

PROSTUDIOKIT

A FULLY MULTISAMPLED SONOR DESIGNER DRUM KIT



USER GUIDE

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INSTALLATION

Thank you for purchasing **Pro Studio Kit 3.5**. 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

Pro Studio Kit 3.5 is built primarily for **MPC 3.9** (or greater) but also includes the original version suitable for **MPC 2.15+** and a version built for 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 2 Edition:

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

MPC Sample Edition:

MPC Sample firmware 1.3.0+

WHAT'S INSIDE?

'**The Pro Studio Kit**' from Pad Pimps is a multisampled acoustic drum kit recorded using a top-of-the range flagship drum kit from the world's most foremost drum manufacturer, **Sonor**.

The **Sonor Designer Kit** is an incredibly versatile and natural sounding acoustic drum kit featuring an impressively fat warm tone and huge projection. It's widely considered to be one of the best drum kits ever made and, unsurprisingly, is currently found in many high-end recording studios across the world.



The new **MPC3** edition of the expansion takes full advantage of the new features available in the **MPC3 firmware**;

- **24 unique drum articulations** each featuring multiple **velocity layers** and **round robins** for realistic recreation of each original instrument

- **16 additional sound designed presets**, all fully pre-configured and ready-to play with a finger drumming friendly layout.
- Each articulation is now contained within a single pad making creation of custom mixes is quick and easy
- **Q-link track macros** for quick hands-on control of sound design and performance parameters.
- **MIDI drum patterns** covering multiple musical genres
- **MPCe kits** which combine multiple articulations on each pad.

The original acoustic drum kit itself was recorded with drummer Darren Ford at **MU Studios, UK** and consisted of the following drums:

Kick: Sonor 22" kick drum

Snare: Sonor Artiste 5x14 snare

Rack Tom: Sonor Rack tom 12" x 8"

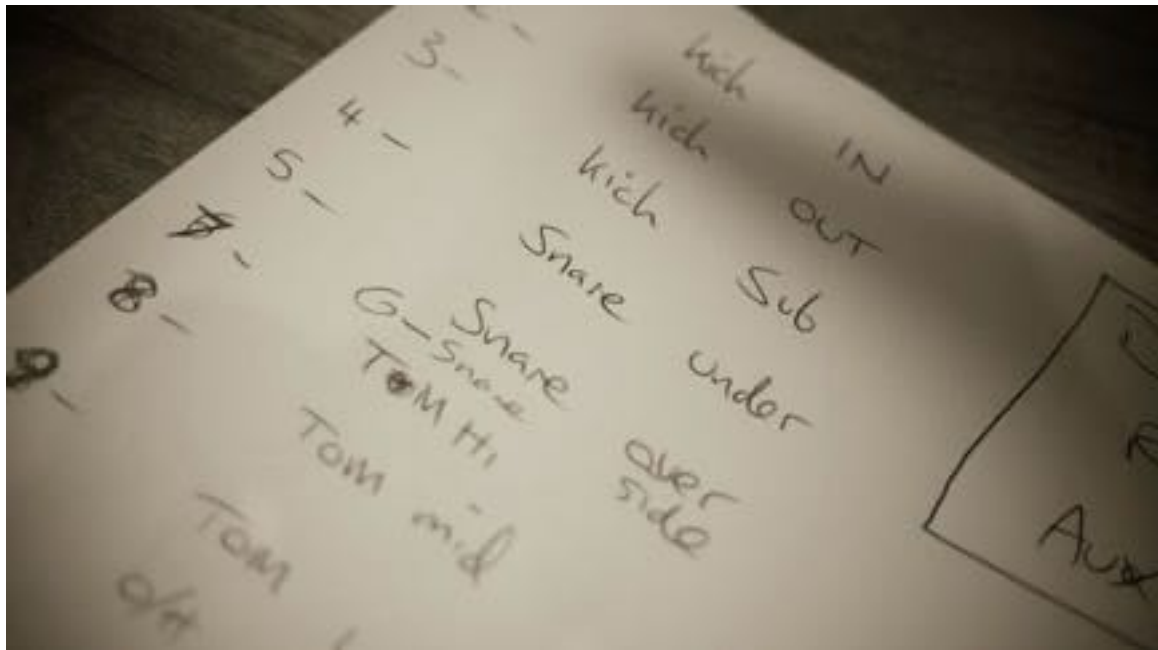
Floor Tom: Sonor Floor Tom 14" x 13"

Hi Hat: Zildjian 13" K Custom Hi Hat

Crash: Zildjian 16" K Custom Fast Crash

Ride: Zildjian K Custom 20" Ride

We used 11 microphones to capture the most natural recording possible including an **Audio Technica ATM25** (inside kick), **Neumann U47** (outside kick), **Yamaha Sub Kick Mic**, **Sure SM57** (snare over and under), **Neumann TLM 103** (snare side), **AKG C414** (toms), **Neumann KM 84** (overheads) and a **Neumann U87** (room).



Everything was recorded into Logic Pro X via an **Amek Big by Langley** desk.

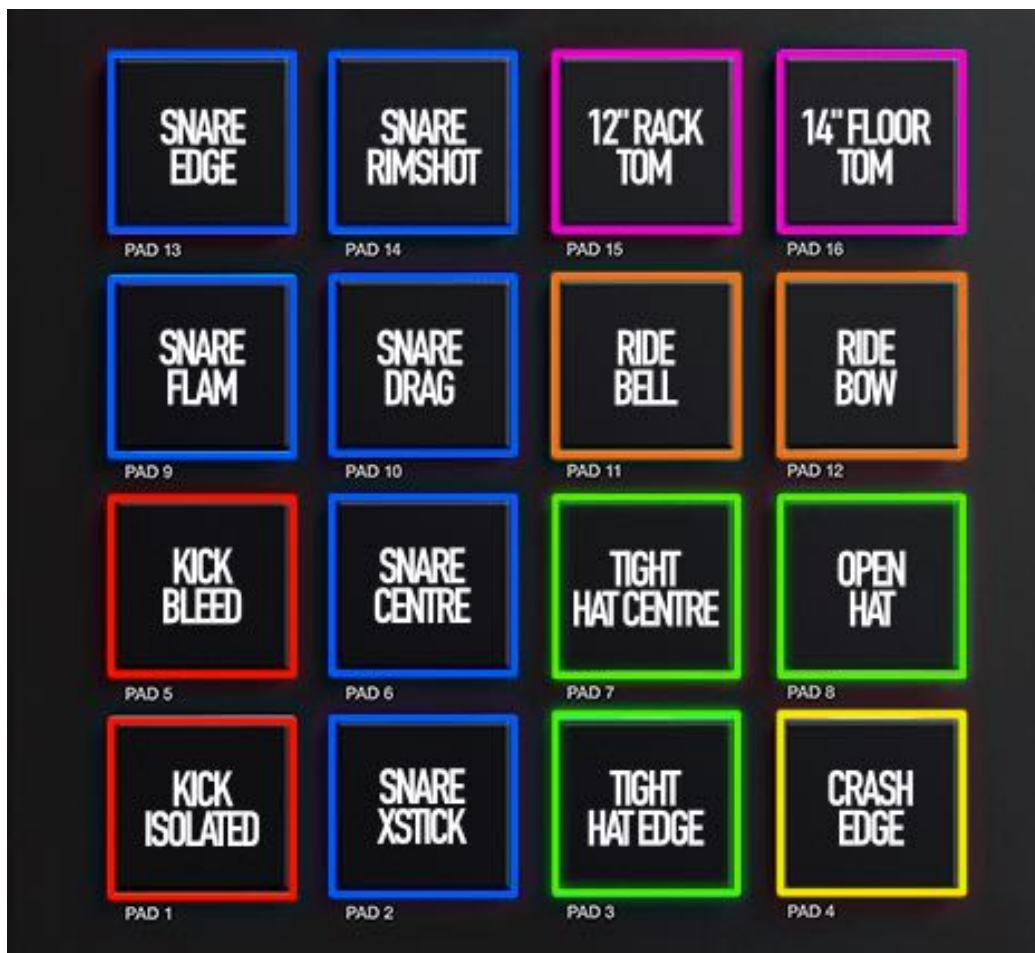


THE KITS

The MPC kit is built around multiple articulations to help replicate the original acoustic kit, with each articulation recorded over multiple velocity layers and multiple 'takes' per layer (round robins). We've also included an additional 16 carefully crafted presets for a range of different sounds and vibes. And for users of MPCs with 'MPCe' pads, we've also included 'MPCe' versions of all kits.

Standard Kit Layout

Bank A features the most common 'primary' articulations with the following layout:



The bank A articulations are as follows:

- **[A01] Kick Drum (Isolated)** – Short cymbal hit, produced grabbing and holding the cymbal immediately after hitting it.
- **[A02] Snare Cross Stick** – tip of the stick rests on the skin, shaft brought down on the rim, creating a dry click sound.
- **[A03] Hi hat closed edge** – edge hit of a closed hi hat
- **[A04] Crash (Edge)** – edge hit of an 18" crash
- **[A05] Kick (with 'bleed')** – played with moderate damping
- **[A06] Snare Centre** – snare hit in the dead centre of the skin
- **[A07] Hi hat closed centre** – centre hit of a closed hi hat

- **[A08] Hi Hat open** – hitting the top hi hat when the two hat cymbals are separated. This is muted/choked by the two closed hat pads
- **[A09] Snare Flam** – a quick double snare hit
- **[A10] Snare Drag** – very short snare roll
- **[A11] Ride Bell** – hit on the ‘bell’ on the ride cymbal
- **[A12] Ride Bow** – hit at the centre of the main portion of the cymbal
- **[A13] Snare Rimshot** – the skin and snare rim hit together simultaneously
- **[A14] Snare Edge** – hitting the snare near the edge of the skin
- **[A15] Rack tom** – centre hit of rack tom
- **[A16] Floor tom** – centre hit of floor tom

Bank B contains 'secondary' articulations:



- **[B01] Crash (Centre)** – quick dragging of the brush in a circular ‘swirl’ over the snare skin
- **[B02] Snare Press Roll** – looped snare roll (hold down as long as needed). Plays a snare hit on release.
- **[B03] Cowbell (muted)** – damped cowbell sound with no overtones
- **[B04] Cowbell (open)** – full cowbell hit, left to ring out naturally
- **[B05] Pedal Hat Shut** – stepping on the hat pedal so the two hats hit each other
- **[B06] Pedal Hat Open** – quickly lifting foot off the hat pedal to produce a soft opening sound

- **[B07] Closed Hat Edge** – closed hats but held more loosely compared to the primary tight version, hit on the outer edge
- **[B08] Open Hat Tip** – a more gentle open hat sound hit with the tip of the stick.

In addition to the main kit we've also created an additional **16 preset kits** featuring different FX and track parameters to create unique sounds for different musical genres. These all feature the exact same articulation layout as the main kit.

ROUND ROBINS & VELOCITY LAYERS

All MPC3 kits feature up to 8 velocity layers, each with up to **3 round robins per layer** to ensure that a different sample is triggered each time you hit a pad, even if you hit it at the exact same velocity. This equates the subtle differences in tone and timbre of the original kit.

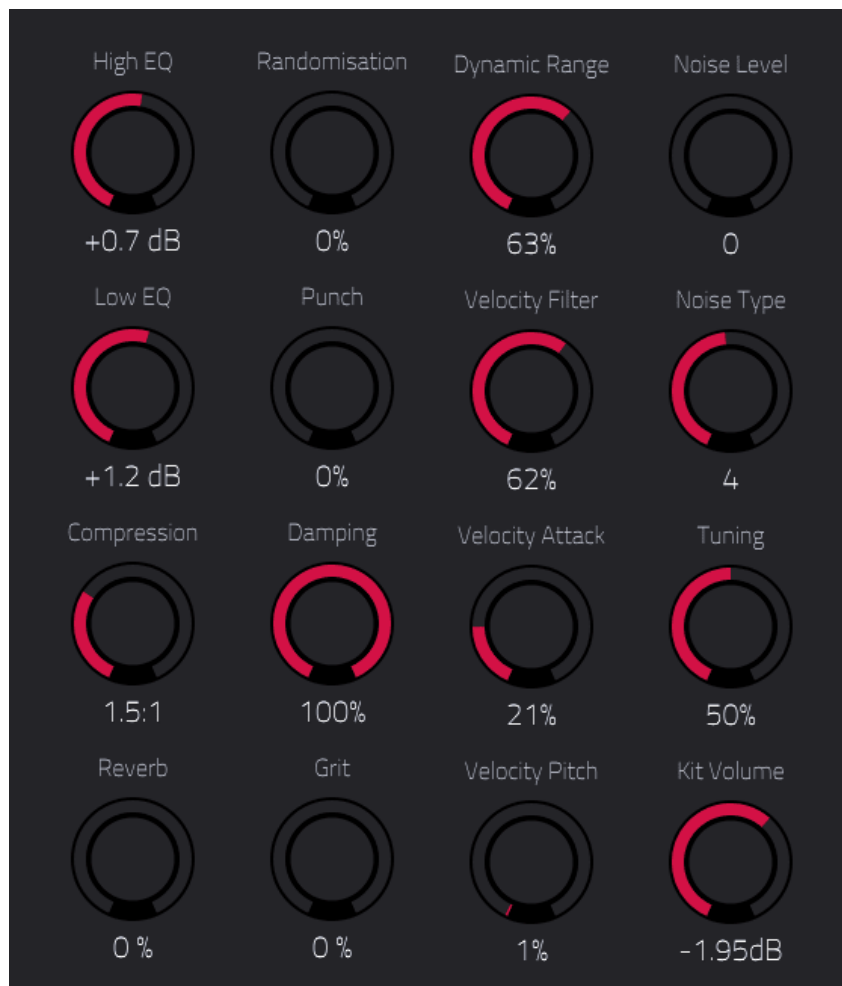
MPC2 is unable to support a mix of round robins and velocity layers, so we've instead provided the kit with separate velocity switching and round robin ('cycle') kits.

The **MPC Sample** kits take advantage of the its 'hidden' support for round robins, giving you up to 4 round robins per pad. When it comes to FX, we've gone with Akai's recommendation and have 'bounced' all the original MPC3 FX into the samples themselves to produce 'flattened' versions of all sample. This ensures the kits and sequences perform perfectly with the MPC Sample's less powerful CPU.

MPC3 Q-LINK MACROS

You can further edit and tweak any of the provided kits and presets using the pre-mapped Q-LINK 'macros', giving you the ability to change the sound and performance of each kit without any need to deep dive into TRACK EDIT. *Please note Q-LINK macros are only compatible with MPC3.*

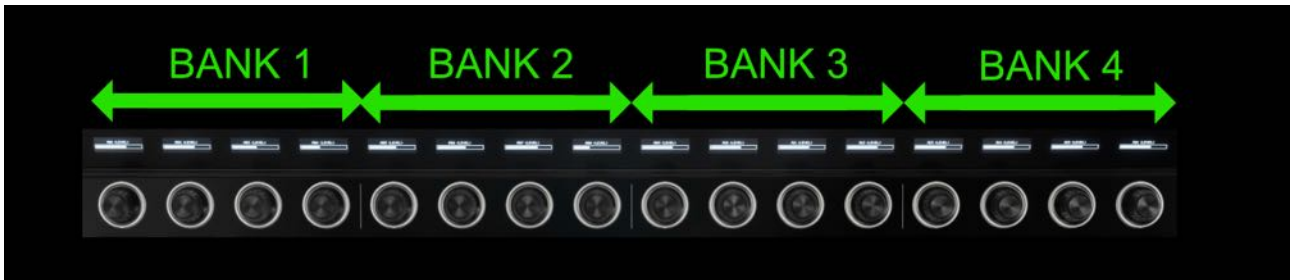
Hold down the [**Q-LINK**] button and select the '**Track**' Q-LINK page:



With 'Track' Q-LINKS enabled, all Q-LINKS are pre-mapped to sixteen different macro controls and these will remain available on all screens.

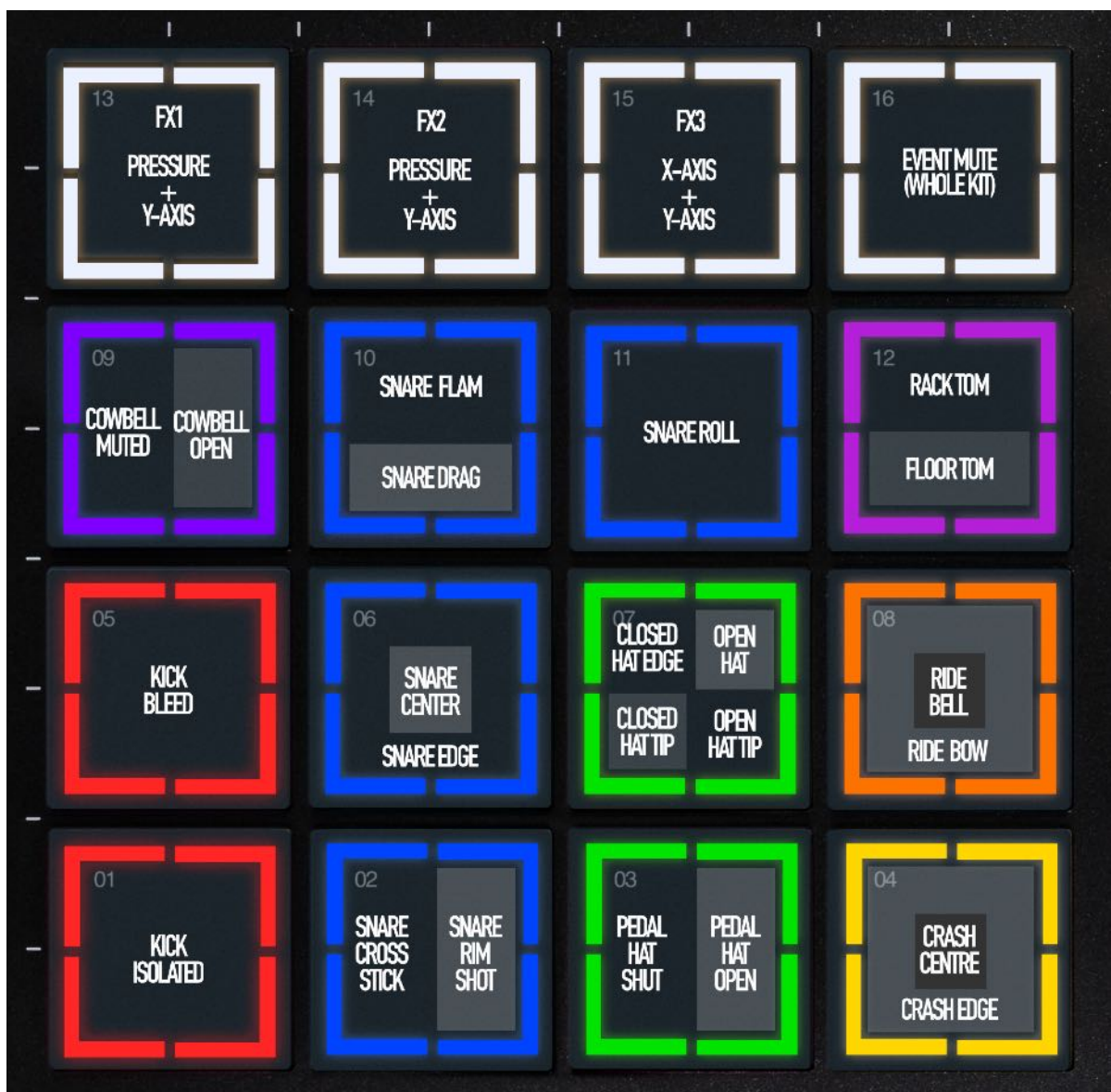
Q-LINK	Macro	Details
<i>Column/Bank 1</i>		
Q13	High EQ	Boost/cut higher frequencies of the kit
Q9	Low EQ	boost/cut low end of the kit
Q5	Compression	Adjust amount of compression
Q1	Reverb	Add ambience to the kit
<i>Column/Bank 2</i>		
Q14	Randomisation	Randomise volume and pitch of the articulations
Q10	Punch	Additional, aggressive attack transient applied to all articulations
Q6	Damping	Creates an additional emulated damped drum sound
Q2	Grit	Amount of lofi grit
<i>Column/Bank 3</i>		
Q15	Dynamic Range	The difference in volume between soft and loud notes
Q11	Velocity Filter	Velocity sensitive low pass filter (for darker soft hits)
Q7	Velocity Attack	Velocity sensitive attack (softer drums at low velocities)
Q3	Velocity Pitch	Velocity sensitive pitch (higher pitch at hard velocities)
<i>Column/Bank 4</i>		
Q16	Noise Level	Add background lofi noise to the kit
Q12	Noise Type	Select the type of lofi noise
Q8	Tuning	Adjust tuning of the kit
Q4	Volume	Adjust the volume of the kit

Please note that in the MPC XL, the 'Q-LINK bank 1' dials are mapped to the XL's first four Q-LINK dials, bank 2 to the next four, and so on:



MPCE KITS

We've also included experimental '**MPCe**' versions of all kits. These kits combine multiple articulations per pad, making them perfect for creating realistic sounding finger drumming performances. Each kit contains **29 articulations** across 12 pads in BANK A:



Most quadrants feature multiple velocity layers and round robins per layer. Where possible we've configured the pads to mimic the physical action of a real drum instrument.

- **Snare pad [A06]** – hit in the centre of the pad you'll hear the 'centre' hit snare articulation, but as you move towards the outer edge of the pad it gradually blends in the 'edge' snare articulation.
- **Hi Hat Pad [A07]** – split into four zones, with full and half open on right, different closed hi hats on the left
- **Ride Pad [A08]** – centre is the bell, outer is the 'bow'.
- **Tom Pad [A12]** – Top is the rack tom, bottom is floor tom
- **Crash pad [A04]** – centre hit blending out to edge hit
- **Kicks ([A01] & [A05])** – single articulation but pitch increases as you move to the edge.
- **Snare roll [A11]** – a 'note on' pad that produces a continuous snare roll, with a 'note off' snare hit on release. Drag your finger in a circular downwards motion to vary the pitch slightly
- **Snare 2 [A02]** – a split of cross stick (left) and rimshot (right)
- **Snare 3 [A10]** – flam at top, drag on the bottom half.
- **Pedal Hat [A03]** – left is the pedal shut, right is the pedal open
- **Cowbell [A09]** – muted cowbell on the left side, open cowbell on the right.
-

MPCe Pad Macros

The top row of white pads provide four real time **MPCe pad macros** offering different combinations of FX across pad pressure and X/Y axis. Pads [A13] and [A14] will vary to suit the kit preset.

- Pad [A13] – hi-pass filter gate & rectifier (pressure & y-axis)
- Pad [A14] – lo-fi decimation (pressure & y-axis)

- Pad [**A15**] – a low pass filter (x-axis & y-axis)
- Pad [**A16**] – 'event' mute (*hold down to mute, release pad to enable events again*).

These MPCe pad macros are provided in addition to the Q-LINK 'track' macros, as detailed previously.

ADVANCED EDITING TIPS (MPC 3)

Pro Studio Kit 3.5 is built using standard MPC 'drum' tracks so it's possible to deeply adjust all aspects of the kit using the MPC's standard editing screens. Check out the [MPC Bible](#) for in-depth, step-by-step tutorials on all aspects of configuring FX and editing DRUM tracks.

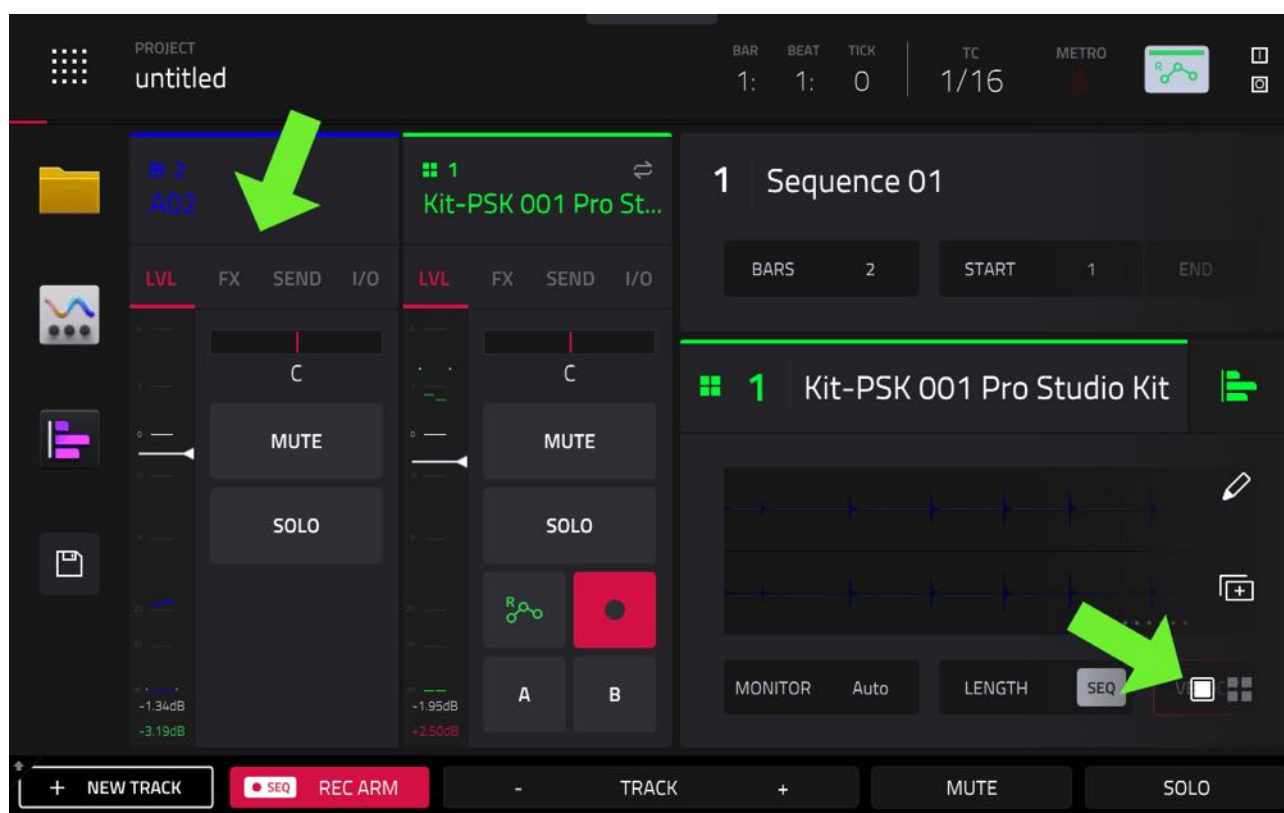
CHANGING THE PAD MIX

Go to **[MENU] > PAD MIX > PAN & VOLUME:**



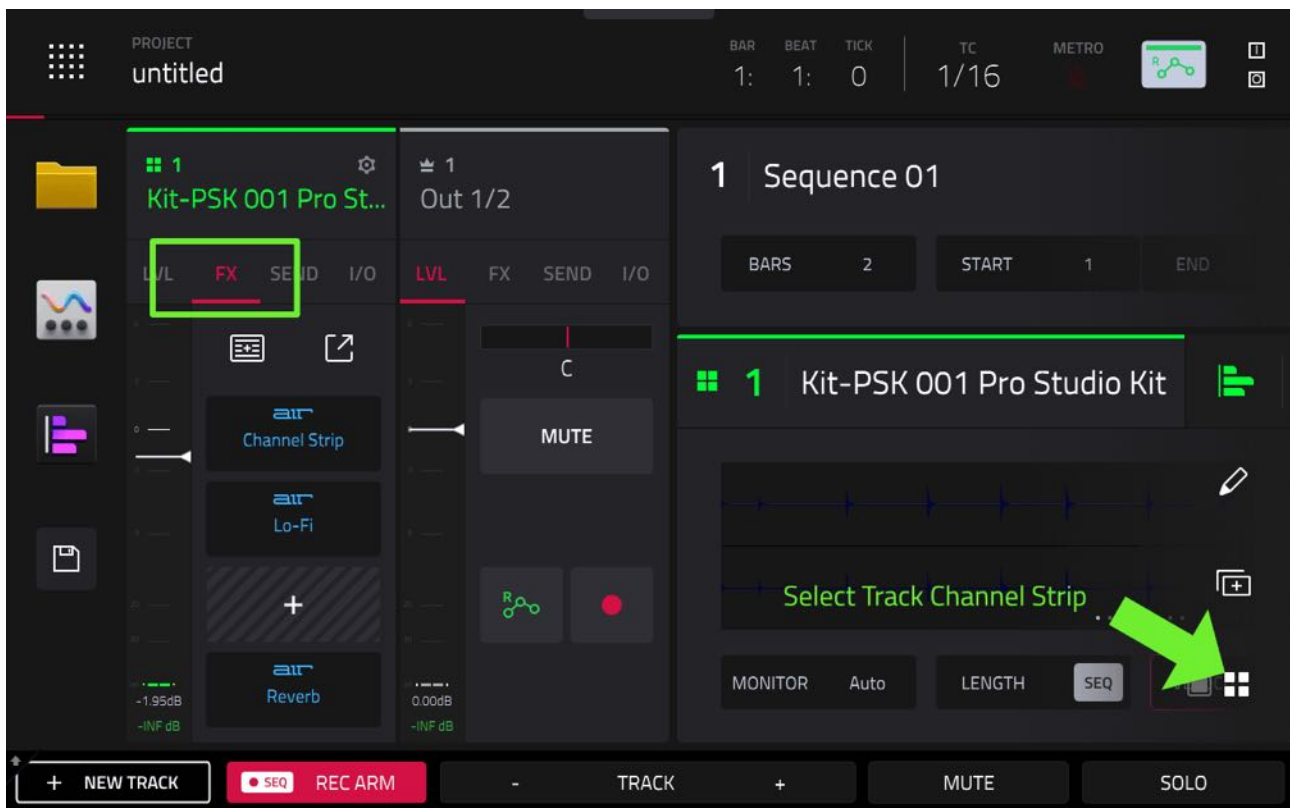
Here you can change the volume and pan of each individual pad. For example, move the crash to a different location in the stereo field, or reduce the volume of the hi hats.

Alternatively, go to **[MAIN]** and open the **XL CHANNEL STRIPS**. Make sure you've selected the '**pad**' channel strip:



ADJUSTING FX ACROSS THE ENTIRE KIT

For granular control of FX and EQ across your entire kit, go to **[MENU]** > **CHANNEL MIXER** > **EFFECTS** or use the **XL CHANNEL STRIP**, ensuring you select the '**track channel**' and then the **FX** tab:



To adjust EQ, tap on **AIR Channel Strip** icon to open the settings, and in the **EQ** section make your adjustments:

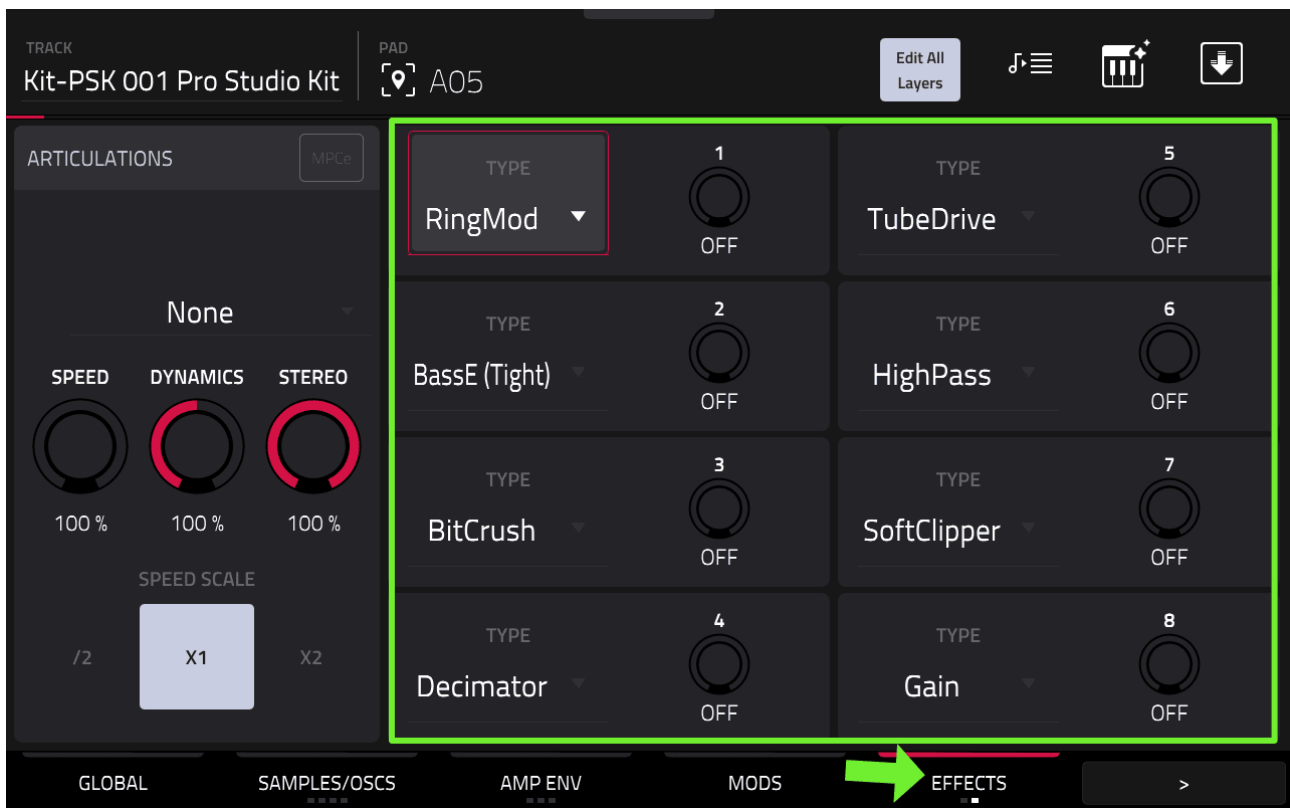


In the '**GATE/COMP**' section can also adjust compression settings

You can tweak other FX plugins in a similar way. You can also of course add your own preferred FX plugins as required, either utilising any spare insert slots, or replacing existing slots.

ADDING FX TO INDIVIDUAL PADS

There's a few ways to apply FX to specific pads. One way is to utilise the **DRUM FX**. To access these, select a pad, go to [**TRACK EDIT**] and press the **EFFECTS** button twice:

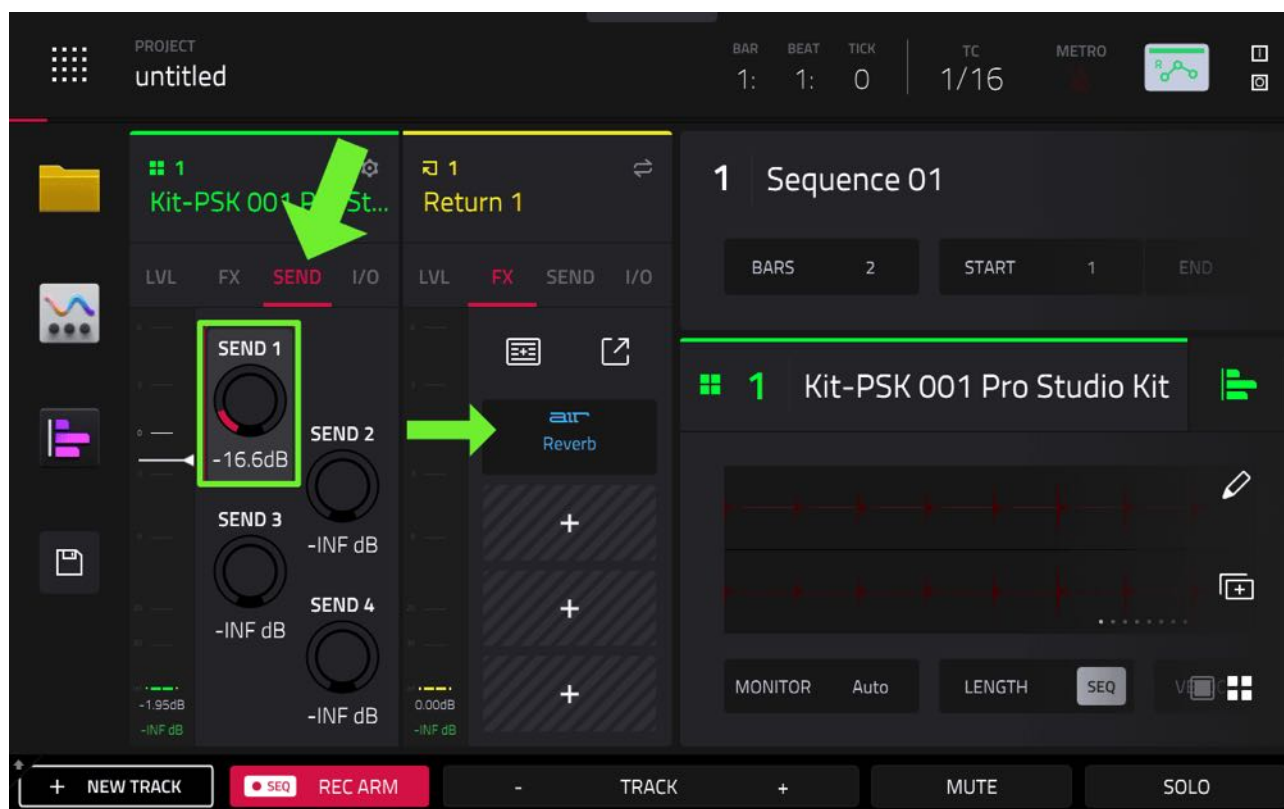


Here you can apply up to 8 simultaneous FX per pad, these are mostly harmonic and dynamic FX and each features just a single adjustable parameter. There is also a simple low/high pass filter.

For detailed EQ adjustment, or for applying more detailed dynamic or harmonic FX you'll need to use one of the main FX plugins. To do this, use **PAD MIXER > FX**, or **MAIN > XL CHANNEL STRIPS** (remember to select the 'pad channel').

For reverb and delays on individual pads, you can also use send/returns of your current project. Your return track FX can be configured in the CHANNEL MIXER or MAIN; by default **RETURN 1** is configured with a small studio reverb but you can of course change this, or use a different send for a second project-wide reverb.

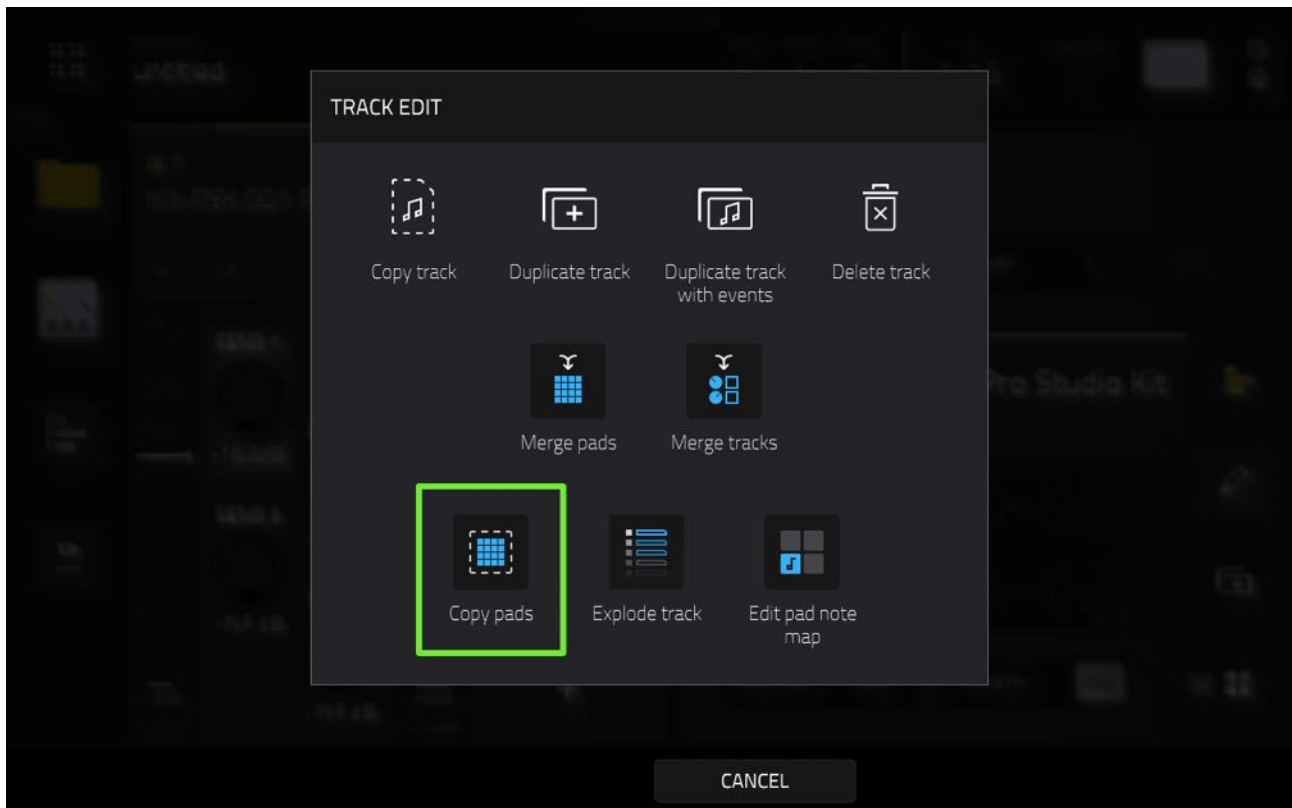
To apply a reverb only to snares in your kit, go to the **I/O** tab for each pad in **PAD MIXER** or the **XL CHANNEL STRIP** and adjust the **SEND 1** dial to the desired level:



RE-ARRANGING KIT LAYOUT

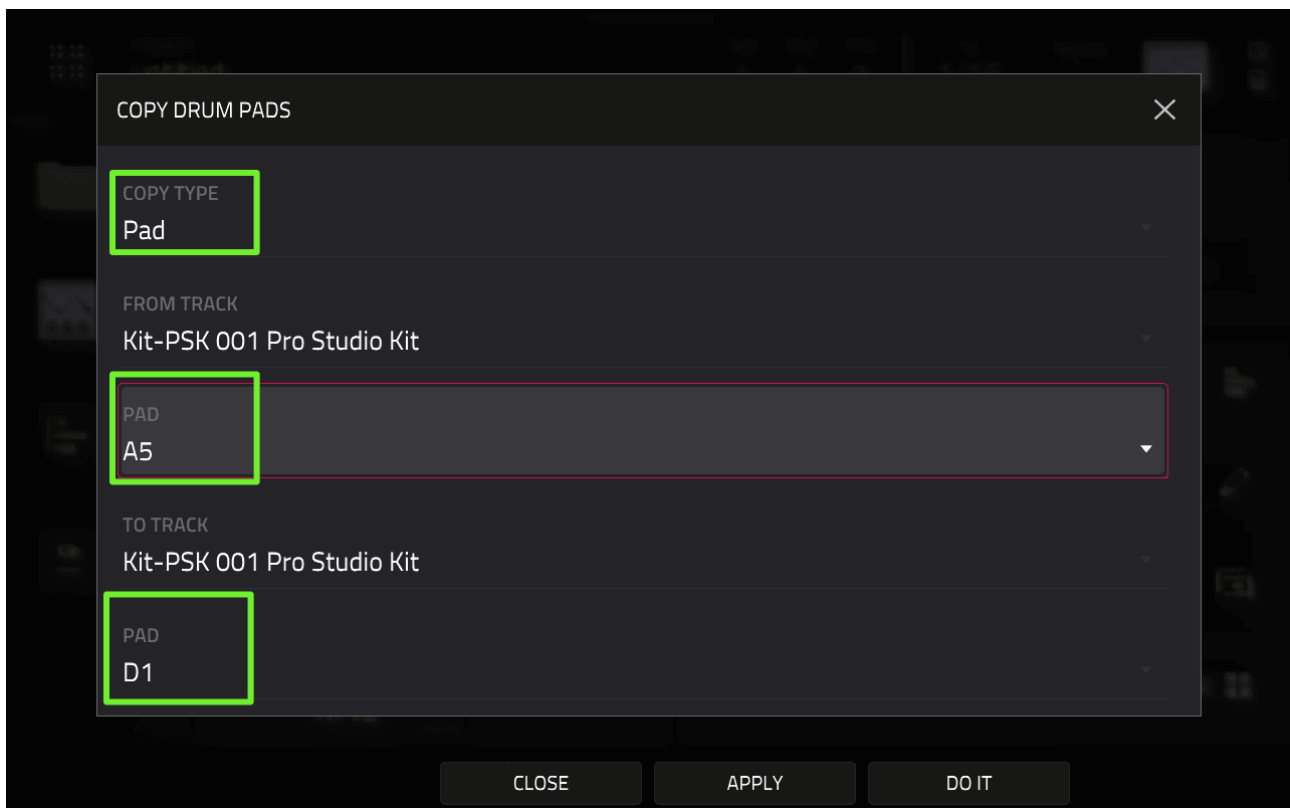
There's a couple ways to re-arrange pads, all involve 'copying' pads to a new location (there is no move/swap option in standalone MPCs). Our preferred method can be entirely achieved from a single screen.

Go to **MAIN** > **track pencil** > **Copy Pads**:



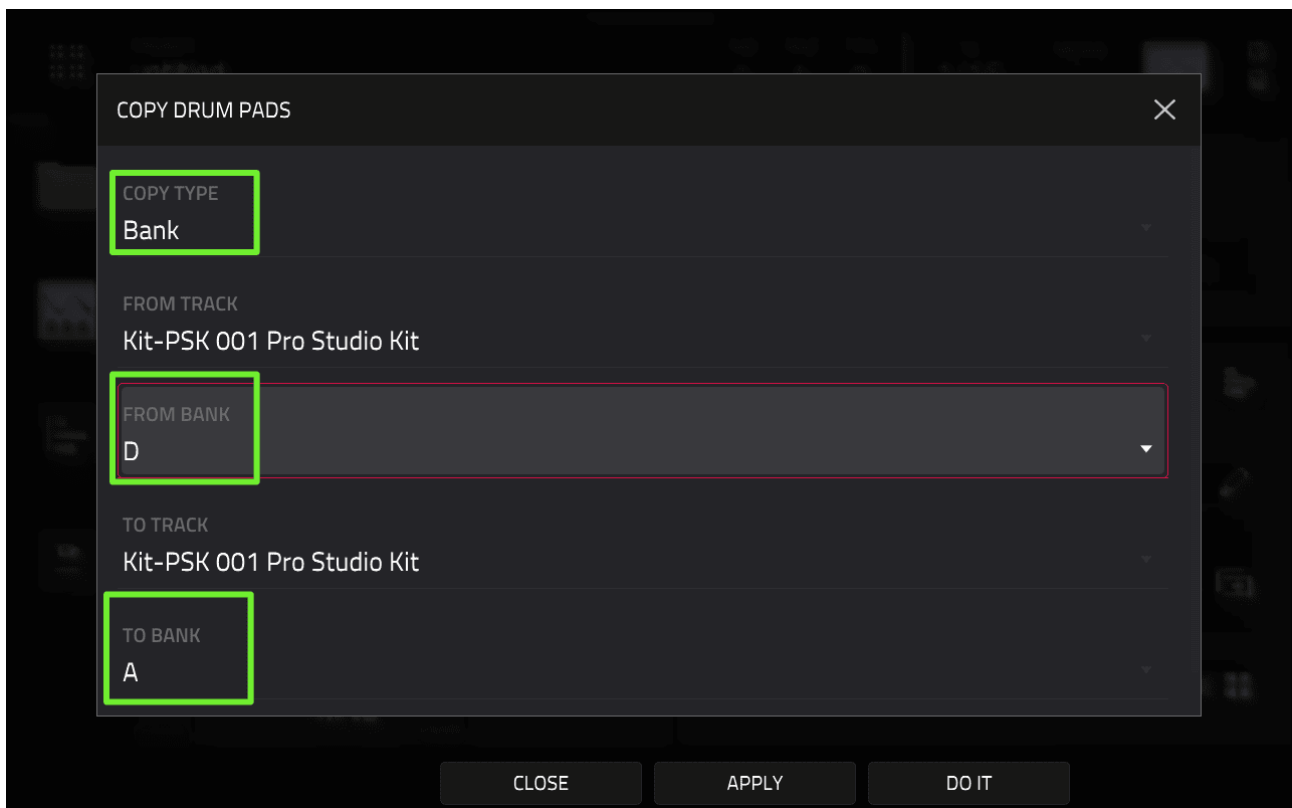
We find it's best to *temporarily* build your new layout in a different, completely empty pad bank – for this expansion, the first completely empty pad bank is **BANK D**.

Set **COPY TYPE** as '**Pad**'. Under **FROM TRACK**, select the pad you wish to copy, e.g. pad **A5**. Under **TO TRACK**, set the pad you wish to copy to, for example, pad **D1**:



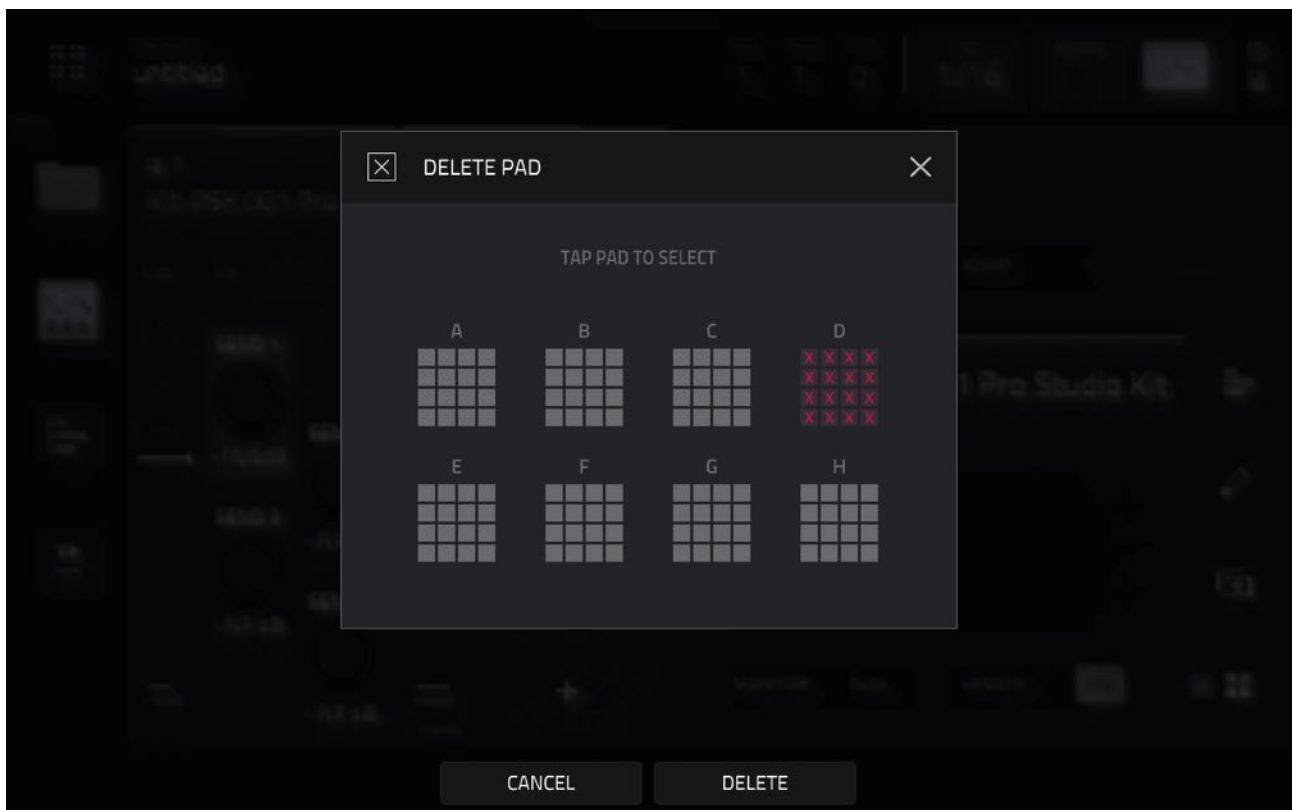
Hit **APPLY** rather than DO IT as this will keep you within the COPY DRUM PADS screen. You can now continue copying other single pads over to BANK D, creating your new preferred kit layout.

At this point if you would prefer the new kit layout to reside in bank A, change **COPY TYPE** to **Bank**. Set **FROM BANK** to **D** and **TO BANK** to **A**:



Hit **DO IT** to copy the new layout over bank A and to automatically close the COPY PADS screen.

And if you want to free up those pads in BANK D, press [**SHIFT**] and [**COPY**] to reveal the **DELETE PAD** screen – press [**BANK D**] and hit all the pads you wish to delete and hit **DELETE**:

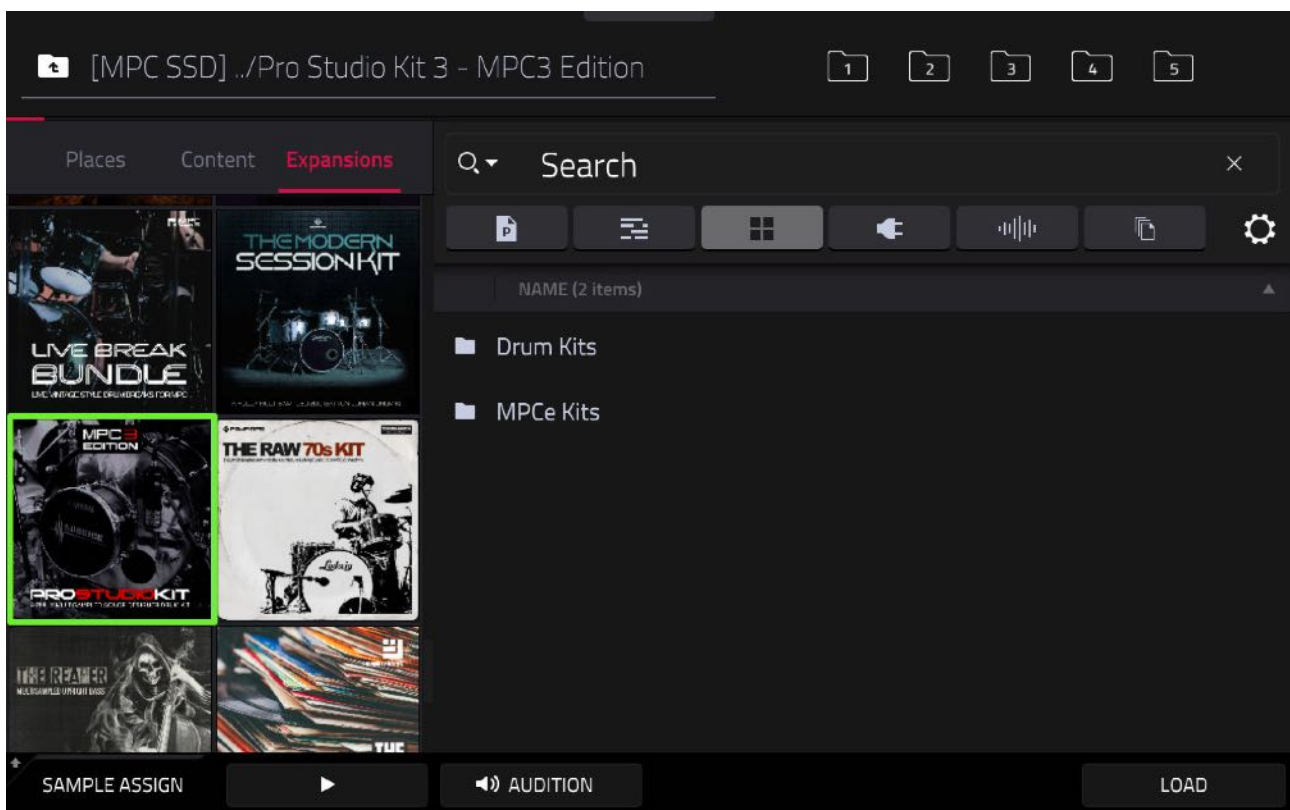


You can also use **COPY TYPE: Range** to copy a range of successive pads (e.g. pads A5 to A8).

STANDALONE MPC/FORCE

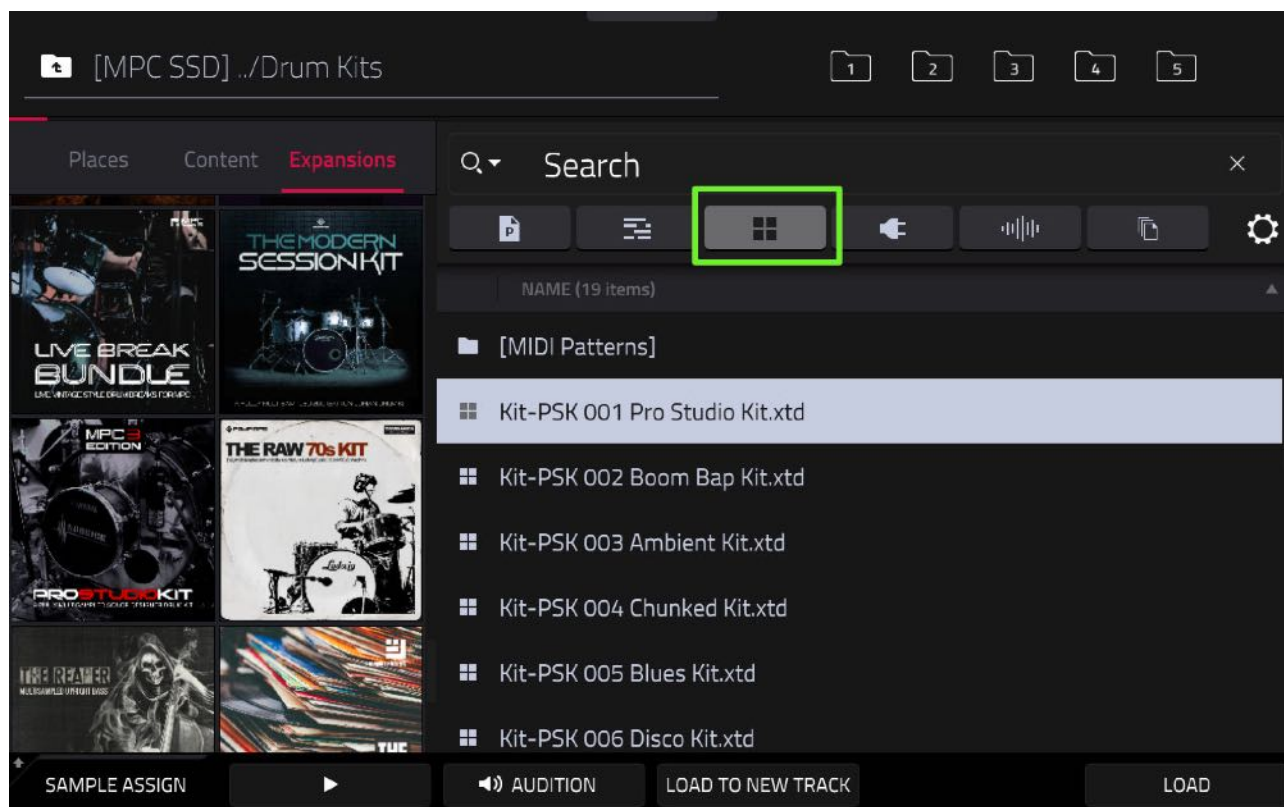
Please note that this expansion features separate installers for MPC2 and MPC3 – please ensure you install the correct version for the firmware generation you are using.

After [installation](#), boot up your MPC and go to **BROWSER > Expansions** and tap on the **Pro Studio Kit 3** thumbnail to reveal the expansion on the right side of the screen.



Loading Instruments:

Enter the '**Drum Kits**' folder and choose the **PROGRAMS/TRACKS** filter to view the available instruments:



In MPC3, the kits are in '**XTD**' format. In MPC2, they are '**XPM**' files.

The file **Kit-PSK 001 Pro Studio Kit** is the raw, un-effected kit. All other kits are 'presets' built around the main kit but with different parameters and FX applied to achieve a range of different kit sounds.

Single tap on a kit 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**'.

Loading kits in MPC3 / Force 3.9+:

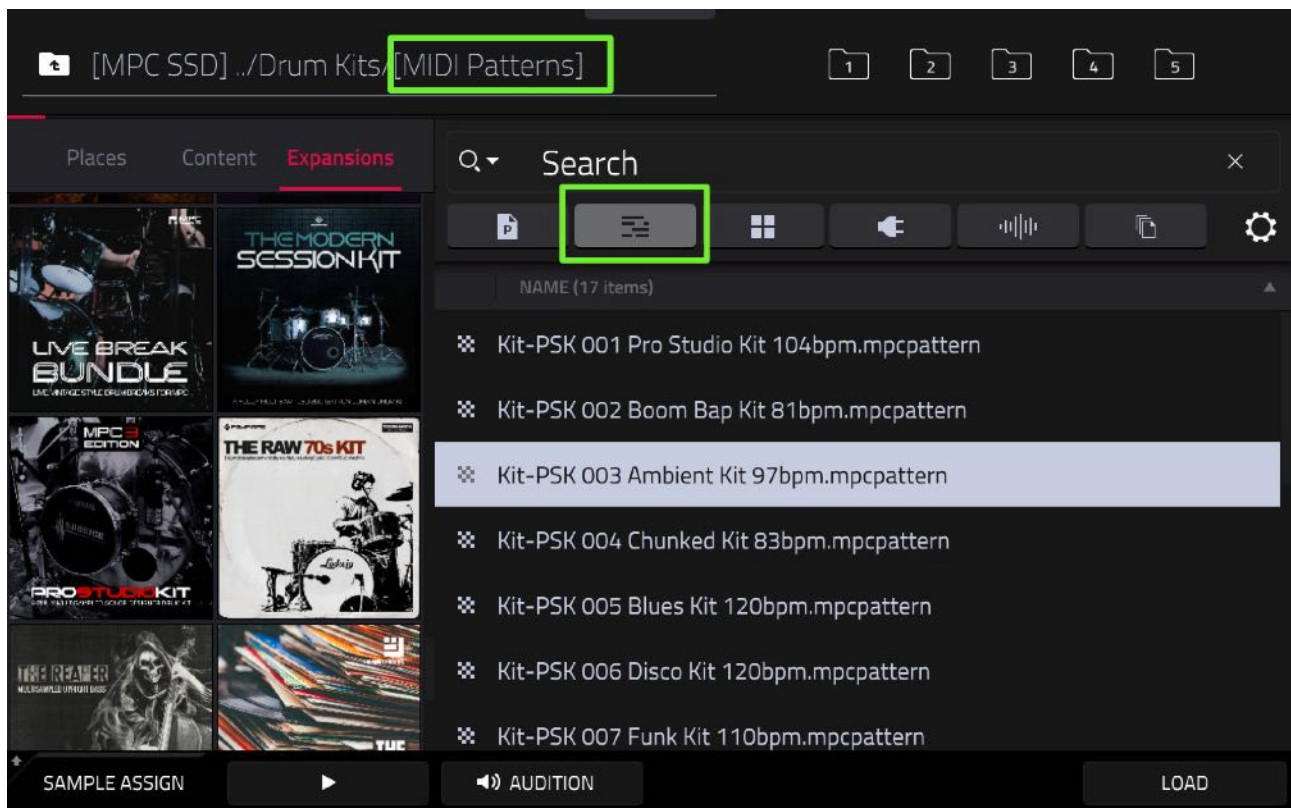
To load a kit to the current track in your project, either double tap the **.xtd** file or single tap and press **LOAD**. This will overwrite the existing track; if you prefer to load to a new track, press **LOAD TO NEW TRACK** instead. You can now view your loaded **DRUM** track in **MAIN**.



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

Loading MIDI Drum Patterns:

Enter the [**MIDI Drum Patterns**] folder and select the **MIDI** filter:



Each pattern is labelled with a genre and a suggested tempo. Most of the patterns can be used with any of the provided kits and presets so feel free to mix and match, although in some cases you'll get best results matching a pattern to the preset of the same genre, for example, using the 'jazz' patterns with the 'Jazz Kit' preset.

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 in **MPC3/Force 3.9+**, simply double tap the pattern. If the track already has one of the drum kits from the Pro Studio Kit expansion 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 in real time, no need to press [STOP]).

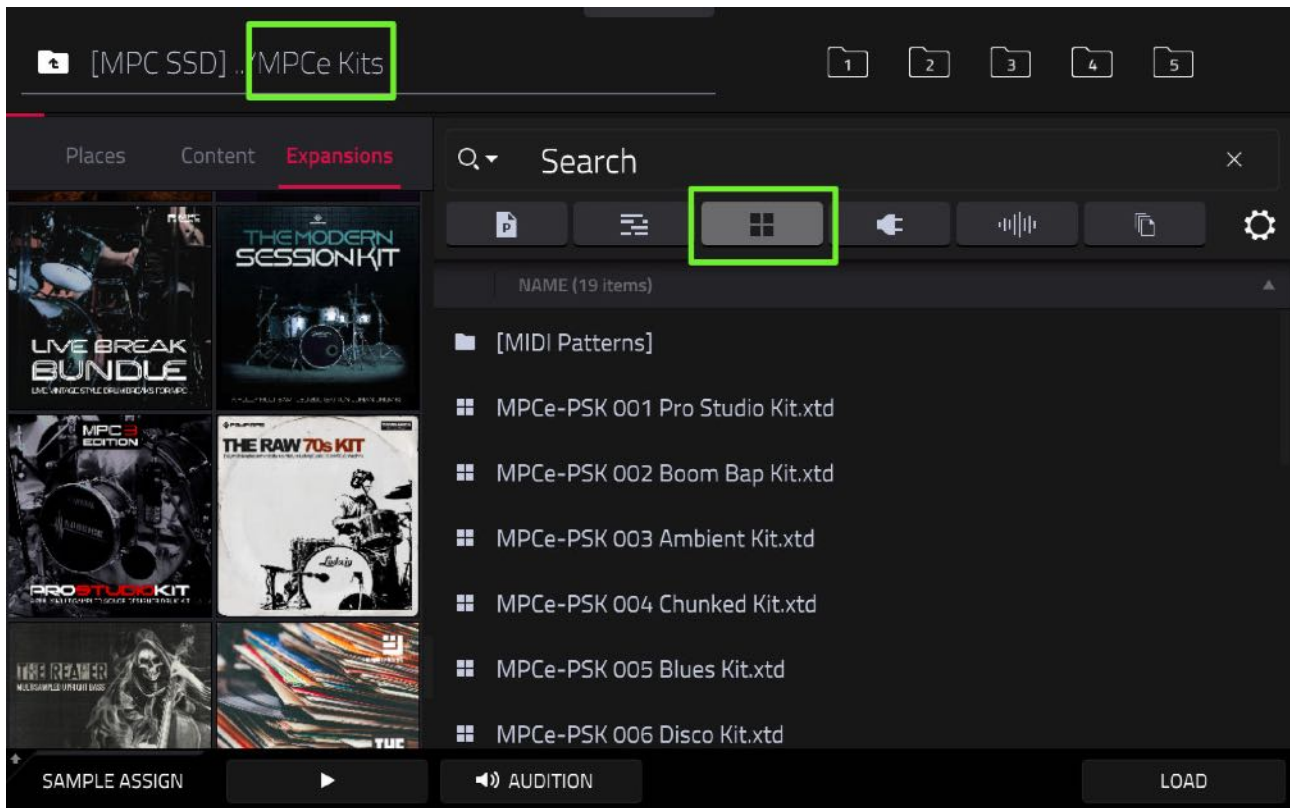
As these are MIDI files they will automatically adapt to the tempo of the sequence you import them to. Check out the [MPC Bible](#) for extensive, hands-on tutorials covering use of the MPC sequencer.



MPC2/Force 3.3: *In MPC2, patterns are always loaded to the first available 'unused' track in your selected sequence. First, double tap a pattern to load it and in MAIN locate the track containing the loaded pattern. Now set this as a DRUM track and assign a Downbeat Kit drum kit to it.*

Loading MPCe Kits & Patterns

MPCe versions of all kits are located in the **MPCe Kits** sub folder:

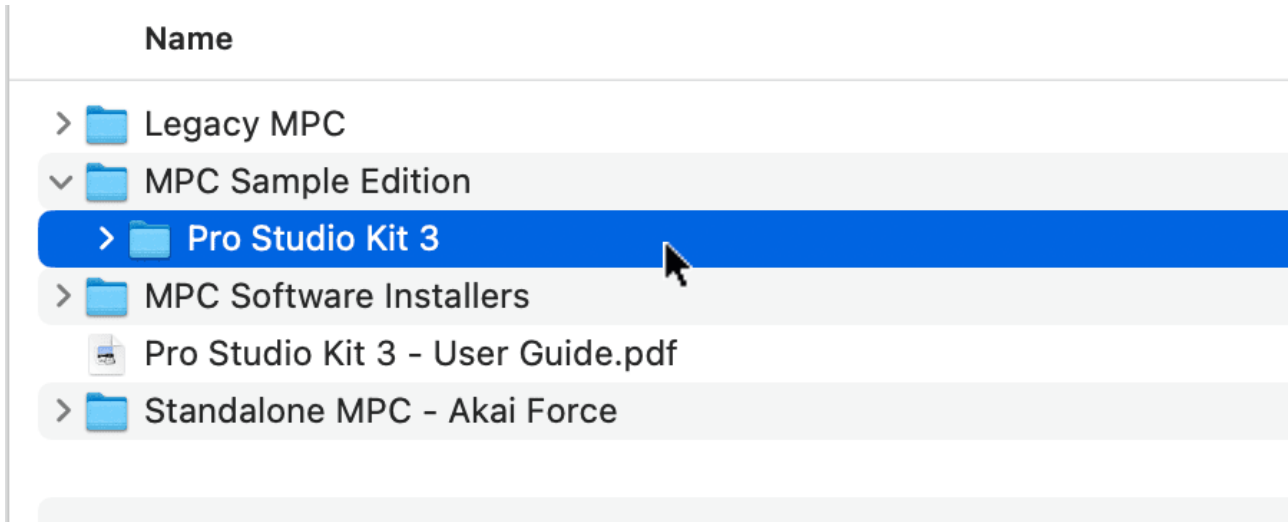


Load these in the exact same way as the standard kits.

The **[MPCe Drum Patterns]** folder contains converted MPCe versions of the entire MIDI groove library. These patterns are compatible with the more compact layout employed by the MPCe kits and include all the required MPCe positional data to trigger the correct drum articulations within each multi-zone pad.

AKAI MPC SAMPLE

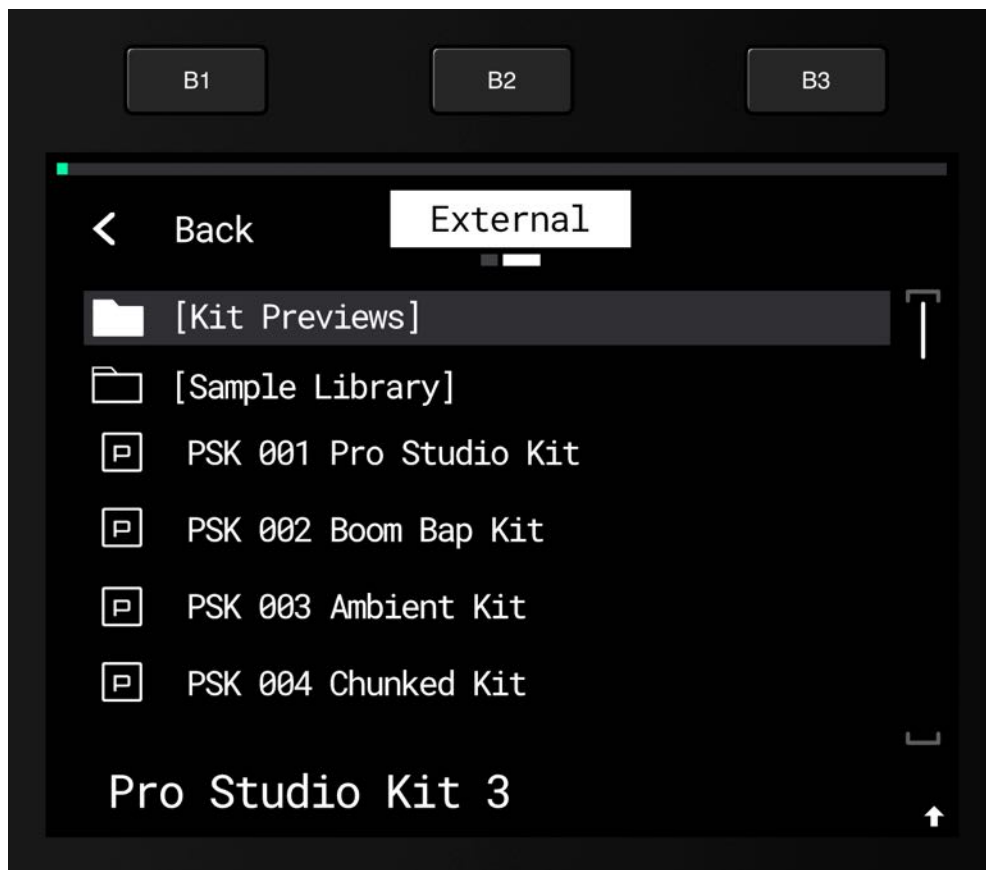
From the downloaded files, enter the '**MPC Sample Edition**' folder:



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

LOADING PROJECTS

In your MPC Sample, 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 **Pro Studio Kit 3** folder:



Here you'll see a list of projects; turn your (ENCODER) to highlight a project and press down to select it – confirm '**Yes**' with the [**B3**] button to load the project.

A project consists of a 'cycle kit' in bank A and a four bar drum sequence built with the kit (**SEQ A01**). All kits feature round robins on each pad, giving you a different timbre and tone each time you hit a pad for a more natural drum kit sound.

Press the [**PLAY**] button to play the four bar drum sequence included for each kit. Hit the pads to play the individual drums.

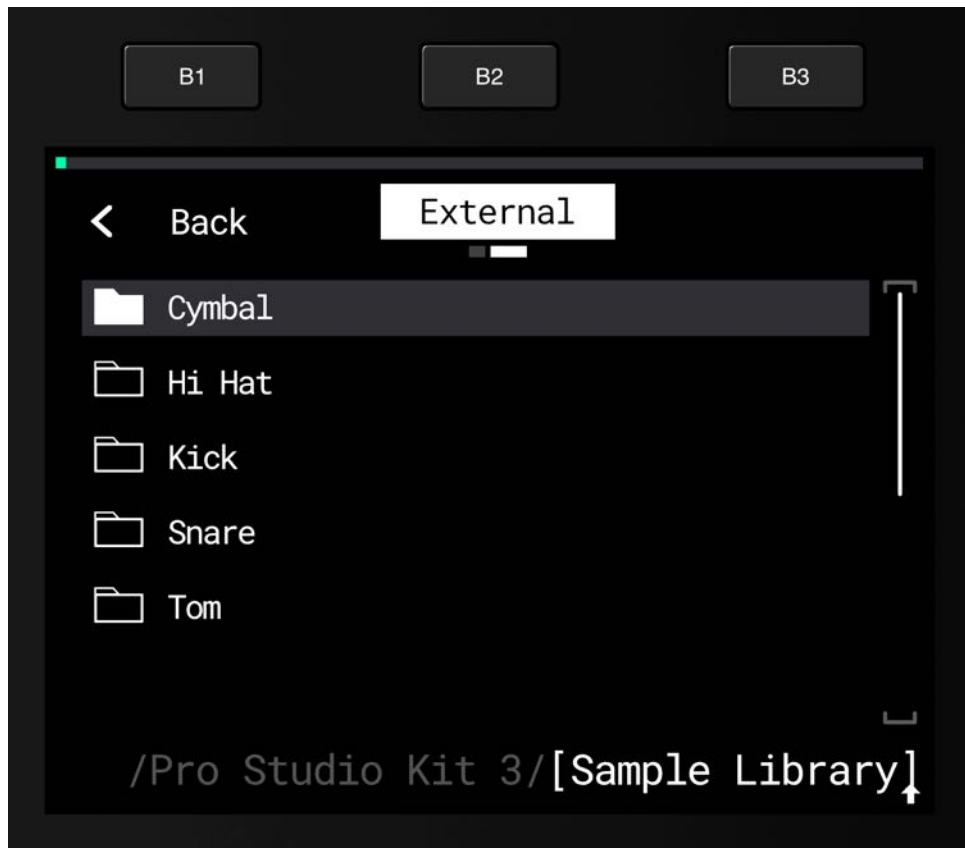
LOADING INDIVIDUAL KITS

To load just the kit from any project (thus replacing the kit currently loaded to your project), 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**'.

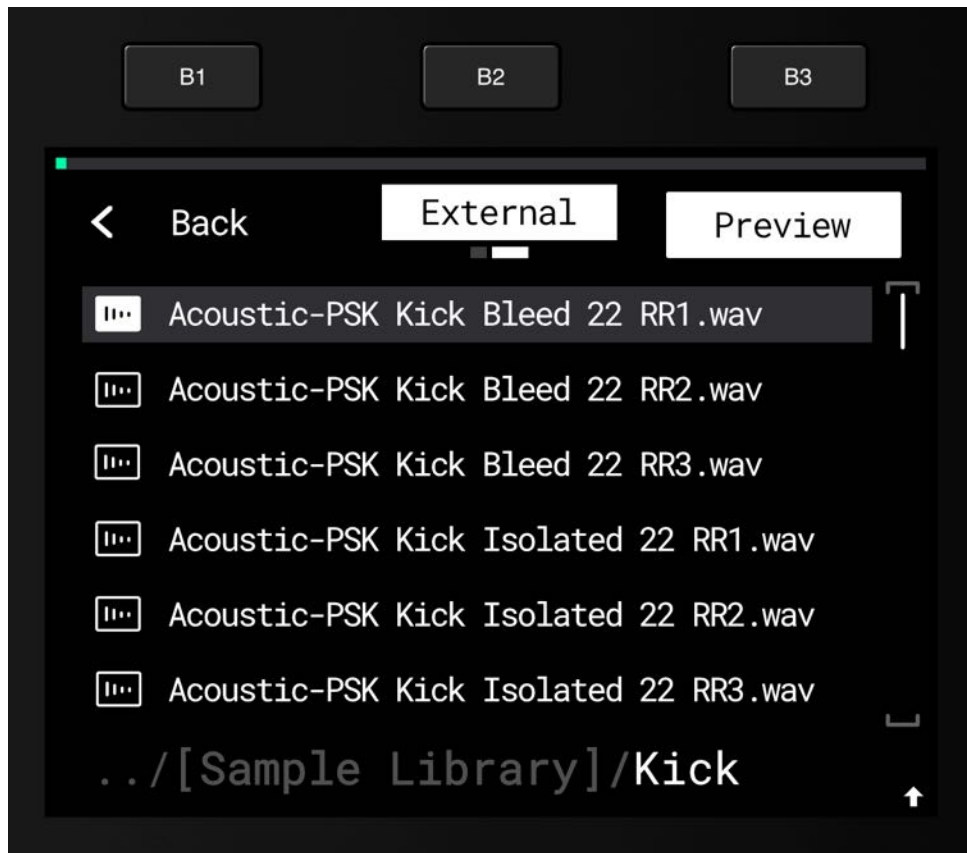
LOADING INDIVIDUAL SAMPLES

To load and assign individual drum samples to any project, press the **[SAMPLE SELECT]** button, navigate to your copy of the '**Pro Studio Kit 3**' expansion folder on the '**External**' disk.

Enter the '**[Sample Library]**' folder where samples are organised by drum type:



Enter a folder to view the samples in that category:



To load a sample to a pad, first tap the pad so it is lit yellow, then use the (ENCODER) to highlight and click on the sample you wish to load to that pad.

PROJECT / KIT PREVIEWS

The MPC Sample browser does not currently offer any way to 'audition' the sound of a complete project or kit, so as a workaround go to [**SAMPLE SELECT**] and navigate inside the '[**Kit Previews**]' folder where you'll find short audio file previews of all projects / kits.

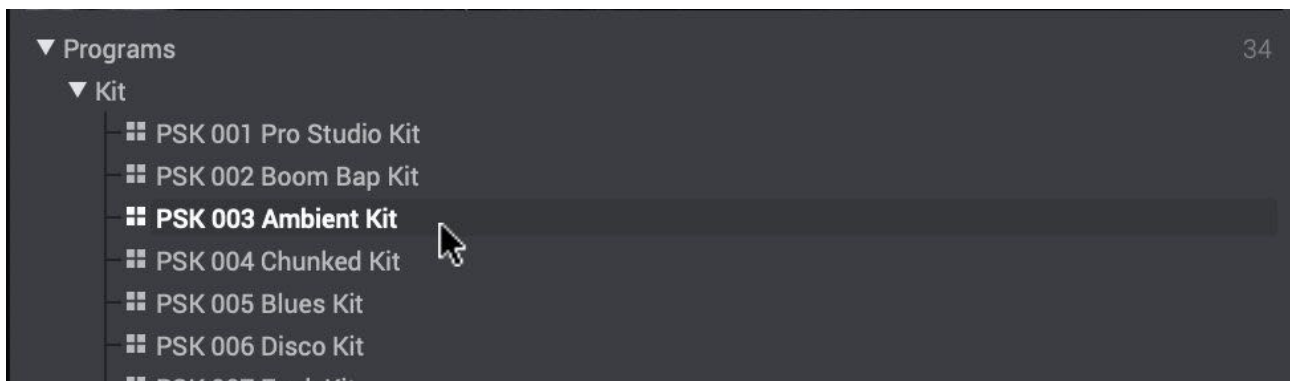
MPC SOFTWARE / MPC BEATS

Please note that this expansion features separate installers for MPC Software 2 and MPC Software 3 – please ensure you install the correct XPN file for the version of MPC Software that you are using.

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



Expand the '**Programs**' group and then the '**Kit**' sub-group to view the standard kits:



MPCe versions of the kits are within the '**MPCe**' group. Click to select a kit. Press the 'play' triangle to hear a pre-recorded preview, or enable the 'Auto Play' option to launch previews automatically.

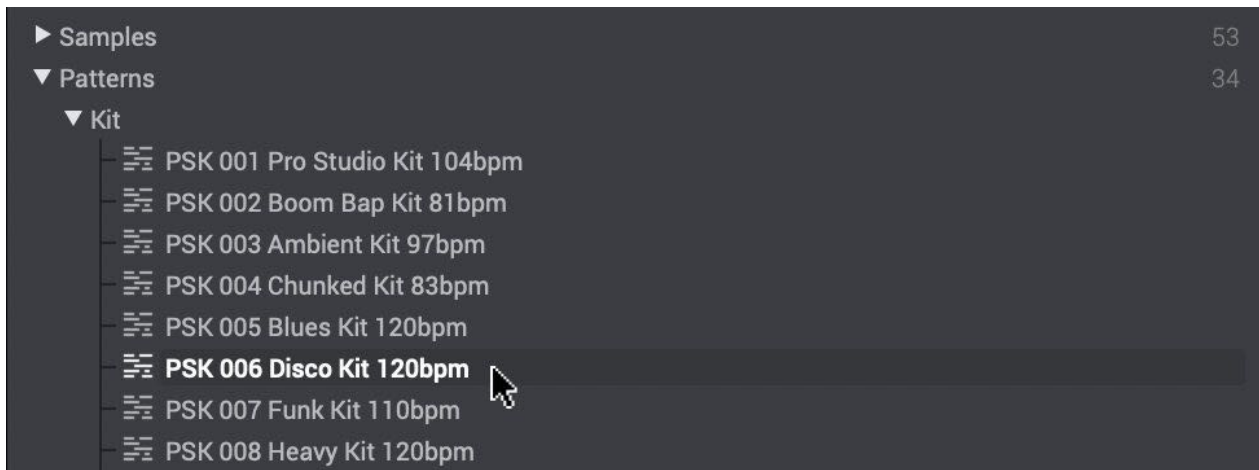


To load a kit in to the current track in an MPC3 project, either double click it or drag it into the MPC Software grid. This will automatically convert the current track to a DRUM track containing the kit.

To load a kit 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 **DRUM** type track in the 'Inspector' and manually assign the kit to this track.

MIDI Patterns

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



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

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

In **MPC2**, double tap to load a pattern to the first available 'unused' track in your selected sequence. After loading, set this track as a **DRUM** track and assign a Downbeat Kit drum kit to it.

LEGACY MPCs

Please note that while the Pro Studio Kit 3 expansion is not suitable for legacy MPCs we have included a 'legacy MPC' version of the raw drum kit which can be found in the '**Legacy MPC Edition**' folder.

Simply transfer the folder to your legacy MPC using your preferred method. You can find more detailed transfer instructions here:

<https://www.mpc-samples.com/article/transfer-legacy-mpc-samplepacks>

FURTHER RESOURCES

Pro Studio Kit 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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