



MPKmini play

Editor User Guide

Manual Version 1.0

Table of Contents

User Guide	4
Introduction	4
Support.....	4
Installation	4
Windows.....	4
macOS.....	4
Setup	5
Features	6
Graphical Interface	6
Operation	8
Managing Your Favorites	8
Saving Favorites.....	8
Loading Favorites.....	8
Sending Favorites	9
Editing a Pad's MIDI Note	10
Editing a Knob	10
Editing the X-Y Controller (Joystick).....	11

Editing the Keyboard and Arpeggiator	12
Keyboard.....	12
Arpeggiator	13
Editing the Sound	14
Appendix	15
Trademarks and Licenses.....	15

User Guide

Introduction

The MPK Mini Play Editor software gives you intuitive ways to edit the many functions that your MPK Mini Play can perform.

Support

For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit akaipro.com.

For additional product support, visit akaipro.com/support.

Installation

Windows

1. Double-click the **.exe** installer file you downloaded.
2. Follow the on-screen instructions.

macOS

1. Double-click the **.dmg** installer file you downloaded.
2. Follow the on-screen instructions.

Setup

To use the MPK Mini Play Editor:

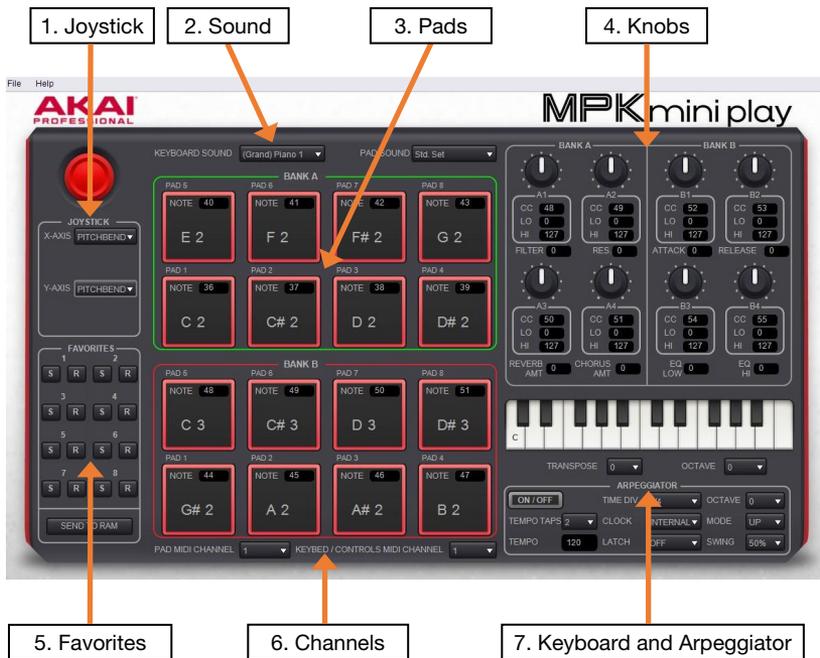
1. **Optional:** Connect MPK Mini Play to your computer using a standard USB cable. (If you are connecting MPK Mini Play to a USB hub, make sure it is a powered hub). You can still use the Editor and create favorites without connecting an MPK Mini Play, but you will not be able to send/load favorites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



Features

Graphical Interface

The MPK Mini Play Editor has a straightforward user interface that can be broken down into seven sections for editing:



1. **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 [Operation > Editing the X-Y Controller \(Joystick\)](#) to learn more.
2. **Sound:** These two fields determine the overall sound of the keyboard as well as the pads. See [Operation > Editing the Sound](#) to learn more.
3. **Pads:** 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 Play when Bank A is active, and the other 8 correspond to the pads on the MPK Mini Play when Bank B is active. See [Operation > Editing a Pad's MIDI Note](#) to learn more.
4. **Knobs:** This section enables you to edit the function of the knobs. 8 knobs are pictured in the Editor: 4 of them correspond to the knobs on the MPK Mini Play when Bank A is active, and the other 4 correspond to the knobs on the MPK Mini Play when Bank B is active. See [Operation > Editing a Knob](#) to learn more.
5. **Favorites:** These controls let you import a favorite from your computer or from your connected MPK Mini Play. They also allow you to save the current settings as a favorite and export them to your computer or to your connected MPK Mini Play. See [Operation > Managing Your Favorites](#) to learn more.
6. **Channels:** 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 Keyboard and Arpeggiator > Keyboard](#).
7. **Keyboard and Arpeggiator:** This is a visual representation of the 25-key keyboard as well as the settings that control the timing, range, and general behavior of the arpeggiator. See [Operation > Editing the Keyboard and Arpeggiator](#) to learn more.

Operation

Managing Your Favorites

With the **Favorites** feature, you can save all your current settings in the Editor to a single **.mpkplay** file that can be loaded onto your MPK Mini Play. MPK Mini Play holds a maximum of eight favorites, but you can store more favorites on your computer to load onto MPK Mini Play later with the Editor. This way, you can have countless different control configurations for different situations. For instance, you may use different favorites with different software. Or you may use some favorites for production and others for performance.

Saving Favorites

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

To save a favorite: Go to **File > Save Favorite**. 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 **.mpkplay** file.

Loading Favorites

To load a favorite from a connected MPK Mini Play: Click the **R** (receive) icon corresponding to the number of the desired favorite on your MPK Mini Play (**1-8**).

Note: Using the software to edit a favorite loaded from your MPK Mini Play will not automatically affect this favorite on your keyboard; you will have to send the edited favorite to the keyboard after modifying it. See [Sending Favorites](#) below to learn more.

To load a favorite from your computer, go to **File > Open Favorite**. Alternatively, you can type **Ctrl + O** (Windows) or **⌘ + O** (Mac). Then locate the desired **.mpkplay** file and click **Open**.



Sending Favorites

When you send from the Editor to a connected MPK Mini Play, all settings that you see in the Editor will be stored as a favorite on the MPK Mini Play's internal memory. When playing your keyboard, the favorite will be available for you to activate whenever you like.

To send a Program to a connected MPK Mini Play: Click the **S** (send) icon corresponding to the number of the favorite you want to replace on your MPK Mini Play (**1-8**). Doing so will overwrite the favorite currently stored in this number slot on the MPK Mini Play.

You can also send a favorite to MPK Mini Play's RAM, where it will be kept temporarily and will not overwrite any favorite stored on the device. This applies the settings to the MPK Mini Play and lets you try them out without fully committing to them. If you then decide that you like the settings, you can save the favorite to your computer (see [Saving Favorites](#) above) or overwrite one of the currently stored favorites on your MPK Mini Play.



To send a Program to the RAM of a connected MPK Mini Play, click the **SEND TO RAM** icon or go to **File > Send Favorite > Ram**.

Note: To avoid losing the settings kept in the RAM, you will need to save them before modifying them with the Editor or exiting the Editor.

Editing a Pad's MIDI Note

You can set the 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 select a pad's MIDI note: Click the **Note** field within the pad 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 **Pad MIDI Channel** field at the bottom of the window. In the pop-up menu that appears, select the desired MIDI channel number (**1 – 16**).

Editing a Knob

You can edit settings for each of the eight knobs, including CC message, minimum value, maximum value, and FX level. You can also set the channel through which all the knobs send MIDI data.



To select the CC message 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 **Lo** field (minimum) or **Hi** field (maximum) under a knob and then type the desired value (**0 – 127**).

To assign the FX level: Click the effect name field and then type the desired value (**0 – 127**). Each knob in each bank has its own designated effect.



To select the MIDI channel for all the knobs, open the **Keybed / Controls MIDI Channel** pop-up menu at the bottom of the window. Then select the desired MIDI channel number (**1 – 16**). 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 two different parameters simultaneously.



To designate the function of the axis, click the **X Axis** or **Y Axis** field under the X-Y Controller and then select the desired function from the pop-up menu:

- **Pitchbend:** Moving the X-Y controller along the 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**).

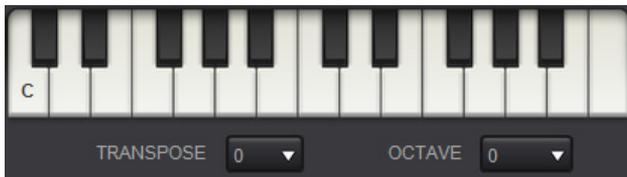


To select the MIDI channel for the X-Y Controller, open the **Keybed / Controls MIDI Channel** pop-up menu at the bottom of the window. Then select the desired MIDI channel number (**1 – 16**). This will affect the knobs and keyboard as well as the X-Y Controller.

Editing the Keyboard and Arpeggiator

Keyboard

The Editor allows you to set the keyboard's octave and transposition.



To transpose the keyboard, click the **Transpose** field under the keyboard. When the pop-up menu appears, select the desired value (**-12 to 12** semitones). A transposition of **0** means the keyboard is not transposed. For reference, the leftmost key will display its note value to indicate the current transposition.

To change the keyboard's octave, click the **Octave** field under the keyboard. When the pop-up menu appears, select the desired value (**-4 to 4** octaves). An octave of **0** means the keyboard is at its center/default octave.



To select the MIDI channel for the Keyboard: open the **Keybed / Controls MIDI Channel** pop-up menu at the bottom of the window. Then select the desired MIDI channel number (**1 – 16**). This will affect the knobs and X-Y Controller as well as the keyboard.

Arpeggiator

You can edit various parameters for the arpeggiator.



To activate or deactivate the arpeggiator: Click the **On/Off** icon. The icon's outline will be red if the arpeggiator is on and gray if the arpeggiator is off.

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

To set the arpeggiator's mode: Click the **Mode** field. When the pop-up menu appears, select the desired setting from the pop-up menu. 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 pop-up 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 arpeggiator's octave range: Click the **Octave** field and select the desired value from the pop-up menu: **0, 1, 2, or 3** octaves.

To set the arpeggiator's swing, click the **Swing** field and select the desired setting from the pop-up menu: **50%** (no swing), **55%**, **57%**, **59%**, **61%**, or **64%**.

To set the minimum number of taps required for MPK Mini Play's Tap Tempo button to detect a new arpeggiator tempo: Click the **Tempo Taps** field and select the desired number from the pop-up menu: **2, 3, or 4** taps.

Note: MPK Mini Play's **Tap Tempo** button is disabled if the Arpeggiator is synced to an external clock.

Editing the Sound

The Editor allows you to select the default keyboard sound and pad sound for a favorite.



To select the keyboard sound: Click the **Keyboard Sound** field at the top of the window. When the pop-up menu appears, select one of the 130 available sounds.

To select the pad sound: Click the **Pad Sound** field at the top of the window. When the pop-up menu appears, select one of the 10 available sounds.

Appendix

Trademarks and Licenses

Akai Professional is a trademark of inMusic Brands, Inc., registered in the U.S. and other countries.

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