

- Hybrid's plugin editor GUI has drawing errors on some versions of mac OSX

- Loop is missing from the Q-Links in Sample Edit>Program

- Loading certain files, undoing, redoing, and then replacing the file causes a crash

- Loading drum programs which in the expansions tab whilst expansions are scanning sometimes causes a crash

- LCD units pads that should be yellow are now green

- LCD pad mode pad lights do not update correctly (Windows only)