

P A D P I M P S P R E S E N T S

MPC2600

USER & INSTALLATION GUIDE

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MPC 2600: Introduction

- **MPC 2600** is our tribute to the legendary semi-modular monosynth, the **ARP 2600**. This expansion features **106** custom designed Arp 2600 patches fully multisampled, fused with the MPC's own filters, LFO & FX to produce a unique collection of expressive and evolving pads, strings, leads, bass, keys and SFX.
- All keygroup programs are fully optimised for super-fast loading & minimal CPU and are categorized and tagged for easy browser searching/filtering. Program previews are provided for every single instrument so it's always easy to find the exact sound you need.
- This expansion is compatible with all modern MPCs running with MPC 2.10 (or greater). This expansion is also fully compatible with the **Akai Force**, the **MPC Software** and the **MPC Beats App**.

What's Inside?

MPC 2600 contains **106 custom instruments** for the MPC, made from over **1700 ARP 2600 multisamples**. Each instrument is pre-mapped chromatically for you so you can just load it and play; there's no need for any configuration or tweaking, simply listen to the instrument previews in the browser, load your chosen instruments into your project and start playing chords, riffs and melodies on your pads or an attached keyboard.

MPC 2600 is suitable for any style of electronic music and contains the following instrument categories:

- 19 Keys & Organs
- 28 Basses
- 23 Leads, Brass & Plucks
- 21 Pads & Strings
- 15 Synth & SFX instruments

These instruments are MPC 'keygroup' programs which utilise **multisampling** and **subtractive synthesis** techniques making extensive use of the MPC's own internal filters, envelopes, LFO & FX, all combined with thousands of perfectly sustain-looped samples. Many instruments also contain additional single cycle oscillators added to provide additional complexity, texture and movement.

And while the original ARP 2600 was monophonic, many of the instruments we've created are fully polyphonic.

All instruments are fully memory-optimised, with an average instrument size of only 10MB. This means you can easily load dozens of these instruments into a standalone MPC/Force without any memory concerns whatsoever.

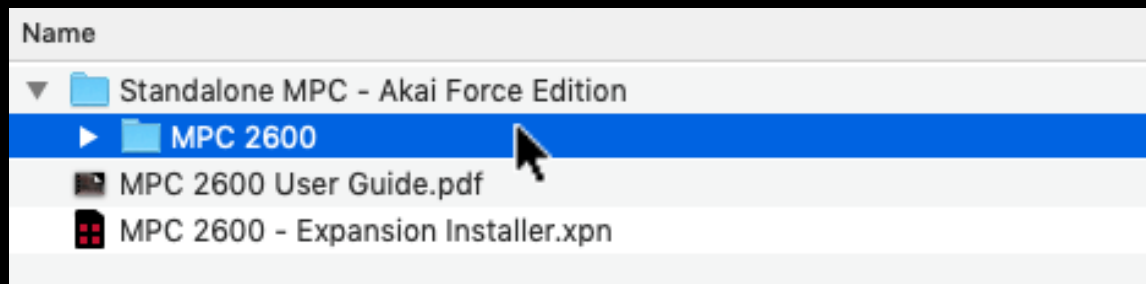
Everything is 100% compatible with PAD PERFORM ('Notes Mode') and the arpeggiator, while keyboard controllers can also utilise pitch bend and mod wheel control of LFO for many of the instrument patches.

All instruments are also fully editable via PROGRAM EDIT so if you wish, you can tweak the FX, filters, envelopes, portamento and LFOs as per your specific requirements.

Install: Standalone MPC & Akai Force

Note: You can view the most up-to-date expansion installation instructions here: <https://mpc-samples.com/article/standalone-mpc-force-expansion-installation>

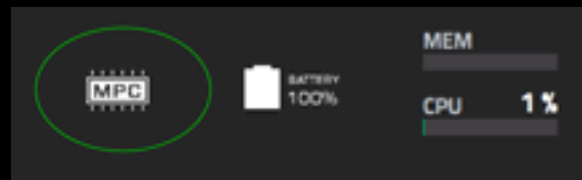
After downloading the expansion, extract the zip file contents to your computer. Enter the '**Standalone MPC-Akai Force**' folder and inside you'll see a sub folder '**MPC 2600**' – this is the folder we're going to transfer to your MPC/Force.



Expansions must be installed to either an **SD card**, a **USB drive** or, if you have one, an internal **SATA disk**.

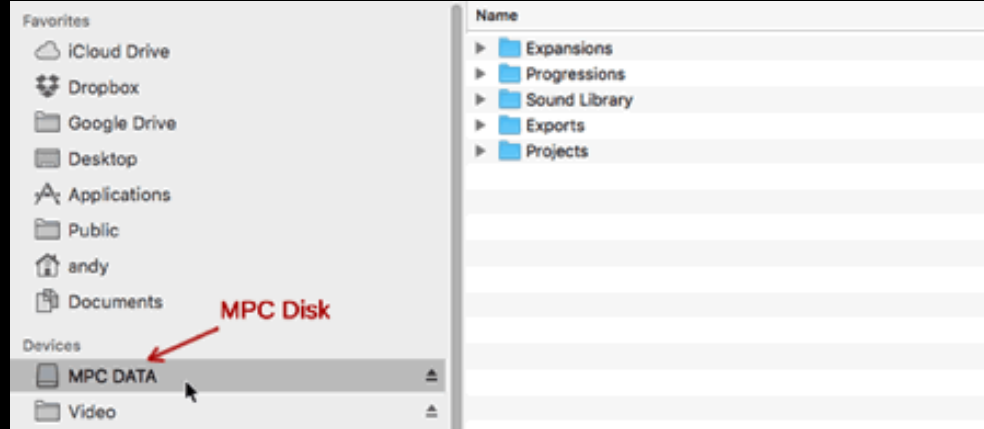
The first step is to mount this 'MPC disk' on your computer. If you use an SD card or USB disk, you can just eject the disk from your MPC/Force and physically insert it into your computer's SD card reader or USB port.

Alternatively, connect your MPC or Force via USB to your computer and go to **MENU** and hit the '**MPC chip**' icon at the top of the screen (this is the '**Laptop**' icon in the Force).

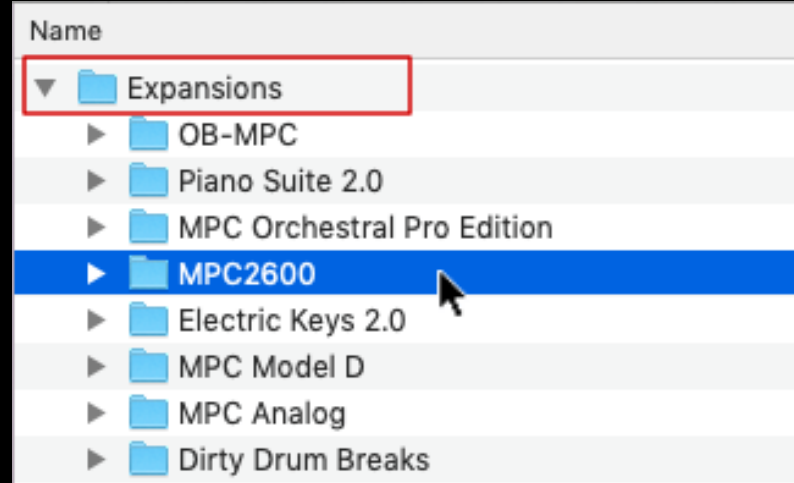


Now select **CONTROLLER MODE** ('**COMPUTER MODE**' in the Force).

Whichever connection method you choose, your MPC disk should now appear as a removable drive in your computer's file manager (e.g. Finder or File Explorer). Click on the drive to open its file system:



If it doesn't already exist, create a folder called '**Expansions**' in the root of your disk. Now copy the '**MPC 2600**' standalone expansion folder *inside* this '**Expansions**' folder.

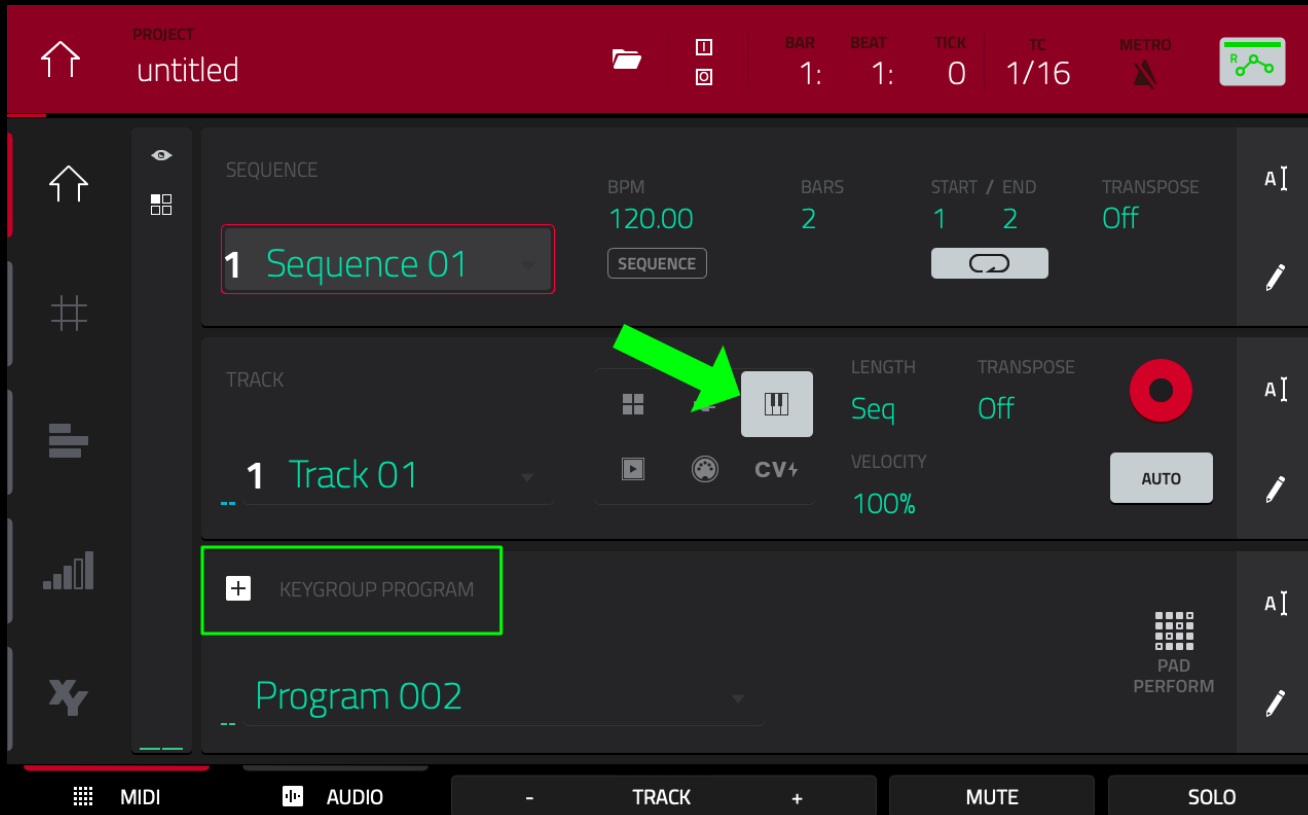


All done! If you had physically transferred the MPC disk to your computer you should now eject the disk from your computer and put the disk back in your MPC.

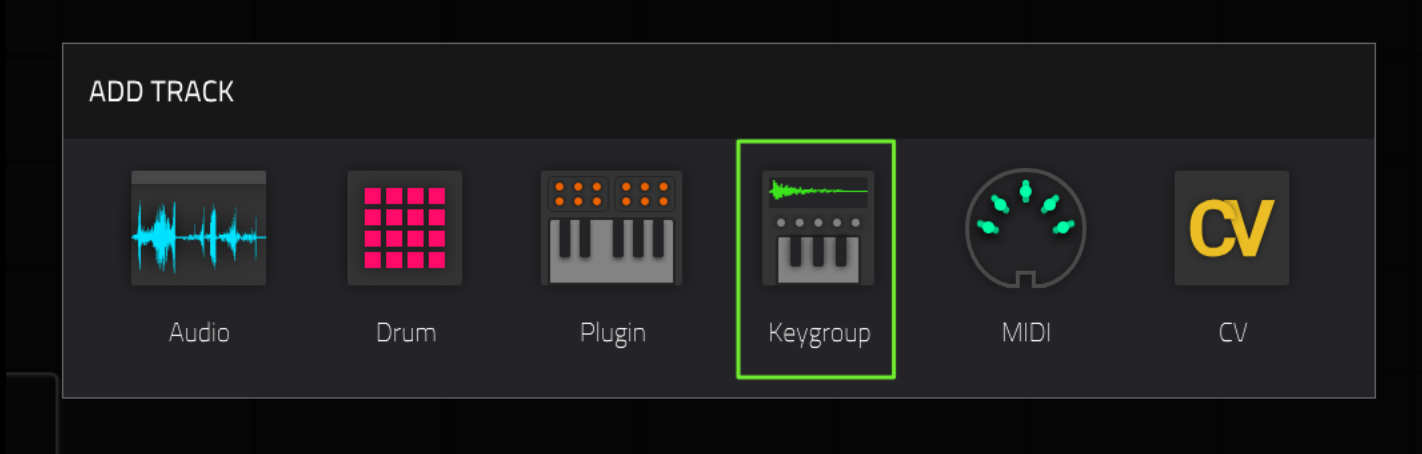
Alternatively, if you used USB transfer then go back to **MENU** and select the computer icon to return to standalone mode - *don't forget to eject/unmount the MPC from your computer first, this avoids any potential data loss.*

Loading Instruments (Standalone MPC/Force)

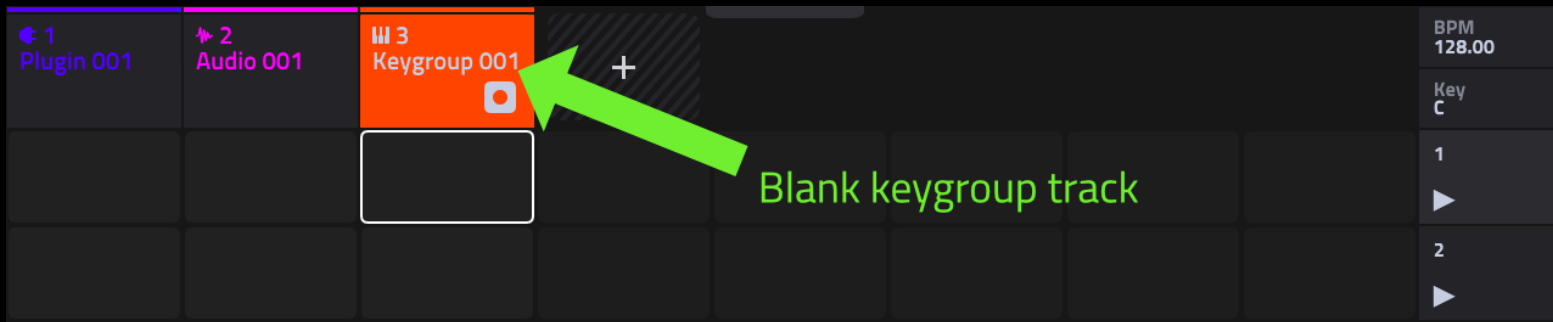
In your MPC, go to **MAIN** and create a **KEYGROUP** type track:



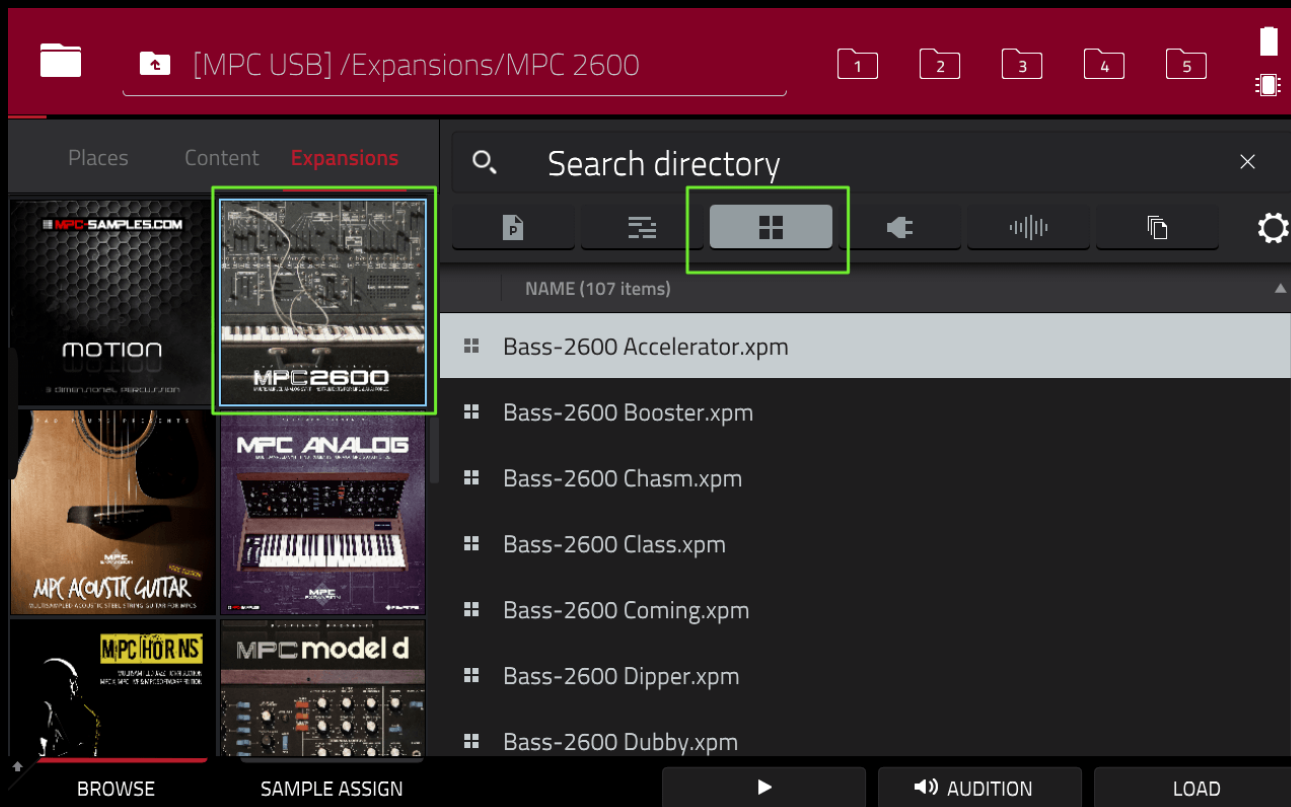
In the Force, hit the '+' icon in the touchscreen matrix and select a **Keygroup** track:



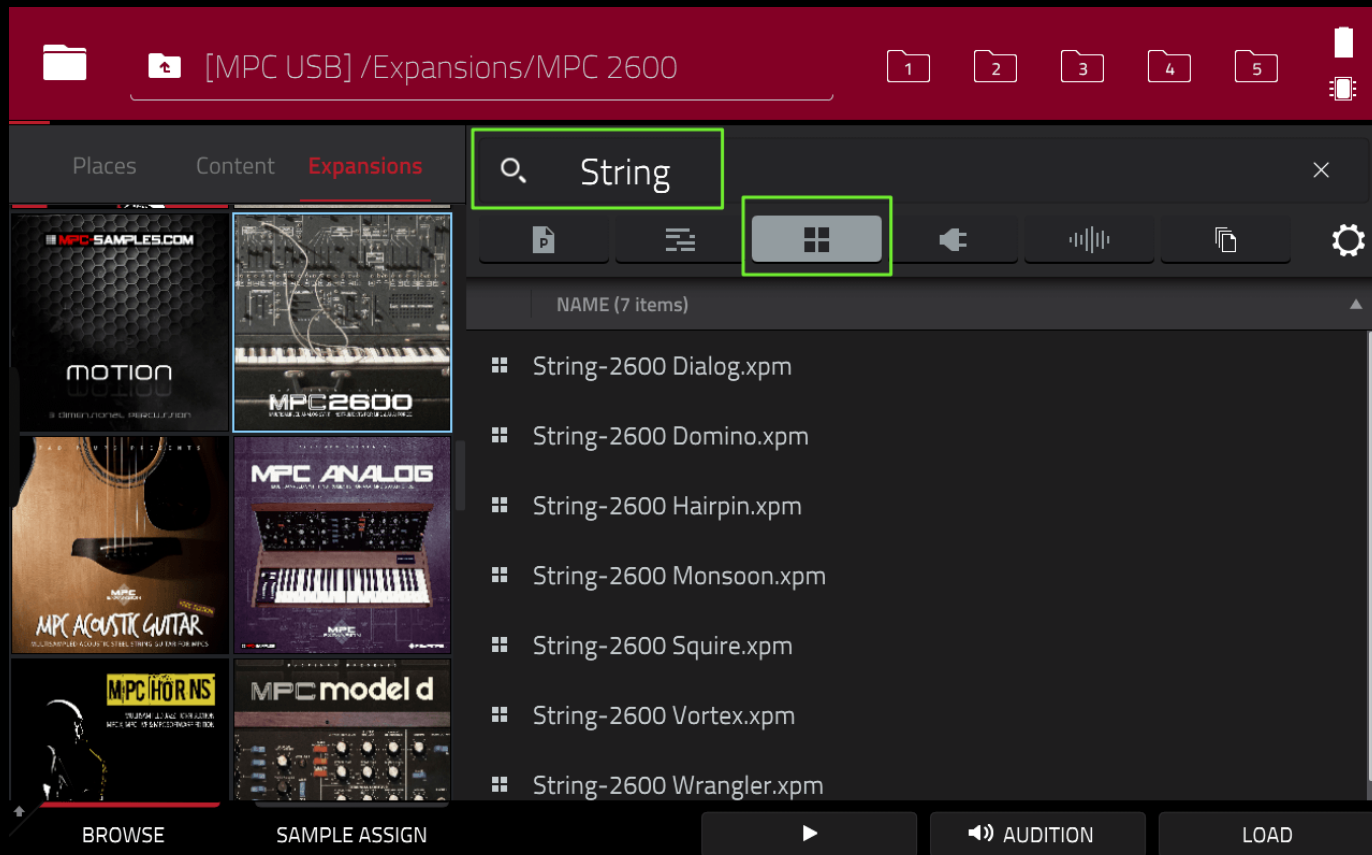
This adds a new blank keygroup track to the matrix:



Now go to **'MENU > BROWSER > Expansions'** and tap on the **'MPC 2600'** thumbnail. On the right side, select the **PROGRAM** filter to view all the instruments:



You can also use the **'Search'** option to filter the results by **'tag'**; for example, enter the phrase **'string'** to display only 'string' instruments:

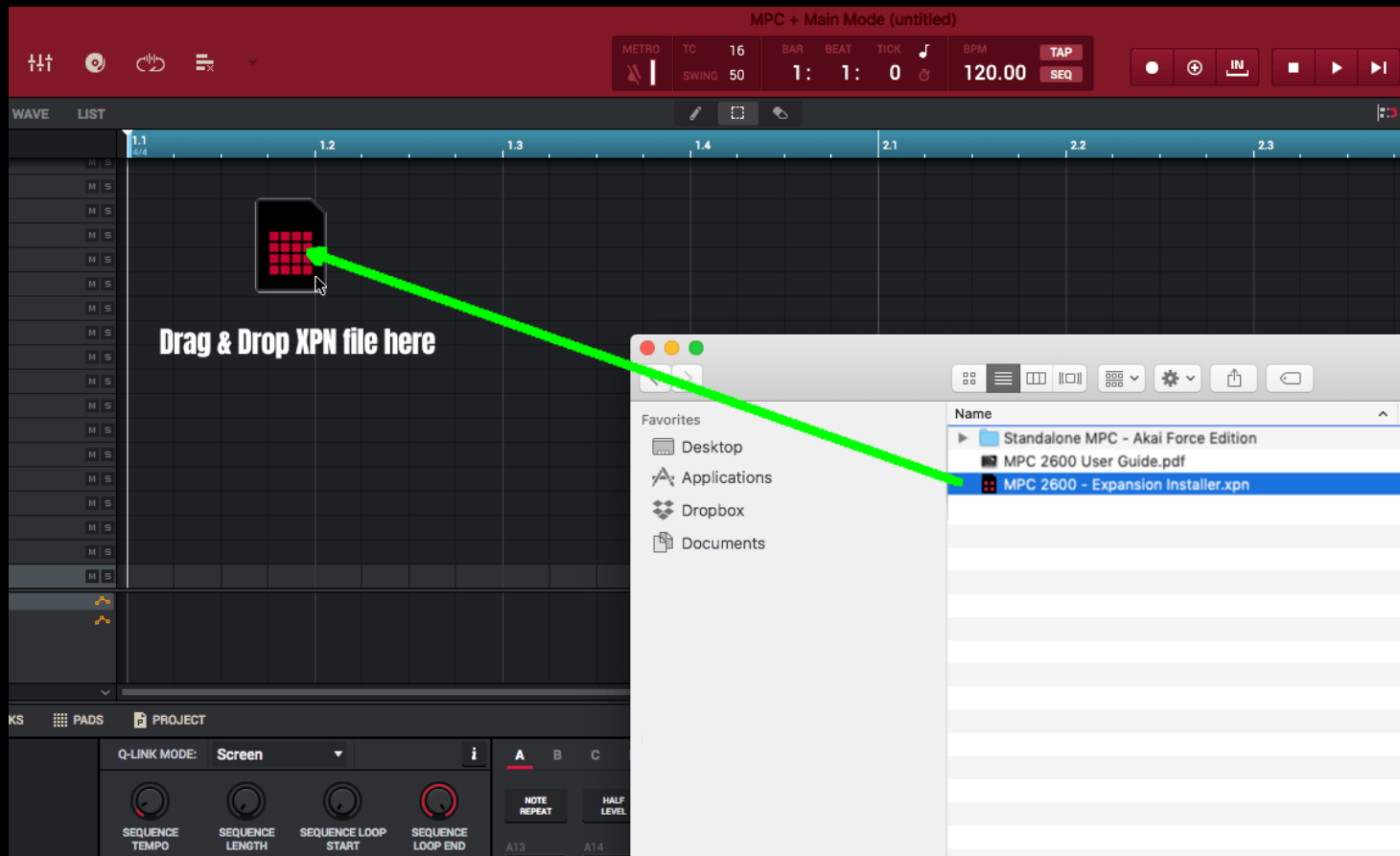


Single tap the program to hear a preview (requires 'AUDITION >AUTO').
To load the instrument to the current track, either double tap the XPM file or single tap and press **LOAD**.

Install: MPC Software/MPC Beats App

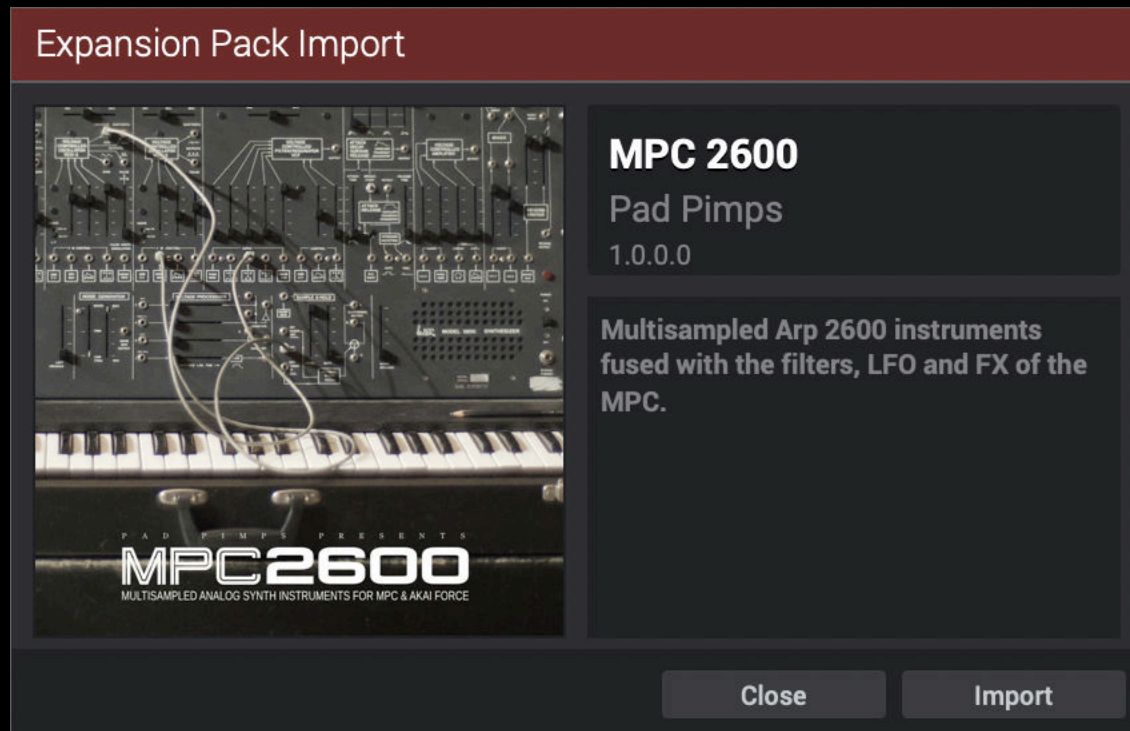
Note: View the most up-to-date MPC Software expansion install instructions here:
<https://mpc-samples.com/article/install-mpc-software-expansions-guide>

Locate the '**MPC 2600 Expansion Installer.XPN**' file and drag & drop it directly into the MPC Software/MPC Beats UI from your computer's File Explorer/Finder:



*Please note that an XPN file **cannot** be installed by double clicking from your computer's file explorer.*

After dragging the XPN into the software UI you will see the following:



Select '**Import**' and once installed, open the **Expansion Browser** ('X' on your keyboard) and click on the '**MPC 2600**' thumbnail to view:



MPC 2600
Pad Pimps

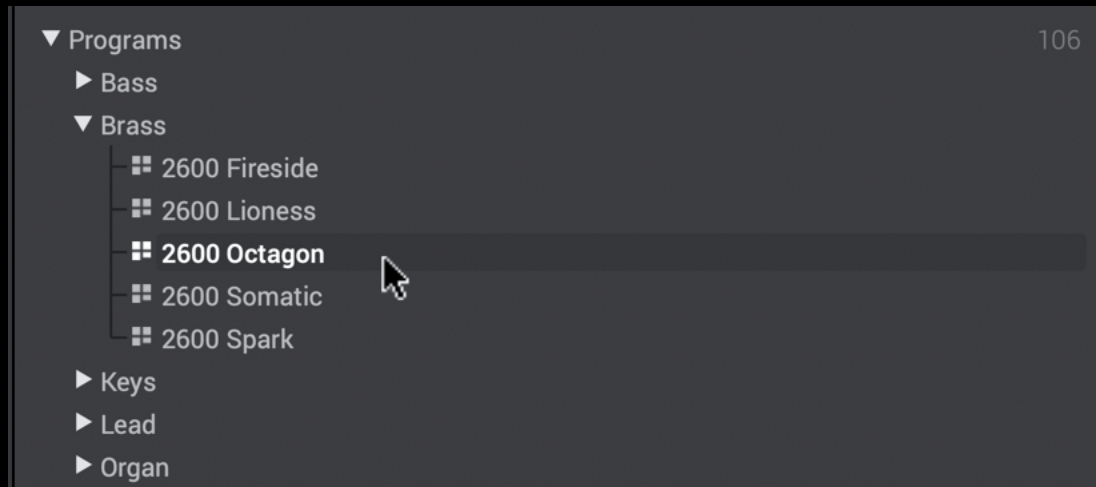


P A D P I M P S P R E S E N T S
MPC2600
MULTISAMPLED ANALOG SYNTH INSTRUMENTS FOR MPC & AKAI FORCE

- ▶ Programs
- ▶ Samples

106
1707

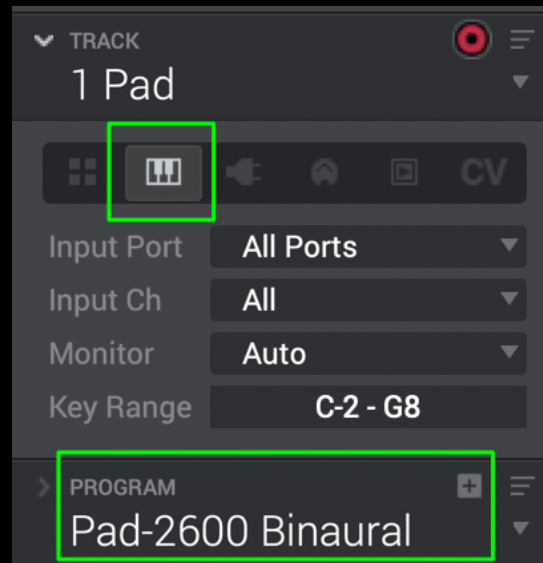
Expand the **'Programs'** group to reveal all the instruments, all organised into sub-categories based on the instrument type:



Single click any instrument to hear its program preview - this requires 'Autoplay' enabled:



Double click a program to load it to the current sequencer track. Alternatively, drag the program directly into your project. All instruments are **'keygroup'** programs and must be assigned to a **'KEYGROUP'** type track in your sequencer:

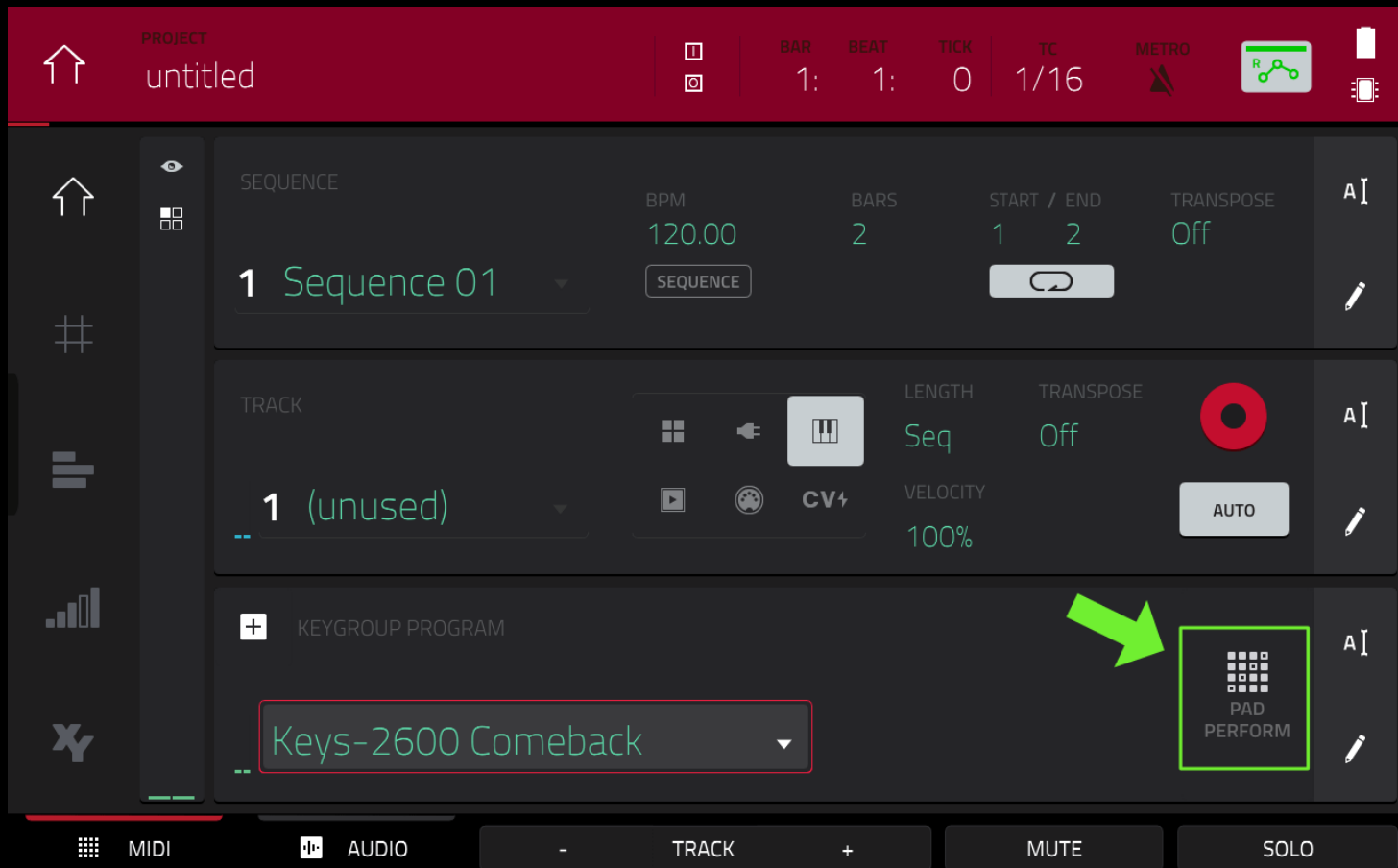


Playing the Instruments with the Pads

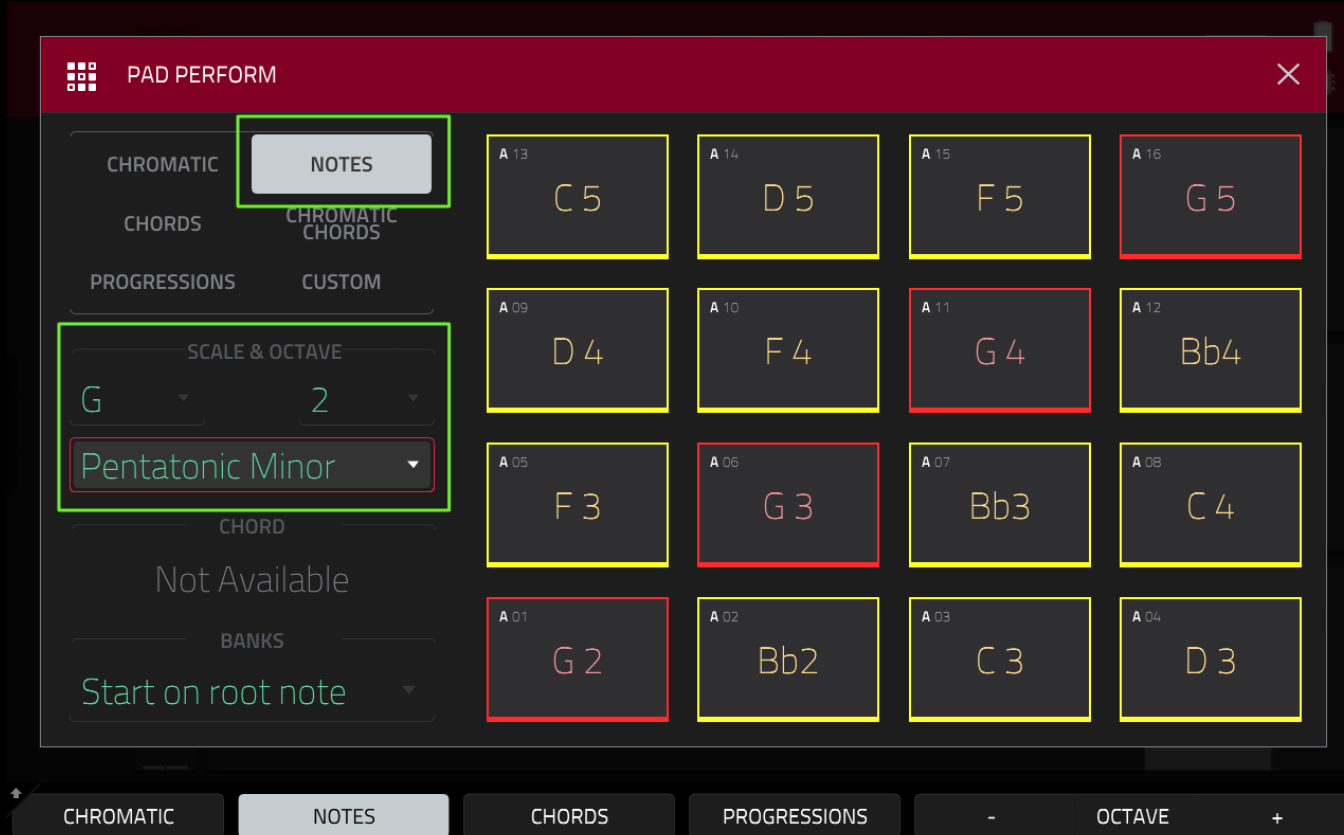
The notes in a keygroup program cover the MIDI range 'C-2 to G8' (starting on pad A01 on the MPC). However, the notes in bank A and B tend to be too low to be usable (unless you need a really low rumble!), so BANK C will often be the 'playable' starting point for many programs.

A great way to play instruments with your pads is to use **Pad Perform Mode** ('Notes Mode' in the Akai Force) which will allow you to set your pads to only play back notes from specified scales, or even trigger an entire chord from each individual pad.

With your instrument assigned to a track, in the MPC go to **Pad Perform Mode** by hitting the **PAD PERFORM** icon on the 'PROGRAM' row in MAIN. Alternatively, press **SHIFT & 16 LEVEL**. The following assumes to you running at least MPC 2.11.

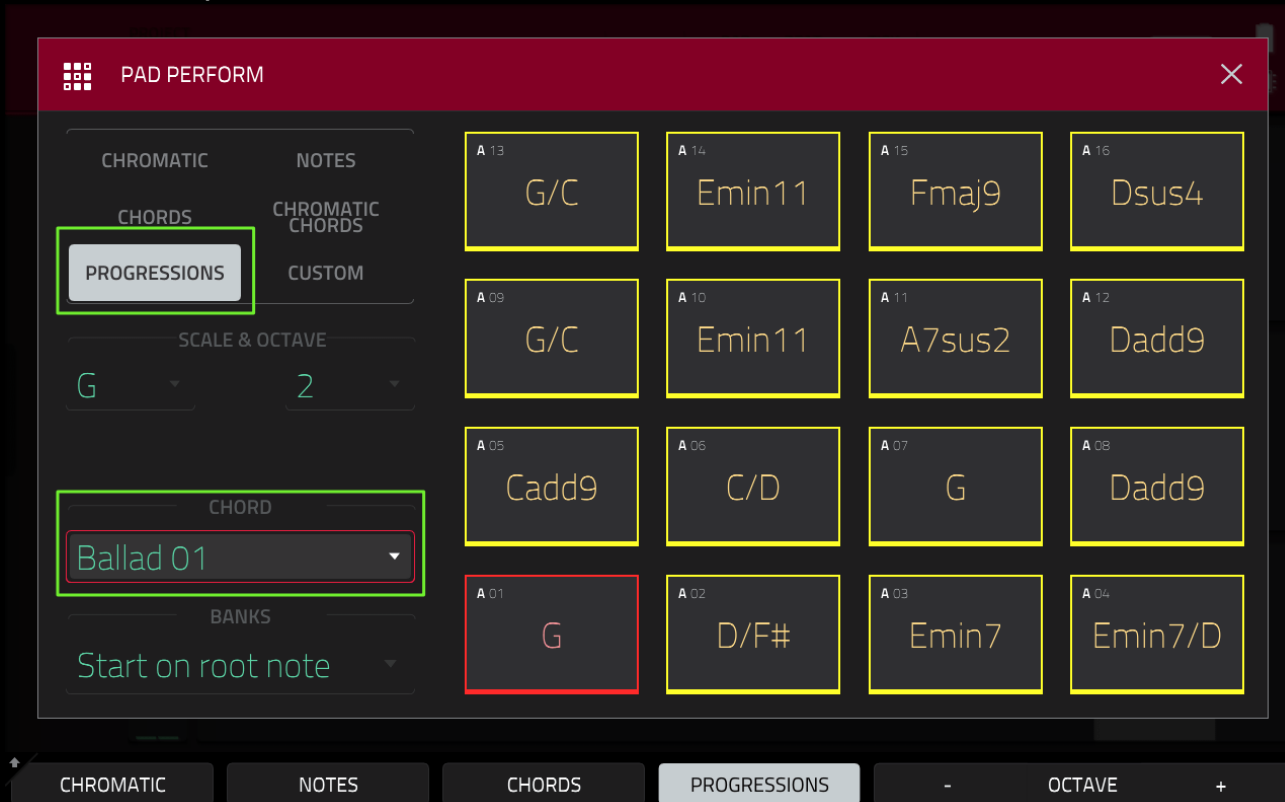


To create melodic leads and riffs, select **NOTES** & under '**SCALE & OCTAVE**' select your preferred scale, octave & musical key.



The 16 pads on your MPC will now only play back the notes in this specific scale. Red pads indicate the 'root' note in the scale. We suggest you select bank A and use the OCTAVE +/- buttons to select a suitable octave range.

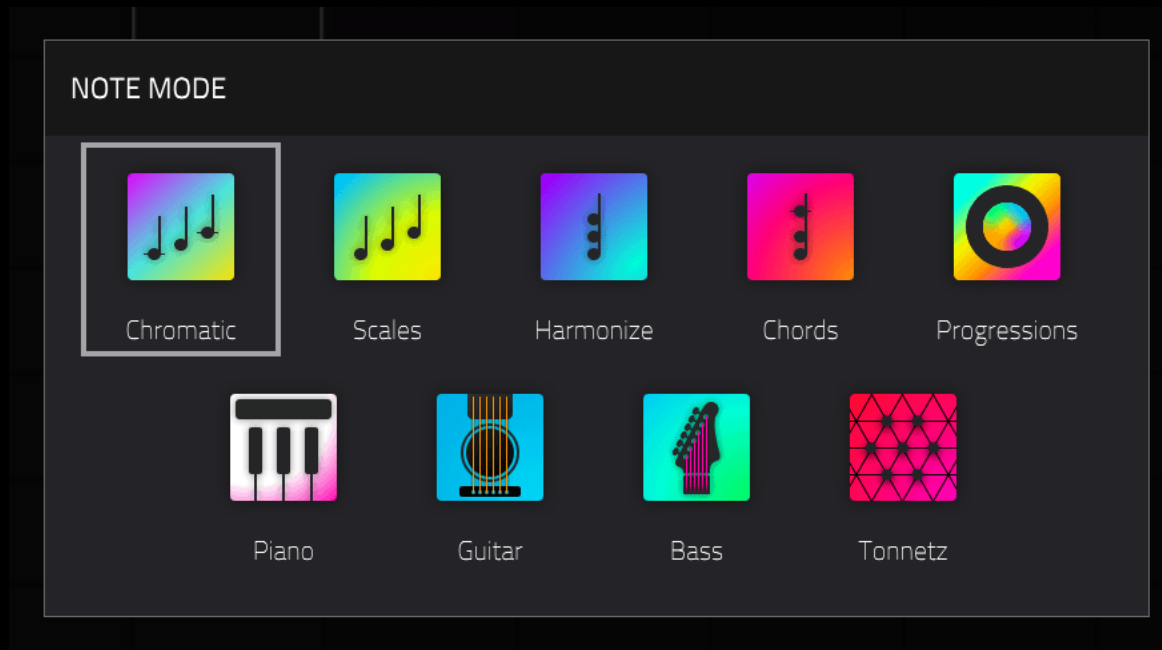
You can also play a complete chord on a single pad by selecting the **CHORDS** or **PROGRESSIONS** options.



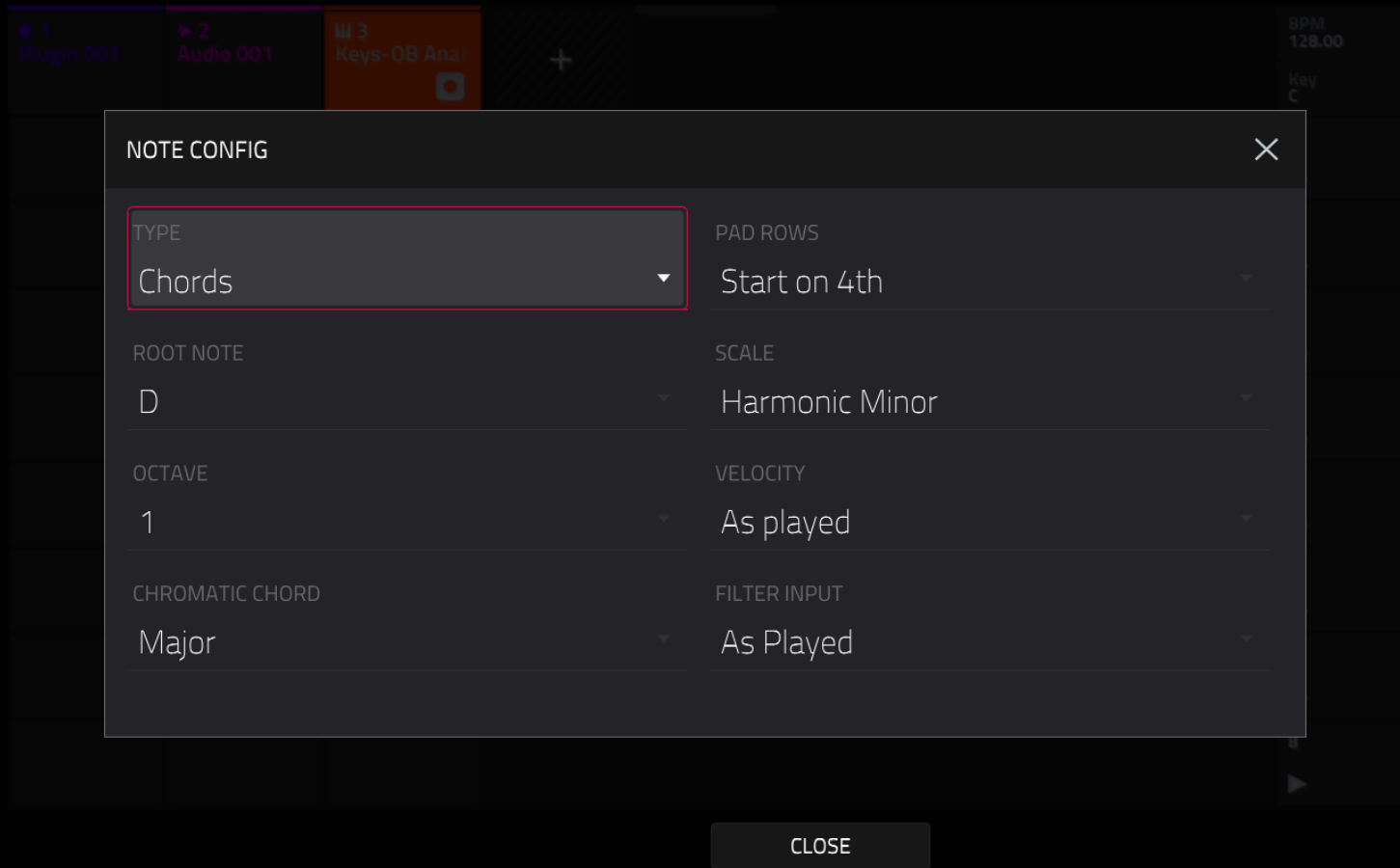
Important: If you wish to return the pads to a 'chromatic' layout, select **CHROMATIC** mode, or **CUSTOM**. In **CHROMATIC** mode the pads will light up to show the currently selected scale, but you'll still be able to play the (unlit) notes outside of the scale.

*In CUSTOM mode the pads will be chromatic and will be lit with a unique colour based on their instrument type: **bass**, **keys**, **pads**, **leads**, **SFX**, **synth**, **brass**, **organ**, **strings**, **pluck**.*

In the Force, hit the **NOTE** hardware button to enter **NOTES** mode. Now press and hold the **NOTE** button to select the preferred note mode:



Press **SHIFT** and **NOTE** to launch the full **NOTE CONFIG** screen:



You can now play the instrument across the Force's 64 pads.

Playing the Instruments with a MIDI Keyboard

Instruments can be also played using an attached MIDI keyboard. For standalone MPCs/Force you can connect a USB keyboard directly to your MPC's USB port and you should immediately be able to play the instrument assigned to the current track, no additional configuration needed.



If your MPC has Bluetooth support you can configure a Bluetooth controller via **Preferences > Bluetooth**. Alternatively connect a keyboard via the 5 pin MIDI ports.

If you are using the MPC Software/MPC Beats you can connect your controller to your computer directly via USB or use a 5 pin MIDI cable connected to a suitable USB-MIDI interface. If you have an MPC controller such as the MPC Touch, MPC Renaissance or MPC Studio already connected to your computer, you use the MPC itself as the MIDI interface.

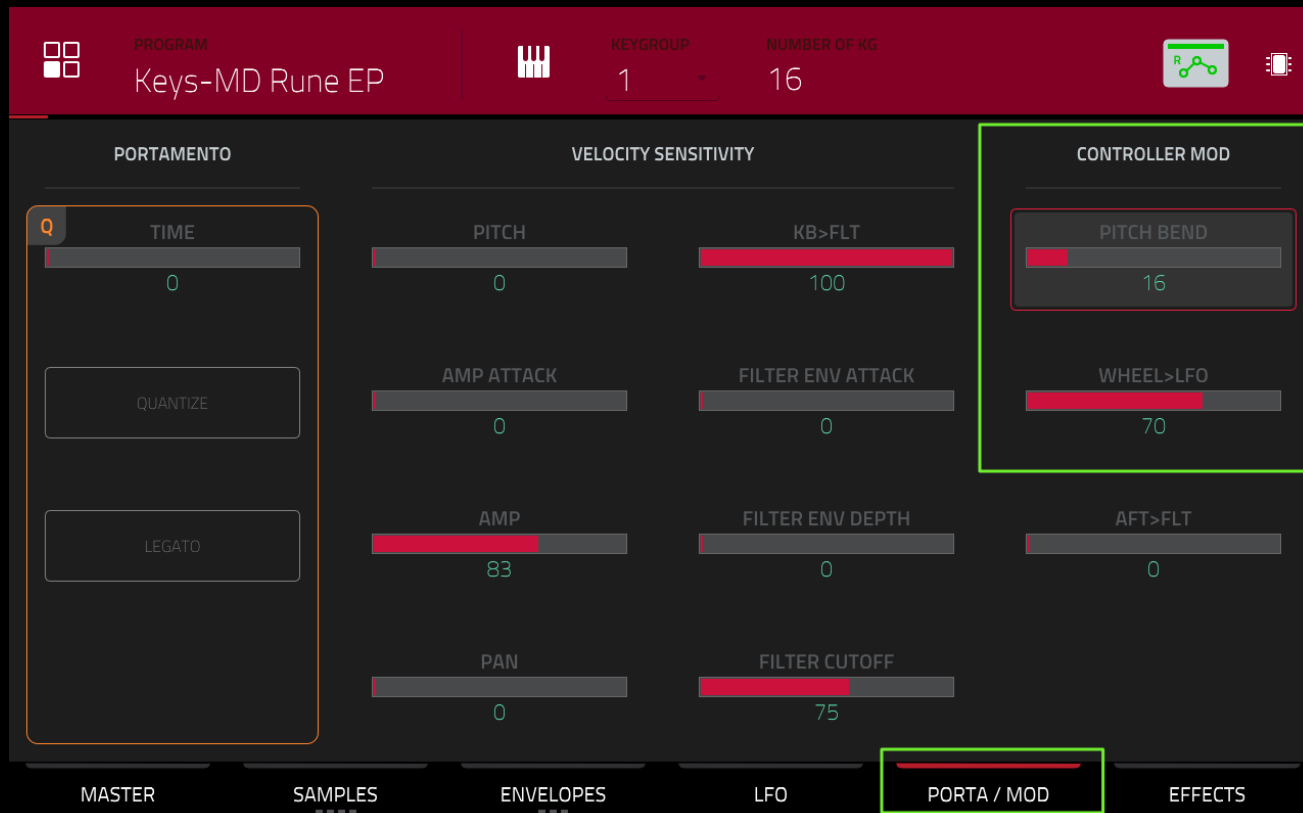
For more information about connecting MIDI controllers to the MPC, check out my dedicated article:

<https://www.mpc-tutor.com/mpc-midi-tutorial-connecting-midi-controllers/>

Expression Control

Most instruments in this expansion have been pre-configured to provide additional expression control via the pitch bend and modulation wheel found on most MIDI keyboards. You can also assign mod wheel and pitch bend to the touchstrip on the **MPC Studio Mk 2**.

'Pitch bend' can be used to create vibrato or full note bends. You can change the pitch bend range for any instrument to any custom maximum value in **PROGRAM EDIT > PORTA / MOD** ('MENU > TRACK EDIT > PORTA/MOD' in the Force):



A maximum pitch bend of 12 semitones correlates to a **PITCH BEND** setting of **100**.
A maximum pitch bend of 2 semitones is achieved using a **PITCH BEND** of **16**.

We have also configured modulation wheel control of the LFO for many instruments which will allow you to vary the intensity of volume, panning, filter and pitch modulation applied to the currently played notes.

Additionally, many of the program utilise velocity sensitive filters, so we recommend that **FULL LEVEL** button is set to 'off'. This way, the filter cutoff applied to your played notes will vary depending on how hard you hit your pads/keys, with a lower cutoff applied to softer hits.

In the Force, you can adjust the velocity output of the pads in the NOTE CONFIG screen: press **SHIFT & NOTE** and set **VELOCITY** to 'As played':

NOTE CONFIG ✕

TYPE	PAD ROWS
Chords	Start on 4th
ROOT NOTE	SCALE
D	Harmonic Minor
OCTAVE	VELOCITY
1	As played
CHROMATIC CHORD	FILTER INPUT
Major	As Played

Portamento

Some programs have portamento applied to the keygroups to produce a 'glide' between notes. This can be adjusted/added in **PROGRAM EDIT > PORTA/MOD** (in Force 3.1+, this would be **MENU > TRACK EDIT > PORTA/MOD**).

The screenshot shows the 'PORTA/MOD' menu in a software interface. The top bar displays 'PROGRAM Lead-PRO5 Equilibrium', 'KEYGROUP All', and 'NUMBER OF KG 16'. The main area is divided into three sections: 'PORTAMENTO', 'VELOCITY SENSITIVITY', and 'CONTROLLER MOD'. The 'PORTAMENTO' section is highlighted with a green border and contains a 'TIME' slider set to 13, a 'QUANTIZE' button, and a 'LEGATO' button. The 'VELOCITY SENSITIVITY' section contains sliders for 'PITCH' (0), 'AMP ATTACK' (0), 'AMP' (0), and 'PAN' (0). The 'CONTROLLER MOD' section contains sliders for 'KB>FLT' (0), 'FILTER ENV ATTACK' (0), 'FILTER ENV DEPTH' (0), 'FILTER CUTOFF' (127), 'PITCH BEND' (100), 'WHEEL>LFO' (100), and 'AFT>FLT' (0). The bottom navigation bar includes 'MASTER', 'SAMPLES', 'ENVELOPES', 'LFO', 'PORTA / MOD', and 'EFFECTS'.

Section	Parameter	Value
PORTAMENTO	TIME	13
	QUANTIZE	Button
	LEGATO	Button
VELOCITY SENSITIVITY	PITCH	0
	AMP ATTACK	0
	AMP	0
	PAN	0
CONTROLLER MOD	KB>FLT	0
	PITCH BEND	100
	FILTER ENV ATTACK	0
	WHEEL>LFO	100
	FILTER ENV DEPTH	0
	AFT>FLT	0
	FILTER CUTOFF	127

PORTAMENTO TIME controls how quickly each note glides into the next note.

PORTAMENTO LEGATO controls when/if the glide is triggered. If LEGATO is OFF, glide occurs between all notes at all times. With LEGATO ON, glide only occurs when notes overlap each other.

For smooth glides, set **PORTAMENTO QUANTIZE** as OFF. Set to ON if you want the glide to be 'stepped' in line with the current timing correct (T.C.) settings (this is more noticeable when PORTAMENTO TIME is set to a high value).

Further Resources

If you need help learning how to use your MPC, check out MPC-Tutor's range of **MPC tutorial** books and courses at:

<https://www.mpc-samples.com/section.php/8/0/mpc-tutorials-courses/>

MPC 2600 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/>

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