



MPD232

Editor

User Guide

English

Manual Version 1.0

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Introduction

About This Software

The MPD232 Editor is a software application that lets you change the MIDI messages sent from your Akai Professional MPD232. This editor lets you set each pad, knob, fader, and switch (across all available banks) to send a unique command to your software or external MIDI device, giving you deep, dynamic, and powerful control over your performance.

Please read this manual to get a better understanding of the MPD232 Editor.

System Requirements and Product Support

For complete system requirements, compatibility information, and product registration, visit the Akai Professional website: akaipro.com.

For additional support, visit akaipro.com/support.

Getting Started

Installation

1. Double-click the **.exe** (Windows®) or **.pkg** (Mac OS® X®) installer file you downloaded.
2. Follow the on-screen instructions.

Setup

1. **Optional:** Connect your MPD232 to your computer using a standard USB cable, and make sure both are powered on. (If you are using a USB hub, make sure it is a powered hub.) You can still use the editor without connecting MPD232, but you will not be able to send Presets to it or load (get) Presets from it.

2. Open the MPD232 Editor.

- **Windows:** The file is located in **C:\Program Files\Akai Professional\MPD232 Editor**.
- **Mac OS X:** The file is located in **Applications/MPD232 Editor**.

3. If your MPD232 is not connected to your computer, simply start using the MPD232 Editor!

If your MPD232 is connected to your computer, click the **File** menu and select **MIDI Setup**. In the window that appears, select the following options, depending on your operating system, and then click OK:

- **Windows:** Set the **Input** to **MIDIIN4 (MPD232)** and the **Output** to **MIDIOUT4 (MPD232)**.
- **Mac OS X:** Set the **Input** and **Output** to **MPD232 Remote**.

4. Start using the MPD232 Editor! See the **Operation** chapter to learn more about the software in depth.

Operation



MPD232 Editor's graphical interface looks just like your MPD232 but with some extra information about the MIDI messages it sends. All of this information is stored in a Preset, which determines how your MPD232 will command your software. Learn more about this in [Managing Your Presets](#).

MPD232 has three types of hardware controls whose MIDI messages you can edit. See [Editing Controls](#) to learn how to adjust the MIDI message sent by each type of hardware control.

Important: Remember that there are four banks of **pads** and three banks of controls (**knobs**, **faders**, and **switches**). When editing your mappings, make sure you are on the bank you want. Click a **Pad Bank** button or **Control Bank** in the graphical interface to select the desired bank. The button will light up, and the values on the graphical interface will reflect those of the current bank only.

Managing Your Presets

About Presets

A Preset is a preset file (.mpd232) containing all of the MIDI assignments you make in the Editor. Using Presets lets you maintain several different control configurations to use in different situations. For instance, you may use different Presets with different kinds of software, or you may save some Presets for production and others for performance.

Your MPD232 can store 30 Presets at a time. You can store additional Presets on your computer to load onto your MPD232 with this editor.

This chapter explains how to load Presets into the editor ([Loading Presets](#)), save Presets onto your computer ([Saving Presets](#)), and send Presets to your connected MPD232 ([Sending Presets](#)).

Loading Presets

To edit a Preset, you first have to load it into the MPD232 Editor.

To load a Preset from your connected MPD232:

1. Click the **File** menu and select **Load from Hardware**.
2. In the **Load Presets from Hardware** window that appears, click the **Get** button next to the desired Preset number.

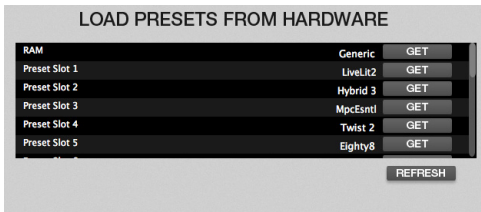
To cancel, simply close the **Load Presets from Hardware** window.

If you make changes to any Presets or current settings or assignments on your MPD232 after opening this window, click **Refresh** to refresh the options.

Note: The **RAM** slot refers to all of the settings and assignments currently being used on your MPD232 but not yet saved to a Preset.

3. When you're done, close the **Load Presets from Hardware** window.

Note: Editing the newly loaded Preset will not affect the Preset stored on your MPD232. See [Sending Presets](#) to learn how to send the edited Preset to your MPD232.



To load a Preset from your computer, do one of the following:

- Click the **File** menu and select **Open Preset**.
- Press **Ctrl+O** (Windows) or **⌘+O** (Mac OS X).

After that, locate the desired Preset file (**.mpd232**), and click **Open**.

Saving Presets

Saving a Preset on your computer lets you edit it or send it to your MPD232 in the future. All settings and assignments currently in the editor will be saved in the Preset.

To save the Preset, do one of the following:

- Click the **File** menu and select **Save**.
- Press **Ctrl+S** (Windows) or **⌘+S** (Mac OS X).

If this is the first time you are saving the Preset, select the desired location, enter a file name, and click **Save**. The Preset will be saved as an **.mpd232** file.

If this is not the first time you are saving the Preset, the Preset will save with the same name and to the same location.

To save a Preset under a different name or to a different location, click the **File** menu and select **Save As**. After that, select the desired location, enter a file name, and click **Save**. The Preset will be saved as an **.mpd232** file.

Sending Presets

Sending a Preset to your connected MPD232 lets you transfer the Preset from the editor to your MPD232's internal memory. All settings and assignments currently in the editor will be sent to your MPD232.

To send a Preset to your connected MPD232:

1. Click **Send to Hardware**.
2. In the **Send Preset** window that appears, click the drop-down menu to select the desired Preset number.

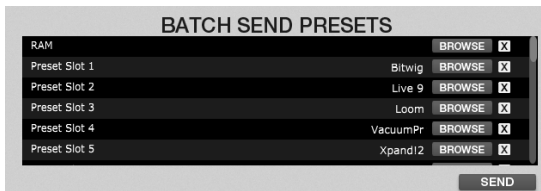
To cancel, simply close the **Send Preset** window.

Note: The **RAM** slot refers to all of the settings and assignments currently being used on your MPD232 but not yet saved to a Preset.

3. Click **Send** to confirm. Sending a Preset will overwrite that Preset number on your MPD232.
4. When you're done, close the **Send Preset** window.



To send multiple Presets to your connected MPD232:



1. Click the **Tools** menu and select **Send Multiple Presets**.
2. In the **Batch Send Presets** window that appears, select which Presets you want to send by doing any of the following:
 - Click a slot's **Browse** button and then select the Preset file from your computer.
 - Click and drag MPD232 Editor's graphical user interface onto the desired slot.
 - Click and drag an MPD232 Preset file from your computer onto the desired slot.
 - Click and drag a folder containing multiple MPD232 Preset files from your computer onto the desired slot. (The selected slot and the ones below it will be "populated" with the Preset files in that folder and its subfolders.)

To remove a previously selected Preset from the list, click its **X** button.

To cancel, simply close the **Send Preset** window.

Note: The **RAM** slot refers to all of the settings and assignments currently being used on your MPD232 but not yet saved to a Preset.

3. Click **Send** to confirm. Sending Presets will overwrite the corresponding Preset numbers on your MPD232. If you did not select a Preset to send, that Preset will not be overwritten.
4. When you're done, close the **Send Preset** window.

Editing Controls

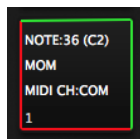
To edit the parameters for a pad or control on your MPD232, click it in the software's graphical user interface.

Tip: To copy the parameters of one pad, knob, fader, or switch to another, simply click and drag it. To access another bank, hover the mouse cursor over the desired **Pad Bank** or **Control Bank** button.



Click one of the types of controls to jump to that section in this *User Guide*: (1) **Pads**, (2) **Knobs**, (3) **Faders**, (4) **Switches**, or (5) **Other Preset Information**.

Pads



Pad 1			
TYPE:	NOTE	⇄ TRIGGER MODE:	MOMENTARY ⇄
MIDI CHANNEL:	COMMON	⇄ MIDI TO DIN:	OFF ⇄
MIDI NOTE:	36	⇄ ON COLOR:	GREEN ⇄
AFTERTOUCH:	CHANNEL	⇄ OFF COLOR:	RED ⇄

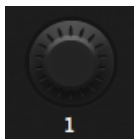
These are the available parameters and settings for MPD232's pads.

Note: Use the **Pad Bank** buttons to access all pads (1–64).

Parameter	Description	Available Settings
Type	The type of event that will be sent.	Note Program Program Bank
MIDI Channel	This setting determines over which MIDI channel data is sent.	Common USB A1–A16 USB B1–B16
MIDI Note	If Note is the selected Type, this assigns the note number.	0–127 (C0–G9)
Aftertouch	If Note is the selected Type, this determines the Aftertouch settings.	Off Chn (Channel Aftertouch) Poly (Poly Aftertouch)

Program Number	If Program or Program Bank is the selected Type, this determines the Program number.	0–127
Program MSB Program LSB	If Program or Program Bank is the selected Type, these determine the MSB (Most Significant Bit) and LSB (Least Significant Bit).	0–127
MIDI to DIN	Determines whether or not MIDI data is sent to the MIDI Out or not. MIDI data will be sent to MPD232's USB connection regardless of this setting.	On Off
Trigger Mode	If Note is the selected Type, this determines whether it is in Toggle or Momentary Mode.	Toggle Momentary
On Color Off Color	These determine what colors the pad will be when it is pressed (On) and not pressed (Off).	Off, Red, Orange, Amber, Yellow, Green, Green Blue, Aqua, Light Blue, Blue, Purple, Pink, Hot Pink, Light Purple, Light Green, Light Pink, Grey

Knobs



Knob 1

TYPE:	CC	÷	MIN:	0
MIDI CHANNEL:	COMMON	÷	MAX:	127
MIDI CC:	3		MIDI TO DIN:	OFF ÷

These are the available parameters and settings for MPD232's knobs.

Note: Use the **Control Bank** buttons to access all knobs (1–24).

Parameter	Description	Available Settings
Type	The type of message that will be sent.	CC Aftertouch Increment/Decrement 1 (Inc/Dec1) Increment/Decrement 2 (Inc/Dec2)
MIDI Channel	This setting determines over which MIDI channel data is sent.	Common USB A1–A16 USB B1–B16
MIDI CC	If CC or Inc/Dec2 is the selected Type, this determines the MIDI CC number.	0–127

Min Max	If CC or Aftertouch is the selected Type, these determine the lowest (Min) and highest (Max) values. (If Min is higher than Max, the knob's polarity will be reversed.)	0–127
NRPN MSB NRPN LSB	If Inc/Dec1 is the selected Type, these determine the MSB (Most Significant Bit) and LSB (Least Significant Bit).	0–127
Value	If Inc/Dec1 is the selected Type, this determines the value sent by an Increment (CC #96) or Decrement (CC #97) message.	0–127
MIDI to DIN	Determines whether or not MIDI data is sent to the MIDI Out or not. MIDI data will be sent to MPD232's USB connection regardless of this setting.	On, Off

Faders



Fader 1

TYPE:	CC	↕ MIN:	0
MIDI CHANNEL:	COMMON	↕ MAX:	127
MIDI CC:	20	MIDI TO DIN:	OFF ↕

These are the available parameters and settings for MPD232's faders.

Note: Use the **Control Bank** buttons to access all faders (1–24).

Parameter	Description	Available Settings
Type	The type of message that will be sent.	CC Aftertouch
MIDI Channel	This setting determines over which MIDI channel data is sent.	Common USB A1–A16 USB B1–B16
MIDI CC	If MIDI CC is the selected Type, this determines the MIDI CC number.	0–127

Min	These determine the lowest (Min) and highest	0–127
Max	(Max) values. (If Min is higher than Max, the fader's polarity will be reversed.)	
MIDI to DIN	Determines whether or not MIDI data is sent to the MIDI Out or not. MIDI data will be sent to MPD232's USB connection regardless of this setting.	On, Off

Switches



Switch 1

TYPE:	CC	↕	MIDI TO DIN:	OFF	↕
MIDI CHANNEL:	COMMON	↕			
MIDI CC:	28				
TRIGGER MODE:	TOGGLE	↕			

These are the available parameters and settings for MPD232's switches.

Note: Use the **Control Bank** buttons to access all switches (1–24).

Parameter	Description	Available Settings
Type	The type of event that will be sent.	CC Note Program Program Bank Key Stroke
MIDI Channel	This setting determines over which MIDI channel data is sent.	Common USB A1–A16 USB B1–B16
MIDI Note	If Note is the selected Type, this assigns the note number.	0–127 (C0–G9)
Velocity	If Note is the selected Type, this assigns the velocity.	0–127

Trigger Mode	If Note or CC is the selected Type, this determines whether it is in Toggle or Momentary Mode.	Toggle Momentary
MIDI CC	If CC is the selected Type, this determines the MIDI CC number.	0–127
Program Number	If Program or Program Bank is the selected Type, this determines the Program number.	0–127
Program Number MSB Program Number LSB	If Program or Program Bank is the selected Type, these determine the MSB (Most Significant Bit) and LSB (Least Significant Bit).	0–127
MIDI to DIN	Determines whether or not MIDI data is sent to the MIDI Out or not. MIDI data will be sent to MPD232's USB connection regardless of this setting.	On, Off

Key 1	If Key Stroke is the selected Type, this determines what keystroke the switch sends.	0–9, A–Z, F1–F12, Backspace, Return, Up Arrow, Down Arrow, Left Arrow, Right Arrow, Tab, various symbols (, . / [] \ ' ; - =), Esc, Insert, Home, Page Up, Delete, End, Page Down, Num 0–9.
Key 2	If Key Stroke is the selected Type, this determines what modifier keystroke (e.g., Shift, Option, etc.), if any, the switch sends with the Key 1 keystroke.	None, Ctrl, Shift, Alt, Option, Ctrl+Shift, Ctrl+Alt, Ctrl+Option, Shift+Alt, Shift+Option, Alt+Option, Ctrl+Option+Alt, Ctrl+Shift+Alt, Ctrl+Shift+Option

Tip: The HID (Human Interface Device) protocol lets devices send typical computer keyboard keystrokes. USB game controllers are an example of this, acting as an alternative to your computer's keyboard. MPD232 also uses the HID protocol, letting you configure certain buttons to send your most-often used keystrokes to your software, so you no longer need to switch focus constantly between the computer's keyboard and your MPD232.

Other Preset Information

```

PRESET: Generic
TEMPO: 130 NOTE REPEAT SWITCH: TOGGLE ↕
SWING: 50 TIME DIV SWITCH: TOGGLE ↕
GATE: 50 TRANSPORT TYPE: CTRL ↕
TIME DIVISION: 1/16 ↕
  
```

These are the available parameters and settings for the preset in general.

Parameter	Description	Available Settings
Preset	The name of the preset.	Standard alphanumeric characters
Tempo	The tempo as indicated in beats per minute.	30–300
Gate	The length of the repeated notes of the Note Repeat feature.	0–99%
Swing	The amount of swing used in the repeated notes of the Note Repeat feature.	50–75%
Time Division	The speed of the Note Repeat repetition as a division of the master tempo or external clock.	1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T (T denotes a triplet-based time division.)

Note Repeat Switch	This determines whether each button is in Toggle or Momentary Mode.	Toggle, Momentary
Time Div Switch		
Transport Type	The type of event that will be sent by the transport buttons (Stop , Play , and Rec).	MMC MMC/MIDI MIDI Real Time MIDI CC PTEX (The PTEX setting is for use with Avid® Pro Tools® Express only. Transport control messages will be sent only on USB Port B, Channel 16, regardless of the Common Channel setting.)

Other Functions

Auto-Populate Tool

The auto-populate feature lets you quickly apply common “patterns” of assignments to the pads and controls, sparing you the time of having to create each assignment manually.

To open the **Auto-Populate Tool**, click the **Tools** menu and select **Auto Populate Tool**.

AUTO POPULATE

PADS
☒ TYPE **NOTE** ▾
☒ AFT **OFF** ▾
☒ MODE **MOMENTARY** ▾
☒ SCALE **CHROMATIC** ▾
 START **0** **C-1** ▾

☐ PAD ON COLOR **OFF** ▾
☐ PAD OFF COLOR **OFF** ▾
☐ MIDI CHANNEL **COMMON** ▾
☐ MIDI TO DIN **OFF** ▾

Apply to Banks

A

B

C

D

APPLY

KNOBS
☒ TYPE **CC** ▾
☒ MIN **0**
☒ MAX **127**
☒ ORDER **ASCENDING** ▾
 START **0**

☐ MIDI CHANNEL **COMMON** ▾
☐ MIDI TO DIN **OFF** ▾

Apply to Banks

A

B

C

APPLY

FADER
☒ TYPE **CC** ▾
☒ MIN **0**
☒ MAX **127**
☒ ORDER **ASCENDING** ▾
 START **0**

☐ MIDI CHANNEL **COMMON** ▾
☐ MIDI TO DIN **OFF** ▾

Apply to Banks

A

B

C

APPLY

SWITCHES
☒ TYPE **CC** ▾
☒ ORDER **ASCENDING** ▾
 START **0**

☐ MIDI CHANNEL **COMMON** ▾
☐ MIDI TO DIN **OFF** ▾

Apply to Banks

A

B

C

APPLY

To auto-populate a pad, knob, fader, or switch:

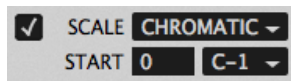
1. For each type of control (**pad**, **knob**, **fader**, or **switch**), check the box to the left of the parameter to select it. Only the selected parameters will be auto-populated. You can do this for multiple parameters. 
2. If the parameter has a drop-down menu, click it and select the desired setting.
If the parameter requires you to enter a number, click the field, delete the current number (if necessary), type a new number, and then press **Enter** on your computer keyboard.
3. Repeat Step 2 for each additional parameter you want to auto-populate (if necessary).
4. Under **Apply to Banks**, click each bank to select/deselect it. Only the selected banks will be auto-populated. 
5. Click **Apply** to auto-populate the selected parameters in the selected banks. 

To cancel the operation instead, close the **Auto Populate** window.

For ranges of notes, you must set a starting note and scale. For ranges of numbers, you must set a starting number and whether the values will increase or decrease across the bank(s). These types of parameters are described below.

When the **Type** is set to **Note** (for **pads** or **switches**), select the starting note (of a scale) by clicking the **Scale** drop-down menu, selecting a scale, and then doing either of the following:

- Click the **Start** drop-down menu, and select the desired MIDI note value (**C-1** – **G9**). The field next to it will change accordingly.
- Click the **Start** field, delete the current number (if necessary), type a new number (**0–127**), and then press **Enter** on your computer keyboard. The drop-down menu next to it will change accordingly.



When the **Type** is set to **Program** or **Program Bank** (for **pads** or **switches**), select the starting program number by doing the following:

1. Click the **Order** drop-down menu, and select whether you want the numbers to increase (**Ascending**) or decrease (**Descending**) across the bank(s) of controls.
2. Click the **Start** field, delete the current number (if necessary), type a new number (**0–127**), and then press **Enter** on your computer keyboard.

✓	ORDER	DESCENDING ▾
	START	5

When the **Type** is set to **CC** (for **knobs**, **faders**, or **switches**) or **Inc/Dec2** (for **knobs** only), select the starting CC number by doing the following:

1. Click the **Order** drop-down menu, and select whether you want the numbers to increase (**Ascending**) or decrease (**Descending**) across the bank(s) of controls.
2. Click the **Start** field, delete the current number (if necessary), type a new number (**0–127**), and then press **Enter** on your computer keyboard.

✓	ORDER	ASCENDING ▾
	START	0

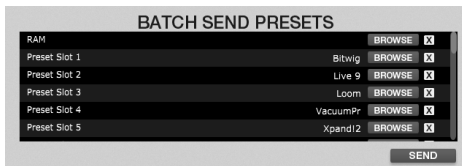
When the **Type** is set to **Inc/Dec 1** (for **knobs** only), select the starting NRPN number by doing the following:

1. Click the **Order** drop-down menu, and select whether you want the numbers to increase (**Ascending**) or decrease (**Descending**) across the bank(s) of controls.
2. Click the **Start** field, delete the current number (if necessary), type a new number (**0–16383**), and then press **Enter** on your computer keyboard. Alternatively, do the same for the **MSB** and **LSB** fields (**0–127**).

✓	ORDER	ASCENDING ▾
	START	0
	MSB	0
	LSB	0

Send Multiple Presets

You can send multiple Presets to your connected MPD232 simultaneously rather than sending just one at a time.



To send multiple Presets to your connected MPD232:

1. Click the **Tools** menu and select **Send Multiple Presets**.
2. In the **Batch Send Presets** window that appears, select which Presets you want to send by doing any of the following:
 - Click a slot's **Browse** button and then select the Preset file from your computer.
 - Click and drag MPD232 Editor's graphical user interface onto the desired slot.
 - Click and drag an MPD232 Preset file from your computer onto the desired slot.
 - Click and drag a folder containing multiple MPD232 Preset files from your computer onto the desired slot. (The selected slot and the ones below it will be "populated" with the Preset files in that folder and its subfolders.)

To remove a previously selected Preset from the list, click its **X** button.

To cancel, simply close the **Send Preset** window.

Note: The **RAM** slot refers to all of the settings and assignments currently being used on your MPD232 but not yet saved to a Preset.

3. Click **Send** to confirm. For each Preset Sending Presets will overwrite the corresponding Preset numbers on your MPD232. If you did not select a Preset to send, that Preset will not be overwritten.
4. When you're done, close the **Send Preset** window.

Sequence Edit

You can use the sequencer editor to create MPD232 a sequence within each Preset. Below is an overview of its various parts.

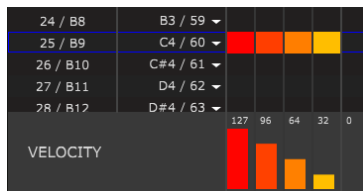
[illegible]

To open the sequence editor, click the **Tools** menu and select **Sequence Edit**.

- The **menu bar** shows information about the sequence.
 - Preset:** This is the Preset name. You can click it and type a new name for the Preset. (This is identical to the **Preset** field in the upper-right corner of the display in the main window.)
 - Steps:** This is the number of steps in the sequence. Click the drop-down menu to select a different length.
 - Start/Stop Type:** This determines if sequencer playback will be controlled by MIDI, MPD232's transport controls (**Stop** and **Play**), or MPD232's **Seq On/Off** button.
 - Clear Sequence:** Click this to erase all steps in the sequence. *This cannot be undone.*
- The **Pad** column lists all pads, and the **Note** column lists their corresponding notes. The selected pad will be outlined with blue.
- The **grid** shows the steps for all pads. A step's color indicates its velocity: red indicates a high velocity, yellow indicates a low velocity.

Any darkened steps on the right side are not played as part of the sequence, but you can still enter/erase steps in this part of the grid. (To allow steps from this section to be played, change the length of the sequence using the **Steps** menu in the menu bar.)
- Each step for each pad has a **velocity slider**. Its color indicates the step's velocity: red indicates a high velocity, yellow indicates a low velocity.

Velocity sliders will be shown only for the selected pad (outlined with blue).



To select a pad, click it in the **Pad** column or in the grid. The selected pad will be outlined with blue.

Tip: If you have already clicked a pad, you can also press **Alt+▲** or **Alt+▼** on your computer keyboard to move to the previous/next pad.

To change the note assigned to a pad, click its **Note** drop-down menu, and select a different one.

To enter a step, do either of the following:

- Double-click an empty step in the grid. The step's velocity will be **127** by default.
- Click the number above an empty step's velocity slider, type the desired step velocity (**0–127**), and then press **Enter** on your computer keyboard.

To erase a step, do either of the following:

- Double-click a step in the grid.
- Click and drag a step's velocity slider down to **0**.

To change the velocity of a step, do either of the following:

- Click and drag a step's velocity slider up or down.
- Click the number above the step's velocity slider, delete the current number (if necessary), type a new number, and then press **Enter** on your computer keyboard.

Global Settings

HARDWARE GLOBAL PARAMETERS

COMMON CHANNEL	A1 ▾	TRANSPORT TO DIN	Off ▾
NOTE DISPLAY	Value ▾	PAD GAIN	10 ▾
LCD CONTRAST	50 ▾	PAD THRESHOLD	5 ▾
TAP AVERAGE	2 ▾	PAD CURVE	Linear ▾
TEMPO LED	On ▾	CLOCK SOURCE	Internal ▾

REVERT

GET

SEND

To edit MPD232's global settings, click the **Tools** menu and select **Global Settings Editor**.

At any point, you can click any of these buttons:

- **Revert:** Click this to cancel your changes and return to the previous global settings.
- **Get:** Click this to load the current global settings from your connected MPD232 to this window.
- **Send:** Click this to send the global settings in this window to your connected MPD232.

Parameter	Description	Available Settings
Common Channel	This setting determines which MIDI channel is the common channel (various controls can be assigned to the common channel in Edit Mode).	USB A1–A16 USB B1–B16
Note Display	Determines whether the display will show notes as values (e.g., C2 , F#3 , etc.) or a number (e.g., 36 , 54 , etc.).	Value Number

LCD Contrast	The MPD232 display's contrast.	0–99%
Tap Average	The number of times you would need to press Tap Tempo to enter a new tempo.	2–4
Tempo LED	When MPD232 is using its internal MIDI clock, the Tap Tempo LED will flash in time with the current tempo setting.	Off On
Transport to DIN	Determines whether or not MIDI data from the transport controls is sent to the MIDI Out or not. MIDI data will be sent to MPD232's USB connection regardless of this setting.	On Off
Pad Gain	The pads' overall velocity sensitivity. At lower settings, it takes a lot of force to generate a note with a velocity of 127. At higher settings, the opposite is true.	0–20
Pad Threshold	The velocity threshold to trigger the pads. This can help prevent false triggering or make it easier to trigger the pads.	1–10

Pad Curve

The pads' velocity curve.

Linear

S-curve

Log1 (Logarithmic 1)

Log2 (Logarithmic 2)

Exp1 (Exponential 1)

Exp2 (Exponential 2)

Clock Source

Determines whether MPD232 uses its internal MIDI clock or refers to an external clock (e.g., from a DAW).

Internal

External

Software Menus

This chapter is a description of the available options in the menus at the top of the window.

File

New Window: Select this to open an additional MPD232 Editor window. Alternatively, press **Ctrl+N** (Windows) or **⌘+N** (Mac OS X).

Open: Select this to locate and load a Preset file (**.mpd232**) on your computer to the MPD232 Editor. Alternatively, press **Ctrl+O** (Windows) or **⌘+O** (Mac OS X).

Close Window: Select this to close the MPD232 Editor window. Alternatively, press **Ctrl+W** (Windows) or **⌘+W** (Mac OS X).

Save: Select this to save the MPD232 Editor's current settings to your computer as a Preset file (**.mpd232**). Alternatively, press **Ctrl+S** (Windows) or **⌘+S** (Mac OS X).

Save As: Select this to save the MPD232 Editor's current settings to your computer as a Preset file (**.mpd232**) with a different file name.

Load From Hardware: Select this to import the current settings from your connected MPD232 into the MPD232 Editor.

Send To Hardware: Select this to export the current settings from the MPD232 Editor to your connected MPD232.

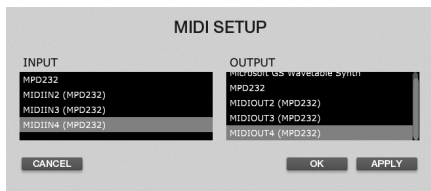
MIDI Setup: Select this option to open the **Device Setup** window.

If your MPD232 is connected to your computer, **MPD232** and its MIDI ports will appear in both the **Input** and **Output** fields. We recommend selecting its MIDI port in each field, depending on your operating system (below). This will let you use the MPD232 Editor while simultaneously using MPD232 with your digital audio workstation (DAW).

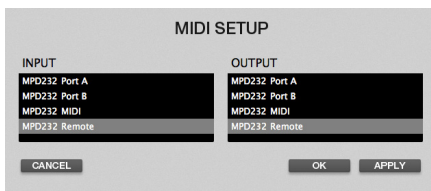
- **Windows:** Set the **Input** to **MIDIIN4 (MPD232)** and the **Output** to **MIDIOUT4 (MPD232)**.
- **Mac OS X:** Set both the **Input** and **Output** to **MPD232 Remote**.

If your MPD232 is *not* connected to your computer, it will not be available in the **Input** and **Output** fields. This means that you cannot send Presets to it or load (get) Presets from it, but you can still use the MPD232 Editor to edit and save Presets on your computer.

Click **OK** to apply your selection and close the window. Alternatively, click **Cancel** to close the window without applying the selection, or click **Apply** to apply the selection without closing the window.



MIDI Setup for Windows.



MIDI Setup for Mac OS X.

Quit: Select this to close the MPD232 Editor. Alternatively, press **Ctrl+Q** (Windows) or **⌘+Q** (Mac OS X).

Mac OS X users: This option is in the MPD232 Editor menu.

Tools

Auto Populate Tool: Select this to open the **Auto Populate** window. See [Other Functions > Auto-Populate Tool](#) to learn how this feature works.

Send Multiple Presets: Select this to send multiple presets simultaneously to your connected MPD232. See [Other Functions > Send Multiple Presets](#) to learn how this feature works.

Global Settings Editor: Select this to access the global settings (settings not specific to a Preset). See [Global Settings](#) to learn about these settings.

Sequence Edit: Select this to open the sequence editor. See [Other Functions > Sequence Edit](#) to learn about these settings.

Window

Minimize Window: Select this to minimize the MPD232 Editor. Alternatively, press **Ctrl+M** (Windows) or **⌘+M** (Mac OS X).

Bring to Front: Select this to place the MPD232 Editor above all other open application windows.

Help

Open User Guide: Select this to open this *User Guide*.

About: Select this to view information about this version of the MPD232 Editor.

Mac OS X users: This option is in the **MPD232 Editor** menu.

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