



**MPC 4000**  
*Music Production Center*

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**Version 1.33 Addendum**

**AKAI**  
**professional**

## **User Guide**

**WARNING**

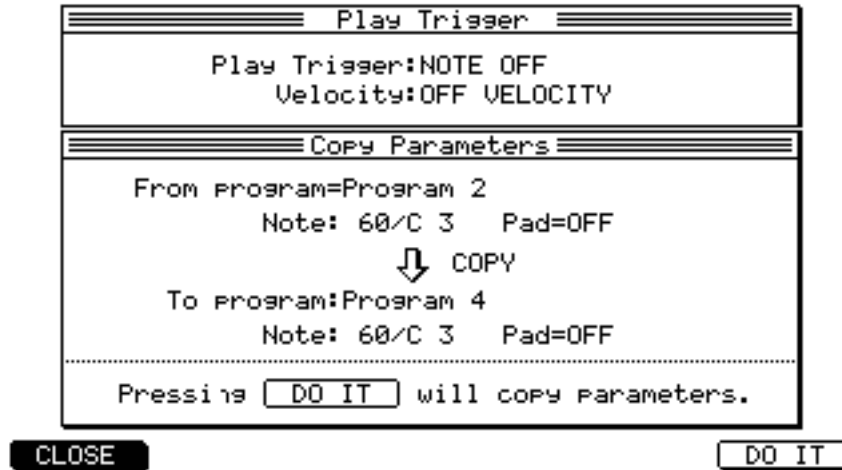
To prevent fire or shock hazard,  
do not expose this appliance to  
rain or moisture.

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## Play Trigger pop-up window added

The Play Trigger function is now available also for the Drum Programs. The following Play Trigger/Copy Parameters pop-up window will open when the Drum Program is selected in PROGRAM mode and the [WINDOW] key is pressed at 'Note' field in either KG MIX [F2] or PITCH [F3] page.



Play Trigger field

Options are NOTE ON/NOTE OFF/TOGGLE.

When NOTE ON is selected, the Note-On message plays the sample and the Note-Off message stops it. This is an ordinary operation.

When NOTE OFF is selected, the Note-On message is ignored and the sample is played in One-Shot mode when the Note-Off message is received. The 'Velocity' field appears when NOTE OFF is selected.

When TOGGLE is selected, one Note-On message plays the sample and the subsequent Note-On message received stops it.

Velocity field

When NOTE OFF is selected at 'Play Trigger' field, this sets the velocity value for sample play. The options are AS NOTE ON/OFF VELOCITY/0~127.

With AS NOTE ON selection, the sample is played at Note-On velocity value.

With OFF VELOCITY selection, the sample is played at Note-Off velocity value.

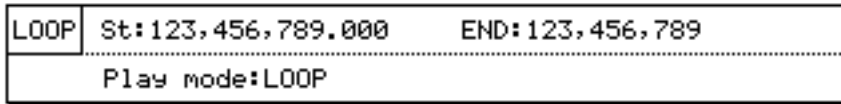
With the selection of 0~127, the sample is played at the specified velocity value.

### 3-digit below decimal point added at Loop Start field

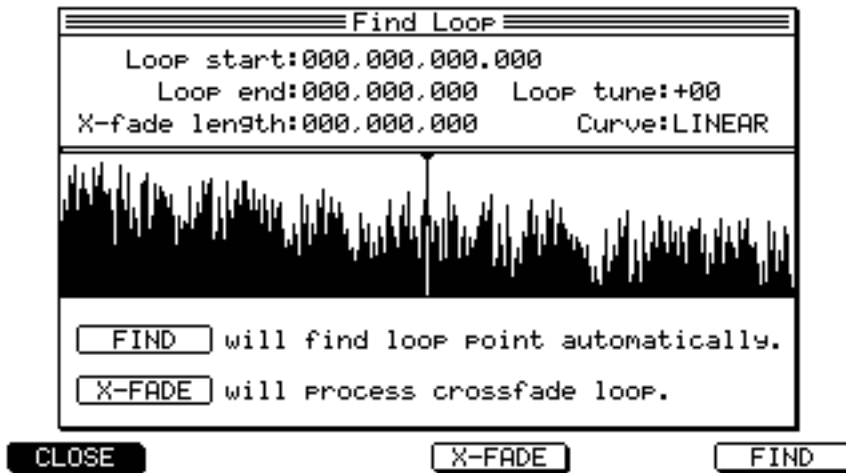
For the improvement of interchangeability with the looped samples created by the S1000/S3000 series samplers, the 3-digit below decimal point is now added at the Loop Start ('St') field.

It is now possible to create more accurate loops by fine adjusting the loop point with the newly added 3-digit parameter.

When moved to TRIM/LP [F2] page in SAMPLE mode, you can see the new parameter added at 'St' field in the LOOP block.



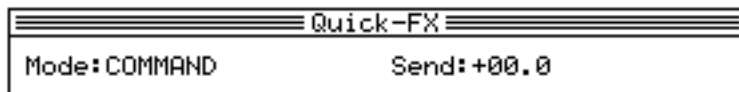
When the Find Loop pop-up window is opened by pressing the [WINDOW] key at 'St'/END' field in the LOOP block, you can also see the new parameter added at 'Loop start' field similar to TRIM/LP [F2] page.



### Send field added in Quick-FX pop-up window

It is now possible to adjust the signal send level to the internal FX during recording.

The 'Send' field appears when COMMAND or FX is selected at 'Mode' field in the Quick-FX pop-up window which is opened by pressing Q-FX [F4] key in RECORD mode.



## Copy & Paste Data pop-up window added

The Copy & Paste Data pop-up window is now added in SEQ EDIT/STEP EDIT mode.

In the Copy & Paste Data pop-up window, the Copy & Paste function is performed without using the Clipboard/Phrase Library.

In addition, the 'Free' field in the Paste Data pop-up window has been moved to the Copy Data pop-up window as 'Library memory free' field.

Pressing the COPY [F3] key in SEQ EDIT mode shows the following Copy Data pop-up window.

```

===== Copy Data =====
Time:001.01.000-001.01.000
Notes: 0(C-2) -127(G8)
-----
[CLIP BD] will copy data to clipboard.
[LIBRARY] will copy data to Phrase Library.
New name:new_phrase_____
Library memory free=100%
[COPY TO] will open Copy & Paste Data window.
-----
[CANCEL] [COPY TO] [ALL NOTE] [LIBRARY] [CLIP BD]

```

Pressing the COPY TO [F3] key in the Copy Data pop-up window opens up the following Copy & Paste Data pop-up window.

```

===== Copy & Paste Data =====
From sequence:001 Track:001
Copy range:001.01.000-001.01.000
Notes: 0(C-2) -127(G8)
      ↓ COPY
To sequence:128 Track:128
Paste point:001.01.000
-----
Event:NOTE Mode:REPLACE Copies:001
-----
[CANCEL] [ALL NOTE] [DO IT]

```

From sequence/Track  
Copy range field  
Pad/Notes field

Selects the sequence/track of Copy source.

Sets the range of Copy source.

Selects the note of the Copy source. With the DRUM Program, the selectable options are ALL and A01 to F16. With the INST Program, the options are 0 (C-2) to 127 (G8).

To sequence/Track field  
Paste point field  
Event field  
Mode field  
Copies field

Selects the sequence/track of copy destination.

Designates the start point of Paste.

Selects the event, ALL or NOTE.

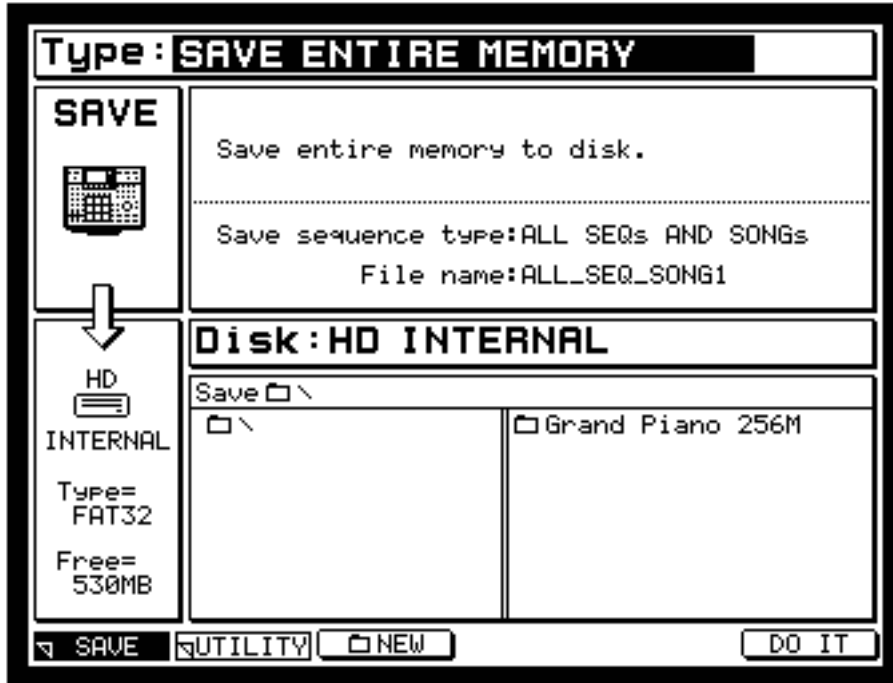
Selects the mode, REPLACE or MERGE.

Sets the number of copies.

### SAVE ENTIRE MEMORY added

It is now possible to save the Multis/Programs/Samples with ALL file or Sequence in memory at one go.

When the SAVE ENTIRE MEMORY option is selected at 'Type' field in SAVE mode, the following screen appears.

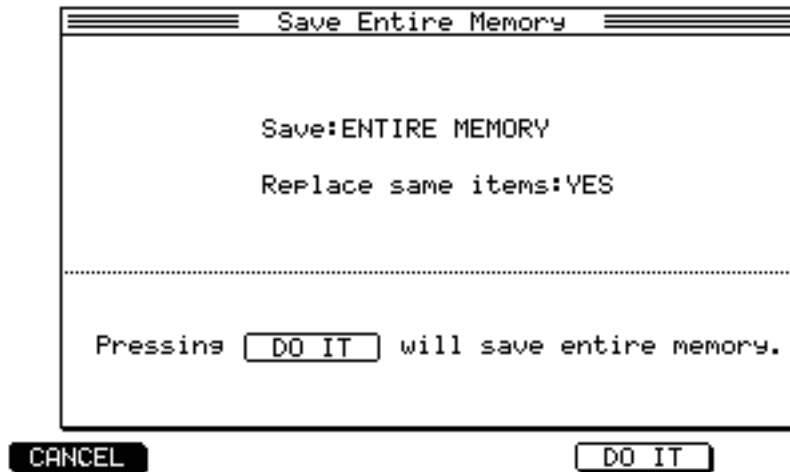


- Save sequence type field      Selects sequence type, ALL SEQs AND SONGs or SEQUENCES. When the ALL SEQs AND SONGs option is selected, 'File name' field appears whereas 'MIDI file type' field appears with the SEQUENCES selection.
  
- File name field                      Indicates the file name of ALL SEQs AND SONGs saved. The Re-name ALL file name pop-up window opens up to rename it when the JOG wheel is rotated.
  
- MIDI file type field                  Sets the MIDI file type of SEQUENCES saved, 0 or 1.

\* Up to V1.32, the ALL SEQs AND SONGs file inside the folder was not loaded in Folder Load function. However, the V1.33 now loads the ALL SEQs AND SONGs file inside the folder simultaneously (described later).  
 Now, this enables you to restore the previous state easily by using SAVE ENTIRE MEMORY with ALL SEQs AND SONGs option selected.  
 For example, when you finish the day's work, select SAVE ENTIRE MEMORY and save it to the folder named "Autoload" which is either created or selected in the File List block.  
 When 'Autoload' field is set to ON in GLOBAL [F1] page of GLOBAL mode, all data in the "Autoload" folder will be loaded automatically the next time the unit is turned on and you will be able to continue the work from where you left off (For the details of the Autoload function, refer to the V1.30 Addendum manual).

## SAVE ENTIRE MEMORY Operation

1. Select SAVE ENTIRE MEMORY at 'Type' field in SAVE mode.
2. Select the sequence file type to save at 'Save sequence type' field.
3. Set the ALL file name at 'File name' field when ALL SEQs AND SONGs is selected, or set the MIDI file type at 'MIDI file type' field when SEQUENCES is selected.
4. Select the destination disk to save in the DISK block, and select the destination directory to save in the FILE LIST block. If necessary, create/select the new folder by pressing NEW [F3] key.
5. When DO IT [F6] key is pressed, the following Save Entire Memory pop-up window appears.



The Save Entire Memory pop-up window has the following fields.

Save field	Selects the save mode, ENTIRE MEMORY or NEW & MODIFIED. When ENTIRE MEMORY is selected, all the Multis/Programs/Samples in the memory are saved. When NEW & MODIFIED is selected, only the '*' marked (newly created or edited) Multis/Programs/Samples are saved.
Replace same items field	Selects whether to overwrite it when the file with the same name is found in the save destination. When YES is selected, the file with the same name in the disk is overwritten by the file in the memory. When NO is selected, the file with the same name is not saved.

\*The setting at 'Save' field is for the files for the sampler section (Multis/Programs/Samples) and the sequence file is always saved even if NEW & MODIFIED is selected.

When NEW & MODIFIED is selected, the save time may be shorter as the file is not overwritten when the same file is found in the memory and destination to save.

6. Select ENTIRE MEMORY to save all files in the memory as they are, but select NEW & MODIFIED when you want to save the Multi/Program/Sample files of the newly created/edited ones only.
7. Select NO at 'Replace same items' field, if you do not want to overwrite the file with the same name in the save destination.
8. Pressing DO IT [F5] key initiates the save.

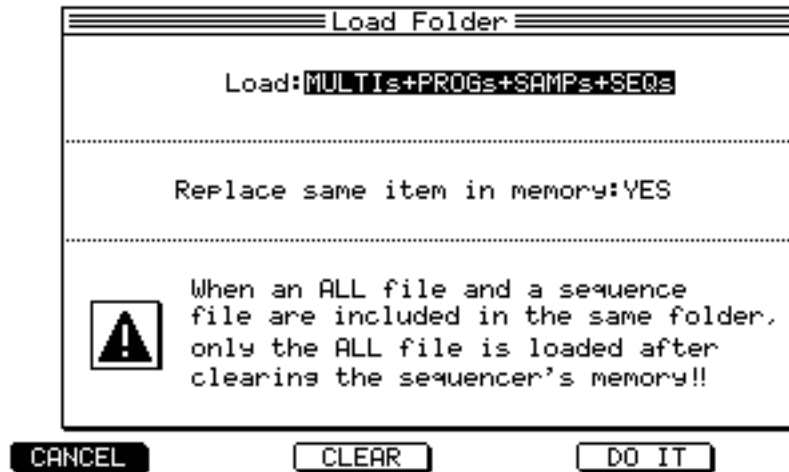
### Loading ALL file in Folder Load

It now supports loading the ALL SEQs AND SONGs file in Folder Load function.

When MULTIs+PROG<sub>s</sub>+SAMP<sub>s</sub>+SEQ<sub>s</sub> is selected at 'Load' field and Load function is performed, if the ALL file exists in the selected folder, the sequence memory of the unit is cleared and the ALL file is loaded.

When both the ALL and Sequence file exist in the selected folder, only the ALL file is loaded without loading the Sequence file.

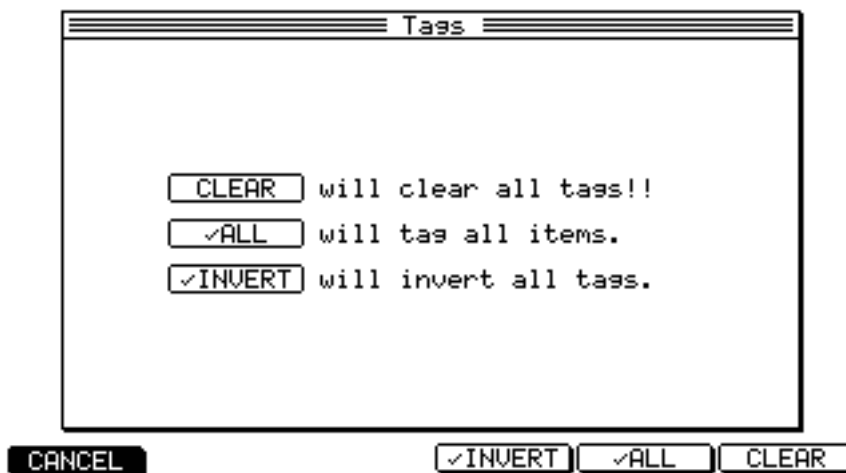
When DO IT [F6] key is pressed after selecting the folder in LOAD mode, the following Load Folder pop-up window appears.



### Changes in Clear All Tags pop-up window

The Clear All Tags pop-up window, which comes up when the [WINDOW] key is pressed at 'Tag' field in MULTI/PROGRAM/SAMPLE/SAVE mode, is now changed as Tags pop-up window.

In Tags pop-up window, the Tag All and Invert functions are available in addition to the Clear function.



- ✓INVERT [F4] Inverts all tagged items in the current mode.
- ✓ALL [F5] Tags to all files in the current mode.
- CLEAR [F6] Clears all tags in the current mode.

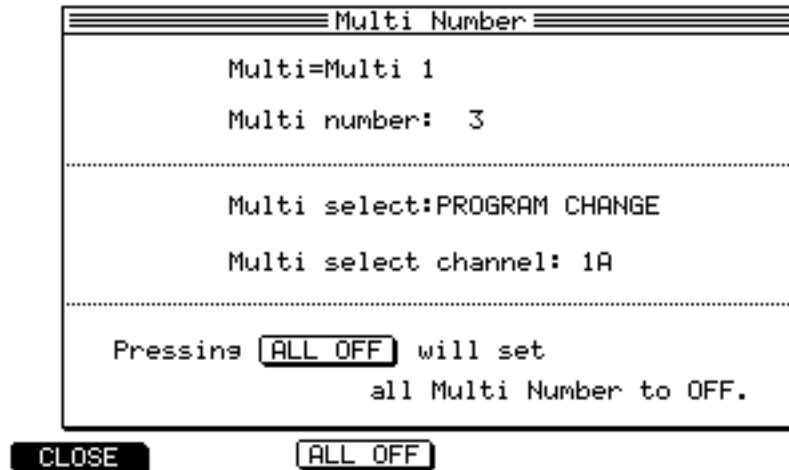


## ALL OFF [F3] key added in Number pop-up window

All Multi numbers or Program numbers can now be set to off at once.

In MULTI mode, the ALL OFF [F3] key is now available in the Multi Number pop-up window which appears when the [WINDOW] key is pressed or the JOG wheel is rotated at 'Multi No.' field in LIST [F1] page.

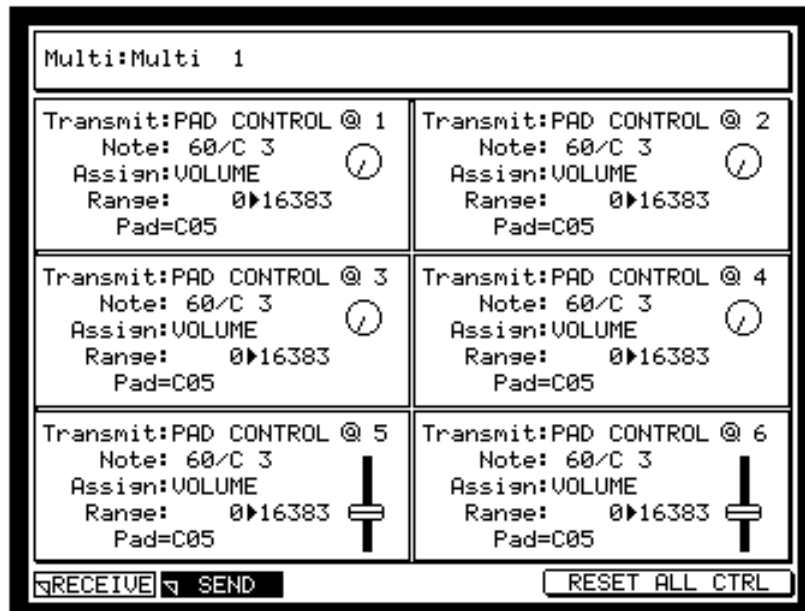
In PROGRAM mode, the ALL OFF [F3] key is now available in the Program Number pop-up window which appears when the [WINDOW] key is pressed or the JOG wheel is rotated at 'Program No.' field in LIST [F1] page.



## Changes in SEND [F2] page

In SEND [F2] page of Q-Link SETUP mode, the "KEY BASED" option for 'Transmit' field has been renamed as "PAD CONTROL". The 'Pad' field has also been added.

Similarly, the "KEY BASED" options in SEQ EDIT mode and STEP EDIT mode have been renamed to "PAD CONTROL".



**Pad field** When the pad is tapped, while the cursor is within the Q1–Q6 Block, the note number of that pad appears at 'Pad' field of the selected Q Block.

\*Up to the V1.32, tapping the pad selects the note only while the cursor is at 'Note' field. Now with the V1.33, tapping the pad can select the note whenever the cursor is within the Q Block.



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