

MPC P-BASS

Soulful Bass. Made For MPC

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INSTALLATION

Thank you for purchasing **MPC P-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

MPC P-Bass contains instruments built for **MPC 3.9** or greater and also includes 'starter projects' made specifically for the **MPC Sample**. Please note that MPC2 is not supported.

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+

WHAT'S INSIDE?

MPC P-Bass features a deeply multisampled Fender Precision Bass which captures the classic tones of the 60s and 70s Motown, Soul and Funk. We've taken full advantage of the latest MPC3 features such as **advanced keygroups**, complex **mod matrix programming** and custom Q-LINK macros to create 43 ready-to-play, expressive MPC keygroup instruments capable of producing incredibly realistic sounding bass performances in your MPC.



THE GUITAR

The bass guitar recorded was my own left handed **Fender Precision Bass** (American Pro II model), strung with a set of LaBella flat wound strings and recorded using the following three playing articulations:

- **Foam mute** – the classic James Jefferson sound achieved by stuffing a piece of foam directly under the strings at the bridge end, giving the classic 'pillowy' muted sound heard on so many funk and soul classics.

- **Open sustain** – all notes played with no muting of any kind, capturing the full ringing tone and all natural fret and string buzzes
- **Palm mute** – recorded by placing the palm directly over the strings to produce a short 'staccato' muted sound.



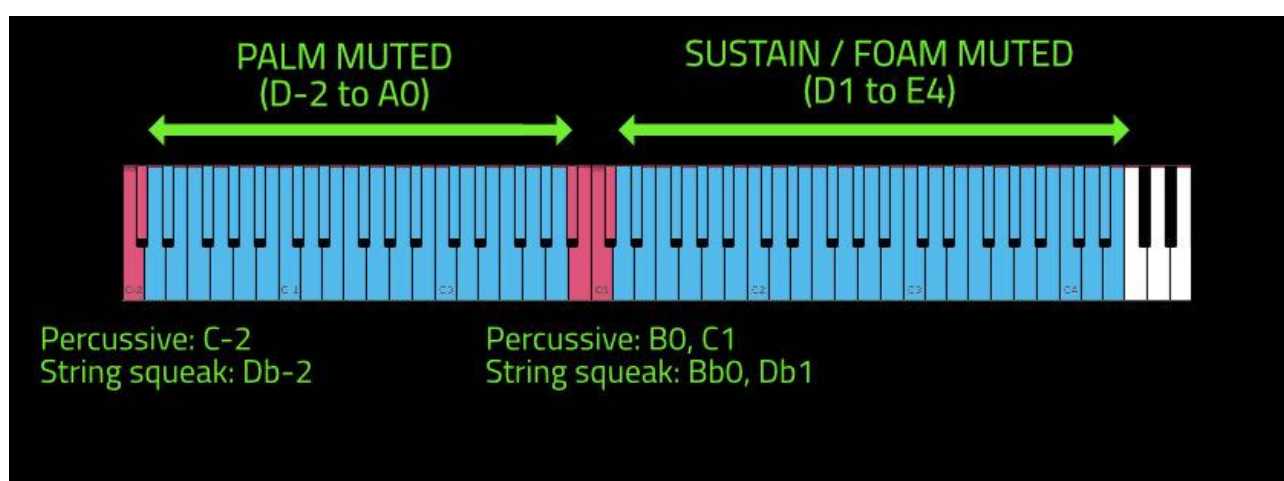
All notes were recorded with up to **7 velocity layers** with each layer featuring up to **4 round robins** giving a hugely realistic recreation of the guitar's natural nuance and tone.

THE MPC INSTRUMENTS

All instruments are built using MPC3 advanced keygroups, utilising a broad set of modern MPC features to achieve a level of realism that has never been possible with an MPC. By utilising combinations of sample chains,

MOD MATRIX and Q-LINK macros we've been able to achieve an incredibly deep recreation of the original guitar.

Each keygroup instrument is configured with a **split key range**, with **palm mute articulations** covering notes D-2 to A0 and either **open sustains** or **foam mute** notes covering notes D1 to E4, with natural sound FX such as string 'squeaks', bumps, and 'chugs' on the notes in-between:



Preset 001 is the classic '**foam mute**' articulation (255MB) which features 7 velocity layers and 4 round robins. **Preset 002** is the '**open sustain**' articulation instrument (244MB), built using 5 velocity layers and 3 round robins per layer.

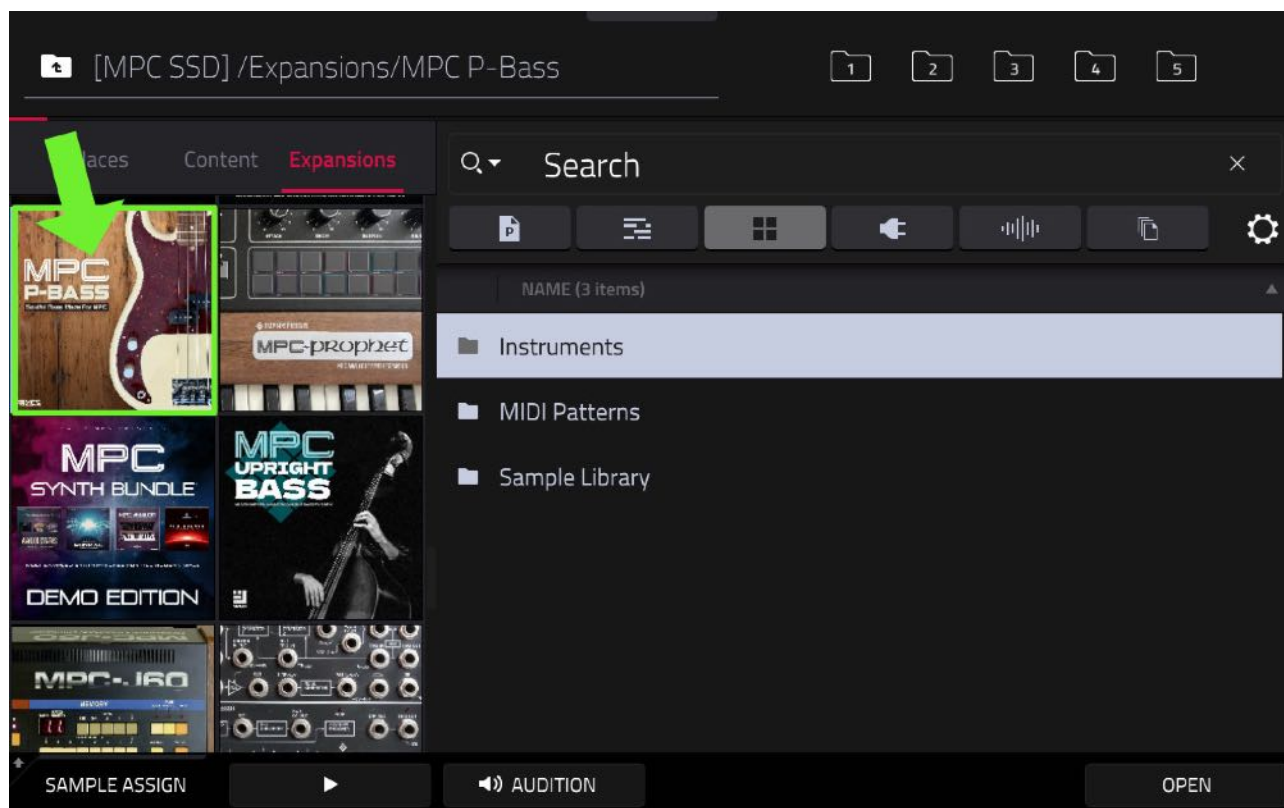
All other presets are built using either preset 001 or 002 with different FX and track parameters applied to achieve a range of different guitar sounds.

Additionally, all presets also come with **32 pre-configured Q-LINK macros** to give you immediate, hands-on controls of an extensive range of sound design and FX parameters. This means it's very easy to further tweak any

of the presets to craft your own unique, personalised bass guitar sound (more details in the **Qlinks** section).

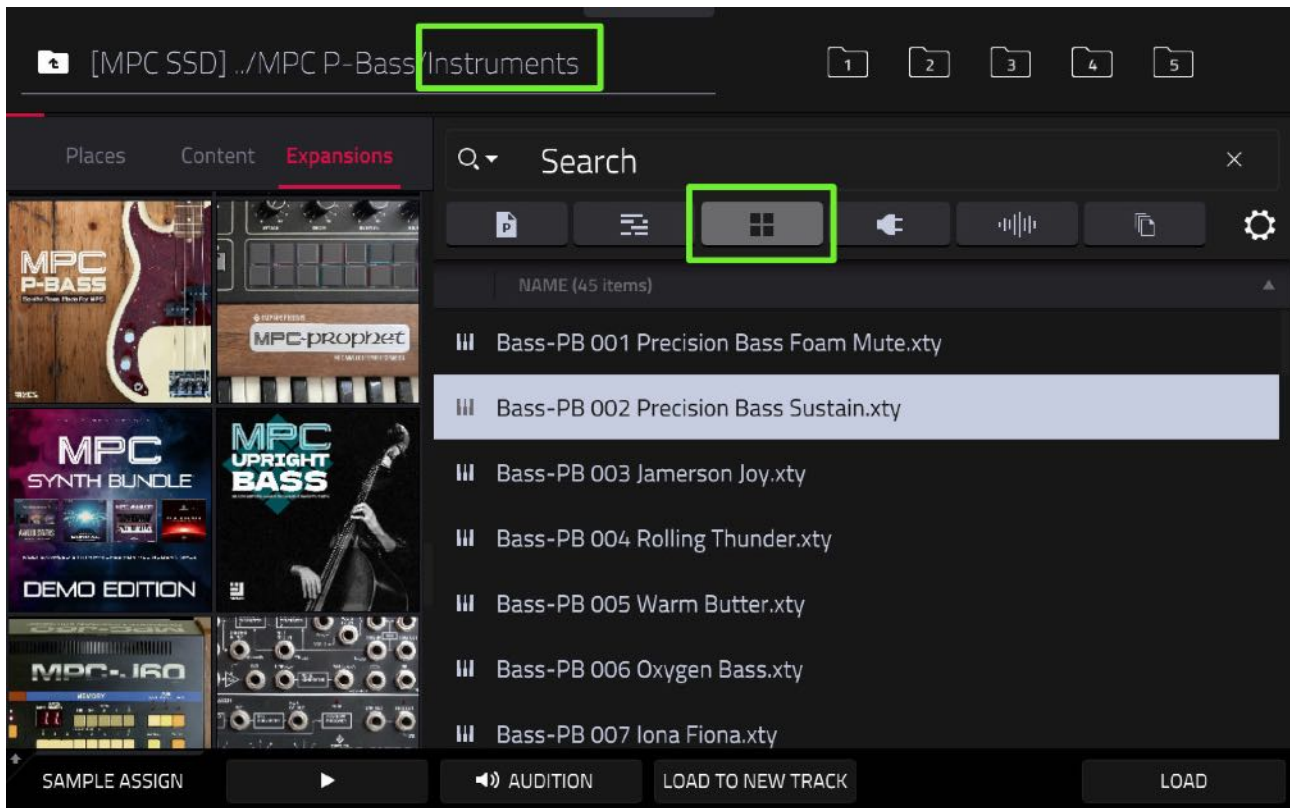
STANDALONE MPC/FORCE

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



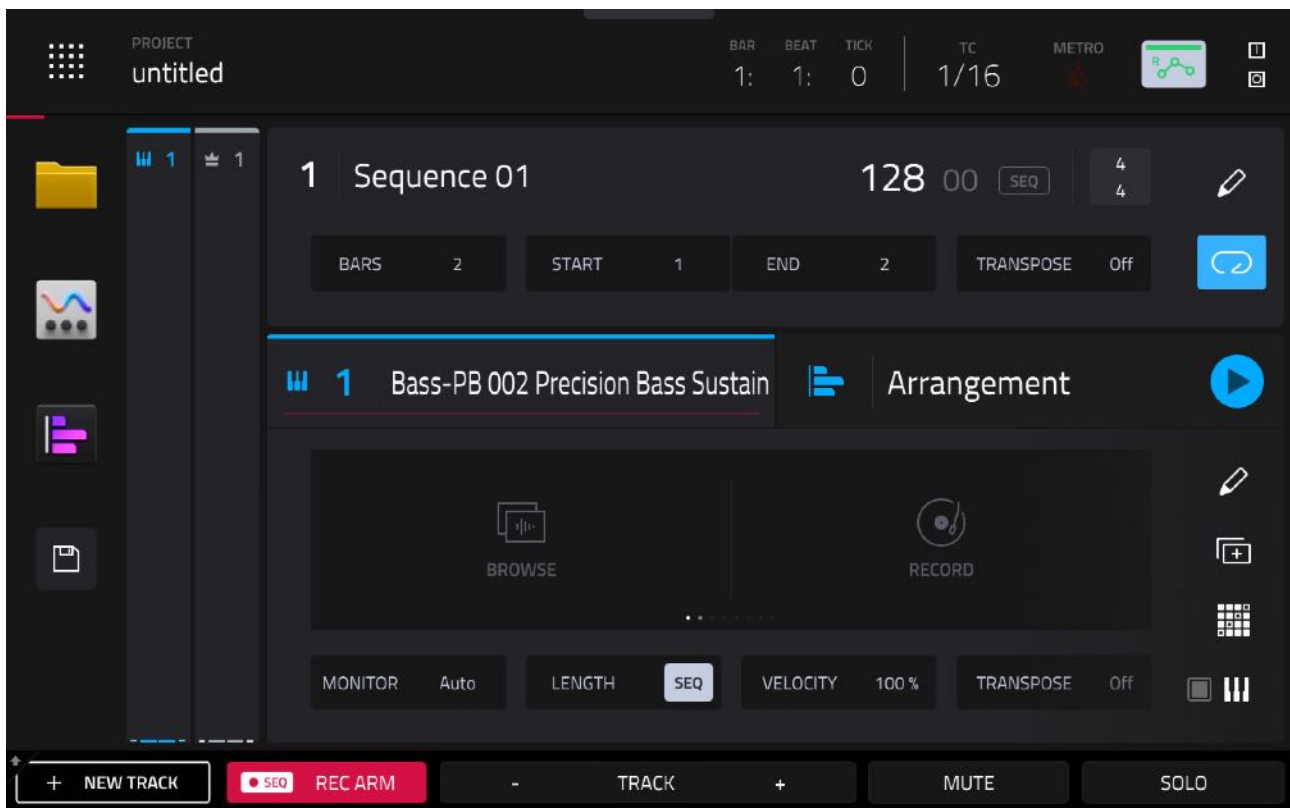
Loading Instruments:

Enter the **Instruments** folder and ensure the **PROGRAMS/TRACKS** filter is enabled to view the available instruments:



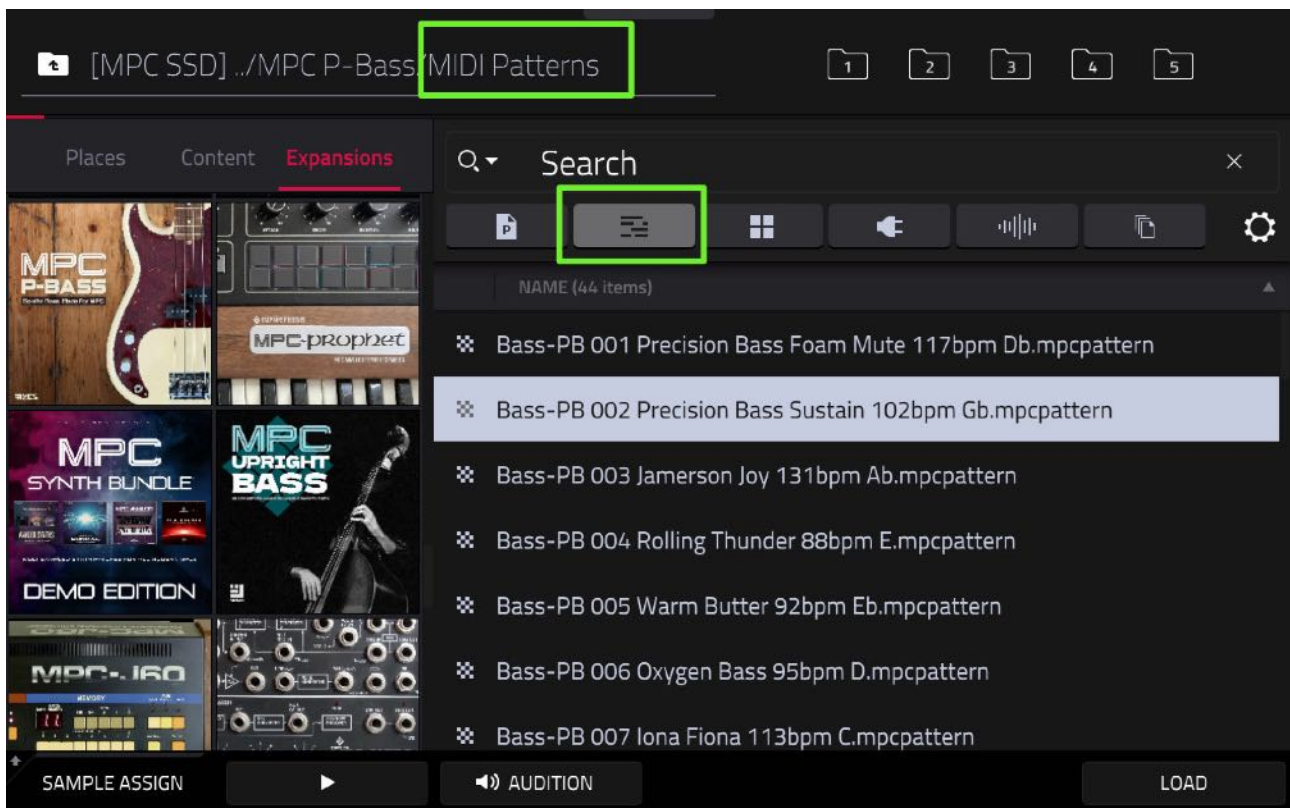
Single tap on an instrument to select it and press the 'audition' triangle in the bottom menu to play a pre-recorded preview of the instrument. For automatic previewing, tap on **AUDITION** and select '**AUTO**'.

To load an instrument to the current track in an MPC3 project, either double tap the instrument 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**:



Loading Melodic MIDI Patterns:

In the **BROWSER**, enter the **MIDI Patterns** folder and select the **MIDI** filter:

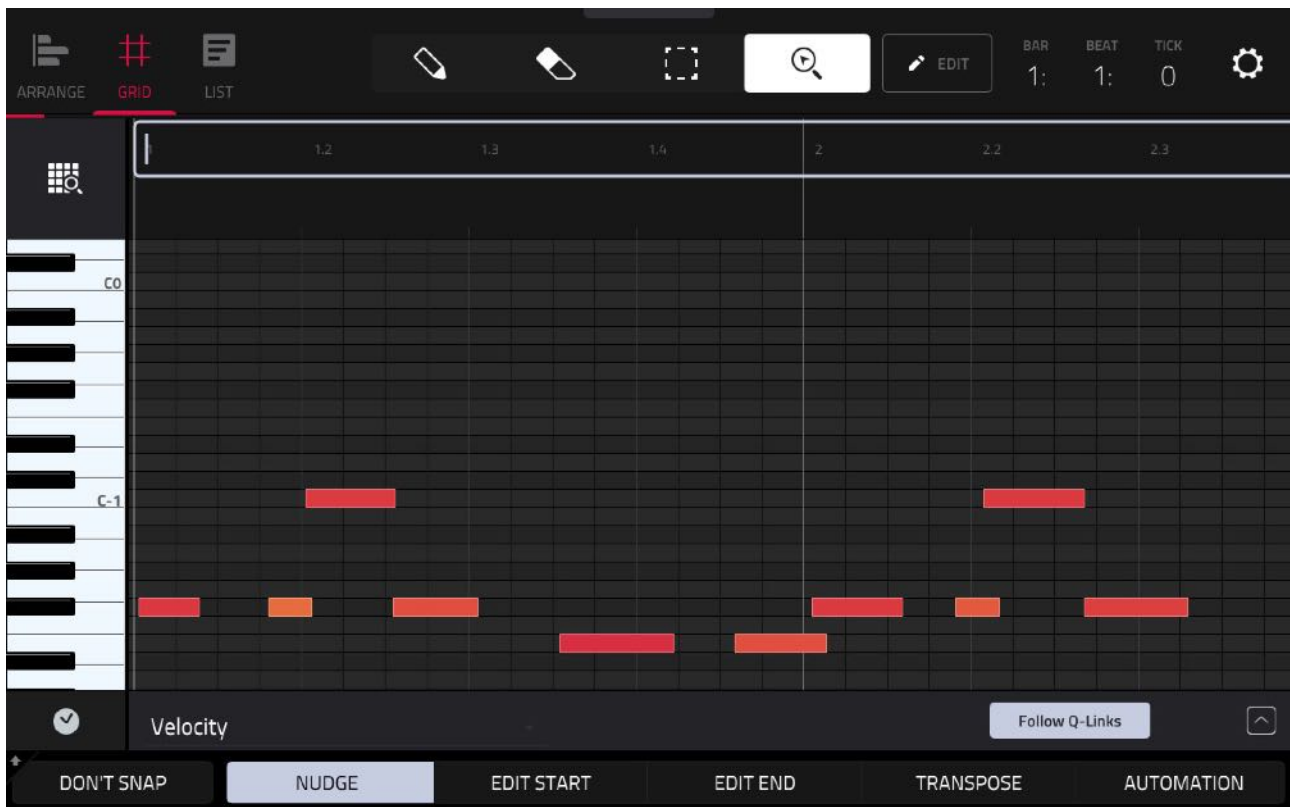


Each pattern is labelled with its musical key and a guideline tempo, along with the name of the preset it was originally used with.

Patterns can be used with any of the provided instruments and presets so feel free to mix and match. To hear a pre-recorded preview of a pattern, single tap the pattern and press the 'play' icon in the bottom menu, or set **AUDITION > Auto** to play the previews automatically.

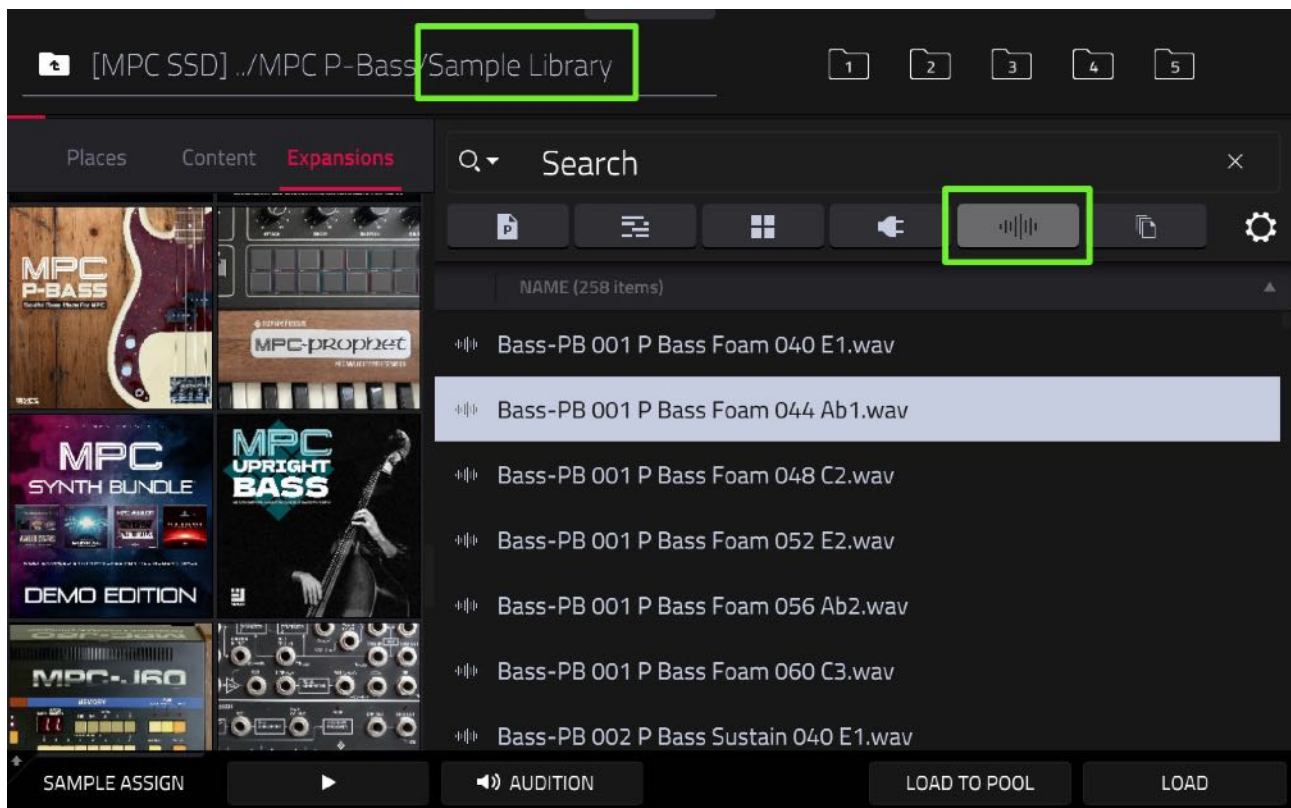
To load a pattern to the current track/clip, simply double tap the pattern. If the track already has an MPC P-Bass instrument assigned to it you can just press **[PLAY START]** to hear the pattern in action, no need to leave the BROWSER. At this point you can preview further patterns simply by loading them to the same track (the existing track MIDI data will be replaced each time).

As these are MIDI files they will automatically adapt to the tempo of the sequence you import them to. You can also transpose them to any key using the MPC grid editor. Check out the [MPC Bible](#) for extensive, hands-on tutorials covering use of the MPC sequencer.



Using the Sample Library:

In the **BROWSER**, enter the **Sample Library** folder and select the '**Samples**' filter:



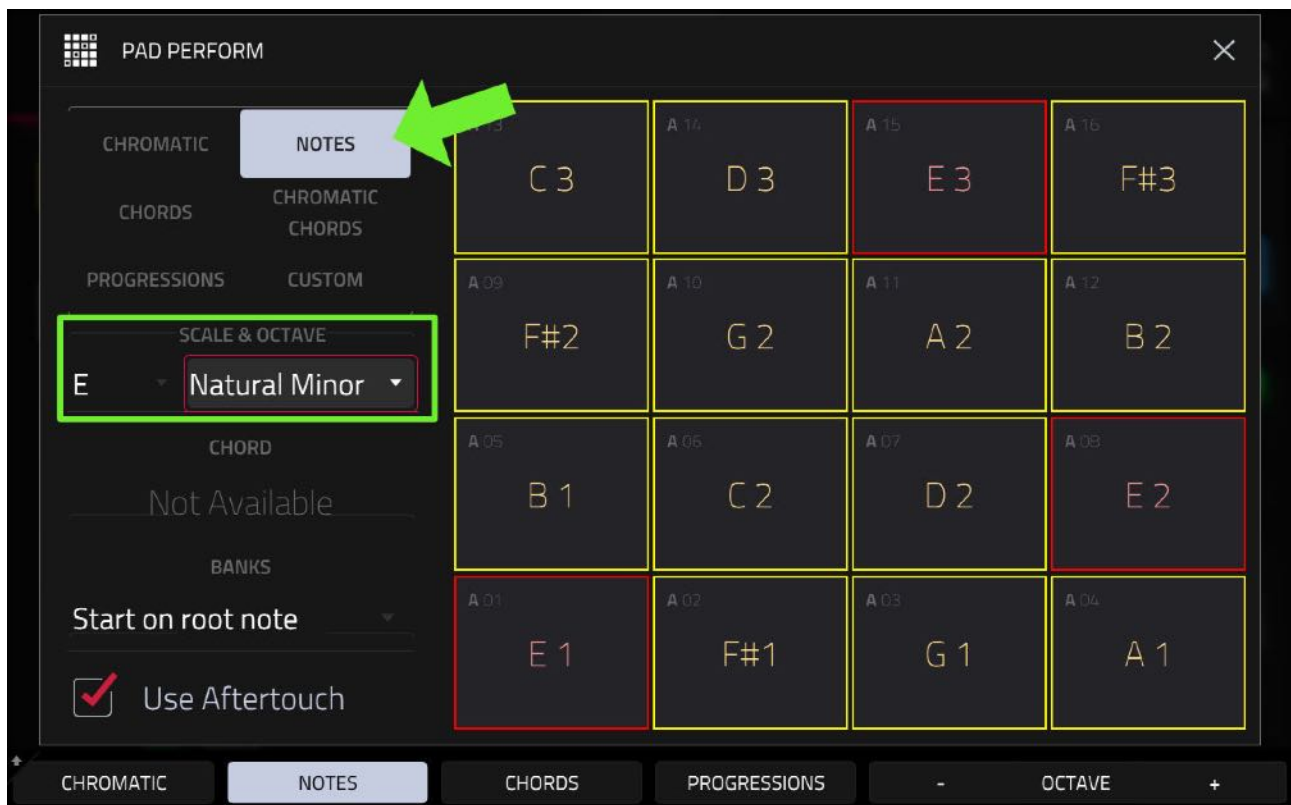
This folder contains a selection of one shot bass samples resampled from the various instruments in the expansion. These samples are ideal for quickly dropping into any project for use with 16 LEVELS, pad layering or any other sound design duties. Simply tap on a sample to preview it, and hit **LOAD TO POOL** to load into memory.

Alternatively if you have a DRUM track selected, hit a pad so it turns green and then double tap the sample (or hit **LOAD**) to simultaneously load and assign that sample to the pad.

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.

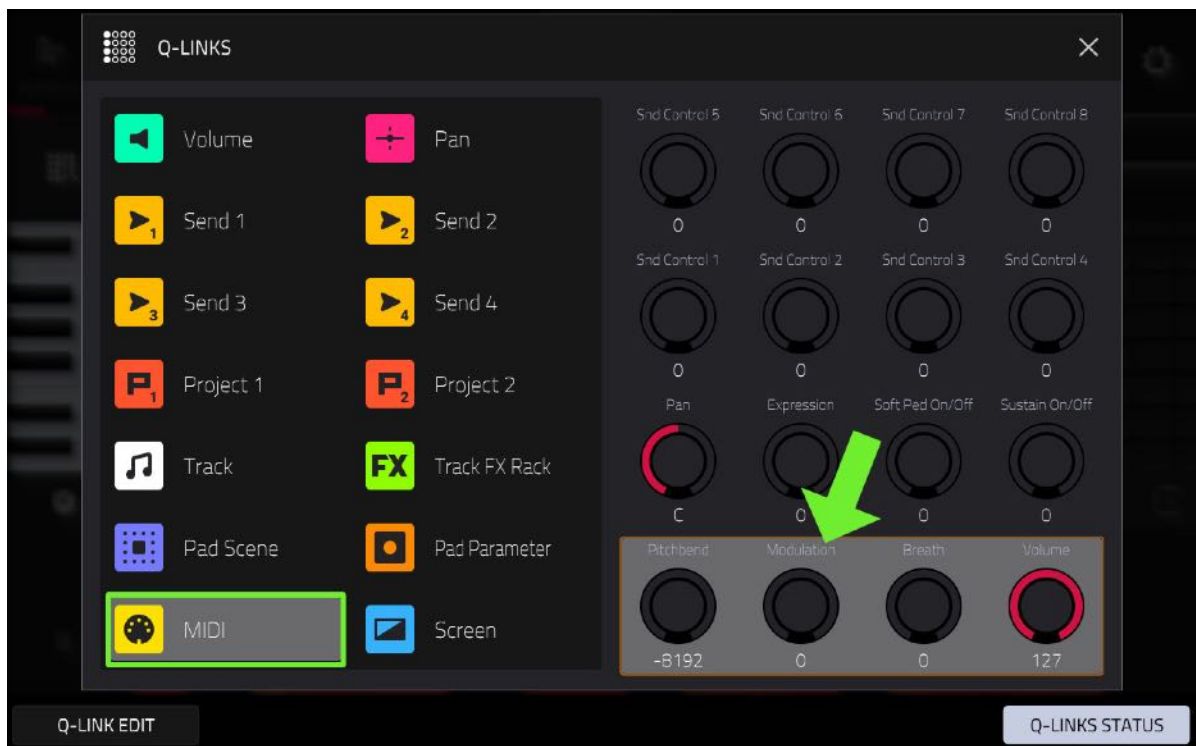
USING KEYBOARD CONTROLLERS

If you prefer, you can play all the patches using an attached keyboard; this could be the keyboard built into an MPC Key model or one connected via USB, MIDI DIN, or if supported by your MPC model, Bluetooth MIDI.

Keyboards give you access to additional expression control; you can use the **pitch wheel** to mimic string bends and the **mod wheel** to add vibrato. If your keyboard supports **channel pressure** you can also push down firmly on the keybed to add subtle vibrato.

ADDITIONAL EXPRESSION CONTROL OPTIONS

If you don't have a keyboard controller, hold down the [**Q-LINK**] button and select **MIDI**. Now (Q1) and (Q2) can be used to control pitch bend and vibrato respectively:



*If your MPC has a touch strip, hold down the **[TOUCH STRIP]** button and from the resulting **CONFIG** screen, assign **Pitch Bend** or **Mod Wheel** to the slider..*

CUSTOMISING INSTRUMENTS

The expansion features 43 presets containing unique FX and track parameters to create a variety of ready-to-play bass guitar instruments, but this is just the beginning of what is possible in terms of customisation and sound design.

The physical configuration of any instrument can be easily crafted to suit your particular requirements, including the following aspects:

- **Sensitivity** – set this high for a more aggressive 'buzzy' sound, set it low for a more mellow bass sound. This setting works by using the mod matrix to 'shift' the maximum velocity layer range up or down.
- **Random Squeaks** – adds randomised string 'squeaks' to create a more natural sounding bass performance. You can control both the volume and probability of these squeaks.
- **Fret Release Sounds** – control the volume of the noise made after releasing your finger from a fret.
- **String Damping** – vary the level of damping applied to the strings; this can be used to achieve a custom muted sound, even with open sustain articulations.
- **Dynamic range** – control the difference in volume between soft and hard played notes. Set this low to create a more consistent note volume regardless of how hard you play; increase this setting to create a more

nuanced, dynamic performance.

- **Tone** – modelled on the original Precision Bass tone control, dial it down for that classic deep funk sound.
- **Transient** – generate extra 'bite' to the start of each note
- **Release time** – the amount of fade after the note is released; set it short for more natural sounding bass notes (especially when coupled with louder string release noises), set it higher for a more stylised, 'solo' bass sound, great for arpeggios.

Q-LINK Macros

All the above adjustable settings have been mapped to Q-LINKS to allow easy and quick 'hands on' changes to the sound of any of the instrument presets. 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 to you no matter what screen you are currently working in.

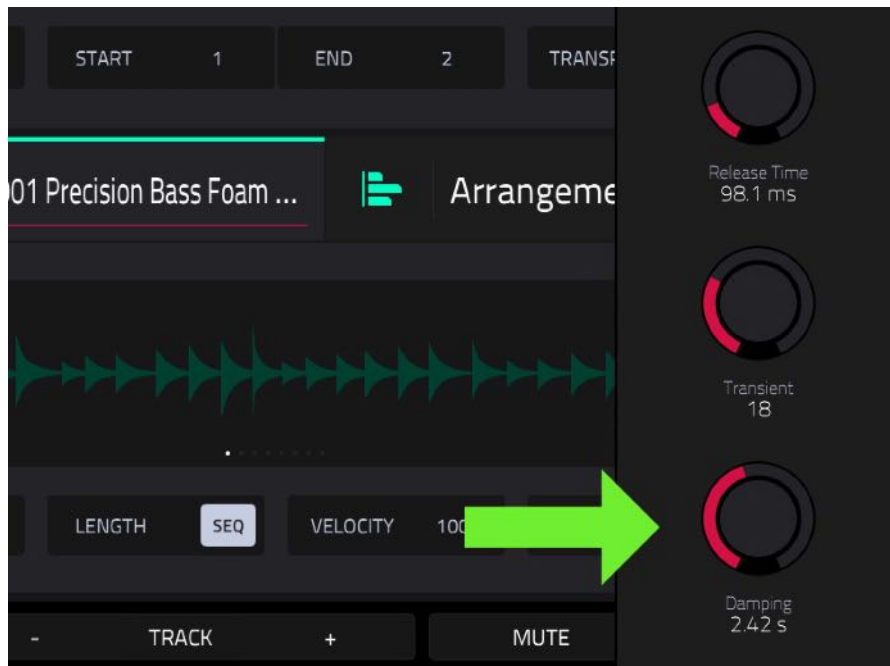
Q-LINK	Macro	Details
<i>Column 1</i>		
Q13	Treble	High Frequency Gain
Q9	Mid	Mid Frequency Gain
Q5	Bass	Bass Frequency Gain
Q1	HP Filter	Apply high pass filter to entire instrument
<i>Column 2</i>		
Q14	Delay Mix	Delay amount

Q10	Delay Time	Delay sync time
Q6	Reverb Mix	Reverb amount
Q2	Reverb Time	Length of reverb tail
Column 3		
Q15	Dynamics	Difference in volume between soft and hard notes
Q11	Release	How long each note 'fades out' after releasing
Q7	Damping	Apply dampening to the strings for a more muted sound.
Q3	Randomise	Adds some subtle randomised variation in timbre for each note
Column 4		
Q16	Compression	Amount of compression applied to instrument
Q12	Key Release Volume	Control the volume of physical noise made when releasing a key
Q8	Hammer	Control the amount of hammer sound (modelled)
Q4	Vinyl Crackle	Add some lofi vinyl noise

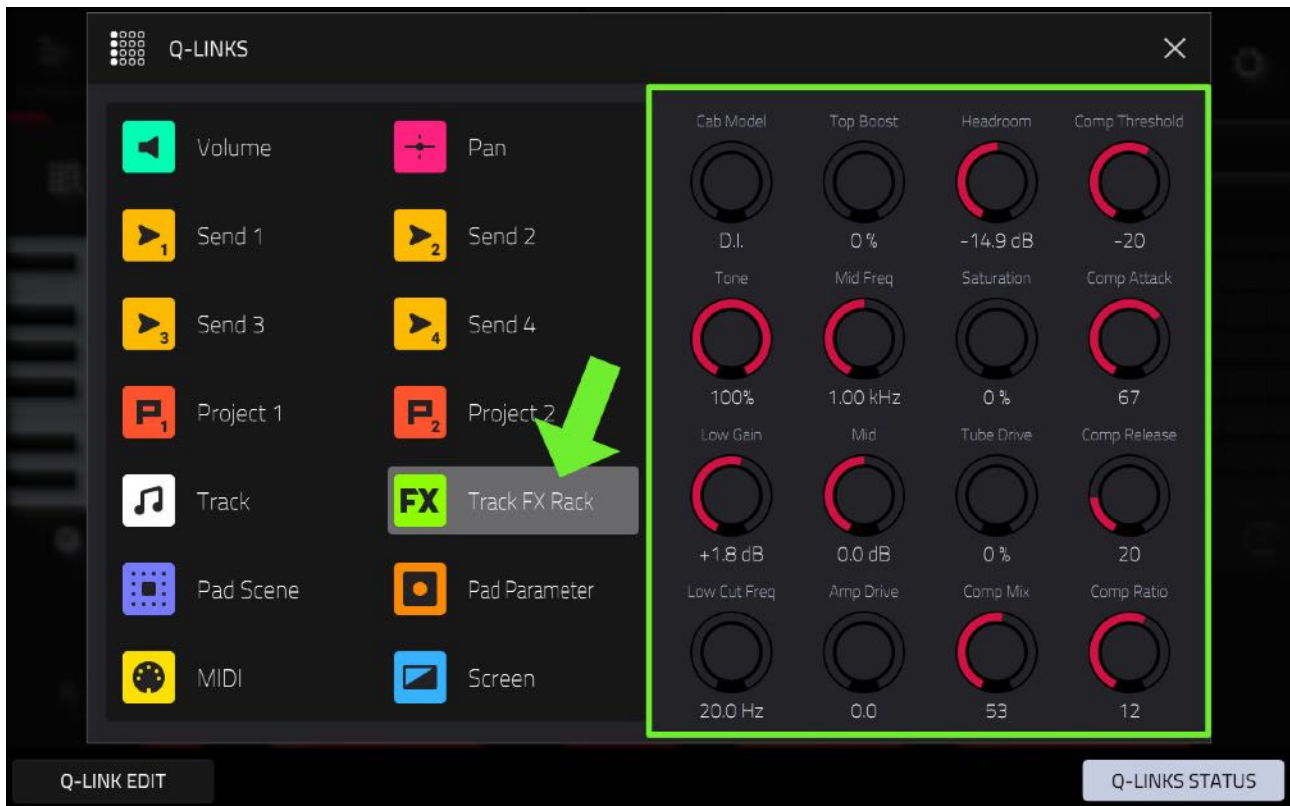
You can see an overview of all 16 current assignments at any time by holding down the **[Q-LINK]** button.

Additionally, if you have '**SHOW QLINKS STATUS WHEN TOUCHED**' checked in **PREFERENCES > GENERAL**, you'll see the Q-LINK status pop up appear whenever you touch a Q-LINK, this instantly shows which macros are assigned to the currently selected Q-LINK bank.

In the example below, you can see that turning the bottom Q-LINK dial will currently adjust the '**Damping**' applied to your instrument:



We've also configured the 16 '**Track FX**' Q-LINKS to provide control of additional FX parameters; these can be accessed via [**Q-LINK**] > **Track FX**.



Please note that all Q-LINKS shown above are as seen in the two 'raw' articulation presets (001 and 002); assignments in other presets will vary a little to accommodate the different FX plugins that may be used.

More Detailed Editing

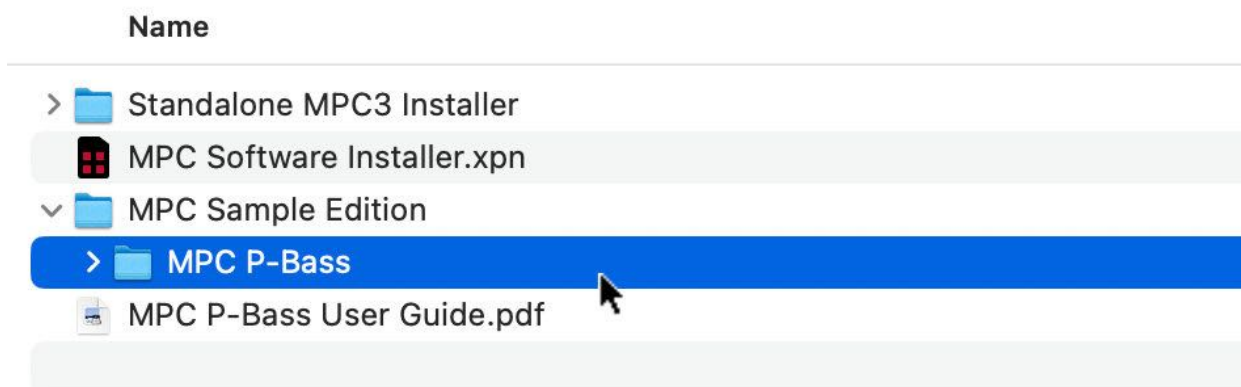
Everything is built around standard MPC3 keygroups, so you can access all possible FX settings or even change which FX plugins are inserted across an instrument via the **XL CHANNEL STRIPS** in **[MAIN]** – choose the '**FX**' tab on the instrument channel strip. You can also use the **CHANNEL MIXER**.



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 '**MPC P-Bass**' to your preferred location on your MPC Sample SD card; check out our [MPC Sample Expansion Installation](#) guide for more details.

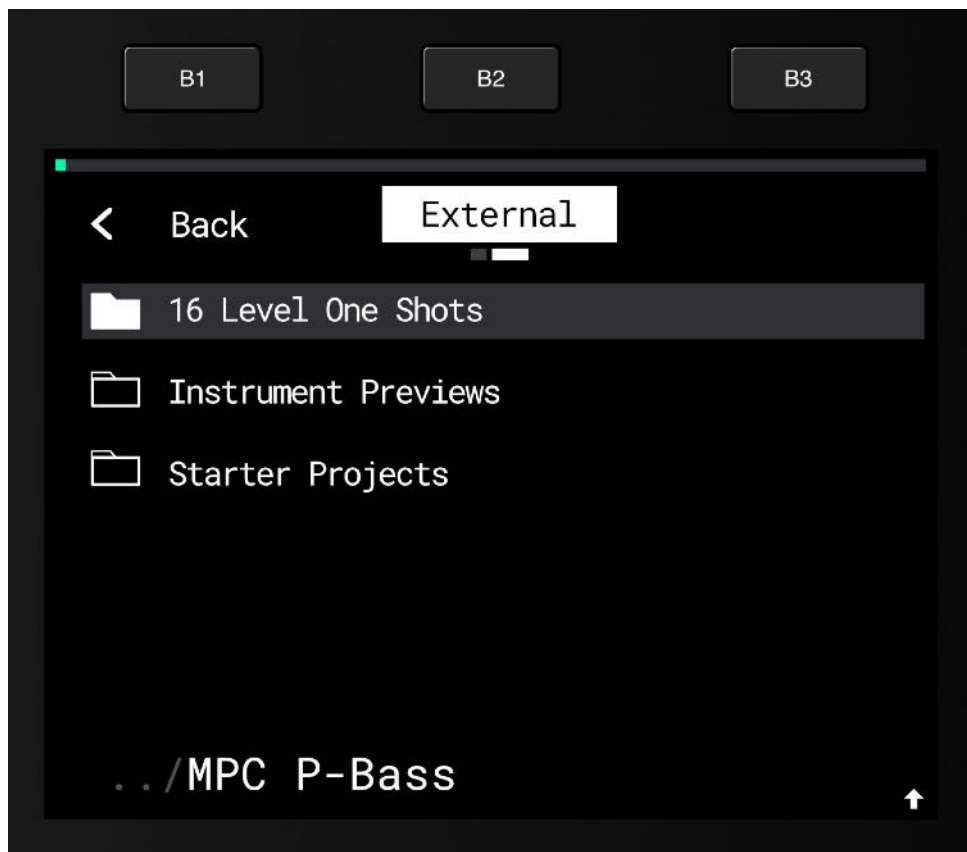
LOADING PROJECTS

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

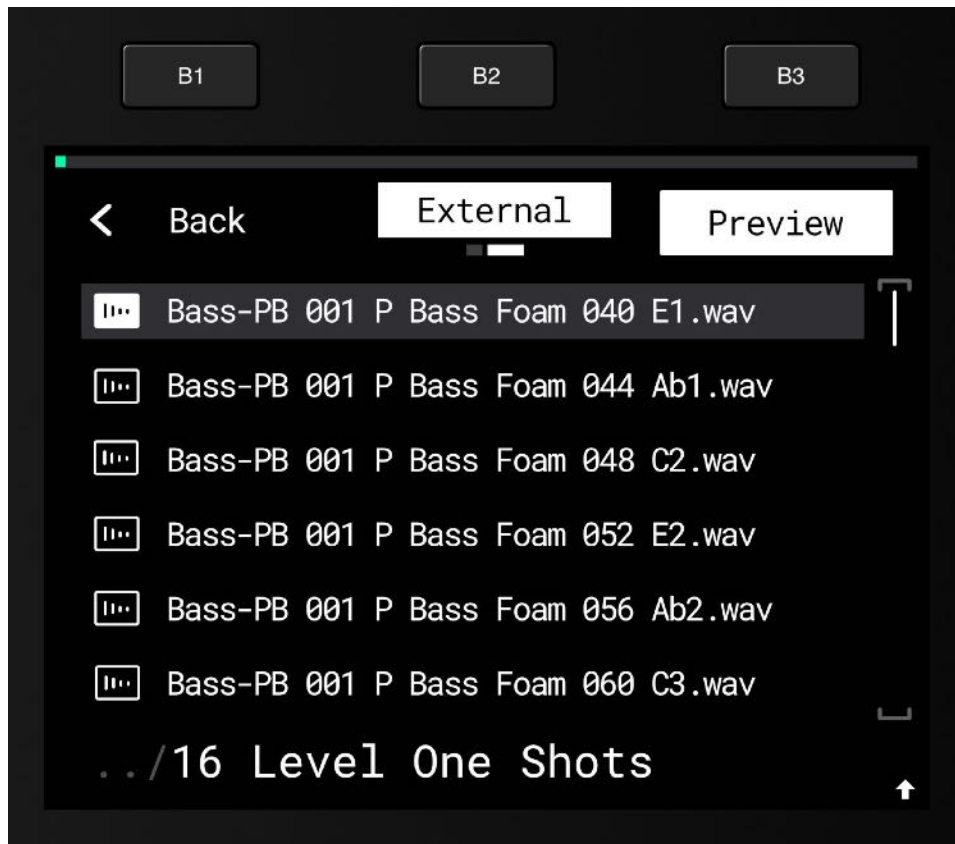
16 LEVELS MELODIC ONE SHOTS

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 '**MPC P-Bass**' expansion folder on the '**External**' disk.



Enter the '**16 Level One Shots**' folder:



Inside you'll find 6 multisampled notes for each bass guitar preset (E1 to C3) giving gives a wide range of options when deciding which 'root' sound to use for 16 LEVEL tuning.

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**] – by default your pad will play the sample as a 'one shot' but ideally you should configure this for 'note on' style playback as follows:

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. **50** is a good starting point.

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 piano 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.*

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 piano instrument, ready to play in multiple pad banks; we can then build our kit and other sounds *around* this instrument using the empty banks.

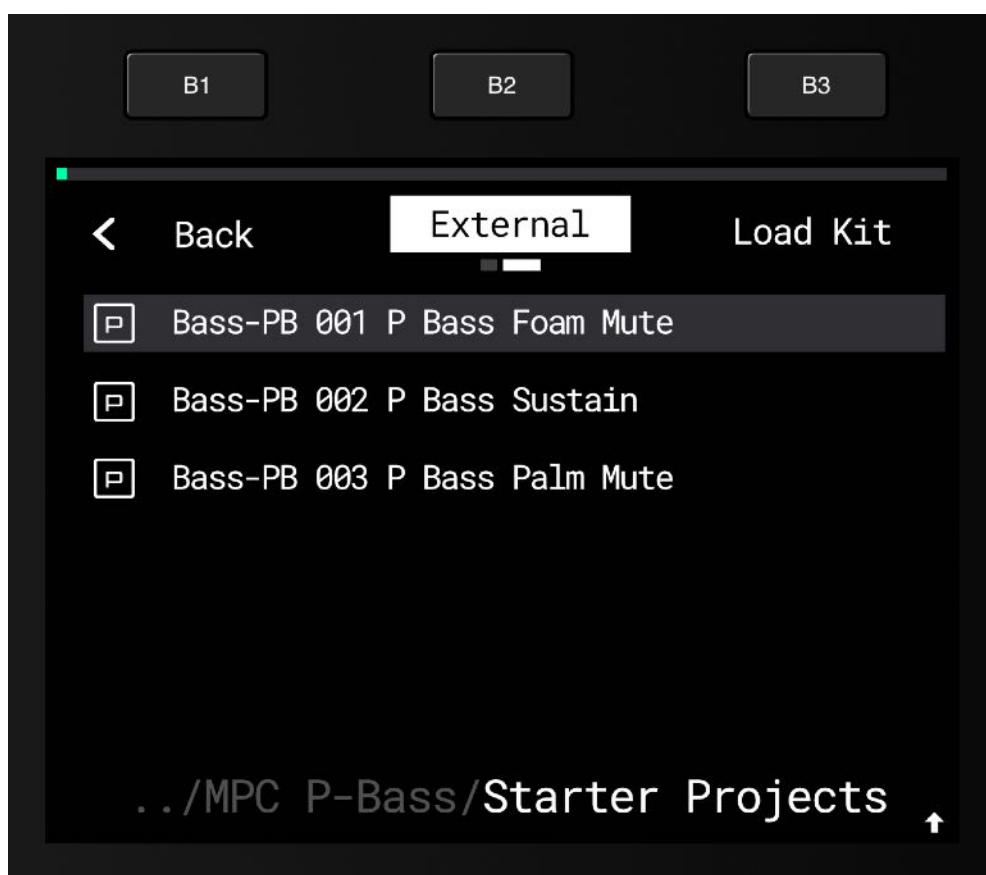
Multisampled instruments are sonically superior to 16 LEVELS as they utilise many more samples and also include **round robins** to add even more realism, subtly changing the tone and timbre of a note each time it is played.



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 P-bass 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 **MPC P-Bass** folder.

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



Here you'll see a list of 3 starter projects, one for each articulation (foam mute, sustain and palm mute); 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 and BANKS D-H are purposely left blank for you to add drums and other sounds. The underlying default MIDI

notes for the pads in banks B to C also match the actual pitches of the assigned bass notes, just one octave higher (pad range is E2 to B4, note range is E1 to B3)..

Press the **[PLAY]** button to play an example 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 ready-made bass 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 initial starting foundation of a song.

INSTRUMENT 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 '[**Instrument Previews**]' folder where you'll find short audio file previews of all 3 starter projects.

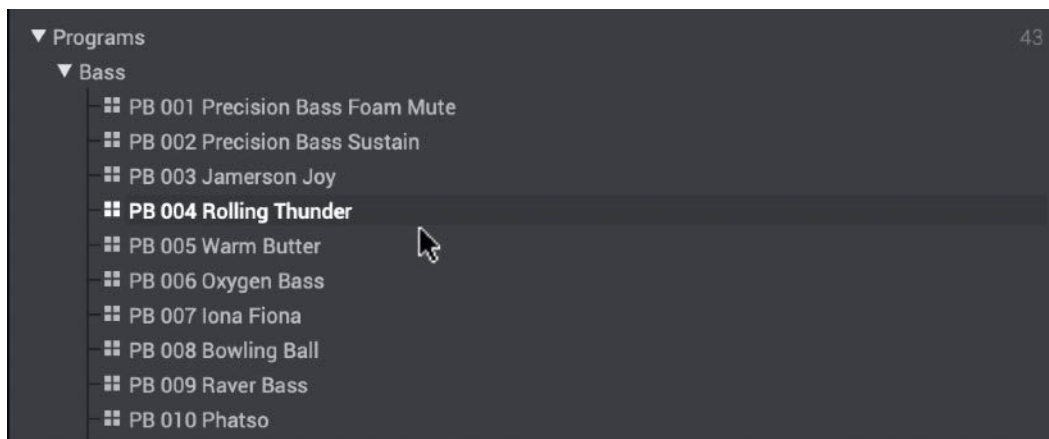
MPC SOFTWARE/MPC BEATS

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



► Programs	43
► Samples	308
► Patterns	43

Expand the '**Programs**' group and then the '**Bass**' sub-group to view the various bass guitar presets:



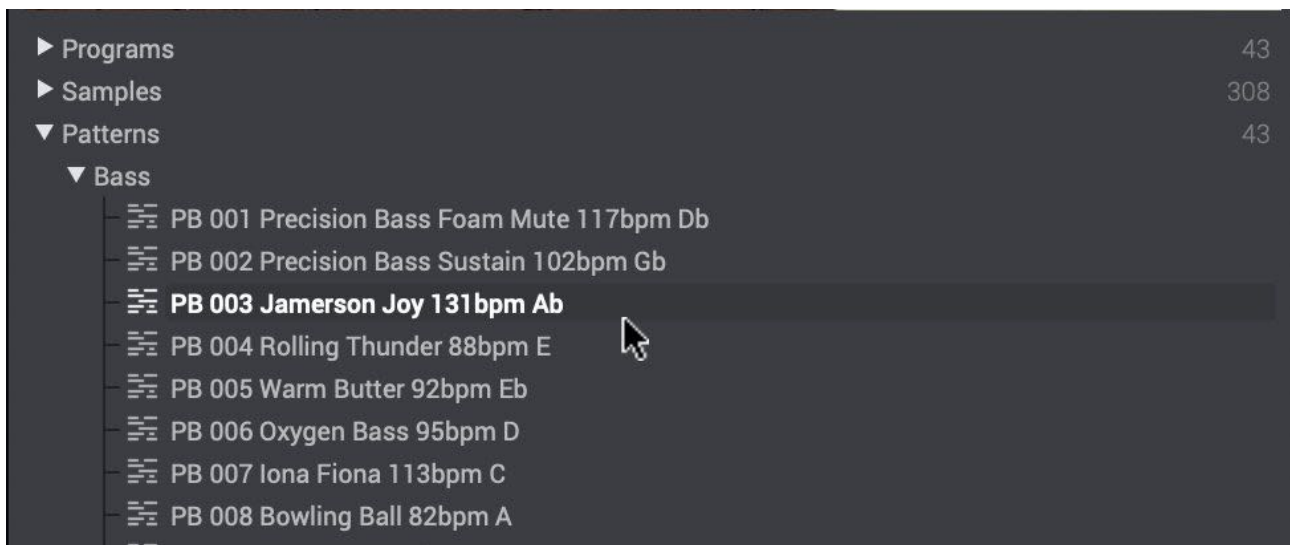
Click to select an instrument. Press the 'play' triangle to hear a pre-recorded preview, or enable the 'Auto Play' option to launch previews automatically.



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.

MIDI Patterns

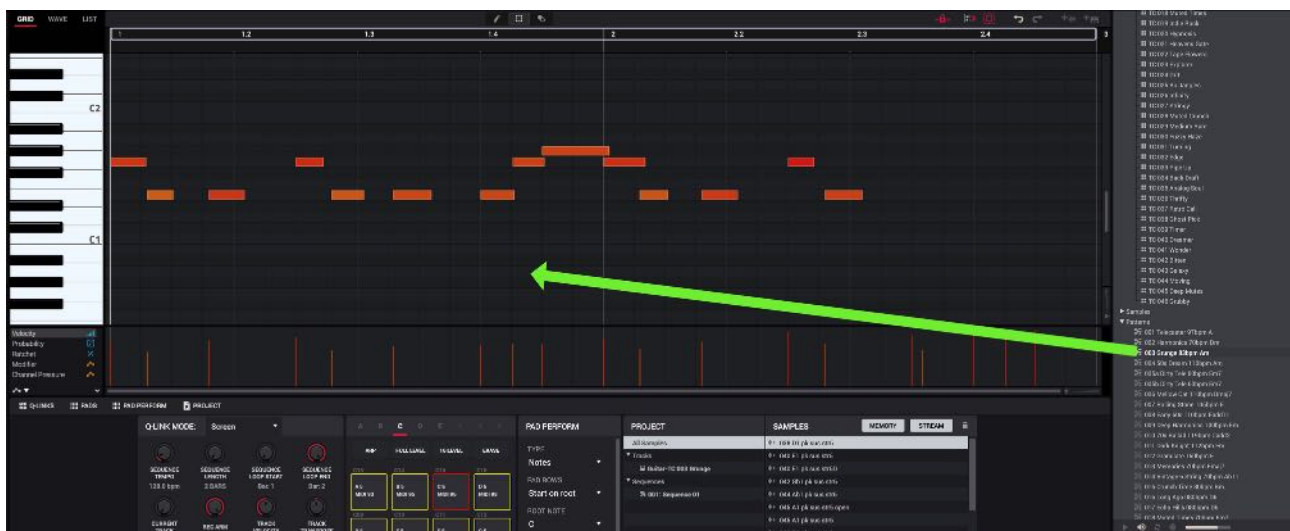
To load the MIDI patterns, expand the '**Patterns**' group:



As with instruments, single click and press the play button to hear a preview or use 'Auto play' for automatic previews.

Loading Patterns in MPC Software 3:

To load a pattern to the currently selected track in an MPC3 project, either double click it or drag it over to the grid:



FURTHER RESOURCES

MPC P-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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