



ELECTRICBASS

INSTRUMENT EXPANSION



**USER
GUIDE**

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INSTALLATION

Thank you for purchasing **Electric Bass**. For the most up-to-date, step-by-step installation instructions for your MPC/Force, please refer to our comprehensive set of installation guides on our web site:

<https://www.mpc-samples.com/support/expansions>

COMPATIBILITY

Electric Bass was built primarily for **MPC 3.9** (or greater) but also includes versions suitable for **MPC 2.15+** and the **MPC Sample**. Requirements are as follows:

MPC 3 Edition:

Any modern standalone MPC running MPC 3.9+
MPC Software 3.9+
Akai Force 3.9+

MPC Sample Edition:

MPC Sample firmware 1.3.0+

MPC 2 Edition:

Any modern standalone MPC running MPC 2.15+
MPC Software / MPC Beats 2.15+
Akai Force 3.3+

WHAT'S INSIDE?

Electric Bass is a collection of bass guitar instruments for MPC3 created from 10 different multisampled vintage and modern electric bass guitars.

Each bass guitar has been faithfully recorded and mapped out across the MPC pads, reflecting the originally available note range of the guitar itself, typically ranging from D1 (dropped D) to D3 on a standard 4 string bass guitar.

In addition to the 10 'raw' guitars, we've also included an additional 42 ready-to-play instrument patches which utilise different FX and track parameters to achieve a range of additional bass guitar sounds.

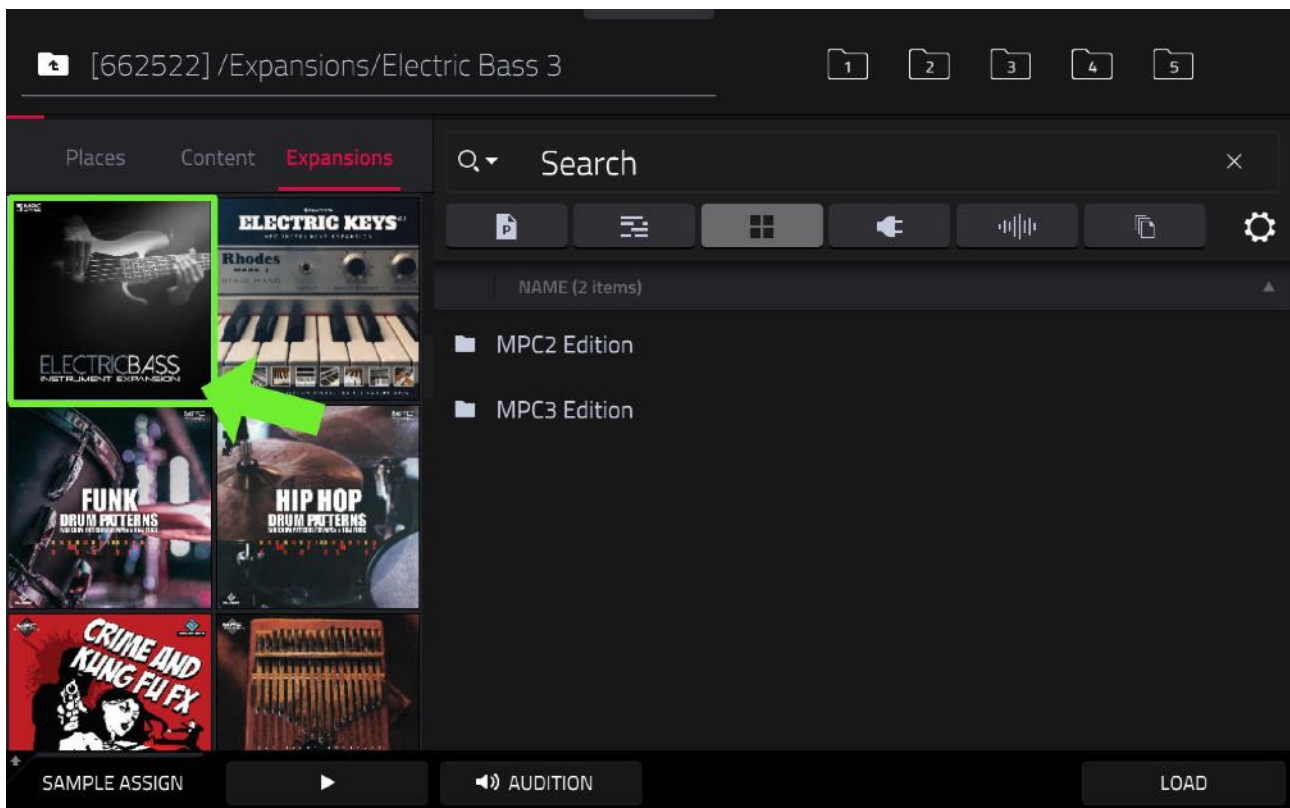
Play the instruments using pad perform or with an attached keyboard. All instruments feature **Q-LINK controllable sound design options** so you can shape and mould the bass sound to your exact needs.

In addition to the MPC3 edition we've also included the original MPC2 versions, suitable for **MPC 2.15+**, **Force 3.3** and **MPC Beats 2.15+** (*please note that these instruments do not support Q-LINK macros*).

We've also created a special **MPC Sample edition** which contains **312 one shot multisamples** for use with 16 LEVELS, plus **10 'starter' projects** each with a ready-to-play multisampled bass instrument with 'round robins' mapped across banks B and C.

STANDALONE MPC/FORCE

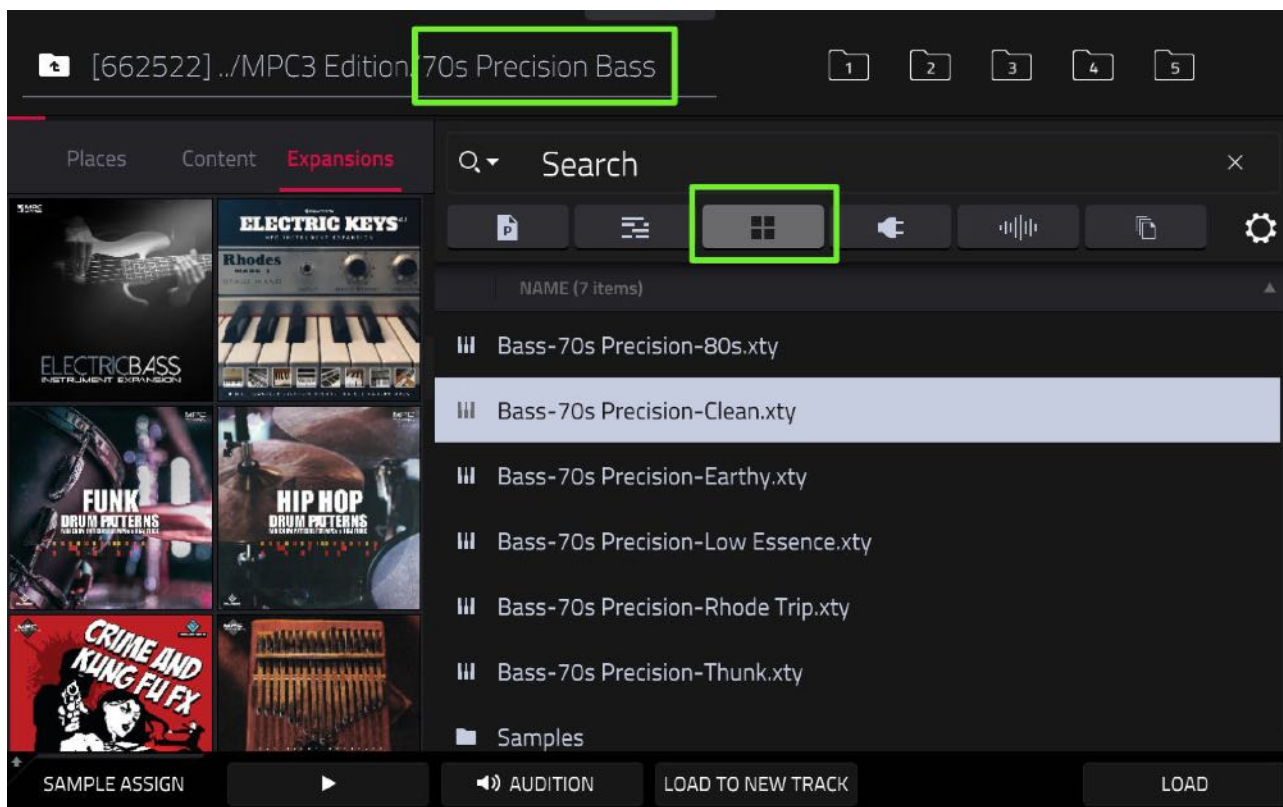
After [installation](#), boot up your MPC and go to **BROWSER > Expansions** and tap on the **Electric Bass** thumbnail to reveal the expansion on the right side of the screen.



MPC 3.9+ and Force 3.9+ users should enter the **MPC3 Edition** folder. MPC 2.15+ and Force 3.3 users should enter the **MPC2 Edition** folder.

Loading Instruments:

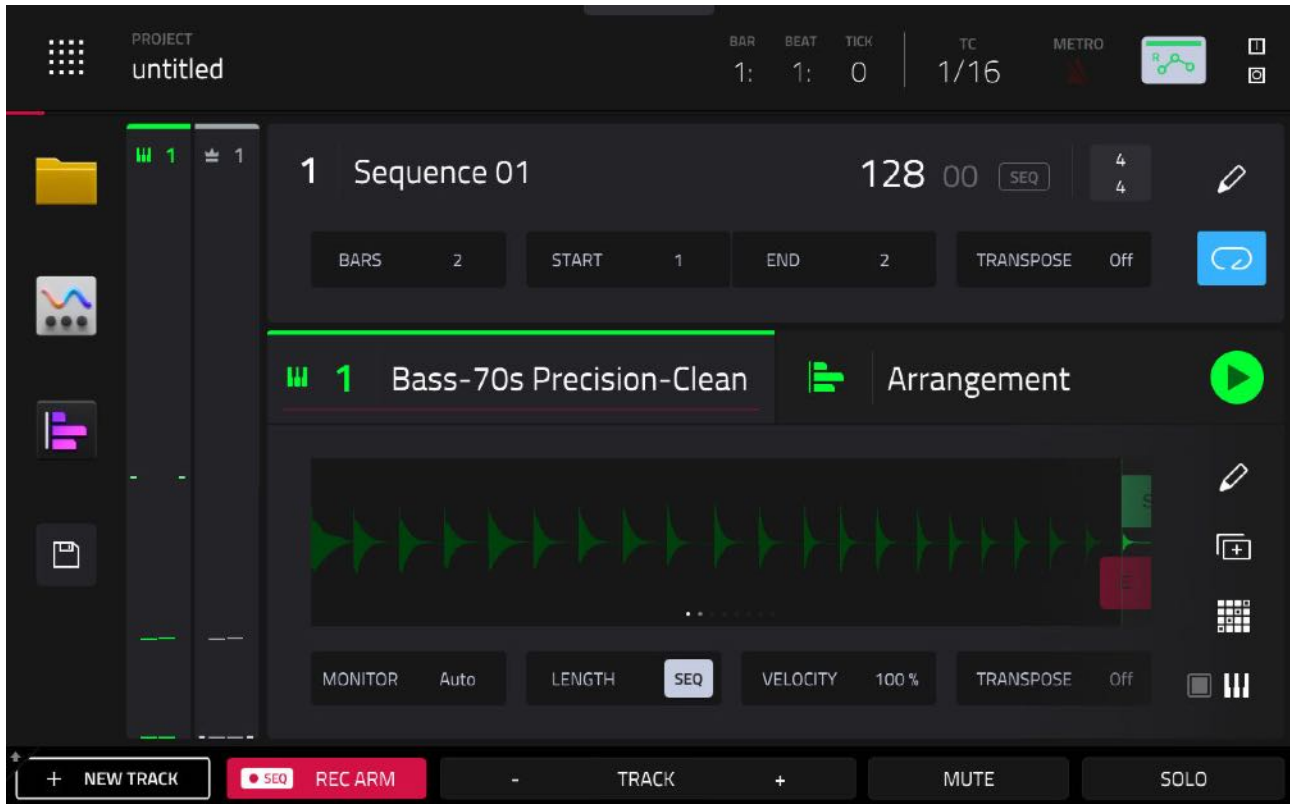
Select a bass guitar model and enter its folder; ensure the **PROGRAMS/TRACKS** filter is enabled to view the available instruments:



Each bass guitar is provided in its 'raw' version with no added FX, this is tagged the '**Clean**' patch. We've also provided several additional patches for each guitar which utilise different FX and track parameters to achieve a range of different bass guitar sounds.

Single tap on an instrument to select it and press the 'audition' triangle in the bottom menu to play a pre-recorded preview of the instrument. For automatic previewing, tap on **AUDITION** and select '**AUTO**'.

To load an instrument to the current track in an MPC3 project, either double tap the **.xty** file or single tap and press **LOAD**. This will overwrite the existing track; if you prefer to load to a new track, press **LOAD TO NEW TRACK** instead. You can now view your loaded **KEYGROUP** track in **MAIN**:

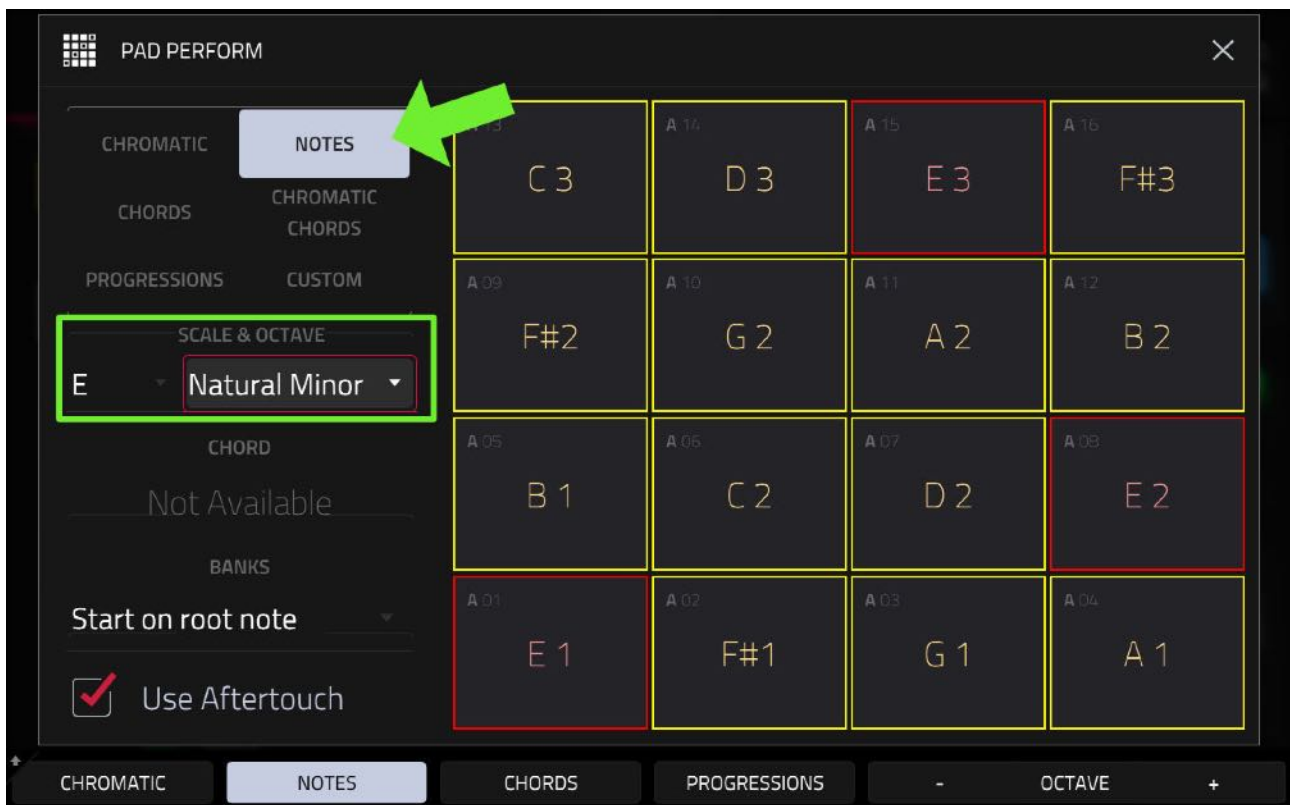


*MPC2 users: To load an instrument to the sample pool in your project, either double tap it or single tap and press **LOAD**. Now go to **MAIN**, select a **KEYGROUP** type track and assign the instrument to this track.*

PLAYING THE INSTRUMENTS

Instruments are all standard 'keygroup' instruments and can be played using the pads and/or an attached keyboard (or via the built in keys on an MPC Key model).

To access the **PAD PERFORM** configuration, press the [**NOTES**] button (if you don't have a NOTES button, hold down [**SHIFT**] + [**16 LEVEL**]):



Select the desired key and scale and then choose an appropriate playback mode, which for bass guitar is normally going to be '**NOTES**' mode. Use the [**OCTAVE**] buttons to select an appropriate octave range.

You can also attach a MIDI keyboard to a spare USB port (or via the MIDI IN port, or if supported, via Bluetooth). You can now play with your keyboard; if using a 'sustain' instrument you also add string bends using the **pitch wheel** and add 'vibrato' using your **modulation wheel**.



*If you don't have a pitch or mod wheel and are using MPC3, hold down the [Q-LINK] button and select **MIDI** mode; now **Q1** can be used to apply pitch bend, **Q2** can mimic the modulation wheel.*

CUSTOMISING INSTRUMENTS

The expansion features 42 additional presets containing unique FX and track parameters to create a variety of different bass guitar sounds, but this is just the beginning of what is possible in terms of customisation and sound design.

Q-LINK Macros (MPC3 Only)

For quick 'hands on' changes to any instrument we've pre-mapped the track Q-LINKS with a variety of different macros that control a range of different sound designs and performance parameters.

Hold down the [**Q-LINK**] button and select the '**Track**' Q-LINK page:



With 'Track' Q-LINKS enabled, all Q-LINKS are pre-mapped to sixteen different macro controls and these will remain available no matter what screen you are currently working in.

Q-LINK	Macro	Details
<i>Column 1</i>		
Q13	Treble	High Frequency Gain
Q9	Mid	Mid Frequency Gain
Q5	Bass	Bass Frequency Gain
Q1	LP Filter	Apply low pass filter to entire instrument
<i>Column 2</i>		
Q14	Chorus	Chorus amount

Q10	Delay	Delay mix
Q6	Compression	Compression ratio
Q2	Distortion	Additional drive and distortion
<i>Column 3</i>		
Q15	Transient Type	Additional Noise transient (7 options)
Q11	Transient Level	Volume of transient noise
Q7	Transient Decay	Decay time of transient noise
Q3	Bite	Additional aggressive attack
<i>Column 4</i>		
Q16	Dynamics	Difference in volume between soft and hard notes
Q12	Release	How long each note 'fades out' after releasing
Q8	Damping	Apply dampening to the strings for a more muted sound.
Q4	Humanise	Adds some subtle randomised parameters to create a more human feel

More Detailed Editing

To adjust all possible FX settings, or to change which FX plugins are inserted across an instrument, you can use the **XL CHANNEL STRIPS** in **[MAIN]** - choose the '**FX**' tab on the instrument channel strip. You can also use the **CHANNEL MIXER** in MPC3 and MPC2.

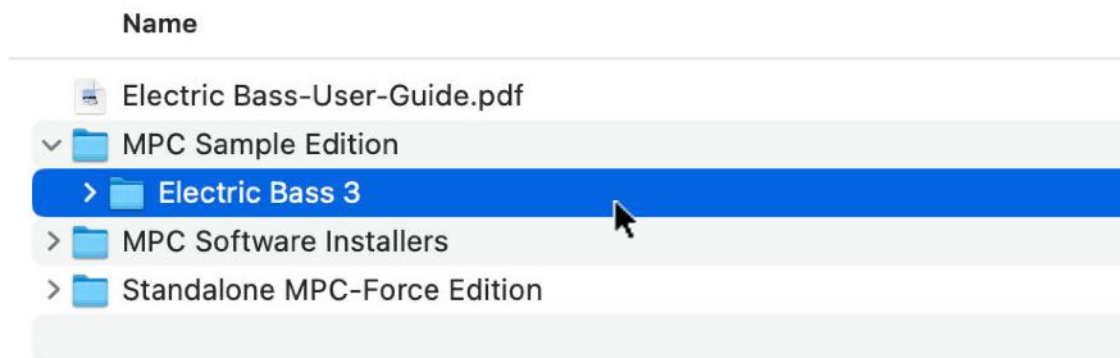
Electric Bass is built using advanced MPC3 keygroups, so for more detailed editing of any instrument, go to **[MENU] > TRACK EDIT** where you can tweak any available track parameter. In MPC2, you can edit the available parameters in PROGRAM EDIT.



Check out the [MPC Bible](#) for structured tutorials on all aspects of configuring FX and editing keygroup tracks.

AKAI MPC SAMPLE

From the downloaded files, enter the '**MPC Sample Edition**' folder:



Now copy the folder '**Electric Bass 3**' to your preferred location on your MPC Sample SD card; check out our [MPC Sample Expansion Installation](#) guide for more details.

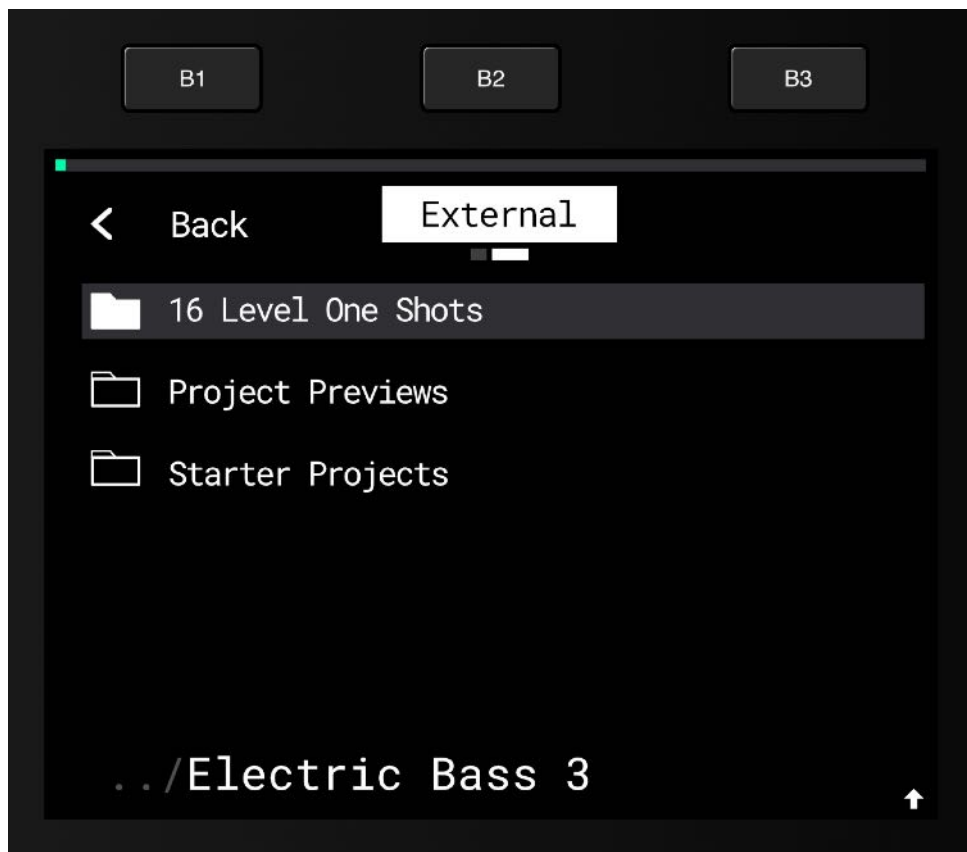
LOADING PROJECTS

At the time of writing the MPC Sample does not support loading 'keygroup' instruments and only supports a single 'drum' track per project. To workaround these limitations we've created two distinct resources for MPC Sample users.

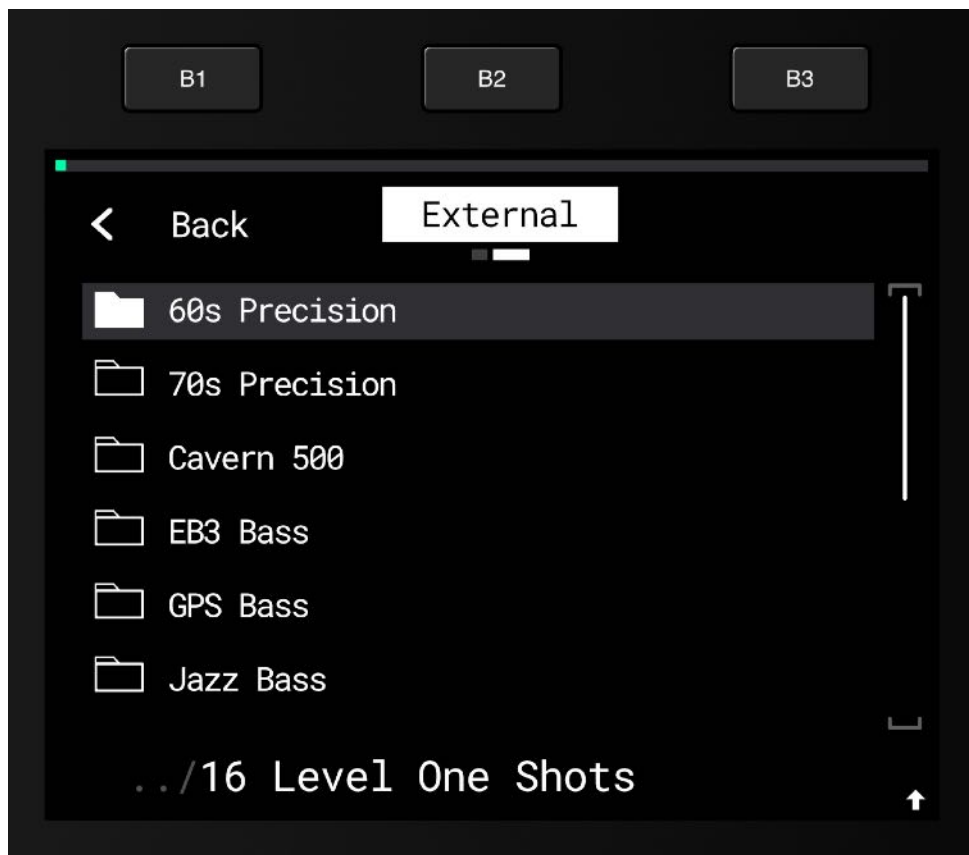
16 LEVELS MELODIC ONE SHOTS

We've created hundreds of multisampled bass 'one shots' for use with the 16 LEVELS feature; this temporarily pitches a single sample across all 16 pads to allow you to easily create melodic bass lines.

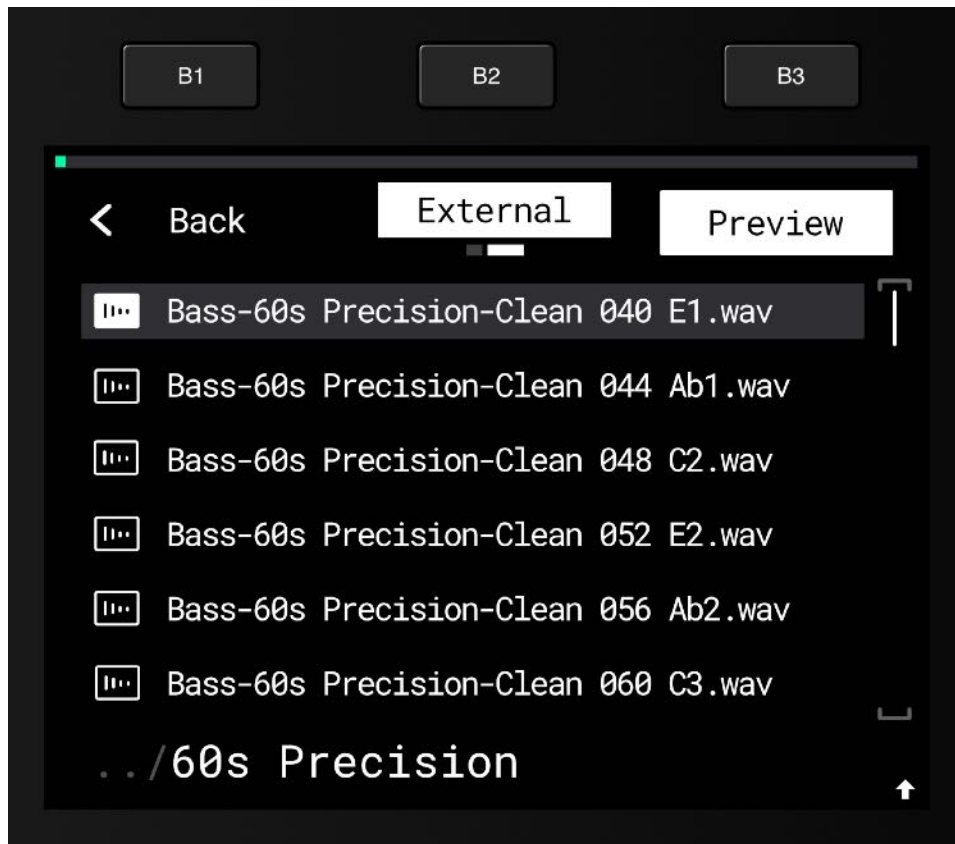
In your MPC Sample, hit the [**SAMPLE SELECT**] button, navigate to your copy of the '**Electric Bass 3**' expansion folder on the '**External**' disk.



Enter the '**16 Level One Shots**' folder where you'll find your melodic one shots organised by bass guitar model:



Use your (ENCODER) to select one of the folders and click down to enter it:



Inside you'll find each patch for the currently selected bass guitar is presented with 6 multisampled 'one shots', covering the pitches **E1**, **Ab1**, **C2**, **E2**, **Ab2** and **C3**; this gives you a wide range of options when deciding which 'root' sound to use for 16 LEVEL tuning (see below for advice on which one to choose).

Use your (ENCODER) to preview the bass sounds. When you find a sound you wish to use in your current project, highlight the sample you wish to use and hit the destination pad in your current kit – you can assign it to any pad you wish. With the destination pad lit in yellow, click down on your (ENCODER) to load the sample to it.

Now go to [**SAMPLE**] and configure your pad for melodic sample playback:

1. Hold down [**SHIFT**] and press [**CHOP**] to set the pad as '**NOTE ON**'.
2. Press [**B1**] twice to enter the **AMP ENV** screen and set your preferred **Release** time with the (K2) knob. 55 is a good starting point.
3. Optionally, if you want to create a polyphonic bass, press [**B2**] twice to enter the **PLAY** screen and set your pad to **Poly** using the (K1) knob. However we find that the default '**mono**' play generally works best for 16 LEVELS bass.

Now press [**16 LEVELS**] to enter **16 LEVELS** mode. The pad colours indicate the type of 16 LEVELS currently selected, if the pads are not purple, hold down [**SHIFT**] and keep pressing [**16 LEVELS**] until the screen says '**Tune**'.

Your sample is now tuned chromatically across all 16 pads; you can now perform and record bass lines to your sequencer. After recording, simply hit the [**16 LEVELS**] button again to return the pads to their standard pad layout in SAMPLE mode.



*To access 16 LEVELS when working directly in the sequencer, press [**SAMPLE**] and [**SEQ**] together, press the pad you wish to assign to 16 LEVELS and then press the [**16 LEVELS**] button.*

16 LEVELS AND MUSICAL PITCH

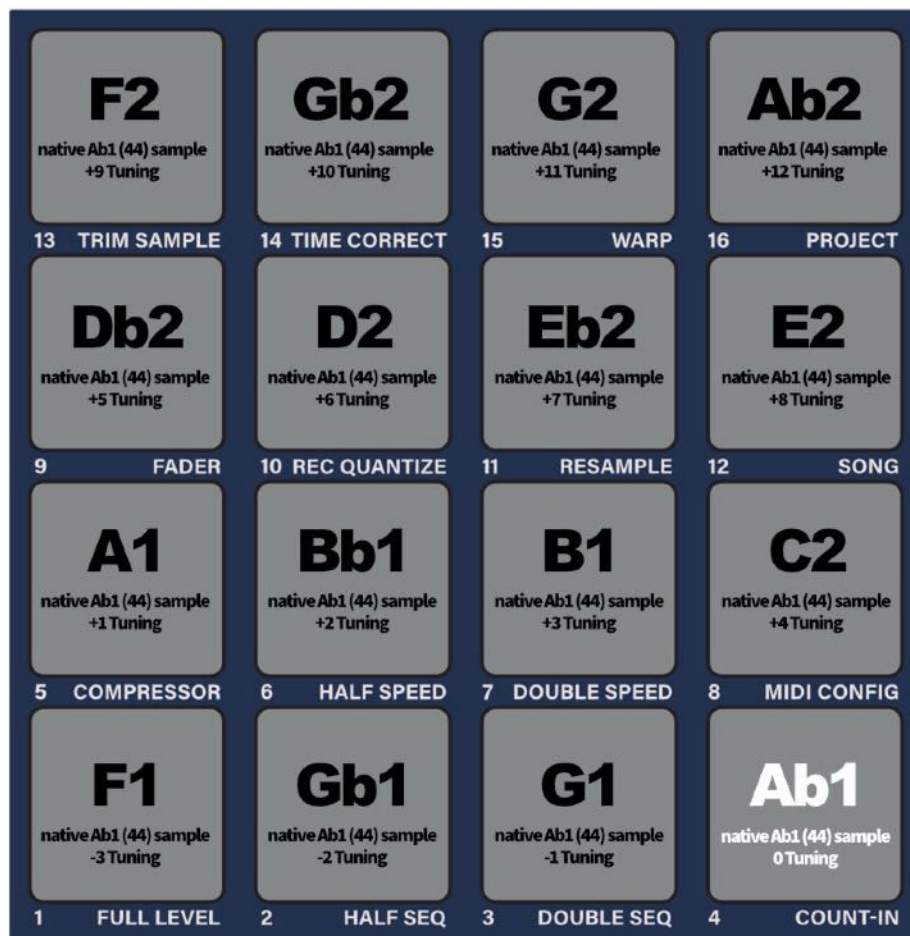
When you hit 16 LEVELS, your original 'un-pitched' sample is now found on [**PAD 4**], irrespective of where it resides in the standard kit layout. This

sample is then pitched up chromatically from [PAD 5] to [PAD 16], and pitched down chromatically from [PAD 3] to [PAD 1].

So if you are using an **E1** (MIDI note 40) sample, your 16 pads will look like the following:

Db2 native E1 (40) sample +9 Tuning	D2 native E1 (40) sample +10 Tuning	Eb2 native E1 (40) sample +11 Tuning	E2 native E1 (40) sample +12 Tuning
13 TRIM SAMPLE	14 TIME CORRECT	15 WARP	16 PROJECT
A1 native E1 (40) sample +5 Tuning	Bb1 native E1 (40) sample +6 Tuning	B1 native E1 (40) sample +7 Tuning	C2 native E1 (40) sample +8 Tuning
9 FADER	10 REC QUANTIZE	11 RESAMPLE	12 SONG
F1 native E1 (40) sample +1 Tuning	Gb1 native E1 (40) sample +2 Tuning	G1 native E1 (40) sample +3 Tuning	Ab1 native E1 (40) sample +4 Tuning
5 COMPRESSOR	6 HALF SPEED	7 DOUBLE SPEED	8 MIDI CONFIG
Db1 native E1 (40) sample -3 Tuning	D1 native E1 (40) sample -2 Tuning	Eb1 native E1 (40) sample -1 Tuning	E1 native E1 (40) sample 0 Tuning
1 FULL LEVEL	2 HALF SEQ	3 DOUBLE SEQ	4 COUNT-IN

You can also try using a sample that matches (or closely matches) the key of your beat. For example, if your beat is in the key of A, consider using the **Ab1** sample for a particular patch, which would mean [PAD 5] will be an A note:



Or use the octave higher **Ab2** sample if you prefer a higher sounding bass tone (which would tune all the way up to Ab3). With 6 different pitched samples to choose from for every bass patch you can easily configure the 16 pads to cover the most usable range for each particular song.

USING A STARTER PROJECT

A '**starter project**' is a way of loading a pre-mapped, ready to play multisampled instrument to multiple pad banks in a blank project. So instead of starting a song by loading a drum kit, we start with a high quality

bass instrument ready to play in banks B and C; we can then build our kit and other sounds *around* this instrument.

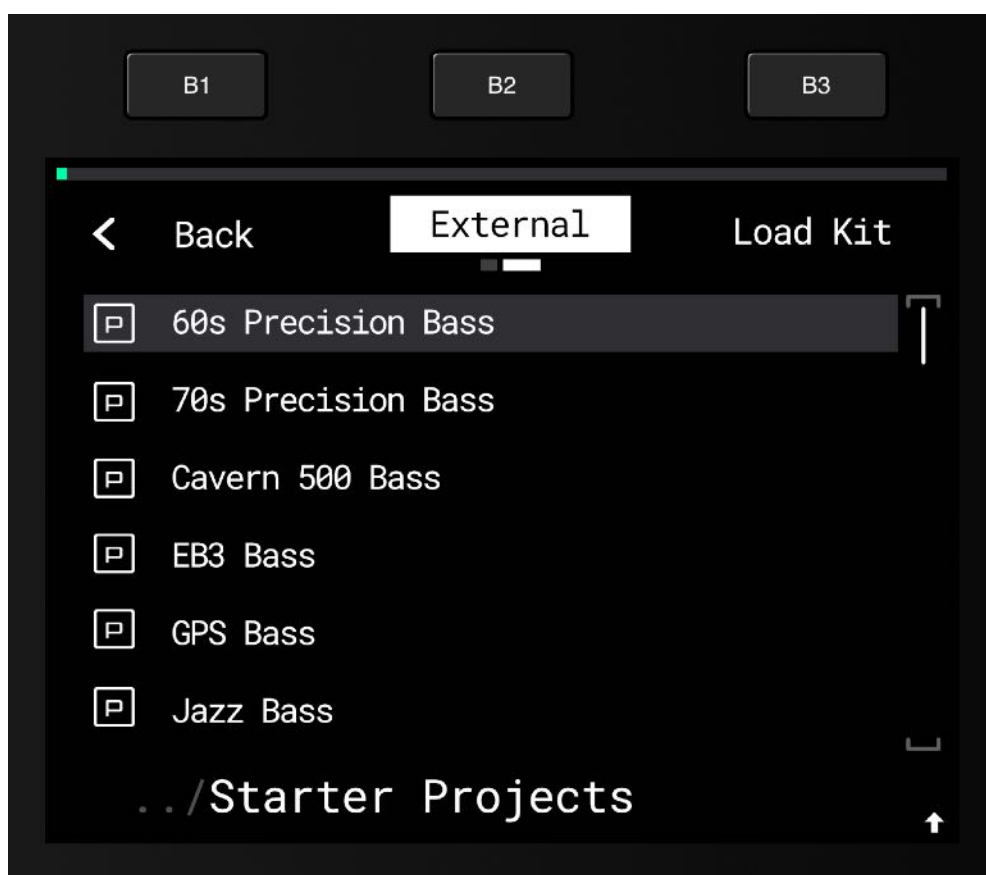
Multisampled instruments are sonically superior to 16 LEVELS as they utilise many more samples and also include '**round robins**' to add even more realism, subtly changing the tone and timbre of a note each time it is played.



The disadvantage of starter projects is they cannot be loaded into an existing project (as the MPC Sample only supports a single track) – if you need to add bass guitar to an existing project, use the 16 LEVELS 'one shot' option instead.

To utilise a starter project, press [**SHIFT**] + [**PAD 16**] and select **Load Project**. Now press [**B2**] to select your '**External**' disk and if required, use the [**B1**] button to navigate inside the **Electric Bass 3** folder.

Enter the '**Starter Projects**' folder:



Here you'll see a list of 10 starter projects (one for each 'raw' bass guitar); turn your (ENCODER) to highlight a project and press down to select it - confirm '**Yes**' with the [**B3**] button to load the project.

A starter project consists of a multisampled bass guitar mapped across **BANK B** and **BANK C**, starting at note **E1** (pad B01), and moving chromatically up to note **B3** on pad C16.



*Remember, BANK A is purposely left blank for you to add drums and other sounds; select [**PAD BANK B**] or [**PAD BANK C**] to access the multisampled bass instrument.. The underlying*

default MIDI notes for the pads in banks B and C also match the actual pitches of the assigned bass notes (notes E1 to B3, but exactly one octave higher).

Press the **[PLAY]** button to play a four bar bass riff pattern – this is pre-loaded to sequence **A01** and is in the key of 'E' for all starter projects. If you don't need this example sequence, go to **[SEQ]**, hold down **[ERASE]** and hit pad **[A01]** to clear the sequence – alternatively, use the '**Load Kit**' method described below.

LOADING THE INSTRUMENT ONLY

To load just the instrument project without any starter sequence, head back to the **Load Project** screen, enter a project folder but instead of clicking down on the project with your (ENCODER), hit **[B3]** – '**Load Kit**'. This will load the bass instrument but will skip loading the bass riff sequence (any existing sequences in your project are untouched). Please note that both 'Project' and 'Kit' loading methods completely replace all 8 pad banks in your existing project, it's not possible to avoid this so 'starter projects' must always be used as the starting foundation of a song.

PROJECT PREVIEWS

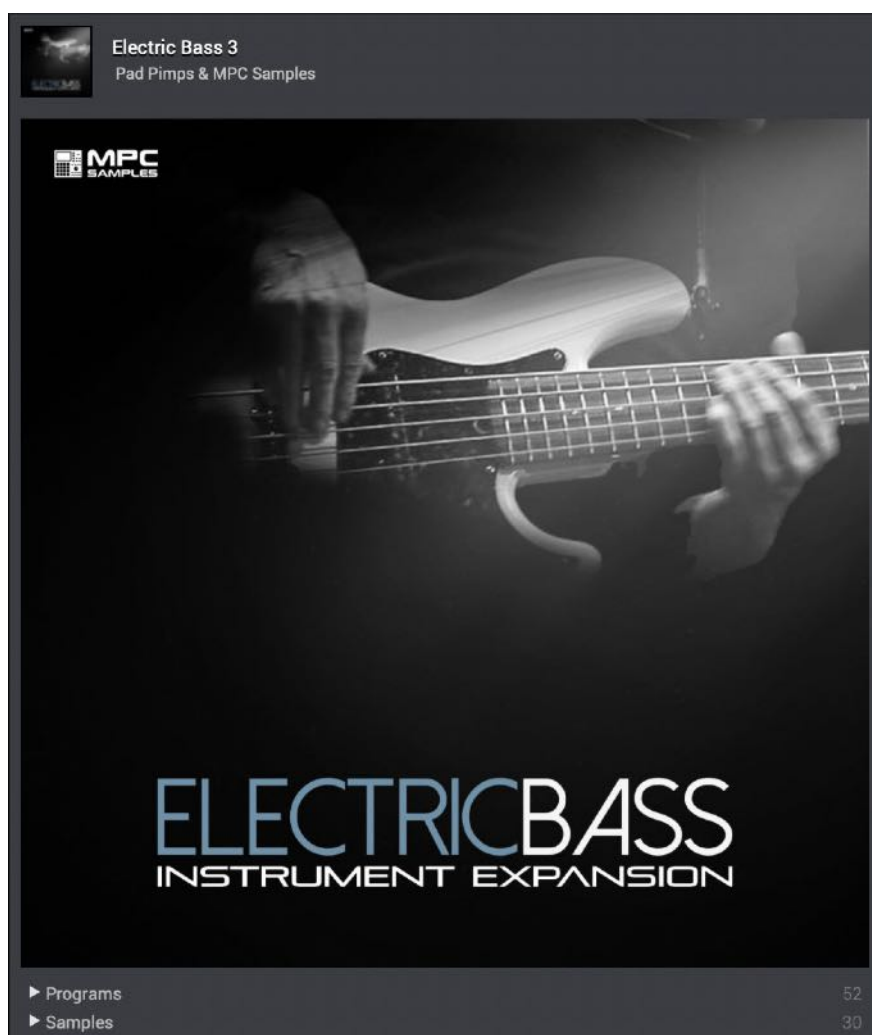
The MPC Sample browser does not currently offer any way to 'audition' the sound of a complete project or instrument, so as a workaround go to

[**SAMPLE SELECT**] and navigate inside the '[**Project Previews**]' folder where you'll find short audio file previews of all 10 starter projects.

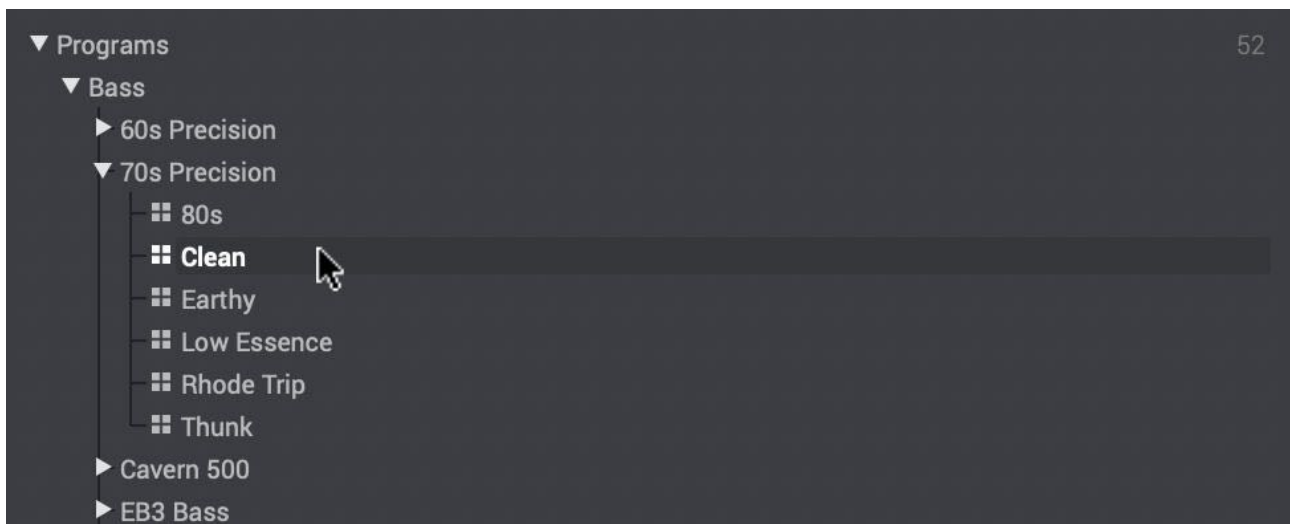
MPC SOFTWARE/MPC BEATS

Please note that this expansion features separate installers for MPC Software 2 and MPC Software 3, so please ensure you install the correct XPN file for the version of MPC Software that you are using. MPC Beats users should use the MPC Software 2 installer.

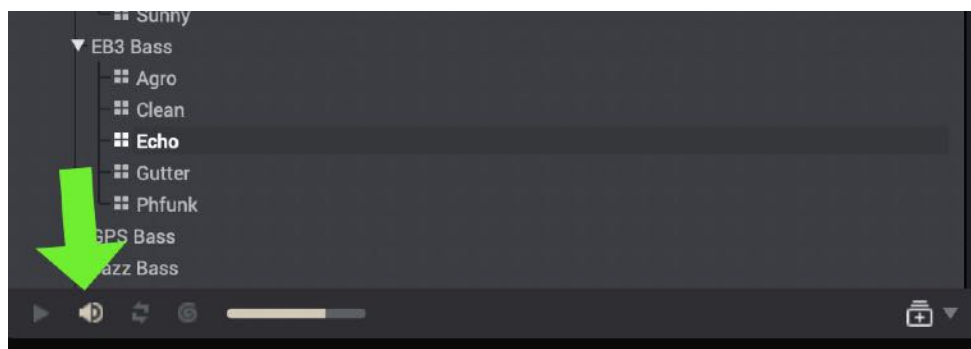
After [installing](#) into the MPC Software via the provided XPN file, open the **Expansion Browser** (shortcut X) and tap on the **Electric Bass 3** thumbnail:



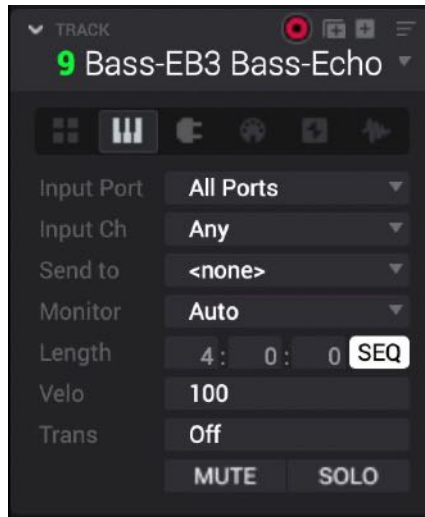
Expand the '**Programs**' group and then the '**Bass**' sub-group to view the instruments:



Click to select an instrument. Press the 'play' triangle to hear a pre-recorded preview, or enable the 'Auto Play' option to launch previews automatically.



To load an instrument to the current track in an MPC3 project, either double click it or drag it into the MPC Software grid. This will automatically convert the current track to a KEYGROUP track containing the instrument:



MPC 2 users: to load an instrument to the sample pool in an MPC2 project, either double click it or drag into the MPC Software grid. To assign it to a track, select a **KEYGROUP** type track in the 'Inspector' and manually assign the instrument to this track.

FURTHER RESOURCES

Electric Bass 3 is part of our growing range of MPC and Force expansions – check out our entire range here, with loads of acoustic keys, pianos, drum kits, bass, synths & much, much more:

<https://www.mpc-samples.com/section.php/78/0/mpc-expansions/>

If you need help learning how to use your MPC, check out the MPC Bible at:

<https://www.mpc-samples.com/product.php/268/mpc-bible/>

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