

# VINTAGE SYNTH ODYSSEY



LEGENDARY VINTAGE SYNTHS, FUSED WITH THE POWER OF MPC

## USER GUIDE

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# Installation

The complete bundle contains 8 separate expansion installers, and each expansion is installed with the exact same method. 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

Vintage Synth Odyssey was built for any modern MPC or Force running **MPC 2.13 or greater** (including MPC3). Requirements are as follows:

Any modern standalone MPC running MPC 2.13+

MPC Software 2.13+

MPC Beats 2.13+

Akai Force 3.3+

# What's Inside?

The **Vintage Synth Odyssey** bundle contains 8 unique MPC expansions, each featuring instruments built using multisamples from a number of classic analog synths; the **ARP 2600**, the **Minimoog Model D**, the **Prophet 5**, the **Oberheim OB-Xa**, the **Korg MS-20**, **Yamaha CS80**, the **Yamaha DX7** and the **Roland Juno 60**.

Inside there's a total of **830 custom instruments** for the MPC, made from over **18,000 analog synth 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.

The 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.

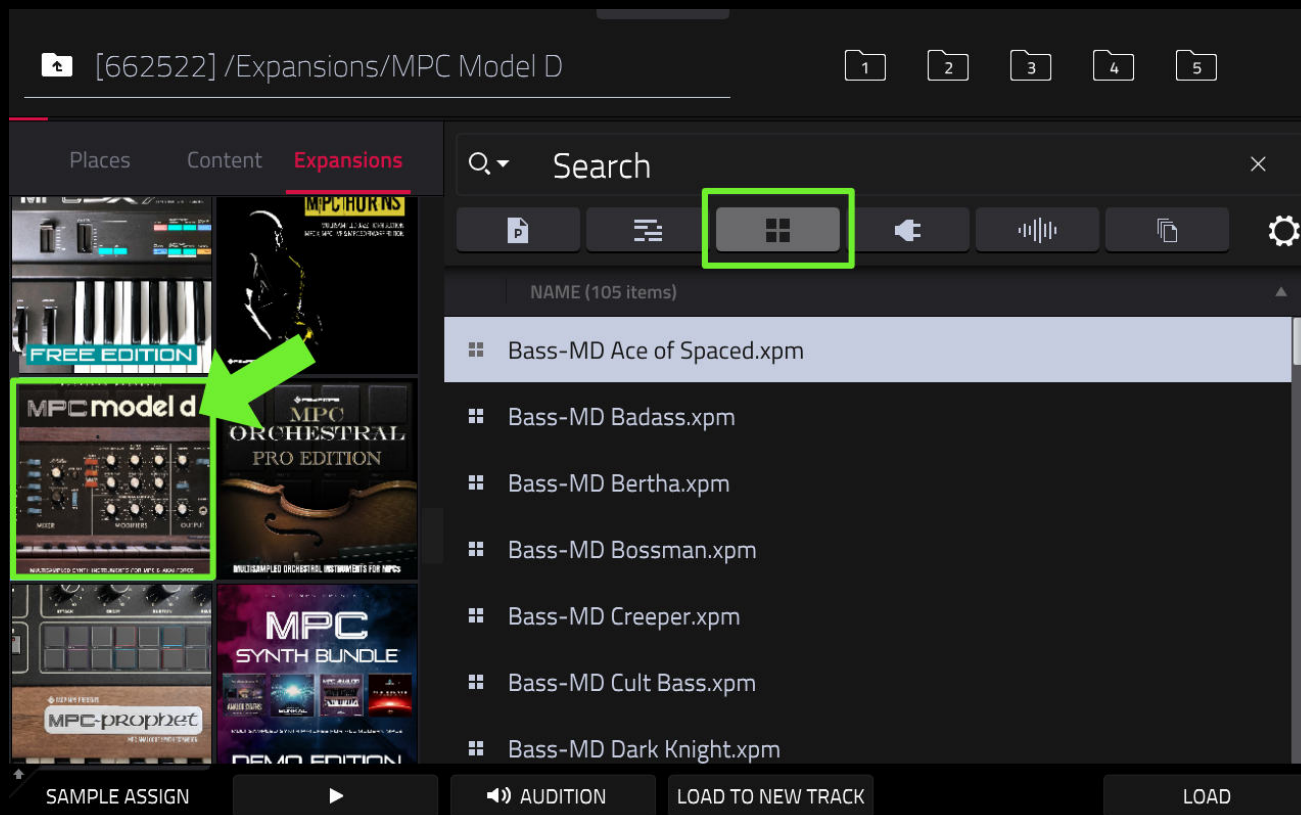
All instruments are fully memory-optimised, with an average instrument size of only 10MB. This means you can easily load dozens of these instruments into a standalone MPC/Force without any memory concerns whatsoever. And unlike plugin programs (which are limited to a maximum of 8 instances), there are no limits to the number of keygroup instruments you can use in a project.

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.

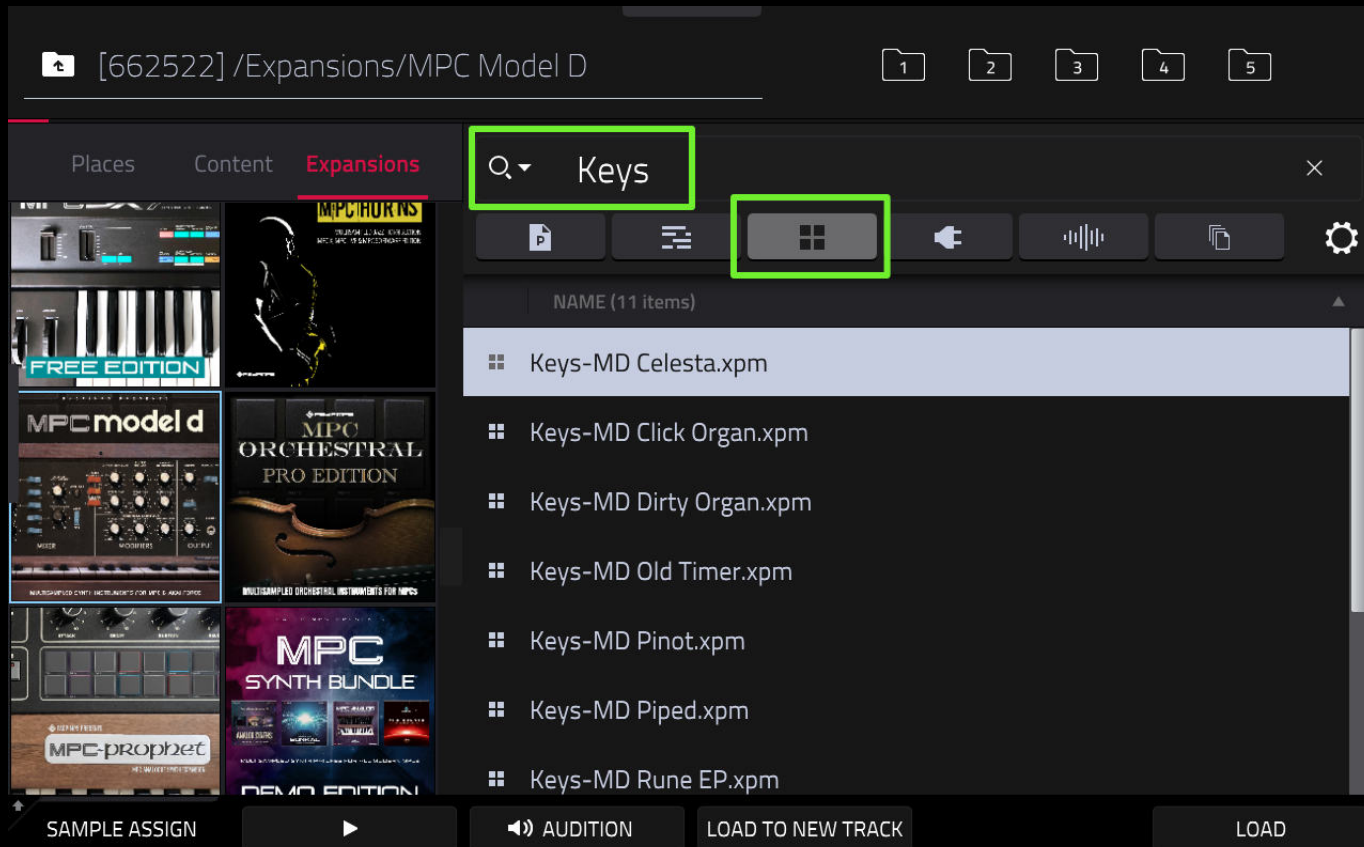
All instruments are also fully editable via TRACK EDIT so if you wish, you can tweak the FX, filters, envelopes, portamento and LFOs as per your specific requirements.

# Loading Instruments (Standalone MPC3)

After [installation](#), go to 'MENU > BROWSER > Expansions' and tap on the expansion thumbnail. On the right side, select the PROGRAM filter:



You can also use the 'Search' option to filter the results by 'tag'; for example, enter the phrase 'keys' to display only 'keys' 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**. To load to a different track, use **LOAD TO NEW TRACK**.

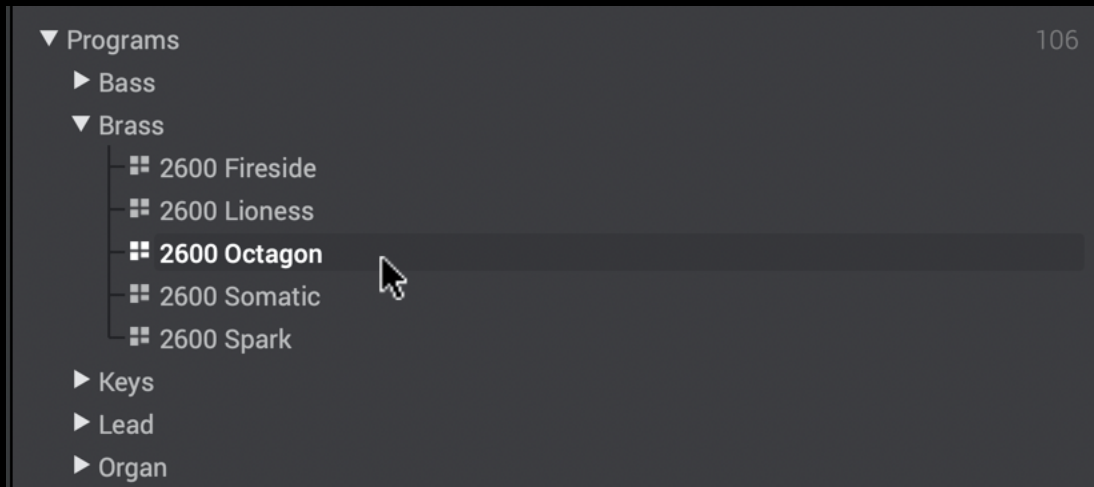
All instruments in the expansion are standard keygroup programs. Once loaded, each instrument can be played using PAD PERFORM or by using an attached MIDI controller.

# Loading Instruments (MPC Software)

After [installation](#) into the MPC Software, open the **Expansion Browser** ('X' on your keyboard) and click on an expansion thumbnail to view.



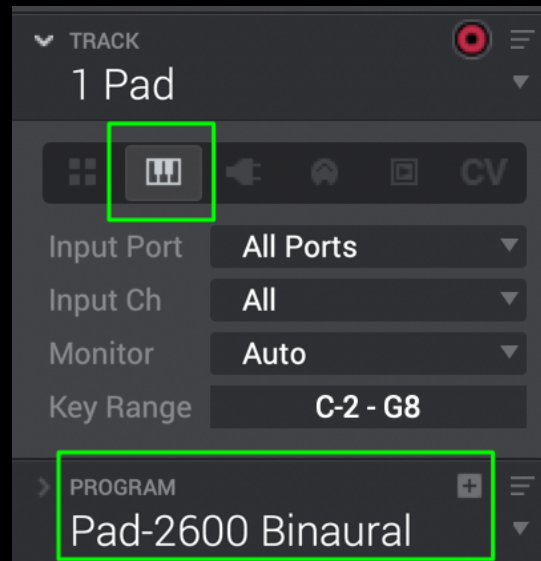
Expand the **'Programs'** group to reveal all the instruments, all organised into sub-categories based on the instrument type:



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:



# Expression Control

We've added support for a number of expression controls in all instruments which can be accessed via MIDI keyboard controls. If you don't have an MPC Key model you can connect a MIDI keyboard via USB, MIDI DIN or Bluetooth to provide modulation wheel and pitch bend control.

The mod wheel provides control of the 'LFO amount' which in most instruments will typically control the amount of volume and panning modulation (i.e. tremolo).

If you are using MPC3 you can also control mod wheel and pitch bend from the Q-LINKS. Hold down the Q-LINK button and select 'MIDI' mode:



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/>

# 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/>

**Vintage Synth Odyssey** 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/>

# Copyright & License

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