



MPD218

MPK225

MPD226

MPK249

MPD232

MPK261

Bitwig Studio
Program Documentation

English

Manual Version 1.0

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Introduction

This program documentation describes how you can use our MPD2 Series and MPK2 Series controllers in Bitwig Studio. These control mappings enable you to use each supported controller for basic track-mixing, clip- and scene-launching, and more when you are using its Bitwig Studio program.

To get started, see the [*Installation & Setup*](#) chapter install the files you just downloaded.

System Requirements & Product Support

For complete system requirements, compatibility information, and product registration, visit the Akai Professional website: akaipro.com.

For additional support, visit akaipro.com/support.

Installation & Setup

In order for Bitwig Studio to recognize your controller, you need to install the “script” file you just downloaded and select your controller in the Preferences.

To do this:

1. Move the script file you just downloaded to the location for your operating system:
 - **Windows:** [your user directory]\My Documents\Bitwig Studio\Controller Scripts\
 - **Mac OS X:** [your user directory]/Documents/Bitwig Studio/Control Scripts/
2. Connect your controller’s USB port to your computer, and make sure your controller is powered on.
3. Open Bitwig Studio.
4. In Bitwig Studio, click the **Options** menu, and select **Preferences**.
5. Click the **Controllers** tab, and then click **Detect available controllers**. Bitwig Studio will automatically detect and recognize your controller.
6. Click **OK** to close the Preferences window.
7. Select and load the **Bitwig** program on your controller, and get started!

Important: Each time you use your controller with Bitwig Studio, select the Bitwig Studio program by doing the following:

1. Press **Presets**. The display will show the current program name (flashing).
2. Turn the **Data Dial** to browse through the list of available programs. Select the **Bitwig** program, and then press the **Data Dial**.

Operation

This chapter describes how you can use following controllers in Bitwig Studio:

MPD218

MPK225

MPD226

MPK249

MPD232

MPK261

Important: Each time you use your controller with Bitwig Studio, select the Bitwig Studio program by doing the following:

1. Press **Preset**. The display will show the current program name (flashing).
2. Turn the **Data Dial** to browse through the list of available programs. Select the **Bitwig** program, and then press the **Data Dial**.

MPD218

Important: Remember to select and load the **Bitwig** program each time you use your MPD218 with Bitwig Studio.

Pads: Press the pads to play the active instrument track. Press **Pad Bank** to change the current pad bank.

Knobs: Turn the knobs to control macros or parameters of the active track, depending on your MPD218's current control bank:

- **Control Bank A:** Turn the knobs to control Macros 1–6 of the current device.
- **Control Bank B:** Turn the knobs to control Parameters 1–6 of the current device.
- **Control Bank C:** Turn the knobs to control Parameters 7–12 of the current device.

Press **Ctrl Bank** to change the current control bank.

MPD226

Important: Remember to select and load the **Bitwig** program each time you use your MPD226 with Bitwig Studio.

Transport Buttons (Stop, Play, Record): Press these buttons to stop playback or recording (**Stop**), start playback or recording (**Play**), or record-arm the active track(s) (**Record**).

Pads: Press the pads to play MIDI notes or to launch clips or scenes, depending on the current mode:

- **Instrument Mode:** Press the pads to play MIDI notes on the active track. If the track's instrument is **Drum Machine**, pads that have a corresponding instrument for that note will be lit.
- **Clip Mode:** Press the pads to trigger clips; the pads act as a 4x4 Clip Launcher. A pad's color indicates its current state:
 - **Green:** The clip in that slot is playing.
 - **Amber:** There is a clip in that slot, but it is not playing.
 - **Red:** The clip in that slot is recording.
 - **Off:** There is no clip in that slot.

Press **Pad Bank** to change the scene of clips that the pads will trigger. Pad Bank A corresponds to Scenes 1–4, Pad Bank B corresponds to Scenes 5–8, and Pad Bank C corresponds to Scenes 9–12.

- **Scene Mode:** Press the pads to trigger scenes (columns of clips). Each pad corresponds to the scene with the same number (e.g., Pad 1 triggers Scene 1, Pad 2 triggers Scene 2, etc.).

Use the **switches** in Control Bank A to select the current mode (described [below](#)).

Knobs: Turn the knobs to control certain parameters, depending on MPD226's current control bank:

- **Control Bank A:** Turn the knobs to control Macros 1–4 of the primary device.
- **Control Bank B:** Turn the knobs to control the Pan knobs of the tracks. Each knob corresponds to the track with the same number (e.g., Knob 1 controls the panning of Track 1, Knob 2 controls the panning of Track 2, etc.).
- **Control Bank C:** Turn the knobs to control the Send for Effect Track 1 of the tracks. Each knob corresponds to the track with the same number (e.g., Knob 1 controls the send level of Track 1, Knob 2 controls the send level of Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

Faders: Move the faders to control certain parameters, depending on MPD226's current control bank:

- **Control Bank A:** Move the faders to control the first 4 macros of the current device.
- **Control Bank B:** Move the faders to control the Volume faders of the tracks. Each fader corresponds to the track with the same number (e.g., Fader 1 controls the volume of Track 1, Fader 2 controls the volume of Track 2, etc.).
- **Control Bank C:** Move the faders to control the Send for Effect Track 2 of the tracks. Each fader corresponds to the track with the same number (e.g., Fader 1 controls the send level of Track 1, Fader 2 controls the send level of Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

Switches: Press the switches to select modes or enable/disable certain track parameters, depending on MPD226's current control bank:

- **Control Bank A:** Press a switch to select the mode for the **pads**:
 - **Switch 1:** Press Switch 1 to select Instrument Mode (described [above](#)).
 - **Switch 2:** Press Switch 2 to select Clip Mode (described [above](#)). Once you are in this mode, you can press Switch 2 to switch between Tracks 1–4 and Tracks 5–8.
 - **Switch 3:** Press Switch 3 to select Scene Mode (described [above](#)).
 - **Switch 4:** Press Switch 4 to turn notifications on or off. When on, a small message will appear when you adjust a control, enter another mode, etc.
- **Control Bank B:** Press the switches to record-arm or -disarm the tracks. Each switch corresponds to the track with the same number (e.g., Switch 1 record-arms or -disarms Track 1, Switch 2 record-arms or -disarms Track 2, etc.).
- **Control Bank C:** Press the switches to mute or unmute the tracks. Each switch corresponds to the track with the same number (e.g., Switch 1 mutes or unmutes Track 1, Switch 2 mutes or unmutes Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

MPD232

Important: Remember to select and load the **Bitwig** program each time you use your MPD232 with Bitwig Studio.

Transport Buttons (Stop, Play, Record): Press these buttons to stop playback or recording (**Stop**), start playback or recording (**Play**), or record-arm the active track(s) (**Record**).

Pads: Press the pads to play MIDI notes or to launch clips or scenes, depending on the current mode:

- **Instrument Mode:** Press the pads to play MIDI notes on the active track. If the track's instrument is **Drum Machine**, pads that have a corresponding instrument for that note will be lit.
- **Clip Mode:** Press the pads to trigger clips; the pads act as a 4x4 Clip Launcher. A pad's color indicates its current state:
 - **Green:** The clip in that slot is playing.
 - **Amber:** There is a clip in that slot, but it is not playing.
 - **Red:** The clip in that slot is recording.
 - **Off:** There is no clip in that slot.

Press **Pad Bank** to change the scene of clips that the pads will trigger. Pad Bank A corresponds to Scenes 1–4, Pad Bank B corresponds to Scenes 5–8, and Pad Bank C corresponds to Scenes 9–12.

- **Scene Mode:** Press the pads to trigger scenes (columns of clips). Each pad corresponds to the scene with the same number (e.g., Pad 1 triggers Scene 1, Pad 2 triggers Scene 2, etc.).

Use the **switches** in Control Bank A to select the current mode (described [below](#)).

Knobs: Turn the knobs to control certain parameters, depending on MPD232's current control bank:

- **Control Bank A:** Turn the knobs to control Macros 1–8 of the primary device.
- **Control Bank B:** Turn the knobs to control the Pan knobs of the tracks. Each knob corresponds to the track with the same number (e.g., Knob 1 controls the panning of Track 1, Knob 2 controls the panning of Track 2, etc.).
- **Control Bank C:** Turn the knobs to control the Send for Effect Track 1 of the tracks. Each knob corresponds to the track with the same number (e.g., Knob 1 controls the send level of Track 1, Knob 2 controls the send level of Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

Faders: Move the faders to control certain parameters, depending on MPD232's current control bank:

- **Control Bank A:** Move the faders to control the first 8 macros of the current device.
- **Control Bank B:** Move the faders to control the Volume faders of the tracks. Each fader corresponds to the track with the same number (e.g., Fader 1 controls the volume of Track 1, Fader 2 controls the volume of Track 2, etc.).
- **Control Bank C:** Move the faders to control the Send for Effect Track 2 of the tracks. Each fader corresponds to the track with the same number (e.g., Fader 1 controls the send level of Track 1, Fader 2 controls the send level of Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

Switches: Press the switches to select modes or enable/disable certain track parameters, depending on MPD232's current control bank:

- **Control Bank A:** Press a switch to select the mode for the **pads**:
 - **Switch 1:** Press Switch 1 to select Instrument Mode (described [above](#)).
 - **Switch 2:** Press Switch 2 to select Clip Mode (described [above](#)). Once you are in this mode, you can press Switch 2 to switch between Tracks 1–4 and Tracks 5–8.
 - **Switch 3:** Press Switch 3 to select Scene Mode (described [above](#)).
 - **Switch 4:** Press Switch 4 to turn notifications on or off. When on, a small message will appear when you adjust a control, enter another mode, etc.
 - **Switch 5:** Press Switch 5 to shift the “clip window” up by one scene. (The clip window is the 4x4 area of clips you can launch with the pads in Clip Mode.)
 - **Switch 6:** Press Switch 6 to shift the “clip window” down by one scene. (The clip window is the 4x4 area of clips you can launch with the pads in Clip Mode.)
 - **Switch 7:** Press Switch 7 to instrument mode select the previous device in the active track's device chain. Clip/scene select prev track
 - **Switch 8:** Press Switch 8 to instrument mode select the next device in the active track's device chain. Clip/scene select prev track
- **Control Bank B:** Press the switches to record-arm or -disarm the tracks. Each switch corresponds to the track with the same number (e.g., Switch 1 record-arms or -disarms Track 1, Switch 2 record-arms or -disarms Track 2, etc.).
- **Control Bank C:** Press the switches to mute or unmute the tracks. Each switch corresponds to the track with the same number (e.g., Switch 1 mutes or unmutes Track 1, Switch 2 mutes or unmutes Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

MPK225

Important: Remember to select and load the **Bitwig** program each time you use your MPK225 with Bitwig Studio.

Transport Buttons (Stop, Play, Record): Press these buttons to stop playback or recording (**Stop**), start playback or recording (**Play**), or record-arm the active track(s) (**Record**).

Pads: Press the pads to play MIDI notes or to launch clips or scenes, depending on the current mode:

- **Instrument Mode:** Press the pads to play MIDI notes on the active track. If the track's instrument is **Drum Machine**, pads that have a corresponding instrument for that note will be lit.
- **Clip Mode:** Press the pads to trigger clips; the pads act as a 4x2 Clip Launcher. A pad's color indicates its current state:
 - **Green:** The clip in that slot is playing.
 - **Amber:** There is a clip in that slot, but it is not playing.
 - **Red:** The clip in that slot is recording.
 - **Off:** There is no clip in that slot.

Press **Pad Bank** to change the scene of clips that the pads will trigger. Pad Bank A corresponds to Scenes 1–4, Pad Bank B corresponds to Scenes 5–8, Pad Bank C corresponds to Scenes 9–12, and Pad Bank D corresponds to Scenes 13–16.

- **Scene Mode:** Press the pads to trigger scenes (columns of clips). Each pad corresponds to the scene with the same number (e.g., Pad 1 triggers Scene 1, Pad 2 triggers Scene 2, etc.).

Use the **switches** in Control Bank A to select the current mode (described [below](#)).

Knobs: Turn the knobs to control certain parameters, depending on MPK225's current control bank:

- **Control Bank A:** Turn the knobs to control Macros 1–8 of the primary device.
- **Control Bank B:** Turn the knobs to control the Pan knobs of the tracks. Each knob corresponds to the track with the same number (e.g., Knob 1 controls the panning of Track 1, Knob 2 controls the panning of Track 2, etc.).
- **Control Bank C:** Turn the knobs to control the Send for Effect Track 1 of the tracks. Each knob corresponds to the track with the same number (e.g., Knob 1 controls the send level of Track 1, Knob 2 controls the send level of Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

Switches: Press the switches to select modes or enable/disable certain track parameters, depending on MPK225's current control bank:

- **Control Bank A:** Press a switch to select the mode for the **pads**:
 - **Switch 1:** Press Switch 1 to select Instrument Mode (described [above](#)).
 - **Switch 2:** Press Switch 2 to select Clip Mode (described [above](#)), allowing you to launch clips for Tracks 1–4.
 - **Switch 3:** Press Switch 3 to select Clip Mode (described [above](#)), allowing you to launch clips for Tracks 5–8.
 - **Switch 4:** Press Switch 4 to select Scene Mode (described [above](#)).
- **Control Bank B:** Press the switches to record-arm or -disarm the tracks. Each switch corresponds to the track with the same number (e.g., Switch 1 record-arms or -disarms Track 1, Switch 2 record-arms or -disarms Track 2, etc.).
- **Control Bank C:** Press the switches to mute or unmute the tracks. Each switch corresponds to the track with the same number (e.g., Switch 1 mutes or unmutes Track 1, Switch 2 mutes or unmutes Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

MPK249 & MPK261

Important: Remember to select and load the **Bitwig** program each time you use your MPK249/MPK261 with Bitwig Studio.

Transport Buttons (Stop, Play, Record): Press these buttons to stop playback or recording (**Stop**), start playback or recording (**Play**), or record-arm the active track(s) (**Record**).

Pads: Press the pads to play MIDI notes or to launch clips or scenes, depending on the current mode:

- **Instrument Mode:** Press the pads to play MIDI notes on the active track. If the track's instrument is **Drum Machine**, pads that have a corresponding instrument for that note will be lit.
- **Clip Mode:** Press the pads to trigger clips; the pads act as a 4x4 Clip Launcher. A pad's color indicates its current state:
 - **Green:** The clip in that slot is playing.
 - **Amber:** There is a clip in that slot, but it is not playing.
 - **Red:** The clip in that slot is recording.
 - **Off:** There is no clip in that slot.

Press **Pad Bank** to change the scene of clips that the pads will trigger. Pad Bank A corresponds to Scenes 1–4, Pad Bank B corresponds to Scenes 5–8, Pad Bank C corresponds to Scenes 9–12, and Pad Bank D corresponds to Scenes 13–16.

- **Scene Mode:** Press the pads to trigger scenes (columns of clips). Each pad corresponds to the scene with the same number (e.g., Pad 1 triggers Scene 1, Pad 2 triggers Scene 2, etc.).

Use the **switches** in Control Bank A to select the current mode (described [below](#)).

Knobs: Turn the knobs to control certain parameters, depending on MPK249's/MPK261's current control bank:

- **Control Bank A:** Turn the knobs to control Macros 1–8 of the primary device.
- **Control Bank B:** Turn the knobs to control the Pan knobs of the tracks. Each knob corresponds to the track with the same number (e.g., Knob 1 controls the panning of Track 1, Knob 2 controls the panning of Track 2, etc.).
- **Control Bank C:** Turn the knobs to control the Send for Effect Track 1 of the tracks. Each knob corresponds to the track with the same number (e.g., Knob 1 controls the send level of Track 1, Knob 2 controls the send level of Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

Faders: Move the faders to control certain parameters, depending on MPK249's/MPK261's current control bank:

- **Control Bank A:** Move the faders to control the first 8 macros of the current device.
- **Control Bank B:** Move the faders to control the Volume faders of the tracks. Each fader corresponds to the track with the same number (e.g., Fader 1 controls the volume of Track 1, Fader 2 controls the volume of Track 2, etc.).
- **Control Bank C:** Move the faders to control the Send for Effect Track 2 of the tracks. Each fader corresponds to the track with the same number (e.g., Fader 1 controls the send level of Track 1, Fader 2 controls the send level of Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

Switches: Press the switches to select modes or enable/disable certain track parameters, depending on MPK249's/MPK261's current control bank:

- **Control Bank A:** Press a switch to select the mode for the **pads**:
 - **Switch 1:** Press Switch 1 to select Instrument Mode (described [above](#)).
 - **Switch 2:** Press Switch 2 to select Clip Mode (described [above](#)), allowing you to launch clips for Tracks 1–4.
 - **Switch 3:** Press Switch 3 to select Clip Mode (described [above](#)), allowing you to launch clips for Tracks 5–8.
 - **Switch 4:** Press Switch 4 to select Scene Mode (described [above](#)).
 - **Switches 5–7:** No function.
 - **Switch 8:** Press Switch 8 to turn notifications on or off. When on, a small message will appear when you adjust a control, enter another mode, etc.
- **Control Bank B:** Press the switches to record-arm or -disarm the tracks. Each switch corresponds to the track with the same number (e.g., Switch 1 record-arms or -disarms Track 1, Switch 2 record-arms or -disarms Track 2, etc.).

Press and hold **Shift** on your computer keyboard, and then press one of the switches to select the track with the same number (e.g., Switch 1 selects Track 1, Switch 2 selects Track 2, etc.).

- **Control Bank C:** Press the switches to mute or unmute the tracks. Each switch corresponds to the track with the same number (e.g., Switch 1 mutes or unmutes Track 1, Switch 2 mutes or unmutes Track 2, etc.).

Press and hold **Shift** on your computer keyboard, and then press the switches to solo or unsolo the tracks. Each switch corresponds to the track with the same number (e.g., Switch 1 solos or unsolos Track 1, Switch 2 solos or unsolos Track 2, etc.).

Press **Ctrl Bank** to cycle through the control banks.

DAW Control: Press these buttons to perform the following functions:

- **Up (▲):** Press this button to shift the “clip window” up by one scene. (The clip window is the 4x4 area of clips you can launch with the pads in Clip Mode.)
- **Down (▼):** Press this button to shift the “clip window” down by one scene. (The clip window is the 4x4 area of clips you can launch with the pads in Clip Mode.)
- **Left (➤):** Press this button to select the previous device in the active track’s device chain.
- **Right (➤):** Press this button to select the next device in the active track’s device chain.

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