



MPC Sample — Condensed User Manual

A 6-page distillation of the official Akai MPC Sample User Guide v1.0 · Tutorial · Sample Mode · Sample Record · Sequence · Effects · Menus

Tutorial

A walkthrough of MPC Sample basics, in order. A demo project loads automatically on power-up.

Playing Sounds

1. Press **POWER** to turn on.
2. Raise the **MAIN VOLUME** knob (feeds the built-in speaker, **PHONES**, or **AUDIO OUT**).
3. Press **PLAY** to hear the startup sequence; pads light as sounds trigger.
4. Press **STOP** to stop. Double-press **STOP** to silence all sounds.

Tap the pads to trigger samples; the waveform appears in *Sample Mode*, opened anytime with the **SAMPLE** button.

Exploring Samples

1. Tap a pad (e.g. **PAD 2**), then press **SAMPLE SELECT**.
2. Turn the **ENCODER** to browse folders; highlight **Snares**.
3. Press the **ENCODER** to open; turn to preview each sample.
4. Press the **ENCODER** again to load the highlighted sample to the pad.
5. Press **SAMPLE SELECT** to return to Sample Mode.

Playing Sequences

1. Press **SEQ** to enter *Sequence Mode* (pads now select/trigger sequences).
2. With **PAD 1** selected, press **PLAY**.
3. Tap **PAD 2** to queue Sequence 2 (it blinks until Sequence 1 ends, then lights).
4. Trigger other sequences in any order to build a song. Press **STOP** when done.

Recording a Sequence

1. In Sequence Mode, tap a dim pad (e.g. **PAD 9**) for an empty slot.
2. Hold **B1** to set Sequence BPM with the **ENCODER** or tap **TAP TEMPO**.
3. Press **B3** to toggle Record Quantization; set **Q** with **K2**.
4. Turn **K1** to set sequence length (bars).
5. Press **SEQ RECORD**, then **PLAY**, and tap pads to record. Overdubs at loop end.
6. Press **SEQ RECORD** to stop recording but keep playback, or **STOP** to stop both.

New Project

1. Hold **SHIFT + PAD 16 - PROJECT**.
2. Turn **ENCODER** to **New Project** and press to select.
3. If prompted, press **B3** to confirm or **B1** to back out and save first.

Recording a Sample

1. Press **SAMPLE RECORD** to enter *Sample Record Mode*.
2. Turn **K1** to set Source (e.g. **Mic**).
3. Tap a pad to start recording. Tap the pad again to stop.

Editing a Sample

1. Press **SAMPLE**, tap the target pad.
2. Adjust **Start (K1)** and **End (K2)**. Tap pad to audition.
3. Commit edit: hold **SHIFT + PAD 13 - TRIM SAMPLE**.
4. Cycle param pages with **B1/B2/B3**, tweak with **K1-K3**.
5. Assign a parameter to the fader: **SHIFT + PAD 9 - FADER**.

Using FX

Pad FX — pads trigger effects, pressure sets level: **PAD FX** → **PLAY** → tap and hold pads → tweak with **K1-K3**.

Knob FX — one effect, knob-controlled: **KNOB FX** → **SEQ** → **PLAY** → tweak with **K1-K3**. Hold **SHIFT + KNOB FX / FX SELECT** to pick effect and toggle which pads it affects.

Flex Beat — time-based warps (chops, scratches, gates): hold **SHIFT + PAD FX / FLEX BEAT** → **PLAY** → tap pads. **PAD 1** returns to Empty.



Sample Mode

The main mode for triggering and editing samples. Press **SAMPLE** to enter; press a **PAD** to trigger and view its sample, or hold **SAMPLE + PAD** to select without triggering. Turn **K1-K3** to adjust the parameters shown at the screen bottom; press the **ENCODER** to cycle parameters and turn the **ENCODER / -/+** to adjust. Cycle pages with **B1, B2, B3**:

- **Trim (B1): K1 Start, K2 End, K3 Loop** (0-100%).
SHIFT+B1 Loop Lock.
- **Mix (B1): K1 Volume, SHIFT+K2 Kit Volume, K3 Pan.**
- **Amp Env (B1): K1 Attack, K2 Decay/Release, K3 Vel Sens.** **SHIFT+K2** Decay From (Start/End).
- **Tune (B2): K1 Semi, K2 Fine, K3 Warp** (Off, 50%, 200%, Seq, Pitch).
- **Play (B2): K1 Polyphony** (Mono/Poly), **K2 Mute Group, K3 Offset.** **SHIFT+K2** Pad Link.
- **Filter (B3): K1 Cutoff, K2 Reso, K3 Type** (Classic, LPF/HPF/BPF 2 or 4).
- **Filt Env (B3): K1 Attack, K2 Decay/Release, K3 Depth.**

Pad Play

The **PAD PLAY** buttons (**CHOP, MUTE, LOOP, 16 LEVELS**) add performance functions. **MUTE** is accessible from any mode.

- **Chop:** Splits sample between Start/End by chop type. Pads play each slice. **K3 Chop Type:** Threshold, Regions 4/8/16, Manual. **SHIFT+B1 Extract, SHIFT+B2 Split, SHIFT+B3 Merge.** **ERASE + PAD** removes a slice. Slice edits cannot be undone.
- **Note On (SHIFT + CHOP):** sample plays only while pad is held; Decay becomes Release.
- **Loop:** Plays Sample Start → End → Loop Start repeatedly. Loop Lock is default (**SHIFT + B1** to disengage). Combine with Reverse.
- **Reverse (SHIFT + LOOP):** plays End to Start.
- **Mute:** Tap to toggle mute mode (hold for momentary). **SHIFT + MUTE** unmutes all.
- **16 Levels:** Spreads current sample across all 16 pads varying one parameter. **SHIFT + 16 LEVELS** cycles type: Velocity, Filter, Tune.

Loading & Saving Samples

Press **SAMPLE SELECT** to open the Sample Browser. Turn **ENCODER** or press **-/+** to browse; press **ENCODER** to open and load. **B1 Back, B2 Internal/External drive** (microSD **MPC-Sample/Samples**), **B3 Preview** toggles auto-preview.

To save: hold **SHIFT + SAMPLE SELECT / SAVE SAMPLE**. Turn **ENCODER** for characters, press to advance; **SHIFT** for capitals, **-/+** to move cursor, **B2** to erase one (**SHIFT + B2** erase all). **B3 Do It!** saves, **B1 Cancel** exits.



Sample Record Mode

Sample Record lets you record your own sounds. Press **SAMPLE RECORD** to enter.

- **Monitoring (B1):** Off, Auto (only when in Sample Record), or On. A speaker icon shows the built-in speaker state; it's crossed out when the speaker is muted (e.g. **Mic** source with monitor on, or **PHONES/AUDIO OUT** connected with any input source). Mirrors **MONITOR** in Input Configuration.
- **Source (K1):** **Mic** (built-in), **Rear** (stereo 1/L + 2/R), **Rear L**, **Rear R**, **Resample** (re-record MPC Sample's own output), **USB**, **USB L**, **USB R**.
- **Rec Length (K2):** **Free** (no limit) or **Seq** (length of current sequence; starts at end of current loop if playing).
- **Threshold (K3):** Sets recording threshold. The waveform icon at top-right lights when input exceeds it. Mirrors **THRESHOLD** in Input Configuration.

Arming & Recording

1. Tap the pad where the new sample will live to start recording.
2. While recording, tap additional **PADS** to chop the sample on the fly.
3. Stop by tapping the same pad, pressing **STOP**, or pressing **SAMPLE RECORD**.

Stopping via pad or **STOP** keeps you in Sample Record so you can continue. Stopping via **SAMPLE RECORD** returns you to Sample Mode with the new sample selected.

***Tip — Recall:** Missed a great moment? Hold **SHIFT + SAMPLE RECORD / RECALL** to retrieve the last 25 seconds of audio from the selected source onto the next available pad.*



Sequence Mode

Sequences are the building blocks of songs. Each holds a pattern over a set length; multiple can be combined or used as variations. Press **SEQ** to enter.

Setup

- **ENCODER**: scrub playhead by beats. **SHIFT + ENCODER**: scrub by current **Q**.
- Hold **B1** + turn **ENCODER** for BPM; press **ENCODER** to toggle whole/decimal. Or tap **TAP TEMPO**.
- **B2**: BPM scope **SEQ** (per-sequence) vs **GBL** (global). **B3**: toggle Record Quantization.
- **K1**: length (1-128 bars; **SHIFT+K1** for any value). **K2: Q**; **SHIFT+K2**: project time signature. **K3: RT Swing** (performative, non-destructive).
- **SHIFT + TAP TEMPO / METRONOME**: Off / On / Record. **SHIFT + PAD 4 - COUNT-IN**: toggle 1-bar count-in.

Press a **PAD** to select a sequence (green = has events, dim = empty). The queued sequence flashes; press another **PAD** mid-playback to queue it for the next cycle.

Recording Sequences

1. Choose an empty sequence pad and set BPM/Length/Q.
2. Press **SEQ RECORD** to arm; pads return to Sample/Seq triggering.
3. Press **PLAY** and tap pads to record events. At loop end, switches to overdub automatically.
4. Press **SEQ RECORD** to stop recording (playback continues) or **STOP** for both.
 - **SHIFT + -/UNDO**: undo events since recording began.
 - While armed: **ERASE + PAD** wipes all events on that pad.
 - **SHIFT + SEQ RECORD / RECALL**: retrieve last-loop events.

Automation: Arm, press **PLAY**, move **K1-K3** or **FADER** to record (Volume, Tune, Pan, Amp/Filter env params except Decay From, Vel Sens, Offset). To erase, hold **ERASE** + move the automated control, confirm with **B3**.

Editing Sequences

Hold **SHIFT + PAD** for actions: **PAD 2 Half Seq**, **PAD 3 Double Seq**, **PAD 6 Half Speed**, **PAD 7 Double Speed**, **PAD 10 Rec Quantize**, **PAD 11 Resample**, **PAD 12 Song**, **PAD 14 Time Correct**.

Step Edit

Hold **SHIFT + SEQ / STEP EDIT** to open. **ENCODER** steps through at **Q**; **-/+** cycles events on the step (or tap a pad). **FADER** nudges event timing. **K1** length, **K2 Q**, **K3** selected event velocity. **B3** erases the selected event. **ERASE + PAD** wipes all events from a pad (confirm **B3 Do It!**).

Song Mode

Chains sequences into a song; export as audio or as a new sequence. Hold **SHIFT + PAD 12 - SONG**. Press a **PAD** to select a sequence, **B3** to insert it after the highlighted slot. **ENCODER** or **-/+** browse; **B2** removes the highlighted entry. **PLAY** plays from top, **SHIFT + PLAY / CONTINUE** from highlight. **B1** opens Export: **B2** audio mixdown, **B3** export as new sequence.



Effects

MPC Sample includes four effect engines: Pad FX, Flex Beat, Knob FX, and a dedicated Compressor.

Pad FX

Trigger effects with pads as your sequence plays — pressure-sensitive. Press **PAD FX**. **PADS 1-16** each trigger one of 16 effects; up to four at once (older ones bypass when a fifth joins, then re-engage). **K1-K3** adjust the active effect. **B1 Latch** holds an effect at its current amount.

- **Filters/Mod:** Half Speed, Chorus, Flanger, Phaser, Comb Filter, LP/HP/BP Filter (each filter LFO has Speed + Range).
- **Character:** Ring Mod, LoFi, Color (Cassette, Flutter, Tube Amp, Vinyl, Saturation, Radio), Granulator.
- **Time:** Beat Repeat, Rev Stepper, Delay (Normal, X-Feedback, Ping-Pong), Reverb.

Flex Beat

Time-based warps applied to the whole sequence — beat chops, scratches, trance gates. Hold **SHIFT + PAD FX / FLEX BEAT**, press **PLAY**. **PAD 1** is **EMPTY** (default); **PADS 2-16** apply effects. **B3 Quantize** snaps effects to the grid. **K1:** One Shot vs Loop. **K3:** dry/wet Mix.

Knob FX

One effect controlled by **K1-K3**, freeing the pads for triggering or other FX modes. Press **KNOB FX** to engage; the knobs are dedicated to the effect while active. A Shift indicator means more parameters under **SHIFT**.

Configure: hold **SHIFT + KNOB FX / FX SELECT**. Tap pads to enable per-pad (bright = on); **B2 All Pads**, **B3 Bypass**. Browse the effect list with **ENCODER / -/+** and press **ENCODER** to load.

- **Delays:** Delay, Diff Delay, Tape Delay, Sample Delay (sync or free time).
- **Reverbs:** Small / Medium / Large, Spring.
- **Filters:** HP, LP, BP (Freq + Reso).
- **Dynamics:** Bus Compressor, Limiter, Pumper, Transient, Noise Gate.
- **Drive:** Amp Sim (1x8" through 4x12", Bass cabs, Radio, D.I., Brit), Tube Drive, Soft Clipper.
- **Modulation:** Ensemble, Multi-Chorus, Phaser (Vibe/Stone/Ninety/Tron), Flanger, Auto-Wah, Auto-Pan.
- **Vintage:** Vintage Emulator (MPC3000, MPC60, SP1200, SP1200Ring), Vinyl, Tape.

Compressor

Dedicated pumping-style compressor — sharp ducks or subtler peak limiting. Hold **SHIFT + PAD 5 - COMPRESSOR**.

- **B1 Color:** parallel bass boost + pitch instability + harmonic saturation (tape feel).
- **B3 Bypass.**
- **K1 Attack** (0.1-150 ms), **K2 Release** (3-300 ms), **K3 Amount** (0-100%, combined threshold/ratio).
- **SHIFT + K3 In Boost:** pushes input harder. Makeup gain is automatic.



Menus

Input Configuration

Open with **SHIFT + SAMPLE / INPUT CONFIG**. Selects/adjusts the audio input source.

- **Source:** Mic, Rear (stereo), Rear L, Rear R, Resample, USB, USB L, USB R.
- **Monitor:** Off / Auto (Sample Record only) / On.
- **Threshold:** -96 to 0 dB (auto-trigger level).
- **Rec Length:** FREE or SEQ (locks to current sequence).
- **Rec Input Effects:** Bake Knob FX into the sample (On) or exclude (Off).

All settings except Rec Input Effects also appear in the Sample Record menu. **B3** exits.

Fader

Open with **SHIFT + PAD 9 - FADER**. **B3** toggles the fader on/off; turn **ENCODER** to assign: **Pad Volume, Pad Pan, Pad Tune, Pad Amp Attack, Pad Amp Decay/Release, Pad Filter Cutoff, or Kit Volume**. Absolute position with soft takeover; the **Fader LED** brightens near the current value (brightest at center for Pan/Tune). **B1** goes back.

Time Correct

Open with **SHIFT + PAD 14 - TIME CORRECT**. Quantizes events to a grid. Tap pads to choose which to quantize (**B2** selects all). **K1 Q, K2 Shift** (nudge for humanization), **K3 Swing**. **B3 Do It!** applies; **B1 Cancel** exits. Undo via **SHIFT + -/ UNDO**. **Q** and **Swing** are global — they also affect Sequence Mode and Note Repeat.

MIDI Configuration

Open with **SHIFT + PAD 8 - MIDI CONFIG**. Use the **ENCODER** to scroll, press to edit.

- **MIDI Port:** External (1/8" **MIDI IN/OUT**) or USB.
- **MIDI In/Out Channel:** All or 1-16.
- **Pad MIDI In/Out:** Whether MIDI triggers pads (Off/On); whether pads send MIDI (Never/Always/Empty).
- **MIDI Sync In/Out:** Off / MIDI Clock / MTC.
- **MIDI Thru:** Forward MIDI IN to MIDI OUT.
- **Receive Program Change:** Off or Sequence (PC triggers sequences).
- **CV/Sync Out:** enables the **SYNC OUT** port; **Base** (1-8 ppqn) and **Division** (1-24).
- **RESET FACTORY SETTINGS:** restores defaults and restarts.
- **RESET FACTORY DATA:** wipes all user content — irreversible.

Project

Open with **SHIFT + PAD 16 - PROJECT**. Browse with the **ENCODER**.

- **Load Project:** Demos (incl. default startup), Kits (**ENCODER** loads kit + four default sequences; **B3 Load Kit** for samples only), or User (internal saves).
- **Save Project:** Name with **ENCODER** (push to confirm character), **SHIFT** for caps, **-/+** moves cursor, **B2/SHIFT+B2** erases one/all. **B3 Do It!** saves, **B1 Cancel** exits. Auto-save runs in background; manual save copies to new internal/external location.
- **New Project:** Clears the current project — **B3** confirm, **B1** cancel.
- **SD Card Access:** Mounts microSD as external drive over USB. Other modes disabled while active; safely eject before pressing **B1**.