

**AKAI**<sup>®</sup>  
PROFESSIONAL

---

# MPK mini plus

## **User Guide**

English ( 3 – 26 )

## **Appendix**

English ( 27 )

## Table of Contents

<b>Introduction</b> .....	<b>3</b>
Box Contents .....	3
Support .....	3
<b>Setup</b> .....	<b>3</b>
Connection Diagram.....	3
Setting up MPK mini Plus with Software.....	4
Setting up MPK mini Plus with MPC Beats.....	4
Setting up MPK mini Plus with Garage Band.....	4
Setting up MPK mini Plus with Other Software.....	4
<b>Features</b> .....	<b>5</b>
Top Panel .....	5
Rear Panel.....	7
<b>Operation</b> .....	<b>8</b>
CV Setup .....	8
Scales Configuration .....	9
Chords Configuration .....	11
Global Parameters.....	11
Editing a Program.....	12
Using the Arpeggiator .....	13
Using the Step Editor .....	14
Using the Live Sequencer .....	15
Keybed Functions .....	17
<b>Using the Program Editor</b> .....	<b>18</b>
Setup.....	18
Graphical Interface.....	19
Editing a Pad .....	20
Control Voltage.....	21
Editing a Knob.....	21
Editing the X-Y Controller (Joystick).....	22
Editing the Keybed.....	22
Editing the Arpeggiator.....	23
Editing the Keybed Curve.....	24
Editing The Sequencers .....	25
Saving Programs.....	26
<b>Appendix</b> .....	<b>27</b>
Technical Specifications.....	27
Trademarks & Licenses.....	27

## Introduction

Thank you for purchasing the MPK mini Plus. At Akai Professional, we know how serious music is to you. That's why we design our equipment with only one thing in mind—to make your performance the best it can be. This User Guide will take you through all the details of setting up and operating your MPK mini Plus and includes instructions for installing and operating the Program Editor software.

## Box Contents

MPK mini Plus	Quickstart Guide
USB Cable	Safety & Warranty Manual
Software Download Card	

## Support

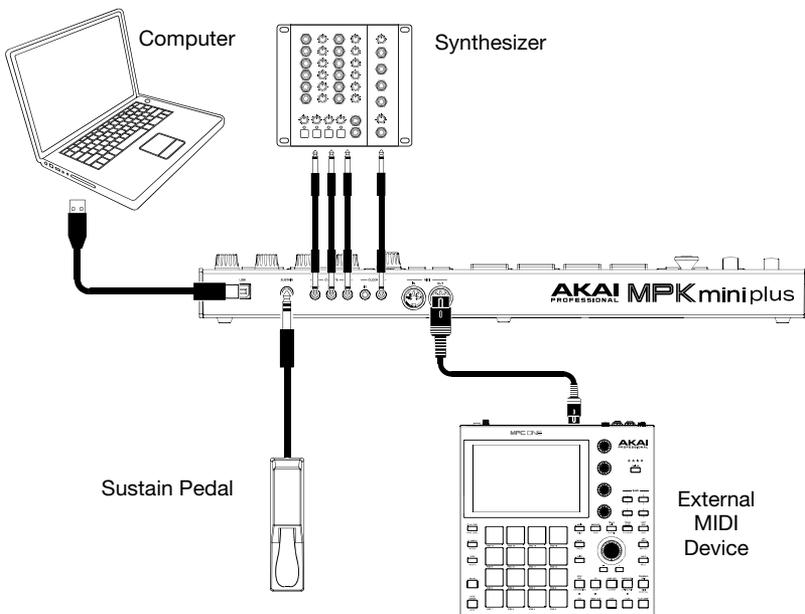
For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit [akaipro.com](http://akaipro.com).

For additional product support, visit [akaipro.com/support](http://akaipro.com/support).

## Setup

### Connection Diagram

Items not listed under *Introduction > Box Contents* are sold separately.



## Setting up MPK mini Plus with Software

To use your MPK mini Plus with a software program, you must connect the unit to your computer using a standard USB cable first.

**Note:** If you are connecting MPK mini Plus to a USB hub, make sure it is a powered hub.

### Setting up MPK mini Plus with MPC Beats

1. Open MPC Beats. Go to **Preferences > MIDI/Sync** in MPC Beats and select “MPK mini Plus” as the MIDI input device by enabling the **Track** and **Control** buttons next to its name. From this menu, you can also enable **Sync** under the MIDI output ports to sync the MPK mini Plus to your DAW’s BPM setting.
2. Load a plugin in MPC Beats and play the keys on MPK mini Plus to hear the instrument being played through your headphones or speakers connected to your computer.

### Setting up MPK mini Plus with Garage Band

1. Open GarageBand. Go to **Preferences > Audio/MIDI** in GarageBand and select “MPK mini Plus” as the MIDI input device.
2. Choose from the list of instruments in GarageBand and play the keys on MPK mini Plus to hear the instrument being played through your headphones or speakers connected to your computer.

### Setting up MPK mini Plus with Other Software

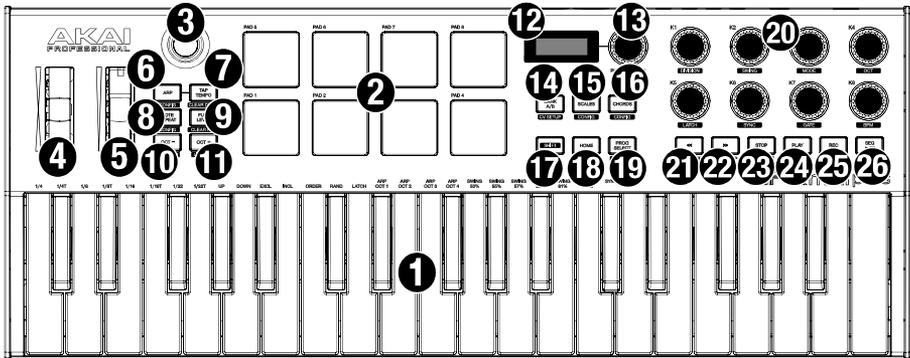
**To select MPK mini Plus as a controller for your digital audio workstation (DAW):**

1. Open your DAW.
2. Open your DAW’s **Preferences, Options, or Device Setup**, select **MPK mini Plus** as your hardware controller, and then close that window.

Your MPK mini Plus is now able to communicate with your software. Consult your DAW’s software manual for more information on MIDI device setup.

## Features

### Top Panel



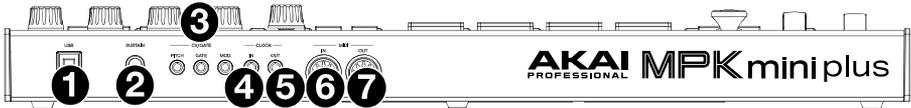
1. **Keybed:** This 37-note keyboard is velocity-sensitive and, along with the **Octave Down / Up** buttons, can control a ten-octave range. You can use the keys to access certain additional commands, as well. Hold down the **Arpeggiator On/Off** button and press a key to set the Arpeggiator parameters. You can also hold down the **Note Repeat** button and press keys to change the drum settings.
2. **Drum Pads:** The pads can be used to trigger drum hits or other samples in your software. The pads are velocity-sensitive, which makes them very responsive and intuitive to play. MPK mini Plus has two banks for samples that can be accessed using the **Bank A/B** button. Access one of the eight Programs by pressing and holding the **Prog Select** button and tapping a drum pad.
3. **X-Y Controller:** Use this 4-axis thumbstick to send MIDI pitch bend messages or send MIDI CC messages.
4. **Pitch Wheel:** The pitch bend wheel is primarily used to bend the notes played on the keyboard up or down. This allows you to play phrases not normally associated with keyboard playing, such as guitar-style riffs.
5. **Modulation Wheel:** The modulation wheel is typically used to add variation for the sound you are playing. This type of real-time controller was originally introduced on electronic keyboard instruments to give the performer options such as adding vibrato, just like the players of acoustic instruments do.
6. **Arp On/Off / Config:** Press this button to turn the Arpeggiator on or off. Pressing it during a latched arpeggio will stop the arpeggio. Press and hold this button and press the corresponding key to set various parameters. Press and hold **Shift** and this button to open the Configuration menu for the Arpeggiator. See [Using the Arpeggiator](#) for more information.
7. **Tap Tempo / Clear Drum:** Tap this button at the desired rate to determine the tempo of the Arpeggiator or Sequencer. Press and hold **Shift** and this button to clear all drum events from the Sequencer.

**Note:** Tap Tempo is disabled if the Arpeggiator is synced to external MIDI or CV clock.

8. **Note Repeat / Config:** Press this button and then press a pad to cause the pad to retrigger at a rate based on the current Tempo and Time Division settings. Press the button again to disable Note Repeat. Press and hold **Shift** and this button to open the Configuration menu for the Note Repeat function.
9. **Full Level / Clear Key:** Press this button to activate or deactivate Full Level mode in which the pads always play at a maximum velocity (127), no matter how hard or soft you hit them. Press and hold **Shift** and this button to clear all Keyboard Sequencer events.
10. **Octave Down / Step Edit:** Press this button to shift the keyboard's range down, from one to four octaves. Press both Octave buttons simultaneously to reset the keyboard to the default center octave. Press and hold **Shift** and this button to open the Step Edit menu to edit key or drum sequences on a step-by-step basis. See [Using the Step Editor](#) for further instructions.
11. **Octave Up / Live Seq:** Press this button to shift the keyboard's range up from one to four octaves. Press both Octave buttons simultaneously to reset the keyboard to the default center octave. Press and hold **Shift** and this button to open the Live Seq menu and begin making a live drum or key sequence. See [Using the Live Sequencer](#) for further instructions.
12. **Display Screen:** Use this screen to browse the internal menus and adjustable parameters.
13. **Encoder:** Turn this knob to select from the internal menu options. Press it to select an option.
14. **Bank A/B / CV Setup:** Press this button to switch the pads between Bank A or Bank B. Press and hold **Shift** and this button to open the CV Setup menu. See [CV Setup](#) for further information on CV functions.
15. **Scales / Config:** Press this button to enable or disable Scales mode. When enabled, notes outside of the selected scale can be played, transposed, or ignored depending on the current setting. Press and hold **Shift** and press this button to open the **Scales Configuration** menu. See [Scales Configuration](#) for definitions of parameters and available scale settings.
16. **Chords / Config:** Press this button to enable or disable Chords mode. When enabled, playing a key will play the selected chord type in a selected scale. Press and hold **Shift** and press this button to open the **Chords Configuration** menu. See [Chords Configuration](#) for a list featuring definitions of editable parameters.
17. **Shift:** Press and hold this button and press another button or turn a knob to access their secondary functions (indicated by bordered white text underneath the part). Quickly double-press this button to lock the Shift function so buttons will always perform their secondary function. Press once again to turn off Shift Lock.
18. **Home / Save:** Press this button to return to the Home screen on the Display. Press and hold **Shift** and this button to save the current settings as a preset to one of 8 Program slots.
19. **Prog Select / Edit:** Press and hold this button and press one of the pads to select the corresponding program number (1–8). A program is a group of settings stored as a file on your MPK mini Plus. Programs can be created and then sent to MPK mini Plus with the downloadable MPK mini Plus Program Editor. Press and hold **Shift** and press this button to open the **Edit** menu. See [Editing A Program](#) for more information about program editing and [Using the Program Editor](#) to learn how to use the MPK mini Plus Program Editor application to create, save, and send programs from your computer to the MPK.
20. **Assignable Knobs:** Each 360° knob sends a MIDI CC message. Press and hold **Shift** and turn one of the 8 knobs to control its secondary function.

21. [**<<**] **Rewind / Prev Step:** Press this button to rewind in a connected DAW. While editing a sequence, press this button to go to the previous step.
22. [**>>**] **Fast-Forward / Next Step:** Press this button to fast-forward in a connected DAW. While editing a sequence, press this button to go to the next step.
23. **Stop:** Press this button to stop transport playback in a connected DAW. Press and hold **Shift** and press this button to open the **Global** menu to edit Global parameters such as Transpose, Tempo Taps, Octave, Pad channel, and Aftertouch. See [Global Parameters](#) for more information about these Global functions.
24. **Play:** Press this button to start transport playback in a connected DAW.
25. **Rec:** Press this button to enable recording in a connected DAW.
26. **Seq Play/Stop:** Press this button to start and stop playback of the sequence. When playback is stopped, it will resume from the start of the sequence.

## Rear Panel



1. **USB Port:** Connect a USB cable here to deliver power to the keyboard and transmit MIDI data to a connected computer to control a software synth or MIDI sequencer. MPK mini Plus can also be powered via a USB cable and wall outlet adapter.
2. **Sustain Input:** Connect a sustain pedal (sold separately) to the keyboard here. When pressed, this pedal will sustain the sound you are playing without having to keep your fingers pressed down on the keys.
3. **CV/Gate Out (1/8" / 3.5 mm, TS):** MPK mini Plus will send control voltage (CV) and/or Gate signals over these outputs to optional external synths or sequencers. Use standard 1/8" (3.5 mm) TS cables to send a single CV/Gate signal through the following outputs:
  - **Pitch:** Sends CV pitch messages.
  - **Gate:** Sends Gate (note length) messages.
  - **Mod:** Sends CV Modulation or Velocity messages.
4. **Clock In:** MPK mini Plus will receive control voltage (CV) timing signals from this input. When receiving clock in, this tempo will set the internal arpeggiator and sequencer clock.
5. **Clock Out:** MPK mini Plus will send control voltage (CV) timing signals from this output. When sending clock out, the signal will follow the internal arpeggiator clock when set to **Internal**, or incoming MIDI clock when set to **External**.
6. **MIDI In:** Use a standard 5-pin MIDI cable to connect this input to the MIDI output of an external MIDI device (additional MIDI keyboard, pad controller, etc.).
7. **MIDI Out:** Use a standard 5-pin MIDI cable to connect this output to the MIDI input of an external MIDI device (synthesizer, drum machine, etc.).

**IMPORTANT:** When MPK mini Plus is **powered by a computer**, its **MIDI In/Out** ports become a fully functional computer MIDI interface. In this configuration, the 5-pin MIDI ports are accessed by selecting them from your DAW's MIDI Setup or Preferences. This allows you to flexibly route MIDI channels within your DAW of choice and use your MPK mini Plus as a primary controller for your studio setup.

When MPK mini Plus is **powered by a wall adapter**, MIDI data will transmit to the 5-pin **MIDI Out** port by default.

## Operation

### CV Setup

The CV Setup menu is used to adjust the parameters for the CV/Gate outputs and Clock Input/Output.

To enter the CV Setup menu, press and hold **Shift** and press **Bank A/B**. Then, use the **Encoder** to select and adjust the parameters below. These settings can also be adjusted using the **Control Voltage** section of the Program Editor.

Parameter	Value Range	Notes
Src (Source)	Keyboard, Key Sequence, MIDI 01-16, Pads, Drum Sequencer	Select a channel for the CV to receive on/off signal transmissions from.
Order (Note order)	Low, High, Last	Choose the note to be sent via CV when multiple notes are held down: Lowest note, Highest note, or Last (newest note played).
Gate (Gate Mode)	Normal, Legato	Set how the gate mode will behave when active and a key has been held down. In Normal mode, the gate will be retriggered. In Legato mode, the gate will be held open along with the key.
Mod (Mod Source)	Key Velocity, Modwheel Sequence Velocity	Select the source for the Mod CV output.
Bend (Bend Range)	01-12 semitones	Set the range of the pitch bend to be applied to the CV pitch output when the pitch wheel is moved.
IDiv (Clock Input division)	x4, x2, 1, /1.5, /2, /3, /4, /6, /8, /12, /24, /48	Set the number of trigger pulses to occur before the sequencer moves to the next step.
ODiv (Clock Output division)	1, 1/2, 1/4, 1/4t, 1/8, 1/8t, 1/16, 1/16t, 1/32, 1/32t, 24p, 48p	Set the output time division sent by the CV Clock Output.

## Scales Configuration

In **Scales** mode, you can set the keybed to play only in a certain scale. Press the **Scales** and **Shift** buttons simultaneously to open the Scales mode configuration menu and use the **Encoder** to edit the parameters listed in the table below. These settings can also be adjusted using the **Key Scale** section of the Program Editor.

Parameter	Value Range	Notes
Mode	On, Off	Enables or disables Scales mode.
Key	C-B	Determines the key of the scale. This key is also shared with <b>Chords</b> mode.
Scale	Chromatic, Major, Melodic Minor, Harmonic Minor, Major Pentatonic, Minor Pentatonic, Dorian, Phrygian, Lydian, Mixolydian, Aeolian, Locrian, Blues, Flamenco, Hungarian	Determines the scale used. This scale is also shared with <b>Chords</b> mode. See “scale definitions” table for name abbreviations.
Non-S (Non-Scale Notes)	Ignore, Transpose	Determines whether non scale notes played will be silenced (Ignore) or transposed to the next nearest scale tone.

### Scale Definitions:

The following table lists the 16 available scale settings and their composition.

Name	Notes
Chrom (Chromatic)	12 tone scale; Intervals: Half, Half Example: C, C#, D, D# E, F, F# G, G# A, A#, B
Maj (Major)	7-tone scale; Intervals: Whole, Whole, Half, Whole, Whole, Whole, Half Example: C, D, E, F, G, A, B
Melod (Melodic Minor)	7-tone scale; Intervals: Whole, Half, Whole, Whole, Whole, Whole, Half Example: A, B, C, D, E, F#, G#
Harm (Harmonic Minor)	7-tone scale; Intervals: Whole, Half, Whole, Whole, Half, Augmented second, Half Example: A, B, C, D, E, F, G#
Maj P (Major Pentatonic)	5-tone scale; Intervals: Whole, Whole, Augmented second, Whole Example: C, D, E, G, A
Min P (Minor pentatonic)	5-tone scale; Intervals: Augmented second, Whole, Whole, Augmented second Example: A, C, D, E, G

<b>Name</b>	<b>Notes</b>
Dor (Dorian)	7-tone scale; Intervals: Whole, Half, Whole, Whole, Whole, Half, Whole Example: D, E, F, G, A, B, C
Phryg (Phrygian)	7-tone scale; Intervals: Half, Whole, Whole, Whole, Half, Whole, Whole Example: E, F, G, A, B, C, D
Lydia (Lydian)	7-tone scale; Intervals: Whole, Whole, Whole, Half, Whole, Whole, Half Example: F, G, A, B, C, D, E
Mixo (Mixolydian)	7-tone scale; Intervals: Whole, Whole, Half, Whole, Whole, Half, Whole Example: G, A, B, C, D, E, F
Aeol (Aeolian/ Natural Minor)	7-tone scale; Intervals: Whole, Half, Whole, Whole, Half, Whole, Whole Example: A, B, C, D, E, F, G
Locr (Locrian)	7-tone scale; Intervals: Half, Whole, Whole, Half, Whole, Whole, Whole Example: B, C, D, E, F, G, A
Blues	6-tone scale; Intervals: Augmented second, Whole, Half, Half, Augmented second, Half Example: A, C, D, D#, E, G
Fimnc (Flamenco)	6-tone scale; Intervals: Half, Augmented second, Half, Whole, Half, Augmented second Example: E, F, G#, A, B, C, D#
Hngar (Hungarian)	7-tone scale; Intervals: Whole, Half, Augmented second, Half, Half, Augmented second, Half Example: C, D, Eb, F#, G, Ab, B
Whole (Whole tone)	6-tone scale; Intervals: Whole, Whole, Whole, Whole, Whole, Whole Example: C, D, E, F#, G#, A#

## Chords Configuration

In **Chords** mode, multiple notes will be played when a single key is pressed. Press the **Chords** and **Shift** buttons simultaneously to open the Chords mode configuration menu. Then use the **Encoder** to enable or disable the mode and set the chord and inversion type played according to the options in the table below. Press and hold **Shift** while pressing a key to play chord inversions. These settings can also be adjusted using the **Key Chord** section of the Program Editor.

Parameter	Value Range	Notes
Chord Type	1-3-5, +7, +7+9, Maj7, Min7, Dom7	Select 1-3-5 for Triads, +7 to add seventh extension to triad, +7+9 to add seventh and ninth extension, or select a type of seventh chord.
Key	C-B	Determines the key of the chord. This key is also shared with scales.
Scale	Chromatic, Major, Melodic minor, Harmonic minor, Major pentatonic, Minor Pentatonic, Dorian, Phrygian, Lydian, Mixolydian, Aeolian, Locrian, Blues, Flamenco, Hungarian	Determines the scale of the chords; Shared with Scales Mode.
Inversion Type	None, 1st, 2nd, 3rd	Determines the type of chord inversion played when <b>Shift</b> is held. When set to None, key will play chords in root position.
Non-S (Non-Scale Notes)	Ignore, Transpose	Determines whether non scale notes played will be silenced (Ignore) or transposed to the next nearest scale tone.

## Global Parameters

Certain editable parameters on the MPK mini Plus affect the entire device, known as **Global** parameters. Press the **Stop** and **Shift** buttons simultaneously to bring up the Global menu and use the **Encoder** knob to select and edit the parameters listed below. These settings can also be adjusted using the **Program Editor**.

Parameter	Value Range	Notes
Transpose	-12 to +12	Transpose the keyboard up or down by semitones.
MIDI Channel	01-16	Determines the range of the keys for MIDI transmission.
Pad CH (Pad Channel)	01-16	Determines the MIDI channel used by the drum pads. Affects all pads.
PadAT (Pad Aftertouch type)	Off, Chan, Poly	Determines the pad aftertouch type. Affects all pads.
Taps (Tempo Taps)	2-4	Sets the number of taps required to set the BPM with the <b>Tap Tempo</b> button.
Trpt (Transport)	On, On/Off	Set CC Transport buttons send an On message when pressed and released or an On message when pressed and an Off message when released.

## Editing a Program

Press the **Shift** and **Prog Select** buttons to open the editing menu. The display will show all editable parameters. Then, use the **Encoder** to select and adjust the following parameters. These settings can also be adjusted using the **Joystick**, **Pads**, and **Knobs** sections in the Program Editor.

Parameter Type	Parameter	Value Range	Notes
Joystick	X-Axis	Pitch, 1CC, 2CC	Selects the control affected by moving the Joystick along the X-axis.
	XCC1#	0-127	Sets the value range of the first CC message sent by moving the joystick along the X-axis.
	XCC2#	0-127	Sets value range of second CC message sent by moving the joystick along the X-axis.
	Y-Axis	Pitch, 1CC, 2CC	Selects the control affected by moving the joystick along the Y-axis.
	YCC1#	0-127	Sets value range of first Y-axis CC message.
	YCC2#	0-127	Sets value range of second CC message.
Pad	Note#	0-127	Sets the MIDI note number of the pad.
	CC#	0-127	Sets the CC value of the pad.
	PC#	0-127	Sets the MIDI Program Change value of the pad.
	Off C (Off Color)	0-31	Sets the color of the selected pad's light when the pad is turned off.
	On C (On Color)	0-31	Sets the color of the pad light when turned on.
	PMode (Play Mode)	Note, ProgCh, CC#	Selects the type of message sent when a pad is pressed.
	Toggle	On / Off	Turns pad toggle on or off.
Knob	Mode	Absolute, Relative	Absolute: knob position directly corresponds to MIDI CC value (0 – 127). Relative: knob position corresponds to knobs in your DAW.
	CC#	0-127	Sets the MIDI CC value of the knob.
	HiVal	0-127	Sets the upper limit value of a knob control.
	LoVal	0-127	Sets the lower limit value of a knob control.

**Note:** The Mod Wheel, Pitch-bend Wheel, and Sustain pedal controls are pre-configured and cannot be edited.

## Using the Arpeggiator

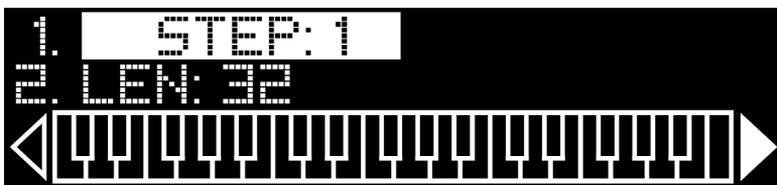
Press the **Arp** button to engage the Arpeggiator. The notes you play in this mode will be arpeggiated based on several parameters. Hold down the **Arp** button and press the corresponding key or use the **Knobs** to edit the following parameters. These settings can also be adjusted using the **Arpeggiator** section of the Program Editor.

Parameter	Value Range	Notes
Arp On/Off	On, Off	Turn the Arpeggiator on or off.
Div (Time Division)	1/4, 1/4T, 1/8, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T	Set the division of notes the arpeggiator will play.
Swing	50% (no swing), 55%, 57%, 59%, 61%, 64%	Sets the amount of swing with which the arpeggio will be played back.
Mode	Up, Down, Incl, Excl, Order, Rand	<p>Determines how the arpeggiated notes are played back.</p> <p><b>Up:</b> Notes will sound from the lowest to the highest.</p> <p><b>Down:</b> Notes will sound from the highest to lowest.</p> <p><b>Excl (Exclusive):</b> Notes will sound from the lowest to the highest, and then back down. The lowest and highest notes will sound <i>once</i> at the directional change.</p> <p><b>Incl (Inclusive):</b> Notes will sound from the lowest to the highest, and then back down. The lowest and highest notes will sound <i>twice</i> at the directional change.</p> <p><b>Order:</b> Notes will sound in the order they were pressed.</p> <p><b>Rand (Random):</b> Notes will sound in random order.</p>
Oct (Octave)	1, 2, 3, 4	Determines the octave range of the arpeggio.
Lat (Latch)	On, Off	<p>Turning Latch mode on will repeatedly arpeggiate the notes you have played even after you release pressure on the keys. While holding down the keys, you can add more notes to the arpeggiated chord by pressing down additional keys. If you press the keys, release them, and then press down a new combination of notes, the Arpeggiator will memorize and arpeggiate the new notes.</p>
Clock	Internal, External, CV Trig.	Assign the arpeggiator tempo to the MPK mini Plus's Internal clock, an external MIDI source, or Trig mode will receive tempo data from the CV Clock Input.

Parameter	Value Range	Notes
Gate	10%-99%	Sets the note length for the arpeggiator, expressed as a percentage of the set note division.
BPM	30-240	Sets the tempo for the arpeggiator. Can also be set with the <b>Tap Tempo</b> button.

**Note:** The Arpeggiator and Sequencers cannot be used at the same time when the unit is in the Step Edit or Live Sequence modes.

## Using the Step Editor



Press and hold **Shift** and the **Octave Down** button to open the Step Editor menu. The display will show a visualization of the notes selected on the keyboard across the bottom as well as a list of editable parameters. Use the **Encoder** to scroll through the list of parameters. A step sequence can be composed of up to 64 steps. Each step can store up to 8 notes with velocity and length. You can edit the length of a sequence using the **Sequencer** section of the Program Editor.

**To add notes to a step sequence**, use the [**<<**] and [**>>**] buttons to locate a step within the sequence. Then, press the desired **Keys** to enter those notes to play at that step of the sequence. The display graphic will update to highlight the keys you have entered in white. Enable Scales or Chord mode to fix the keybed to a desired scale or chord type. Pressing a key you have already entered again will remove that note from the step sequence. You can also press the **Pads** to add or remove drum hits from your sequence.

**Note:** To delete key events while the sequence is active, you must press **Shift** and the desired key when the sequencer is passing through the desired step. This action will delete chords entered while Chord mode is active and notes lasting longer than one step.

**To set a note's length longer than one step**, press and hold the key of the desired note, and then press [**>>**] while the note is held. Note lengths up to 64 steps can be set. Notes that exceed this will be truncated to sequence length.

**To transpose your sequence up or down**, use the **Encoder** to select and then turn on Transpose mode. You can also turn this function on and off using the **Sequencer** section of the Program Editor. Then, use the keys to transpose your sequence up or down by 12 semitones using middle C set as the root note, or no transposition.

**To clear all events from a sequence**, press and hold **Shift** and then press **Full Level** to clear all keyboard events from the sequence; press and hold **Shift** and then press **Tap Tempo** to clear all drum events from the sequence.

Press the **Seq Play / Stop** button to play a sequence, and again to stop playback. Use the [**<<**] and [**>>**] buttons or the **Encoder** knob to navigate the steps of a sequence. You can also edit sequence parameters at any time by pressing **Shift** and using the **Knobs**.

Parameter	Value Range	Notes
STEP (Sequencer Step)	01-64	Indicates the currently selected step.
LEN (Sequence Length)	01-64	Shared between the Step Editor and Live Sequencer.
TRANS (Transpose status)	Off, On	Indicates the on/off status of the Transpose function.
T. DIV (Time division)	1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T.	Determines sequencer time division. This function is shared with the Arpeggiator.
KEYS	0-08	Indicates the number of keys set to play at the current step.
CHAN (MIDI Channel)	C1-C16	MIDI channel destination for Key Sequencer.

### Using the Live Sequencer



Press and hold **Shift** and the **Octave Up** buttons to open the Live Sequencer menu. The display will show a list of editable parameters as well as the pads engaged in a grid view and the sequence steps along the bottom of the screen. Use the **Encoder** to scroll through the list of parameters. A filled-in square indicates a drum hit on that step, while an unfilled square indicates a rest. A filled-in arrow to the right or left indicates more steps offscreen.

**To program a drum sequence**, first set the Pad parameter to your desired mode: choose Live to record drum hits in real-time or Step to program hits step-by-step. You can edit sequence parameters at any time by pressing **Shift** and using the **Knobs**.

- In **Live** mode, Pads 1-16 will correspond to the 16 different drum voices. Press **Seq Play** and live record your drums directly into the sequencer. Press **Shift** and an active **Pad** to remove it from the sequence.
- In **Step** mode, Pads 1-8 in **Bank A** correspond to the first 8 steps of the sequence, while **Bank B** corresponds to steps 9-16. Press one of the **Pads** to add the currently selected drum voice to that step.

**To select a pad for editing**, hold **Shift** and press a pad to select it for display. When shift is held, the currently selected pad should be shown in White. Tap another pad to select it. When selected, the new pad should turn White. Release the Shift button to enter the newly selected drum voice in your sequence.

To clear all events from a sequence, press and hold **Shift** and then press **Tap Tempo** to clear all drum events from the sequence; press and hold **Shift** and then press **Full Level** to clear all keyboard events from the sequence.

Press the **Seq Play / Stop** button to play a sequence, and again to stop playback. Use the [**<<**] and [**>>**] buttons to navigate the steps of a sequence. You can also edit sequence parameters at any time by pressing **Shift** and using the **Knobs**.

### Live Keyboard Recording:

When the Live Sequencer is active and the sequence is running, you can press a key at a given step to add the corresponding note to that step. You can also activate and use Scale and Chord modes during live recording.

Holding down the **Shift** button and pressing that note again at the same step will remove a playing note from the sequence.

Parameter	Value Range	Notes
STP (Sequencer Steps)	01-16, 17-32, 33-48, 49-64	This parameter will update automatically when the seq is playing to indicate which 16 steps are represented by the seq pattern graphic.
LEN (Sequence Length)	01-64	Shared between the Step Editor and Live Sequencer.
PAD	Live, Step	Determines the mode of Pad recording. Live is the default setting.
DIV (Time division)	1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T.	Determines sequencer time division. This function is shared with the Arpeggiator.
KEY	0-08	Indicates the number of keys set to play at the current step. Updates in real time based on your inputs.
CH (MIDI Channel)	C1-C16	MIDI channel destination for Key Sequencer.

**Keybed Functions**

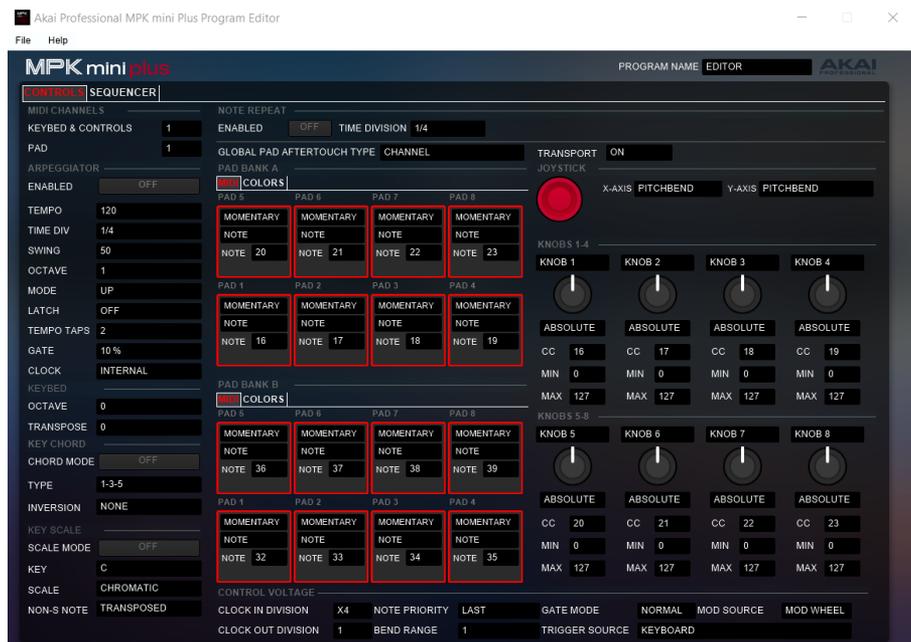
Key	Label	Function
C3	1/4	Sets Arp / Sequencer Division.
C#3	1/4T	
D3	1/8	
D#3	1/8T	
E3	1/16	
F3	1/16T	
F#3	1/32	
G3	1/32T	
G#3	UP	Sets Arp Type to the label value.
A3	DOWN	
A#3	EXCL	
B3	INCL	
C4	ORDER	
C#4	RAND	
D4	LATCH	Turns latch on or off.
D#4	ARP OCT 1	Sets the Arp Octave Value.
E4	ARP OCT 2	
F4	ARP OCT 3	
F#4	ARP OCT 4	
G4	SWING 50%	Sets the Arp / Sequencer Swing Value.
G#4	SWING 55%	
A4	SWING 57%	
A#4	SWING 59%	
B4	SWING 61%	
C5	SWING 64%	
C5#	Sync	Sets the Arp / Sequencer to sync via MIDI clock, CV trigger, or to use the internal clock to determine tempo.

## Using the Program Editor

### Setup

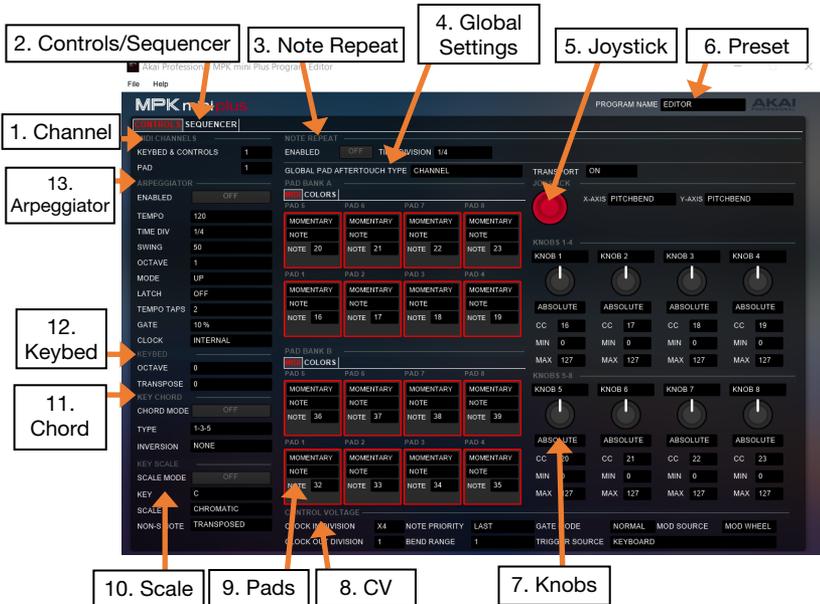
#### To use the MPK mini Plus Editor:

- 1. Optional:** Connect the unit to your computer using a standard USB cable (If you are connecting it to a USB hub, make sure it is a powered hub). You can still use the Editor and create presets without connecting an MPK mini Plus, but you will not be able to send/load presets to/from it.
- Open the Editor application on your computer. The window will show a visual representation of all its editable controls. See [Graphical Interface](#) for an overview of each section.



## Graphical Interface

The MPK mini Plus Program Editor has a straightforward user interface that can be broken down into distinct sections for editing:

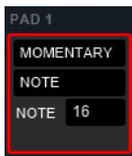


- MIDI Channel:** These two fields determine the channels through which the pads, knobs, X-Y Controller, and keyboard send MIDI data. Specific instructions are provided in the chapters for each control: [Operation > Editing a Pad's MIDI Note](#), [Editing a Knob](#), [Editing the X-Y Controller](#) ([Joystick](#)), [Editing the Keybed](#).
- Controls/Sequencer:** These tabs indicate the two display views of the Editor; the selected tab is highlighted in red. The Controls page, shown above, displays upon launching the application. Click the Sequencer tab to view the Sequencer page. See [Editing the Sequencer](#) to learn more.
- Note Repeat:** This section contains the Note Repeat functions. Click the button next to **Enabled** to turn it on and select a time division for the function.
- Global Settings:** This section allows you to set global parameters such as Pad Aftertouch Type and Transport CC mode.
- Joystick:** These settings control the parameters affected when moving the X-Y Controller along its X axis (left/right) or Y axis (up/down). See [Editing the X-Y Controller \(Joystick\)](#) to learn more.
- Preset:** Click the text field and type in a preset name for your settings before saving. This name will display on MPK mini Plus's screen when loaded onto the unit from the Editor.
- Knobs:** This section enables you to edit the function of the knobs. 8 knobs are pictured in the Editor. See [Editing a Knob](#) to learn more.
- CV:** This section contains the CV/Gate settings parameters. See [Editing the CV](#) to learn more.
- Pads:** Click the **MIDI** tab to edit the pad assignments. This section enables you to edit note assignments for the pads. 16 pads are pictured in the Editor: 8 of them correspond to the pads on the MPK mini Plus when Bank A is active, and the other 8 correspond to the pads on the device when Bank B is active. Click the **Colors** tab to select each pad's on/off colors. See [Editing a Pad](#) to learn more.

10. **Scale Mode:** Click this button to enable scale mode. Use the drop-down menu to select the Key, Scale type, and whether non-scale notes will be silenced or transposed to the nearest scale note. See [Editing the Keybed](#) to learn more.
11. **Chord Mode:** Click this button to enable Chord Mode and click the field next to Type to select the chord type. See [Editing the Keybed](#) to learn more.
12. **Keybed:** Click the field next to Octave to open the drop-down menu to select the keybed octave range. Click the field next to Transpose and select from the drop-down menu to transpose the entire keybed up or down. See [Editing the Keybed](#) to learn more. To change the key velocity sensitivity, see [Operation > Editing the Keybed Curve](#).
13. **Arpeggiator:** These settings control the timing, range, and general behavior of the arpeggiator. See [Operation > Editing the Arpeggiator](#) to learn more.

## Editing a Pad

You can set the Mode, Signal type, and MIDI note for any of the pads in Bank A or Bank B. You can also set the channel through which all the pads send their MIDI notes.

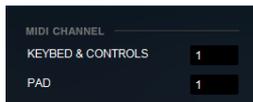


**To set the pad's Mode**, click the field at the top of the pad labeled Momentary to choose between two modes:

- In **Momentary** mode, pressing a pad will play a sound or sample until you release pressure on the pad, at which point the sound will stop.
- In **Toggle** mode, pressing a pad triggers the sound or sample to play in its entirety, regardless of when you release pressure on the pad. Press the pad a second time to trigger a Note Off message.

**To select the pad's signal type**, click the field labeled Note within the pad and select from the drop-down menu if you want the pad to send a Note, Program Change, or CC signal when pressed.

**To select a pad's MIDI note**, click the third field within the pad next to **Note** and then type the desired MIDI note number (0 – 127). The MIDI note value will change accordingly. The current MIDI note value (**C-1 – G9**) will be displayed on the pad.



**To select the MIDI channel for all the pads**, click the text field next to **Pad** at the top left corner under **MIDI Channel**. Then, select the desired MIDI channel number (1 – 16) from the drop-down menu.

**To change the pads' aftertouch type**, click the field underneath the pads labeled **Global Pad Aftertouch Type** and select **CHANNEL**, **POLY**, or **OFF**. Enabling aftertouch allows for additional MIDI messages to be sent via varying pressure from a pad after it has been pressed down. **CHANNEL** mode affects the whole MIDI channel while **POLY** mode only affects the individual notes pressed.



**To change the Transport mode**, click the field next to **Transport** and select **ON** to set CC Transport buttons to send an On message when pressed and released. Select **ON/OFF** to set CC Transport buttons to send an On message when pressed and an Off message when released.

**To change the pad colors**, click the **Colors** tab next to MIDI at the top of each Pad bank to open the colors page. Click the color block below **Off Color** to open the color palette and select the color you wish the pad to appear while in the Off position. Click the color block below **On Color** to choose the color you wish the pad to appear while in the On position. These settings will be saved along with sound settings when you save a preset, and pad backlights will display in these colors when that preset is loaded on your MPK mini Plus.



## Control Voltage



**To edit the Control Voltage (CV) functions**, click the fields to the right of to each function to open the drop-down menu, then click on your desired setting to select it.

For descriptions of these functions, consult the table under [Operation > CV Setup](#).

## Editing a Knob

You can edit settings for each of the 8 Knobs on MPK mini Plus, including CC message, minimum value, and maximum value. You can also set the channel through which all the knobs send MIDI data.



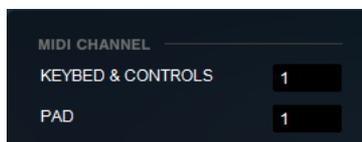
**To edit the name of a knob**, click the text field above the knob and type in the desired name.

**To set the mode of a knob**, click the text field just below the knob and select Absolute or Relative. In **Absolute** mode, the CC value corresponds directly to knob position on the MPK. In **Relative** mode, knob position corresponds to a particular knob position in your DAW, meaning the CC value will be relative to that setting.

**To select the CC value a knob sends**, click the **CC** field under a knob and then type the desired CC number (0 – 127).

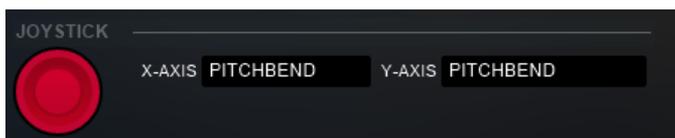
**To select a knob's minimum and maximum values**, click the **Min** field (minimum) or **Max** field (maximum) under a knob and then type the desired value (0 – 127).

To select the MIDI channel for all the knobs, click the text field next to **Keybed & Controls** under **MIDI Channel** at the top left corner of the window. Then select the desired MIDI channel number (**1 – 16**) from the drop-down menu. This will affect the X-Y Controller and keyboard as well as the knobs.



## Editing the X-Y Controller (Joystick)

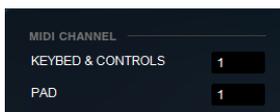
You can designate the function for each axis of the **X-Y Controller (joystick)**, allowing you to use it to manipulate up to four different parameters simultaneously.



To designate the function of the axis, click the **X Axis** or **Y Axis** field next to the X-Y Controller icon and then select the desired function from the drop-down menu:

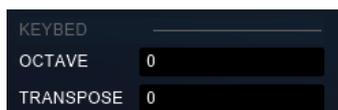
- **Pitchbend:** Moving the X-Y controller along this axis will bend the keyboard pitch.
- **Single CC:** Moving the X-Y controller along this axis will send a CC message.
- **Dual CC:** Moving the X-Y controller along this axis will send one CC message in the positive direction (up or right) and another CC message in the negative direction (down or left).

To select the CC message the X-Y Controller sends (when set to **Single CC** or **Dual CC**), click the **CC** field(s) and then type the desired value (**0 – 127**).



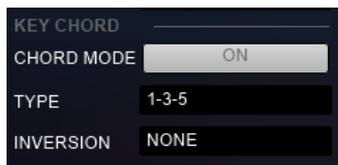
To select the MIDI channel for the X-Y Controller, click the field next to **Keybed & Controls** under **MIDI Channel** at the top left corner of the window. Then select the desired MIDI channel number (**1 – 16**) from the drop-down menu. This will affect the knobs and keyboard as well as the X-Y Controller.

## Editing the Keybed

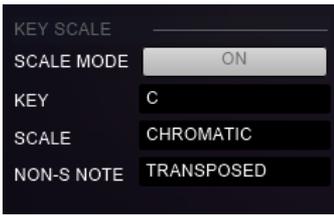


To change the keybed octave range, click the field next to **Octave** and select the desired range (**-4 to +4**) from the drop-down menu.

To transpose the keybed, click the field next to **Transpose** and use the drop-down menu to select the number of semitones by which you wish to transpose the keybed.



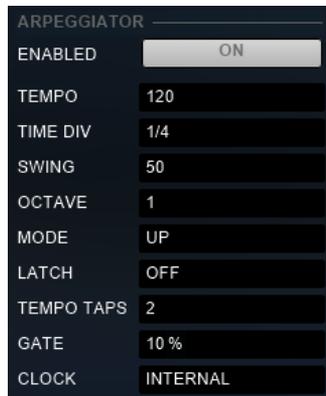
To set the keybed chord mode, click the button next to **Chord Mode** to activate chord mode. Then, click the field next to **Type** and use the drop-down menu to select the quality of chord to be played by each key. Select "1-3-5" to play triads, "+7" or "+7 +9" to add extensions, or choose "Maj7," "Min7," or "Dom7" (Dominant 7) to play seventh chords.



To set the **keybed scale**, click the button next to **Scale Mode** to turn this function on. Click the field next to **Key** and use the drop-down menu to select a key for the scale. Click the field next to **Scale** to choose the scale you wish the keybed to play and click the field next to **Non-S Note** to choose whether non-scale notes will be silenced (Ignored) or Transposed.

## Editing the Arpeggiator

You can edit various parameters for the arpeggiator.



To **activate or deactivate the arpeggiator**, click the **On/Off** icon. The icon will be light grey when the arpeggiator is on and dark grey when it is off.

To **set the arpeggiator's tempo**, click the **Tempo** field and type in a tempo (**30-240 BPM**).

To **set the arpeggiator's time division**, click the **Time Div** field. When the drop-down menu appears, select the desired setting (**1/4 – 1/32T**).

To **set the arpeggiator's swing**, click the **Swing** field and enter the desired percentage (**50 – 75%**); the default value, **50%**, is no swing.

To **set the arpeggiator's octave range**, click the **Octave** field and select the desired value from the drop-down menu: **1, 2, 3, or 4** octaves.

To **set the arpeggiator's mode**, click the **Mode** field. When the drop-down menu appears, select the desired setting. The mode determines how the arpeggiated notes are played back:

- **Up:** Notes will sound from lowest to highest.
- **Down:** Notes will sound from highest to lowest.
- **Exclusive:** Notes will sound from lowest to highest and then back down. The lowest and highest notes will sound only *once* at the directional change.
- **Inclusive:** Notes will sound from lowest to highest and then back down. The lowest and highest notes will sound *twice* at the directional change.
- **Order:** Notes will sound in the order they were pressed.
- **Random:** Notes will sound in random order.

To activate or deactivate the Latch, click the **Latch** field and then select **Off** or **On** from the drop-down menu.

- **Off:** When the Latch is **Off** and you press keys, the Arpeggiator will cease after you release your fingers from the keyboard.
- **On:** When the Latch is **On** and you press keys, the Arpeggiator will continue even after you release your fingers from the keyboard. While holding down the keys, you can add more notes to the arpeggio by pressing down additional keys. If you press the keys, release them, and then press a new combination of keys, the Arpeggiator will arpeggiate the new notes.

To set the minimum number of taps required for MPK mini Plus's Tap Tempo button to detect a new arpeggiator tempo, click the **Tempo Taps** field and select the desired number from the drop-down menu: **2, 3, or 4** taps.

**Note:** The **Tap Tempo** button is disabled if the Arpeggiator is synced to an external clock.

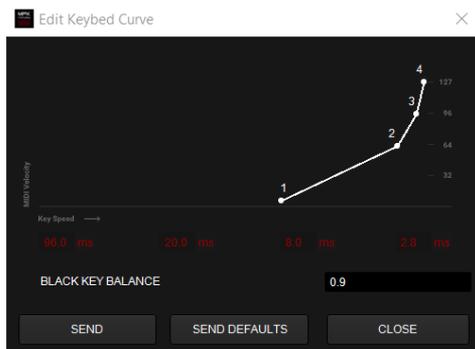
To set the arpeggiator note length, click the field next to **Gate** and type in the desired percentage from **10% - 99%**

To set the clock destination of MPK mini Plus, click on the field next to **Clock** and select either **Internal**, **External**, or **CV Trig** from the drop-down menu. When set to **Internal**, the arpeggiator will run off the unit's internal clock. When set to **External**, the arpeggiator will run off MIDI clock data sent from a host source, such as a DAW. **CV Trig** mode will receive tempo data from the CV Clock Input.

## Editing the Keybed Curve

You can edit the keybed curve by going to **File > Edit Key Curve**.

This window allows you to adjust the velocity sensitivity of the keys to match the responsiveness of your preferred instrument. If you usually play piano or keyboards with weighted keys rather than synthesizers, you may prefer a heavier feeling key curve.



To make it easier to reach low velocity notes, decrease the value of data points 1 and 2.

To make it easier to reach high velocity notes, increase the value of data points 3 and 4.

To change the black key balance, click the field and enter a value from 0.5 to 2.0. The chosen value is multiplied by the values selected above in the keybed curve to set the balance between black and white keys accordingly.

To apply the changes you have made, you must click the **Send** button.

To return to the default settings, click the **Send Defaults** button.

To close the Keybed Curve window, click **Close**.

## Editing The Sequencers

You can edit and program Key and Drum sequences entirely within the Editor software or by using a connected MPK mini Plus with the Editor. Click the **Sequencer** tab to the right of the **Controls** tab to open the sequencer editor page.

- Click the field next to **Sequence Length** and type in the desired sequence length (**1 – 64**).
- Click the field next to **Transpose** to toggle this setting on and off.
- Click the field next to **Time Division** to select the note division for your sequence.
- Click the field next to **Pad Mode** to set the pad recording mode to **Live** or **Step**.
- Click the field next to **Key Seq MIDI Channel** to select a MIDI channel for the Key Sequencer.
- Click the field next to **Pad Seq MIDI Channel** to select a MIDI channel for the Pad Sequencer.

When you open a saved program in the Editor, the key sequence saved to that program will be displayed as seen in the image below. The vertical axis of the grid displays notes 1-128, while sequence step numbers 1-64 are displayed on the horizontal axis.

**To enter a note into the key sequence**, double-click on the position on the grid corresponding to the desired note and the step at which you want it to play. Double-click on any note in the sequence to remove it.

**To edit a note's length and velocity**, click on the note in the sequence you wish to edit and then type in the desired values for velocity (**1-127**) and note length in steps (**1-64**).

CONTROLS **SEQUENCER**

SEQUENCE LENGTH 64    TRANSPOSE OFF    TIME DIVISION 1/16    PAD MODE Step    KEY SEQ MIDI CHANNEL 1    PAD SEQ MIDI CHANNEL 1

KEY SEQUENCER

NOTE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	
NOTE #112 F (7)																																								
NOTE #114 F (7)																																								
NOTE #113 E (7)																																								
NOTE #112 D# (7)																																								
NOTE #111 D (7)																																								
NOTE #110 C# (7)																																								
NOTE #109 C (7)																																								

Edit Note E (7) Step 35  
VELOCITY 100    LENGTH 4

Your drum sequences will display step-by-step on the grid below the Key Sequencer. The vertical axis displays Pads 1-16, while the horizontal axis displays the sequence step numbers 1-64.

**To enter a note into the drum sequence**, double-click the position on the grid corresponding to the desired pad and the step at which you want it to play. Double-click any note in the sequence to remove it.

**To edit a note's velocity**, click on the note within the sequence you wish to edit and then type in the desired velocity value (1-127) in the field below the sequence display.

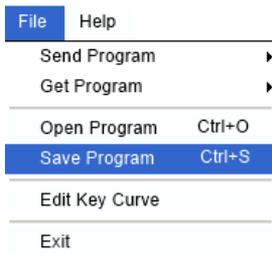
DRUM SEQUENCER

PAD #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39		
PAD #7																																									
PAD #6																																									
PAD #5																																									
PAD #4																																									
PAD #3																																									
PAD #2																																									
PAD #1																																									

## Saving Programs

PROGRAM NAME EDITOR

To edit the name of a program, click on the **Preset** field in the top right corner and type in the desired name, which will display on the MPK mini Plus's display screen when sent to the device.



To save a program as a preset, go to **File > Save Program**. Alternatively, you can type **Ctrl + S** (Windows) or **⌘ + S** (Mac). Then select the destination folder on your computer, enter a file name, and click **Save**. The favorite will be saved as an **.mpkminiplus** file.

After saving a program on your computer, you can send it to your MPK mini Plus or edit it again later. All settings that you see in the Editor software will be saved in the program.

To open a saved program in the Editor, go to **File > Open Program**. Alternatively, you can type **Ctrl + O** (Windows) or **⌘ + O** (Mac). Then select the **.mpkminiplus** file you wish to open from the File Explorer.

To send a program to a connected MPK mini Plus, go to **File > Send Program** and select one of 8 Program slots or the MPK mini Plus's RAM to send the program to.

To load a preset from a connected MPK mini Plus into the Editor, go to **File > Get Program** and select the desired program slot number to load it into the Editor.

## Appendix

### Technical Specifications

<b>Connectors</b>	(1) USB Type-B Port (3) 1/8" (3.5mm) CV Outputs (2) 1/8" (3.5mm) CV Clock In/Out Ports (2) MIDI DIN In/Out Ports (1) Sustain Input
<b>Power</b>	Via USB type-B (bus powered or connected to wall adapter)
<b>Dimensions</b> (width x depth x height)	17.76" x 7.08" x 2.04" 45.11 cm x 18.0 cm x 5.2 cm
<b>Weight</b>	2.78 lbs. 1.26 kg

Specifications are subject to change without notice.

### Trademarks & Licenses

Akai Professional is a trademark of inMusic Brands, Inc., registered in the U.S. and other countries. macOS is a trademark of Apple Inc., registered in the U.S. and other countries. Windows is a registered trademark of Microsoft Corporation in the United States and other countries. All other product names, company names, trademarks, or trade names are those of their respective owners.

**AKAI**<sup>®</sup>  
PROFESSIONAL

---

[akaipro.com](http://akaipro.com)

Manual Version 1.2