

Parameter Map

MAIN SEQUENCE mode	This is the first screen seen on power up. This page is displayed when MAIN SEQUENCE button is pressed.
Now	Displays the current time of the sequence by bar and beat
Tempo	Displays the sequence tempo. When slaved to midi clock, this field is displayed as EXT
Pad bank	Displays which of the four pad banks is active.
Sequence	Displays the current sequence number and sequence name.
Next sequence	Selecting a new sequence while playing will start the next selected sequence at the end of the current sequence. [Step >] button changes sequences immediately. [< Step] button cancels Next sequence.

MAIN TRACK mode	Displayed when MAIN TRACK key is pressed.
Now	Displays the current time of the sequence by bar and beat
Tempo	Displays the sequence tempo. When slaved to midi clock, this field is displayed as EXT
Pad bank	Displays which of the four pad banks is active.
Track	Displays the currently selected track number and name. Each sequence has 48 tracks, numbered A1-12, B1-12, C1-12, D1-12

SEQUENCE PARAMS	Accessed by pressing the [PARAMS] button while on the MAIN SEQUENCE page
Sequence loop	The sequence will be repeated between the selected bars.
Ist	Selects the start of the Sequence loop. When OFF is selected, sequence loop function is off.
Last	Selects the last bar of sequence loop. When END is selected, Last bar is always set to sequence end regardless sequence length.
Sequence length	Sets the current sequences length. Increasing the length of the sequence adds blank bars. Decreasing the length of the sequence truncates the ending bars.
Now	This shows current length of selected sequence. This field is display only.
New	Sets the new length of the selected sequence. Increasing the length of the sequence adds blank bars. Decreasing the length of the sequence truncates the ending bars. Press [DO IT] to execute the selected function.
Time signature	Sets the time signature. Time signature can be set per bar.
Bar	Displays the bar to be edited.
Time signature field	Displays the time signature of the currently selected bar. The following values are available: 1/4...16/4, 1/8...16/8, 1/16...16/16, 1/32...32/32. Press [DO IT] to execute the selected function.
Sequence name	Allows the name of the current sequence to be set. For more information on naming, see page XXX
Copy sequence	Used to create a duplicate of the selected sequence in another sequence location. The following fields can be scrolled between them by selecting the field directly.
To	Selects the location the sequence is to be copied to. Press [DO IT] to execute the selected function.
Fr	Selects the sequence to be copied from. This field defaults to the current sequence.
Delete sequence	Removes the current sequence from memory.
Sq	Selects the sequence to be deleted. Press [DO IT] to execute the selected function.
DELETE ALL	Available when scrolling past sequence 99. Pressing [DO IT] will open a confirmation screen. Press [DO IT] again to delete all sequences from memory.
User Default	This memorizes the setup of current sequence as the default for new sequences in this session. This default will be saved along with the All Sequences and Songs file. The following fields can be scrolled between them by selecting the field directly.
Memorize this Sq	The default name, number of the bars, time signature, tempo, and loop are automatically set to the currently selected sequences value as default when you create a new sequence. Press [DO IT] to execute the selected function.
Use default	The default name, number of the bars, time signature, tempo, and loop are automatically set to the factory default when you create a new sequence. Press [DO IT] to execute the selected function.

TRACK PARAMS	Accessed by pressing the [PARAMS] button while on the MAIN TRACK page. Track parameters are set for each track independently.
Program assign	Assigns an internal sound to a track.
Tr	Selects the track to be edited.
Program	Selects a program from memory. When OFF is selected, the internal sound is not played.
Mute track	Sets whether the currently selected track will play.
Tr	Selects the track to be edited.
Mute	YES or NO. Selects whether the currently selected track will play.
MIDI channel	Determines which midi channel this track will use to send midi data. Default is OFF.
Tr	Selects the track to be edited.
Midi channel	Selects one of the 16 midi channels this track will send information on. When this field is set to OFF, no midi will be sent on this track.

Track type	Determines how events will be displayed in step edit mode.
Tr	Selects the track to be edited.
Type	Determines how events will be displayed in step edit mode. DRUM - Sequence events are displayed based on pad number MIDI - Sequence events are displayed based on MIDI note.
Track name	Sets a new 10 character name for each track
Tr	Selects the track to be edited.
Name	Set a new name for the selected track here. For more information on naming, see page XXX
Copy track	Used to create a duplicate of the selected track in another track location. The following fields can be scrolled between them by selecting the field directly.
To	Selects the location the track is to be copied to. This field defaults to the current track. Press [DO IT] to execute the selected function.
Fr	Selects the track to be copied from. This field defaults to the current track.
Delete track	Removes the current track from the sequence.
Tr	Selects the track to be deleted. Press [DO IT] to execute the selected function.
	DELETE ALL Available when scrolling past track D12. Pressing [DO IT] will open a confirmation screen. Press [DO IT] again to delete all tracks from the current sequence. Press [CANCEL] to abort the selected operation.
Default name	Allows the setting of a default name for each of the 48 tracks in new sequences. This default will be saved along with the All Sequences and Songs file.
Tr	Selects the track to be edited.
	ALL CLEAR Available when scrolling past track D12. Clears all track names and sets them to factory defaults.
Name	Set a new default name for the selected track here. Press [DO IT] to execute the selected function. For more information on naming, see page XXX

ERASE / UNDO	To erase events in real time, press the pad you wish to delete while holding the [ERASE] button. To erase specific event ranges, press the [ERASE] button while the sequence is stopped. This will access the following pages.
Erase events	Allows the erasing of specific pad events or all events in a sequence. The following fields can be scrolled between them by selecting the field directly. Press [DO IT] to execute the erase events function.
Pads	Displayed when Track type is DRUM. ALL is selected as the default. You can select individual pads to be erased here by hitting drum pads directly.
Notes	Displayed when Track type is MIDI. Here, you can set note range with an external MIDI keyboard.
Track	Selects the track the events will be erased from. The track is displayed as its number, with an indication of whether its a Midi (M) or Drum (D) track.
Type	Chooses which type of event is to be erased. For more information of specific event types, see page XXX
In	Selects the time where the events to be erased will start. Default is 001.01.00
Out	Selects the time where the events to be erase will end. Default is the end of the current sequence.
Undo	You can cancel the last recording and reset to the setting before the recording. Undo works only for sequence recording. You cannot use this feature for sound editing.
Redo	Restores changes canceled by Undo.

Timing Correct	Recorded pad and midi events are automatically corrected to the nearest position in time set in the Timing correct page. Press the [TIMING CORRECT] button to access this function.
TC	This field sets timing correct value. The numeric display on the right of this field shows the number of pulses of the selected timing. The following Timing correct values are available: 1/8, 1/8(3), 1/16, 1/16(3), 1/32, 1/32(3), OFF.
Swing%	This field is displayed only when 1/8, 1/16 or 1/32 are selected in the TC field. Even numbered events set in the Note value field will be offset rhythmically according to the value in the Swing% field.

Metronome	Controls the parameters of the time reference click. Press the [METRONOME] button to access this function. The following fields can be scrolled between them by selecting the field directly.
Count in	Controls when the one bar count in occurs: OFF, REC ONLY, REC+PLAY
In play	Determines if the metronome will sound during playback. Default is NO
In Record	Determines if the metronome will sound during recording. Default is YES
Rate	Selects the rate which the metronome will sound. The following choices are available: 1/4, 1/4(3), 1/8, 1/8(3), 1/16, 1/16(3), 1/32, 1/32(3)
Sound	Selects how the metronome will sound, as a standard MPC2000 style click (CLICK), or a recorded metronome sound (SAMPLE).

12 LEVELS	Sets all 12 drum pads to play one sample, each with assigned parameter increasing in value.
Pad	Selects the pad to be set as the base for 12 Levels. The pad can be selected by hitting the pad directly.
Type	Determines which parameter type will be used for 12 levels. Velo - velocity. increases as you move from [PAD 1] to [PAD 12] Tune - pitch increases as you move from [PAD 1] to [PAD 12]
T	Parameter is only available when Type is set to Tune. Controls the starting tune of the selected pad by semitone.



SLIDER mode	Sets the function of the Q-Link slider
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P field	Sets which pad the slider will affect. Pad can be selected directly by hitting them.
Parameter	Selects how the slider will affect the selected pad. Each of the selections below can be selected by scrolling the parameter directly.
Tune	Affects the pads pitch
Level	Affects the pads volume
Filter	Affects the pads filter
Pad Bank	Selects which pad bank is played when the pads are hit. Selectable directly by pressing one of the four PAD BANK buttons.
Range	Selects the minimum and maximum value for the slider. Min and Max values vary depending on which parameter is chosen to be affected. Tune: -120 to 120 (in 10th of a cent increments) Level: 0 to 100 Filter: -50 to 50

LOAD / SAVE mode	Accessible by pressing [MODE] + [PAD 2] (Load) or [PAD 3] (Save). The following parameters can be selected by scrolling the parameter directly.
Load	Select programs to be loaded in to memory. The following types of files can be selected to load. Program, Sample, Sequence, All sq&songs, Projects. Additionally, folders can be selected, and all programs, samples and sequences will be loaded at once.
Autoload	This parameter is selectable at the end of file types to load. This determines if the MPC500s internal Flash memory will automatically load at startup. Default is ON.
Save	Select programs to be saved from memory. The following types of files can be selected to save. Program, Sample, Sequence, All sq&songs, All pg&smpl, Projects. Additionally, the entire memory can be saved in a single step. (Entire Mem.)
To internal	This parameter is selectable at the end of file types to save. This allows either All sq&songs files, or All pg&smpl files to be saved to the internal flash memory for autoload.
Delt	Select programs to be deleted from the CF Card. The following types of files can be selected to delete: Program, Sample, Sequence, All sq&songs, Projects, folder. When the appropriate file type is selected, press [DO IT] to delete the selected file.
USB	From this page, the MPC500 can be connected to a computer. The connection state is listed on the bottom line. When the MPC500 is connected via USB, Not connected will change to Connected. To disconnect the MPC500, safely remove the drive from your computer as per the instructions on page XXX , and disconnect the USB cable. The MPC500 will not respond to any button presses until the USB cable is removed.
Frmt	Formats the CF card to be used with the MPC500. Pressing [DO IT] will open a confirmation screen. Press [DO IT] again to format the CF Card. Press the [CANCEL] button to stop the format operation.
File type	This displays whether the selected item is a file (FIL) or a folder (FLD).
File name	Here, you can scroll through the list of files in the current directory.
Directory up / down icons	Indicates whether there is a folder below or above the current directory position. The [[CURSOR] buttons can be used to navigate between directories.

RECORD mode	Accessible by pressing [MODE] + [PAD 4] (Record). The following parameters can be selected by scrolling the parameter directly.
Mode	Selects stereo or mono recording.
Monitor	Determines whether the audio signal from the record ins will be audible through the [MAIN OUTS]/ [HEADPHONES]
Threshold	Volume necessary to reach before recording is started. Default: -48v
Record	Sets record source. [REC IN] or [MAIN OUTS] can be chosen.
Free	Amount of free sample memory available.

TRIM mode	Accessible by pressing [MODE] + [PAD 5] (Trim). The following parameters can be selected by scrolling the parameter directly.
Sample	Selects the sample to be edited.
Trim st	Shows current sample start point.
End	Shows current sample end point.
Loop st	Shows current loop start point. This parameter is only used when 'Loop' is set to ON.
Loop	Turns loop OFF or ON
St link	When 'St link' is ON, the 'Trim st' field and the 'Loop st' field will always be the same value.
Tune	Sets the tune of the sample. Range of +/-24.00 by cents and semitones
Name	Set a new name for the selected sample here. For more information on naming, see page XXX
Edit	Different edit functions can be selected here. Each of the following is available. Each function is executed by pressing [DO IT]
Discard	Deletes sample data before the 'Trim st' and beyond the 'End' point.
Extract	Takes the sample data between the 'Trim st' point and the 'End' point and creates a new sample. Pressing [DO IT] accesses the following parameters:
Name	Set a new name for the extracted sample here. For more information on naming, see page XXX
Assign to pad	Chooses a pad for the new sample to play from. Default is OFF.
Normalize	Adjusts the gain of the sample to where the peak will reach 0db.
Reverse	Reverses the selected sample.
Stretch	Time stretches the selected sample to fit a certain BPM without changing pitch. Pressing

	[DO IT] accesses the following parameters:
Orig 	Entry for the original BPM. If the BPM is unknown, use 100.
New 	Entry for the new BPM.
Preset	Selects one of the preset timestretch algorithms. For more information on timestretch presets, see page XXX
Adjust	Changes the emphasis of the selected preset. A positive value will help improve high frequency and percussive sounds while a negative value will help improve bass sounds.
Copy	Copies the selected sample. Pressing [DO IT] accesses the following parameters:
Name	Set a new name for the new sample here. For more information on naming, see page XXX
Assign to pad	Chooses a pad for the new sample to play from. Default is OFF.
Delete	Deletes the selected sample.

PROGRAM mode

Accessible by pressing [MODE] + [PAD 6] (Program). The following parameters can be selected by scrolling the parameter directly.

NOTE: For most parameters, individual Pads and Layers can be selected.

Program select	Selects a program to be edited.
Pad Bank	Selects which pad bank is played when the pads are hit. Selectable directly by pressing one of the four PAD BANK buttons. This field is present on all PROGRAM pages.
Sample assign	Determines which sample is assigned to each pad. For this parameter, Pads and Layers can be set individually..
Sample	Selects one of the samples in memory to be assigned to the selected pad.
Sample level	Sets the playback volume of sample. For this parameter, Pads and Layers can be set individually..
Level	Sets the volume playback level for the selected layer.
Pan	Sets the stereo position of the selected layer.
Sample tune	Allows the tuning of a specific pad in Cents and semitones. For this parameter, Pads and Layers can be set individually..
tune	Determines the playback pitch of the selected pad. Can be set in Cents and Semitones.
Play mode	Selects how a sample will be played. For this parameter, Pads and Layers can be set individually.
Mode	Selects whether a sample will play to completion when the pad is hit (One shot), or loop for as long as the pad is held (Note on).
Velocity Range	Specifies a velocity range a sample will play in. For this parameter, Pads and Layers can be set individually.
Range	Sets the high and low range velocity range for the selected pad and layer.
Filter	2 Pole lowpass filter used for affecting the timbre of samples assigned to the selected pad. For this parameter, Pads can be set individually.
Frequency	Determines the point where the selected sample's sound will be affected. Lower ranges remove treble and darken the sound.
Resonance	Emphasizes the frequency cutoff point.
Attack	Controls how quickly a sample will rise to full volume. For this parameter, Pads can be set individually.
Decay	Controls how quickly a sample will fade out once the pad is released. For this parameter, Pads can be set individually.
Mode	Determines how the decay parameter will respond: Strt Decay will begin right after the attack time set in the 'Attack' field. End Start point be set so that fade out will end at the sample's end point.
Velocity > Level	Determines the intensity velocity will affect Level. For this parameter, Pads can be set individually.
Velocity > Filter	Determines the intensity velocity will affect the filter. For this parameter, Pads can be set individually.
Velocity > Tune	Determines the intensity velocity will affect Tune. For this parameter, Pads can be set individually.
Velocity > attack	Determines the intensity velocity will affect Attack. For this parameter, Pads can be set individually.
Velocity > Start	Determines the intensity velocity will affect Sample Start. For this parameter, Pads can be set individually.
Voice Overlap	Determines whether the sample will play monophonically or polyphonically. For this parameter, Pads can be set individually.
Mute Group	Sets whether this pads sound will stop when another pad assigned to the mute group is hit. For this parameter, Pads can be set individually.
Note assign	Sets which midi note the selected pad will be assigned to. Each pad can be selected individually.
Note	Sets the note the selected pad will be assigned to.
Assign reset	Resets all note assignments for the program. Press [DO IT] to execute the selected operation.
Program number	Sets the midi program change number the selected program will respond to.
Program	Selects the program to assign a number to
Number	Selects the midi program change number for the selected program.
New program	Creates a new program. Press [DO IT] to execute.
Name	Set a new name for the newly created program. For more information on naming, see page XXX
Rename program	Allows the selected program to be renamed.

Name	Set a new name for program. For more information on naming, see page XXX .
Copy program	Creates a copy of the selected program.
From	Selects the program to be copied.
New	Set a name for program to be created. Press [DO IT] to execute. For more information on naming, see page XXX .
Delete Program	Removes the selected program from memory. Press [DO IT] to execute.
Purge unused	Removes all samples not assigned to programs from memory. Pressing [DO IT] will open a confirmation page. Press [DO IT] again to confirm.

MIDI / SYNC mode	Accessible by pressing [MODE] + [PAD 7] (MIDI / SYNC). The following parameters can be selected by scrolling the parameter directly.
Receive channel	Selects which midi channels the MPC500 will receive. Default is ALL.
Soft thru	Determines whether the midi received will be echoed to the midi output. ON, OFF, or As track (Default).
Pad to sampler	Determines if the Pads will play its internal programs.
Sync	Sets whether the MPC500 will send midi sync, or sync to midi.
Default assign	Sets the default midi note that will be sent out for each pad hit. Each pad can be selected individually.
Note	Sets the note the selected pad will be assigned to by default.
Assign reset	Resets all note assignments to factory default.

OTHER mode	Accessible by pressing [MODE] + [PAD 8] (OTHER). The following parameters can be selected by scrolling the parameter directly.
Master Level	Sets the overall output headroom of the master outs. Default: -12db
Sus.pedal record	Determines how the MPC500 will react to sustain pedal information: As duration the MPC500 is set to convert the sustain pedal data to a note's duration As sus.pedal The MPC500 records sustain pedal data as it is.
Truncate dura.	specify how the MPC500 operates when it reaches the end of a loop when playing a pad. Sequence The MPC500 records as played up to sequence length. Length Sequence The MPC500 cuts the note at the end of the sequence even if you hit the pad. You cannot record beyond the loop. End As Played The MPC500 records your performance as it is played
Tap average	Determines how many times a pad must be hit before Tap Tempo will update the tempo.
Pad Sensitivity	Sets the sensitivity of individual pads. Pads can be selected by hitting them directly.
Sensitivity	Determines the sensitivity of the selected pad. Default is 10
curve	Specifies a velocity curve for each pad. Default is A
Low Bat. Warning	Voltage threshold for low battery warning. Default is 6.00v
Version	Displays the software version number.

EFFECT mode	Accessible by pressing [MODE] + [PAD 9] (EFFECT). The following parameters can be selected by scrolling the parameter directly.
Pad Bank	Selects which pad bank is played when the pads are hit. Selectable directly by pressing one of the four PAD BANK buttons. This field is present on all EFFECT pages.
Eff send	Sets which effect bus the selected pad will be sent to. Individual pads can be selected by hitting them directly.
FX Select	Selects which bus the selected pad will be sent to.
Level	Amount of effect to be sent to the effect bus. Dynamic field- only displayed when applicable effect is chosen.
Eff sel	Selects which effects set the current effects and their parameters will be assigned to.
FX1	Selects which type of effect is assigned to FX1.
Type	Effect to be assigned to FX1 is chosen here. For a list of effects and their parameters, see Chapter XXX - "Effects" on page XXX .
Parameter	Individual aspects of the effects are edited here. For a list of effects and their parameters, see Chapter XXX - "Effects" on page XXX .
Level	Adjusts the levels of individual parameters. For a list of effects and their parameters, see Chapter XXX - "Effects" on page XXX .
FX1>FX2	Sets whether the signal of FX1 will be routed to FX2
FX2	Selects which type of effect is assigned to FX2.
Type	Effect to be assigned to FX2 is chosen here. For a list of effects and their parameters, see Chapter XXX - "Effects" on page XXX .
Parameter	Individual aspects of the effects are edited here. For a list of effects and their parameters, see Chapter XXX - "Effects" on page XXX .
Level	Adjusts the levels of individual parameters. For a list of effects and their parameters, see Chapter XXX - "Effects" on page XXX .
Master	Selects master effects for editing.
Type	Selects which master effect is to be edited.
Parameter	Individual aspects of the master effects are edited here. For a list of effects and their parameters, see Chapter XXX - "Effects" on page XXX .
Level	Adjusts the levels of individual parameters. For a list of effects and their parameters, see Chapter XXX - "Effects" on page XXX .

Copy Eff	Copies the content of the selected Effects set to a new Effect set location.	
	From	Selects the Effects set to be copied.
Reset	To	Selects the destination Effects set location. Press [DO IT] to execute the copy operation.
	Restores the selected Effects set to the default settings.	
Eff	Selects the Effects set to be restored. Press [DO IT] to execute the Reset operation.	

SEQ EDIT mode Accessible by pressing [MODE] + [PAD 10] (SEQ EDIT). The following parameters can be selected by scrolling the parameter directly.

Copy events	Allows the copying of events from one track to another, and one sequence to another	
	From	Selects the Sequence (S) and track (T) to be copied from.
	To	Selects the Sequence (S) and track (T) to be copied to.
	Pads	Selects which pads are to be copied. Default is ALL. Each pad is able to be individually selected by hitting them. Multiple pads can be selected.
	In	Selects the time where the events to be copied start.
	Out	Selects the time where the events to be copied end.
	Start	Selects the time where the selected events will be copied to.
	Copies	Determined how many copies are to be placed in.
	Mode	Selects how the copied events should be pasted in. MERGE or REPLACE.
	DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Move events	Allows the moving of events from one track to another, and one sequence to another, deleting the events in the original location.	
	From	Selects the Sequence (S) and track (T) to be moved from.
	To	Selects the Sequence (S) and track (T) to be moved to.
	Pads	Selects which pads are to be moved. Default is ALL. Each pad is able to be individually selected by hitting them. Multiple pads can be selected.
	In	Selects the time where the events to be moved start.
	Out	Selects the time where the events to be moved end.
	Start	Selects the time where the selected events will be moved to.
	Copies	Determined how many copies of the moved events are to be placed in.
	Mode	Selects how the moved events should be pasted in. MERGE or REPLACE.
	DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Transpose	Increases or decreases selected events by semitone.	
	Edit	Selects the Sequence (S) and track (T) to be transposed
	Pads	Selects which pads are to be transposed. Default is ALL. Each pad is able to be individually selected by hitting them. Multiple pads can be selected.
	In	Selects the time where the events to be transposed start.
	Out	Selects the time where the events to be transposed end.
	Amount	Selects the amount of transposition in semitones
	DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Shift timing	Shifts the timing of recorded events	
	Edit	Selects the Sequence (S) and track (T) to be shifted
	Pads	Selects which pads are to be shifted. Default is ALL. Each pad is able to be individually selected by hitting them. Multiple pads can be selected.
	In	Selects the time where the events to be shifted start
	Out	Selects the time where the events to be shifted end.
	Shift	Selects the direction events are to be shifted.
	Amount	Selects the amount of time the events are to be shifted in clock pulses.
	DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Edit velocity	Changes the velocity of recorded events	
	Edit	Selects the Sequence (S) and track (T) to be edited.
	Pads	Selects which pads are to be edited. Default is ALL. Each pad is able to be individually selected by hitting them. Multiple pads can be selected.
	In	Selects the time where the events to be edited start
	Out	Selects the time where the events to be edited end.
	Mode	Selects how the velocity of the selected events will be edited.
	Amount	Selects the amount of change to be applied.
	DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Edit Duration	Changes the duration of recorded events	
	Edit	Selects the Sequence (S) and track (T) to be edited.

Pads	Selects which pads are to be edited. Default is ALL. Each pad is able to be individually selected by hitting them. Multiple pads can be selected.
In	Selects the time where the events to be edited start
Out	Selects the time where the events to be edited end.
Mode	Selects how the duration of the selected events will be edited.
Amount	Selects the amount of change to be applied.
DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Timing correct

Edit	Selects the Sequence (S) and track (T) to be edited.
Pads	Selects which pads are to be edited. Default is ALL. Each pad is able to be individually selected by hitting them. Multiple pads can be selected.
In	Selects the time where the events to be edited start
Out	Selects the time where the events to be edited end.
TC	Selects to what value note the timing correct should be applied..
Swing%	Selects the amount of swing to be applied.
DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Track move

Moves the current track to a new location. Press the [DO IT] button to access the 'Tr' parameter.

Tr	Selects the track that the current track will be moved to. Press the [DO IT] button to execute the selected operation.
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Copy bars

Copies a selection of bars to a new location.

From	Selects the sequence (S) the bars should be copied from.
To	Selects the sequence the bars should be copied to.
First	Selects the bar where the copying should begin.
Last	Selects the bar where the copying should end.
After	Selects which bar the new bars should be copied after.
Copies	Selects how many copies of the selected bars should be pasted in.
DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Insert bars

Inserts blank bars into a sequence.

Edit	Selects the sequence (S) the bars should be inserted into.
After	Selects which bar the new bars should be inserted after.
Bars	Selects how many bars are to be inserted.
Tsig	Determines the time signature of the bars to be inserted.
DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Delete bars

Deletes bars from a sequence.

Edit	Selects the sequence (S) the bars should be deleted from.
First	Selects the first bar to be deleted.
Last	Selects the last bar to be deleted.
DO IT	Press the [DO IT] button while on this page to execute the selected operation.

Fix tempo

Sets the tempo of all sequences in memory to the same value.

Tempo	Selects the tempo the sequences will be changed to.
DO IT	Press the [DO IT] button while on this page to execute the selected operation.

STEP EDIT mode

Accessible by pressing [MODE] + [PAD 11] (STEP EDIT). The following parameters can be selected by scrolling the parameter directly.

Now	Displays the current time of the sequence by bar, beat and clock.
T:	Track selection. Determines which track is being viewed.
Pad Bank	Selects which pad bank is played when the pads are hit. Selectable directly by pressing one of the four PAD BANK buttons. This field is present on all STEP EDIT pages.
Step	Individual events are viewed here. For a list of Event abbreviations, see Chapter XXX STEP EDIT on page XXX .
Scroll icon	Indicates whether there are more events to view in the current location.
Event field	Displays the event type being viewed. For a list of Event abbreviations, see Chapter XXX STEP EDIT on page XXX .
Value field	Each event type has specific parameters that can be edited. This field can be selected directly to scroll through different parameters. Values for each can be set on the right. For a list of Events and their editable values, see Chapter XXX STEP EDIT on page XXX .

Delt	Press the [DO IT] button to delete the event currently selected.
Move	When move is selected, the selected event can be moved by scrolling the 'Now' field and choosing a new location. Press the [DO IT] button while on this page to execute the move operation.
Inst	Insert. When selected, press [DO IT] to insert the event type selected in the 'Event type' field.

	Event type	When Inst is selected, this field is available. For a list of events available to insert, see Chapter XXX STEP EDIT on page XXX .
Incr		Sets whether auto step increment is on. When on, the MPC500 will automatically update the sequence according to the setting of the timing correct when it receives a pad event or a note event. Default is Manual.
Dura		Determines the duration of events recorded with Auto step increment. A percentage of the timing correct value can be set, or it can be set to record as played. Default is 'As played'

SONG mode

		Accessible by pressing [MODE] + [PAD 12] (SONG). The following parameters can be selected by scrolling the parameter directly.
Pad Bank		Selects which pad bank is played when the pads are hit. Selectable directly by pressing one of the four PAD BANK buttons. This field is present on all SONG pages.
Song Select		Selects which song is active.
Assign Seq		Allows the assignment of a sequence to a song.
	Step	Chooses which step is being viewed
	Sequence	Selects which sequence is assigned to the selected step
Repeats		Determines how many times the selected step will repeat
	Step	Selects the step to be edited
	Times	Sets how many times the sequence will repeat.
Tempo		Sets the tempo of the current step
	Step	Selects which step is being viewed
	Tempo (♩)	Sets the tempo for the selected step.
Song name		Set a new name for the song. For more information on naming, see page XXX
Insert Before		Allows a new step to be inserted before the selected step. Press [DO IT] to execute the selected function.
	Step	Selects the step that the new step will be inserted before.
	Sequence	Selects which sequence will be assigned to the inserted step.
Delete step		Removes the selected step from the song. Press [DO IT] to execute the selected function.
	Step	Selects the step to be deleted.
	Sequence	Which sequence is assigned to which step can be further edited from here.
Copy song		Creates a copy of the selected song in a new location. Press [DO IT] to execute the selected function.
	Fr	Selects the song to be copied from.
	To	Selects the location the song will be copied to.
Delete song		Removes the selected song from memory. Press [DO IT] to execute the selected function.
	Song	Selects the song to be deleted.
Fix tempo		Sets all sequences in the current song to the selected tempo. Press [DO IT] to execute the selected function.