

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



VINTAGE ORGANS

MULTISAMPLED TONEWHEEL & COMBO ORGANS FOR MPCs & AKAI FORCE



USER GUIDE

CONTENTS

Installation	3
What's Inside?	5
Standalone MPC/Force	6
Playing The Instruments	9
Customising Instruments	11
MPC Software/MPC Beats	15
Further Resources	17
Copyright & License	18

INSTALLATION

Thank you for purchasing **Vintage Organs 3**. 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>



Existing Vintage Organ Owners: After installing Vintage Organs 3 you can safely remove your existing copy of Vintage Organs - simply delete the 'Vintage Organs' expansion folder (standalone MPC) or in the MPC Software uninstall via 'Tools > Expansion Manager'.

WHAT'S NEW IN V3?

Vintage Organs 3 introduces new and improved **MPC3** versions of all instruments, utilising 'advanced keygroups' and adding custom Q-LINK macros to provide control of a range of FX and sound design parameters.

COMPATIBILITY

Vintage Organs 3 contains instruments built for **MPC 3.9** or greater. For backward compatibility purposes we've also included the previous MPC2

versions of the instruments from the original Vintage Organs release which are suitable for **MPC 2.13+**. 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 2.13+

MPC Software / MPC Beats 2.13+

Akai Force 3.3+

WHAT'S INSIDE?

Vintage Organs 3 is a collection of expressive keygroup instruments multisampled from five classic tone wheel and combo organs; the **Hammond B3** and **A-100**, the **Vox Continental**, the **Elka Panther 300**, and the **Farfisa Compact**.

The expansion features a total of 95 ready-to-play instrument patches built upon **MPC3 advanced keygroups**, each featuring a unique combination of MPC FX, envelopes, filters & LFOs to create a broad range of organ tones and textures.

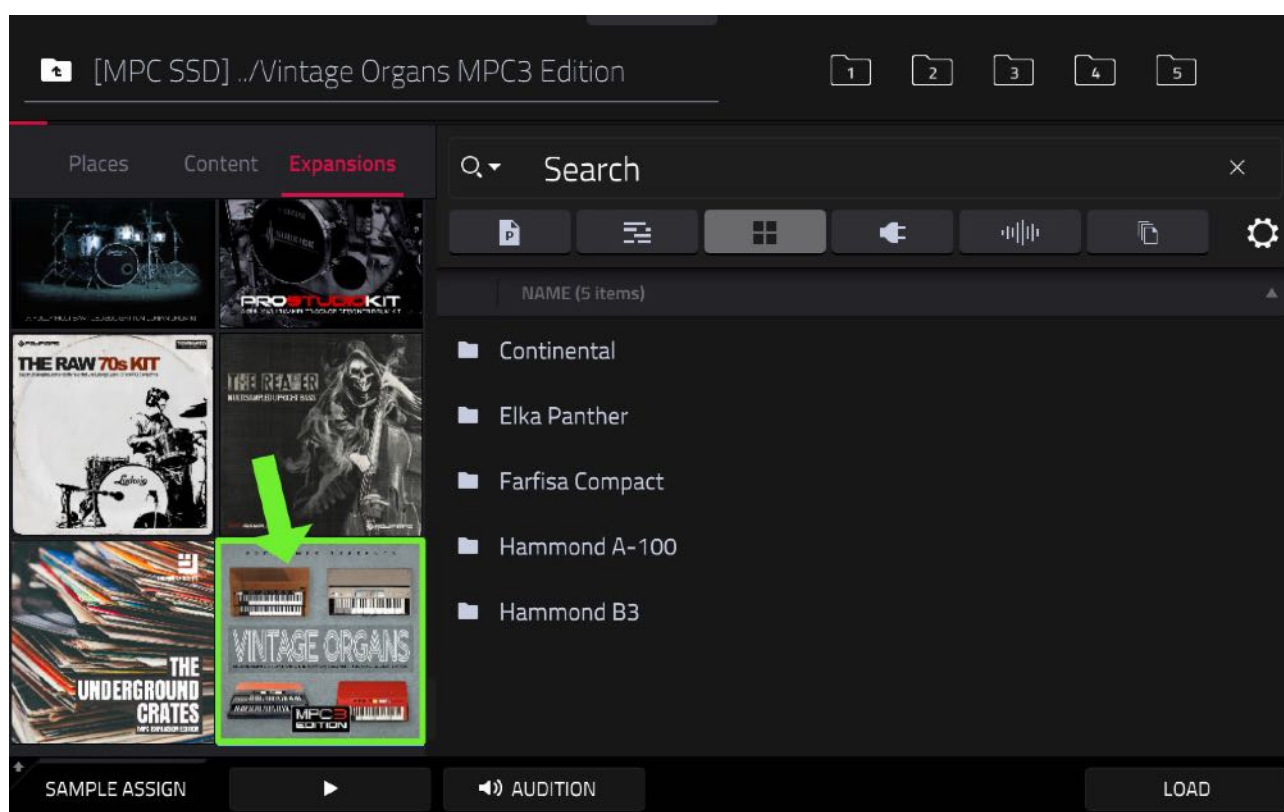
Play the organs using pad perform or with an attached keyboard. All instruments feature **Q-LINK controllable FX and sound design parameters** so you can further shape and mould each organ sound to your exact needs.

We've also included the previous MPC2 compatible edition as a separate installer; this is suitable for people running **MPC 2.13+**, **Force 3.3** and **MPC Beats 2.13+** (*please note that these instruments do not feature Q-LINK macros or advanced keygroups*).

STANDALONE MPC/FORCE

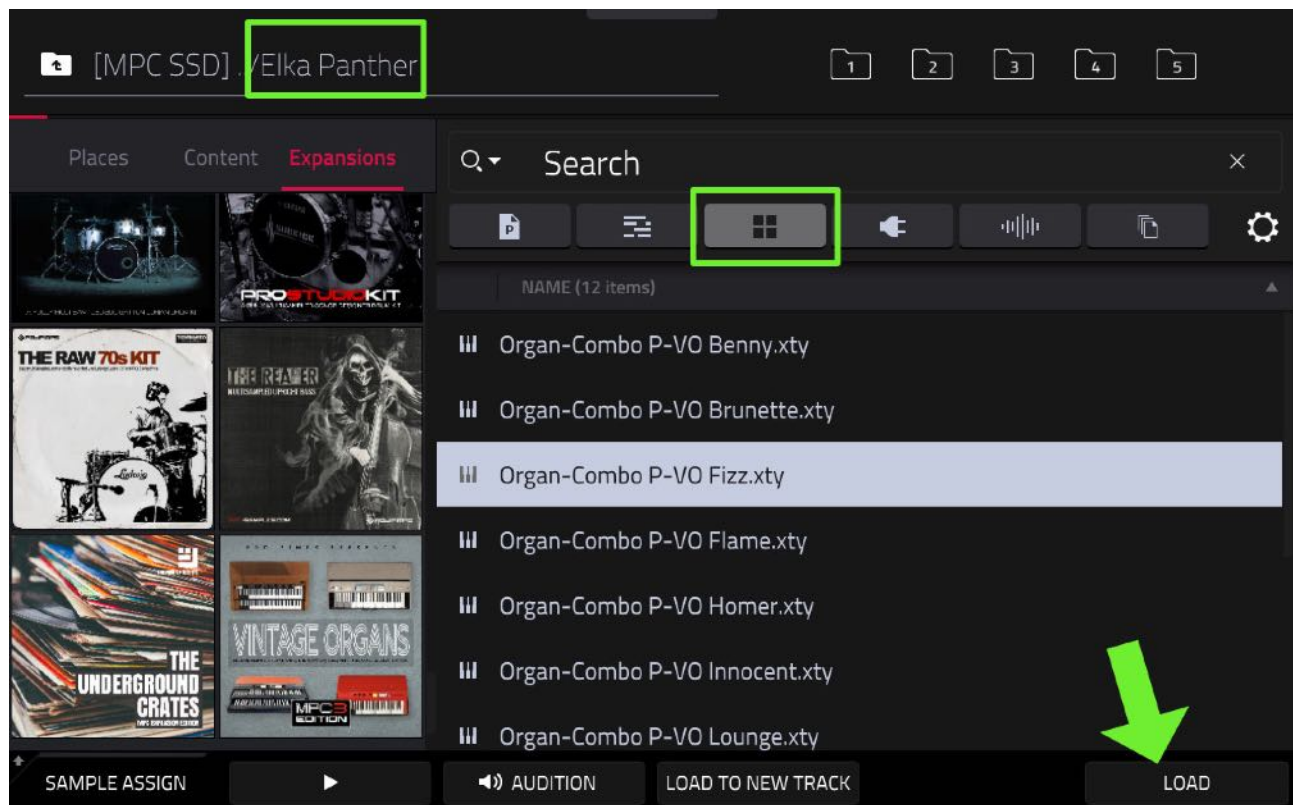
Please note that this expansion features separate installers for MPC2 and MPC3 – please ensure you install the correct version for the firmware generation you are using.

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



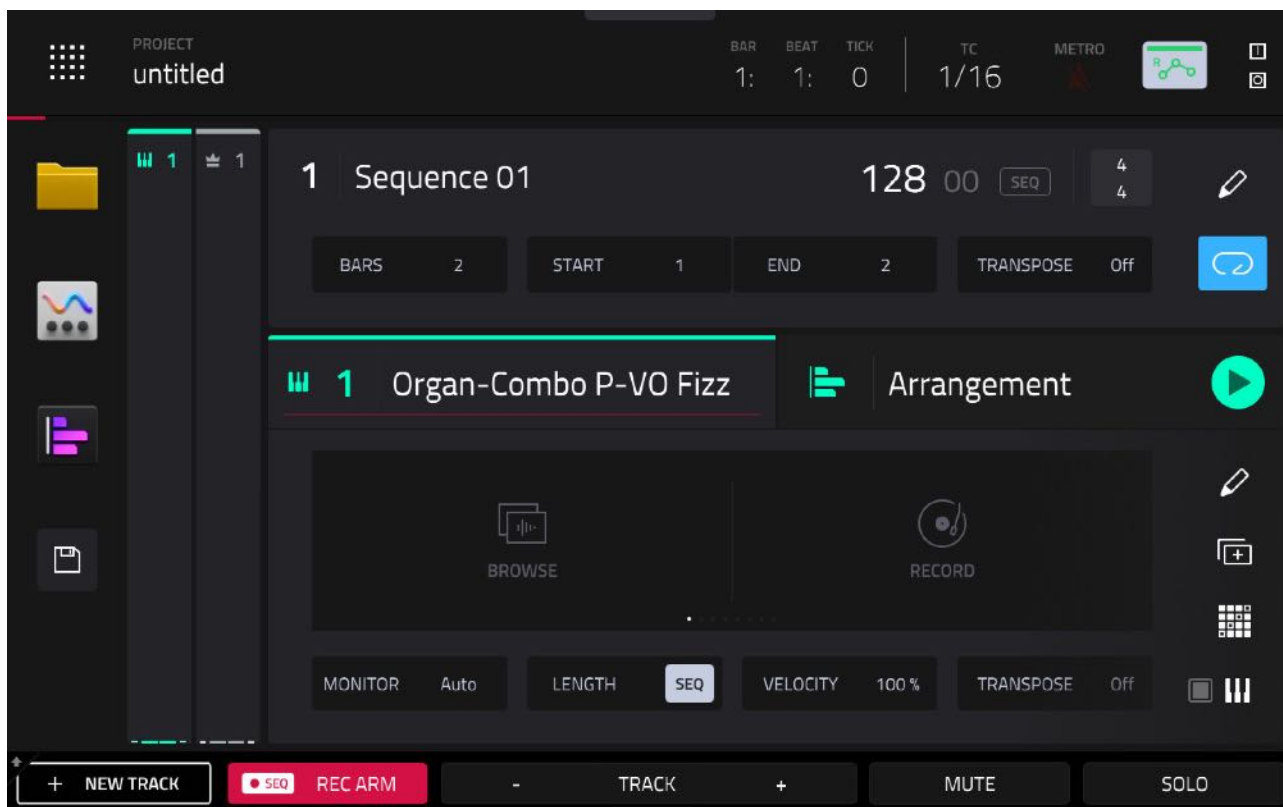
Loading Instruments:

Select an organ model and enter its folder; ensure the **PROGRAMS/TRACKS** filter is enabled to view the available instrument presets:



Single tap on a preset 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**:

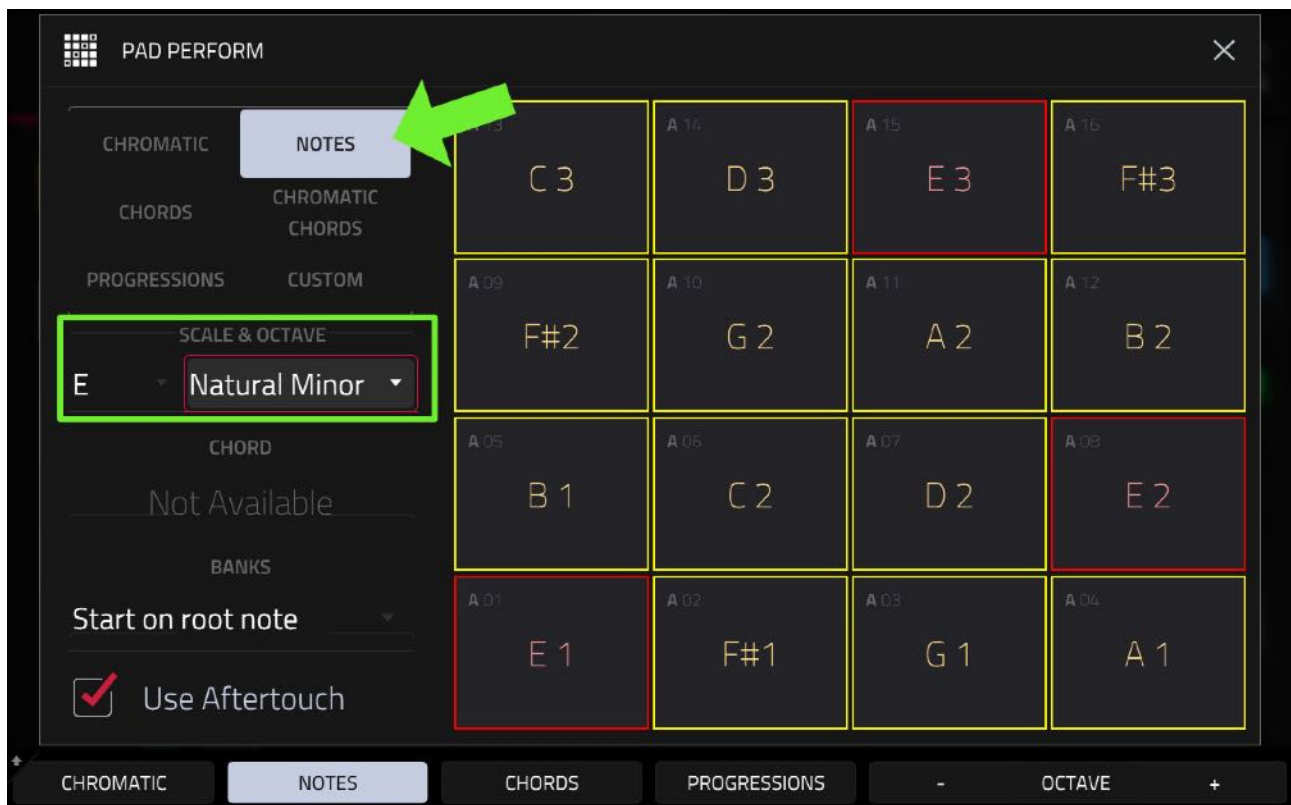


*MPC2 users: To load an instrument to the sample pool in your project, either double tap it or single tap and press **LOAD**. Now go to **MAIN**, select a **KEYGROUP** type track and assign the instrument to this track.*

PLAYING THE INSTRUMENTS

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

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



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

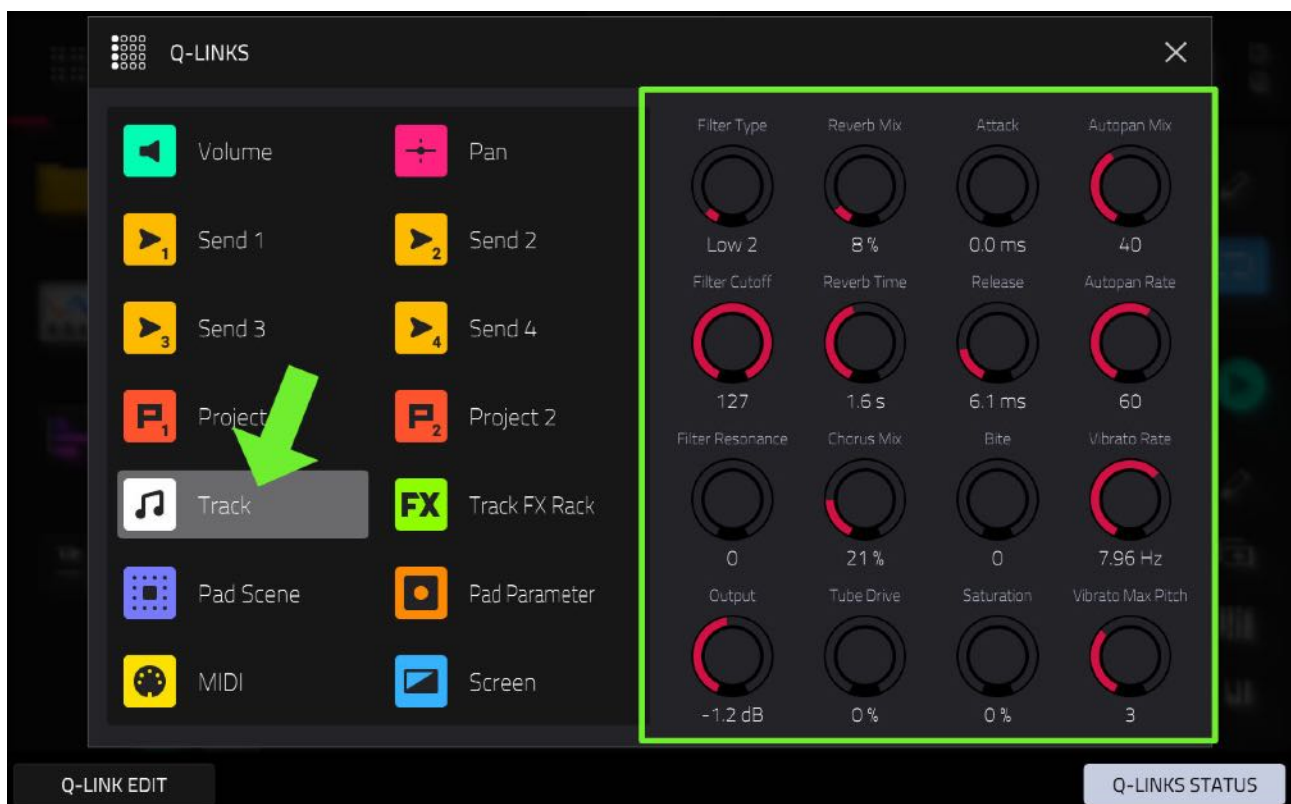
You can also attach a MIDI keyboard to a spare USB port (or via the MIDI IN port, or if supported, via Bluetooth); if your keyboard has a modulation wheel you can use this to adjust the amount of 'vibrato' (pitch modulation). For control of autopan/tremolo, please use the dedicated Q-LINKS (as described in the next section of this user guide).

CUSTOMISING INSTRUMENTS

The expansion features 95 presets containing unique FX and track parameters to create a variety of different organ sounds, but this is just the beginning of what is possible in terms of customisation and sound design.

The physical configuration of all instruments can be adjusted to suit your particular requirements using 16 pre-mapped track Q-LINKS that control a variety of different FX and sound design parameters including preamp drive, saturation, filter, chorus, reverb, autopan and envelope settings.

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



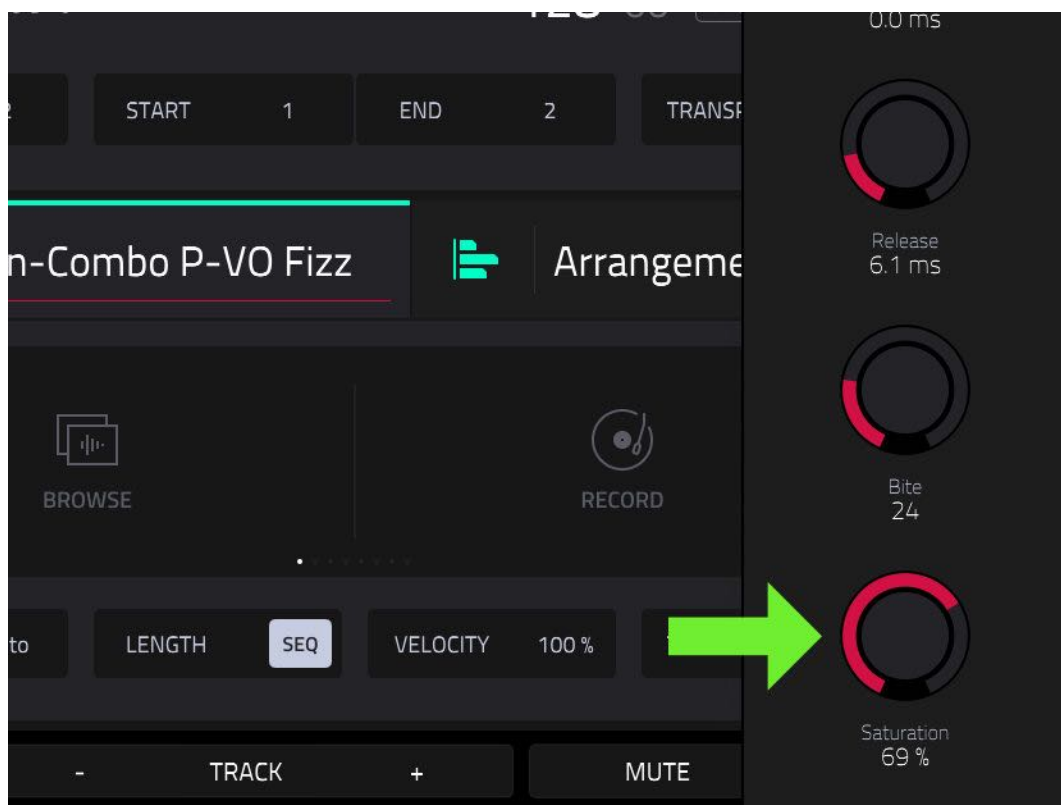
With 'Track' Q-LINKS enabled, all Q-LINKS are pre-mapped to sixteen different macro controls and these will remain available no matter what screen you are currently working in.

Q-LINK	Macro	Details
<i>Column 1</i>		
Q13	Filter Type	Type of filter applied to instrument
Q9	Cutoff	Filter cutoff frequency
Q5	Resonance	Filter resonance (the attenuation at the cutoff frequency)
Q1	Output	Adjust the volume output of the instrument
<i>Column 2</i>		
Q14	Reverb Mix	Reverb amount (on some patches this is swapped with a delay)
Q10	Reverb Time	Length of reverb tail (or delay feedback)
Q6	Chorus Mix	Chorus amount (sometimes swapped with other modulation FX)
Q2	Drive	Adds some warm tube distortion
<i>Column 3</i>		
Q15	Attack	Softens the start of each note
Q11	Release	How long each note 'fades out' after releasing
Q7	Bite	Add a sharper attack transient
Q3	Saturation	Controls the amount of tube saturation
<i>Column 4</i>		
Q16	Autopan Mix	Controls the amount of autopan
Q12	Autopan Rate	The rate that the autopan moves within the stereo field
Q8	Vibrato Rate	Configures the speed of any mod wheel applied vibrato (pitch modulation)

Q4	Vibrato Max Pitch	Maximum vibrato pitch modulation available from the mod wheel
----	-------------------	---

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 'Saturation' applied to your instrument:



Please note that vibrato is applied using the modulation wheel on an attached keyboard; the vibrato Q-LINKS (Q8 and Q12) are simply used to configure the rate and amount of pitch modulation of that can be applied.

Vibrato can also be applied using the dedicated **'Modulation'** Q-LINK (**Q2**) found in [**Q-LINK**] > **MIDI**.

More Detailed Editing (MPC3)

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

Vintage Organs 3 is built using advanced MPC3 keygroups, so for more detailed editing of any instrument, go to [**MENU**] > **TRACK EDIT** where you can tweak any available track parameter.

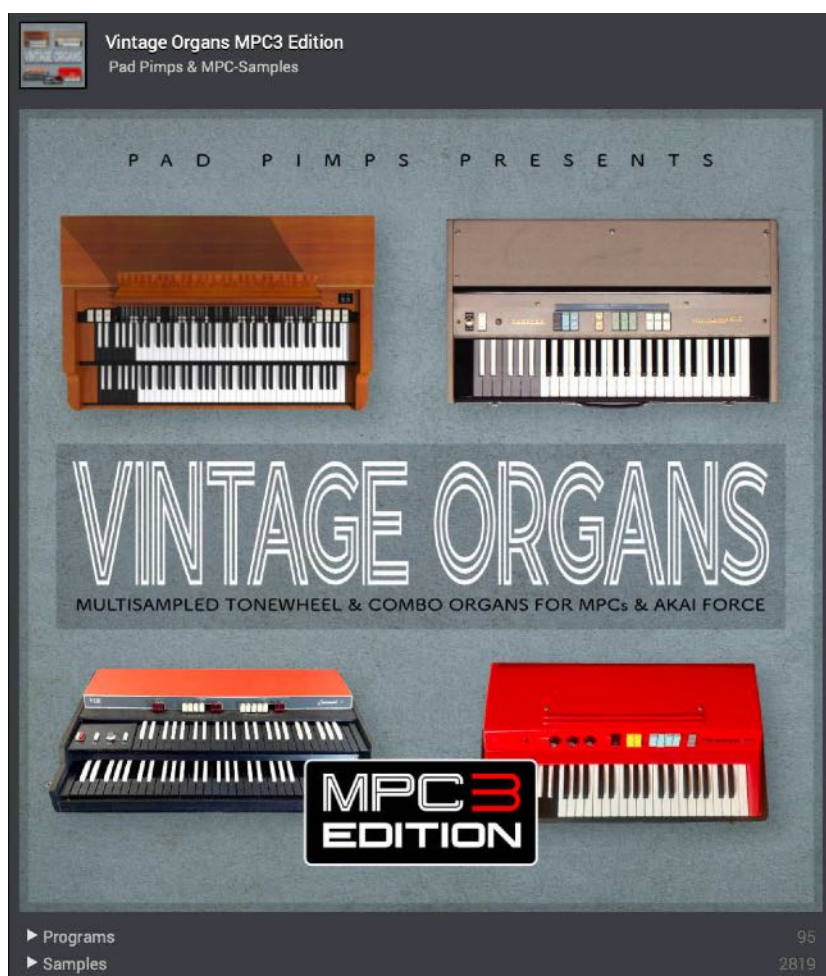


Check out the [MPC Bible](#) for structured tutorials on all aspects of configuring FX and editing keygroup tracks.

MPC SOFTWARE/MPC BEATS

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

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



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



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



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



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

FURTHER RESOURCES

Vintage Organs 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/>

COPYRIGHT & LICENSE

'Vintage Organs 3', published by MPC-Samples.com, 2018-2026.

All recordings, MPC program files & audio previews by MPC-Samples.com.

Copyright © 2018-2026 All rights reserved.

User guide by MPC-Samples.com. Copyright © 2026. All rights reserved.

Full terms & sound licence can be found at <https://www.mpc-samples.com/terms.php>