

MpcPgmMaker1.2 Manual

(09/10/2002)

Menus

File

Open : Open MPC's ".Pgm" file
Quit : Quit

Edit

Select All : Select all files in the navigation window.

Rename : Rename files or folders sequentially.
(*This operation changes original file's or folder's name
so do it before assigning to the pads, otherwise sound
files cannot be found.)

Convert... : Convert files (WAVE <-> MPC-SND <-> AIFF)

Select File Type : Choose file type you are converting to.

- MPC2000-SND
- MPC3000-SND
- WAVE
- AIFF

Destination... : A Dialog will appear to choose destination folder which
converted files will be saved.

Add To Favorite : Add current directory in the file navigation list to the
Favorite menu.

Organize Favorites : A window will be opened to organize favorites.

Program

Make Program : Start making ".pgm" file with the sounds assigned to the
Pads.

Program Format : Choose ".pgm" format, MPC2000(XL) or MPC3000.

PGM Template : Choose ".pgm" template that you want to use for the
program. You can use existing ".pgm" files as a template
by adding them into the "Pgm_Templates" folder.

(* Template folder must be in the same directory with the application and named "**Pgm_Templates**".)

- Copy Sound Files : If it's checked, Sound files will be copied to the same directory where ".pgm" file is saved.
- Make New Folder : If it's checked, ".pgm" and sound files will be saved in a newlycreated folder.

For MPC3000 user, **DO NOT** choose a MPC3000 formatted disk as a destination, when you make a PGM and copy sample files. Save them somewhere in the Mac's hddisk first, then copy them to a MPC3000 disk.

Window

- Show Note Number : If it's checked, Note Numbers will be shown above the pads.
- Show GM Map : If it's checked, GM Rhythm Set Map will be shown above the pads

- Hide Pads : Pads will be hidden.

File Navigation window



- Top left button : Go to the parent directory.

- Menu : Favorites menu. You can jump to the directly (Folder) you saved.
(*If the folder was moved after you added it to favorites, program can't find it.)

If you double click an item in the list,

Folder : Folder will be opened.

Sound file : Play sound. (SND,AIFF,WAVE,MP3, and Midi files can be played.)

".pgm" file : The program will be opened.

When a sound file is selected

Space Bar (or PLAY button) : Start Playing

Shift + Space Bar (or STOP button) : Stop Playing

Buttons



: Same as Make Program in the Program menu.



: Same as Copy Sound Files in the Program menu.



: Same as Make New Folder in the Program menu.

(* Make this button off(not-pushed) if you are non-XL MPC user for copying files to Zip or floppy disks.)



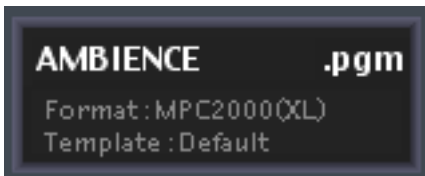
: Select a file type from "SND","WAVE" or "N/C"(No Conversion)
The file type selected here is only affected when you make a program file.

(* Select "N/C" if you don't need to convert files because it copies files much faster.)

(* Select "SND" if you are non-XL version of MPC2000 and MPC300 user.)



: Clear all sound assigned to the pads.



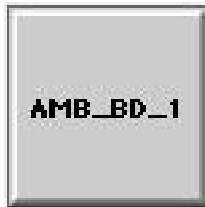
Top : Enter Program name here.

(If you enter more than eight text, text color will be changed in to red.)

Middle : Currently chosen PGM format.

Bottom : Name of the currently chosen template.

Pads



Drag and Drop files or folders from the navigation window to the one of the pads. MPC-SND, WAVE or AIFF files are allowed.

(* If you assigned AIFF to one of the pads, select SND or WAVE from file type pop-up menu.)

Click : Start playing the sound assigned to the pad.

Shift + Command + Click : Delete the assigned sound.

Ctrl + Drag : Copy one pad data to another. (Only in the same bank)

Other Short cut keys

ctrl + 1~4 : Select Pad Bank-A ~ D

Other tips

- When you make a ".pgm" file and copy sample files, you can chose any destination but I suggest saving them to a zip or floppy disk.
- Name of all the files must be eight characters or less otherwise MPC can't find them.
- If you are going to play-back large SND files, allocate more memory to the application.

Questions and bug report

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