

AKAI
professional

MPC 2000

MIDI PRODUCTION CENTER

Software Version 1.7 Addendum

WARNING

To prevent fire or shock hazard, do not expose this appliance to rain or moisture.

Operator's Manual

MPC2000 Version 1.7 Addendum - Contents

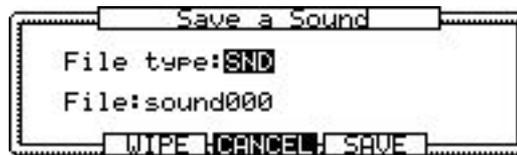
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Additions and changes of the software version V1.7

The MPC2000 System Software version V1.7 now offers the following additional functions and changes.

WAV File Save

You can now save the internal sounds in the memory as WAV files. On the “Save” page of the “Disk” mode, when “Type: Save a Sound” is selected, the following window will appear.



When you select the WAV option in the “File type:” field and press the SAVE [F5] key, the sound selected in the “File:” field will be saved onto disk as a .wav format file.

Warning: *The disk format of the MPC2000 is not the same as those of computers. When the MPC2000 formatted Hard Disk or Removable Media is used with the computer, all the partition data may be lost.*

For more details, please refer to the “Saving the Data” section in Chapter 9 of the MPC2000 operator’s manual.

Output Effects Sound to Assignable Mix Out

You can send the effects sound to the Assignable Mix Out.

In the MIXER mode, press the FX edit [F5] key to display the “Effect Edit” screen. Move the cursor to MIX and then press the [OPEN WINDOW] key. The following “Effect Mixer” window will appear.



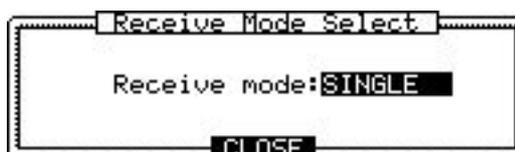
Select the destination for the Effects Sound in the “Output:” field. When MASTER is selected, the Effects Sound is sent to STEREO OUT. When one of the 1/2, 3/4, 5/6, 7/8 outputs is selected, the Effects Sound is sent to the selected pair of Assignable Mix outputs.

For more details, please refer to the “Effects” chapter of the V1.3 Addendum Manual.

Multi Sample Dump via MIDI

You can continuously receive multiple samples via MIDI.

While the “MIDI Sample Dump” screen is displayed, press the [OPEN WINDOW] key to open the following window.



Select a display option of the window to appear when a sample is received in the “Receive mode:” field:

SINGLE : The “Keep or Retry” window appears every time a sample is received .

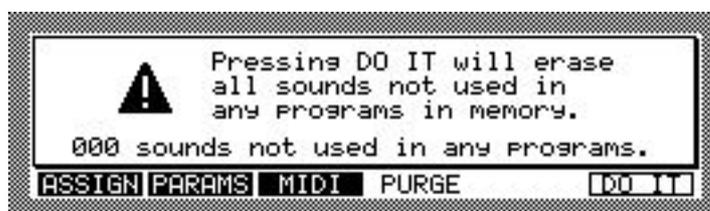
MULTI : The MPC2000 goes into the wait mode after receiving a sample without displaying the “Keep or Retry” window

In the **MULTI** mode, multiple samples are received continuously. For more details, please refer to the “MIDI Sample Dump” chapter of the V1.5 Addendum Manual.

Deleting unused sounds in the memory

You can now erase all unused sounds in any of the programs in the memory.

A PURGE key has been added to the “Program Assign” screen. When the PURGE [F4] is pressed in the “Program Assign” screen, the following PURGE screen will be displayed.

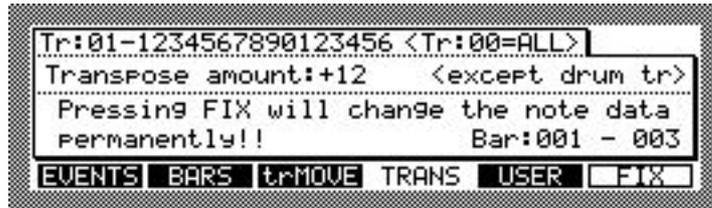


Pressing the DO IT [F6] key will erase all the unused sounds in the memory.

Transpose in region

You can now just transpose a designated region.

The “Bar:” field has been added to the “Transpose” page. The following screen will appear when the “Transpose” page is opened.



Select the region (bars) that you want to transpose in the “Bar:” field.

For more details, please refer to the “Transposing” section in Chapter 4 of the MPC2000 operator’s manual.

Timing Correct in “Step Edit”

You can now change the value of “Timing Correct” while in the “Step Edit” mode.

The TC [F1] key has been added to the “Step Edit” screen. When the TC [F1] key is pressed, the following window will appear.



While pressing the key, rotate the DATA wheel to change the value of “Timing Correct”.

For more details, please refer to the “Timing Correct” section in Chapter 3 of the MPC2000 operator’s manual.

Multi-channel select in “Mixer” mode

In the STEREO, INDIV and FXsend screens, multiple channels can now be selected and their parameters adjusted at the same time.

When the drum pads are tapped while the SHIFT key is being pressed, multiple channels can be selected.

While multiple channels are selected, tapping the pads without pressing the SHIFT key will not change the selection of channels.

While multiple channels are selected, the ALL CH [F6] key will change to the CLEAR key.



When the drum pad of the selected channel is tapped while pressing the SHIFT key, that channel selection is cleared.

When there is only one channel selected, the CLEAR [F6] key returns to the ALL CH key.

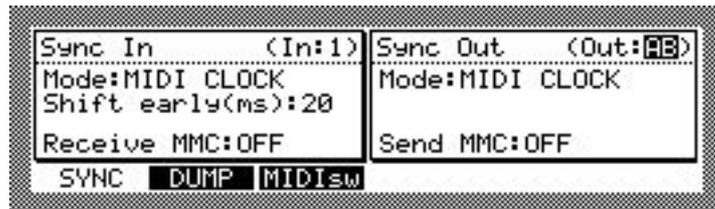
When multiple channels are selected, the CLEAR [F6] key clears the selection of multiple channels.

For more details, please refer to the “Mixer Functions” section in Chapter 7 of the MPC2000 operator’s manual and the “Mixer Mode” chapter of the V1.3 Addendum Manual.

MIDI SYNC Signal Output

You now have the option to allow the MIDI SYNC signal to be output from both of the MIDI outputs.

The option “**BE**” has been added to the “(Out:)” field in the “Sync Out” screen in the MIDI/SYNC mode screen.



When “**BE**” is selected in the “(Out:)” field, the MIDI Sync signal is sent to both of the MIDI outputs.

For more details, please refer to the “MIDI/SYNC” section in Chapter 10 of the MPC2000 operator’s manual.

NOTE REPEAT Lock

In the “Note Repeat” function, when the SHIFT key is pressed while the NOTE REPEAT key is being pressed, the “Note Repeat” function is sustained, so you don’t need to press NOTE REPEAT key to continue. Pressing the NOTE REPEAT key again cancels the lock mode.

SMPTE Slave Mode

When the MPC2000 is in the SMPTE slave mode, pressing the PLAY/PLAY START key will make the MPC2000 wait for the incoming time code and the “Waiting for time code.” message will be displayed. With this V1.7 version software, the MPC2000 will run by itself, regardless of the incoming time code, when the PLAY/PLAY START key is pressed again while the message is displayed.

Jaz drive woken from Sleep mode

The Jaz drive is now woken up from the Sleep mode when loading samples from it.

Step with Swing parameter

When the STEP keys are used for locating, the MPC2000 now moves in steps using the setting in the “Swing%:” field, while the “Timing Correct” value is set appropriately.