

PADPIMPS PRESENTS

UNDERGROUND CRATES VOL 2

INSTALLATION & USER GUIDE



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The Underground Crates 2: Introduction

- ‘**The Underground Crates 2**’ is part of our series of boom bap and instrumental hip hop inspired expansions, featuring a creative blend of dusty drum kits, vinyl cuts and analog instruments.
- Each theme consists of a self contained ‘construction kit’ featuring perfectly matched drums, percussion and melodic one shots, partnered with its own custom MIDI sequence featuring loose, boom bap-style drums layered over crusty chords, riffs and melodies.
- We’ve also included a collection of **sampled analog instruments** including warm basses, leads, pads, strings, brass and keys, all with Q-LINK mapped FX and noise so you can dial in the amount of lofi vibe you need.
- This expansion is fully compatible with all modern standalone MPCs, the **Akai Force**, the **MPC Software & MPC Beats** (MPC 2.11+ required).

What's Inside?

'The Underground Crates 2' contains **25 hip hop themes** and **20 sampled instruments**. Each theme consists of a 16 pad 'construction kit' and a matching 4 bar sequence made from the sounds in the kit.

Use the resources in Underground Crates in whichever way suits your workflow. For example, use the themes as starting points for your own compositions, or simply build your own kits and sequences from scratch using the drum & melodic sample library in combination with the sampled instruments.

Construction Kits

Kits contain the following sounds:

- **Drums:** two kicks, two snares, closed & open hat, crash, ride
- **Percussion:** clap, snap, shaker and tambourine
- **Melodic One Shots:** a combination of bass, lead and chord sounds.

In each construction kit, all sounds are matched tonally and melodically, so you can simply load up a kit and begin creating your own composition.

Theme Sequences

We've also matched each construction kit with its own short instrumental demo sequence to both showcase the sounds and to also provide a potential starting point for your own experiments. Sequences are provided in SXQ format (suitable for MPC only) and MIDI Pattern format (compatible with Force and MPC).

Sampled Instruments

There are 20 sampled keygroup instruments which have been multisampled from our collection of analog synths and designed to complement any of the themes. Simply load to a KEYGROUP type track and play using PAD PERFORM or an attached MIDI keyboard.

Instruments include bass, pads, strings, leads, plucks, percussion, keys and brass, with Q-LINK mapped control of FX and lofi noise (e.g. vinyl, tape, white noise etc), so you can add additional lofi texture as required.

Sample Library

If you prefer to build your own kits from scratch you can instead treat Underground Crates Vol 2 as a 'one shot' sample library – all samples are 'tagged' by instrument type for easy browser searching (e.g. 'snare', 'kick', 'bass') so you can rapidly build your own kits from the browser 'sample assign' screen.

We have also provided 'multi' kits which load one specific type of sound across your pads– for example, the 'Snares' multi will load all 50 snares from the expansion.

MIDI Pattern Compatibility

All drum kits in our Underground Crates series are compatible with the 'Chromatic C1' patterns found in our MIDI Pattern Expansions:

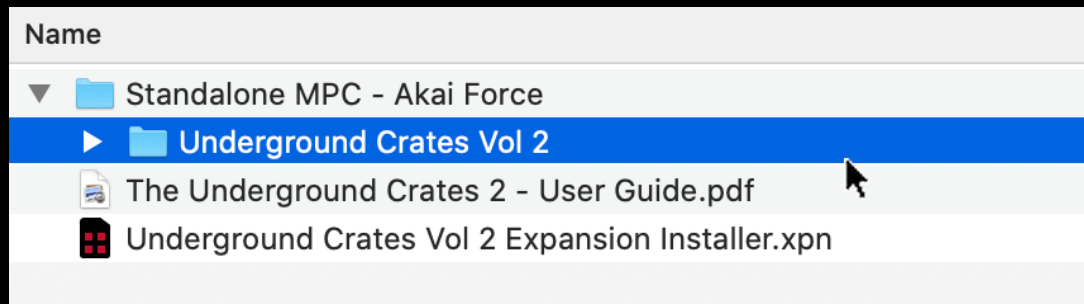
<https://www.mpc-samples.com/product.php/339/mpc-drum-patterns-bundle/>

Install: Standalone MPC & Akai Force

*The following instructions are suitable for any modern standalone MPC and the **Akai Force**. You can view the most up-to-date expansion installation instructions here: <https://mpc-samples.com/article/standalone-mpc-force-expansion-installation>*

First download the expansion from your File Bank and unzip using your computer's zip application.

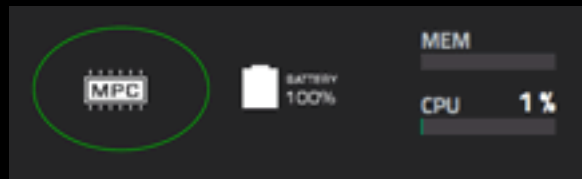
Enter the '**Standalone MPC-Akai Force**' folder and inside you'll see a sub folder '**Underground Crates 2**' – this is the folder we're going to transfer to our MPC:



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

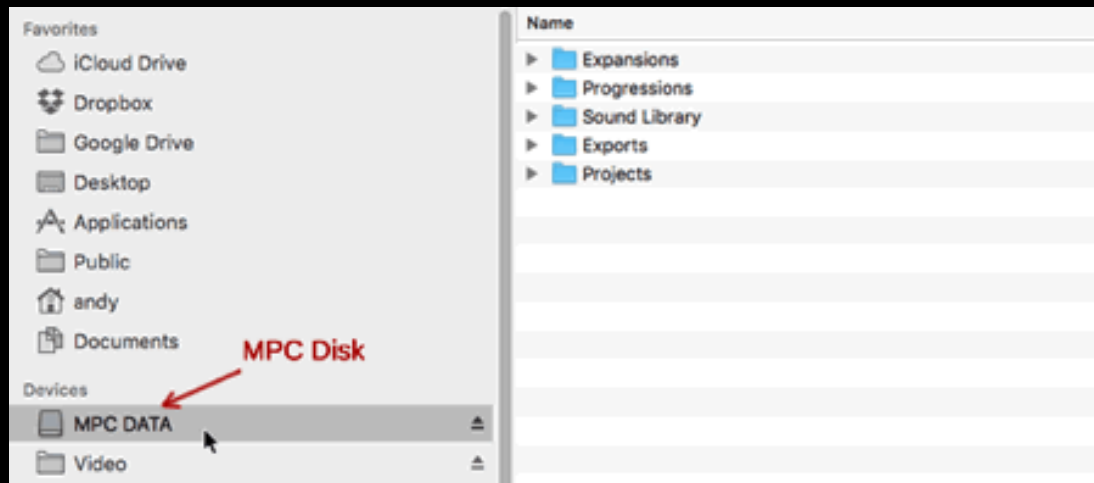
The first step is to mount this 'MPC disk' in your computer. If you use an SD card or USB disk, just eject the disk from your MPC/Force and physically insert it into your computer's SD card reader or USB port.

Alternatively, first ensure your MPC disk is inserted/connected to your MPC and then connect your MPC or Force via USB to your computer. Go to **MENU** and hit the '**MPC chip**' icon at the top of the screen (this is the '**Laptop**' icon in the Force).

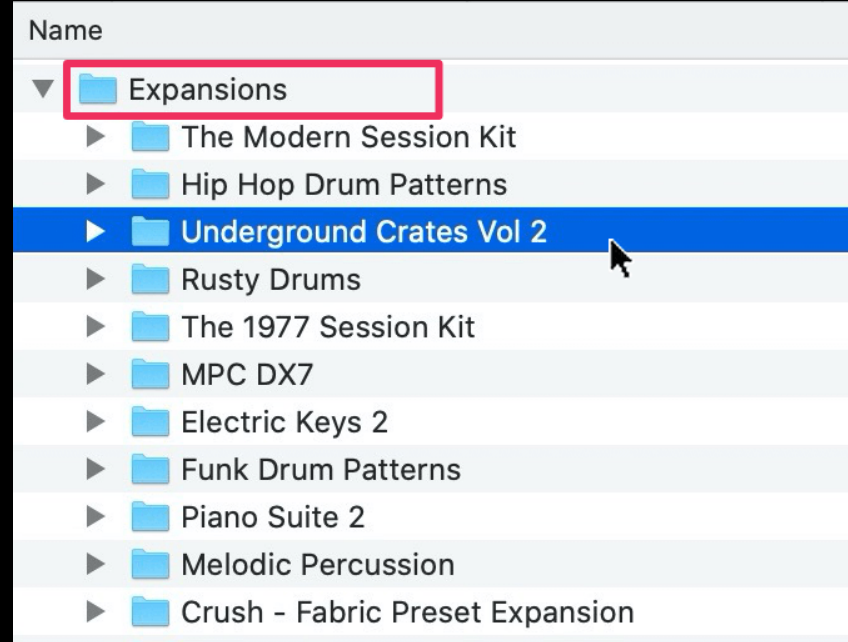


Now select **CONTROLLER MODE** ('**COMPUTER MODE**' in the Force).

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 MPC disk. Now copy the '**Underground Crates 2**' standalone expansion folder *inside* this 'Expansions' folder.

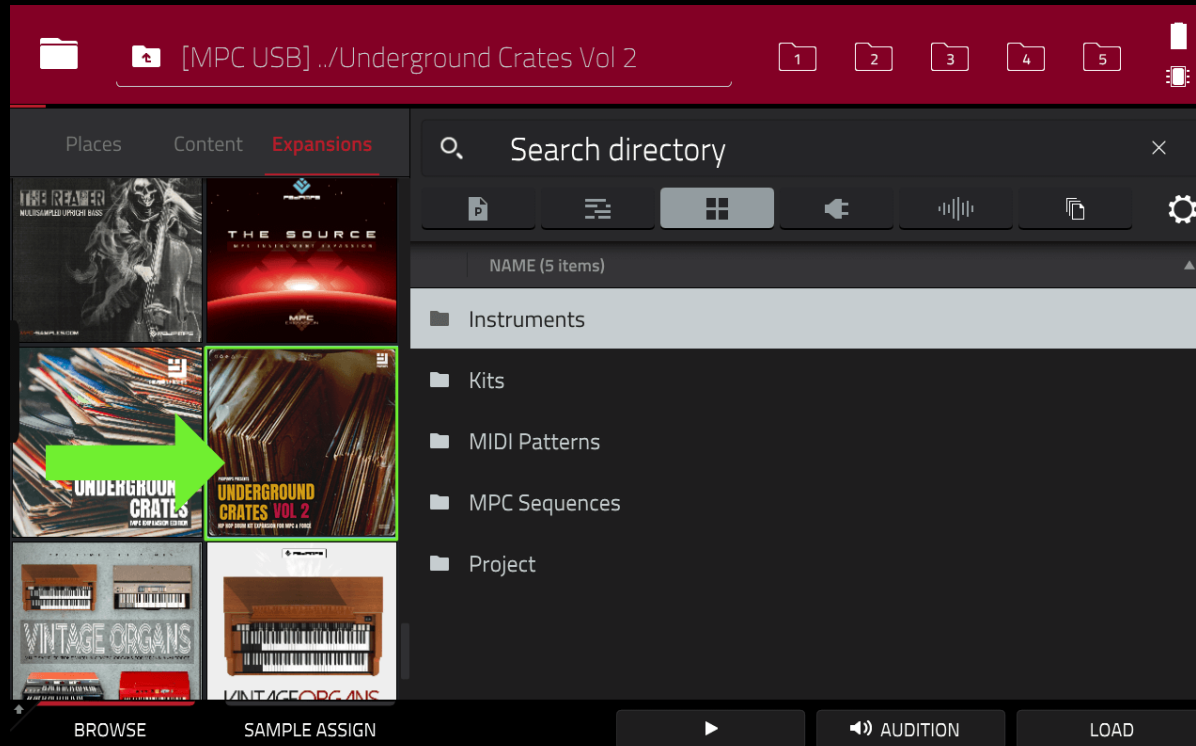


All done! If you had physically transferred the MPC disk to your computer you should now eject the disk from your computer and put the disk back in your MPC.

Alternatively, if you used USB transfer then eject/unmount the MPC from your computer and in your MPC, go to **MENU** and select the computer icon to return to standalone mode.

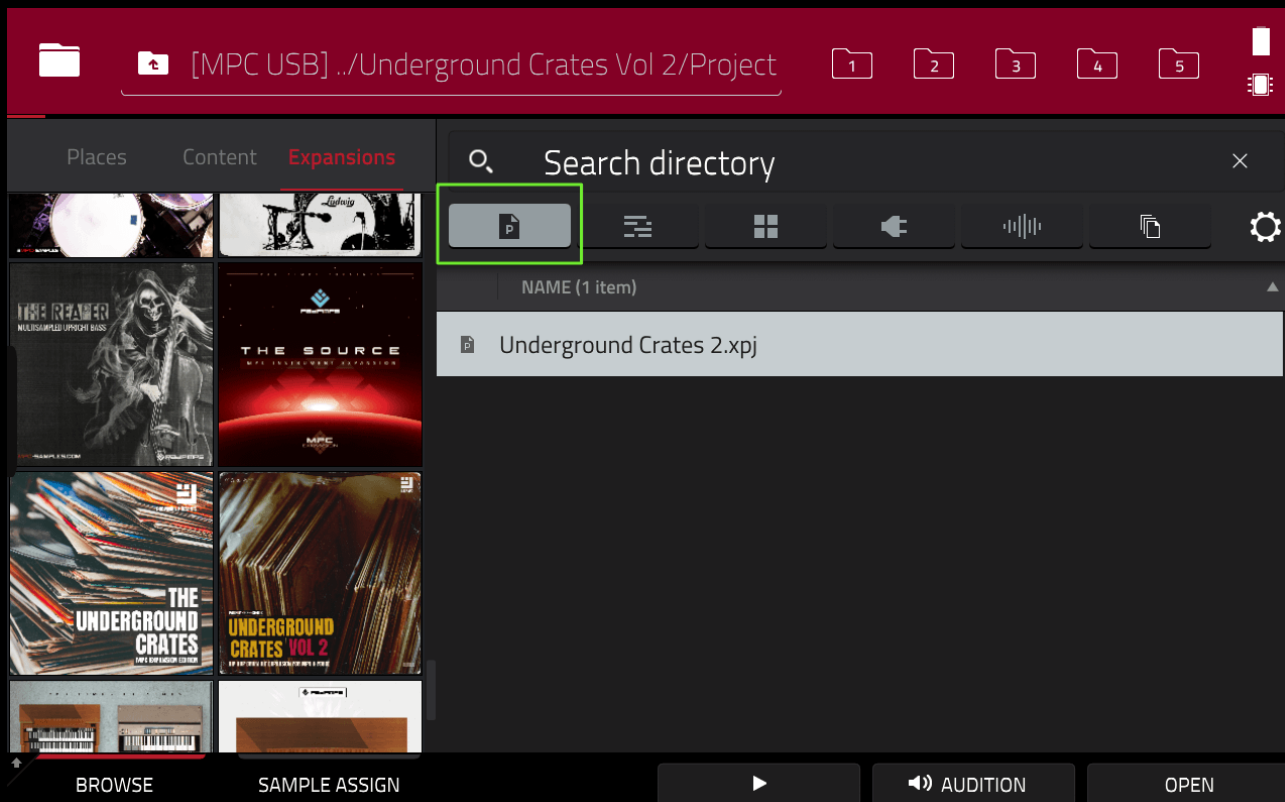
Standalone MPC & Akai Force Usage

Go to 'MENU > BROWSER > Expansions' and tap on the 'Underground Crates 2' thumbnail. On the right, you'll see multiple folders containing the various expansion resources:



Loading the Demo Project

Before you load any of the individual kits or sequences you might want to check out the expansion demo. Enter the 'Project' folder and make sure the 'PROJECT' browser filter is enabled:



This project (XPJ) is an MPC project file which will load all 25 construction kits and their matching 25 instrumental sequences into a memory. This is a perfect way to explore and demo the various themes in the expansion.

To load the project, double tap the XPJ file and go to **MAIN**:

PROJECT: Underground Crates 2

BAR: 1: BEAT: 1: TICK: 0 TC: 1/16 METRO

SEQUENCE

1 Kit-HipHop-UC2 Ki... (highlighted)

BPM: 79.00 BARS: 4 START / END: 1 4 TRANSPOSE: Off

TRACK

1 Kit-HipHop-UC2 ...

LENGTH: Seq TRANSPOSE: Off VELOCITY: 100%

DRUM PROGRAM

Kit-HipHop-UC2 Kit 01 (highlighted)

WARP SAMPLES ASSIGN SAMPLES EDIT SAMPLES

MIDI AUDIO TRACK MUTE SOLO

The default sequence will be theme 1, which uses the MIDI sequence **UC2 Kit 01** and is matched with the **UC2 Kit 01** construction kit. All MIDI data is on track 1.

Tap on the sequence name in the top left of the screen and use the data wheel to select any of the other sequences. Hit PLAY START to hear the sequence in action.

Alternatively, go to **MENU > NEXT SEQUENCE** where you can use the pads to trigger any of the loaded sequences.

The screenshot displays a music production software interface. At the top, a red header bar contains a play button icon on the left and a status bar on the right showing 'BAR 4: BEAT 1: TICK 32' and a battery icon. Below the header is a table with three columns: 'SEQUENCE', 'LENGTH', and 'BPM'. The table lists eight sequences, all named 'Kit-HipHop-UC2', with varying lengths and BPMs. Sequence 1 is highlighted with a red border. To the right of the table is a 4x4 grid of sequence triggers, each labeled 's' followed by a number (e.g., s13, s14, s15, s16). The triggers are arranged in four rows and four columns. The first row contains s13, s14, s15, and s16. The second row contains s09, s10, s11, and s12. The third row contains s05, s06, s07, and s08. The fourth row contains s01, s02, s03, and s04. The triggers s01 and s10 are highlighted with a green border, while the others have a yellow border. At the bottom of the screen, there is a 'SONG' button with a music note icon and four buttons: 'NEXT BAR', 'SUDDEN', 'HOLD', and 'CLEAR'.

SEQUENCE	LENGTH	BPM
1 Kit-HipHop-UC2	4	79.00
2 Kit-HipHop-UC2	4	77.00
3 Kit-HipHop-UC2	4	78.00
4 Kit-HipHop-UC2	2	69.00
5 Kit-HipHop-UC2	4	85.00
6 Kit-HipHop-UC2	4	85.00
7 Kit-HipHop-UC2	4	75.00
8 Kit-HipHop-UC2	4	84.00

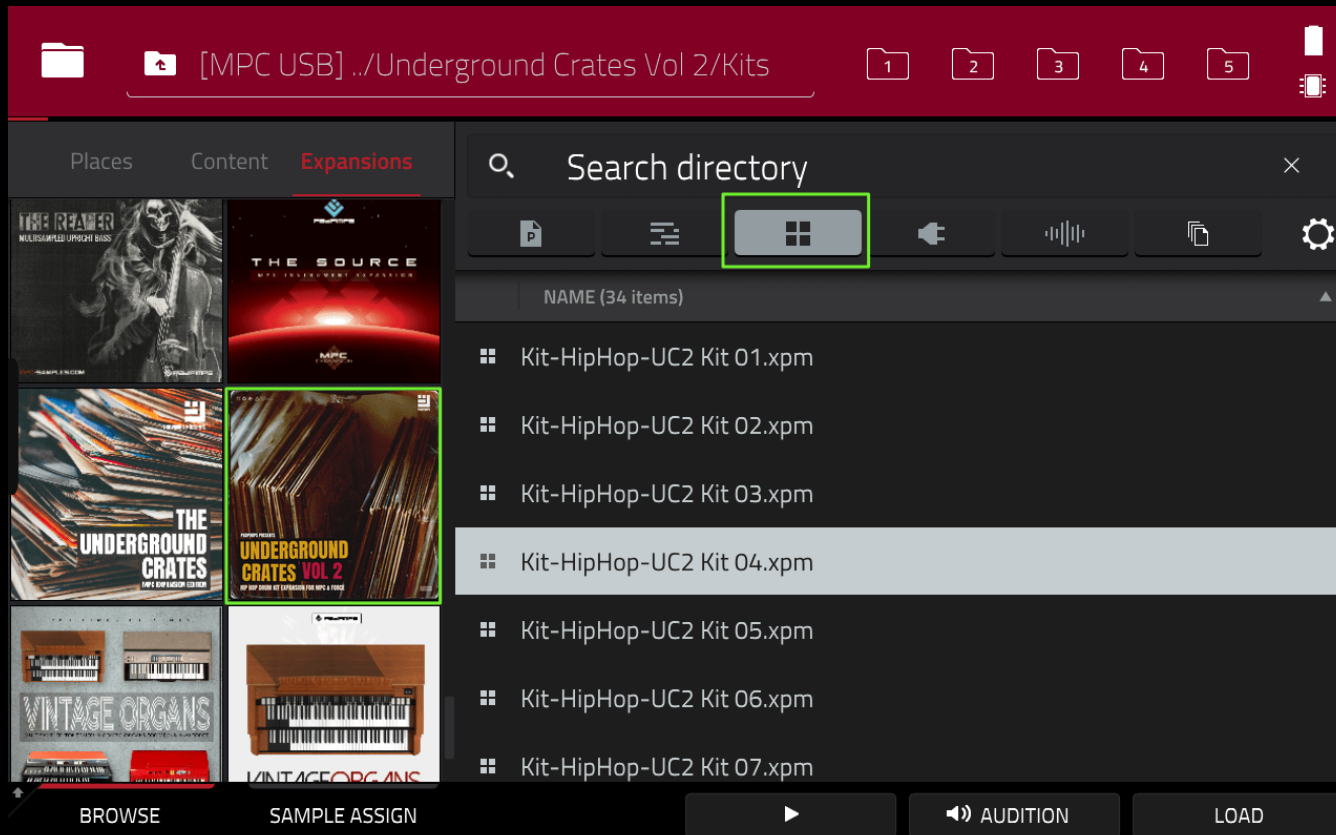
Akai Force users, running firmware 3.2.1 or greater, can also load this demo project via the Force browser. The Force will 'import' it and convert it to a Force project, with all sequences converted to individual MIDI clips, each on their own dedicated DRUM track and scene. You can use the scene launch buttons to play each of the themes.

Please note that the Force project uses the first sequence tempo as the overall project tempo (79 BPM), so some themes may sound a little different to what you hear in the audio demos.

After demoing all the themes, go to **MENU > NEW PROJECT** to clear your MPC/Force memory so you can start working on your own compositions using the individual construction kits, instruments, sound library and MIDI patterns, as detailed in the following sections.

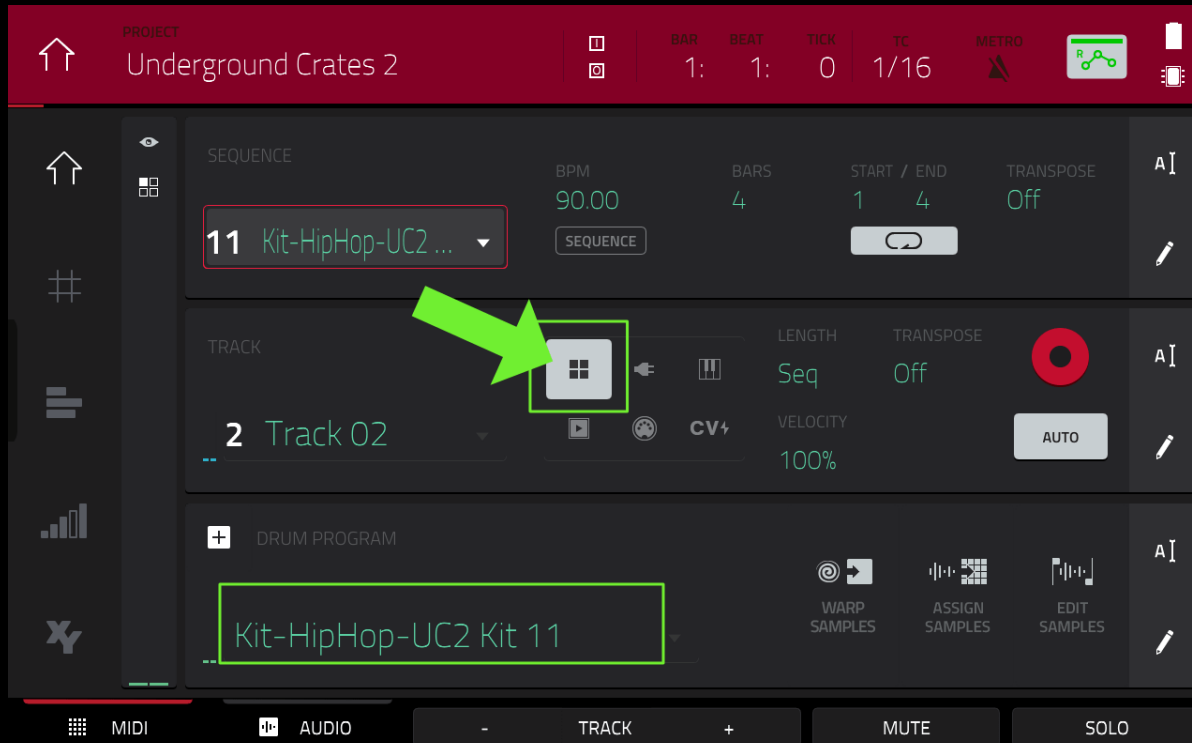
Loading Construction Kits

To browse and load any of the ready-built construction kits, enter the 'Kits' folder and select the **PROGRAM** filter:



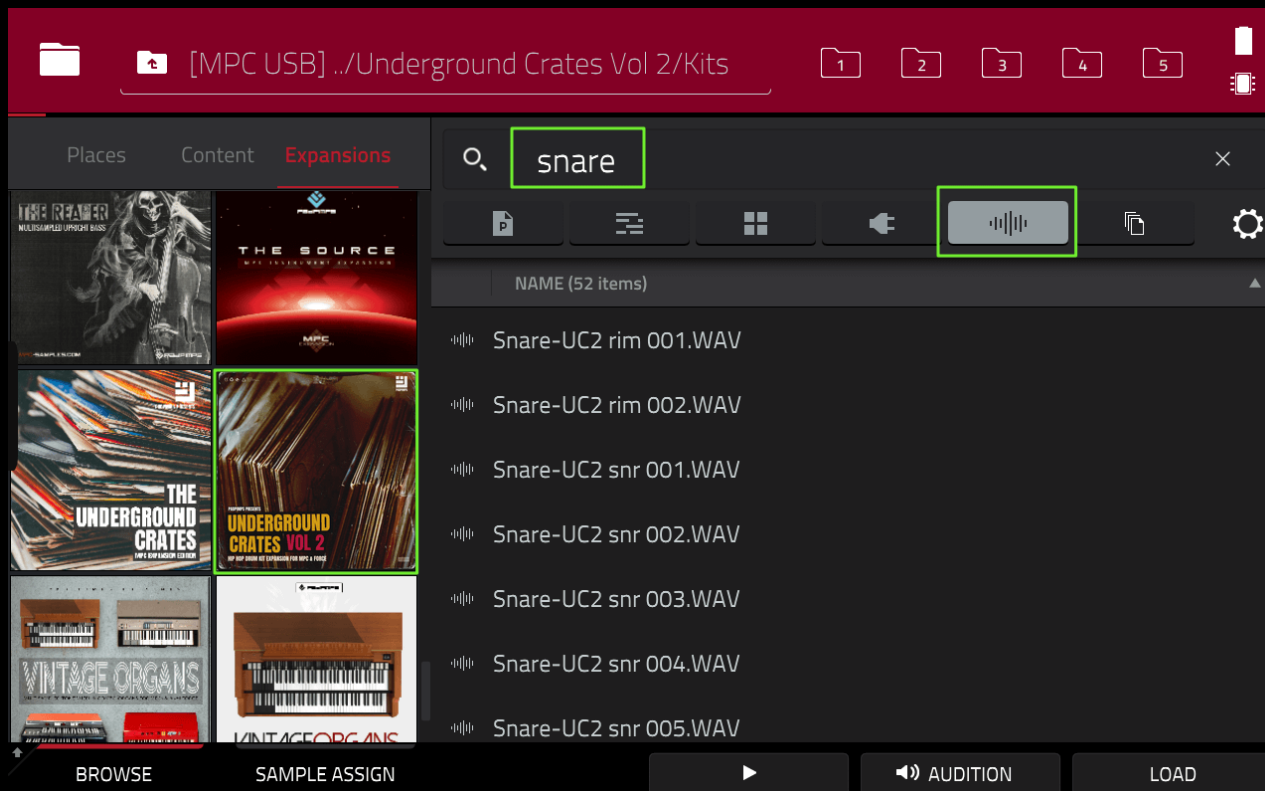
'Construction' kits have the prefix 'Kit-' (e.g. **Kit-UC2 Kit 01**).

If you have '**AUDITION > AUTO**' enabled (bottom right of BROWSER screen) you can tap any program file to hear a preview of each kit. Double tap to load the kit into your project and assign it to a '**DRUM**' type track in your current sequence in **MAIN**.

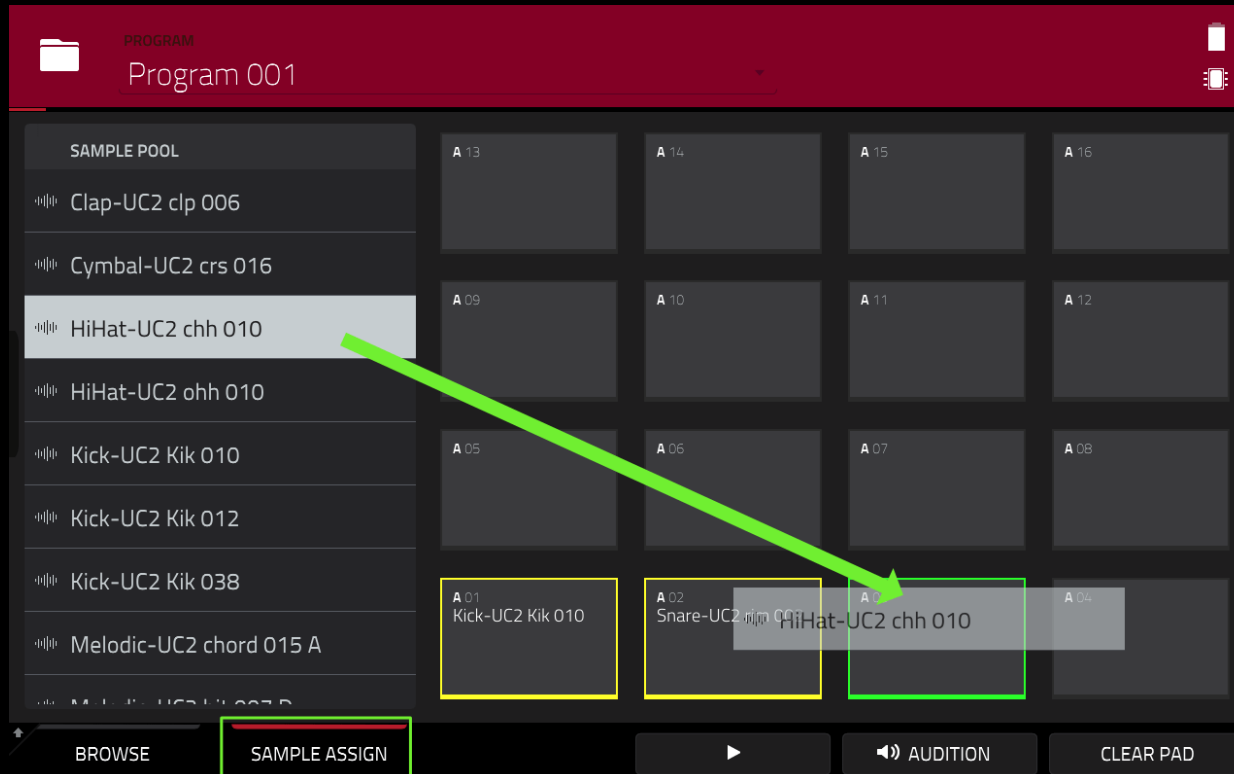


Browsing/Loading Individual Samples

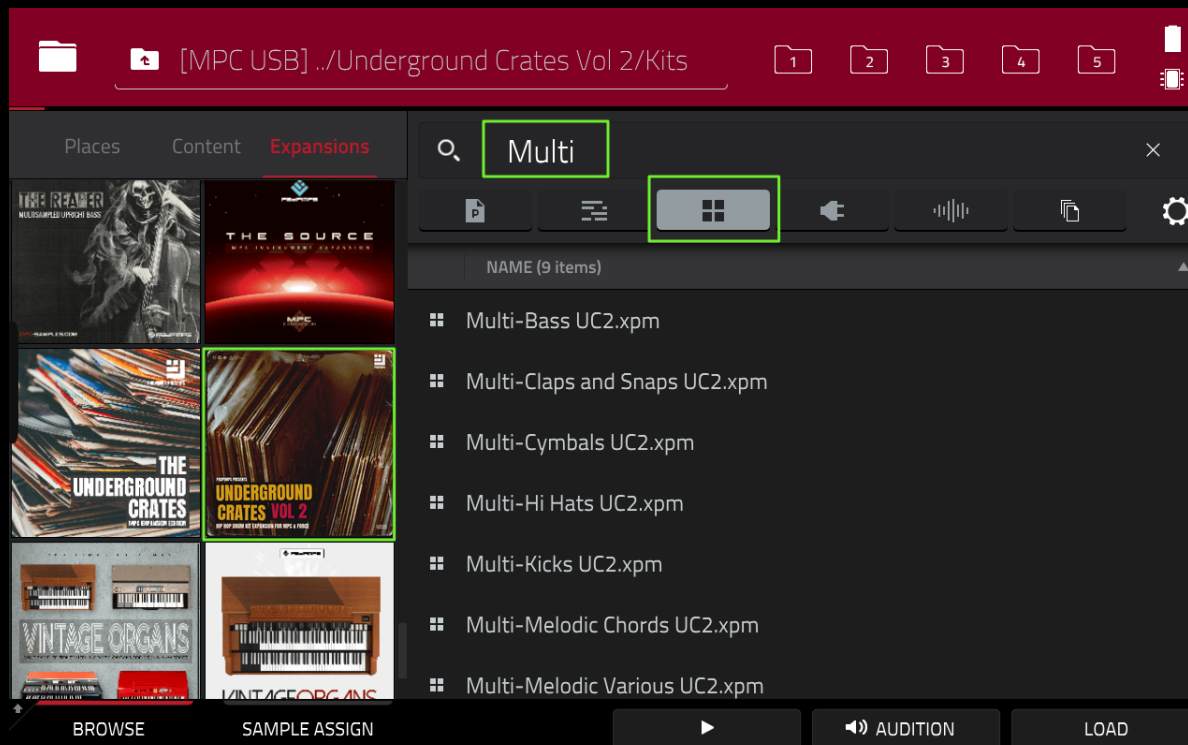
If you wish to browse for specific types of individual samples (e.g. to build your own custom kits), you can use the **'Search Directory'** option to filter by drum type. For example, to view all the snares included in the expansion, enter the term **'snare'**:



Make sure you've enabled the **'Samples'** filter so you are only viewing 'samples'. Double tap to load any individual sample into your project. Hit the **SAMPLE ASSIGN** tab at the bottom of the screen to drag and drop any previously loaded sample directly to a pad in your current program (hold down SHIFT to drag to a layer).



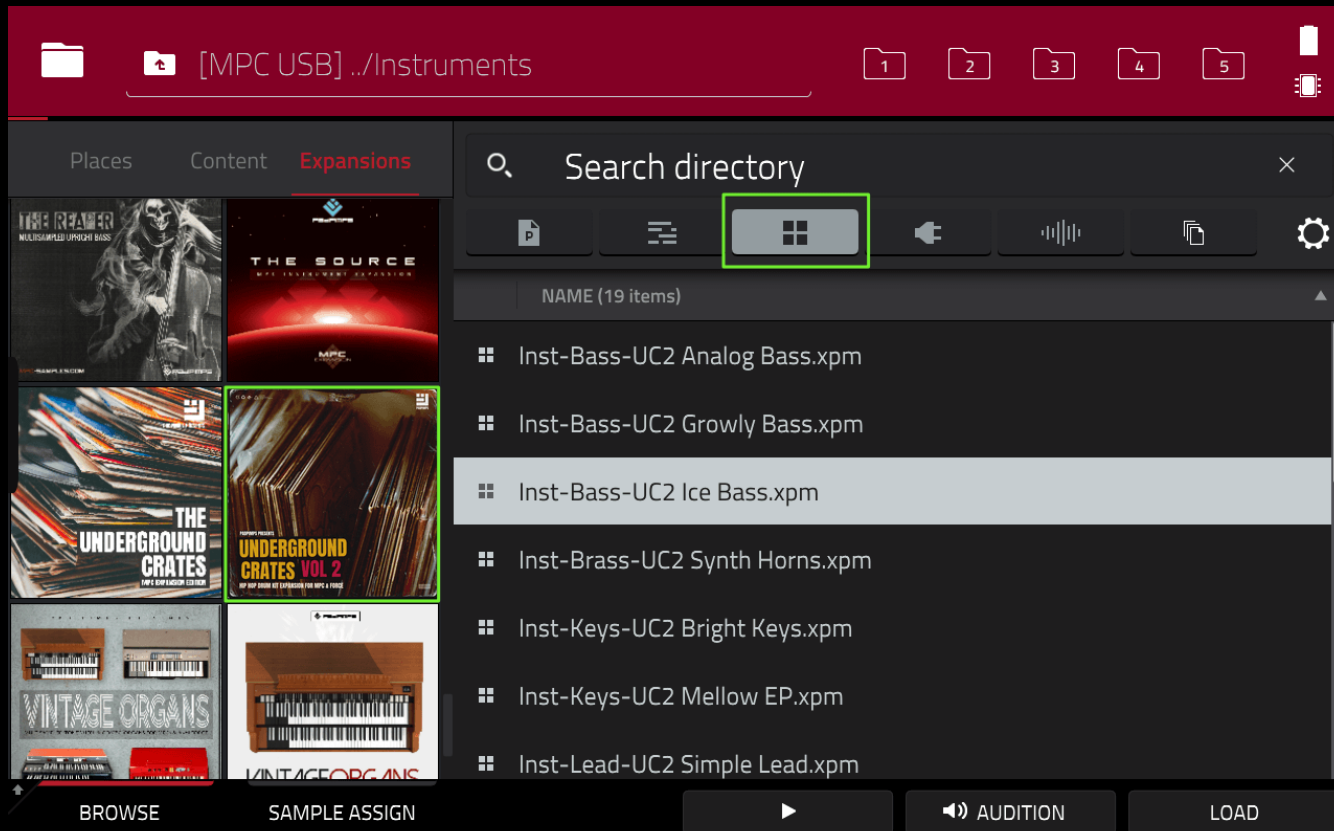
You can also bulk load one specific type of sample into memory. Select the **Program** filter and search for the term **'Multi'**.



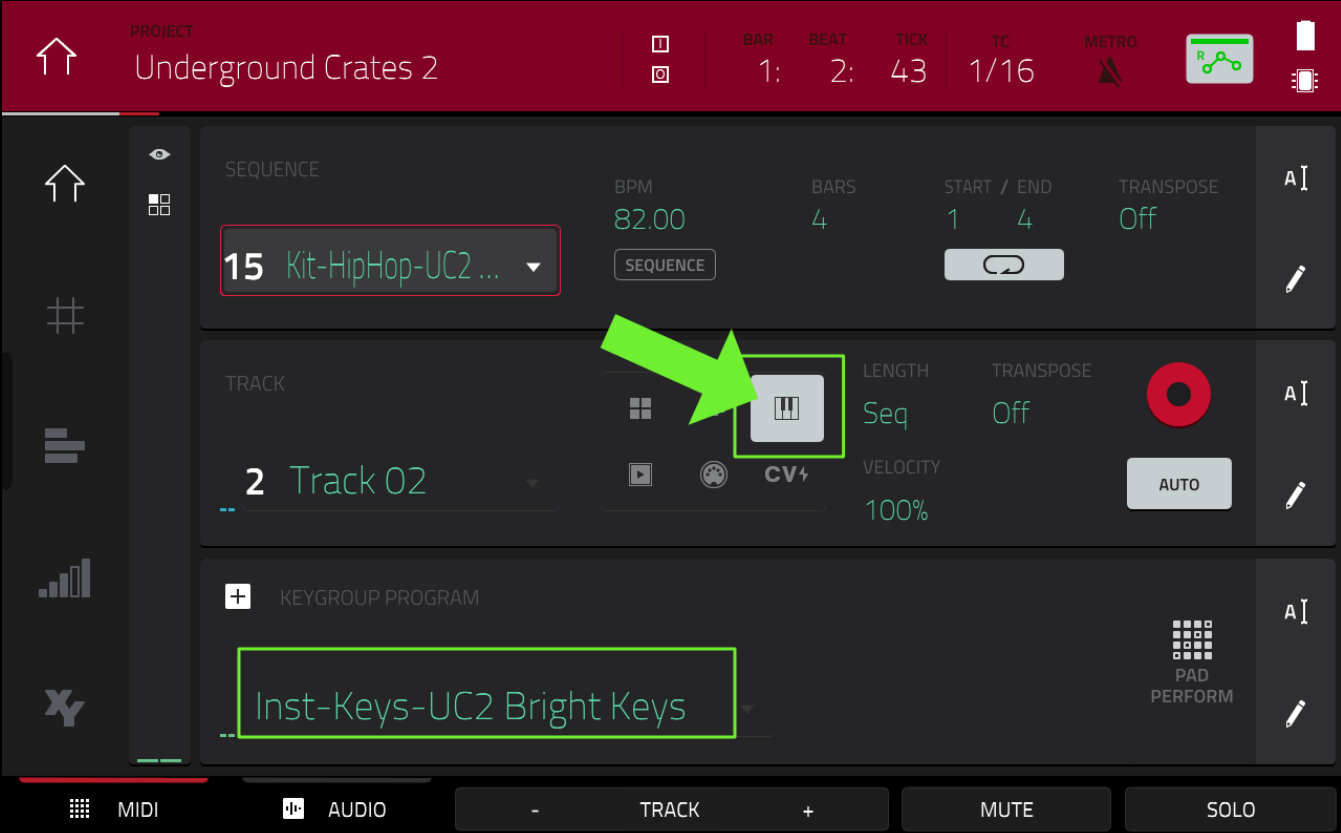
These 'multi' programs load one specific type of sound into memory (e.g. kicks) and automatically map them across the pads of a DRUM program for quick and easy preview.

Loading Keygroup Instruments

Navigate back up to the main root directory for the expansion and enter the 'Instruments' folder. Select the **PROGRAMS** filter:



These are multisampled analog instruments in 'keygroup' format. Tap an instrument to hear a preview and double tap to load it into your project. These instruments must be assigned to a **KEYGROUP** type track:



These instruments use very small amounts of memory so you can load up as many as you need. They are fully compatible with PAD PERFORM mode ('Notes' mode in the Force).

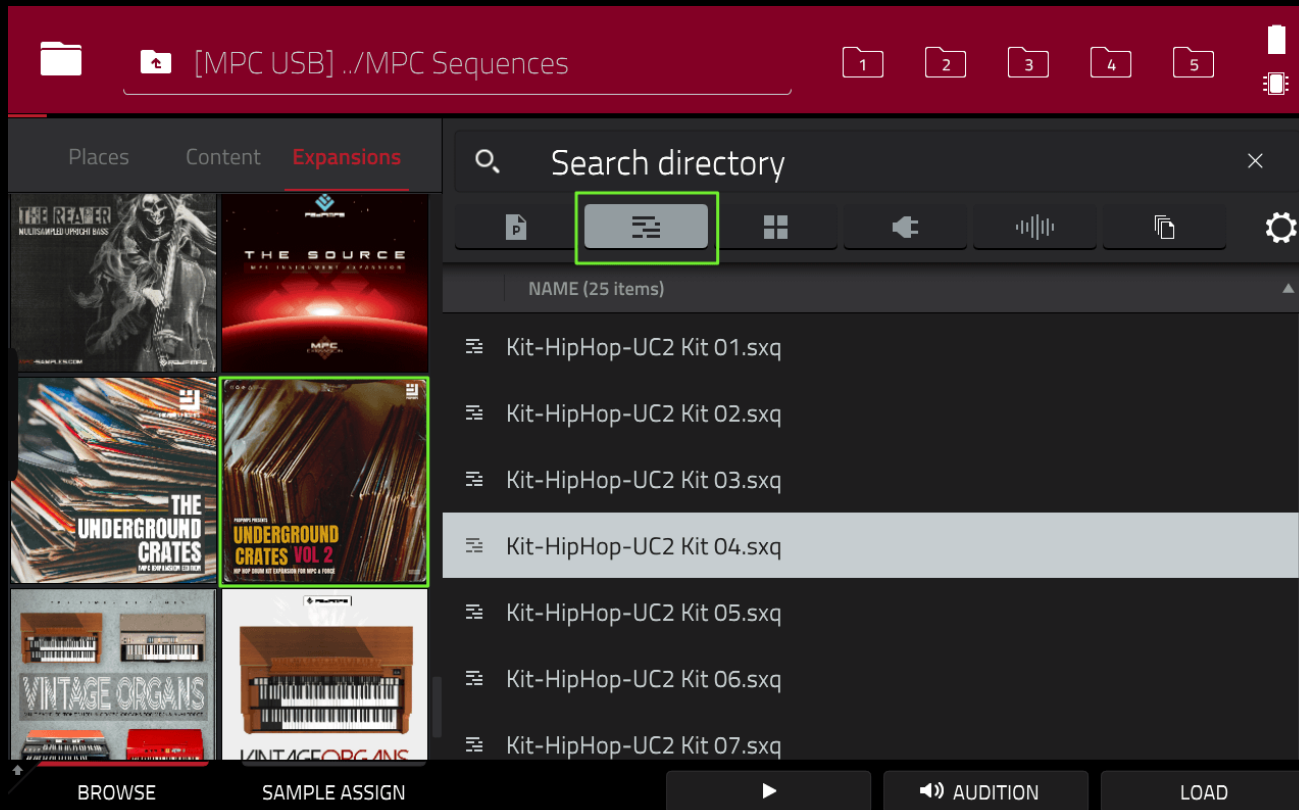
Using MIDI Sequences & Patterns

Each construction kit comes with its own short instrumental hip hop sequence to showcase the sounds in the kit. This sequence can be used as the foundation for your own composition. We've provided this MIDI in two distinct formats:

- **SXQ** - these are full MPC MIDI sequences to be used only within MPCs. When you load an SXQ file it will be placed in the next available 'unused' sequence slot in your project.
- **Patterns** (.mpcpattern) – MIDI patterns can be loaded directly to a 'DRUM' type track. In the Force you would load these to a MIDI clip, while in the MPC these would be loaded to the next available 'unused' track in the currently selected sequence.

Loading MPC Sequences

Head back to the root location of the expansion and enter the 'MPC Sequences' folder – select the **MIDI** filter:



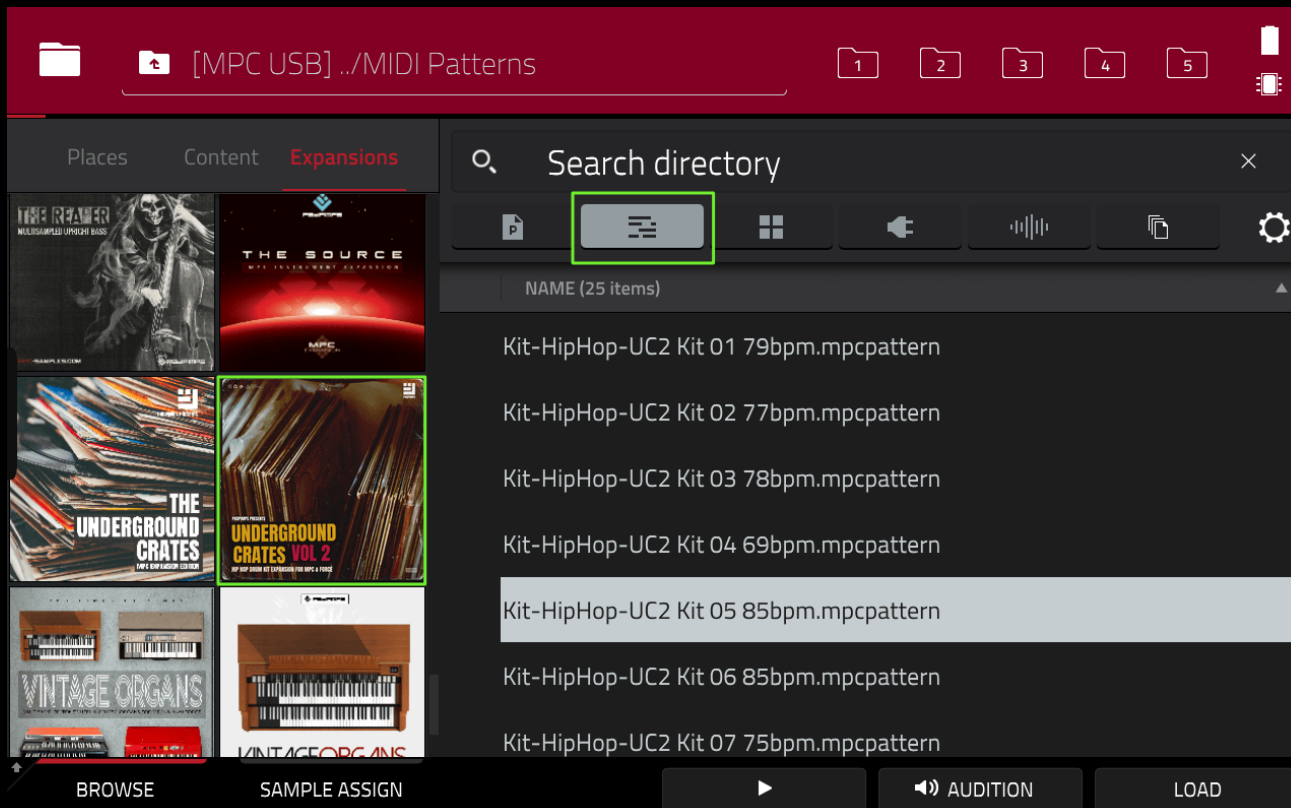
This folder contains all 25 themes in MPC sequence format (SXQ).

If you have **AUDITION: AUTO** enabled, tapping a sequence file will play a short audio preview of the sequence. Double tap a sequence to load it. Your sequence will be loaded to the next available 'unused' sequence slot in your current project.

All sequence data is on track 1. Remember a sequence is just pure MIDI data, so don't forget to assign a drum kit to track 1. For best results, assign the identically named drum kit to this sequence; for example, **UC2 Kit 01.xpm** should be assigned to sequence **UC2 Kit 01.SXQ**.

MIDI Patterns

Inside the '**MIDI Patterns**' folder you'll find all the theme sequences in **MIDI pattern format**. Make sure the '**MIDI**' filter is enabled:



Double tap an **mpcpattern** file to load the theme as a pattern to the next available track in the current sequence. Force users should load the pattern to a MIDI clip in a DRUM track.

After loading a pattern, assign a suitable kit to the track/clip. As with the MPC sequence files, you should ideally match the same kit and pattern together, for example the 'Kit 05' construction kit is matched with 'Kit 05' pattern.

Whichever MIDI file format you load, you can now view and manipulate the MIDI data using the MPC's many different sequencing functions (e.g. **LIST EDIT**, **GRID VIEW**, **MAIN**, etc).

Check out the MPC Bible for many sequencing tutorials and workflows:

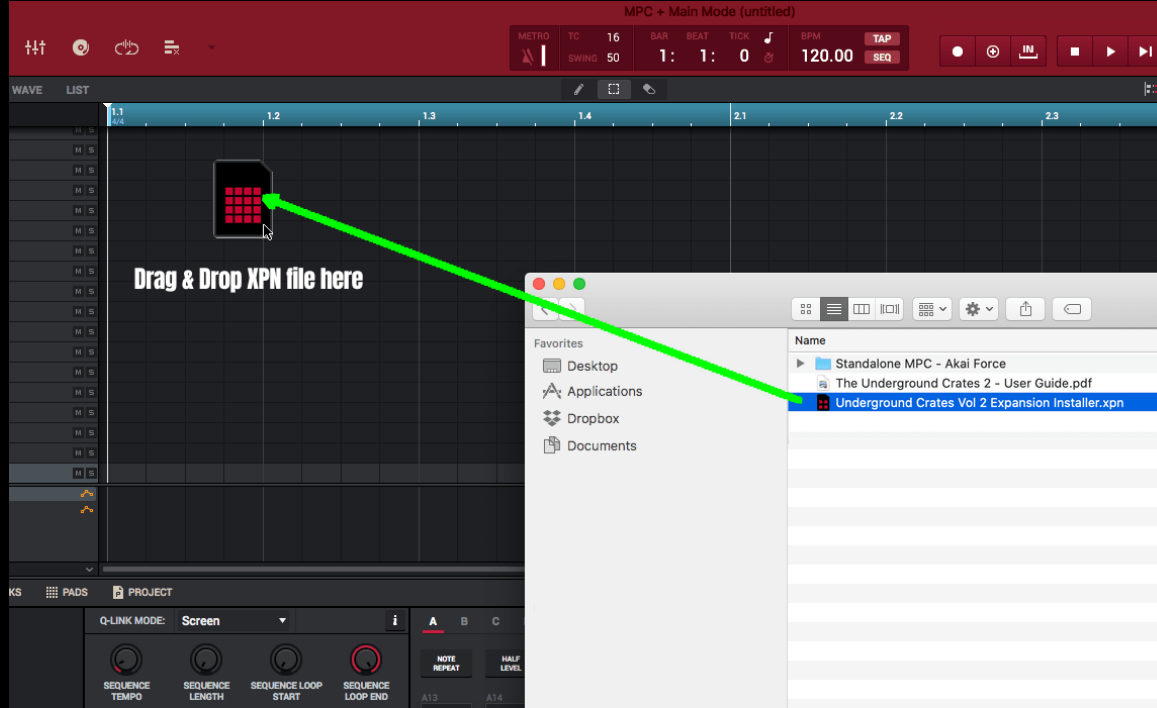
<https://www.mpc-samples.com/product.php/268/mpc-bible/>

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 '**Underground Crates Vol 2 Expansion Installer.XPN**' file and drag & drop it directly into the MPC Software UI from your computer's File Explorer/Finder:



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 '**Underground Crates 2**' thumbnail to view:

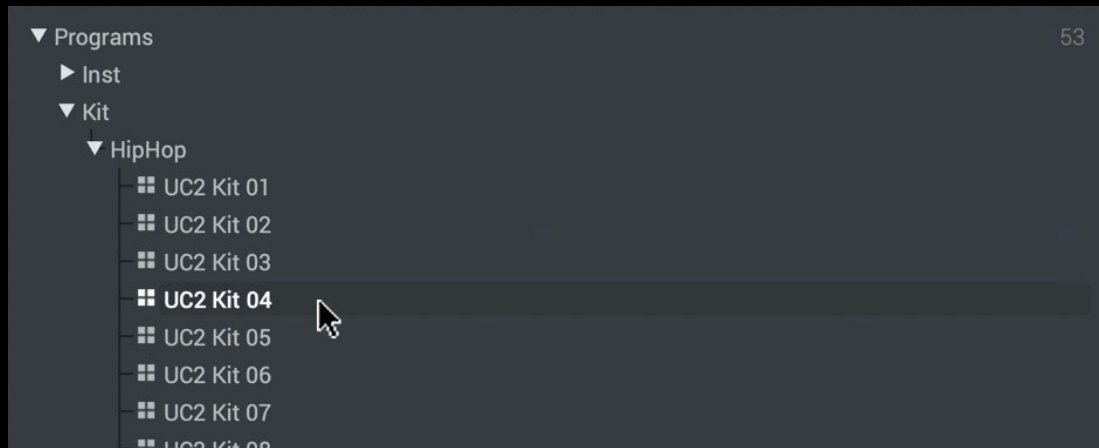


Underground Crates Vol 2
Pad Pimps



▶ Programs	53
▶ Samples	695
▶ Patterns	25
▶ Sequences	25
▶ Projects	1

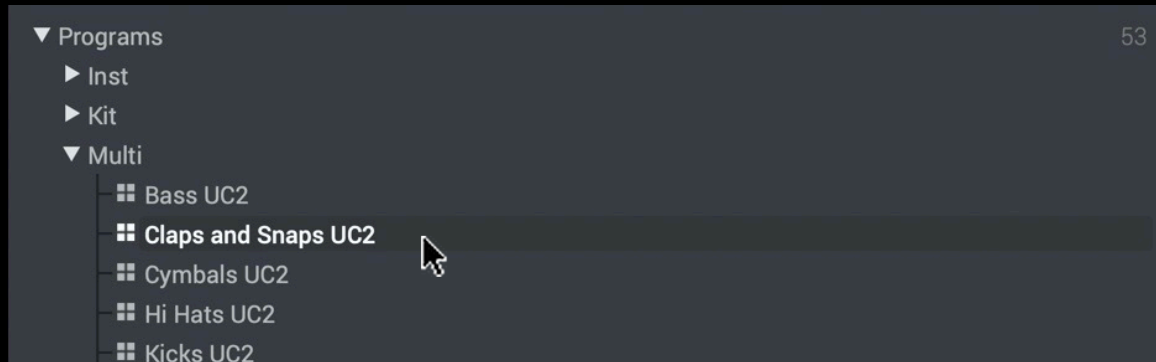
Expand the 'Programs > Kit' group to reveal all 25 construction kits:



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

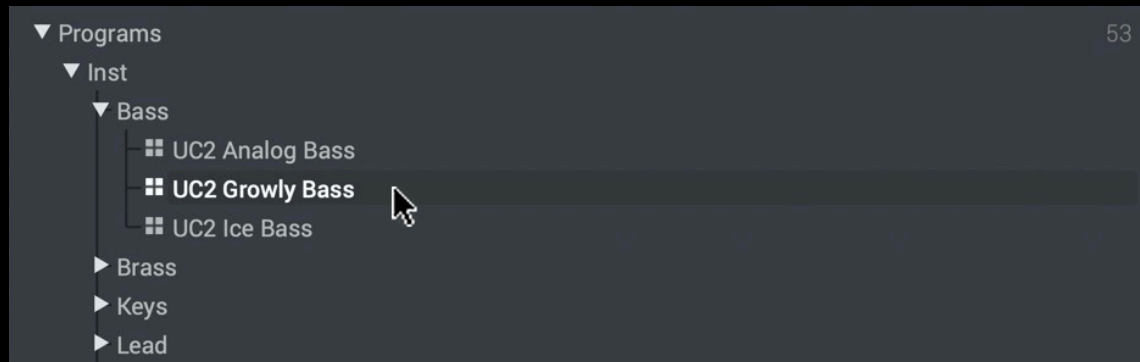


The 'Multis' category contains programs with just one type of sample assigned to the pads. So the Multi-Snares UC2 program will load all the snares from the expansion:



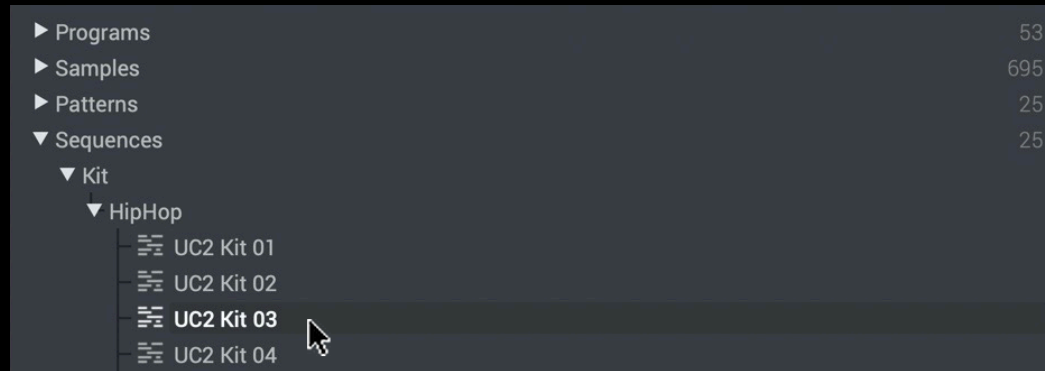
To load a program, simply double click or drag to a 'DRUM' track in your sequence.

Select the 'Inst' category to preview and load the provided sample instruments.



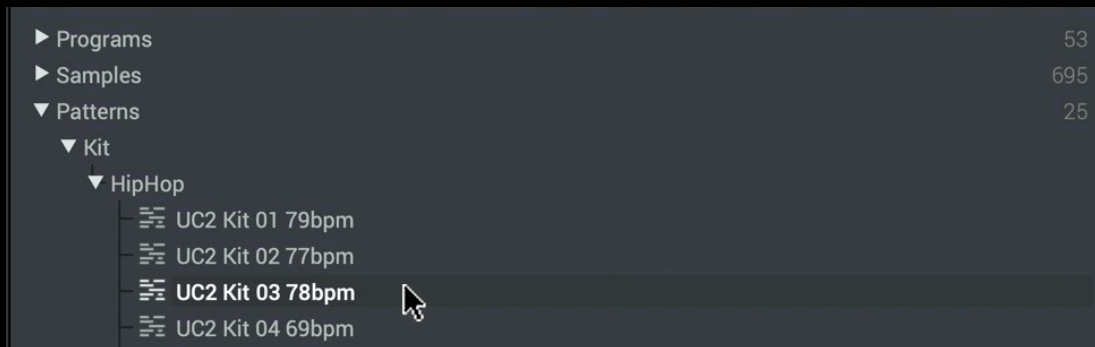
These should be loaded to a **'KEYGROUP'** type track. All instruments are fully compatible with 'Pad Perform' mode and the Arpeggiator.

Select the **'Sequences'** category to view the theme sequences.



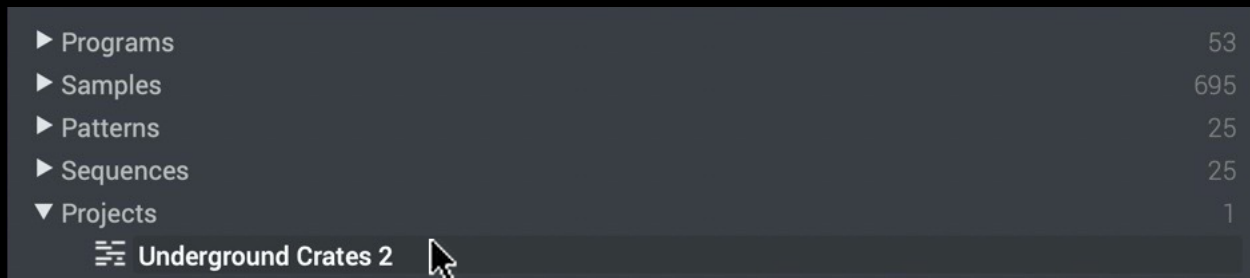
Double click a sequence to load both the sequence and its associated kit into your project. All sequence data is recorded to track 1. As all kits are laid out identically you can experiment by mixing and matching your kits and sequences.

'Patterns' contain the same MIDI note data as the sequences but in MIDI pattern format:



Just drag a pattern to an existing sequence and it will load all the MIDI data into the next blank track.

In the Projects group you'll find a demo project while loads all 25 themes (sequences & matching kits):



MPC Q-LINK Macros

Each kit and instrument features pre-mapped MPC 'Q-LINK' dials to give quick hands-on control of a number of different sound-shaping parameters.

To access these controls in an MPC, hold down the **Q-LINK button** and switch from the default **SCREEN** to **PROGRAM** mode.

Akai Force Users: These Q-Link macros can also be accessed in the Force by holding down the **KNOBS** button and selecting 'Track'.

Instrument Q-LINKS

These are the Q-LINK macros for all instruments in this expansion:

Q-LINKS

NOISE LEVEL Q13 -30.83dB	NOISE DECAY Q14 101	REVERB TIME Q15 1.3 s	PGM SEMI TUNE Q16 0
NOISE TYPE Q9 4	PORTA TIME Q10 OFF	REVERB LOW CUT Q11 82 Hz	PGM FINE TUNE Q12 0
NOISE FILTER Q5 99	PORTA LEGATO Q6 OFF	REVERB DAMPING Q7 100 %	PGM PAN Q8 C
NOISE RELEASE Q1 98	PORTA QUANTIZE Q2 OFF	REVERB MIX Q3 2 %	PGM VOLUME Q4 0.00dB

Q-LINK EDIT

SHOW Q-LINK STATUS WHEN TOUCHED

PROJECT PROGRAM PAD SCENE PAD PARAMETER SCREEN LEARN



It's not possible to add custom Q-LINK labels on the QLINKs in an MPC, so please refer to the above diagram to see which parameter each QLINK controls. We've also provided some additional information in the table below.

Q-LINK	Control	Details
<i>Column 1:</i>		
Q13	Noise Level	Volume of the sampled noise layer, giving additional texture or crunchy attack to the instrument
Q9	Noise Type	A 'sliced' sample chain containing 7 different noise samples; 1. white, 2. pink, 3. tape, 4. vinyl A, 5. vinyl B, 6. vinyl C, 7. static. A setting of 'pad' disables the noise. ALL is the same as '1' (pure white noise).
Q5	Noise Filter	Decrease low frequencies in noise sample
Q1	Noise Release	Adjust length of noise release time
<i>Column 2:</i>		
Q14	Noise Decay	Adjust length of noise decay time

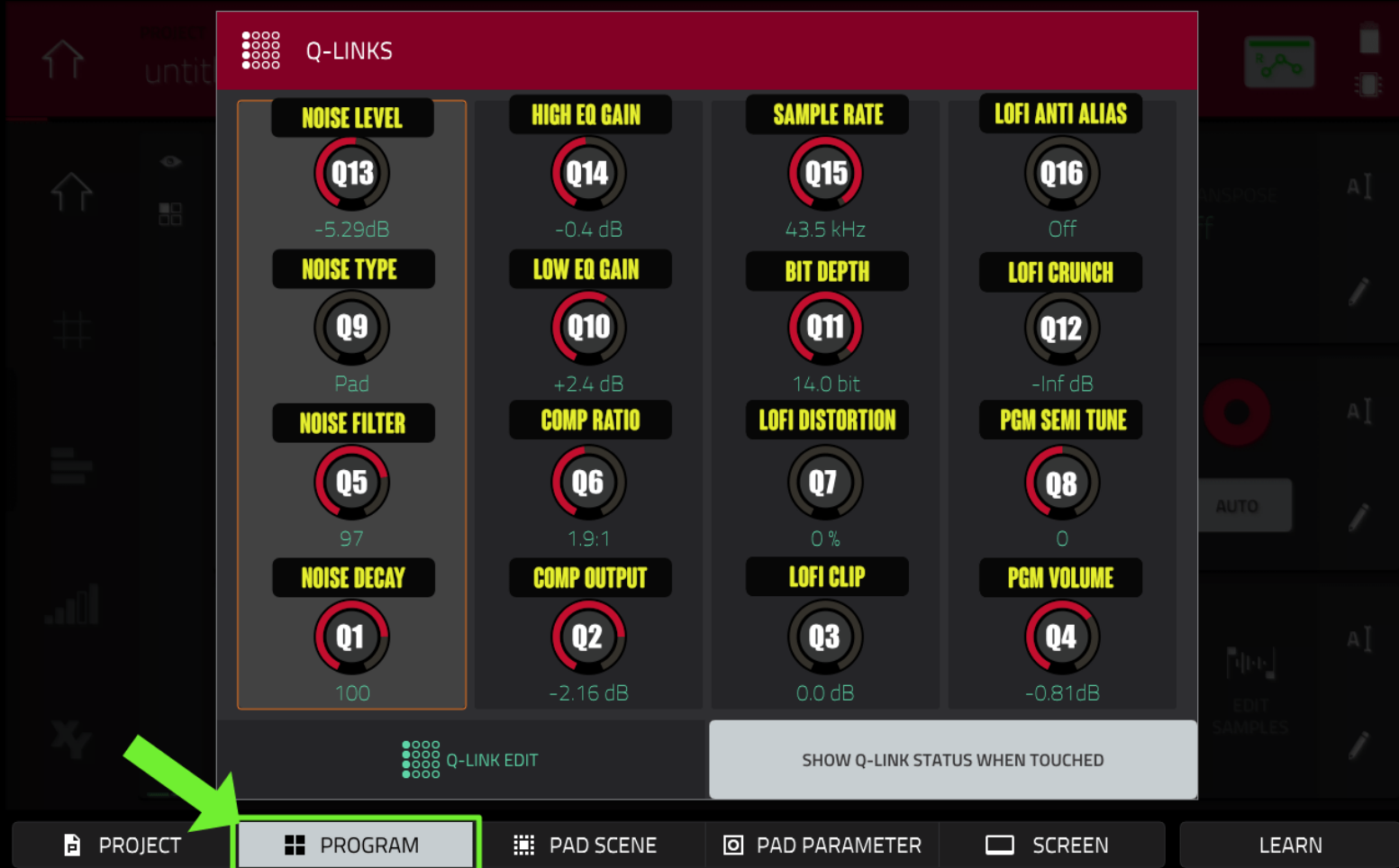
Q10	Porta Time	How fast the current note slides from the previous note
Q6	Porta Legato	Set this to ON if you only want glide to occur when notes overlap
Q2	Porta Quantize	Adds a 'stepped' glide synced with tempo
<i>Column 3:</i>		
Q15	Feedback/Reverb time	Length of ambient effect
Q11	Reverb Low Cut	Control slow end of reverb
Q7	Density / Damping	Changes density or damping for reverb
Q3	Reverb Mix	Controls amount of reverb
<i>Column 4:</i>		
Q16	Program Semi Tune	Tune instrument in semitone steps
Q12	Program Fine Tune	Tune instrument in fine steps
Q8	Program Pan	Add panning to the entire instrument

Q4	Program level/volume	reduce this if your program level begins to clip
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Akai Force Users: The assignments are the same as described above (i.e. QLINK 1 = Knob 1 = 'Noise Type'), but as the Force uses horizontally mapped rows of knobs, the arrangement will differ.

Drum Kit Q-LINKS

All drum kits in the expansion are configured with the following program Q-LINKS:



Drum kits feature similar noise controls as found in instruments, but with additional lofi, EQ and compression options:

Q-LINK	Control	Details
<i>Column 1:</i>		
Q13	Noise Level	Volume of the sampled noise layer, giving additional texture or crunchy attack to the instrument
Q9	Noise Type	A 'sliced' sample chain containing 7 different noise samples; 1. white, 2. pink, 3. tape, 4. vinyl A, 5. vinyl B, 6. vinyl C, 7. static. A setting of 'pad' disables the noise. ALL is the same as '1' (pure white noise).
Q5	Noise Filter	Decrease low frequencies in noise sample
Q1	Noise Decay	Adjust length of noise decay time
<i>Column 2:</i>		
Q14	High EQ Gain	Controls amount of high frequencies
Q10	Low EQ Gain	Controls amount of low frequencies
Q6	Compression Ratio	Control the amount of compression

Q2	Compressor output	Output level of compressor
<i>Column 3:</i>		
Q15	Sample Rate	Adjust lofi sample rate
Q11	Bit Depth	Adjust lofi bit depth
Q7	Lofi Distortion	Control the amount of lo fi distortion ('rectify')
Q3	Lofi Clip	Controls the lofi clipping
<i>Column 4:</i>		
Q16	Lofi Anti Alias	Use this to smooth out unwanted lofi phasing
Q12	Lofi Crunch	Adds lofi crunch
Q8	Program Semi Tune	Change the overall tuning of the kit
Q4	Program level/volume	reduce this if your program level begins to clip

Deeper Editing

Q-link control is meant for quick, hands-on tweaks of select instrument parameters. If you need even more in-depth, granular control over any of the FX, you can deep dive into **PROGRAM EDIT** and directly edit any parameter or adjust any of the deeper FX settings.

This is of course entirely optional but does open up lots more possibilities for sound design and means you can really make all the instruments your own. If you want to learn more about creating and editing programs, check out my MPC Bible course:

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

Playing Kits & Instruments with MPC Pads

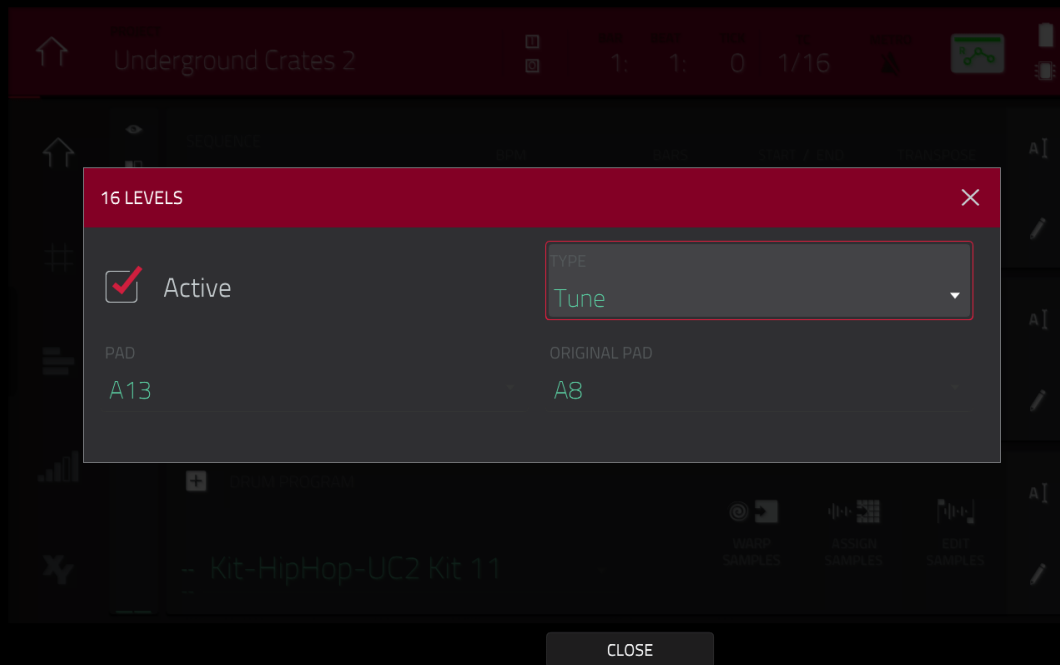
All construction kits are color-coded for easy identification of the various sounds:



The closed hat in each kit is configured to mute/cut the open hat.

Playing Melodies With 16 LEVELS

The bass tone on pad **A13** is set to 'note on' and can be combined with 16 LEVELS to create custom bass lines. Hit pad **A13**, press the **16 LEVEL** button, select **TUNE** and set the **ORIGINAL PAD** to your preferred setting (I often set this to 8).



Hit **CLOSE** and you'll now find the MPC has mapped your bass tone chromatically across all 16 pads. You can now use the pads to record a bass line to your sequence; when you are finished, remember to press the 16 LEVEL button again to exit 16 level mode.

*In **the Akai Force** you can access 16 LEVEL mode by pressing **NOTE** until the 16 LEVEL option appears on screen. Hit **SHIFT** and **Note/Config** to configure 16 Levels.*

You can also use 16 LEVEL on any other melodic one shot on the top row of your kit.

'Pad to Keygroup'

As an alternative to 16 LEVELS, you can convert any of the provided melodic one shots into a new keygroup program which maps the one shot across the entire 128 key range.

Go to **PROGRAM EDIT** and select the pad containing the melodic one shot you wish to convert.



Hit the 'Pad to Keygroup' icon and your MPC will automatically create a new keygroup instrument from your sample. It will also simultaneously select a new

blank 'KEYGROUP' track in the current sequence and assign this new keygroup instrument to this new track. Adjust envelope, FX, LFO and filters to taste!

To convert a note to a keygroup in the **Akai Force**, select the pad relating to the melodic note you wish to convert, enter **TRACK EDIT** and hit the **keyboard+** icon:

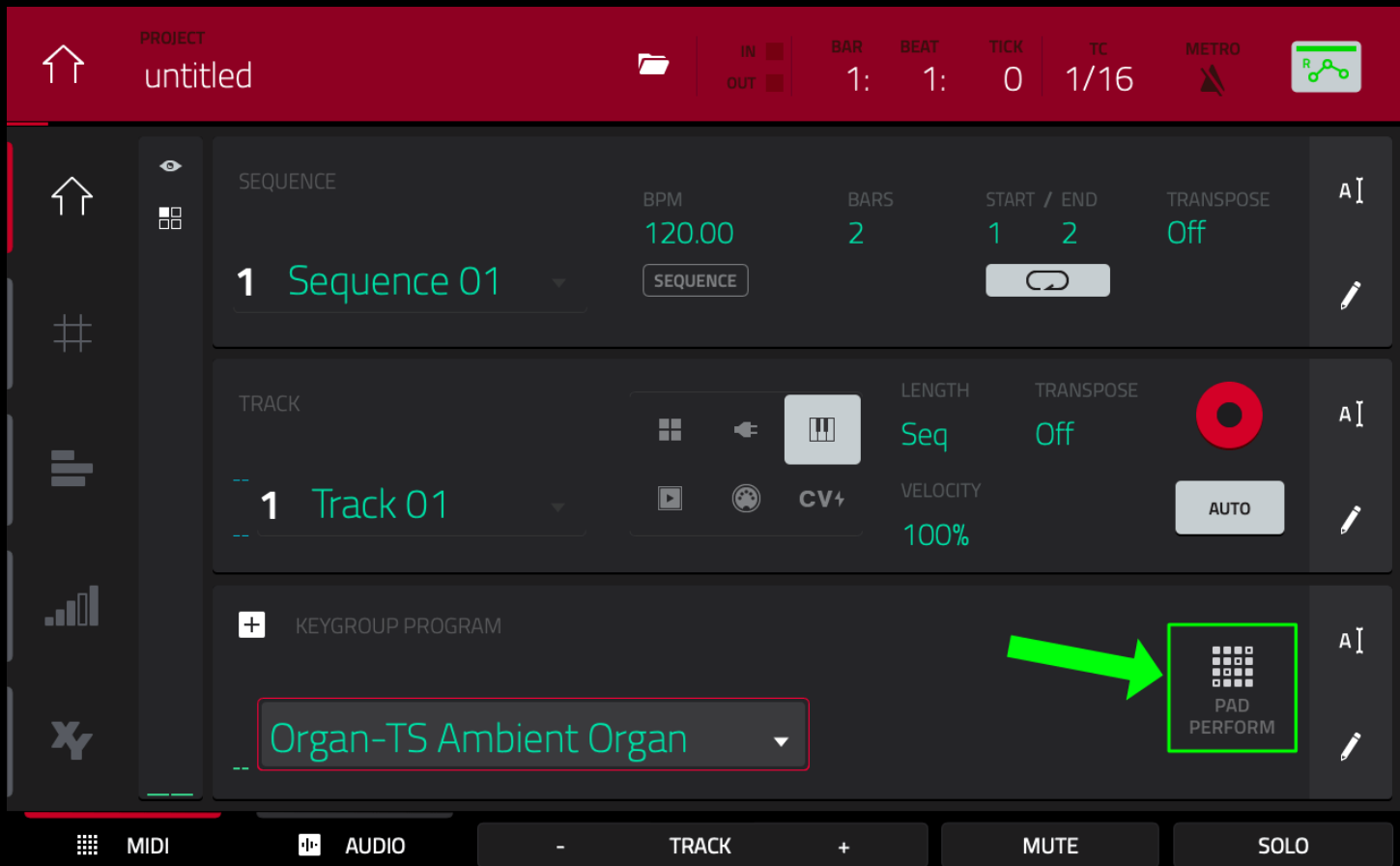


Using Pad Perform

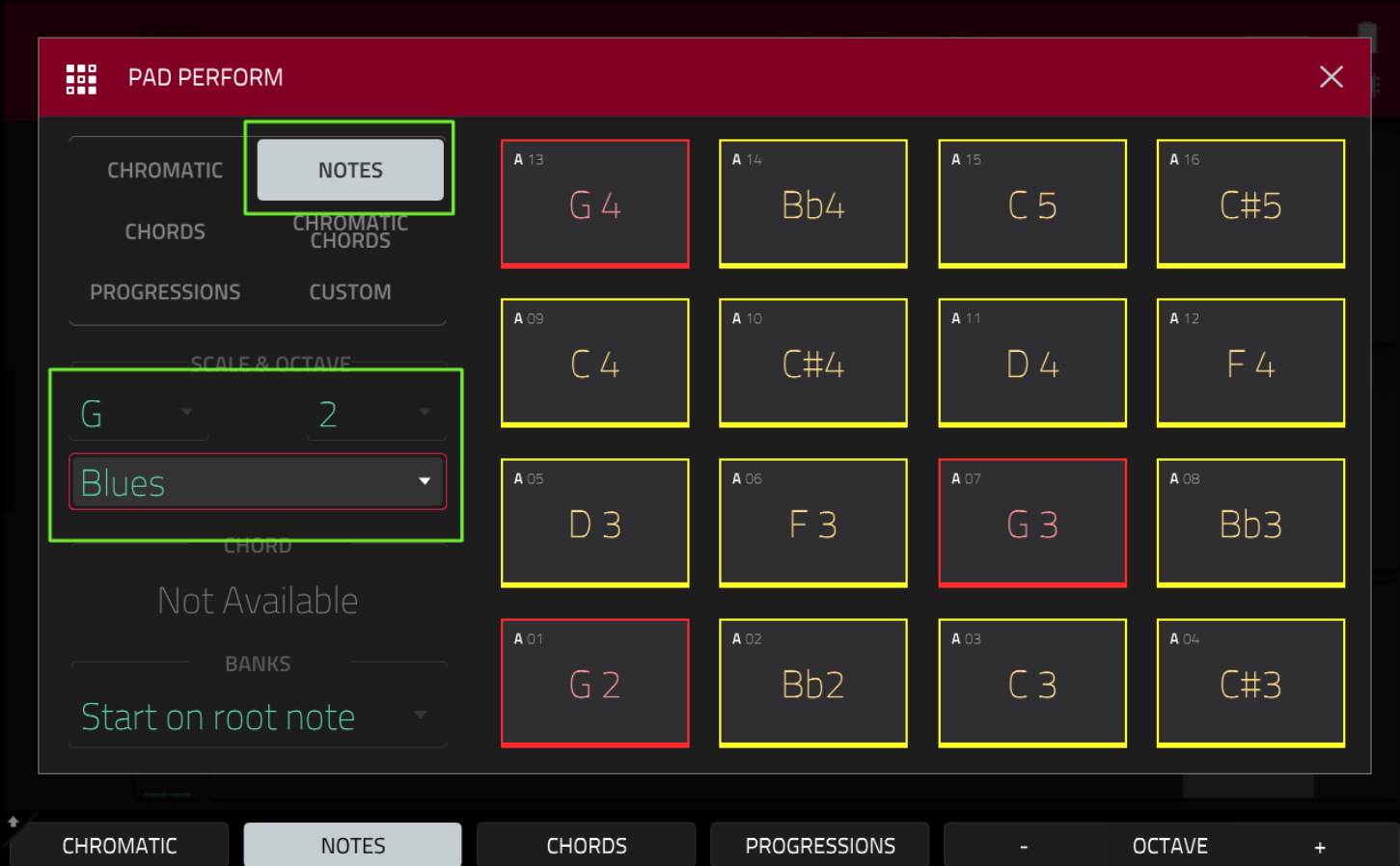
You can also create additional melodies, chords and riffs with the included sample instruments. Simply load an instrument to a separate **KEYGROUP** type track in your sequence and play with your pads or an attached keyboard controller.

All provided keygroup instruments, as well as any keygroup instruments you create using 'pad to keygroup' are fully compatible with **Pad Perform Mode** ('Notes Mode' in the Akai Force). This mode will configure your pads to only play back notes from specified scales, or even trigger entire chords from each pad.

With your keygroup instrument assigned to a KEYGROUP track, go to **Pad Perform Mode** by hitting the **PAD PERFORM** icon on the '**PROGRAM**' row in MAIN.



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

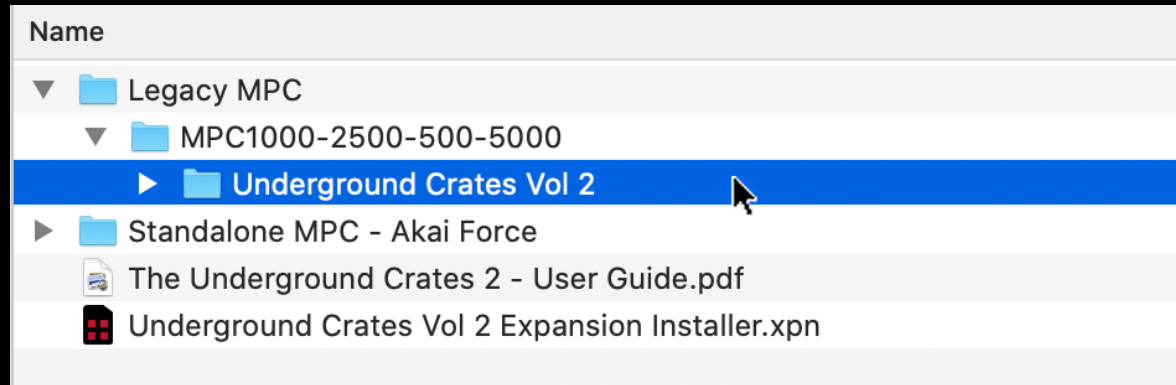
Playing with a MIDI Controller/Keyboard

Sample instruments and kits can also be played using an attached MIDI controller or keyboard. For **standalone MPCs/Force** you can connect a USB keyboard via your MPC's USB port, a Bluetooth keyboard via **Preferences > Bluetooth**, or if there's no USB option on your keyboard, you can connect via the 5 pin MIDI ports.

For **MPC Software and MPC Beats**, you can connect a USB MIDI keyboard or MIDI controller to a USB port on your computer and configure the keyboard as the active MIDI control device in '**Preferences > MIDI**'.

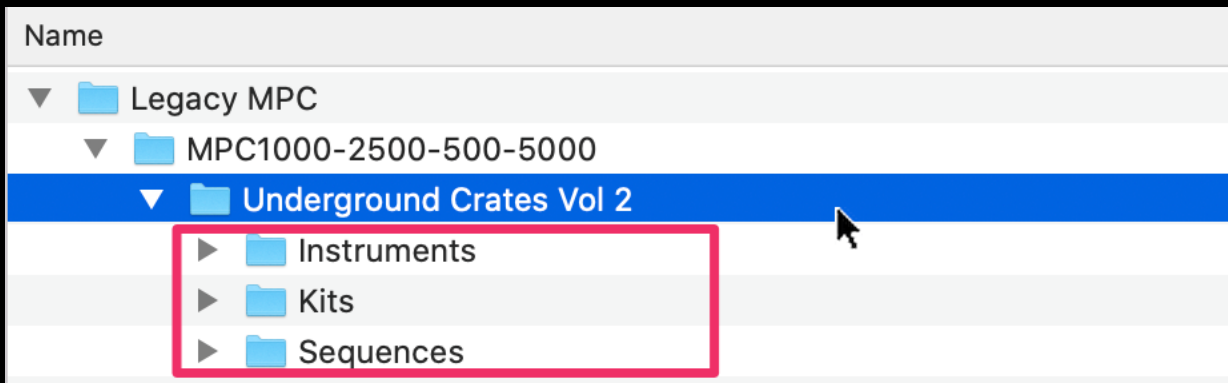
Legacy MPC Information

In the **Legacy MPC** folder we have provided a legacy MPC versions of the kits, sequences and DRUM program versions of the sample instruments – these will work with the MPC1000, MPC2500, JJOS, MPC500 and MPC5000.



Just transfer the entire ‘**Underground Crates Vol 2**’ folder to your legacy MPC disk using your preferred method. You can find more detailed transfer instructions here: <https://www.mpc-samples.com/article/transfer-legacy-mpc-samplepacks>

Inside you’ll find the following folder structure:



Load a kit from the 'Kits' folder and then load the associated sequence (e.g. Kit 07.pgm matches Kit 07.SEQ). Use the 'Multi' programs in the 'Kits' folder to load one type of sound (e.g. snares) across your pads. Or just load individual samples to build your own custom kits.

Instruments are all in 'DRUM' program format for full compatibility across all supported legacy MPCs. Play with your pads or use an attached MIDI keyboard.

Please note that in legacy MPCs, FX settings are stored at a project level so it was not possible to embed FX into the provided programs. After loading your programs you can add your own preferred FX via the MIXER screen of your project.

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/>

The Underground Crates Vol 2 is part of our growing range of MPC 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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