Manuals+ — User Manuals Simplified.

AKAI MPC X Special Edition User Guide

Contents

AKAI

AKAI MPC X Special Edition

Product Information

MPC X Special Edition

MPC X Special Edition is a music production controller designed to help you create, manipulate, and perform music. The device comes with a full-color multi-touch display, navigation and data entry controls, pad and Q-Link controls, and a variety of connectivity options.

Product Box Contents

- MPC X Special Edition
- Power Adapter
- USB Cable
- Software Download Card
- Quickstart Guide
- Safety & Warranty Manual

Product Features

The MPC X Special Edition has a range of features that allow you to create and manipulate music. These include:

- A full-color multi-touch display for controlling the MPC interface
- Cursors for navigating through menus and options
- A data dial for scrolling through menu options or adjusting parameter values
- A numeric keypad for entering values
- An undo/redo button for reversing actions
- A shift button for accessing secondary functions
- Q-Link knobs for adjusting parameters and settings
- Pads for triggering drum hits or other samples in your software

product Setup

To use the MPC X Special Edition, you will need to connect it to various devices. Here are some items you may need:

- Headphones (to front-panel headphone output)
- Footswitch (to FS 1)
- Powered Monitors
- SD Card (to SD card slot)
- Computer
- Microphone
- Turntable
- USB Flash Drive
- Power Outlet

Product Usage Instructions

1. Connect the MPC X Special Edition to a power outlet using the power adapter.
2. Connect the MPC X Special Edition to your computer using the USB cable.
3. If you are using headphones or powered monitors, connect them to the appropriate output on the MPC X Special Edition.
4. If you are using a footswitch or other external device, connect it to FS 1 on the MPC X Special Edition.
5. If you want to use an SD card or USB flash drive, insert it into the appropriate slot on the MPC X Special Edition.
6. If you want to use a microphone or turntable, connect it to your computer and configure the appropriate settings in your software.
7. Turn on the MPC X Special Edition by pressing the power button.
8. Use the full-color multi-touch display, navigation and data entry controls, pad and Q-Link controls, and other features to create, manipulate, and perform music.
9. Refer to the complete user guide, available for download at akaipro.com, for more detailed instructions and information about the MPC X Special Edition.

Introduction

Features

- Standalone MPC—no computer required
- 10.1" (257 mm) full-color multi-touch display
- Also acts as a control surface for MPC 2.0 software
- Phono inputs with ground peg
- (16) Q-Link knobs with graphical displays
- (2) full-size MIDI inputs and (4) full-size MIDI outputs
- 48 GB of on-board storage, with over 16 GB available for user storage
- 4 GB of RAM for sampling
- Full-size SD card slot
- User-expandable 2.5" SATA drive connector (SSD or HDD)
- (2) USB-A 3.0 slots for thumb drives or MIDI controllers

Box Contents

- MPC X Special Edition
- Power Adapter
- USB Cable
- Software Download Card
- Quickstart Guide
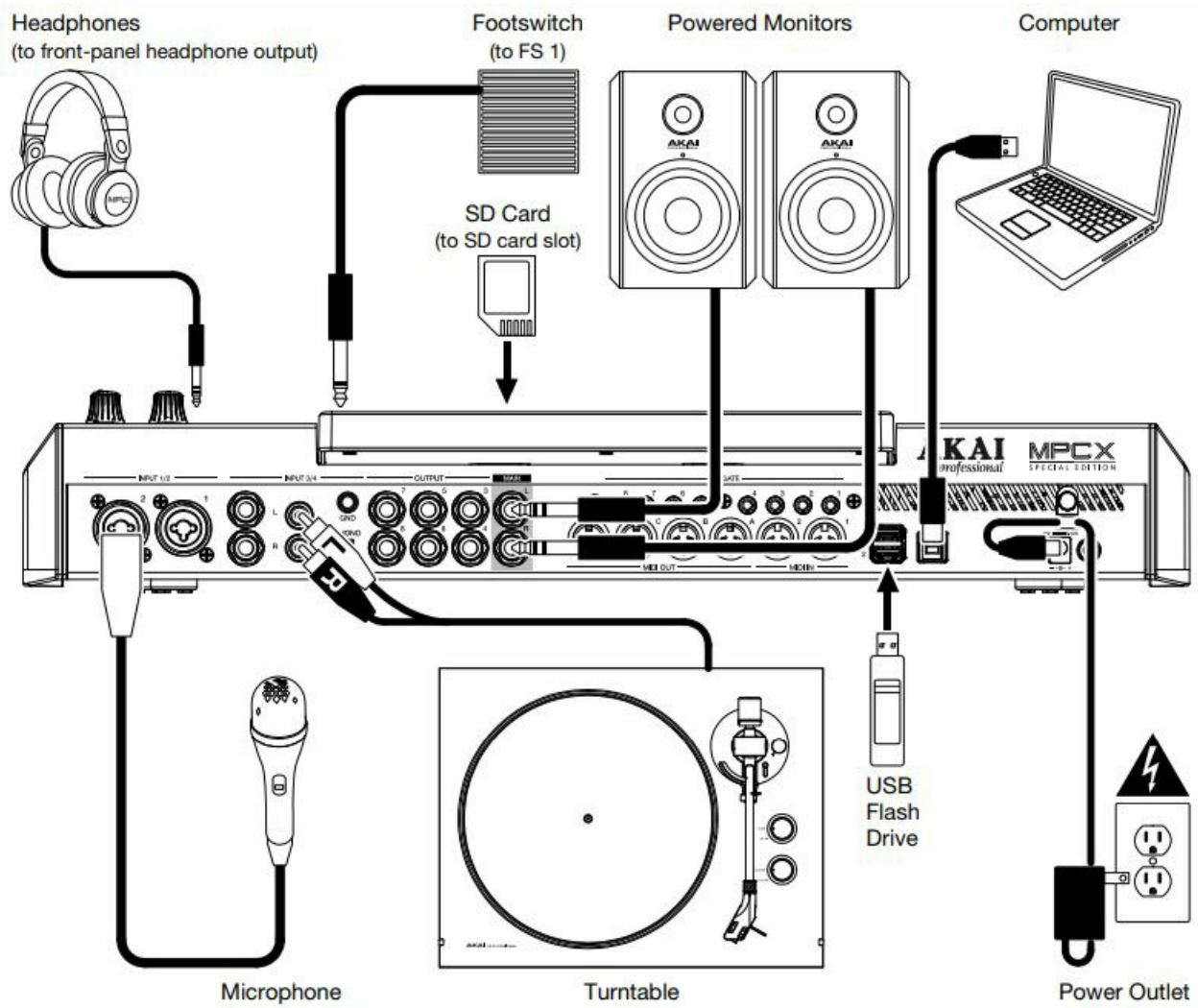- Safety & Warranty Manual

Important: Visit **akaipro.com** and find the webpage for MPC X Special Edition to download the complete user guide.

Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit **akaipro.com**.
For additional product support, visit **akaipro.com/support**.

Setup

Items not listed under Introduction > Box Contents are sold separately.

Headphones
(to front-panel headphone output)

Footswitch
(to FS 1)

Powered Monitors

Computer

SD Card
(to SD card slot)

USB
Flash
Drive

Microphone

Turntable

Power Outlet

Features

Important: Visit **akaipro.com** and find the webpage for MPC X Special Edition to download the complete User Guide.

Panel

Top Panel
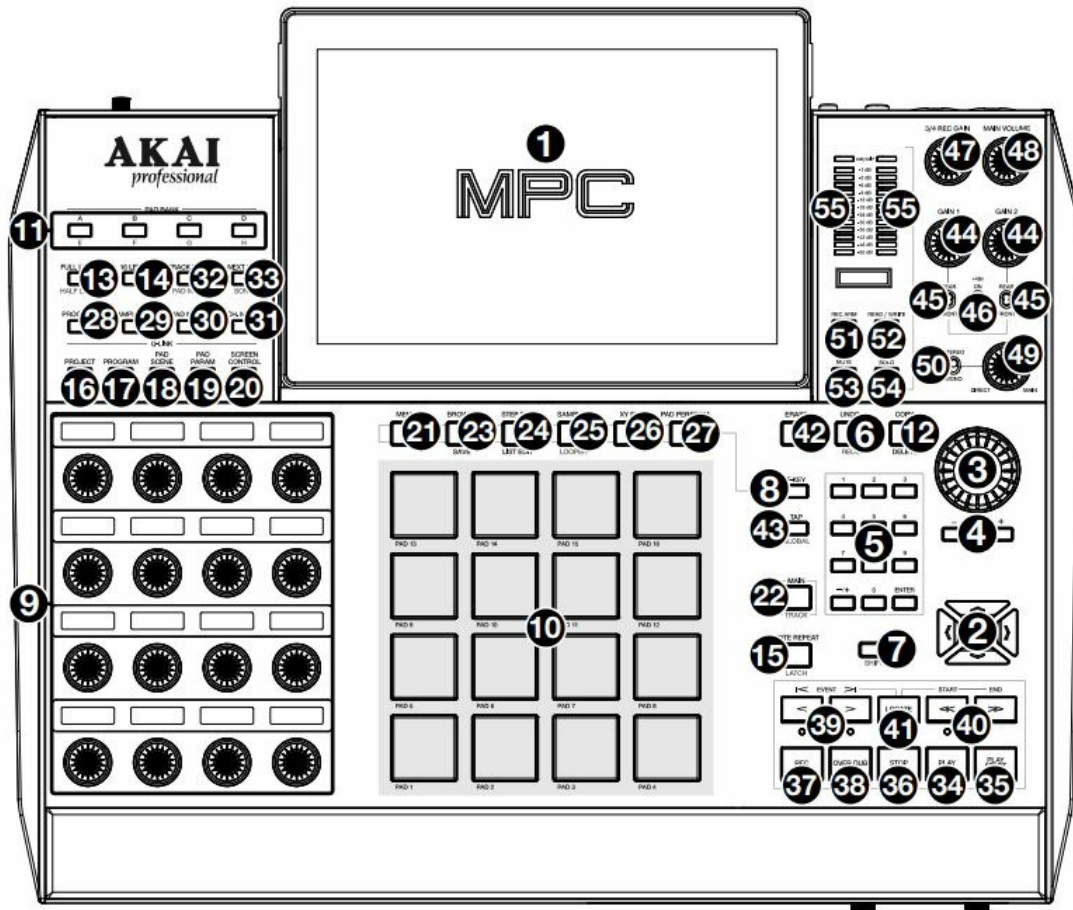
Navigation & Data Entry Controls

1. **Display:** This full-color multi-touch display shows information relevant to MPC X Special Edition's current operation. Touch the display (and use the hardware controls) to control the MPC interface. See Operation to learn how to use some basic functions.

   Tip: If you adjust the angle of the display, we recommend using the stand on its back panel to secure it in place.

2. **Cursors:** Press these buttons to navigate through the fields of menus and options shown in the display.

3. **Data Dial:** Turn this dial to scroll through the available menu options or adjust the parameter values of the selected field in the display.

4. **–/+:** Press these buttons to increase or decrease the value of the selected field in the display.

5. **Numeric Keypad:** If the selected field in the display is a number, press these numbered buttons as a standard numeric keypad to enter a value. Press the keypad's Enter to enter it.

6. **Undo/Redo:** Press this button to undo your last action.

   Press and hold Shift and press this button to redo the last action you undid.

7. **Shift:** Press and hold this button to access some buttons' secondary functions (indicated by red writing).

8. **F-Key:** Press and hold this button to use the 6 buttons under the display (Menu, Browse, Step Seq, Sampler, XY FX, Pad Perform) to select one the 6 options shown at the bottom edge of the display. In other words, instead of tapping one of the 6 buttons in the display, you can press one of these hardware buttons under it.

   Pad & Q-Link Controls

9. **Q-Link Knobs:** Turn these touch-sensitive knobs to adjust various parameters and settings. The display strip above each knob indicates the parameter it is controlling and its current value or setting.

10. **Pads:** Press these pads to trigger drum hits or other samples in your software. The pads are velocity-sensitive and pressure-sensitive, which makes them very responsive and intuitive to play. The pads will light up different colors, depending on how hard you play them (ranging from yellow at a low velocity to red at the highest velocity). You can also customize their colors.

11. **Pad Bank:** Press these buttons to access Pad Banks A–D.
    Press and hold Shift while pressing these buttons to access Pad Banks E–H.

12. **Copy / Delete:** Press this button to copy one pad to another. When the From Pad field is selected, press the "source" pad (the pad you want to copy). When the To Pad graphic (of all pads) is selected, press the "destination" pad. You can select multiple destination pads, and you can select pads in different pad banks. Tap Do It to continue or Cancel to return to the previous screen.
    Press and hold Shift and press this button to delete the samples from all layers of the currently selected pad.

13. **Full Level / Half Level:** Press this button to activate or deactivate the Full Level feature. When activated, the pads will always trigger their samples at the maximum velocity (127), regardless of how much force you use. Press and hold Shift and then press this button to activate or deactivate the Half Level feature. When activated, the pads will always trigger their samples at half-velocity (64).

14. **16 Level:** Press this button to activate or deactivate the 16 Level feature. When activated, the last pad that was hit will be temporarily copied to all 16 pads. The pads will play the same sample as the original pad, but a selectable parameter will increase in value with each pad number, regardless of how much force you use.

15. **Note Repeat / Latch:** Press and hold this button, and then press a pad to trigger that pad's sample repeatedly. The rate is based on the current tempo and Time Correct settings.
    Press and hold Shift and then press this button to "latch" the Note Repeat feature. When latched, you do not have to hold the Note Repeat button for it to be activated. Press Note Repeat once more to unlatch it.

16. **Project:** Press this button to use the Q-Link knobs to adjust parameters related to the currently selected project.

17. **Program:** Press this button to use the Q-Link knobs to adjust parameters of the currently selected program.

18. **Pad Scene:** Press this button to use the Q-Link knobs to adjust parameters that you have assigned for the currently selected pad.

19. **Pad Param:** Press this button to use the Q-Link knobs to adjust one parameter across all 16 pads. Each Q-Link knob corresponds to the pad with the same number and position in the 4-by-4 layout.

20. **Screen Control / Edit:** Press this button to use the Q-Link knobs to adjust parameters in the currently selected mode as shown in the display.
    Press and hold Shift and then press this button to enter Q-Link Edit Mode where you can assign other parameters to the Q-Link knobs.

    Mode & View Controls

21. **Menu:** Press this button to open the Menu where you can select any of the available modes. Tap an option to enter that mode.

22. **Main / Track:** Press this button to view Main Mode, an overview of the most-used functions.
    Press and hold Shift and press this button to view Track View Mode, an overview of the tracks of each sequence.

23. **Browse / Save:** Press this button to view the Browser. The Browser lets you navigate your computer's internal and external hard disks to load samples, sequences, songs, etc. Using filter buttons and user-definable folders, you can easily adapt it to your workflow. You can also preview samples before loading them.
    Press and hold Shift and press this button to save the current project (including its samples, programs,

sequences, and songs).

24. **Step Seq** / **List Edit:** Press this button to view the Step Sequencer where you can create or edit sequences by using the pads as "step buttons," simulating the experience of a traditional step-sequencer-style drum machine. Press and hold Shift and press this button to view your sequences using the List Edit View instead of Grid View.

25. **Sampler** / **Looper:** Press this button to view the Sampler where you can record audio samples to use in your projects. Press and hold Shift and press this button to view the Looper where you can record and overdub audio in real time—a great tool for live performance as well as spontaneous moments in the studio. You can export the loop as a sample to use in your project.

26. **XY FX:** Press this button to view XY FX Mode, which turns the touchscreen into an XY pad where each axis represents the range of an effect parameter. As you move touch or move your finger on the touchscreen, the current position will determine the current value of the two parameters. You can use this mode to create interesting effect automation on your tracks.

27. **Pad Perform:** Press this button to view Pad Perform Mode where you can assign musical scales/modes, chords, or progressions to the pads for creative performance options.

28. **Prog Edit:** Press this button to view Program Edit Mode, which contains all parameters for editing your programs.

29. **Sample Edit:** Press this button to view Sample Edit Mode where you can edit your samples using various functions and processes.

30. **Pad Mixer:** Press this button to view the Pad Mixer where you can set a program's levels, stereo panning, routing, and effects.

31. **Ch. Mixer:** Press this button to view the Channel Mixer where you can set levels, stereo panning, and other settings for your tracks, programs, returns, submixes, and main outputs.

32. **Track Mute** / **Pad Mute:** Press this button to view Track Mute Mode where you can easily mute tracks within a sequence or set mute groups for each track.
    Press and hold Shift and press this button to view Pad Mute Mode where you can easily mute pads within a program or set mute groups for each pad within a program.

33. **Next Seq** / **Song:** Press this button to view Next Sequence Mode where you can trigger different sequences simply by playing the pads. This is useful for live performances, letting you change a song's structure in real time. Press and hold Shift and press this button to view Song Mode where you can arrange sequences in a specific order and/or repetition to create songs. You can edit the structure of a song during playback for easy, on-the-fly composing.

Transport & Recording Controls

34. **Play:** Press this button to play the sequence from the audio pointer's current position.

35. **Play Start:** Press this button to play the sequence from its start point.

36. **Stop:** Press this button to stop playback.

37. **Rec:** Press this button to record-arm the sequence. Press Play or Play Start to start recording. Recording in this way (rather than using Overdub) erases the events of the current sequence. After the sequence plays through once while recording, Overdub will be enabled.

38. **Overdub:** Press this button to enable Overdub, which allows you to record note events in a sequence without overwriting any previously recorded note events. You can enable Overdub either before or during recording.

39. **</> (Event |</>|):** Use these buttons to move the audio pointer left/right, one step at a time.
    Press and hold Locate and press one of these buttons to move the audio pointer to the previous/next event in the sequence grid.

40. **<</>> (Start/End):** Use these buttons to move the audio pointer left/right, one bar at a time. Press and hold Locate and press one of these buttons to move the audio pointer to the start or end of the sequence grid.

41. **Locate:** Press and hold this button to activate the secondary functions of the </> and <</>> buttons (i.e., Event |</>| and Start/End, respectively).

42. **Erase:** As a sequence is playing, press and hold this button and then press a pad to delete the note event for that pad at the current playback position. This is a quick way to delete note events from your sequence without having to stop playback.

43. **Tap / Global:** Press this button in time with the desired tempo to enter a new tempo (in BPM) in the software. Press and hold Shift and press this button to set whether the currently selected sequence follows its own tempo (the button will be lit amber) or a global tempo (the button will be lit red).

I/O & Level Controls

44. **Gain 1/2:** Use these knobs to adjust the gain of the incoming signal from Input 1/2 on the rear panel or Inst 1/2 on the front panel. Use the Rear/Front switches below the knobs to determine the input. Use the level meter to check the recording level. Be careful when setting this knob at higher levels, which can cause the signal to distort.

45. **Rear/Front:** Use each switch to set whether the Gain 1/2 knob above it will control the gain of the input signal on the rear panel (Input 1/2) or on the front panel (Inst 1/2).

46. **Phantom Power (+48V):** This switch activates and deactivates phantom power for Input 1/2. When activated, + 48V of phantom power will be supplied to both inputs. Note that most dynamic microphones do not require phantom power, while most condenser microphones do. Refer to your microphone's documentation to check if it needs phantom power.

47. **3/4 Rec Gain:** Use this knob to adjust the gain of the incoming signal from Input 3/4 on the rear panel. Use the level meter to check the recording level. Be careful when setting this knob at higher levels, which can cause the signal to distort.

48. **Main Volume:** Turn this knob to adjust the volume level of the Main L/R outputs.

49. **Direct/Main:** Turn this knob to adjust the balance between the input and output signals in the headphones. Direct corresponds to the input signal—all devices connected to the inputs on the front and rear panels. While recording, you can turn this knob all the way to Direct for zero-latency direct monitoring.
Main corresponds to the output signal—the signal sent from the Main L/R outputs on the rear panel. When you are not recording, we recommend turning this knob all the way to the Main position to hear the full-volume playback signal.

50. **Stereo/Mono:** Use this switch to set whether the signal in the headphones is binaural (Stereo) or monaural (Mono). When set to Stereo, the headphone signal will be split so that the input signal (Direct) is heard in the left ear while the output signal (Main) is heard in the right ear. When set to Mono, the input and output signals are blended into a single, summed mix, which is heard in both ears.

51. **Rec Arm:** Press this button to arm or disarm recording in the sampler or looper. (This is different from the Rec button that record-arms the sequencer.)

52. **Read/Write:** Press this button to set whether the sequencer will read any automation during playback (Read) or record automation (Write).

53. **Mute:** Press this button to mute the item shown in the display strip below the level meters. Usually, this will be the currently selected program (the one you can play with the pads).

54. **Solo:** Press this button to solo the currently selected program. Usually, this will be the currently selected

program (the one you can play with the pads).

55. **Level Meters:** These meters indicate the level of the audio signal shown in the display strip below them.

Front Panel
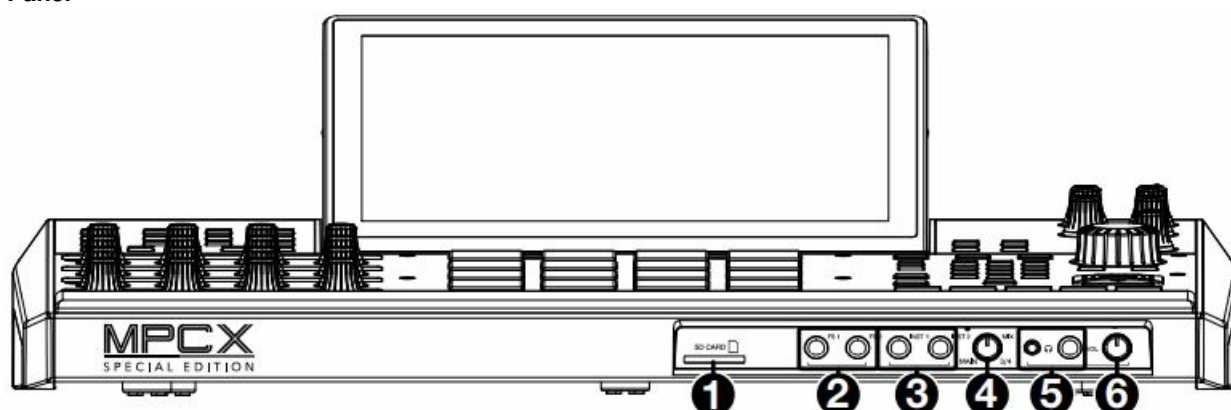
1. **SD Card Slot:** Insert a standard SD or SDHC card into this slot to access its files directly using MPC X Special Edition.
2. **Footswitch Inputs (FS 1/2) (1/4" / 6.35 mm):** Connect optional 1/4" (6.35 mm) TS footswitches to these inputs.
3. **Instrument Inputs (Inst 1/2) (1/4" / 6.35 mm):** Use standard 1/4" (6.35 mm) TS cables to connect these inputs to audio sources (guitars, synthesizer, drum machine, etc.). To use each of these inputs, set the corresponding Rear/Front switch (below the Gain 1/2 knob on the top panel) to Front.
4. **Mix Knob:** Turn this knob to adjust the balance between the Main and 3/4 signals in your headphones. Main is the signal sent from the Main L/R outputs. 3/4 is the signal sent from the Outputs 3/4.
5. **Headphone Outputs (1/8" or 1/4" / 3.5 mm or 6.35 mm):** Connect your headphones (not included) to either or both of these standard stereo outputs. Use the Mix Knob to determine what signal is heard in the headphones.
6. **Headphone Volume:** Turn this knob to adjust the volume of the headphone outputs.

Rear Panel
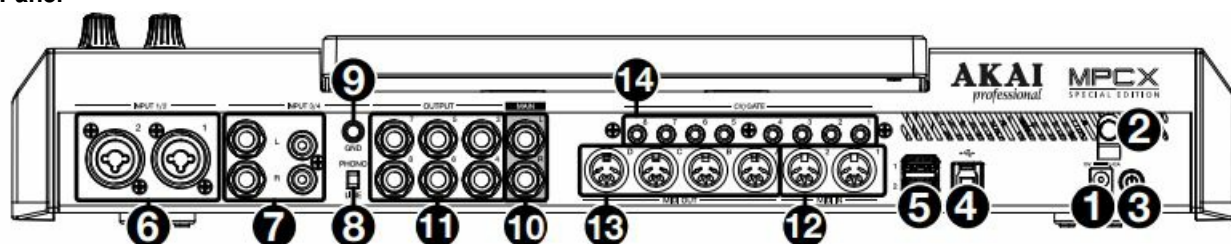
1. **Power Input:** Connect the included power adapter (19 V, 3.42 A, center-positive) to this jack then into an electrical outlet.
2. **Power Adapter Restraint:** Secure the power adapter cable to this restraint to prevent it from accidentally unplugging.
3. **Power Switch:** Press this button to turn MPC X Special Edition's power on or off. While powered on, press and hold this button for 5 seconds to force MPC X Special Edition to power off (similar to a computer).
4. **USB-B Port:** Use the included USB cable to connect this high-retention-force USB port to an available USB port on your computer. This connection allows MPC X Special Edition to send and receive MIDI and audio data to and from the MPC software on your computer.
5. **USB-A Ports:** Connect USB flash drives to these USB ports to access their files directly using MPC X Special
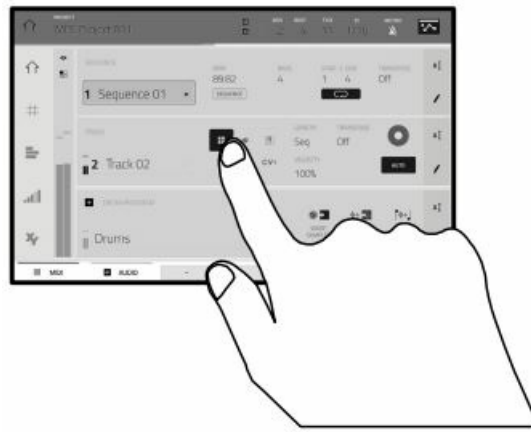
Edition.

6. **Inputs 1/2 (XLR or 1/4" / 6.35 mm):** Use standard XLR or 1/4" (6.35 mm) TRS cables to connect these inputs to audio sources (microphone, mixer, synthesizer, etc.). To use each of these inputs, set the corresponding Rear/Front switch (below the Gain 1/2 knob on the top panel) to Rear. Turn the Gain 1/2 knobs to set the input level of each one.

7. **Inputs 3/4 (1/4" / 6.35 mm or RCA):** Use standard 1/4" (6.35 mm) TRS cables or stereo RCA cables to connect these inputs to audio sources (mixer, turntable, synthesizer, etc.). To use the 1/4" (6.35 mm) inputs, set the Phono/Line switch to Line. To use the RCA inputs, set the Phono/Line switch to Phono. Turn the 3/4 Rec Gain knob to set their input levels.

8. **Phono/Line Switch:** Set this switch to the appropriate position, depending on which Input 3/4 connectors you want to use. If you are using the 1/4" (6.35 mm) inputs, set this switch to Line. If you are using the RCA inputs, set this switch to Phono to provide the additional amplification needed for phono-level signals.

9. **Grounding Terminal:** If you are sending a phono-level turntable signal to the Input 3/4 RCA connectors and are hearing a low hum or buzz, it could mean that the turntable is not grounded. If the turntable has a grounding wire, connect it to this terminal.
   Note: Some turntables have a grounding wire built into the RCA connection and, therefore, nothing needs to be connected to the grounding terminal.

10. **Main L/R Outputs (1/4" / 6.35 mm):** Use standard 1/4" (6.35 mm) TRS cables to connect these outputs to your speaker system. The signal sent out of these outputs is the main mix. Turn the Main Volume knob to set their volume. To route a program to these outputs, set its routing to Out 1,2 in the Channel Mixer when the Mixer field is set to Programs.

11. **Outputs 3/4, 5/6, 7/8 (1/4" / 6.35 mm):** Use standard 1/4" (6.35 mm) TRS cables to connect these outputs to an external mixer. The signal sent from these outputs is full-volume (0 dB). To route a program to these outputs, set its routing to Out 3,4, Out 5,6, or Out 7,8 in the Channel Mixer when the Mixer field is set to Programs.

12. **MIDI In:** Use a standard 5-pin MIDI cable to connect this input to the MIDI output of an optional external MIDI device.

13. **MIDI Out:** Use a standard 5-pin MIDI cable to connect this output to the MIDI input of an optional external MIDI device.

14. **CV/Gate Out:** Use standard 1/8" (3.5 mm) TS cables to connect these outputs to optional external sequencers. MPC X Special Edition will send control voltage (CV) and/or Gate data over this connection.
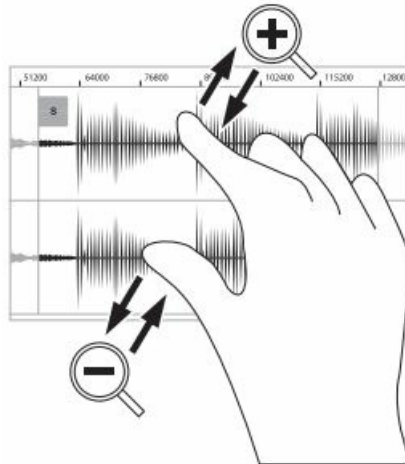
Operation

Here is some general information about how to use the MPC X Special Edition display:

- Tap a button or option to select it. Use the Data Dial or –/+ buttons to change its setting or value.

- Spread two fingers to zoom in (into a section of a waveform, for example). Pinch two fingers to zoom out.

- Double-tap a button to access advanced editing options. In some cases, this will show a numeric keypad that you can use to enter a value (an alternative to the Data Dial or –/+ buttons). Tap the upper-left part of the display to return to the previous view.
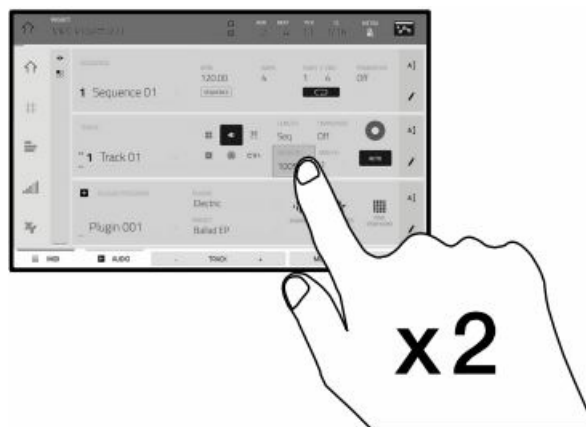
- The upper edge of the display shows the toolbar, which contains information about the current view (often the name of the current track, sequence, audio pointer position, etc.). Tap an item to select it.
  The lower edge of the display shows various buttons that you can use in the current view. Tap a button to press it.
  To return to a previous view, either tap outside of the window currently in the display or tap the left arrow in the upper-left part of the display.

Appendix

Technical Specifications

Pads	(16) velocity- and pressure-sensitive pads, RGB-backlit (8) banks accessible via Pad Bank buttons
Knobs	(16) 360° touch-sensitive Q-Link knobs for parameter adjustment (1) 360° encoder for display navigation and selection via push (7) 270° knobs for gain, mix & level adjustment
Buttons	(63) dedicated-function buttons
Display	10.1" / 257 mm (diagonal) 8.5" x 5.5" / 216 x 139 mm (width x height) Full-color LED-backlit display with touch interface
CPU	**Processor** Quad-core ARM® processor **RAM** 4 GB **Storage** 48 GB (over 16 GB available for user storage)

Connections	(2) XLR+1/4" (6.35 mm) TRS inputs (Input 1/2)
	(2) 1/4" (6.35 mm) TRS inputs (Input 3/4: 1 stereo pair)
	(2) 1/4" (6.35 mm) TS instrument inputs (Inst 1/2)
	(2) RCA inputs (Input 3/4: 1 stereo pair, phono- or line-level)
	(2) 1/4" (6.35 mm) TS footswitch inputs (FS 1/2)
	(2) 5-pin MIDI inputs
	(8) 1/4" (6.35 mm) TRS outputs (Main L/R, Outputs 3/4–7/8: 4 stereo pairs)
	(4) 5-pin MIDI outputs
	(8) 1/8" (3.5 mm) CV/Gate outputs
	(1) 1/4" (6.35 mm) stereo headphone output
	(1) 1/8" (3.5 mm) stereo headphone output
	(2) USB Type-A ports
	(1) USB Type-B port
	(1) SD card slot
	(1) power adapter input
Power	via power adapter (19 V, 3.42 A, center-positive, included)
Dimensions (width x depth x height)	19.9" x 16.7" x 3.4" / 50.5 x 42.4 x 8.7 cm (display flat)
	19.9" x 15.3" x 8.4" / 50.5 x 38.8 x 21.4 cm (display upright)
Weight	12.57 lbs.
	5.66 kg

Specifications are subject to change without notice.
Model: ACV5S

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Documents / Resources

AKAI MPC X Special Edition [pdf] User Guide
MPC X Special Edition, X Special Edition, Special Edition, Edition

References

- **A** **Music Production Hardware & Software | Akai Pro**
- **A** **Support : Akai Professional**