

AKAI[®]
PROFESSIONAL

MPK mini plus II

User Guide



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Introduction

Thank you for purchasing your MPK® mini Plus II!

Box Contents

MPK® mini Plus II

USB-C® Cable

Quickstart Guide

Safety & Warranty Manual

Support

To learn more about MPK® mini Plus II, visit akaipro.com.

To register your product, visit profile.inmusicbrands.com. Log in or register for an account if you do not already have one, and then select **Register New Product** to register MPK® mini Plus II. You can also download the inMusic Software Center from your Account to register your product, as well as access updates and support links.

For additional product support, visit support.akaipro.com.

About this User Guide

This manual should help you get familiar with using your MPK® mini Plus II. We use specific formatting to indicate particular topics of significance:

i **Important/Note/Tip:** Important or helpful information on a given topic.

Names of buttons, controls, parameters, settings, and other options are written in **bold** characters throughout the manual.

Examples:

Press and hold **SHIFT** and press the **ARP** button to open the Arpeggiator Configuration menu on the display.

Turn **KNOB 4** to adjust the global **Swing** percentage.

Some parts of this manual refer to other relevant chapters or sections, which are cited in ***bold, italic blue*** characters. Click the text to skip immediately to that section.

Examples:

See ***Setup with Studio Instrument Collection*** to learn how to get started with the included SIC software.

You can use the ***Global Menu*** to determine whether data sent to this port comes from the USB-C® Port or the internal hardware MIDI.

You can also click on certain images to jump to specific sections of the manual.

Getting Started

Before you set up your MPK® mini Plus II and connect it with other equipment, we recommend you register your product. Registering gives you access to the included software, and makes it easy to update your device firmware for the most up-to-date experience. Proceed through these steps before continuing to the [Tutorial](#) chapter to get started making music with MPK® mini Plus II.

Register Your Product

To register your MPK® mini Plus II:

1. Download and install the inMusic Software Center by going to inmusic.to/plus2begin. This software provides the best experience for setting up your device.
2. Connect MPK® mini Plus II to your computer using the included USB-C® cable.

 **Note:** If connecting to a USB hub, make sure a powered hub is used.

3. Open the inMusic Software Center. If your product is connected, a prompt should appear to register your device to your profile.

Alternatively, click **Add Product** to manually enter the Serial Number of your MPK® mini Plus II to register it.

4. Once registered, navigate to the **My Hardware** tab in the inMusic Software Center and select your MPK® mini Plus II.

Firmware Update and Software Downloads

Before you use MPK® mini Plus II for the first time, we recommend checking for available firmware updates. These updates add exciting new features and improvements, so staying up-to-date ensures the best experience with MPK® mini Plus II.

To check for available firmware updates and apply them to your MPK® mini Plus II:

1. If it is not already, connect MPK® mini Plus II to an available USB port on a computer using the included USB-C® cable.
2. If you have downloaded the inMusic Software Center above and registered your product, navigate to the **My Hardware** tab and select your MPK® mini Plus II.
3. Click **Run Setup** and follow the instructions to update your device firmware, as well as download and install the included software, control script(s), and Windows MIDI Driver (if applicable).

You can also scroll down to the **Hardware Support** section to manually download and install the firmware updater, individual control scripts, and the Windows MIDI Driver.

In addition to checking before you use MPK® mini Plus II the first time, we recommend periodically checking for firmware updates. You can also visit akaipro.com for the latest product news.

Tutorial

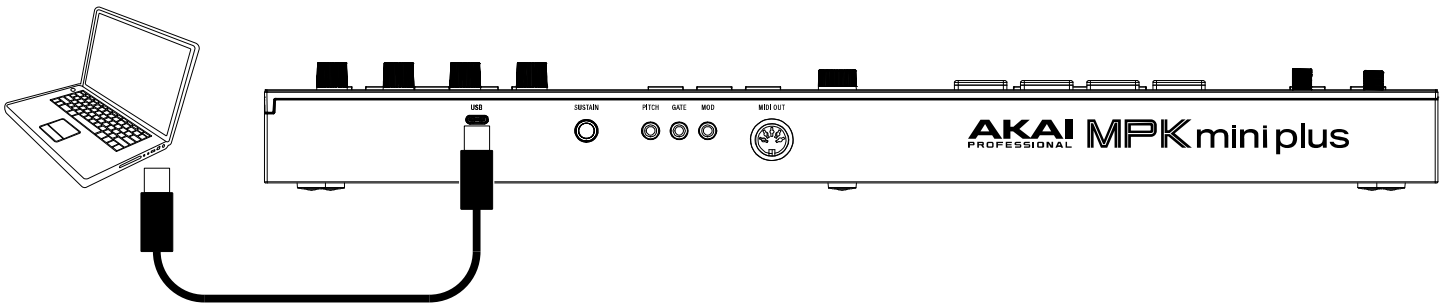
This tutorial walks you through the basics of setting up your MPK® mini Plus II to start making music. We recommend following the steps in this chapter in order.

There are links throughout this section to later chapters of the manual if you would like to learn more about specific functions.

You can also watch tutorials by visiting the Akai Professional YouTube channel at: youtube.com/AkaiProVideo.

Connect MPK® mini Plus II

Powering on MPK® mini Plus II is as easy as using the included USB-C® cable to connect the **USB** port on the rear panel to an available USB port on your computer. Once connected, the display will light up.



If you have followed the steps under [Getting Started > Register Your Product](#), you should have downloaded and installed the included **Studio Instrument Collection** (SIC) software. We will use this software to explore some of the features of MPK® mini Plus II in this Tutorial, so once you have connected MPK® mini Plus II to your computer, open the SIC software.

Plugin vs. DAW Mode

MPK® mini Plus II has two main modes of operation:

- **Plugin Mode:** This mode is used for controlling the included Studio Instrument Collection software, and for use with Native Instruments NKS (Native Kontrol Standard).
- **DAW Mode:** This mode is used for controlling other software, including:
 - o MPC 3 / MPC 3 Beats
 - o Ableton Live
 - o FL Studio
 - o Logic Pro
 - o GarageBand
 - o Cubase
 - o Bitwig Studio

This mode is also used when using MPK® mini Plus II as an external MIDI controller with other MIDI devices.

Press the **PLUGIN/DAW** button on the top panel of MPK® mini Plus II to switch between modes.



In Plugin mode, this button is illuminated white, and the **PLUG icon** appears next to the display:



In DAW mode, this button is illuminated red, and the **COMPUTER icon** appears next to the display:



For this tutorial, start in **PLUGIN** mode. You should see the **PLUGIN/DAW** button illuminated white and the **PLUG icon** appearing next to the display.

i TIP: This button also acts as a "home" function when viewing and editing other parameters on the MPK® mini Plus II display. Press it to return to the main screen.

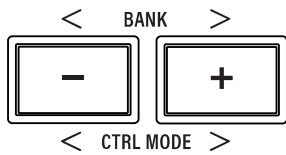
You can also use the **HomeL** setting in the [Global Menu](#) to make this button only act as a home key.

Playing Sounds in SIC

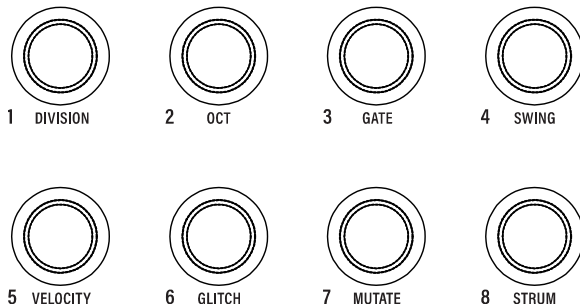
The included Studio Instrument Collection software is designed to work seamlessly with MPK® mini Plus II. With your device connected in **PLUGIN** mode, Studio Instrument Collection will automatically recognize your MPK® mini Plus II, which can then be used to browse presets, adjust parameters, and trigger sounds from the keys and pads.

Studio Instrument Collection opens in **Play Mode**, a performance-ready interface. This mode also opens in **Keys Mode**, where you can play loaded presets for the keyboard, as indicated by the highlighted **keys icon** in the SIC toolbar.

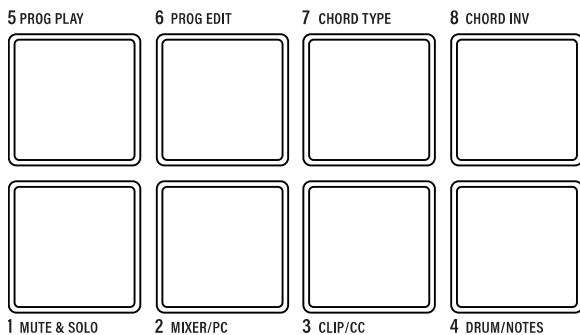
Press the **-/+** buttons on your MPK® mini Plus II to change presets. As each preset loads, press the keys to hear how it sounds.



You can also turn the **KNOBS** to adjust specific parameters for each preset. Try playing and adjusting the **KNOBS** to hear how the sound changes.



In addition to playing sounds from the keys, the MPK® mini Plus II **PADS** are also automatically mapped to drum presets in SIC. Click the **pads icon** in the SIC toolbar to switch to **Pads Mode** in **Play Mode**, where you can view and play drum pad presets.



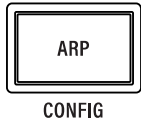
Press the **PAD BANK A/B** button to switch between two banks of eight sounds each, and tap the pads to hear each sound.



Using the Arpeggiator

MPK® mini Plus II includes a powerful onboard arpeggiator, allowing you to create repeated and evolving note patterns from your keyboard.

To activate the arpeggiator, press the **ARP** button so it lights up.



Now try pressing and holding a few keys down. As the keys are held, the notes continue playing.

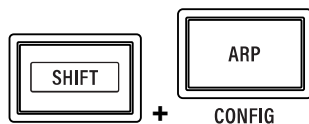
Press the **LATCH** button to keep the notes playing, even after you lift your fingers off of the keyboard.



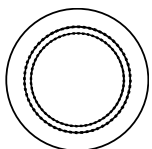
Editing Parameters

You can edit many MPK® mini Plus II parameters directly from the device using the **display** and **encoder**.

Try opening the [Arpeggiator Configuration Menu](#) by pressing and holding **SHIFT** and pressing the **ARP** button. In this menu, you can adjust arpeggiation parameters to create different, evolving note sequences.



Try turning the **encoder** to highlight the **Mode** setting. Press the encoder to enter the selection, and then turn it to select **Rand**. Press the **encoder** again to confirm.



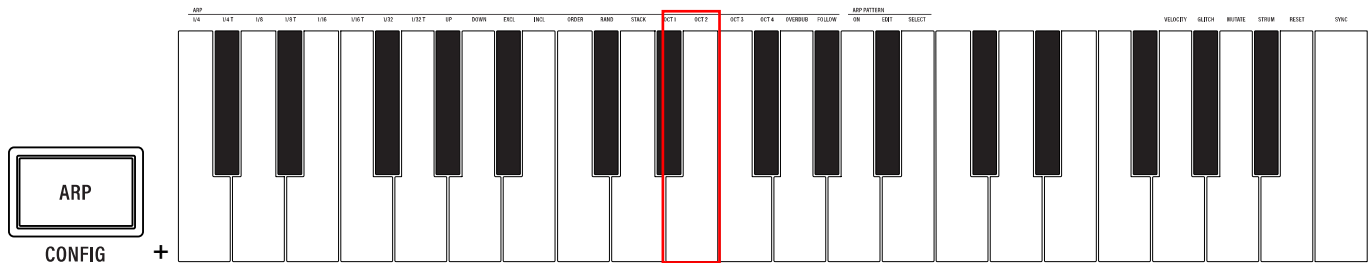
Your arpeggiator is now in Random mode, where the notes you hold are triggered randomly. Try triggering your arpeggio again to hear the difference.

Remember, if you need to exit the Arpeggiator Configuration Menu, press the **PLUGIN/DAW** button to return to the main screen.

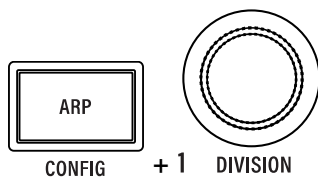
Quick Arp Key and Knob Editing

In addition to the Configuration menus available for functions like the arpeggiator, you can also quickly edit parameters using the keyboard and knobs.

Try pressing and holding the **ARP** button and then pressing the **OCT2** button (**E2**). This will set the total octave range of the arpeggiator to **2**, causing notes you hold down to be triggered over two octaves.



Next, hold the **ARP** button and then turn the **K1 KNOB**. This will adjust the Time Division of the arpeggiator, causing notes to be triggered faster or slower.



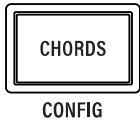
i TIP: If you have the [Arpeggiator Configuration Menu](#) open, you can turn the arpeggiator control knobs to adjust the associated parameters without holding down the **ARP** button.

There are many more features you can explore later in the [Arpeggiator](#) chapter. For now, turn off the arpeggiator by pressing the **ARP** button again so it is dimly lit.

Playing Chords and Scales with the Keyboard

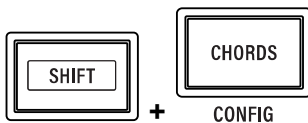
As you have already heard, each key on your MPK® mini Plus II plays a single note from your sound source by default. You can also configure the keys to play entire chords, or play notes only found in a particular scale.

Press the **CHORDS** button to enable Chords Mode for the keyboard.



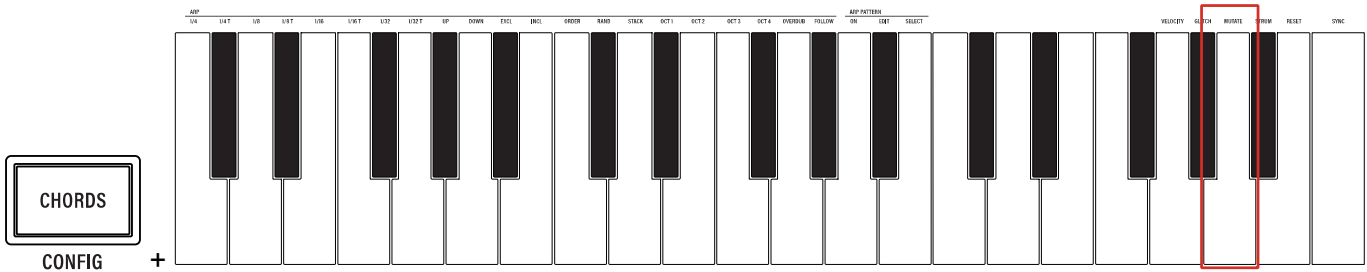
Now, each time you press a key, a full chord plays.

You can edit Chords Mode parameters using the **Chords Configuration** menu, accessed by pressing and holding **SHIFT** and pressing the **CHORDS** button.



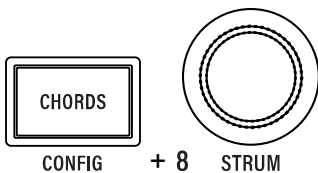
You can browse and edit parameters in the Chords Configuration menu using the **encoder**, just as you did with the Arpeggiator Configuration Menu. Try adjusting a few options and hearing how it changes each key press.

Also like the arpeggiator, you can press and hold the **CHORDS** button and press certain keys or turn certain knobs to adjust selected parameters. Try holding **CHORDS** and pressing the **A3** key to enable the Chords Mutate function.



When on, this simulates "strumming" notes as you would on a stringed instrument. Try pressing a note to hear how it sounds.

Next, try holding **CHORDS** and turning **KNOB 8** to adjust the **Strum Type and Timing**.

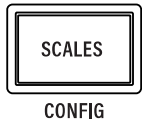


This determines the direction of the strum and timing of the notes played with the Strum function. Try turning the knob and see how it sounds at different settings.

TIP: If you have the Chords Configuration menu open, you can turn the applicable control knobs to adjust the associated parameters without holding down the **CHORDS** button.

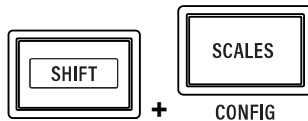
See the [Chords Mode](#) chapter to learn more. For now, press the **CHORDS** button again to turn Chords Mode off.

Press the **SCALES** button to enable Scales Mode for the keyboard. In this mode, the keys play only in the set scale.



By default, this will start in the key of C Major. Try playing each note on your keyboard, both white and black keys, starting with C. You will hear that the black keys play the same note as the next closest white key, since these notes are not in the key of C Major.

You can edit Scales Mode parameters using the [Scales Configuration](#) menu, accessed by pressing and holding **SHIFT** and pressing the **SCALES** button. See the [Scales Mode](#) chapter to learn more.



i TIP: Chords Mode and Scales Mode can be used together, so that chords play only in a set scale.

DAW Mode

In addition to using MPK® mini Plus II with the Studio Instrument Collection software, you can use it with other recording software.

To switch to DAW mode, press the **PLUGIN/DAW** button so it is lit red and the **COMPUTER icon** appears in the display.



MPK® mini Plus II also comes with the MPC 3 Beats software, and is compatible with other software like Ableton Live, GarageBand, and more. See the following [Setup](#) chapter to learn more about how to use MPK® mini Plus II with supported software.

In addition to the basic functions covered in this Tutorial, there's so much more you can do to make music with MPK® mini Plus II.

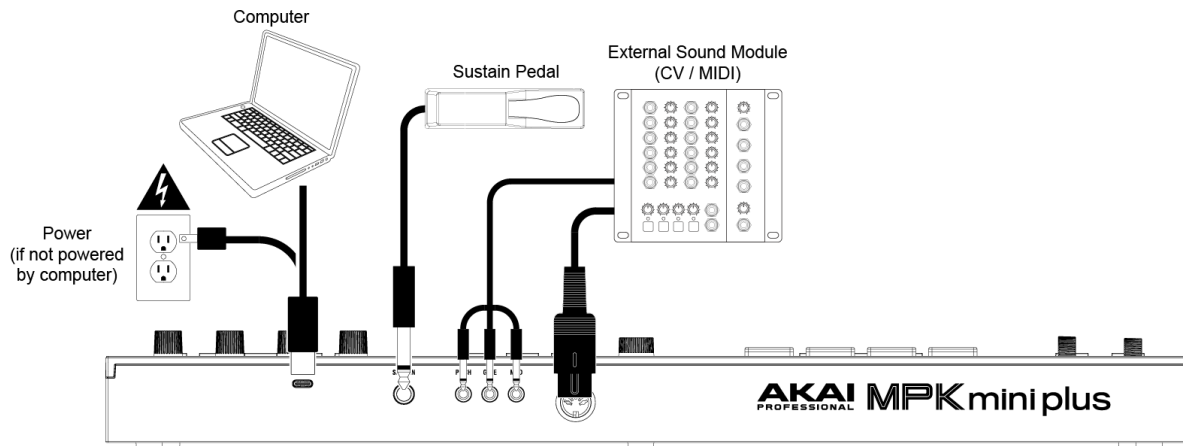
The following **Features** chapter gives you a breakdown of every connection and control on MPK® mini Plus II and its functions.

The **Operation** chapter provides greater detail on the different modes and functions of MPK® mini Plus II.

Setup

This chapter describes how to set up your MPK® mini Plus II with other equipment and several kinds of compatible software.

Pictured below is an example of how to connect MPK® mini Plus II. Note that items not listed under the [Introduction > Box Contents](#) are sold separately.



IMPORTANT: If connecting to a USB hub, make sure a powered hub is used.

Proceed to the [Features](#) chapter for more information on these connections.

See [Setup with Studio Instrument Collection](#) to learn how to get started with the included SIC software.

See [Setup with MPC 3 Beats](#) to learn how to get started with the included MPC 3 Beats software.

See [Setup with Other Software](#) to learn how to get started using MPK® mini Plus II with other software.

For additional information on MPK® mini Plus II's features and functions, proceed to the [Operation](#) chapter.

Setup with Studio Instrument Collection

MPK® mini Plus II includes Studio Instrument Collection, a virtual instrument that features a vast palette of sounds from Akai Professional, AIR Music Technology, and Moog.

To download and install Studio Instrument Collection, follow the steps in [Getting Started > Register Your Product](#) to download the inMusic Software Center, register your MPK® mini Plus II, and download the included software.

Studio Instrument Collection works seamlessly with MPK® mini Plus II. Simply connect the device to your computer, open the software, and press the **PLUGIN/DAW** button so the **PLUGIN** preset is loaded. The

PLUGIN/DAW button will be illuminated white, and the **plug icon** () will appear next to the display.

Studio Instrument Collection will automatically recognize and connect with your MPK® mini Plus II, which can then be used to browse presets, adjust parameters, and trigger sounds from the keys and pads.

For more information on Studio Instrument Collection, open the *User Guide* included with the software. Click the ☰ icon in the upper-right corner of Studio Instrument Collection and then select **Open Software Manual**.

Setup with MPC 3 Beats

MPK® mini Plus II also includes MPC 3 Beats, a free, fully-featured version of the MPC 3 desktop software, based on the legendary MPC beat-making workflow. MPC 3 Beats includes everything you need to start creating, with included samples, loops, virtual instrument plugins, and effects to craft your sound.

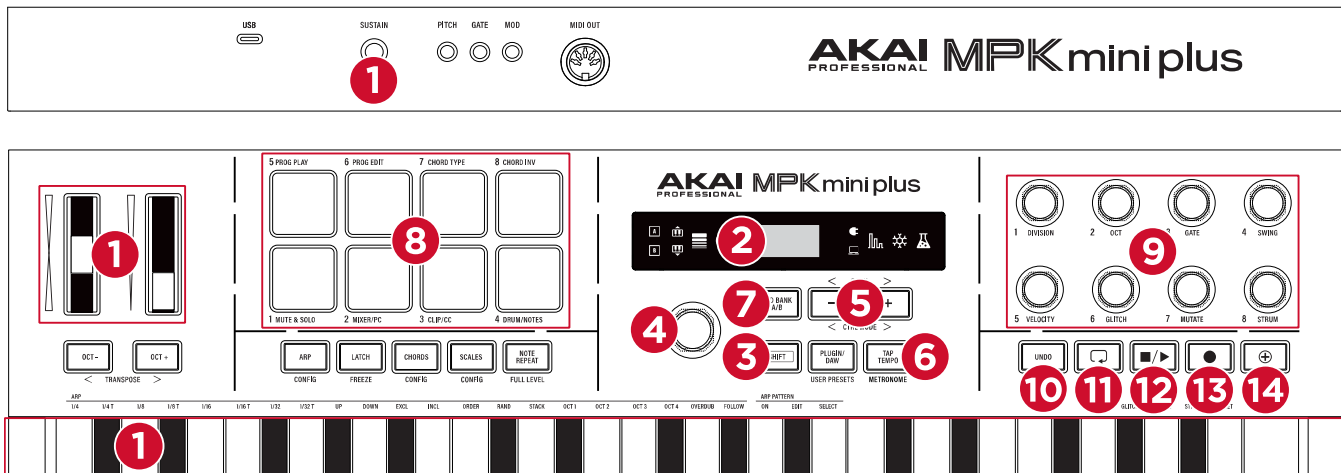
To download and install MPC 3 Beats, follow the steps in [Getting Started > Register Your Product](#) to update your device firmware, download the **inMusic Software Center**, register your MPK® mini Plus II, and download the included software.

When you first open the MPC software, you will be prompted to sign into your inMusic Brands account. Once you have signed in, select MPC 3 Beats to activate the software with your account. You can also activate a 10-day trial of MPC 3 Beats without connecting a registered device, or use MPC 3 Beats without activation or trial with intermittent audio disruptions.

Your MPK® mini Plus II is automatically mapped to control MPC 3 Beats. Simply connect the device to your computer, open the software, and press the **PLUGIN/DAW** button so the **DAW** preset is loaded. The

PLUGIN/DAW button will be illuminated red and the **computer icon** () will appear next to the display. MPC 3 Beats will automatically recognize and connect with your MPK® mini Plus II, which can then be used to browse presets, adjust parameters, and trigger sounds from the keys and pads. See the following [Control Map](#) and [Pad Modes](#) sections to learn more.

Control Map



- 1. Keyboard, Pitch Wheel, Modulation Wheel, Sustain Input:** These basic performance controls are used for controlling and playing virtual instruments in MPC 3 Beats. These controls send their data on MIDI Port 1 and are not part of the additional control script.
- 2. Display:** The display on MPK® mini Plus II provides instant visual feedback as you play, and displays information from the connected MPC 3 Beats software. This display can also be used to edit various MPK® mini Plus II hardware settings, such as Arpeggiator parameters or Global functions, as described elsewhere in this *User Guide*.
- 3. SHIFT:** This button provides access to secondary functions when using MPK® mini Plus II with MPC 3 Beats. Press and hold it and then press another button or pad to access its secondary function.
- 4. Encoder:** Turn this knob to adjust the level of the current track. When a Plugin Track is selected, turn this knob to select a preset, and then press it to load.

↑ Hold **SHIFT** and turn the encoder to cycle between tracks.

- 5. -/+:** When a Plugin Track is selected, press these buttons to change the currently selected preset, which loads automatically.

↑ **CONTROL MODE:** Hold **SHIFT** and press these buttons to change knob modes. The **KNOBS** can control Track Volume or **Q-Links** in MPC 3 Beats. Hold **SHIFT** and press **PAD BANK A/B** to cycle between control of Tracks/Q-Links 1–8 and 9–16, depending on the mode.

- 6. TAP TEMPO:** Press this button repeatedly in the desired tempo to change the BPM (beats per minute) in MPC 3 Beats. You can also press and hold this button and use the **encoder** to adjust the BPM value.

↑ **METRONOME:** Hold **SHIFT** and press this button to turn the metronome on or off in MPC 3 Beats.

- 7. PAD BANK A/B:** Press this button to toggle between **Bank A** and **Bank B** for the pads. See the following [Pad Modes](#) section to learn more about this function in each pad mode.

↑ Hold **SHIFT** and press this button to cycle between Track Volume/Q-Link controls 1–8 and 9–16 for the **KNOBS**.

8. **Pads:** These drum pads can be used in four different modes, which can be accessed by holding **SHIFT** and pressing the following pads:

Pad 1 - Track Mute

Pad 2 - Track Arm

Pad 3 - Clip Launch Mode

Pad 4 - MPC Pads (Default)

See the following [Pad Modes](#) section to learn more about how each mode functions.

! **IMPORTANT:** Clip Launch behavior is only supported when using MPK® mini Plus II with compatible hardware and software with Clip Launch behavior enabled.

9. **Knobs:** Turn these knobs to adjust Q-Links 1–8, or turn these knobs to adjust the track level of the first eight tracks in your project, depending on the selected mode. Press and hold **SHIFT** and press the **-/+** buttons to change modes.

i **TIP:** If you have less than eight tracks in your project, the knobs are automatically mapped to control submix and main output tracks, as available.

↑ Hold **SHIFT** and turn the knobs to finely adjust the selected control.

10. **UNDO:** Press this button to undo the last action in MPC 3 Beats.

↑ **REDO:** Hold **SHIFT** and press this button to redo the last action undone in MPC 3 Beats.

11. **Loop:** Press this button to turn arrangement loop playback on and off in MPC 3 Beats.

↑ **CLIP STOP:** Hold **SHIFT** and press this button to stop all clips (only supported using MPK® mini Plus II with compatible hardware and software with Clip Launch behavior enabled).

STOP ALL: Hold **SHIFT** and double-press this button to stop all playback and audio in MPC 3 Beats.

12. **Stop/Play:** Press this button to stop or start playback in MPC 3 Beats.

↑ **CONTINUE:** Hold **SHIFT** and press this button to continue playback from the current playhead location in MPC 3 Beats.

13. **Record:** Press this button to enable recording to the current record destination (arrangement or clip) in MPC 3 Beats.

14. **Overdub:** Press this button to enable MIDI overdub recording in MPC 3 Beats.

↑ **QUANTIZE:** Hold **SHIFT** and press this button to turn Timing Correct on or off in MPC 3 Beats. This allows the notes you play to snap to the recording grid according to the current time division.

Pad Modes

The MPK® mini Plus II pads can be used in four different modes with MPC 3 Beats. You can access each mode by holding **SHIFT** and pressing the following:

- **Pad 1: Track Mute**

In this mode, the pads control the mute state for tracks 1–8.

Press the **PAD BANK A/B** button to control the mute state for tracks 9–16.

When mute is active for a track, the corresponding pad will flash.

- **Pad 2: Track Arm**

In this mode, the pads control the record arm state for tracks 1–8.

Press the **PAD BANK A/B** button to control the record arm state for tracks 9–16.

When record arm is active for a track, the corresponding pad will flash.

- **Pad 3: Clips**

In this mode, the pads launch the first eight clips (1–8) of the selected track.

Press the **PAD BANK A/B** button to launch the second eight clips (9–16) of the selected track.

! Important: Clip Launch behavior is only supported when using MPK® mini Plus II with compatible hardware and software with Clip Launch behavior enabled.

- **Pad 4: MPC Pads**

In this mode, the pads are mapped to the MPC pads. When Pad Bank A is selected, the pads trigger MPC Pads 1–8.

Press the **PAD BANK A/B** button to select Pad Bank B to trigger MPC Pads 9–16.

Press the pads to trigger the respective pad in the MPC 3 Beats software.

Setup with Other Software

MPK® mini Plus II is also compatible with the latest versions of the following software. Follow the steps in [Getting Started > Register Your Product](#) to download and install the associated control script for each DAW. Click the links below to jump to detailed setup guides for each supported program.

- [Ableton Live 11 & 12](#)
- [FL Studio](#)
- [Logic Pro](#)
- [GarageBand](#)
- [Cubase](#)
- [Bitwig Studio](#)

! **IMPORTANT:** Before you use MPK® mini Plus II for the first time, we recommend checking for available firmware updates. See [Getting Started > Firmware Updates and Software Downloads](#) for more information.

Windows users should also download and install the Windows MIDI Driver through the inMusic Software Center, or by going to inmusic.to/plus2begin.

Ableton Live 11 & 12

Setup

1. Use the included USB-C® cable to connect MPK® mini Plus II's **USB-C® Port** to an available USB 3.0 port on your computer (powered on).
2. Press the **PLUGIN/DAW** button on MPK® mini Plus II to ensure the DAW preset is selected (button is illuminated red and the **computer icon**  appears next to the display).
3. Open Ableton Live. The control script is compatible with the latest versions of Live 11 and Live 12.
4. In Ableton Live, open the **Preferences** menu.
5. Click the **Link, Tempo & MIDI** tab.
6. Click an available **Control Surface** drop-down menu and select **MPK mini Plus II**.
7. Click an available **Input** drop-down menu and select **MPK mini Plus II DAW Port**.
8. Click an available **Output** drop-down menu and select **MPK mini Plus II DAW Port**.

! IMPORTANT: For Windows users, the MIDI ports will be labeled as above if the Windows MIDI Driver is installed. If the Driver is not installed, the ports will appear as **MPK mini Plus II (Port 2)**. Install the driver by going to inmusic.to/plus2begin for best results. You may need to reconfigure your Control Surface settings after installing the driver. See [Troubleshooting](#) for more information.

9. Most of the MIDI port settings should be automatically selected, as described below. If you are having issues, ensure the settings are still set to these defaults.

Input Ports:

MPK mini Plus II – Track enabled

MPK mini Plus II DAW Port – Track enabled

Output Ports:

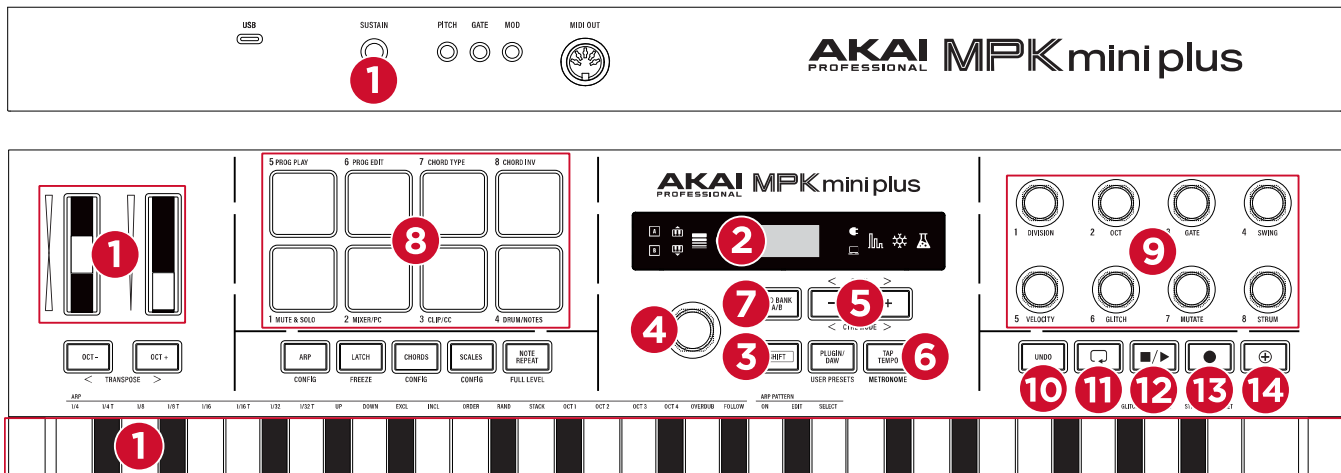
MPK mini Plus II DAW Port – Sync enabled

i Note: Port 3 should remain inactive when using MPK® mini Plus II with Ableton Live to ensure it works properly with the Studio Instrument Collection plugin. MPE should also not be enabled with MPK® mini Plus II.

10. Close the **Preferences** window. You can now use MPK® mini Plus II with Ableton Live.
11. *Optional:* If you would like to use Ableton Live to control the tempo of your MPK® mini Plus II, such as for use with the Arpeggiator, press and hold **SHIFT** and press the **RECORD / GLOBAL** button to open the [Global Menu](#). Use the **encoder** to scroll to the **Sync** setting and set it to **EXT**. Alternatively, press and hold the **ARP** button and press the key that says **SYNC** above it (C4).

Once the clock is set to External, the **clock EXT icon**  will appear next to the display, and the Arpeggiator will only function when playback is running in Ableton Live, and will be synced to its tempo.

Control Map



- 1. Keyboard, Pitch Wheel, Modulation Wheel, Sustain Input:** These basic performance controls are used for controlling and playing virtual instruments in Ableton Live. These controls send their data on MIDI Port 1 and are not part of the additional control script.
- 2. Display:** The display on MPK® mini Plus II provides instant visual feedback as you play, and displays information from the connected Ableton Live software. This display can also be used to edit various MPK® mini Plus II hardware settings, such as Arpeggiator parameters or Global functions, as described elsewhere in this *User Guide*.
- 3. SHIFT:** This button provides access to secondary functions when using MPK® mini Plus II with Ableton Live. Press and hold it and then press another button or pad to access its secondary function.
- 4. Encoder:** Turn this knob to move to the previous or next track. This will also shift the current 4x4 matrix focus left or right when scrolling past its current bounds.

Press the encoder to launch the selected scene.

Hold **SHIFT** and turn the encoder to move the current 4x4 matrix focus up or down.
- 5. -/+:** Press these buttons to move to the previous or next device in Device Control Mode.

↑ Hold **SHIFT** and press these buttons to change the Knob Control Mode. See the following [Knob Modes](#) section to learn more about how each mode functions.

- 6. TAP TEMPO:** Press this button three times in the desired tempo to change the BPM (beats per minute) in Ableton Live.

Press and hold this button to show the current BPM on the display. If the Clock is set to **Int**, this shows the internal MPK® mini Plus II tempo. If the Clock is set to **Ext**, this shows the current BPM in Ableton Live.

↑ **METRONOME:** Hold **SHIFT** and press this button to turn the metronome on or off in Ableton Live.

- 7. BANK A/B:** Press this button to toggle between **Bank A** and **Bank B** for the pads. See the following [Pad Modes](#) section to learn more about this function in each pad mode.

8. **Pads:** These drum pads can be used in three different modes, which can be accessed by holding **SHIFT** and pressing the following pads:

Pad 1 - Mute & Solo

Pad 2 - Mixer

Pad 3 - Clip: Clip Launch Mode

Pad 4 - Drum (Default)

See the following [Pad Modes](#) section to learn more about how each mode functions.

9. **Knobs:** These endless knobs can be used for two different functions—Device Control Mode and Mixer Mode—which you can toggle between by holding **SHIFT** and pressing the **-/+** buttons.

See the following [Knob Modes](#) section to learn more about how each mode functions.

10. **UNDO:** Press this button to undo the last action in Ableton Live.

↑ **REDO:** Hold **SHIFT** and press this button to redo the last action undone in Ableton Live.

11. **Loop:** Press this button to turn loop playback on and off in Ableton Live.

↑ **STOP ALL:** Hold **SHIFT** and press this button to stop all playback.

12. **Stop/Play:** Press this button to stop or start playback in Ableton Live.

↑ **CONTINUE:** Hold **SHIFT** and press this button to start playback from the current playhead position in Ableton Live.

13. **Record:** Press this button to enable arrangement recording in Ableton Live.

14. **Overdub:** Press this button to enable MIDI overdub recording in Ableton Live.

↑ **QUANTIZE:** Hold **SHIFT** and press this button to turn quantization on or off in Ableton Live. This allows the notes you play to snap to the recording grid according to the current time division.

Pad Modes

The MPK® mini Plus II pads can be used in four different modes with Ableton Live. You can access each mode by holding **SHIFT** and pressing the following:

- **Pad 1: Mute & Solo**

In this mode, the pads control Mute and Solo functions for the four tracks currently in focus.

Press the bottom row of four pads to turn Mute on or off for the four tracks in focus. When Mute is off, the pad for the respective track will be brightly lit. When Mute is on, the pad for the respective track will become dimly lit.

Press the top row of four pads to turn Solo on or off for the four tracks in focus. When Solo is off, all pads will be dimly lit. When Solo is on, the pad for the selected track will be brightly lit, and all other Mute and Solo pads will be dimly lit.

Turn the **encoder** to scroll between the four tracks currently in focus.

- **Pad 2: Mixer**

In this mode, the pads control Record Arm and Clip Stop functions for the four tracks currently in focus.

Press the bottom row of four pads to turn Record Arm on or off for the four tracks in focus. When Record Arm is off, the pad for the respective track will be dimly lit. When Record Arm is on, the pad for the respective track will become brightly lit.

Press the top row of four pads to activate Clip Stop for the four tracks in focus. Clip Stop pads will always be dimly lit.

Turn the **encoder** to scroll between the four tracks currently in focus.

- **Pad 3: Clip**

In this mode, the pads control Clip Launching for the current 4x4 matrix view focus.

Press a pad to launch the selected clip.

Pad Bank A will control the top 2x4 grouping of clips in the Matrix grid, and Bank B will control the bottom 2x4 grouping of clips. Press the **PAD BANK A/B** button on MPK® mini Plus II to toggle between banks.

Turn the **encoder** to shift the 4x4 matrix view focus left and right (changing tracks in focus). Hold **SHIFT** and turn the encoder to move the 4x4 matrix view focus up and down (changing clips in focus).

- **Pad 4: Drum**

In this mode, the pads control the 4x4 Drum Rack in Ableton Live.

Press a pad to trigger the selected drum sample.

Pad Bank A will control the bottom 2x4 grouping of samples in the Drum Rack, and Bank B will control the top 2x4 grouping of samples. Press the **PAD BANK A/B** button on MPK® mini Plus II to toggle between banks.

Knob Modes

The MPK® mini Plus II knobs can be used in two different modes with Ableton Live: **Device Mode** and **Mixer Mode**. You can cycle between these modes by holding **SHIFT** and pressing the **-/+** buttons.

- **Device Mode**

In this mode, the knobs will be mapped to Device Control on the currently selected track. Turn each knob to adjust the corresponding parameter.

Press the **-/+** buttons to move to the previous or next Device on the selected track.

Hold **SHIFT** and press **PAD BANK A/B** to move to the next available knob bank within the device.

Turn the **encoder** to move to the previous or next track in the project. The knobs will automatically map to the associated parameters on the new track's device, if available.

- **Mixer Mode**

In this mode, the knobs will be mapped to Mixer controls on the currently selected track. Turn each knob to adjust the selected control:

Bank 1

K1: Track Pan	K2: Send 1/A	K3: Send 2/B	K4: Send 3/C
K5: Track Volume	K6: Send 4/D	K7: Send 5/E	K8: Send 6/F

Bank 2

K1: Track Pan	K2: Send 7/G	K3: Send 8/H	K4: Send 9/I
K5: Track Volume	K6: Send 10/J	K7: Send 11/K	K8: Send 12/L

Hold **SHIFT** and press **PAD BANK A/B** to move to the next bank of mixer functions.

Turn the **encoder** to move to the previous or next track in the project. The knobs will automatically map to the mixer parameters for the new track.

Troubleshooting

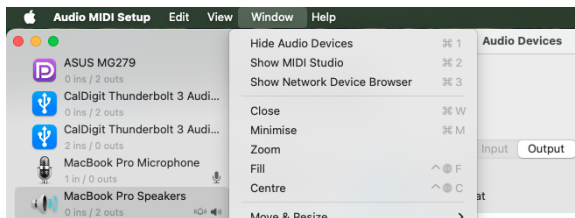
Check that DAW Control Mode is enabled on MPK® mini Plus II: Press the **PLUGIN/DAW** button on your MPK® mini Plus II so that it is illuminated red and the **computer icon** () appears next to the display, indicating DAW mode is active.

For Windows users, you may need to reconfigure your Control Surface settings after installing the MIDI driver:

1. In the **Link, Tempo & MIDI** tab of the **Preferences** menu, set the **Control Surface**, **Input**, and **Output** to **None**.
2. Disconnect MPK® mini Plus II from your computer.
3. Restart Ableton Live and reconnect MPK® mini Plus II.
4. Follow the [Setup](#) instructions to reconfigure the Control Surface.

For macOS users, remove the MIDI device from Audio MIDI Setup and reconnect:

1. Close Ableton Live if it is open.
2. Disconnect MPK® mini Plus II from your computer.
3. On your macOS computer, go to **Applications > Utilities > Audio MIDI Setup** and open it.



4. Enter the **MIDI Studio** tab by going to **Window > Show MIDI Studio**, or by pressing **⌘ (Cmd) + 2**.
5. Locate MPK® mini Plus II in the list of devices, and then remove by selecting it and pressing backspace on your keyboard, or by clicking the **–** icon in the MIDI Studio window.



6. Reconnect MPK® mini Plus II and reopen Ableton Live.

FL Studio

Setup

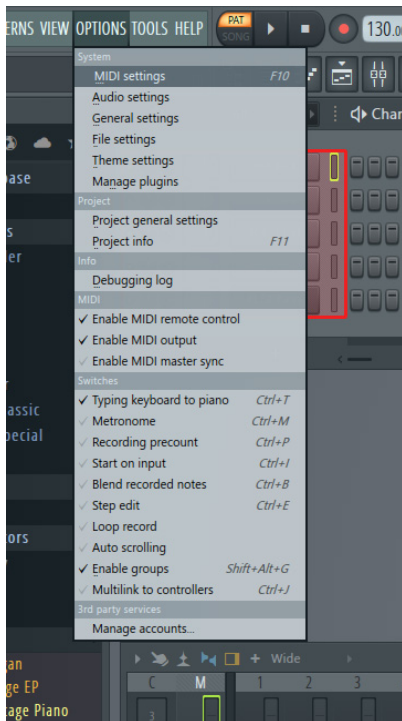
1. Use the included USB-C® cable to connect MPK® mini Plus II's USB-C® Port to an available USB 3.0 port on your computer (powered on).
2. Press the **PLUGIN/DAW** button on MPK® mini Plus II to ensure the DAW preset is selected (button is lit red and the **computer icon** () appears next to the display).
3. Open FL Studio.

If you have installed the control script, it should automatically assign and enable the appropriate MIDI ports for MPK® mini Plus II. If you have any issues, or if you need to manually set the MIDI ports, use the directions in the following [Windows Setup](#) and [macOS Setup](#) sections, depending on your operating system.

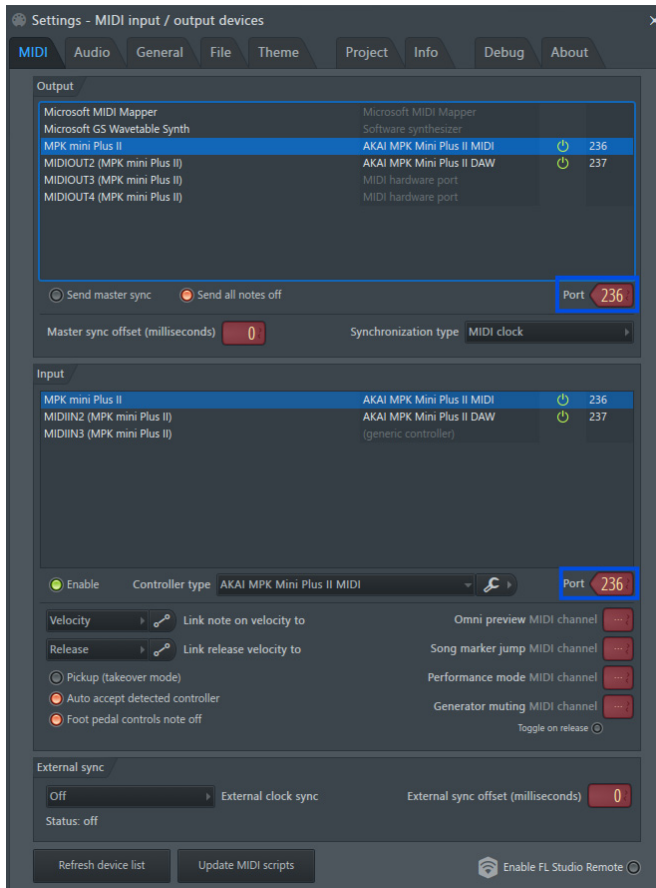
If you have any further issues, refer to the [Troubleshooting](#) chapter for more information.

Windows Setup

1. In FL Studio, open the **Options > MIDI Settings** menu.



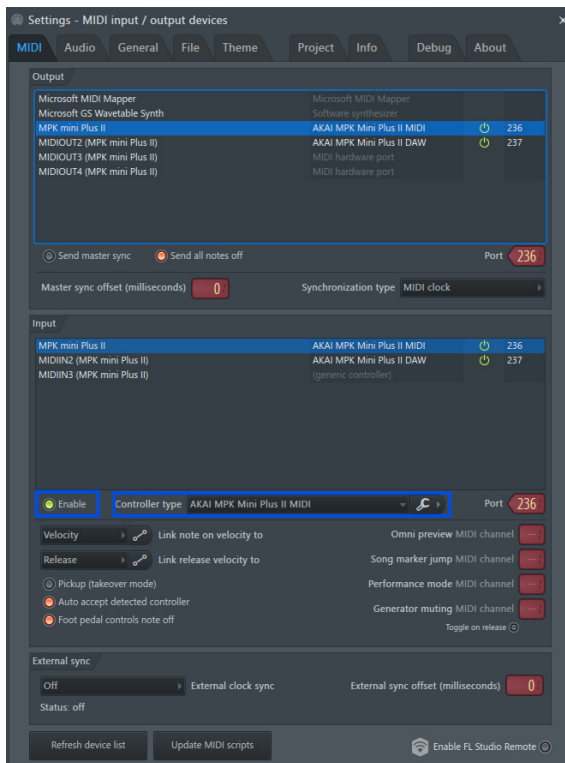
2. In the MIDI Settings menu, enable the **MPK mini Plus II MIDI Port** and **MPK mini Plus II DAW Port** by assigning them port numbers if they are not already assigned. See the screenshots below.
 - a. Select the **MIDI Port**.
 - b. Drag the **Port Number** control to enable and assign the inputs and outputs to a port.



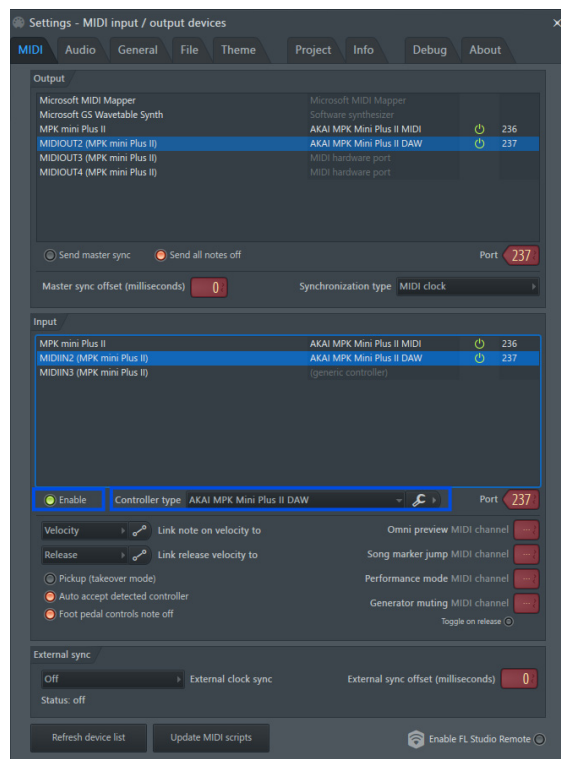
IMPORTANT: Use separate port numbers for the MIDI and DAW ports. However, the input and output for the MIDI and DAW ports should respectively share the same port number. For example, set the MIDI input and output ports to 236, and the DAW input and output ports to 237.

Note: The ports appear as listed above when the Windows MIDI Driver is installed. If the Windows MIDI Driver is not installed, the DAW Input Port appears as "MIDIIN2" and the DAW Output Port appears as "MIDIOUT2" instead, as shown in the right screenshots below. You may need to reconfigure your MIDI settings after installing the driver. See Troubleshooting for more information.

3. Select the **MPK mini Plus II** input and enable as a controller by clicking **Enable**. Make sure that the **Controller type** dropdown menu is set to **AKAI MPK mini Plus II MIDI**.

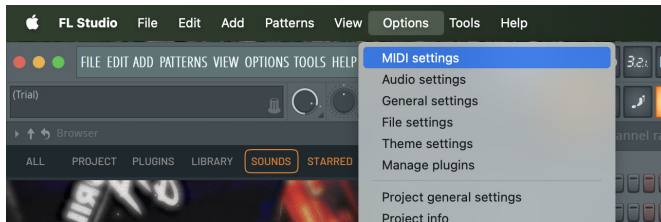


4. Select the **MPK mini Plus II MIDIIN2** input and enable as a controller by clicking **Enable**. Make sure that the **Controller type** dropdown menu is set to **AKAI MPK mini Plus II DAW**.

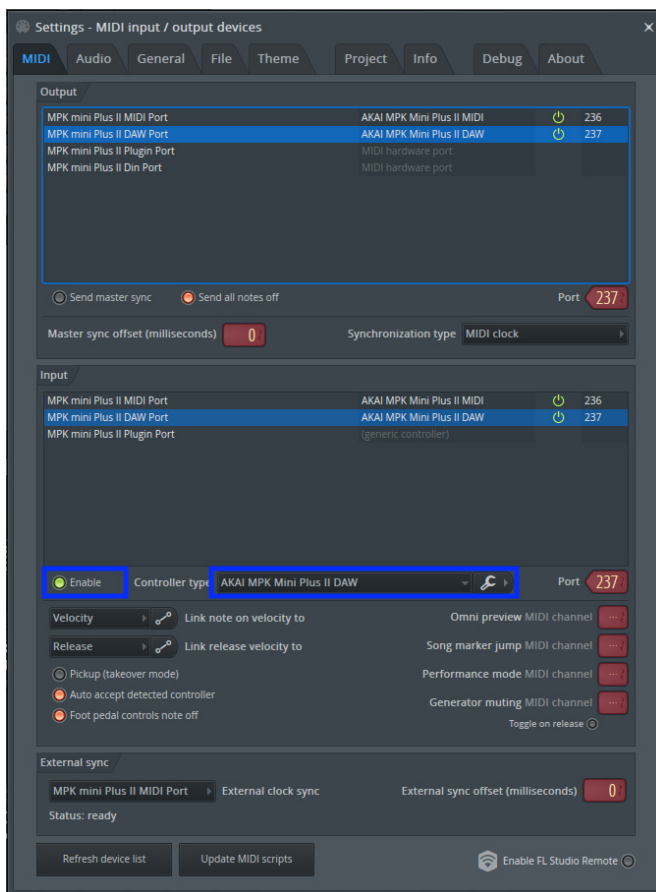


macOS Setup

1. In FL Studio, open the **Options > MIDI Settings** menu.

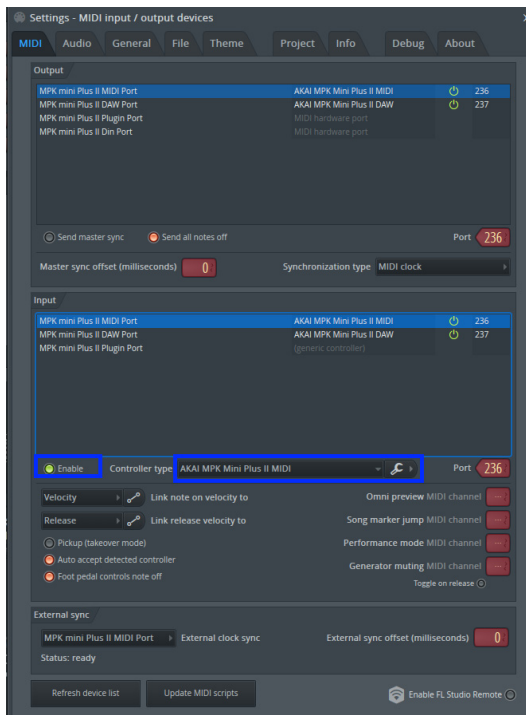


2. In the MIDI Settings menu, enable the **MPK Mini Plus II MIDI Port** and **MPK Mini Plus II DAW Port** by assigning them port numbers if they are not already assigned.
 - a. Select the **MIDI Port**.
 - b. Drag the **Port Number** control to enable and assign the inputs and outputs to a port.

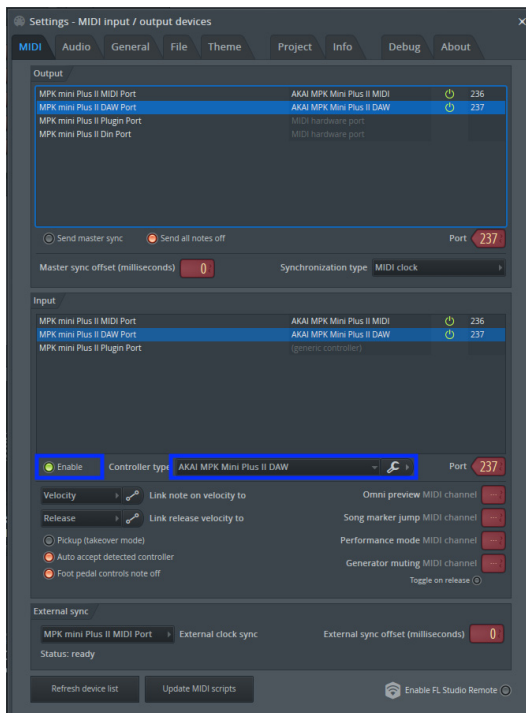


IMPORTANT: Use separate port numbers for the MIDI and DAW ports. However, the input and output for the MIDI and DAW ports should respectively share the same port number. For example, set the MIDI input and output ports to 236, and the DAW input and output ports to 237.

3. Select the **MPK Mini Plus II** input and enable as a controller by clicking **Enable**. Make sure that the **Controller type** dropdown menu is set to **AKAI MPK Mini Plus II MIDI**.

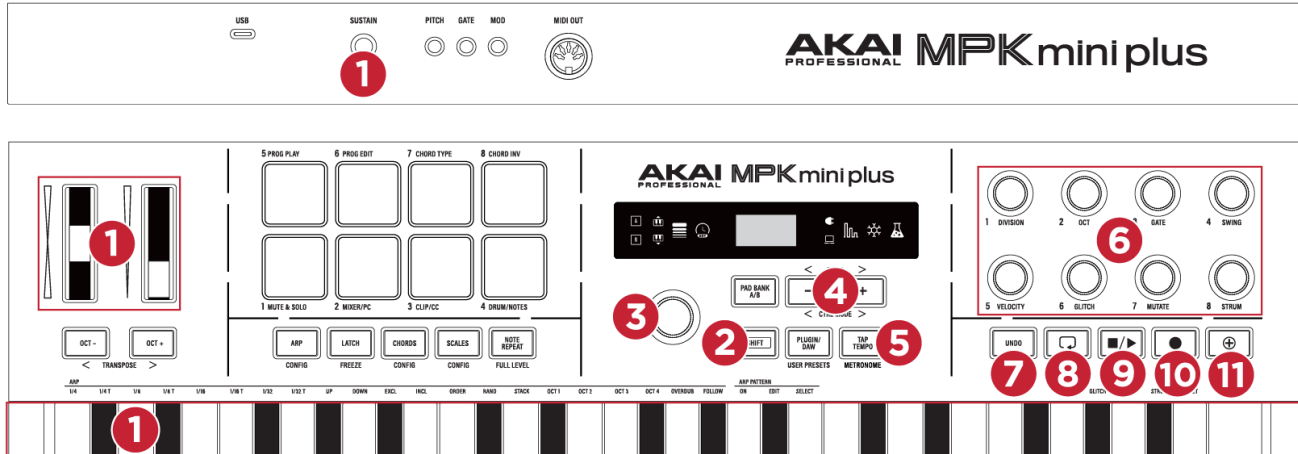


4. Select the **MPK mini Plus II MIDIIN2** input and enable as a controller by clicking **Enable**. Make sure that the **Controller type** dropdown menu is set to **AKAI MPK mini Plus II DAW**.



Control Map

This chapter describes the functions of MPK® mini Plus II's compatible controls when using FL Studio.



- 1. Keyboard, Pitch Wheel, Modulation Wheel, Sustain Input:** These basic performance controls are used for controlling and playing virtual instruments in FL Studio. These controls send their data on MIDI Port 1 and are not part of the additional control script.
- 2. SHIFT:** This button provides access to secondary functions when using MPK® mini Plus II with FL Studio. Press and hold it and then press another button or pad to access its secondary function.
- 3. Encoder:** Turn this knob to select channels.
- 4. -/+:** Press these buttons to move to the previous or next bank of knob controls. See the following [Knob Modes](#) section to learn more.

↑ **CONTROL MODE:** Hold **SHIFT** and press this button to switch between Knob Modes.

- 5. Tap Tempo:** Press this button repeatedly in time with the desired tempo to set a new tempo for the FL Studio clock in BPM (beats per minute).

↑ **METRONOME:** Hold **SHIFT** and press this button to turn the metronome on or off.

- 6. Knobs:** These endless knobs can be used for two different functions, which you can toggle between by holding SHIFT and pressing the -/+ buttons. See the following [Knob Modes](#) section to learn more about how each mode functions.
- 7. UNDO:** Press this button to undo the last action in FL Studio.

↑ **REDO:** Hold **SHIFT** and press this button to redo the last action undone in FL Studio.

- 8. Loop:** Press this button to turn loop playback on and off in FL Studio.

9. **Stop/Play:** Press this button to stop or start playback in FL Studio.

↑ Hold **SHIFT** and press this button to switch between Pattern and Song Mode in FL Studio.

10. **Record:** Press this button to enable recording in FL Studio.

11. **Overdub:** Press this button to enable MIDI Blend Record in FL Studio.

↑ **QUANTIZE:** Hold **SHIFT** and press this button to turn quantization on or off in FL Studio. This allows the notes you play to snap to the recording grid according to the current time division.

Knob Modes

The MPK® mini Plus II knobs can be used in five different modes with FL Studio. You can cycle between each mode by holding **SHIFT** and pressing the **-/+** buttons. The display will show the currently selected mode.

- **Channel Volume**

In this mode, the knobs control channel volume in banks of eight. The current bank is highlighted in FL Studio.

- **Channel Pan**

In this mode, the knobs control channel pan in banks of eight. The current bank is highlighted in FL Studio.

- **Mixer Volume**

In this mode, the knobs control volume for mixer channels in banks of eight. The current bank is highlighted in FL Studio.

- **Mixer Pan**

In this mode, the knobs control pan for mixer channels in banks of eight. The current bank is highlighted in FL Studio.

- **EQ**

In this mode, the knobs control EQ settings for the currently selected mixer channel. Knobs 1–3 control Gain, and Knobs 5–7 control Frequency. Hold **SHIFT** and turn the encoders for fine control.

- **User**

In this mode, the knobs are unmapped, allowing for free assignment of controls within FL Studio. There are four banks of available controls, which can be accessed by pressing the **-/+** buttons. Assign controls using Multilink in FL Studio.

Troubleshooting

If you are experiencing trouble using the FL Studio control script, you can try the following.

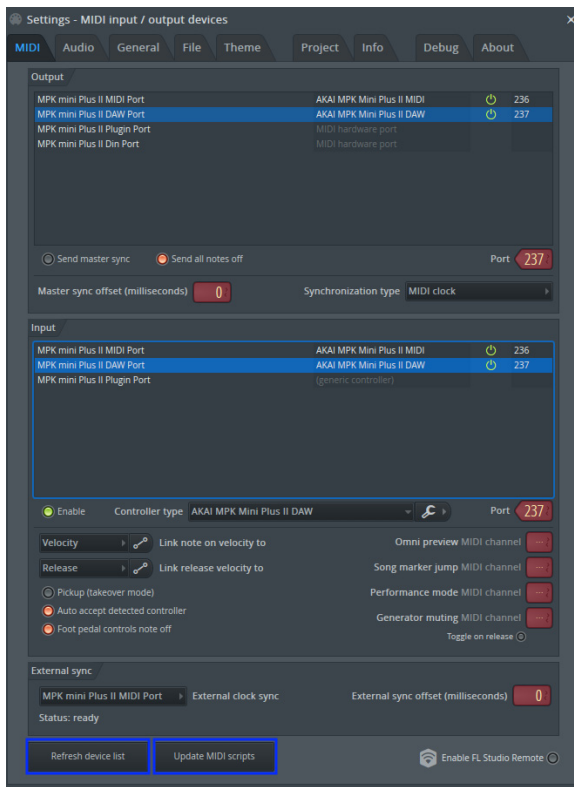
Check that DAW Control Mode is enabled on MPK® mini Plus II: Press the **PLUGIN/DAW** button on your MPK® mini Plus II so that it is illuminated red and the **computer icon** () appears next to the display, indicating DAW mode is active.

For Windows users, you may need to update MIDI scripts and refresh your device list after installing the MIDI driver:

1. In FL Studio, open the **Options > MIDI Settings** menu.
2. Click **Update MIDI scripts** and wait for the update to be completed.
3. Once completed, click **Refresh device list**.
4. Follow the [Windows Setup](#) instructions again, selecting the correct port names.

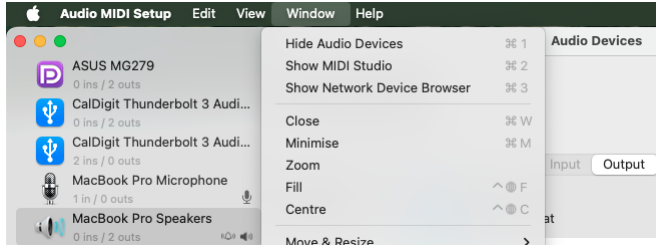
For macOS users, update MIDI scripts and refresh your device list:

1. In FL Studio, open the **Options > MIDI Settings** menu.
2. Click **Update MIDI scripts** and wait for the update to be completed.
3. Once completed, click **Refresh device list**.



For macOS users, remove the MIDI device from Audio MIDI Setup and reconnect:

1. Close FL Studio if it is open.
2. Disconnect MPK® mini Plus II from your computer.
3. On your macOS computer, go to **Applications > Utilities > Audio MIDI Setup** and open it.



4. Enter the **MIDI Studio** tab by going to **Window > Show MIDI Studio**, or by pressing **⌘ (Cmd) + 2**.
5. Locate MPK® mini Plus II in the list of devices, and then remove by selecting it and pressing backspace on your keyboard, or by clicking the **–** icon in the MIDI Studio window.



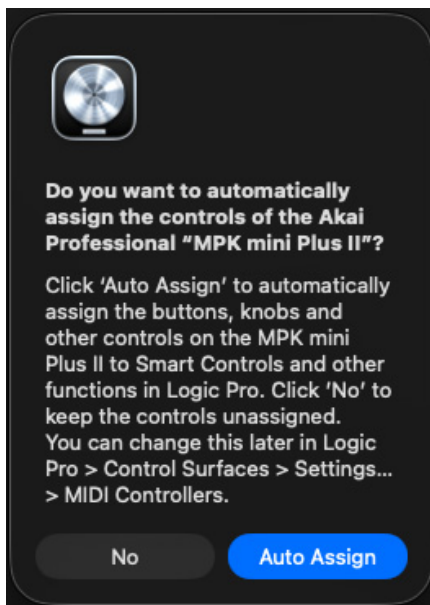
6. Reconnect MPK® mini Plus II and reopen FL Studio.

Logic Pro

Setup

1. Use the included USB-C® cable to connect MPK® mini Plus II's USB-C® Port to an available USB 3.0 port on your computer (powered on).
2. Press the **PLUGIN/DAW** button on MPK® mini Plus II to ensure the DAW preset is selected (button is lit red and the **computer icon**  appears next to the display).
3. Open Logic Pro.

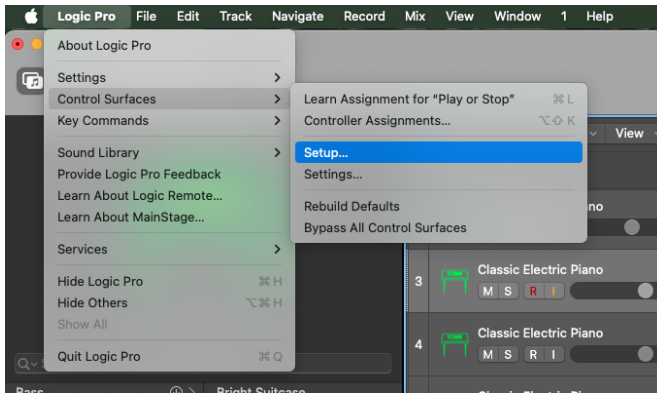
A dialog should appear asking if you would like to automatically assign controls to MPK® mini Plus II. Click **Auto Assign** to continue, and the DAW control script should automatically set up MPK® mini Plus II to work with Logic Pro.



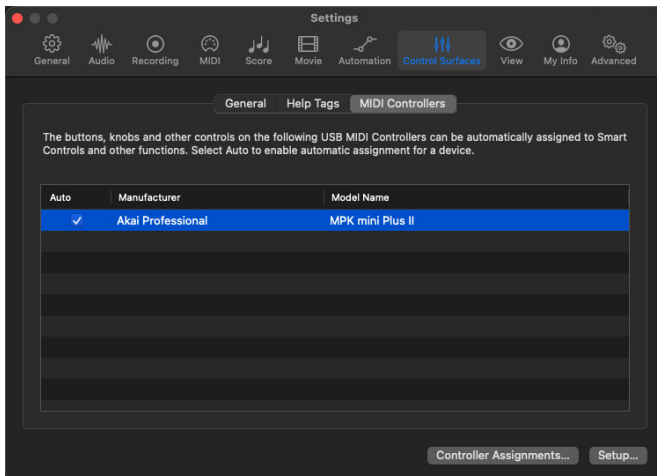
If you have any issues, or if you missed the Auto Assign dialog and need to manually set up the control script, use the directions in the following [Control Surface Setup](#) section.

Control Surface Setup

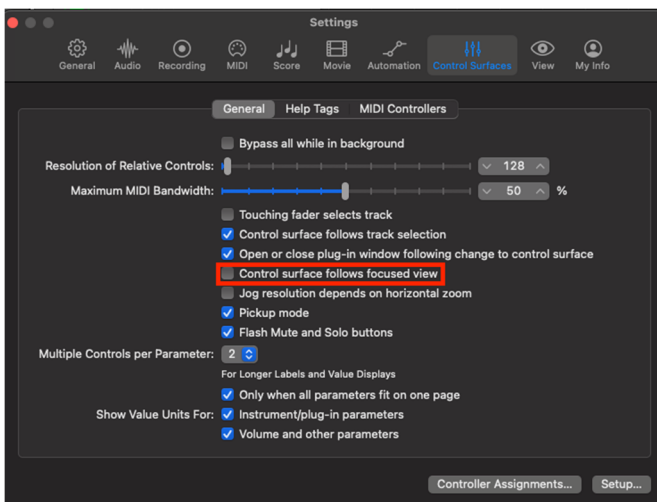
1. In Logic, open the **Logic Pro > Control Surfaces > Setup...** menu.



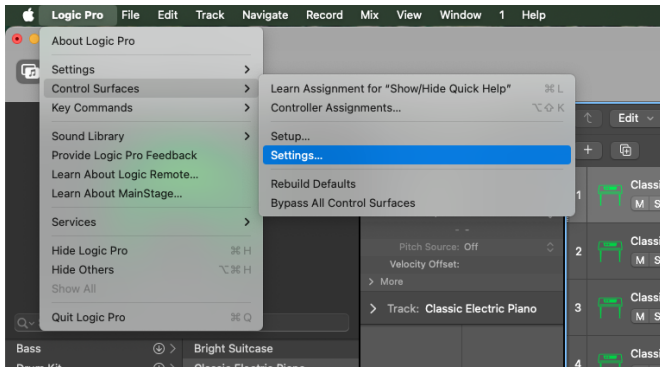
2. In the Control Surface Setup menu, select the **MPK® mini Plus II** and set the **Output Port** and **Input Port** to **MPK mini Plus II DAW Port**.



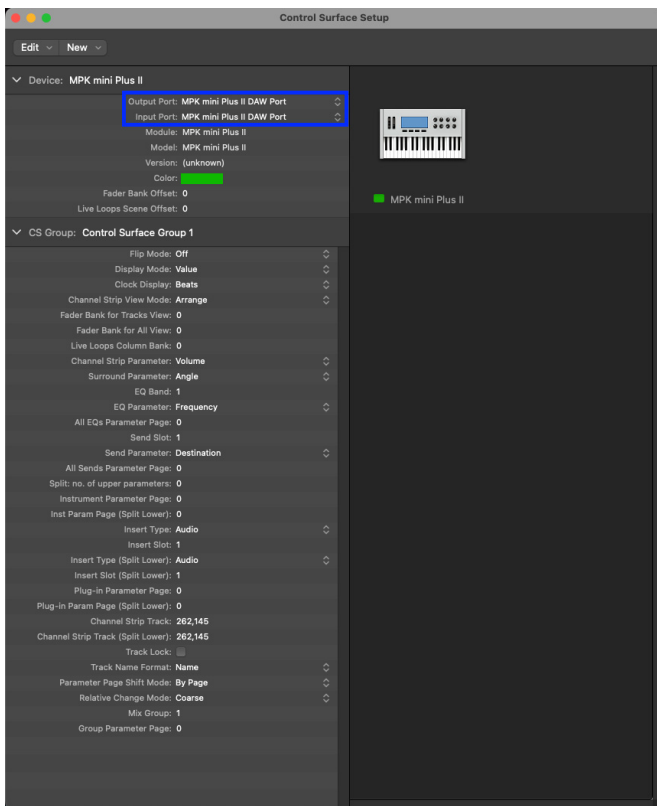
3. In the **General** tab of the **Logic Pro > Control Surfaces > Settings...** menu, make sure the **Control surface follows focused view** option is **unchecked**. This ensures that Logic Pro does not incorrectly switch knobs modes.



4. The **Control Surface MIDI Controller** should now be set automatically, but you can double-check this by opening the **Logic Pro > Control Surfaces > Settings...** menu.



5. Open the **MIDI Controllers** tab and ensure that **MPK mini Plus II DAW Port** is checked.



8. **Knobs:** These endless knobs can be used in six different modes, which you can cycle between by holding **SHIFT** and pressing the **-/+** buttons.

See the following [Knob Modes](#) section to learn more about how each mode functions.

9. **UNDO:** Press this button to undo the last action in Logic Pro.

↑ **REDO:** Hold **SHIFT** and press this button to redo the last action undone in Logic Pro.

10. **Loop:** Press this button to turn cycle playback on and off in Logic Pro.

↑ Hold **SHIFT** and press this button to toggle read/latch automation in Logic Pro.

11. **Stop/Play:** Press this button to stop or start playback in Logic Pro.

↑ **CONTINUE:** Hold **SHIFT** and press this button to start playback from the last playhead position in Logic Pro.

12. **Record:** Press this button to enable arrangement recording in Logic Pro.

13. **Overdub:** Press this button to enable free tempo recording in Logic Pro.

↑ **QUANTIZE:** Hold **SHIFT** and press this button to quantize the selected region, track, or notes in Logic Pro. This will snap events to the recording grid according to the current time division.

Pad Modes

The MPK® mini Plus II pads can be used in four different modes with Logic Pro. You can access each mode by holding **SHIFT** and pressing the following:

- **Pad 1:** Track Solo/Mute

In this mode, the top row of pads (Pads 5–8) controls the Mute state for tracks in the current bank.

The bottom row of pads (Pads 1–4) controls the Solo state for tracks in the current bank.

- **Pad 2:** Track Record

In this mode, the top row of pads (Pads 5–8) controls the record enable state for the tracks in the current bank.

The bottom row of pads (Pads 1–4) can be used to select tracks in the current bank.

- **Pad 3:** Live Loops

In this mode, the top row of pads (Pads 5–8) controls the recording and launching of clips for the current track. The bottom row of pads (Pads 1–4) controls scene launching for the current track.

When Pad Bank A is selected, the pads control scenes 1–4 for the current track. When Pad Bank B is selected, the pads control scenes 5–8 for the current track.

Press the **PAD BANK A/B** button to switch between banks.

- **Pad 4:** Drum Mode

In this mode, the pads are mapped to a chromatic scale starting with C1. This will work with MIDI Instrument tracks and Drum Machine tracks. Press the **PAD BANK A/B** button to switch to the second bank, which continues the scale.

Knob Modes

The MPK® mini Plus II knobs can be used in six different modes with Logic Pro. You can toggle between these modes by holding **SHIFT** and pressing the **-/+** buttons.

- **Smart Controls**

In this mode, the knobs are assigned to smart controls for the current track.

Press the **-/+** buttons to switch between banks of smart controls 1–8 and 9–12.

- **Volume and Pan**

In this mode, the top row of knobs controls the volume of tracks in the current bank, and the bottom row controls the panning of tracks in the current bank.

Press the **-/+** buttons to bank through tracks in groups of four. The current bank will be highlighted in Logic Pro.

Track 1	Track 2	Track 3	Track 4
K1: Volume	K2: Volume	K3: Volume	K4: Volume
K5: Pan	K6: Pan	K7: Pan	K8: Pan

- **Sends**

In this mode, the top row of knobs controls the odd numbered sends for tracks in the current track bank, and the bottom row controls the even numbered sends.

Turn the encoder to change tracks, which will also change the current track bank in focus. The current bank will be highlighted in Logic Pro.

Press the **-/+** buttons to bank through send pages for tracks in the current bank.

Track 1	Track 2	Track 3	Track 4
K1: Send 1	K2: Send 1	K3: Send 1	K4: Send 1
K5: Send 2	K6: Send 2	K7: Send 2	K8: Send 2

- **EQ**

When this mode is selected, Logic EQ is automatically added to the current track, and the EQ window will open. The knobs control the following EQ functions.

Low Shelf	Mid Band 4	Mid Band 6	High Shelf
K1: Frequency	K2: Frequency	K3: Frequency	K4: Frequency
K5: Gain	K6: Gain	K7: Gain	K8: Gain

- **Navigation**

In this mode, the knobs control important navigation commands in Logic Pro.

K1: Scrub (Bars)	K2: Scrub (Beats)	K3: Waveform Zoom	K4: Horizontal Zoom
K5: Cycle Move (Bars)	K6: Cycle Start (Bars)	K7: Cycle End (Bars)	K8: Vertical Zoom

- **User Mode**

In this mode, the knobs are unmapped, allowing you to make your own control assignments.

To create custom assignments, open the **Controller Assignments** page by going to **Logic Pro > Control Surfaces > Controller Assignments...**, or by pressing **OPTION + SHIFT + K**.

Troubleshooting

If you are experiencing trouble using the Logic Pro control script, you can try the following.

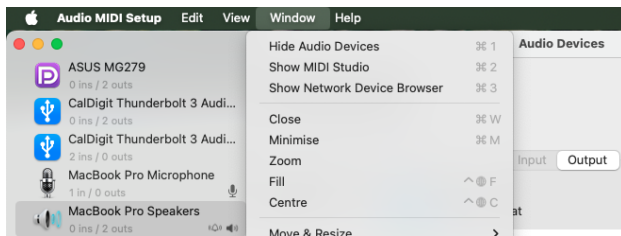
Check that DAW Control Mode is enabled on MPK® mini Plus II: Press the **PLUGIN/DAW** button on your MPK® mini Plus II so that it is illuminated red and the **computer icon** () appears next to the display, indicating DAW mode is active.

Rebuild Defaults in Logic Pro:

1. In Logic Pro, open the **Logic Pro > Control Surfaces > Rebuild Defaults** menu.
2. Follow the [Control Surface Setup Guide](#) to ensure your ports are set correctly.

Remove the MIDI device from Audio MIDI Setup and reconnect:

1. Close Logic Pro if it is open.
2. Disconnect MPK® mini Plus II from your computer.
3. On your macOS computer, go to **Applications > Utilities > Audio MIDI Setup** and open it.



4. Enter the **MIDI Studio** tab by going to **Window > Show MIDI Studio**, or by pressing **⌘ + 2**.
5. Locate MPK® mini Plus II in the list of devices, and then remove by selecting it and pressing backspace on your keyboard, or by clicking the **–** icon in the MIDI Studio window.



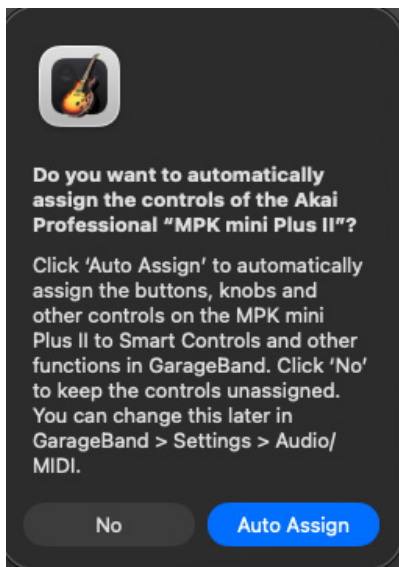
6. Reconnect MPK® mini Plus II and reopen Logic Pro.

GarageBand

Setup

1. Use the included USB-C® cable to connect MPK® mini Plus II's USB-C® Port to an available USB 3.0 port on your computer (powered on).
2. Press the **PLUGIN/DAW** button on MPK® mini Plus II to ensure the DAW preset is selected (button is lit red and the **computer icon**  appears next to the display).
3. Open GarageBand.

A dialog should appear asking if you would like to automatically assign controls to MPK® mini Plus II. Click **Auto Assign** to continue, and the DAW control script should automatically set up MPK® mini Plus II to work with GarageBand.

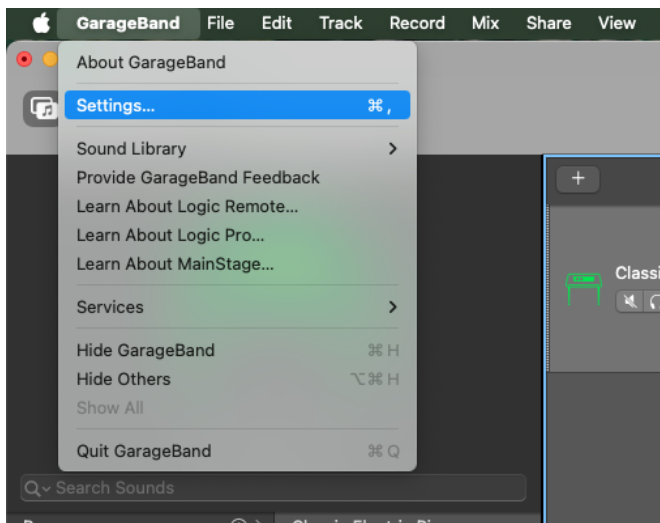


If you have any issues, or if you missed the **Auto Assign** dialog and need to manually set up the control script, use the directions in the following [Control Surface Setup](#) section.

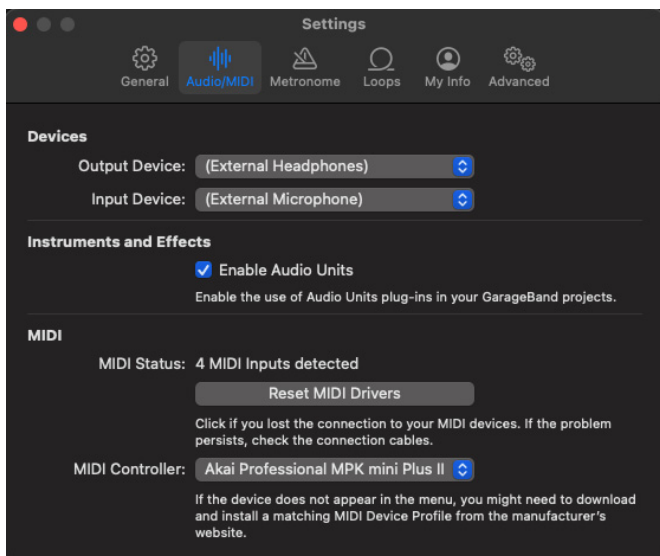
If you have any further issues, refer to the [Troubleshooting](#) chapter for more information.

Control Surface Setup

1. In GarageBand, open the **GarageBand > Settings...** menu.

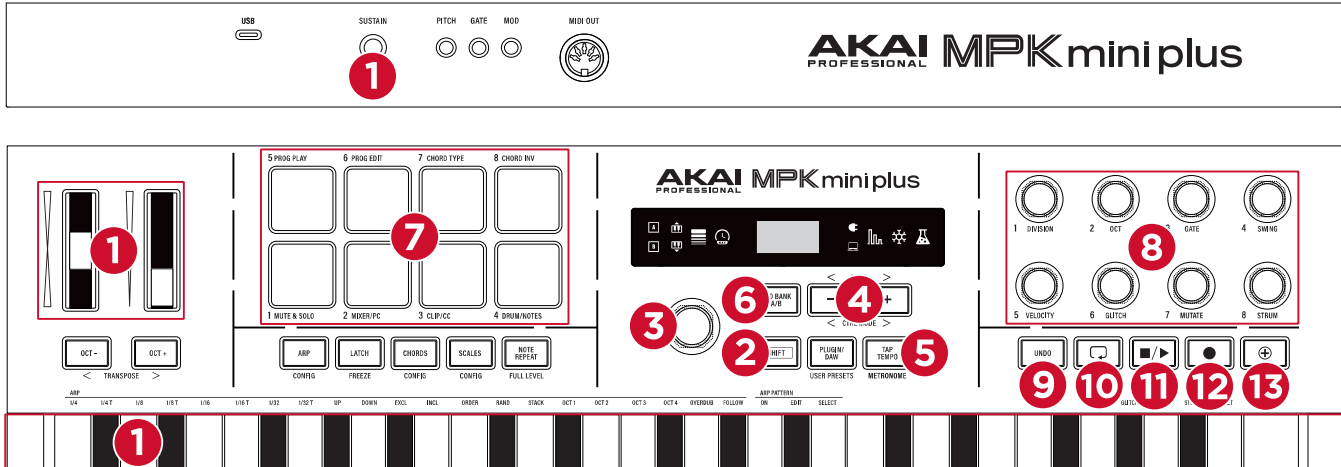


2. In the Settings menu, navigate to the **Audio/MIDI** tab.
3. Under the **MIDI Controller** setting, make sure **MPK mini Plus II** is selected.



Control Map

This chapter describes the functions of MPK® mini Plus II's compatible controls when using GarageBand.



- 1. Keyboard, Pitch Wheel, Modulation Wheel, Sustain Input:** These basic performance controls are used for controlling and playing virtual instruments in GarageBand. These controls send their data on MIDI Port 1 and are not part of the additional control script.
- 2. SHIFT:** This button provides access to secondary functions when using MPK® mini Plus II with GarageBand. Press and hold it and then press another button or pad to access its secondary function.
- 3. Encoder:** Turn this knob to select tracks.
- 4. +/-:** Press these buttons to move between banks of knob controls. See the following [Knob Modes](#) section to learn more.

↑ **CONTROL MODE:** Hold **SHIFT** and press these buttons to cycle between knob control modes in GarageBand.

- 5. Tap Tempo:** No function.

↑ **METRONOME:** Hold **SHIFT** and press the **TAP TEMPO** button to turn the metronome on or off.

- 6. BANK A/B:** Press this button to toggle between Bank A and Bank B for the pads, when available. See the following [Pad Modes](#) section to learn more about this function in each pad mode.
- 7. Pads:** These drum pads can be used in three different modes, which can be accessed by holding **SHIFT** and pressing the following pads:
 - **Pad 1:** Track Solo/Mute Mode
 - **Pad 2:** Track Record Mode
 - **Pad 4:** Drum Mode

See the following [Pad Modes](#) section to learn more about how each mode functions.

8. **Knobs:** These endless knobs can be used in five different modes, which you can cycle between by holding **SHIFT** and pressing the **-/+** buttons.

See the following [Knob Modes](#) section to learn more about how each mode functions.

9. **UNDO:** Press this button to undo the last action in GarageBand.

↑ **REDO:** Hold **SHIFT** and press this button to redo the last action undone in GarageBand.

10. **Loop:** Press this button to turn cycle playback on and off in GarageBand.

↑ **Automation:** Hold **SHIFT** and press this button to toggle read/latch automation in GarageBand.

11. **Stop/Play:** Press this button to stop or start playback in GarageBand.

↑ **CONTINUE:** Hold **SHIFT** and press this button to start playback from the last playhead position in GarageBand.

12. **Record:** Press this button to enable arrangement recording in GarageBand.

13. **Overdub:** No function.

↑ **QUANTIZE:** Hold **SHIFT** and press the **OVERDUB** button to quantize the selected region, track, or notes in GarageBand. This will snap events to the recording grid according to the current time division.

Pad Modes

The MPK® mini Plus II pads can be used in three different modes with GarageBand. You can access each mode by holding **SHIFT** and pressing the following:

- **Pad 1:** Track Solo/Mute

In this mode, the top row of pads (Pads 5–8) controls the Mute state for tracks in the current bank.

The bottom row of pads (Pads 1–4) controls the Solo state for tracks in the current bank.

- **Pad 2:** Track Record

In this mode, the top row of pads (Pads 5–8) controls the record enable state for the tracks in the current bank.

The bottom row of pads (Pads 1–4) can be used to select tracks in the current bank.

- **Pad 4:** Drum Mode

In this mode, the pads are mapped to a chromatic scale starting with C1. This will work with MIDI Instrument tracks and Drum Machine tracks. Press the **PAD BANK A/B** button to switch to the second bank, which continues the scale.

Pad 3 has no function.

Knob Modes

The MPK® mini Plus II knobs can be used in five different modes with GarageBand. You can toggle between these modes by holding **SHIFT** and pressing the **-/+** buttons.

- **Smart Controls**

In this mode, the knobs are assigned to smart controls for the current track.

Press the **-/+** buttons to switch between banks of smart controls 1–8 and 9–12.

- **Volume and Pan**

In this mode, the top row of knobs controls the volume of tracks in the current bank, and the bottom row controls the panning of tracks in the current bank.

Press the **-/+** buttons to bank through tracks in groups of four. The current bank will be highlighted in GarageBand.

Track 1	Track 2	Track 3	Track 4
K1: Volume	K2: Volume	K3: Volume	K4: Volume
K5: Pan	K6: Pan	K7: Pan	K8: Pan

- **Sends**

In this mode, the top row of knobs controls the odd numbered sends for tracks in the current track bank, and the bottom row controls the even numbered sends.

Turn the encoder to change tracks, which will also change the current track bank in focus. The current bank will be highlighted in GarageBand.

Press the **-/+** buttons to bank through send pages for tracks in the current bank.

Track 1	Track 2	Track 3	Track 4
K1: Send 1	K2: Send 1	K3: Send 1	K4: Send 1
K5: Send 2	K6: Send 2	K7: Send 2	K8: Send 2

- **EQ**

When this mode is selected, GarageBand EQ is automatically added to the current track, and the EQ window will open. The knobs control the following EQ functions.

Low Shelf	Mid Band 4	Mid Band 6	High Shelf
K1: Frequency	K2: Frequency	K3: Frequency	K4: Frequency
K5: Gain	K6: Gain	K7: Gain	K8: Gain

- **Navigation**

In this mode, the knobs control important navigation commands in Logic Pro.

K1: Scrub (Bars)	K2: Scrub (Beats)	K3: Waveform Zoom	K4: Horizontal Zoom
K5: Cycle Move (Bars)	K6: Cycle Start (Bars)	K7: Cycle End (Bars)	K8: Vertical Zoom

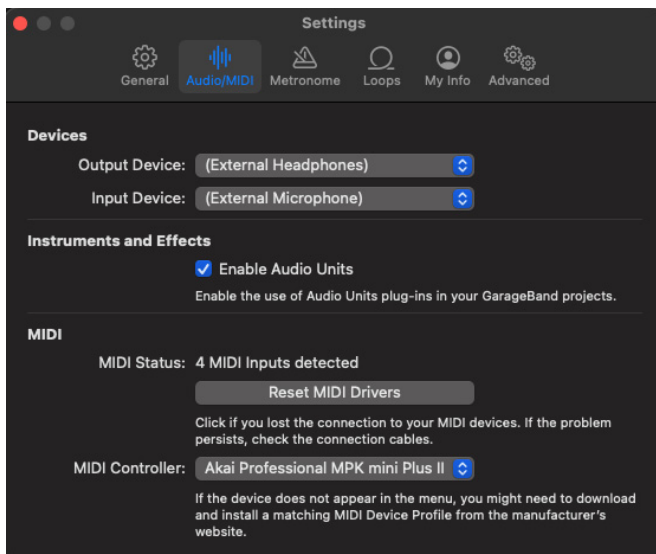
Troubleshooting

If you are experiencing trouble using the GarageBand control script, you can try the following.

Check that DAW Control Mode is enabled on MPK® mini Plus II: Press the **PLUGIN/DAW** button on your MPK® mini Plus II so that it is illuminated red and the **computer icon** () appears next to the display, indicating DAW mode is active.

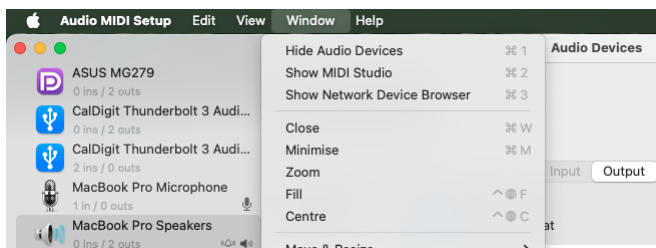
Reset MIDI drivers in GarageBand:

1. In GarageBand, open the **GarageBand > Settings...** menu and navigate to the **Audio/MIDI** tab.
2. Click **Reset MIDI Drivers**.



Remove the MIDI device from Audio MIDI Setup and reconnect:

1. Close GarageBand if it is open.
2. Disconnect MPK® mini Plus II from your computer.
3. On your macOS computer, go to **Applications > Utilities > Audio MIDI Setup** and open it.



4. Enter the **MIDI Studio** tab by going to **Window > Show MIDI Studio**, or by pressing **⌘ (Cmd) + 2**.

5. Locate MPK® mini Plus II in the list of devices, and then remove by selecting it and pressing backspace on your keyboard, or by clicking the – icon in the MIDI Studio window.



6. Reconnect MPK® mini Plus II and reopen GarageBand.

Cubase

Setup

1. Use the included USB-C® cable to connect MPK® mini Plus II's USB-C® Port to an available USB 3.0 port on your computer (powered on).
2. Press the **PLUGIN/DAW** button on MPK® mini Plus II to ensure the DAW preset is selected (button is lit red and the **computer icon** [] appears next to the display).
3. Open Cubase.

For Windows users, proceed to the following [Windows Setup](#) section for directions on how to set up the controller.

For Mac users, Cubase should automatically assign and enable the appropriate MIDI ports for MPK® mini Plus II if you have installed the control script. If you have any issues, or if you need to manually set the MIDI ports, use the directions in the following [macOS Setup](#) section.

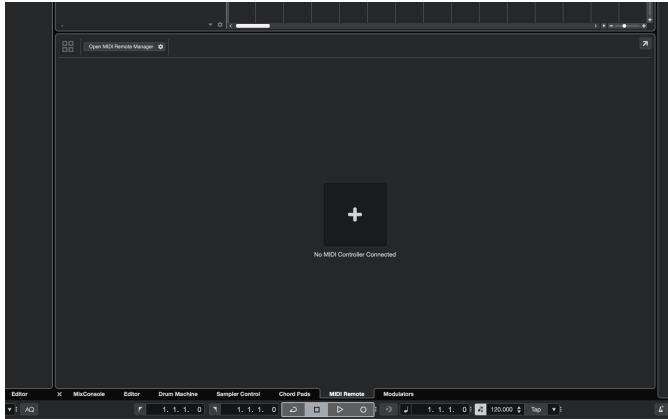
If you have any further issues, refer to the [Troubleshooting](#) chapter for more information.

Windows Setup

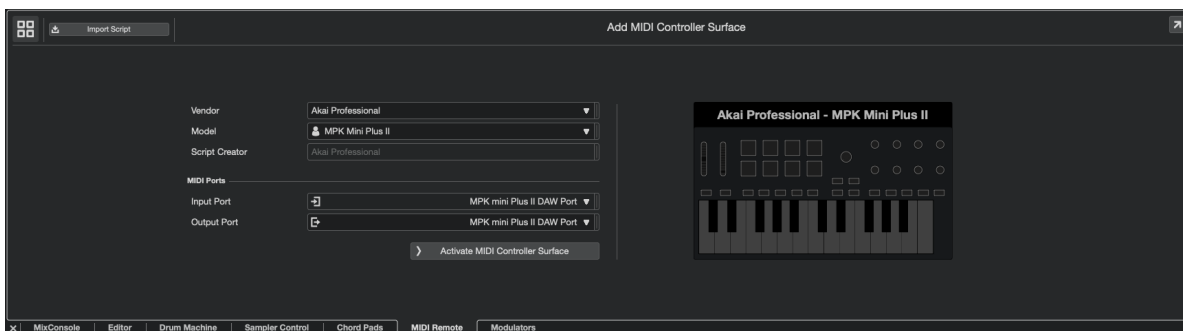
1. In Cubase, open the bottom panel.



2. Navigate to the **MIDI Remote** tab, and then click the **+** icon.



3. In the **Add MIDI Controller Surface** menu, set the following:
 - a. **Manufacturer:** Akai Professional
 - b. **Model:** MPK mini Plus II
 - c. **Input Port:** MPK mini Plus II DAW Port
 - d. **Output Port:** MPK mini Plus II DAW Port



NOTE: The ports appear as listed above when the Windows MIDI Driver is installed. If the Windows MIDI Driver is not installed, the Input Port appears as “MIDIIN2” and the Output Port appears as “MIDIOUT2” instead. Make sure the driver has been installed for best results. You may need to delete the previous Controller Surface after installing the Windows driver. See [Troubleshooting](#) for more information.

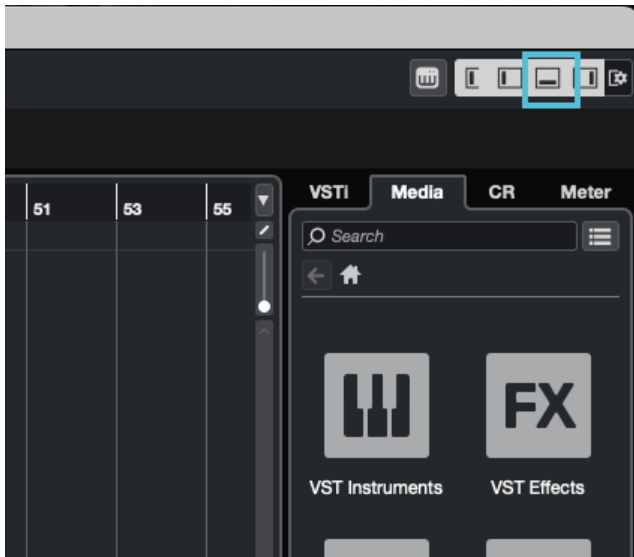
IMPORTANT: When using an Instrument track in Cubase, set the MIDI input to the MPK mini Plus II DAW Port exclusively. If an Instrument track is set to All MIDI Inputs, double notes may be recorded when recording with the pads.

4. Click **Activate MIDI Controller Surface**.

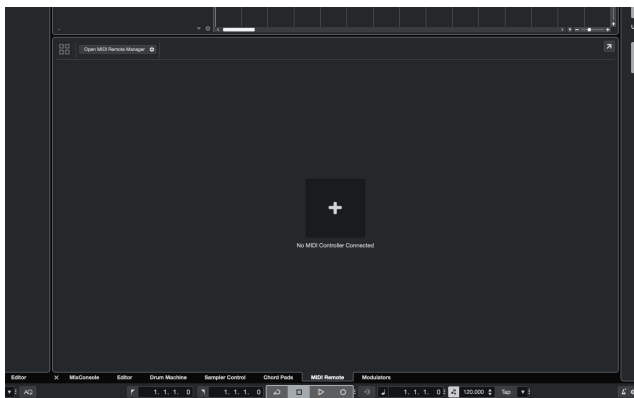
macOS Setup

For macOS users, MPK® mini Plus II should be automatically detected and selected when opening Cubase. If you have any issues, or if you need to manually set the MIDI ports, follow the directions below.

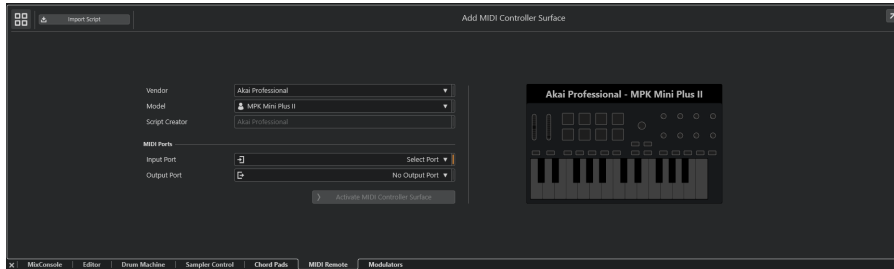
1. In Cubase, open the bottom panel.



2. Navigate to the **MIDI Remote** tab, and then click the + icon.



3. In the **Add MIDI Controller Surface** menu, set the following:
- a. **Manufacturer:** Akai Professional
 - b. **Model:** MPK mini Plus II
 - c. **Input Port:** MPK mini Plus II DAW Port
 - d. **Output Port:** MPK mini Plus II DAW Port

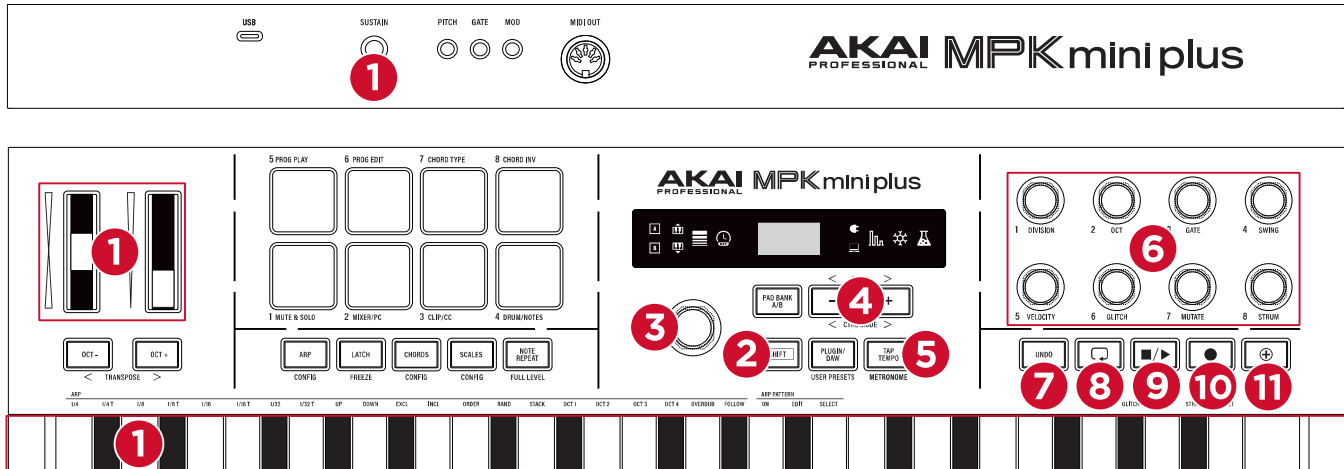


IMPORTANT: When using an Instrument track in Cubase, set the MIDI input to the MPK mini Plus II DAW Port exclusively. If an Instrument track is set to All MIDI Inputs, double notes may be recorded when recording with the pads.

4. Click **Activate MIDI Controller Surface**.

Control Map

This chapter describes the functions of MPK® mini Plus II's compatible controls when using Cubase.



1. **Keyboard, Pitch Wheel, Modulation Wheel, Sustain Input:** These basic performance controls are used for controlling and playing virtual instruments in Cubase. These controls send their data on MIDI Port 1 and are not part of the additional control script.
2. **SHIFT:** This button provides access to secondary functions when using MPK® mini Plus II with Cubase. Press and hold it and then press another button or pad to access its secondary function.
3. **Encoder:** Turn this knob to select tracks.
4. **-/+:** Press these buttons to move between banks of knob controls. See the following [Knob Modes](#) section to learn more.

↑ **CONTROL MODE:** Hold **SHIFT** and press these buttons to switch between Knob Modes.

5. **Tap Tempo:** Press this button repeatedly in time with the desired tempo to set a new tempo for the Cubase clock in BPM (beats per minute).

↑ **METRONOME:** Hold **SHIFT** and press this button to turn the metronome on or off.

6. **Knobs:** These endless knobs can be used for six different functions, which you can toggle between by holding **SHIFT** and pressing the **-/+** buttons. See the following [Knob Modes](#) section to learn more about how each mode functions.
7. **UNDO:** Press this button to undo the last action in Cubase.

↑ **REDO:** Hold **SHIFT** and press this button to redo the last action undone in Cubase.

8. **Loop:** Press this button to turn cycle playback on and off in Cubase.

↑ Hold **SHIFT** and press this button to perform a MIDI Reset in Cubase.

9. **Stop/Play:** Press this button to stop or start playback in Cubase.

↑ **CONTINUE:** Hold **SHIFT** and press this button to move the playhead to the Left Locator of the cycle region in Cubase.

10. **Record:** Press this button to enable recording in Cubase.

11. **Overdub:** Press this button to record enable the current track in Cubase.

↑ **QUANTIZE:** Hold **SHIFT** and press this button to quantize the selected region, track, or notes in Cubase. This will snap events to the recording grid according to the current time division.

Knob Modes

The MPK® mini Plus II knobs can be used in six different modes with Cubase. You can cycle between each mode by holding **SHIFT** and pressing the **-/+** buttons. The display will show the currently selected mode.

- **Quick Controls**

In this mode, the knobs will be assigned to quick controls 1–8 for the current track.

- **Volume and Pan**

In this mode, the top row of knobs controls the volume of tracks in the current bank, and the bottom row controls the panning of tracks in the current bank.

Press the **-/+** buttons to bank through tracks in groups of four. The current bank will be highlighted in Cubase.

Track 1	Track 2	Track 3	Track 4
K1: Volume	K2: Volume	K3: Volume	K4: Volume
K5: Pan	K6: Pan	K7: Pan	K8: Pan

- **Sends**

In this mode, the top row of knobs controls the odd numbered sends for tracks in the current track bank, and the bottom row controls the even numbered sends.

Turn the **encoder** to change tracks, which will also change the current track bank in focus. The current bank will be highlighted in Cubase.

Press the **-/+** buttons to bank through send pages for tracks in the current bank.

Track 1	Track 2	Track 3	Track 4
K1: Send 1	K2: Send 1	K3: Send 1	K4: Send 1
K5: Send 2	K6: Send 2	K7: Send 2	K8: Send 2

- **EQ**

In this mode, the knobs control EQ in the Channel Strip for the selected track.

Turn the **encoder** to change tracks.

LO	LMF	HMF	HI
K1: Frequency	K2: Frequency	K3: Frequency	K4: Frequency
K5: Gain	K6: Gain	K7: Gain	K8: Gain

- **Navigation**

In this mode, the knobs control important navigation commands in Cubase.

K1: Nudge	K2: Horizontal Zoom	K3: Cycle Region	K4: Navigate Track Marker
K5: -	K6: Vertical Zoom	K7: -	K8: -

- **User Mode**

In this mode, the knobs are unmapped and send standard MIDI CC messages that can be mapped as desired in Cubase.

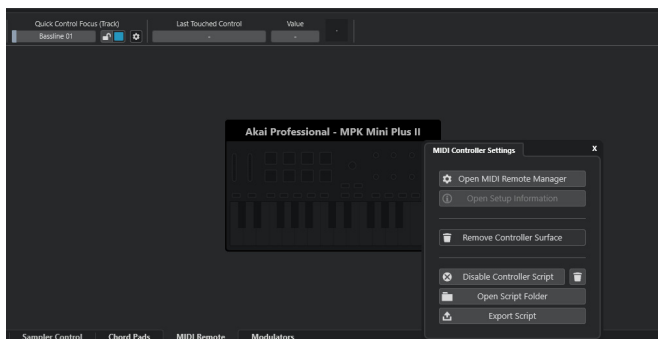
Troubleshooting

If you are experiencing trouble using the Cubase control script, you can try the following.

Check that DAW Control Mode is enabled on MPK® mini Plus II: Press the **PLUGIN/DAW** button on your MPK® mini Plus II so that it is illuminated red and the **computer icon** () appears next to the display, indicating DAW mode is active.

For Windows users, it may be necessary to delete the previous MPK® mini Plus II Controller Surface after installing the Windows MIDI driver:

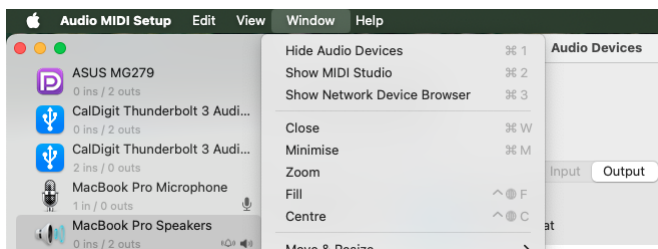
1. Disconnect MPK® mini Plus II from your computer.
2. Click the dropdown menu on the right of the controller surface image to open the **MIDI Controller Settings** panel.
3. Select **Remove Controller Surface**.



4. Once this has been removed, reconnect your MPK® mini Plus II and follow the [Windows Setup](#) instructions again.

For macOS users, remove the MIDI device from Audio MIDI Setup and reconnect:

1. Close Cubase if it is open.
2. Disconnect MPK® mini Plus II from your computer.
3. On your macOS computer, go to **Applications > Utilities > Audio MIDI Setup** and open it.



4. Enter the **MIDI Studio** tab by going to **Window > Show MIDI Studio**, or by pressing **⌘ (Cmd) + 2**.

5. Locate MPK® mini Plus II in the list of devices, and then remove by selecting it and pressing backspace on your keyboard, or by clicking the – icon in the MIDI Studio window.



6. Reconnect MPK® mini Plus II and reopen Cubase.

Bitwig Studio

Setup

1. Use the included USB-C® cable to connect MPK® mini Plus II's USB-C® Port to an available USB 3.0 port on your computer (powered on).
2. Press the **PLUGIN/DAW** button on MPK® mini Plus II to ensure the DAW preset is selected (button is lit red) and the **computer icon**  appears next to the display).
3. Open Bitwig Studio.

If you have installed the control script, it should automatically assign and enable the appropriate MIDI ports for MPK® mini Plus II. If you have any issues, or if you need to manually set the MIDI ports, use the directions in the following [Windows Setup](#) and [macOS/Linux Setup](#) sections, depending on your operating system.

If you have any further issues, refer to the [Troubleshooting](#) chapter for more information.

Windows Setup

1. In Bitwig Studio, open the **Settings > Controllers** menu.
2. If the mapping has not been automatically applied, click **Akai MPK Mini Plus II**.
3. The MIDI ports should be automatically assigned, but if they are not, set them as follows:

In 1: MIDIIN2 (MPK mini Plus II)

In 2: MPK mini Plus II

Out 1: MIDIOUT2 (MPK mini Plus II)

i Note: You may need to reconfigure your Control Surface settings after installing the MIDI driver. See [Troubleshooting](#) for more information.

macOS/Linux Setup

1. In Bitwig Studio, open the **Settings > Controllers** menu.
2. If the mapping has not been automatically applied, click **Akai MPK Mini Plus II**.
3. The MIDI ports should be automatically assigned, but if they are not, set them as follows:

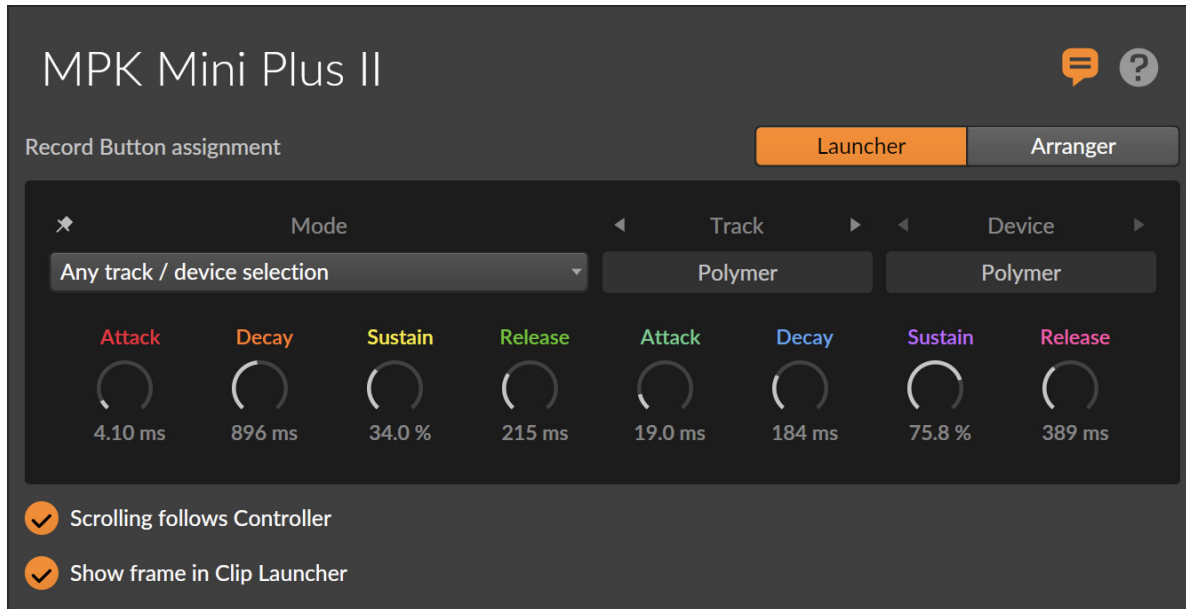
In 1: MPK mini Plus II DAW Port

In 2: MPK mini Plus II MIDI Port

Out 1: MPK mini Plus II DAW Port

Controller Status Window

When MPK® mini Plus II is recognized by Bitwig Studio, a small keyboard icon appears in the top-right corner of the application window. Clicking this icon opens the Controller Status Window:

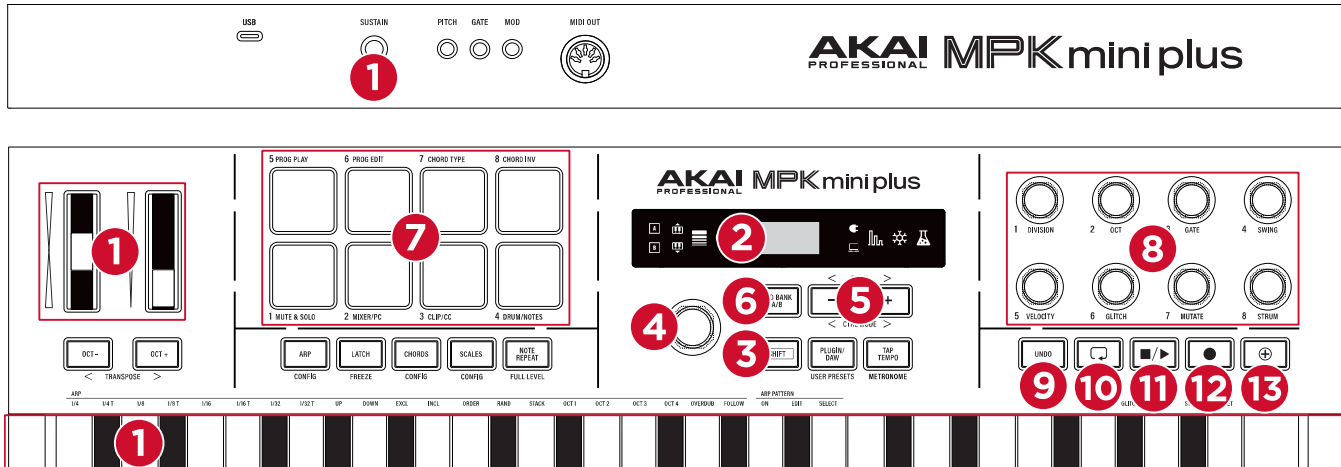


In this window, you can change the **Record** button assignment to toggle between recording in the Clip Launcher or recording in the Arranger.

In the middle section of this window, the current knob assignments are shown. Clicking one of the **pin icons** lets you permanently assign the controls to certain parameters. For more information, please refer to the full Bitwig Studio *User Guide*.

Control Map

This chapter describes the functions of MPK® mini Plus II's compatible controls when using Bitwig Studio.



- 1. Keyboard, Pitch Wheel, Modulation Wheel, Sustain Input:** These basic performance controls are used for controlling and playing virtual instruments in Bitwig Studio. These controls send their data on MIDI Port 1 and are not part of the additional control script.
- 2. Display:** The display on MPK® mini Plus II provides instant visual feedback as you play, and displays information from the connected Bitwig Studio software. This display can also be used to edit various MPK® mini Plus II hardware settings, such as Arpeggiator parameters or Global functions, as described elsewhere in this *User Guide*.
- 3. SHIFT:** This button provides access to secondary functions when using MPK® mini Plus II with Bitwig Studio. Press and hold it and then press another button or pad to access its secondary function.
- 4. Encoder:** Turn this knob to select the next or previous track. This will also shift the current 4x4 Clip Launcher focus left or right when scrolling past its current bounds.

Press the **encoder** to launch or restart the selected scene.

↑ Hold **SHIFT** and turn the encoder to select the next or previous scene in the Clip Launcher, moving the current 4x4 Clip Launcher focus down or up when scrolling past its current bounds.

- 5. +/-:** While in Channel Volume and Pan Knob Mode, press these buttons to bank between tracks in groups of four. While in Device Control Knob Mode, press these buttons to move to the previous or next device in the current track and select its eight associated parameters. While in Sends Knob Mode, press these buttons to move to the previous or next bank of send controls.

↑ Hold **SHIFT** and press these buttons to change the current Knob Control bank. See the following [Knob Modes](#) section to learn more about how each mode functions.

When the Pads are set to Note Mode, hold **SHIFT** and press these buttons to navigate between tracks while the Note Mode Menu is open.

6. **PAD BANK A/B:** Press this button to toggle between **Bank A** and **Bank B** for the pads. See the following [Pad Modes](#) section to learn more about this function in each pad mode.

↑ Hold **SHIFT** and press this button to change knob modes. See the following [Knob Modes](#) section to learn more about how each mode functions.

7. **Pads:** These drum pads can be used in four different modes, which can be accessed by holding **SHIFT** and pressing the following pads:

Pad 1 - Mute & Solo

Pad 2 - Record Arm & Stop Clip

Pad 3 - Clip Launcher

Pad 4 - Note Mode

See the following [Pad Modes](#) section to learn more about how each mode functions.

8. **Knobs:** These endless knobs can be used for three different functions, which you can toggle between by holding **SHIFT** and pressing the **PAD BANK A/B** button.

See the following [Knob Modes](#) section to learn more about how each mode functions.

↑ Hold **SHIFT** and turn the knobs to finely adjust the selected parameter.

9. **UNDO:** Press this button to undo the last action in Bitwig Studio.

↑ **REDO:** Hold **SHIFT** and press this button to redo the last action undone in Bitwig Studio.

10. **Loop:** Press this button to turn the Arranger Loop on and off in Bitwig Studio.

↑ **STOP ALL:** Hold **SHIFT** and press this button to stop all currently playing clips in Bitwig Studio.

11. **Stop/Play:** Press this button to stop or start playback in Bitwig Studio.

↑ **CONTINUE:** Hold **SHIFT** and press this button to pause and continue playback from the current Arranger position in Bitwig Studio.

12. **Record:** Press this button to toggle recording when assigned to the Arranger, or toggle Clip Launcher Overdub when assigned to the Clip Launcher in Bitwig Studio. You can change the current assignment in the [Controller Status Window](#).

13. **Overdub:** Press this button to toggle Clip Launcher or Arranger Overdub when assigned in Bitwig Studio, depending on the current assignment in the [Controller Status Window](#).

↑ **QUANTIZE:** Hold **SHIFT** and press this button to turn quantization on (set to 1/16) or off in Bitwig Studio. This allows the notes you play to snap to the recording grid according to the current time division.

Pad Modes

The MPK® mini Plus II pads can be used in four different modes with Bitwig Studio. You can access each mode by holding **SHIFT** and pressing the following:

- **Pad 1: Mute & Solo Mode**

In this mode, press an orange pad in the bottom row of pads (Pads 1–4) to mute a track in the current bank.

Press a yellow pad in the top row of pads (Pads 5–8) to Solo a track in the current bank.

- **Pad 2: Track Record Mode**

In this mode, press a red pad in the bottom row of pads (Pads 1–4) to arm a track in the current bank for recording.

Press a green pad in the top row of pads (Pads 5–8) to stop clip playback in tracks in the current bank.

- **Pad 3: Clip Launcher Mode**

In this mode, you can use the pads to trigger clips in the Clip Launcher in Bitwig Studio. The current 4x4 matrix focus will be visualized by a frame in the Clip Launcher. Press the **PAD BANK A/B** button to switch between banks, toggling the pads between the first and second half of the 4x4 focus area.

Press a pad to launch the respective clip. The pad color will correspond to the color of the clip and its current status (green = playing, red = recording).

- **Pad 4: Note Mode**

In this mode, the pads are mapped to trigger notes on the current instrument loaded to a device chain in Bitwig Studio.

If the device chain contains a **Drum Machine**, the pads trigger the 16 instruments of the device. Press the **PAD BANK A/B** button to toggle the pads between the lower and upper halves of the drum cells.

If the device chain contains any other instrument device or VST, the pads will trigger notes with optional scale support.

Press and hold **SHIFT** and press the **encoder** to enter the Note Mode Menu. where you can select and edit the following parameters:

Scale

Root Note (highlighted on the pads)

Octave

Pad Offset (on Drum Machine tracks only)

While the Note Mode Menu is open, you can navigate between tracks by holding **SHIFT** and pressing the **-/+** buttons.

Knob Modes

The MPK® mini Plus II knobs can be used in three different modes with Bitwig Studio. You can toggle between each mode by holding **SHIFT** and pressing the **PAD BANK A/B** button.

• Remotes Mode

In this mode, the knobs will be automatically mapped to the remote controls of the currently selected device, track, or project remotes.

Press the **-/+** buttons to move to the previous or next device in the device chain of the current track and select its eight associated controls.

Hold **SHIFT** and press the **-/+** buttons to select the previous or next remote control page. The name will be shown in the third row of the **display**.

• Track Mode

In this mode, the knobs will be mapped to the pan, volume, and FX send controls for the currently selected track. Turn each knob to adjust the selected control.

Track 1	Track 2	Track 3	Track 4
K1: Track Pan	K2: Track Send 1	K3: Track Send 2	K4: Track Send 3
K5: Track Volume	K6: Track Send 4	K7: Track Send 5	K8: Track Send 6

If a track contains more than six FX sends, press and hold **SHIFT** and press the **-/+** buttons to scroll through the FX sends (moving from 1–6 to 2–7, 3–8, etc.).

Turn the **encoder** to select another track.

• Mixer Mode

In this mode, the knobs will be mapped to various mixer parameters of the currently track bank. By default, this controls **pan** with the top row of knobs (1–4) and **volume** with the bottom row (5–8). Press and hold **SHIFT** and press the **-/+** buttons to toggle between pan/volume control and FX send control. Turn each knob to adjust the selected control.

Track 1	Track 2	Track 3	Track 4
K1: Pan / Send 1	K2: Pan / Send 1	K3: Pan / Send 1	K4: Pan / Send 1
K5: Volume / Send 2	K6: Volume / Send 2	K7: Volume / Send 2	K8: Volume / Send 2

Turn the encoder to move to the previous or next bank of tracks.

Troubleshooting

If you are experiencing trouble using the Bitwig Studio control script, you can try the following.

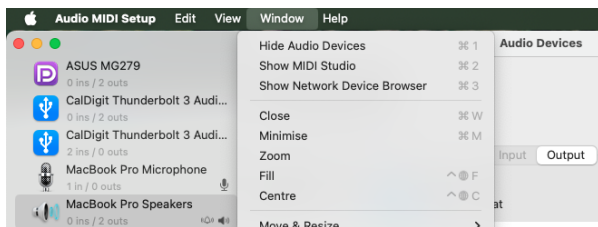
Check that DAW Control Mode is enabled on MPK® mini Plus II: Press the **PLUGIN/DAW** button on your MPK® mini Plus II so that it is illuminated red and the **computer icon** () appears next to the display, indicating DAW mode is active.

For Windows users, you may need to reconfigure your Control Surface settings after installing the MIDI driver:

1. Disconnect MPK® mini Plus II from your computer.
2. Restart Bitwig Studio and reconnect MPK® mini Plus II.
3. Follow the [Windows Setup](#) instructions again, selecting the correct port names.

For macOS users, remove the MIDI device from Audio MIDI Setup and reconnect:

1. Close Bitwig Studio if it is open.
2. Disconnect MPK® mini Plus II from your computer.
3. On your macOS computer, go to **Applications > Utilities > Audio MIDI Setup** and open it.



4. Enter the **MIDI Studio** tab by going to **Window > Show MIDI Studio**, or by pressing **⌘ (Cmd) + 2**.
5. Locate MPK® mini Plus II in the list of devices, and then remove by selecting it and pressing backspace on your keyboard, or by clicking the **–** icon in the MIDI Studio window.



6. Reconnect MPK® mini Plus II and reopen Bitwig Studio.

If you are having trouble using the arpeggiator or note repeat with Bitwig Studio, you may need to synchronize your device with Bitwig Studio:

1. Make sure that the MPK® mini Plus II clock is set to **External**. Open the Global Menu and adjust the Sync setting to **Ext**, or press and hold the **ARP** button and press the **C4** (SYNC) key. The **EXT clock icon** () next to the display will illuminate when the clock is set to External.
2. In Bitwig Studio, navigate to **Dashboard > Synchronization** and activate the following settings for the **MPK mini Plus II DAW Port**:



About MIDI Ports

MPK® mini Plus II features five different MIDI ports that are used for communication. Understanding what these ports are used for can help you set it up properly with your software or hardware.

Port #	Name	Description
1	MPK mini Plus II MIDI Port	This port will send keybed, drum pad, pitch and modwheel, sustain pedal, and knob control data. Messages sent to this port are expected to be recorded and edited by a Host DAW. Messages received from this port can be resent to the physical 5-pin MIDI output port, depending on the settings. All Presets will send MPK® mini Plus II performance data on this port by default.
2	MPK mini Plus II DAW Port	This port will send all interface controls, screen controls, and transport controls to a connected supported DAW. When using the DAW Preset, this port must be enabled in the DAW software to access the DAW control script.
3	MPK mini Plus II Plugin Port	This port will send all interface controls, screen controls, and transport controls to the Studio Instrument Collection (SIC) software. When using the Plugin Preset, this port must be enabled in the SIC software to access the SIC control script. This port is also used for NKS (Native Kontrol Standard) connection.
4	MPK mini Plus II Din Port	This port is the physical 5-pin MIDI output on the rear panel of MPK® mini Plus II. You can choose to send incoming MIDI data from the USB-C® port or the internal hardware MIDI data to this port by adjusting the DINsrc setting in the Global Menu.

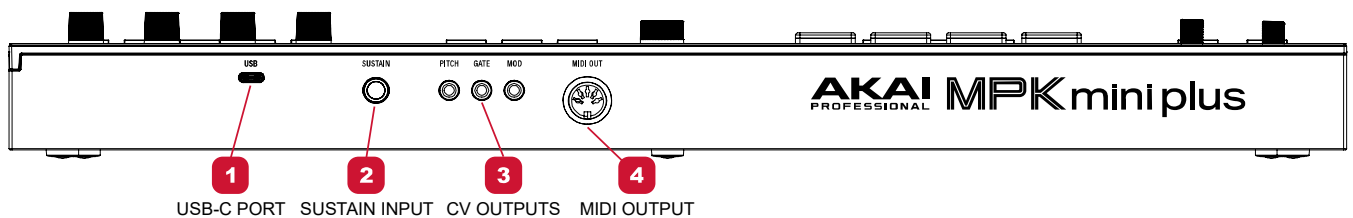
Note: For Windows users, the ports appear as listed above only when the Windows MIDI Driver is installed.

Features

This chapter describes the functions of MPK® mini Plus II's connections and controls. Click to jump to the [Rear Panel](#) connections or [Top Panel](#) controls.

For more information on using some of the features described below, proceed to the following [Operation](#) chapter.

Rear Panel



1 USB-C PORT

USB



Use the included cable to connect this port to a USB port on your computer. This will allow you to send and receive MIDI data and communicate with software, such as the included Studio Instrument Collection or Ableton Live.

You can also power MPK® mini Plus II by connecting to a 5V, 2A power adapter. This can be useful when using it in conjunction with other external MIDI equipment.

2 SUSTAIN INPUT

SUSTAIN



Connect an optional 1/4" (6.35 mm) TS sustain pedal to this port. Sustain pedals can be used to hold the sound you are playing without having to keep your fingers pressed down on the keys.

3 CV OUTPUTS

PITCH GATE MOD



Connect optional external modular gear using these 1/8" (3.5 mm) TS outputs. You can adjust the CV Output settings in the [Global Menu](#).

4

MIDI OUTPUT

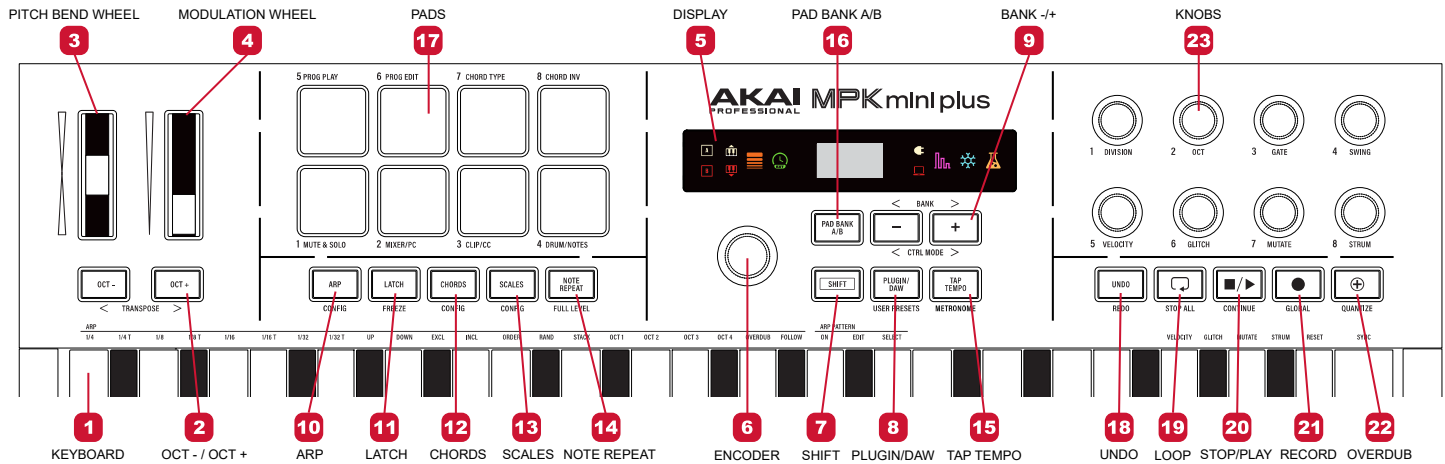
MIDI OUT



Connect optional external gear using this 5-pin MIDI DIN output port. This allows you to control synthesizers, drum machines, or other types of instruments that use MIDI using your MPK® mini Plus II.

You can use the [*Global Menu*](#) to determine whether data sent to this port comes from the USB-C® Port or the internal hardware MIDI.

Top Panel



1 KEYBOARD



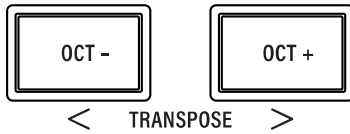
MPK® mini Plus II features a 37-note, velocity-sensitive keyboard. This means that the keys react to how hard you play them: the harder you strike, the louder the note.

These keys can be configured to play individual notes, entire chords of multiple notes, or specific scales of notes. See the following [Operation > Keyboard Modes](#) section to learn more.

The keys can also be used in conjunction with the [Arpeggiator](#) function to play specific note patterns.

You can press and hold the **ARP** button and press the keys labeled with ARP text above them to access and edit certain parameters. Some keys can also be used while holding the **CHORDS** and **NOTE REPEAT** buttons.

2 OCT - / OCT +



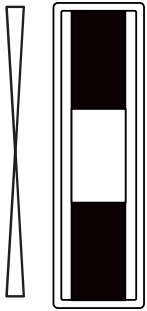
Press these buttons to shift the range of the keyboard down or up one octave at a time, up to ± 4 .

↑ **TRANPOSE < / >:** Hold **SHIFT** and press these buttons to adjust the transposition of the keyboard down or up one semitone at a time, up to ± 12 .

When the keyboard is transposed by octave or semitone, the **key up / key down** icons ( ) will appear next to the display.

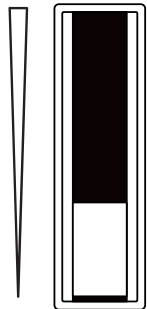
TIP: Press both **OCT -** and **OCT +** buttons at the same time to reset the octave setting. Hold **SHIFT** and press both buttons at the same time to reset the transposition setting.

3 PITCH BEND WHEEL



The pitch bend wheel is primarily used to bend the notes played on the keyboard up or down. This allows you to play phrases not normally associated with keyboard playing, such as guitar-style riffs.

4 MODULATION WHEEL



The modulation wheel is typically used to add variation for the sound you are playing. This type of real-time controller was originally introduced on electronic keyboard instruments to give the performer options such as adding vibrato, just like the players of acoustic instruments do.

5 DISPLAY



The display on MPK® mini Plus II provides instant visual feedback as you play, and displays information when connected to supported software like the Studio Instrument Collection. You can also use this display to edit various settings described in the following [Operation](#) chapter.

The icons around the display light up to indicate various active functions:



A/B: Indicates the active pad bank. Cycle between pad banks by pressing the **PAD BANK A/B** button.



Key Up / Key Down: Indicates the keyboard is transposed up or down. Press and hold **SHIFT** and press the **OCT +/- / TRANSPOSE </>** buttons to adjust the transposition. Hold **SHIFT** and press both buttons at the same time to reset the transposition.



Full Level: Indicates the Pads are in Full Level mode. When on, all pads send full velocity (127) no matter how hard or soft you strike them. When off, the pads' velocity is determined by how hard or soft you strike them. You can turn Full Level on and off by holding **SHIFT** and pressing the **NOTE REPEAT / FULL LEVEL** button.



Clock EXT: Indicates the **SYNC** setting is set to External clock. The timing of functions like the Arpeggiator will be controlled by an external clock source, such as a connected DAW or external MIDI device. You can adjust the **SYNC** setting in the [Global Menu](#), or cycle **SYNC** between **INT** (Internal) and **EXT** (External by holding the **ARP** or **NOTE REPEAT** buttons and pressing the **SYNC** key (C4).



Plug / Computer: This indicates whether MPK® mini Plus II is in Plugin mode or DAW mode. Use Plugin mode when using the included Studio Instrument Collection plugin or standalone application for seamless control. Use DAW mode when using MPK® mini Plus II with other digital audio workstation software. Cycle between Plugin mode and DAW mode by pressing the **PLUGIN/DAW** button.



Pattern: Indicates the Arpeggiator is in *Pattern Mode*.

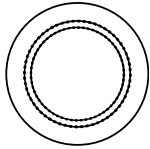


Freeze: Indicates that the Freeze function is activated.



Mutate: Indicates that the Mutate function is activated.

6 ENCODER



Turn this knob to select and adjust settings and options on the display screen, and push it to select.

When using editing menus, the encoder functions as follows:

- i. Turn the encoder to select a parameter for editing.
- ii. Press the encoder to open the options for the selected parameter.
- iii. Turn the encoder to browse the options.
- iv. Press the encoder to select an option and return to the list of parameters.

7 SHIFT



This button provides access to secondary functions on MPK® mini Plus II. Press and hold it and then press another button or pad to access its secondary function. These are printed below or above the selected control, and are highlighted in the descriptions below.

8 PLUGIN/DAW



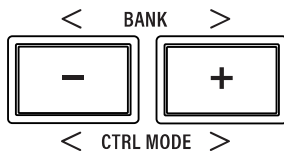
USER PRESETS

Press this button to toggle between **Plugin** and **DAW** control modes. Use Plugin mode when using the included Studio Instrument Collection plugin or standalone application for seamless control. Use DAW mode when using MPK® mini Plus II with other digital audio workstation software.

This button also acts as a "home" function when viewing and editing parameters on the Display. Press it to exit the current menu.

↑ **USER PRESETS:** Hold **SHIFT** and press this button to open the Preset selection menu on the Display. Turn the encoder to browse presets, and then press it to load. You can use the *Program Edit* function to edit user programs.

9 BANK – / +



Press these buttons to decrease or increase the current parameter in supported software.

↑ **CTRL MODE / BANK:** Hold **SHIFT** and press this button to change knob control assignments or banks in supported software.

10 ARP



CONFIG

Press this button to enable the *Arpeggiator*.

↑ **CONFIG:** Hold **SHIFT** and press this button to open the *Arpeggiator Configuration Menu*. You can also press and hold the **ARP** button to temporarily access the Arpeggiator Configuration menu. When you release the button, you will return to the previous screen on the display. Moving the **encoder** or an arp parameter **Knob** while temporarily viewing the Arpeggiator Configuration menu will fix the menu on the display.

11 LATCH

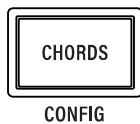


Press this button to enable latch mode for the **Arpeggiator**. When on, the arpeggiator will continue even after you lift your fingers. While holding down the keys, you can add more notes to the arpeggiated chord by pressing down additional keys. If you press the keys, release them, and then press down a new combination of notes, the arpeggiator will memorize and arpeggiate the new notes.

↑ **FREEZE:** Hold **SHIFT** and press this button to turn the Freeze function on and off.

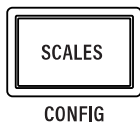
When on, the **snow icon** () appears next to the display, and the current arpeggio will automatically latch if it is not already enabled, and you can then freely play other notes while your arpeggiated chord continues.

12 CHORDS



Press this button to enter **Chords Mode** for the keyboard. In this mode, each key plays a configurable chord of multiple notes at the same time.

13 SCALES



Press this button to enter **Scales Mode** for the keyboard. In this mode, each key plays a single note, but you are not bound to the traditional piano layout and can instead allow only certain notes to be played.

i TIP: Scales Mode can be used in conjunction with Chords Mode to play chords in a selected scale.

14 NOTE REPEAT



FULL LEVEL

Press this button to turn Note Repeat mode on and off. When on, strike and hold a pad to cause it to retrigger at a rate based on the current Time Division and Tempo. You can also press and hold this button and press one of the Time Division keys (**C1–G1**) to quickly change the setting.

↑ **FULL LEVEL:** Hold **SHIFT** and press this button to turn Full Level mode on and off.

When on, the **full level icon** appears next to the display () and all pads send full velocity (**127**) no matter how hard or soft you strike them. When off, the pads' velocity is determined by how hard or soft you strike them.

15 TAP TEMPO



METRONOME

Press this button repeatedly in time with the desired tempo to set a new tempo in BPM (beats per minute) in supported software.

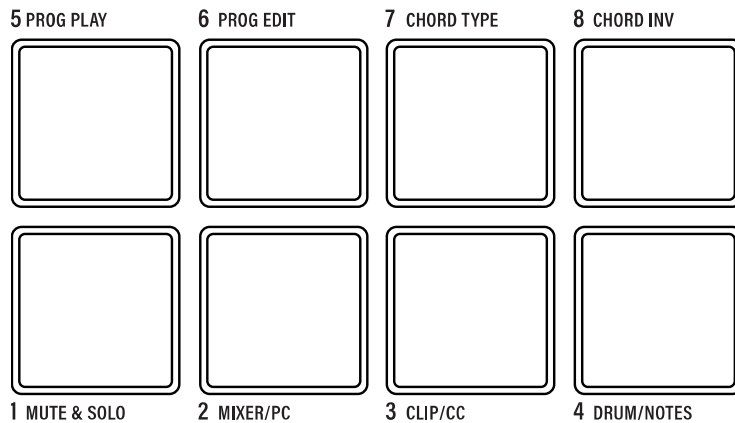
You can also press and hold this button to view the current internal clock BPM. While the BPM is displayed, turn the encoder to adjust the value, and then release **TAP TEMPO** to exit.

↑ **METRONOME:** Hold **SHIFT** and press this button to turn the metronome on or off in supported software.

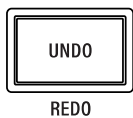
16 PAD BANK A/B



Press this button to toggle between Bank A and Bank B for the pads. The **A / B icons** ( / ) next to the display will light to indicate the current bank.

17 PADS

These drum pads can be used to trigger drum hits or other samples in your software. The pads are velocity-sensitive, which makes them very responsive and intuitive to play. You can also configure these pads to send Program Change messages or MIDI CC messages instead of notes. See the following [Pad Modes](#) section to learn more about this.

18 UNDO

Press this button to undo the last action in supported software.

↑ **REDO:** Hold **SHIFT** and press this button to redo the last action undone in supported software.

19 LOOP

Press this button to turn loop playback on and off in supported software.

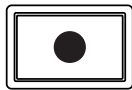
↑ **STOP ALL:** Hold **SHIFT** and press this button to stop all MIDI playback in supported software.

20 STOP/PLAY

CONTINUE

Press this button to stop or start playback in supported software.

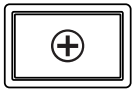
↑ **CONTINUE:** Hold **SHIFT** and press this button to start playback from the current playhead position in connected software.

21 RECORD

GLOBAL

Press this button to enable recording in supported software.

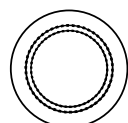
↑ **GLOBAL:** Hold **SHIFT** and press this button to open the [Global Menu](#), which contains various settings related to MPK® mini Plus II's operation.

22 OVERDUB

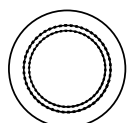
QUANTIZE

Press this button to enable overdub recording in supported software.

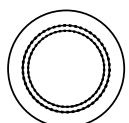
↑ **QUANTIZE:** Hold **SHIFT** and press this button to turn quantization on or off in supported software.

23 KNOBS

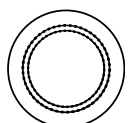
1 DIVISION



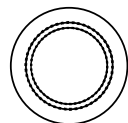
2 OCT



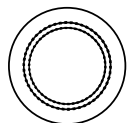
3 GATE



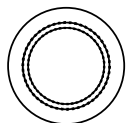
4 SWING



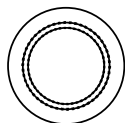
5 VELOCITY



6 GLITCH



7 MUTATE



8 STRUM

These endless knobs are used to control internal firmware functions, as well as parameters in supported software.

You can also press and hold the **ARP**, **CHORDS**, and **NOTE REPEAT** buttons and turn these knobs to quickly adjust the selected parameters, shown below each knob.

Operation

This chapter describes MPK® mini Plus II's different modes, functions, and menus. Click a link below to jump directly to that section:

[*Keyboard Modes*](#) – Adjust the behavior of the keys to play configurable chords and scales.

[*Pad Modes*](#) – Utilize the pads to play chords and progressions in conjunction with the keyboard, as well as adjust the behavior of the pads when using User Presets to send notes, program changes, or CC messages.

[*Arpeggiator*](#) – Create note sequence patterns.

[*Note Repeat*](#) – Use and adjust MPC-style Note Repeat with the pads.

[*Global Menu*](#) – Adjust the internal settings of MPK® mini Plus II and edit User Programs.

For more information on specific controls or connections, refer to the previous [*Features*](#) chapter.

Keyboard Modes

MPK® mini Plus II features three modes for playing melodic content on the keyboard. By default, the keys play one note at a time like a standard keyboard.

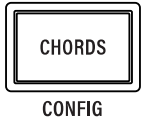
In **Chords Mode**, each key plays a chord comprised of three or more notes in sync.

In **Scales Mode**, the keys play notes in a set scale.

Chords Mode and Scales Mode can also be used together to play chords in a set scale.

Chords Mode

Press the **CHORDS** button to enter Chords Mode for the keyboard. When activated, the button will be brightly lit.



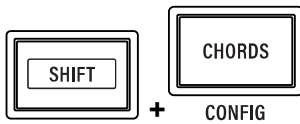
In this mode, each key plays a configurable chord of multiple notes at the same time. When activated, the **CHORDS** button will be lit.

To exit Chords Mode, the **CHORDS** button again.

Chords Mode for the keyboard can also be used in conjunction with *Progression Mode* and the *Pad Chord Modes* for creating progressions and chord variations using the pads.

Chords Configuration

Press and hold the **SHIFT** button and press the **CHORDS** button to open the **CHORD SETUP** menu on the display.



You can also press and hold **CHORDS** to momentarily open the setup menu while the button is held down. Use the **encoder** to browse and edit the settings below.

You can also edit certain Chords Mode parameters directly using the knobs and keys. See [Chords Knob and Key Editing](#) below for more information.

To exit the Chord Setup menu, press the **PLUGIN/DAW** button.

Setting	Values	Description
Type	1-3-5 +6 +7 +7+9 Sus2 Sus4 Aug Dim Maj7 Min7 Dom7 HDim7 Dim7	This is the type of chord played by each key. A standard triad chord. A sixth chord (1-3-5-6). A seventh chord (1-3-5-7). A seventh and ninth chord (1-3-5-7-9). A suspended second chord (1-2-5). A suspended fourth chord (1-4-5). An augmented chord (1-M3-A5) A diminished chord (1-m3-d5) A major seventh chord (1-M3-5-M7). A minor seventh chord (1-m3-5-m7). A dominant seventh chord (1-M3-5-m7). A half-diminished seventh chord (1-m3-d5-m7) A diminished seventh chord (1-m3-d5-d7) Note: The 1-3-5, +6, +7, and +7+9 chords will be fixed to the selected scale. The remaining chords will transpose each interval structure through the root notes of your selected scale.
Prog	Off, On	This option turns the Progression function on or off. When set to On, select the custom User Progression (#1–8) that will be played by the keys. You can create and edit custom progressions using the Prog Edit function. See Pad Modes > Progression Mode for more information.

Setting	Values	Description
Inv		This determines the position of the chord notes when an Inversion is played. You can also use Chord Inversion Mode for the pads to select inversions. See Pad Chord Modes for more information.
	1st	The third scale tone is in the root position.
	2nd	The fifth scale tone is in the root position.
	3rd	The seventh scale tone is in the root position.
	rootB	The root note of the chord is in the lowest position, one octave lower.
	3rdB	The third scale tone is in the root position, one octave lower.
	5thB	The fifth scale tone is in the root position, one octave lower.
	2Oct	All scale tones are spread over two octaves.
	3Oct	All scale tones are spread over three octaves.
Gate	10–99%	This determines the length of each chord note when Strum is activated, relative to the set Time Division and tempo. This also reflects the position of the GATE knob.
Mutate	Off, On	This turns the Mutate function on or off. When on, the mutate icon () appears next to the display, and a chord note will occasionally jump up or down by a given interval or set of intervals, as determined by the Mutate Type (MutT) setting.
Mut%	0–99%	This determines the probability of the Mutate effect being applied to the chords, and reflects the position of the MUTATE knob.
MutT	±12 ±5 ±3 ±7 ±9 ±6 ±4 ATNL (Atonal)	This determines the type of Mutate effect applied to the chords. This sets the given intervals that chord notes may jump up or down as they play. ! IMPORTANT: In order to use a Mutate Type other than ±12 or Atonal, Scales Mode must be enabled while using Chords Mode. This helps determine whether extended intervals are Major, Minor, or Diminished.
MutM	Incl, Excl	This determines how additional intervals are added in Mutate mode. When set to Inclusive, all intervals up to and included the current selection are used in the Mutate function. For example, setting MutT to ±5 means both intervals ±12 and ±5 are available. Selecting ±4 means that all intervals (±12, ±5, ±3, ±7, ±9, ±6, ±4) are available. When set to Exclusive, <i>only</i> the selected interval is used for the Mutate function. Selecting ±5 means that <i>only</i> notes up or down a fifth interval are added.

Setting	Values	Description
Strum	Off, On	This turns the chord Strum function on or off. This simulates "strumming" notes as you would on a stringed instrument.
StrumT	Low 50–0% Center High 0–50%	This determines the type and timing of the strum function. At the center position, all chord notes will sound at the same time. When set to Low, the lowest notes are strummed first, like a guitar downstroke. When set to High, the highest notes are strummed first, like a guitar upstroke. The percentage adjusts the timing of the strummed notes, where 50% means the last note occurs one full unit of the current Time Division later.
Scrv	-50 – 0 (linear) – +50	This determines the amount of curve applied when using the strum feature. This further adjusts the timing of the strummed notes according to the StrumT setting. At negative values, the distance between notes at the start of the sequence is shorter, and increases exponentially. At positive values, the distance between notes is greater at the start of the sequence, and decreases exponentially.
Vel	Off, On	This determines the velocity of notes triggered in the chord. When off, chord note velocity will be as played. When on, chord note velocity will be fixed to the value of the VELOCITY knob.
VelAmt	0–127	This determines the velocity of chord notes when chord velocity (Vel) is Off . This value can also be adjusted using the VELOCITY knob.
Pads	Tggle, Mon	This determines how the pads operate when in Pads Chords Mode. Select Tggle (Toggle) to toggle each chord type pad on and off with each press. Select Mom (Momentary) to enable the selected chord type pad only while the pad is being held.
ResetK	Yes	When you select this option, all chord knob parameters will be reset to their defaults and Velocity, Glitch, Mutate, and Strum functions will be turned off. Press the encoder to continue, or turn it to select No and then press it to return to the configuration menu.

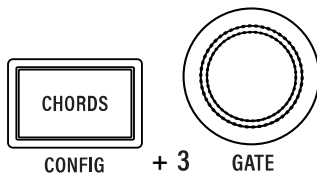
Chords Knob and Key Editing

You can access and edit certain Chords Mode parameters by holding the **CHORDS** button and turning the following knobs, or pressing the following keys:

KNOBS:

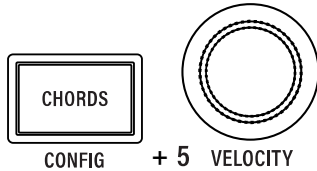
GATE

Hold **CHORDS** and turn **KNOB 3** to adjust the Chords Gate. This determines the length of each chord note, relative to the set Time Division and tempo, when **Strum** is enabled.



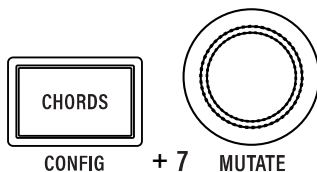
VELOCITY

Hold **CHORDS** and turn **KNOB 5** to adjust the **Velocity Amount**. This determines the velocity level of notes in the chord when the **Velocity** function is enabled (by holding **CHORDS** and pressing the **G3** key, or by adjusting the setting in the [Chords Configuration](#) menu).



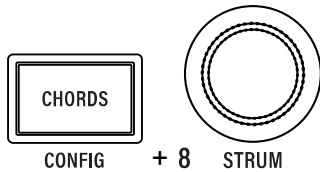
MUTATE

Hold **CHORDS** and turn **KNOB 7** to adjust the **Mutate Percentage**. This determines the probability of the Mutate effect being applied to the Chords when the **Mutate** function is enabled (by holding **CHORDS** and pressing the **A3** key, or by adjusting the setting in the [Chords Configuration](#) menu).



STRUM

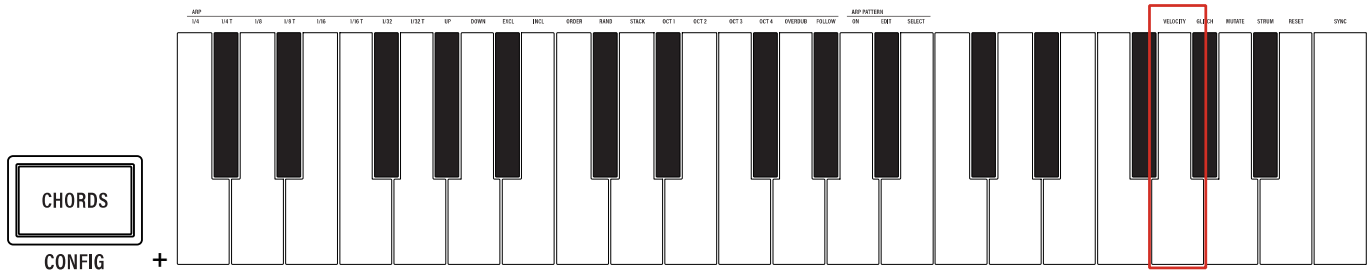
Hold **CHORDS** and turn **KNOB 8** to adjust the **Strum Type and Timing**. This determines the direction of the strum and timing of the notes played when the **Strum** function is enabled (by holding **CHORDS** and pressing the **A#/Bb3** key, or by adjusting the setting in the [Chords Configuration](#) menu).



KEYS:

VELOCITY

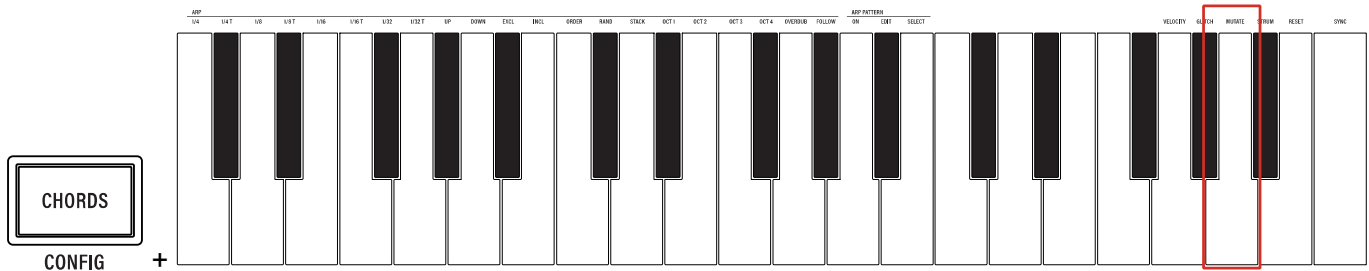
Hold **CHORDS** and press the **G3** key to enable the Chords Velocity function.



When this is set to **ON**, all arp notes are triggered according to the **VelAmt** setting in the [Arpeggiator Configuration Menu](#). When this is set to **OFF**, notes are triggered at the velocity they were played.

MUTATE

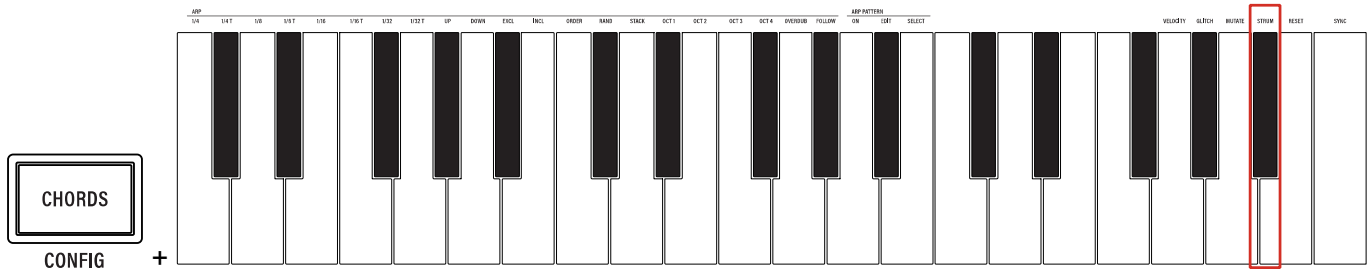
Hold **CHORDS** and press the **A3** key to enable the Chords Mutate function.



When on, the **mutate icon** () appears next to the display, and a chord note will occasionally jump up or down by a given interval or set of intervals, as determined by the Mutate Type (**MutT**) setting.

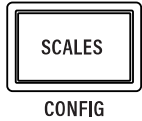
STRUM

Hold **CHORDS** and press the **A#/Bb3** key to enable the Chords Strum function.



Scales Mode

Press the **SCALES** button to enter Scales Mode for the keyboard. When activated, the button will be brightly lit.

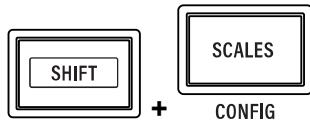


In this mode, each key plays a single note, but you are not bound to the traditional piano layout and can instead allow only certain notes to be played. When Scales Mode is on, the **SCALES** button will be illuminated white.

To exit Scales Mode, press the **SCALES** button again.

Scales Configuration

Press and hold the **SHIFT** button and press the **SCALES** button to open the **SCALES SETUP** menu on the display.



You can also press and hold **SCALES** to momentarily open the setup menu while the button is held down. Use the **encoder** to browse and edit the settings below.

To exit Scales Setup menu, press the **PLUGIN/DAW** button.



Setting	Values	Description
Mode	Trans, Igno, CSnap	This determines what is done with played notes that fall outside of the set scale. When set to Trans, these notes will be transposed to the closest scale tone. When set to Igno, these notes will be ignored. When set to CSnap, all notes will snap to the C Major scale.
Root	C, C#, D, D#, E, F, F#, G, G#, A, A#, B	This is the root note of the scale. You can also press and hold the SCALES button and press a key to set it as the root note.

Setting	Values	Description
Scale		This is the scale that the keys play in.
	Chrom	Chromatic
	Maj	Major
	Melod	Melodic minor
	Harm	Harmonic minor
	Maj P	Major pentatonic
	Min P	Minor pentatonic
	Dor	Dorian
	Phryg	Phrygian
	Lydia	Lydian
	Mixo	Mixolydian
	Aeol	Aeolian
	Locr	Locrian
	Blues	Blues
	Flmnc	Flamenco
	Roma	Romanian
	Hngar	Hungarian
	Persn	Persian
	Bebop	Bebop
	Whole	Whole Tone

Pad Modes

MPK® mini Plus II also features multiple modes for using the eight velocity-sensitive pads.

Whether you are in Plugin mode or DAW mode, you can use the [Progression Mode](#) and the [Pad Chord Modes](#) functions to create and play custom chord progressions, as well as easily play chords in combination with the keyboard.

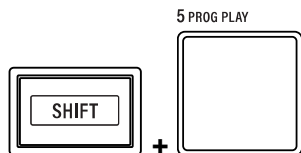
When MPK® mini Plus II is in DAW control mode, there are up to four available pad modes that integrate directly with supported DAWs to give you hands-on software control. The pads may also have other functions depending on the software being used. See [Setup with Other Software](#) to learn more about specific control mappings to supported software.

Finally, when using MPK® mini Plus II with a User Preset there are three additional pad modes for sending specific MIDI data: **PC** (Program Change), **CC**, and **Notes** modes. See [User Preset Pad Modes](#) to learn more.

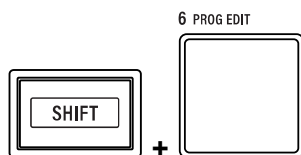
Progression Mode

In Progression mode, you can use the pads to trigger custom chord progressions. While Progression Play Mode is enabled, the keyboard is unaffected, allowing you to trigger underlying chords with the pads at the same time as you play a lead melody using the keys.

To enter Progression Play mode for the pads, press and hold **SHIFT** and press **PAD 5 - PROG PLAY**.



To enter Progression Edit mode, press and hold **SHIFT** and press **PAD 6 - PROG EDIT**.



This allows you to build custom chord progressions on the pads that can be played outside of the selected scale type, as well as edit Progression parameters. See the following [Progression Edit](#) chapter to learn more.

Progression Play

While Progression Play mode is selected, you can also adjust the following settings from the **display** using the **encoder**.

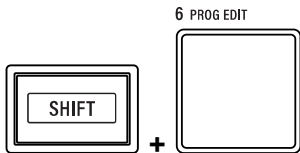
Setting	Values	Description
Prog#	1–8	This determines the progression number currently loaded. Each of the eight available progressions can be programmed with up to 16 chords.
Chords	Off, On	When this is set to On , the Progression Play function will automatically map to the current Scale settings (Key and Scale type) and Chords settings (Type)

Progression Edit

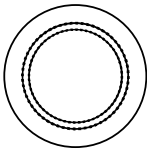
In Progression Edit mode, you can create custom chord progressions using the keyboard, which can then be played back using the pads in Progression Play mode.

To create a custom progression:

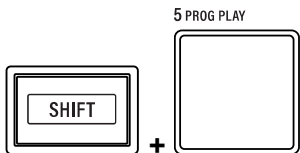
1. Press and hold **SHIFT** and press **PAD 6 - PROG EDIT**.



2. Use the **encoder** to select your desired Progression number (**Prog#**). You can create and save up to eight progressions.



3. Tap a pad to select it.
4. Press a combination of keys on the keyboard. This chord will be automatically saved to the selected pad.
5. Repeat Steps 3 and 4 to add more chords to more pads.
6. When you are finished, press and hold **SHIFT** and press **PAD 5 - PROG PLAY** to return to Progression Play mode.



7. When you press the pads, the saved chord will be played back. You can play the keyboard independently of the pads, allowing you to play a lead and backing chords at the same time.

Progression Edit Configuration

While Progression Edit mode is selected, you can also adjust the following settings from the **display** using the **encoder**.

Setting	Values	Description
Prog#	1–8	This determines the progression number being edited, corresponding to the eight pads. Each of the eight available progressions can be programmed with up to 16 chords.
Oct	-4 – 0 – +4	This determines the octave range of the progression.
TransP	-12 – 0 – +12	This determines the transposition of the progression in semitones.
Vel	Off, On	This determines the velocity of notes triggered in the progression chord. When off, progression velocity will be as played on the pad. When on, arp velocity will be fixed to the value of the VELOCITY knob.
VelAmt	01–127	This determines the velocity of progression notes when progression velocity (Vel) is Off . This value can also be adjusted using the VELOCITY knob.
Gate	10–99%	This determines the length of each progression chord, relative to the set Time Division and tempo. This also reflects the position of the GATE knob.
Mutate	Off, On	This turns the Mutate function on or off. When on, the mutate icon () appears next to the display, and a progression chord will occasionally jump up or down by a given interval or set of intervals, as determined by the Mutate Type (MutT) setting.
Mut%	0–99%	This determines the probability of the Mutate effect being applied to the progression chord, and reflects the position of the MUTATE knob. i TIP: When the Mutate function is on, setting this value to 0% will turn Mutate off.
MuT	±12 ±5 ±3 ±7 ±9 ±6 ±4 ATNL (Atonal)	This determines the type of Mutate effect applied to the progression chord. This sets the given intervals that progression chords may jump up or down as they are played. ! IMPORTANT: In order to use a Mutate Type other than ±12 or Atonal, Scales Mode must be enabled while using the Progression Play. This helps determine whether extended intervals are Major, Minor, or Diminished.

Setting	Values	Description
MutM	Incl, Excl	This determines how additional intervals are added in Mutate mode. When set to Inclusive, all intervals up to and included the current selection are used in the Mutate function. For example, setting MutT to ±5 means both intervals ±12 and ±5 are available. Selecting ±4 means that all intervals (±12, ±5, ±3, ±7, ±9, ±6, ±4) are available. When set to Exclusive, <i>only</i> the selected interval is used for the Mutate function. Selecting ±5 means that <i>only</i> notes up or down a fifth interval are added.
Strum	Off, On	This turns the Progression Play Strum function on or off. This simulates "strumming" notes as you would on a stringed instrument.
StrumT	Low 50–0% Center High 0–50%	This determines the type and timing of the strum function. At the center position, all chord notes will sound at the same time. When set to Low, the lowest notes are strummed first, like a guitar downstroke. When set to High, the highest notes are strummed first, like a guitar upstroke. The percentage adjusts the timing of the strummed notes, where 50% means the last note occurs one full unit of the current Time Division later.
Scrv	-50 – 0 (linear) – +50	This determines the amount of curve applied when using the strum feature. This further adjusts the timing of the strummed notes according to the StrumT setting. At negative values, the distance between notes at the start of the sequence is shorter, and increases exponentially. At positive values, the distance between notes is greater at the start of the sequence, and decreases exponentially.
Clear?	Yes	Select this option to clear the current progression. When this is selected, press the encoder a second time to select Yes and clear the current progression. Turn the encoder to select No and then press it to cancel and return to the edit menu.
ResetK	Yes	When you select this option, all chord knob parameters will be reset to their defaults and Velocity, Mutate, and Strum functions will be turned off. Press the encoder to continue, or turn it to select No and then press it to return to the edit menu.

Progression Mode Key and Knob Editing

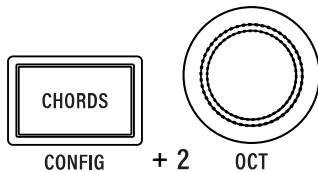
You can also access and edit certain Progression parameters by holding the **CHORDS** button and turning the following **Knobs**, or pressing the following **Keys**.

! IMPORTANT: When holding **CHORDS** and using the Knobs adjusts the selected parameter globally, affecting the entire progression. To edit the selected parameter per step, press and hold the **PAD** for the selected step, and then turn the desired parameter knob.

KNOBS:

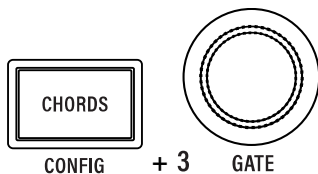
OCT

Hold **CHORDS** and turn **KNOB 2** to adjust the octave range of the Progression.



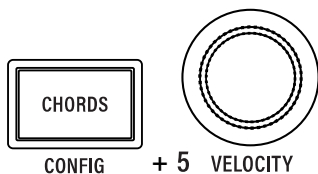
GATE

Hold **CHORDS** and turn **KNOB 3** to adjust the Progression Gate. This determines the length of each Progression note, relative to the set Time Division and tempo.



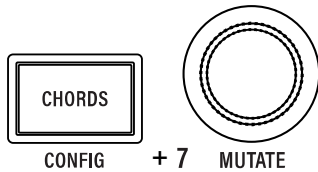
VELOCITY

Hold **CHORDS** and turn **KNOB 5** to adjust the **Velocity Amount**. This determines the velocity level of notes in the Progression when the **Velocity** function is enabled (by holding **CHORDS** and pressing the **G3** key, or by adjusting the setting in the Progression Edit menu).



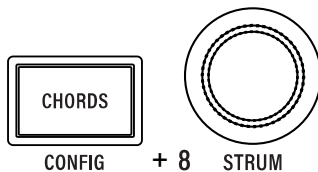
MUTATE

Hold **CHORDS** and turn **KNOB 7** to adjust the **Mutate Percentage**. This determines the probability of the Mutate effect being applied to the Progression when the **Mutate** function is enabled (by holding **CHORDS** and pressing the **A3** key, or by adjusting the setting in the Progression Edit menu).



STRUM

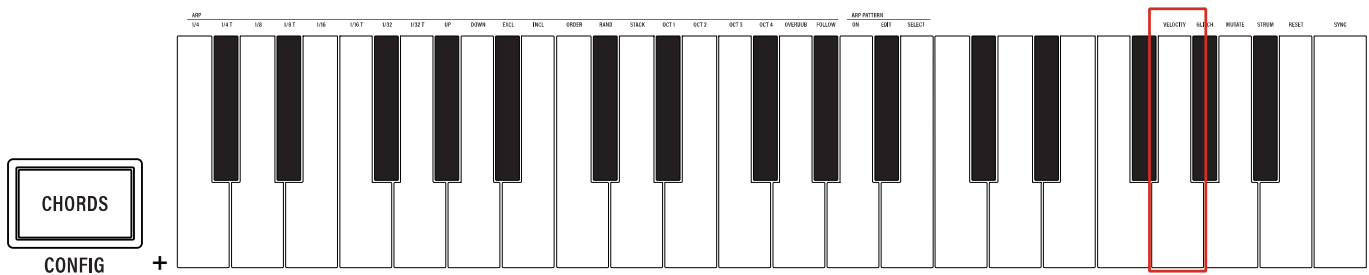
Hold **CHORDS** and turn **KNOB 8** to adjust the **Strum Type and Timing**. This determines the direction of the strum and timing of the notes played when the **Strum** function is enabled (by holding **CHORDS** and pressing the **A#/Bb3** key, or by adjusting the setting in the Progression Edit menu).



KEYS:

VELOCITY

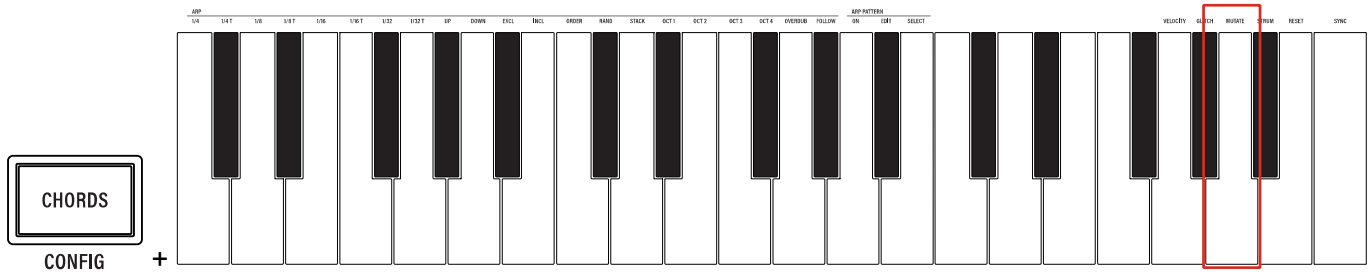
Hold **CHORDS** and press the **G3** key to enable the Progression Play Velocity function.



When this is set to **ON**, all Progression notes are triggered according to the **VelAmt** setting in the Progression Edit menu. When this is set to **OFF**, notes are triggered at the velocity they were played.

MUTATE

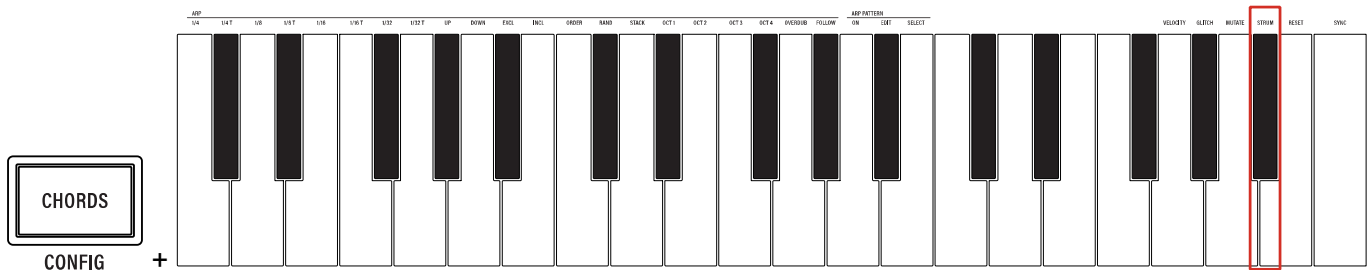
Hold **CHORDS** and press the **A3** key to enable the Progression Play Mutate function.



When on, the **mutate icon** (🧪) appears next to the display, and a Progression note will occasionally jump up or down by a given interval or set of intervals, as determined by the Mutate Type (**MutT**) setting.

STRUM

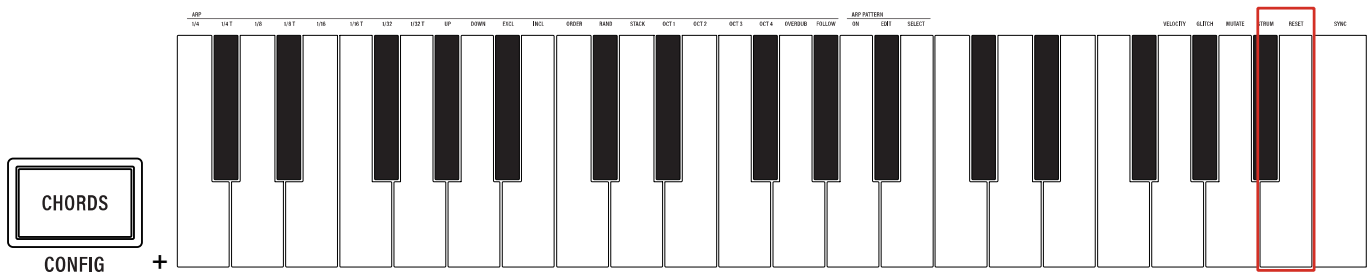
Hold **CHORDS** and press the **A#/Bb3** key to enable the Progression Play Strum function.



When on, this simulates "strumming" notes as you would on a stringed instrument.

RESET

Hold **CHORDS** and press the **B3** key to reset all Progression Play parameters to their defaults. Velocity, Mutate, and Strum functions will also be turned off.



Pad Chord Modes

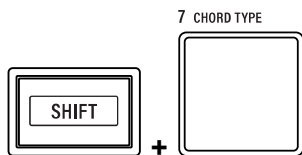
The two Pad Chord modes allow you to use the pads to select different chord types and inversions. When combined with **Chords Mode** for the keyboard, this allows you to create advanced chord progressions with ease.

! IMPORTANT: The **CHORDS** button must also be enabled to play chords from the keybed while using the pads' **Chord Type** or **Chord Inversion** modes.

Chord Type

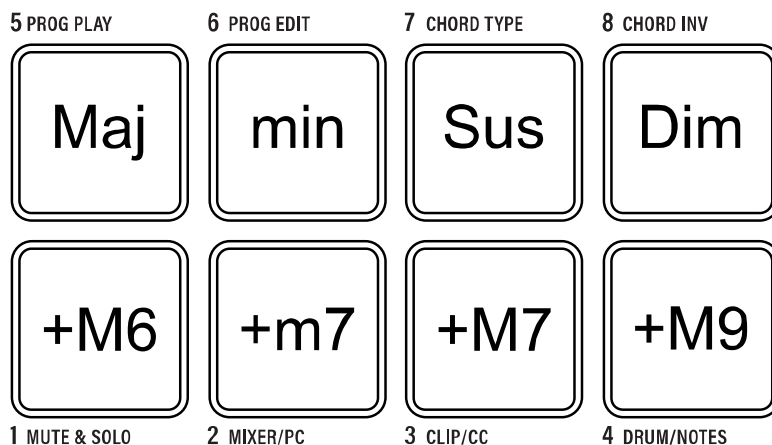
In this mode, the pads are used to selected different chord types when played chords from the keybed in **Chords Mode**.

To enter Chords Type mode, press and hold **SHIFT** and press **PAD 7 (CHORD TYPE)**.



The top row of pads determines the base chord type: **Major**, **Minor**, **Sustained**, and **Diminished**.

The bottom row of pads determines the chord modifier: **+ Major 6**, **+ Minor 7**, **+ Major 7**, **+ Major 9**.

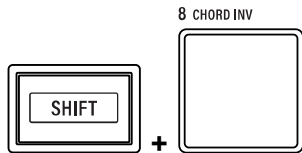


Pressing a pad in either row will select it as active. Only one pad from each row can be active at a time, but you can also activate a pad in each row at the same time. For example, if you select **Minor** from the top pad row and **+ Major 7**, the resulting chord will be a **Minor + Major 7** chord. If you then press a C key, the resulting chord would be C-Eb-G-B, a C Minor + Major 7 chord.

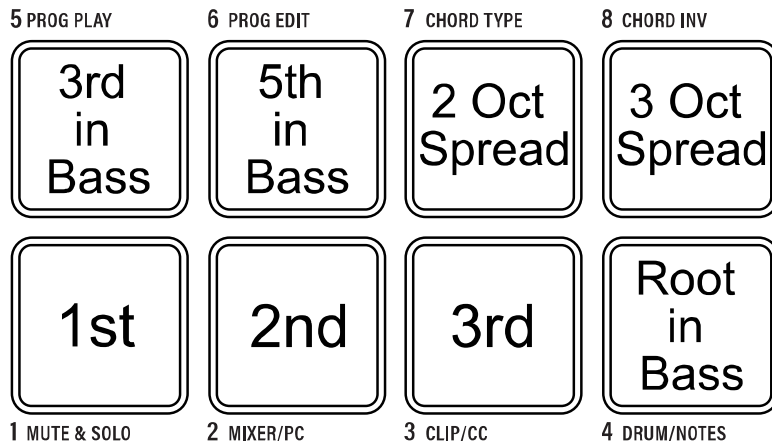
Chord Inversion

In this mode, the pads are used to selected different chord inversion styles when playing chords from the keyboard in **Chords Mode**.

To enter Chords Inversion mode, press and hold **SHIFT** and press **PAD 8 (CHORD INV)**.



Each pad can be pressed to select a different inversion type. Only one pad can be activated at a time. When this type is active, pressing a key will trigger the selected chord (as determined by **Chords Mode** for the keyboard) in the selected inversion.



i TIP: You can use the **Pads** setting in the keyboard **Chord Mode Configuration** menu to determine whether the pads in Chord Type and Chord Inversion mode act as toggle or momentary triggers. When set to **Toggle**, pressing each pad turns the selected chord type or inversion on and off with each press. When set to **Momentary**, the selected chord type or inversion is activated only while the pad is held.

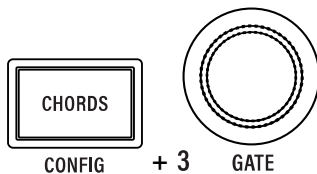
Pad Chord Editing

You can also access and edit certain Pad Chords Mode parameters by holding the **CHORDS** button and turning the following **Knobs**, or pressing the following **Keys**.

KNOBS:

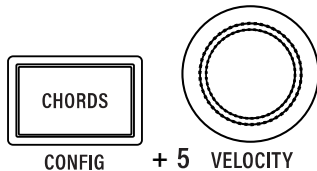
GATE

Hold **CHORDS** and turn **KNOB 3** to adjust the Chords Gate. This determines the length of each chord note, relative to the set Time Division and tempo, when Strum is enabled.



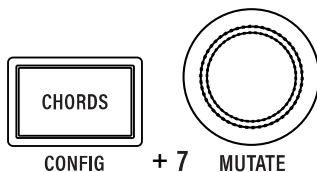
VELOCITY

Hold **CHORDS** and turn **KNOB 5** to adjust the **Velocity Amount**. This determines the velocity level of notes in the chord when the **Velocity** function is enabled (by holding **CHORDS** and pressing the **G3** key, or by adjusting the setting in the Chords Mode menu).



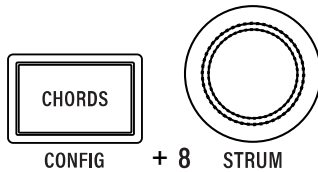
MUTATE

Hold **CHORDS** and turn **KNOB 7** to adjust the **Mutate Percentage**. This determines the probability of the Mutate effect being applied to the Chords when the **Mutate** function is enabled (by holding **CHORDS** and pressing the **A3** key, or by adjusting the setting in the Chords Mode menu).



STRUM

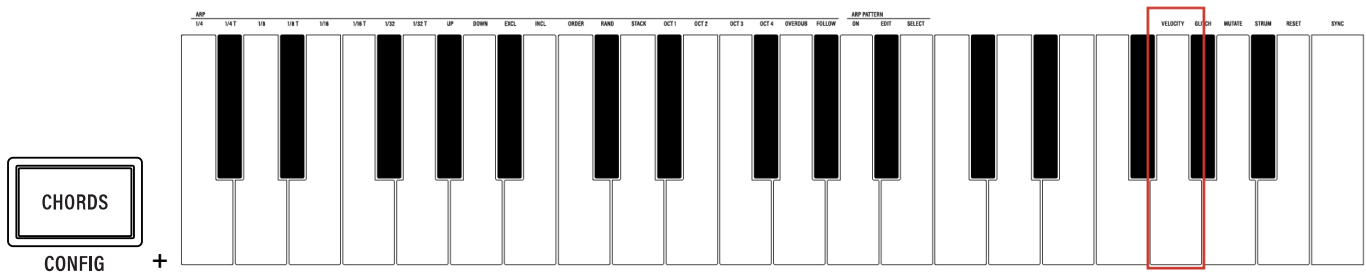
Hold **CHORDS** and turn **KNOB 8** to adjust the **Strum Type and Timing**. This determines the direction of the strum and timing of the notes played when the **Strum** function is enabled (by holding **CHORDS** and pressing the **A#/Bb3** key, or by adjusting the setting in the Chords Mode menu).



KEYS:

VELOCITY

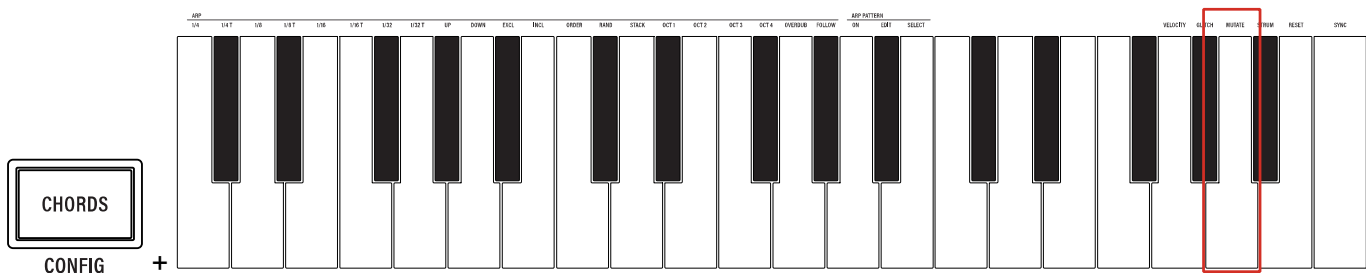
Hold **CHORDS** and press the **G3** key to enable the Chords Velocity function.



When this is set to **ON**, all chord notes are triggered according to the **VelAmt** setting in the Chords Mode menu. When this is set to **OFF**, notes are triggered at the velocity they were played.

MUTATE

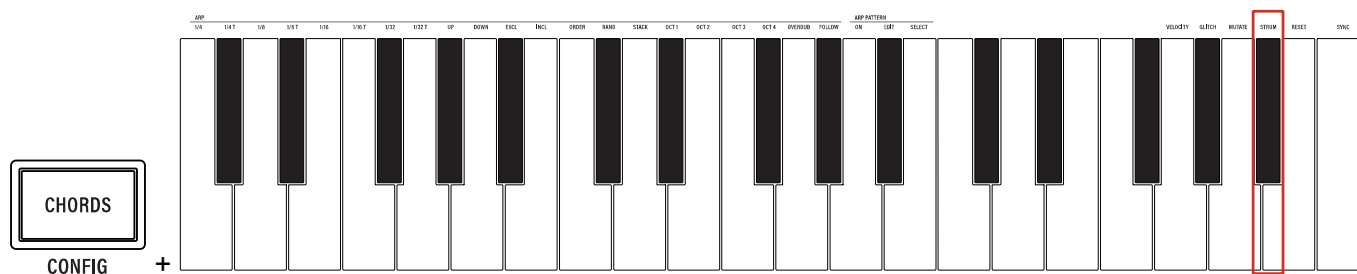
Hold **CHORDS** and press the **A3** key to enable the Progression Play Mutate function.



When on, the **mutate icon** () appears next to the display, and a chord note will occasionally jump up or down by a given interval or set of intervals, as determined by the Mutate Type (**MutT**) setting.

STRUM

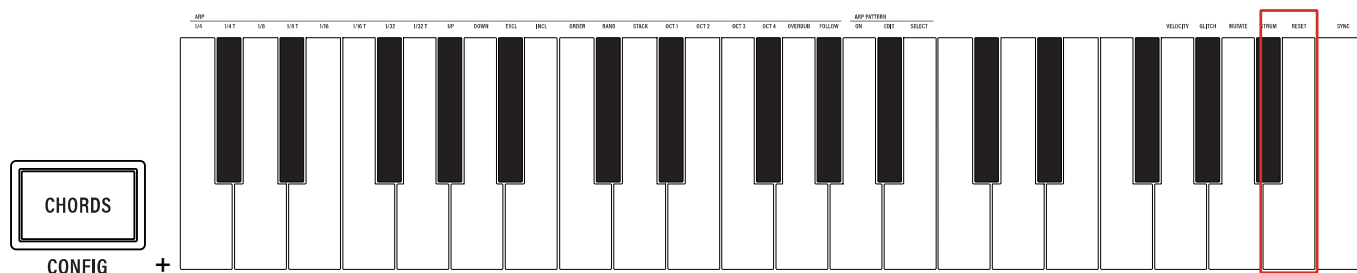
Hold **CHORDS** and press the **A#/Bb3** key to enable the Progression Play Strum function.



When on, this simulates "strumming" notes as you would on a stringed instrument.

RESET

Hold **CHORDS** and press the **B3** key to reset all Chord Knob values to their defaults. Velocity, Mutate, and Strum functions will also be turned off.

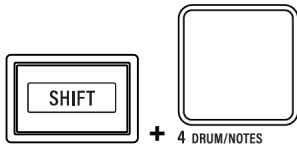


User Preset Pad Modes

When using MPK® mini Plus II with a user-created preset, the pads can operate in one of three different modes.

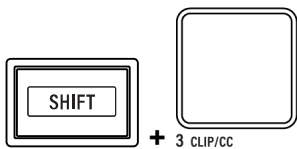
By default, these pads are set to **Notes Mode**. In Notes Mode, the pads play individual notes. You can use this to trigger drum samples in connected software or external MIDI devices like drum machines.

To enable Notes Mode, hold **SHIFT** and press **PAD 4** (Drum/Notes). When Notes Mode is on, **PAD 4** will be lit green while **SHIFT** is held down.



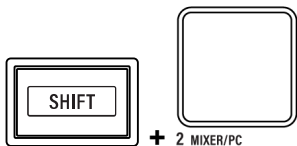
In **CC Mode**, pads send **MIDI Control Change (CC)** messages. These messages can be used to control connected software or external MIDI devices. For example, these could be used to mute or unmute tracks in a connected DAW, or enable certain functions on connected MIDI devices like a drum machine or synthesizer.

To enable CC# Mode, hold **SHIFT** and press **PAD 3** (Clip/CC). When CC Mode is on, **PAD 3** will be lit green while **SHIFT** is held down.



In **Program Change** mode, pads send **MIDI Program Change** messages. These messages are used to change presets on connected software or external MIDI devices. This can be especially useful when performing live to switch between different sounds on your software or hardware for different songs. Program change values can be adjusted in [Program Edit](#) mode.

To enable Program Change Mode, hold **SHIFT** and press **PAD 2** (Mixer/PC). When Program Change Mode is on, **PAD 2** will be lit green while **SHIFT** is held down.

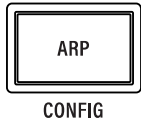


! IMPORTANT: CC and Program Change pad messages cannot be used with the DAW or Plugin presets as these are mapped to control different pad modes in the supported software. See [Setup with Other Software](#) and refer to the associated Setup Guide for your software to learn more.

Arpeggiator

MPK® mini Plus II features a powerful built-in arpeggiator. An arpeggiator takes a series of notes you play on the keyboard and repeats them in a set pattern.

To turn the arpeggiator on or off, press the **ARP** button. When activated, the button will be brightly lit.



Arpeggiator Functions

Latch

Press the **LATCH** button while **ARP** is enabled to latch the arpeggiator.

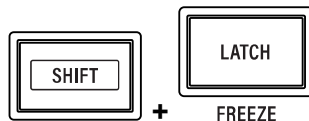


When on, the arpeggiator will continue even after you lift your fingers. While holding down the keys, you can add more notes to the arpeggiated chord by pressing down additional keys. If you press the keys, release them, and then press down a new combination of notes, the Arpeggiator will memorize and arpeggiate the new notes.

To turn latch off, press the **LATCH** button again.

Freeze

Press and hold **SHIFT** and press the **LATCH / FREEZE** button to activate Freeze Mode for the arpeggiator.



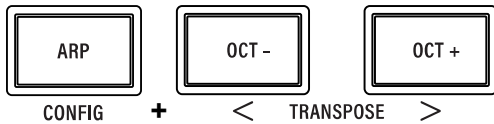
When Freeze Mode is activated, the **snow icon** (❄️) in the display will light up, and the **LATCH / FREEZE** button will remain lit when **SHIFT** is held. The arp will automatically latch if it is not already enabled, and you can then freely play other notes while your arpeggiated chord continues.

TIP: For best results, assign the Freeze MIDI channel to a different channel than the arpeggiated notes. This can be accessed in the [Arpeggiator Configuration](#) menu.

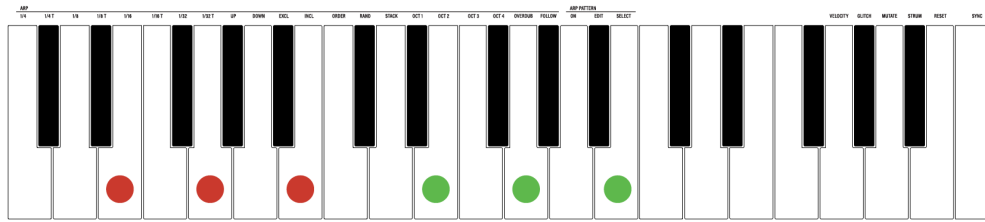
To deactivate Freeze Mode, press and hold **SHIFT** and press the **LATCH / FREEZE** again. This will keep the current arpeggiation active. You can also press the **LATCH** button to deactivate arp latch, which will also deactivate Freeze Mode and stop the current arpeggiation.

Octave Shift

Press and hold the **ARP** button and press the **OCT +/-** buttons while the arpeggiator is running to transpose the current phrase down or up an octave.



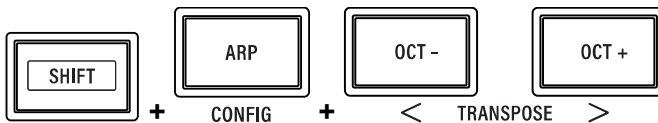
The octave shift is applied as a temporary change for the current phrase, and releasing the arp keys (or releasing arp **Latch**) will return the keyed to the previously selected transposition range. You can also press the **OCT -** and **+** buttons at the same time to reset the arp octave shift.



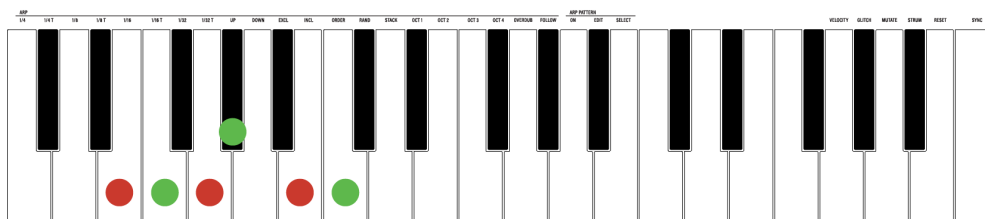
Original Arp Octave Arp Octave +1

Transposition Shift

Press and hold the **ARP** and **SHIFT** buttons, and then press the **TRANPOSE +/-** buttons while the arpeggiator is running to transpose the current phrase down or up a semitone.



The transposition is applied as a temporary change for the current phrase, and releasing the arp keys (or releasing arp **LATCH**) will return the keyed to the previously selected transposition range. You can also press the **SHIFT** and the **TRANPOSE -** and **+** buttons at the same time to reset the arp transposition.

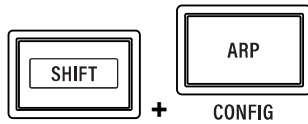


Original Arp Transposition

Arp Transpose +1

Arpeggiator Configuration Menu

Press and hold **SHIFT** and press the **ARP** button to open the Arpeggiator Configuration menu on the display.



You can also press and hold the **ARP** button to temporarily open the Configuration menu while the button is held. Use the **encoder** to browse and edit the settings below.

i TIP: While the Arpeggiator Configuration menu is open, you can also use the Knobs to adjust selected Arpeggiator parameters. See [Arpeggiator Knob and Key Editing](#) for more information on available knob controls.

If a knob, or the encoder, is moved while holding the **ARP** button to temporarily view the Configuration menu, the menu will be fixed to the display.

To exit the Arpeggiator Configuration menu, press the **PLUGIN/DAW** button.



In addition to editing Arpeggiator settings using the Configuration menu, you can also press and hold the **ARP** button and use the **keyboard** or **Knobs** to edit the noted parameters. See [Arpeggiator Knob and Key Editing](#) to learn more.

Setting	Values	Description
Enable	Off, On	This turns the Arpeggiator on or off.
Tdiv	1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T	This determines the time division of the arp. Notes will be played at this rate according to the current tempo. A “T” indicates a triplet time division. This setting also reflects the position of the DIVISION knob (K1).
Mode	Up Dwn Exc Inc	This determines the behavior of the arp. Up Notes are played from the lowest to the highest. Dwn Notes are played from the highest to lowest. Exc Notes are played from the lowest to the highest, and then back down. The lowest and highest notes will sound only once at the directional change. Inc Notes are played from the lowest to the highest, and then back down. The lowest and highest notes will sound twice at the directional change.

Setting	Values	Description
Mode (continued)	Ord	Notes are played in the order they are triggered.
	Rnd	Notes are played in random order.
	Stack	All notes played are triggered together as a stacked chord.
Rand%	1–99%	This determines the percentage of randomization for the arpeggiator when Mode is set to Rnd (Random).
Oct	1–4	This determines the number of octaves covered by the arpeggiation, and reflects the position of the OCTAVE knob (K2).
Vel	Off, On	This determines the velocity of notes triggered in the arp. When off, arp velocity will be as played. When on, arp velocity will be fixed to the value of the VelAmt setting.
VelAmt	0–127	This determines the velocity of arpeggio notes when arp velocity (Vel) is Off , and reflects the position of the VELOCITY knob (K5).
Glitch	Off, On	This turns the arp Glitch function on or off, which adds rhythmic complexity to the pattern.
Gdiv	2–10	This divides the current time division value into a set number of equal parts (in milliseconds) when Glitch is enabled.
Gmute	-9 – 0 – +9	This adds spaces to the glitch pattern, with the exact minimum and maximum number of mutes available depending on the current Gdiv setting. When set to positive values, this represents the number of glitch notes after which a mute will be added. For example, when set to +2, a mute replaces a glitch note in the pattern after two successive glitch notes. When set to negative values, this represents the number of mutes that will be added after each glitch note. For example, when set to -2, two mutes are added after each glitch note.
DivMode	Incl, Excl	This determines how glitch divisions are added in Glitch mode. When set to Inclusive, all divisions up to and included the current selection are used in the Glitch function. For example, setting Gdiv to 4 means Glitch divisions of 2, 3, and 4 are all available. When set to Exclusive, <i>only</i> the selected glitch division is used for the Glitch function. Selecting 4 means that glitch <i>only</i> adds notes divided into four parts.
Gsus%	0–100%	This determines whether the Glitch function plays with sustained notes. When this value is greater than 0, sustain is enabled, and becomes more frequent as the value is increased.
GsusL	x2–x8	This determines by how much the affected notes are sustained when Glitch Sustain is enabled.
Gvary	0–100%	This determines the amount of randomness applied to Glitch note start and end times.

Setting	Values	Description
Gramp	Flat Up Down Center Up Center Down	This applies a time-stretching preset that applies tempo variations to the glitch notes. All notes are evenly spaced. Glitch notes start slow and accelerate toward the end of the pattern. Glitch notes start fast and slow down toward the end of the pattern. Glitch notes are faster in the center of the pattern and slower at the beginning and end. Glitch notes are slower in the center of the pattern and faster at the beginning and end.
Glitch%	0–99%	This determines the amount of glitch applied, and reflects the current position of the GLITCH knob (K6).
Mutate	Off, On	This turns the Mutate function on or off. When on, the mutate icon () will appear next to the display, and an arp step will occasionally jump up or down by a given interval or set of intervals, as determined by the Mutate Type (MutT) setting.
Mut%	0–99%	This determines the probability of the Mutate effect being applied to the arp, and reflects the position of the MUTATE knob (K7). i TIP: When the Mutate function is on, setting this value to 0% will turn Mutate off.
MutT	±12 ±5 ±3 ±7 ±9 ±6 ±4 ATNL (Atonal)	This determines the type of Mutate effect applied to the arp. This sets the given intervals that arp steps may jump up or down as it plays. ! IMPORTANT: In order to use a Mutate Type other than ±12 or Atonal, Scales Mode must be enabled while using the Arpeggiator. This helps determine whether extended intervals are Major, Minor, or Diminished.
MutMde	Incl, Excl	This determines how additional intervals are added in Mutate mode. When set to Inclusive, all intervals up to and included the current selection are used in the Mutate function. For example, setting MutT to ±5 means both intervals ±12 and ±5 are available. Selecting ±4 means that all intervals (±12, ±5, ±3, ±9, ±7, ±4) are available. When set to Exclusive, <i>only</i> the selected interval is used for the Mutate function. Selecting ±5 means that <i>only</i> notes up or down 5 semitones are added.

Setting	Values	Description
Gate	10–99%	This determines the length of each arp note, relative to the set Time Division and tempo. This also reflects the position of the GATE knob (K3).
Freeze	Off, On	This turns Freeze mode on and off. When on, the snow icon () will appear next to the display, and the Arpeggiator will automatically enable Latch (if it is not already enabled). Once the initial arpeggio is set, you can then freely play other notes while the arp continues.
FrzCH#	1–16	This determines the MIDI Channel on which notes in Freeze mode are sent.
OvrDub	Off, On	This turns arpeggio overdubbing on or off. When on, new notes can be added to the current arpeggiation pattern without overwriting it. For example, start with an 8-step arpeggio pattern: 1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 C - E - G - C - E - G - C - E If you enable arp overdub and play a B, the new pattern will become: 1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 C - E - G - B - C - E - G - B
Flw	Off, On	This turns the arp Follow function on or off. When on, you can transpose the current arpeggio pattern, keeping the current intervals and rhythm, using the keyboard.
Strum	Off, On	This turns the arp Strum function on or off. This simulates "strumming" notes as you would on a stringed instrument. i Note: The Strum function (and its settings) can only be used when the arp Mode is set to Stack.
StrumT	Low 50–0% Center High 0–50%	This determines the type and timing of the strum function, and reflects the position of the STRUM knob (K8). At the center position, all chord notes will sound at the same time. When set to Low, the lowest notes are strummed first, like a guitar downstroke. When set to High, the highest notes are strummed first, like a guitar upstroke. The percentage adjusts the timing of the strummed notes, where 50% means the last note occurs one full unit of the current Time Division later.

Setting	Values	Description
Scrv	-50 – 0 (linear) – +50	This determines the amount of curve applied when using the strum feature. This further adjusts the timing of the strummed notes according to the StrumT setting. At negative values, the distance between notes at the start of the sequence is shorter, and increases exponentially. At positive values, the distance between notes is greater at the start of the sequence, and decreases exponentially.
ResetK	Yes	When you select this option, all arp knob parameters will be reset to their defaults and Velocity, Glitch, Mutate, and Strum functions will be turned off. Press the encoder to continue, or turn it to select No and then press it to return to the configuration menu.

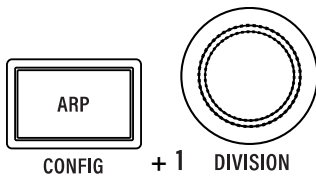
Arpeggiator Knob and Key Editing

You can access and edit certain arpeggiator parameters by holding the **ARP** button and turning the following **Knobs**, or pressing the following **Keys**:

KNOBS:

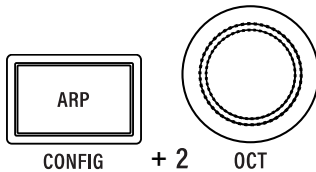
DIVISION

Hold **ARP** and turn **KNOB 1** to adjust the arp Time Division.



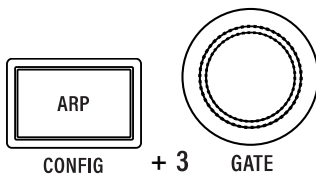
OCT

Hold **ARP** and turn **KNOB 2** to adjust number of Octaves covered by the arp.



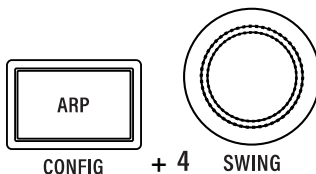
GATE

Hold **ARP** and turn **KNOB 3** to adjust the arp Gate. This determines the length of each arp note, relative to the set Time Division and tempo.



SWING

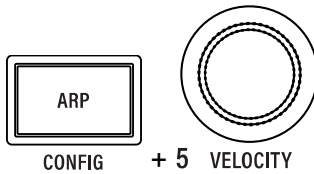
Hold **ARP** and turn **KNOB 4** to adjust the global **Swing** percentage.



! **IMPORTANT:** Swing is a global parameter that is not just applied to the arpeggiator.

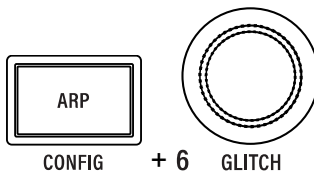
VELOCITY

Hold **ARP** and turn **KNOB 5** to adjust the **Velocity Amount**. This determines the velocity level of notes in the arp when the **Velocity** function is enabled (by holding **ARP** and pressing the **G3** key, or by adjusting the setting in the [Arpeggiator Configuration Menu](#)).



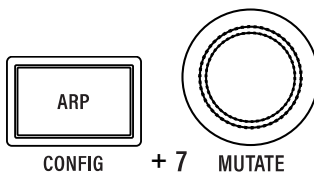
GLITCH

Hold **ARP** and turn **KNOB 6** to adjust the **Glitch Percentage**. This determines the amount of Glitch effect applied to the arp when the **Glitch** function is enabled (by holding **ARP** and pressing the **G#/Ab3** key, or by adjusting the setting in the [Arpeggiator Configuration Menu](#)).



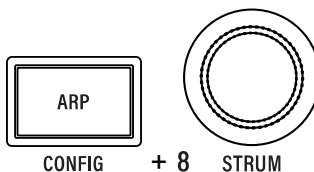
MUTATE

Hold **ARP** and turn **KNOB 7** to adjust the **Mutate Percentage**. This determines the probability of the Mutate effect being applied to the arp when the **Mutate** function is enabled (by holding **ARP** and pressing the **A3** key, or by adjusting the setting in the [Arpeggiator Configuration Menu](#)).



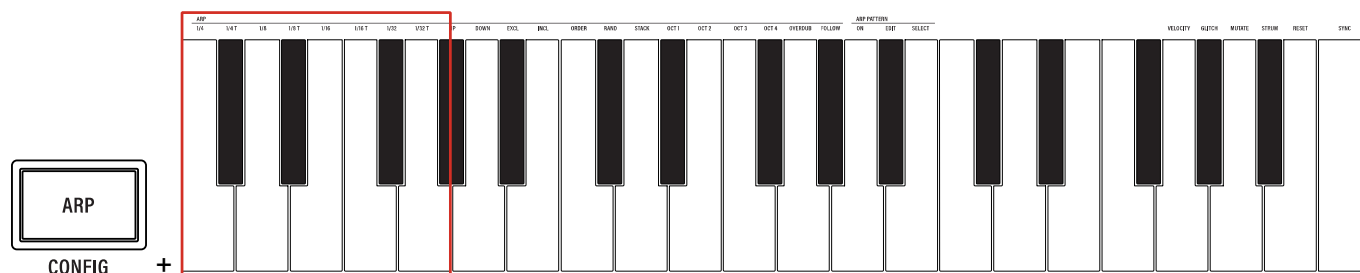
STRUM

Hold **ARP** and turn **KNOB 8** to adjust the **Strum Type and Timing**. This determines the direction of the strum and timing of the notes played when the **Strum** function is enabled (by holding **ARP** and pressing the **A#/Bb3** key, or by adjusting the setting in the [Arpeggiator Configuration Menu](#)).



KEYS:**TIME DIVISION**

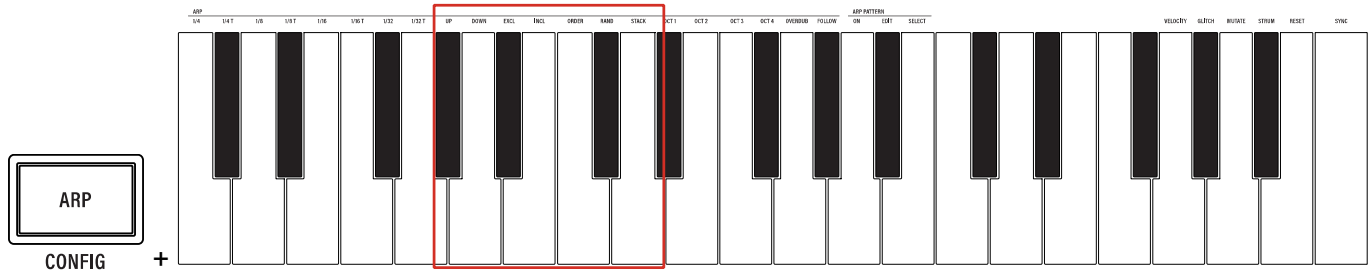
Hold **ARP** and press keys **C1 – G1** to adjust the arp Time Division, which determines the rate at which notes are played according to the current tempo. A "T" indicates a triplet time division.



Note	Time Div
C1	1/4
C#1/Db1	1/4T
D1	1/8
D#1/Eb1	1/8T
E	1/16
F	1/16T
F#/Gb	1/32
G	1/32T

MODE

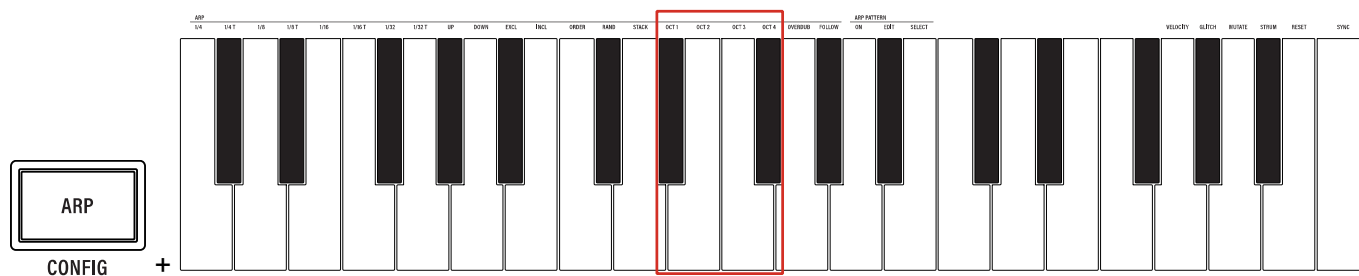
Hold **ARP** and press keys **G#/Ab1 – F#/Gb** to set the current arp Mode:



Note	Mode	Description
G#/Ab1	Up	Notes are played from lowest to highest.
A1	Down	Notes are played from highest to lowest.
A#/Bb1	Excl	Notes are played from lowest to highest, and then back down. The low and high notes sound only once at the directional change.
B1	Incl	Notes are played from lowest to highest, and then back down. The low and high notes sound twice at the directional change.
C2	Order	Notes are played in the order they are triggered.
C#/Db2	Rand	Notes are played in a random order, based on the Randomness value set in the Arpeggiator Configuration menu.
D2	Stack	All notes played are triggered together as a chord. This can be used in conjunction with Strum mode.

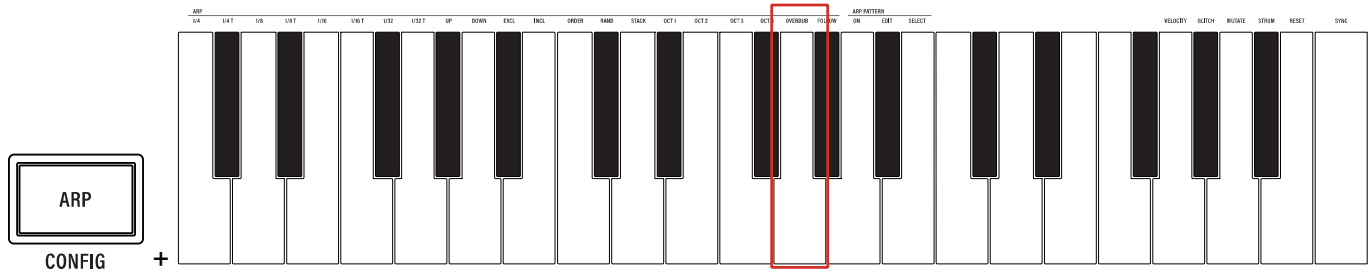
OCTAVES

Hold **ARP** and press keys **D#1/Eb2** – **F#/Gb2** to adjust the number of octaves covered by the arp.

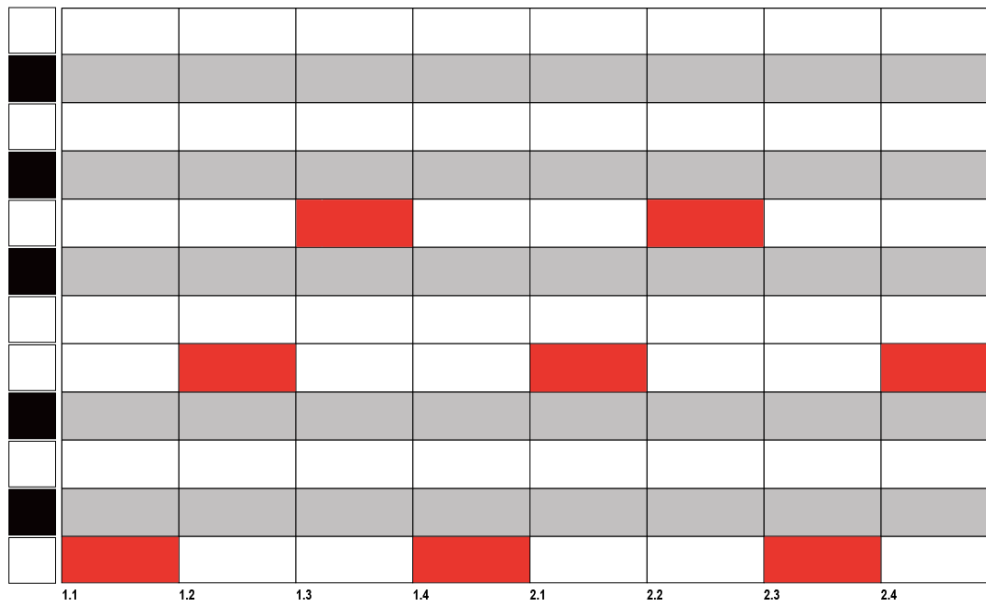


OVERDUB

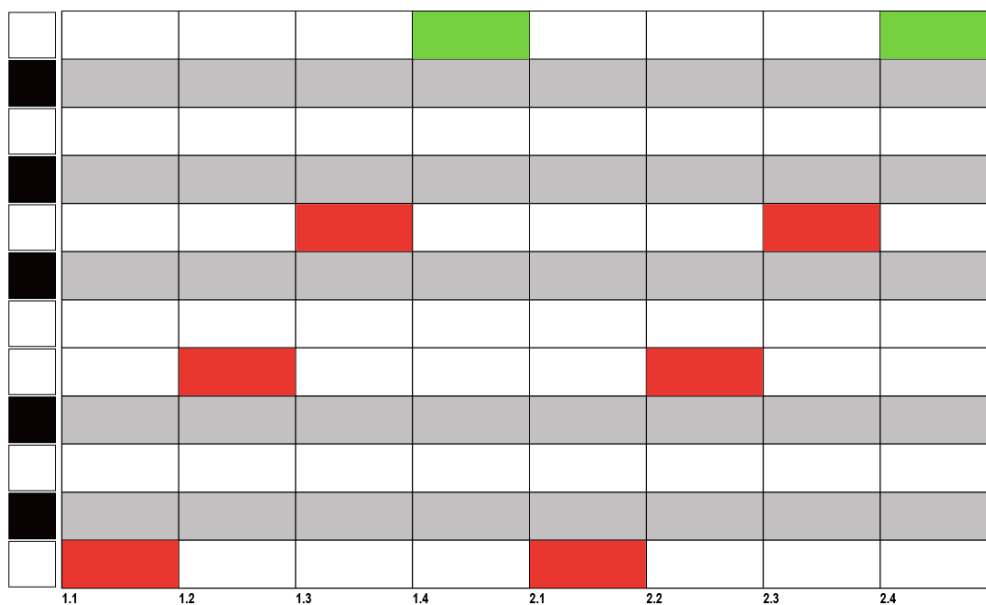
Hold **ARP** and press the **G2** key to enable the arp Overdub function, which allows you to add new notes to the current arpeggio without overwriting it.



For example, start with an 8-step arp pattern using notes C-E-G as follows:

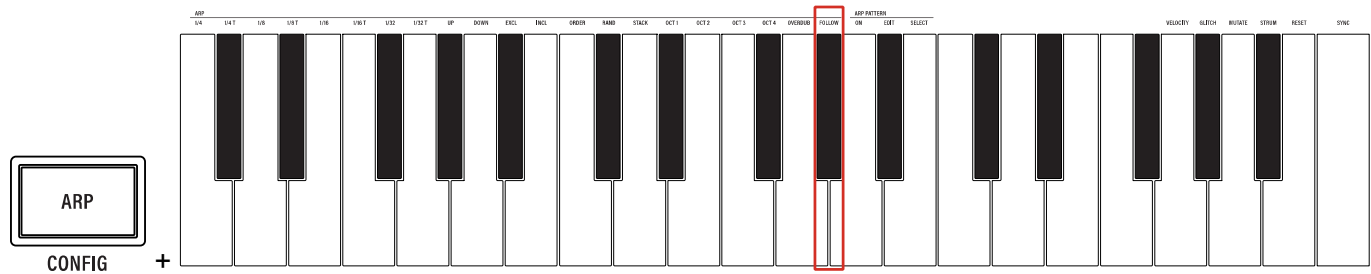


After enabling arp Overdub, add a B note to create a new arp pattern:

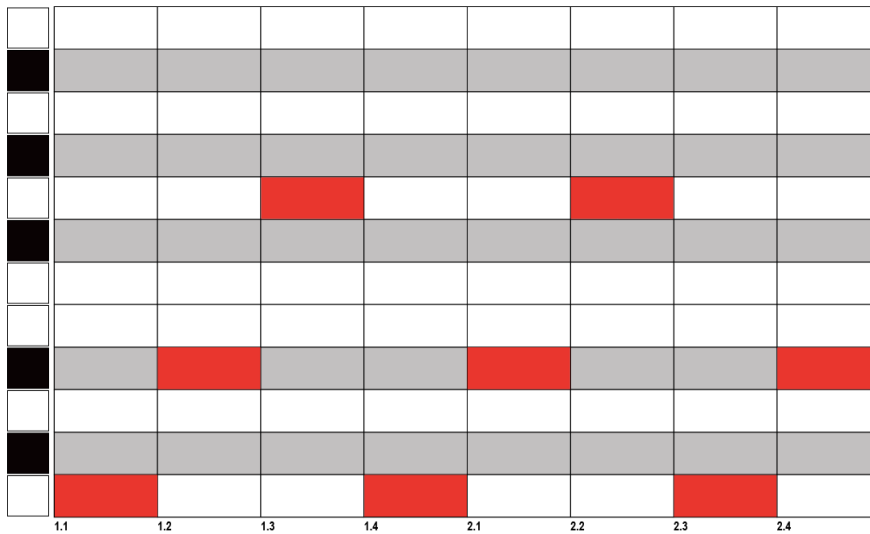


FOLLOW

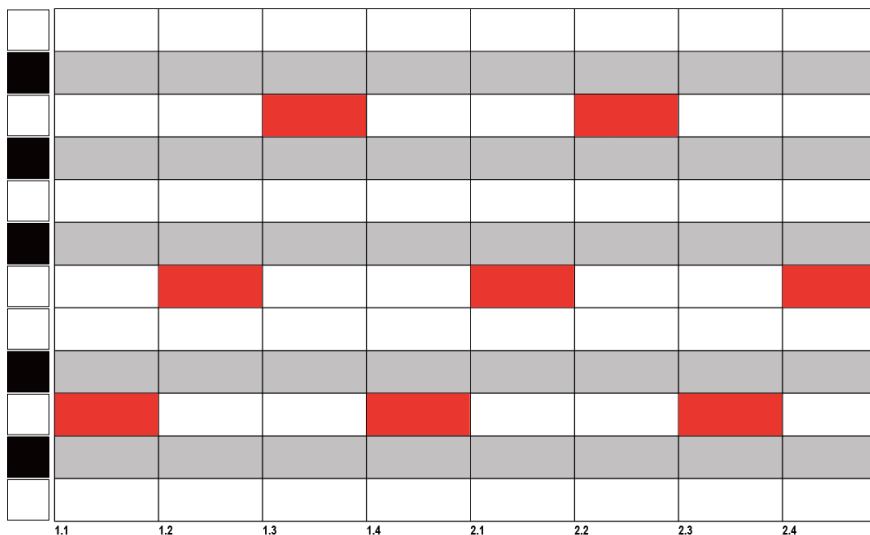
Hold **ARP** and press the **G#/Ab2** key to enable the Follow function, which allows you to transpose the current arpeggio pattern, keeping the current intervals and rhythm.



For example, start with an 8-step pattern using notes C-Eb-G as follows:



After enabling Follow, press D to transpose the entire phrase to notes D-F-A, keeping the same intervals:



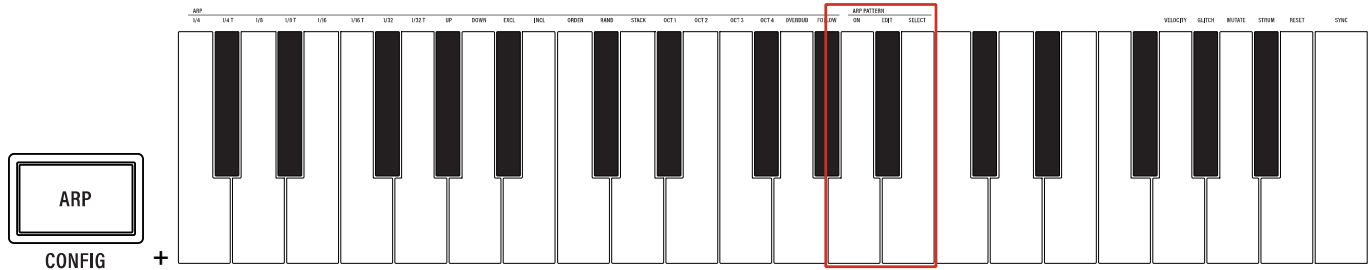
Arp patterns can also be transposed in the middle of a pattern and still retain the pattern's rhythm.

PATTERN

Hold **ARP** and press the **A2** key to enable the arp Pattern function.

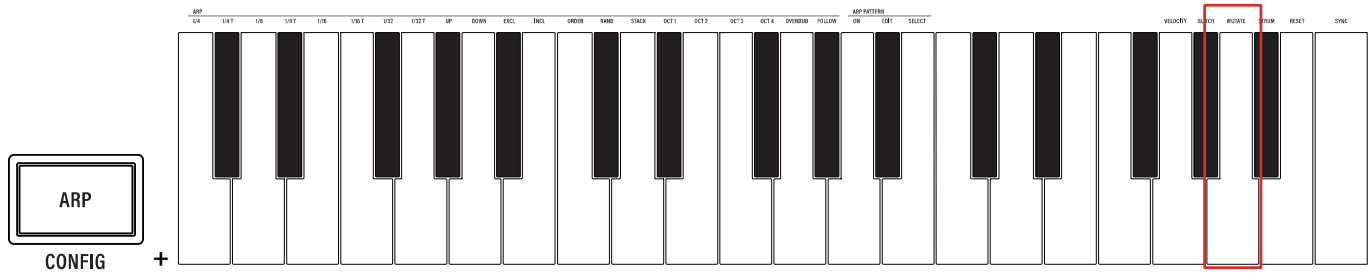
Hold **ARP** and press the **A#/Bb2** key to enter Pattern Edit mode.

Hold **ARP** and press the **B2** key to select a saved Pattern using the pads



MUTATE

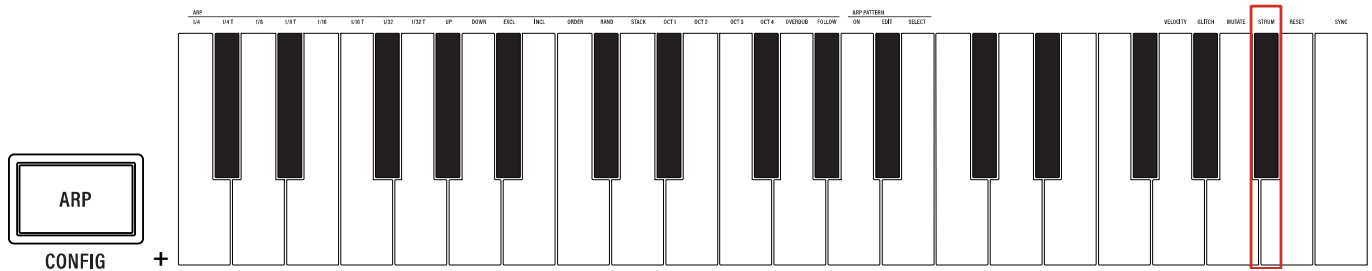
Hold **ARP** and press the **A3** key to enable the arp Mutate function.



When on, the **mutate icon** () appears next to the display, and an arp note will occasionally jump up or down by a given interval or set of intervals, as determined by the Mutate Type (**MutT**) setting.

STRUM

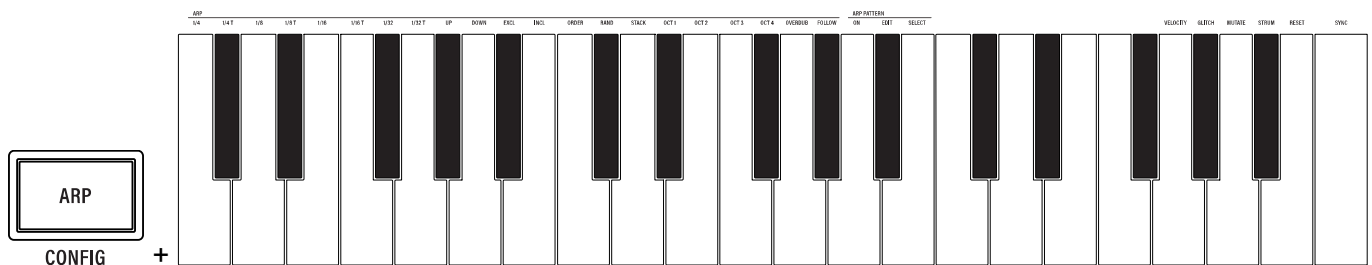
Hold **ARP** and press the **A#/Bb3** key to enable the arp Strum function.



When on, this simulates "strumming" notes as you would on a stringed instrument.

RESET

Hold **ARP** and press the **B3** key to reset all arp parameters to their defaults. **Velocity**, **Glitch**, **Mutate**, and **Strum** functions will also be turned off.

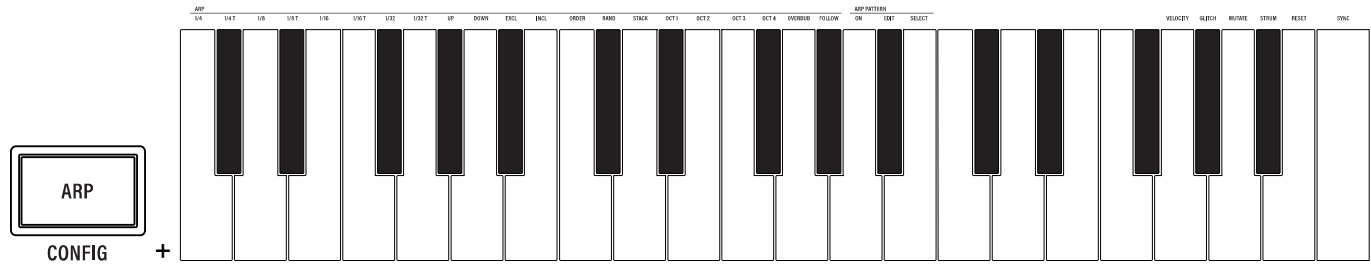


SYNC

Hold **ARP** and press the **C4** key to change the MPK® mini Plus II **Sync** setting between the **Internal** clock and **External** clock. By default, this is set to **Internal** for all presets.

If you would like your software to control the clock timing, make sure to set it to **External**. When set to

External, the **EXT clock icon** () next to the display will light up. This is a global setting that affects all modes.

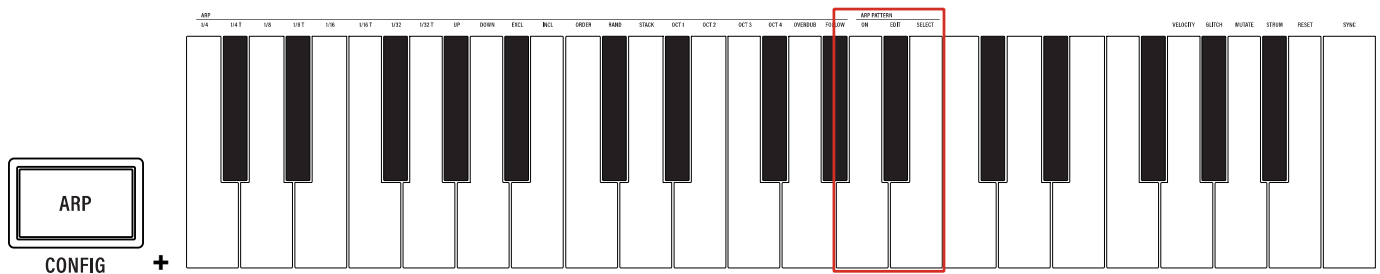


Pattern Mode

In addition to standard arpeggiations, MPK® mini Plus II features a Pattern Editor to create and apply further variations to the arpeggiator, including accents, off steps, sustain, and ratchet notes. You can create, save, and trigger up to 16 different arpeggiation patterns, giving you a wealth of options for dynamic sequences.

To turn Pattern Mode on or off, hold the **ARP** button and then tap the key labeled **ARP PATTERN - ON (A2)**. When the pattern is on, the **steps icon** () next to the display will light up.

To enter the Pattern Editor, hold the **ARP** button and then tap the key labeled **ARP PATTERN - EDIT (A#/Bb2)**. Use the **encoder** to browse and edit the settings below. Use these settings in conjunction with the Pads to edit patterns as described.



Setting	Values	Description
Patt	Off, On	This turns Pattern mode on and off. This is the same as holding the ARP button and pressing the PATTERN key (A2). When the pattern is on, the steps icon () next to the display will light up.
View	Acc Sust Ratch	This determines the current editing view for the pads. In this mode, the pads add accents to notes and set Off steps. Tap the pad once to edit the step to add an accent (pad is lit yellow). Tap the pad again to edit the step to an Off step (pad is unlit). Tap the pad again to return to an unaccented On step (pad is lit red). In this mode, tap a pad to edit the step to add sustain to the note (pad is lit blue). The current Gate setting will be ignored for a Sustain note, and the note is instead played with 110% Gate. This causes the note to ring out longer, potentially overlapping with the next played note in the arp pattern. In this mode, tap a pad to edit the step to add a note ratchet (pad is lit green). This will play two notes at two-times the current time division setting. For example, if the time division is 1/8, then a ratchet step will play two notes at 1/16.

Setting	Values	Description
Style	Skip Rest	This determines how the arpeggiator will play when an Off step is encountered. In this mode, the next note in line is skipped when an Off step is encountered. This results in an arpeggio where notes consistently fall on the same beats, even if Off steps are inserted. In this mode, the next note in line is held when an Off step is encountered until the next On step. This results in an arpeggio where notes do not always fall on the same beats when Off steps are inserted.
Length	1–16	This determines the length of the pattern. Each step size is determined by the current arpeggio time division value. If the step size is larger than 8, press the PAD BANK A/B button to view the second page of steps. If the step size is between 1 and 7 or 9 and 15, pads for unavailable steps will always be dark.
Ac Amt	10–100	This determines the amount of velocity accent applied to notes
Patt#	1–16	This is the current pattern being edited. ! IMPORTANT: Navigating away from the current pattern will discard all unsaved changes.
Save?	Yes, No	Select Yes to save the current pattern to the current Pattern Number. Saved patterns will be represented by pink pads when Patt# or this setting are highlighted. You can tap the pads to trigger patterns in time with the current arpeggiation. Select No to return to editing the current pattern.
Clear?	Yes, No	Select Yes to clear the current pattern, returning all steps to the default state and erasing any previous changes from factory default settings. Clear is only applied to the currently selected arp pattern number.
Retrig	Off, On	This determines the arp retrigger behavior. When set to Off , the arp will not retrigger in time with the arp pattern length. When set to On , the arp will retrigger when the arp pattern length returns to Step 1.

To select a saved pattern from the keyboard, hold the **ARP** button and then tap the key labeled **ARP PATTERN - SELECT (B2)**. While active, use the **PADS** to select the pattern number. Press the **PAD BANK A/B** button to change pad banks. Use Pad Bank A to select Patterns 1–8 and Pad Bank B to select Patterns 9–16.

i TIP: For additional Pattern Performance variation, you can press and hold the **NOTE REPEAT** button while the pattern is playing. This will cause the current step to repeat at the current Note Repeat Time Division value. You can even adjust this value on-the-fly by turning the **DIVISON** knob (**K1**) or pressing one of the **Arp Time Divison** keys (**C1–G1**). When you release the **NOTE REPEAT** button, the arp pattern will continue playing at the next step.

Note Repeat

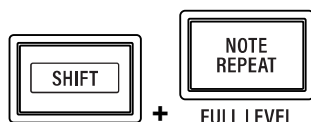
MPK® mini Plus II features MPC-style Note Repeat, which allows you to retrigger pads at a set value while they are held. This is useful for adding rhythmic variations to your beats, such as triplet hi-hat accents.

To turn **Note Repeat** on and off, press the **NOTE REPEAT** button. When Note Repeat is activated, the button will be brightly lit. You can also press and hold the **NOTE REPEAT** button to momentarily activate Note Repeat.



Note Repeat Configuration Menu

Press and hold the **NOTE REPEAT** button to temporarily open the Note Repeat Configuration menu on the display while the button is held. Use the **encoder** to browse and edit the settings below.



When the encoder is moved, the menu will be fixed to the display.

To exit the Note Repeat Configuration menu, press the **PLUGIN/DAW** button.



Setting	Values	Description
Enable	Off, On	This turns the Note Repeat function on or off.
Div	1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T	This determines the time division of the Note Repeat function. The pad will trigger at this rate according to the current tempo. A “T” indicates a triplet time division. You can also press and hold the NOTE REPEAT button and press one of the Time Division keys to quickly change this setting, or turn the DIVISION knob (K1).
Gate	10–99%	This determines the length of each Note Repeat note, relative to the set Time Division and tempo. This also reflects the position of the GATE knob (K3).

Setting	Values	Description
Glitch	Off, On	This turns the Note Repeat Glitch function on or off, which adds rhythmic complexity to the pattern.
Glitch%	0–99%	This determines the amount of glitch applied, and reflects the current position of the GLITCH knob (K6).
Gdiv	2–10	This divides the current time division value into a set number of equal parts (in milliseconds) when Glitch is enabled.
Gmute	-9 – 0 – +9	This adds spaces to the glitch pattern, with the exact minimum and maximum number of mutes available depending on the current Gdiv setting. When set to positive values, this represents the number of glitch notes after which a mute will be added. For example, when set to +2, a mute replaces a glitch note in the pattern after two successive glitch notes. When set to negative values, this represents the number of mutes that will be added after each glitch note. For example, when set to -2, two mutes are added after each glitch note.
DivMode	Incl, Excl	This determines how glitch divisions are added in Glitch mode. When set to Inclusive, all divisions up to and included the current selection are used in the Glitch function. For example, setting Gdiv to 4 means Glitch divisions of 2, 3, and 4 are all available. When set to Exclusive, <i>only</i> the selected glitch division is used for the Glitch function. Selecting 4 means that glitch <i>only</i> adds notes divided into four parts.
Gsus%	0–100%	This determines whether the Glitch function plays with sustained notes. When this value is greater than 0, sustain is enabled, and becomes more frequent as the value is increased.
GsusL	x2–x8	This determines by how much the affected notes are sustained when Glitch Sustain is enabled.
Gvary	0–100%	This determines the amount of randomness applied to Glitch note start and end times.
Gramp	Flat Up Down Center Up Center Down	This applies a time-stretching preset that applies tempo variations to the glitch notes. Flat All notes are evenly spaced. Up Glitch notes start slow and accelerate toward the end of the pattern. Down Glitch notes start fast and slow down toward the end of the pattern. Center Up Glitch notes are faster in the center of the pattern and slower at the beginning and end. Center Down Glitch notes are slower in the center of the pattern and faster at the beginning and end.
Vel	Off, On	This determines the velocity of notes triggered using note repeat. When off, the note repeat velocity will be as played. When on, the note repeat velocity will be fixed to the value of the VELOCITY knob.

Setting	Values	Description
Vel%	0–127	This determines the velocity of Note Repeat when the Note Repeat velocity (Vel) is Off . This value can also be adjusted using the VELOCITY knob (K5).
Mutate	Off, On	This turns the mutate function on or off. When on, the mutate icon () will appear next to the display, and a note repeat note will occasionally jump up or down by a given interval or set of intervals, as determined by the Mutate Type (MutT) setting.
Mut%	0–99%	This determines the probability of the Mutate effect being applied to note repeat, and reflects the position of the MUTATE knob (K7).
MutT	1–16 Voice	This determines the type of Mutate effect applied to note repeat. This sets the given intervals that note repeat notes may jump up or down as it plays.
ResetK	Yes	When you select this option, all note repeat knob parameters will be reset to their defaults and Velocity, Glitch, and Mutate functions will be turned off. You can also apply reset by holding the NOTE REPEAT button and pressing the RESET key (B3).

i TIP: If you cannot hear the pad triggers when Note Repeat is active, make sure that the **Clock** source is set properly. If it is set to **External**, playback must be active in the connected DAW to send clock information and trigger Note Repeat. If you are not connected to a DAW, change the setting back to **Internal**.

To change the Clock source, press and hold the **NOTE REPEAT** (or **ARP**) button and press the **SYNC** key (**C4**). The clock icon next to the display will be unlit when the Clock is set to Internal.

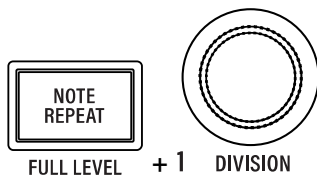
Note Repeat Knob and Key Editing

You can also access and edit certain Note Repeat parameters by holding the **NOTE REPEAT** button and turning the following **Knobs**, or pressing the following **Keys**:

KNOBS:

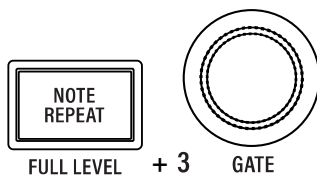
DIVISION

Hold **NOTE REPEAT** and turn **KNOB 1** to adjust the Note Repeat Time Division.



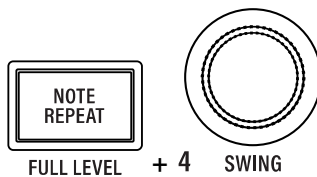
GATE

Hold **NOTE REPEAT** and turn **KNOB 3** to adjust the Note Repeat Gate. This determines the length of each Note Repeat note, relative to the set Time Division and tempo.



SWING

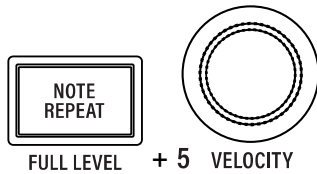
Hold **NOTE REPEAT** and turn **KNOB 4** to adjust the global **Swing** percentage.



IMPORTANT: Swing is a global parameter that is not just applied to Note Repeat.

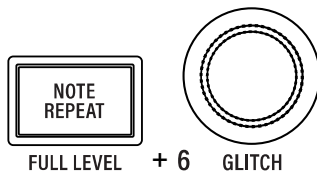
VELOCITY

Hold **NOTE REPEAT** and turn **KNOB 5** to adjust the **Velocity Amount**. This determines the velocity level of notes in Note Repeat when the **Velocity** function is enabled (by holding **NOTE REPEAT** and pressing the **G3** key, or by adjusting the setting in the [Note Repeat Configuration Menu](#)).



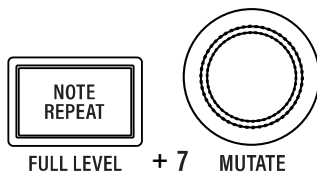
GLITCH

Hold **NOTE REPEAT** and turn **KNOB 6** to adjust the **Glitch Percentage**. This determines the amount of Glitch effect applied to Note Repeat when the **Glitch** function is enabled (by holding **NOTE REPEAT** and pressing the **G#/Ab3** key, or by adjusting the setting in the [Note Repeat Configuration Menu](#)).



MUTATE

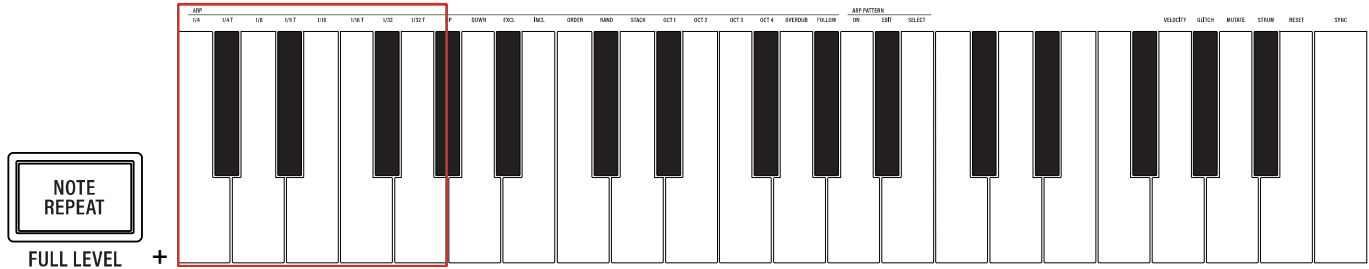
Hold **NOTE REPEAT** and turn **KNOB 7** to adjust the **Mutate Percentage**. This determines the probability of the Mutate effect being applied to Note Repeat when the **Mutate** function is enabled (by holding **NOTE REPEAT** and pressing the **A3** key, or by adjusting the setting in the [Note Repeat Configuration Menu](#)).



KEYS:

TIME DIVISION

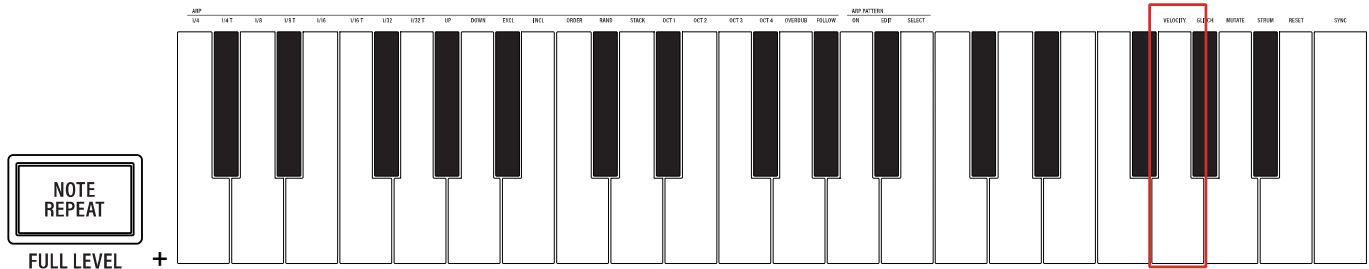
Hold **NOTE REPEAT** and press keys **C1** – **G1** to adjust the Note Repeat Time Division, which determines the rate at which notes are played according to the current tempo. A "T" indicates a triplet time division.



Note	Time Div
C1	1/4
C#1/Db1	1/4T
D1	1/8
D#1/Eb1	1/8T
E	1/16
F	1/16T
F#/Gb	1/32
G	1/32T

VELOCITY

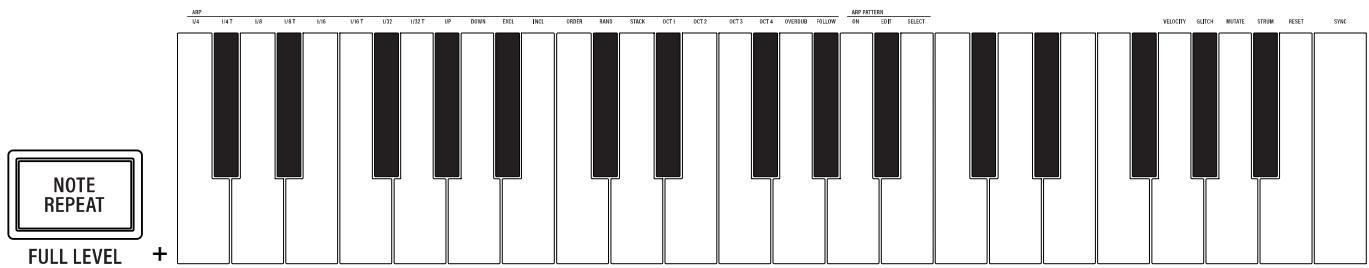
Hold **NOTE REPEAT** and press the G3 key to enable the Note Repeat Velocity function.



When this is set to **ON**, all Note Repeat notes are triggered according to the **VelAmt** setting in the [Note Repeat Configuration Menu](#). When this is set to **OFF**, notes are triggered at the velocity they were played.

GLITCH

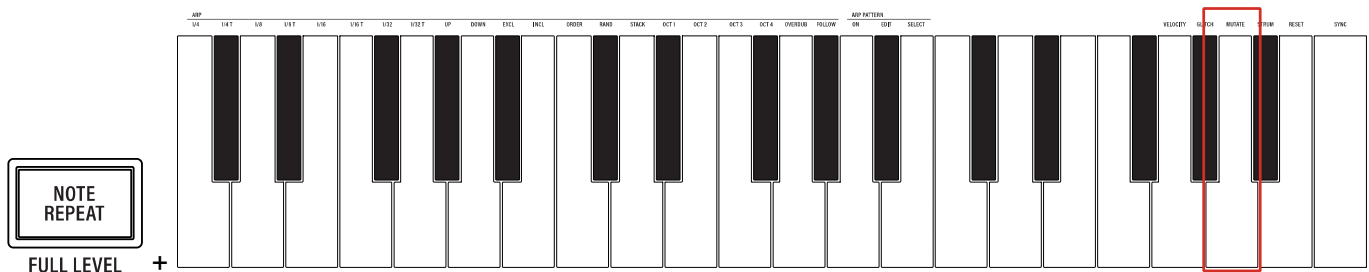
Hold **NOTE REPEAT** and press the G#3/Ab3 key to enable the Note Repeat Glitch function.



When on, this adds rhythmic complexity to the pattern based on the Glitch parameter settings in the [Note Repeat Configuration Menu](#).

MUTATE

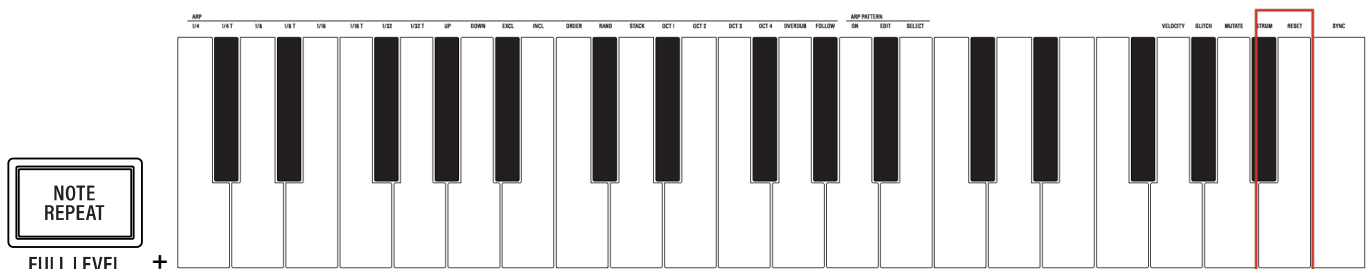
Hold **NOTE REPEAT** and press the A3 key to enable the Note Repeat Mutate function.



When on, the **mutate icon** () appears next to the display, and a note repeat note will occasionally jump up or down by a given interval or set of intervals, as determined by the Mutate Type (**MutT**) setting in the [Note Repeat Configuration Menu](#).

RESET

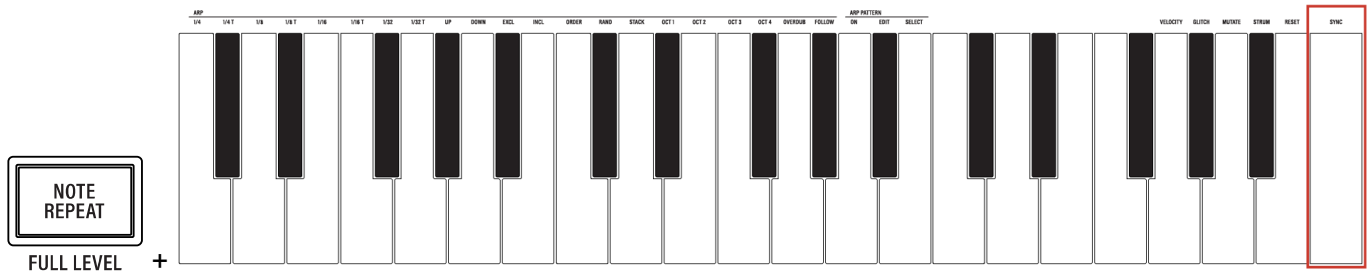
Hold **NOTE REPEAT** and press the B3 key to reset all Note Repeat parameters to their defaults. **Velocity**, **Glitch**, and **Mutate** functions will also be turned off.



SYNC

Hold **NOTE REPEAT** and press the C4 key to change the MPK® mini Plus II **Sync** setting between the **Internal** clock and **External** clock. By default, this is set to **Internal** for all presets.

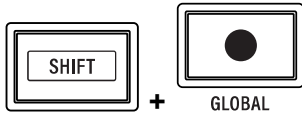
If you would like your software to control the clock timing, make sure to set it to **External**. When set to **External**, the **EXT clock icon** () next to the display will light up. This is a global setting that affects all modes.



Global Menu

The Global Menu is used to customize the hardware device settings of MPK® mini Plus II.

To open the **Global Menu**, press and hold **SHIFT** and press the **RECORD / GLOBAL** button. Use the **encoder** to browse and edit the following settings.



When you are finished editing, press the **PLUGIN/DAW** button to exit. The Global Menu will also automatically close after three seconds with no activity.



Setting	Values	Description
Edit	Yes	Select this option to edit a User Preset using the <i>Program Edit</i> functions.
Save	Yes	Select this option to save an edited User Preset.
KeyCh	1–16	This is the MIDI channel that the keys and knobs send data on.
PadCh	1–16	This is the MIDI channel that the pads send data on.
! IMPORTANT: The above settings can only be changed for User Presets. They cannot be changed while using the DAW or Plugin Presets to maintain mapping compatibility.		
BPM	30–240	This is the current BPM (beats per minute) of the internal tempo clock. You can also adjust this by pressing and holding the TAP TEMPO button and using the encoder .
Taps	2–4	This is the number of taps required for the TAP TEMPO button to set a new tempo.
Sync	Ext, Int	This setting determines whether MPK® mini Plus II syncs to an external clock source (EXT) or uses its internal clock (INT). When set to EXT , the EXT clock icon () next to the display is illuminated. Functions like the arpeggiator and note repeat may not function if playback is not enabled in your external clock source when this is set to EXT .
Swing	50–75%	This determines the amount of swing applied, shifting the rhythm of note timing. This is a global setting that affects all modes that utilize timing, including the arpeggiator and note repeat.

Setting	Values	Description
Aft	Off, Chan, Poly	This is the type of Aftertouch message sent by applying pressure to the pads after the initial Note On. Chan (Channel Pressure) affects all notes played on the current channel. Poly (Poly Aftertouch) affects each note individually.
PadCrv	Light, Norm, Heavy	This determines the playing response of the pads. Light: For players with a lighter touch, notes will reach higher velocity with less force. Heavy: For heavier-handed players, notes will require more force to hit higher velocities.
KOct	-4 – 0 – 4	This is the current octave setting for the keys. This is the same as using the OCT +/- buttons.
KTrans	-12 – 0 – 12	This is the transposition value of the keys, in semitones.
i TIP: When the keyboard is transposed by octave or semitone, the key up / key down icons ( / ) will appear next to the display.		
KeyFL	Off, On	This setting turns Full Velocity mode on or off for the keys. When On , all keys send full velocity (127) no matter how hard or soft you strike them.
KCrv	Light, Norm, Heavy	This determines the playing response of the keys. Light: For players with a lighter touch, notes will reach higher velocity with less force. Heavy: For heavier-handed players, notes will require more force to hit higher velocities.
Sust	Norm, Inv	Depending on the polarity of your sustain pedal, normally open or closed, you can adjust this setting to ensure sustain messages are correctly transmitted to MPK® mini Plus II. If you are having issues with a connected sustain pedal not working as intended, try changing to the opposite setting.
DINsrc	USB, Int	This setting determines the source of data sent to the MIDI Out port. Select USB to send MIDI coming from the USB-C® port. Select INT to send internal MIDI data from the MPK® mini Plus II hardware.
Trnspt	nOff, wOff	This determines the behavior of the Transport buttons (Undo , Loop , Stop/Play , Record , and Overdub). When set to nOff , the Transport buttons send a Note On message only each time they are pressed. When set to wOff , the Transport buttons send a Note On message when pressed and a Note Off message when released.

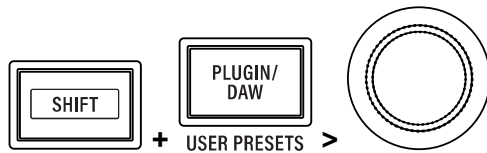
Setting	Values	Description
CVSrc	KEY, 1–16, PAD	This determines the source of CV note on and note off information: KEY: The keyboard controls CV output. The arpeggiator and arp pattern will also send to the CV outs when this is selected. 1–16: Incoming MIDI from USB on the selected MIDI channel (1–16) is sent to the CV outs. PAD: The drum pads control CV output. When this is selected, the 16 drum pads act as a single CV source. The CV PITCH output sends a pitch corresponding to the note number of the selected pad. The CV GATE output will send 5V when a pad is struck, and return to 0V when the pad is released. If the CVMod setting is set to VEL, the velocity of the pad strike is sent to the CV MOD output.
CVNP	Last, High, Low	This determines the CV note priority, or which note will be sent via CV when multiple notes are held down: Last: The newest note held is sent. High: The highest note held is sent. Low: The lowest note held is sent.
CVGate	Norm, Legat	This determines whether the CV gate is retriggered (Normal) or held (Legato) when a key is held.
CVMod	WHL, VEL	This determines the source control for the CV MOD output. When this is set to WHL, the modwheel is selected as the source. When this is set to VEL, the velocity of the note (as played by the keys or pads, including using the arpeggiator or note repeat) is selected as the source. When VEL is selected, a new value is only sent when a new gate signal is received.
CVbnd	1–12	This adjusts the range of the Pitch Bend Wheel in semitones as it outputs to CV.
HomeL	Off, On	When this setting is On, the PLUGIN/DAW button cannot be used to change presets with a normal press, and will only act as a "home" button for other menus. You can still access preset selection by holding SHIFT and pressing PLUGIN/DAW.
Default	Yes	Select this option to reset all Global settings to their defaults.

Program Edit

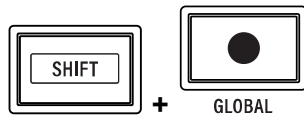
MPK® mini Plus II's program editing allows you to modify the functions of the pads and knobs in User Presets. This allows you to create, save, and recall programs that can be customized to other software or external MIDI gear.

To open Program Edit Mode:

1. First, make sure you have selected a User Preset. Hold **SHIFT** and press the **PLUGIN/DAW** button, and then use the encoder to select **USER1–14**.



2. Hold **SHIFT** and press the **RECORD / GLOBAL** button to open the *Global Menu*.



3. Highlight the **Edit** menu item and press the **encoder**.
4. With **Yes** selected, press the **encoder** again.
5. Turn a **knob** or tap and **pad** and use the **encoder** to browse and edit the settings below.

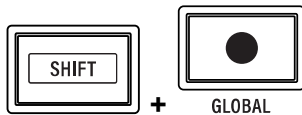
Setting		Values	Description
Pads	MidiCh	1–16	This is the MIDI channel that the pads send data on.
	Note#	0–127	This is the standard MIDI note number assigned to the pad when it is in Note mode.
	PC#	0–127	This is the Program Change value assigned to the pad when the PROG CHNG function is turned on.
	CC#	0–127	This is the standard MIDI Control Change (CC) assigned to the pad when the CC# function is turned on.
	Off C	0–127	This adjusts the color of the pad when it is off
	On C	0–127	This adjusts the color of the pad when it is on.

IMPORTANT: CC# and Program Change pad messages cannot be used with the **DAW** or **Plugin** presets as these are mapped to control different pad modes in the supported software.

Setting		Values	Description
Knobs	CC#	0–127	This is the standard MIDI Control Change (CC) number assigned to the knob.
	LoVal	0–127	This is the lowest value sent by the knob.
	HiVal	0–127	This is the highest value sent by the knob.
	Mode	Abs, Rel	This determines the behavior of the knob. When set to Abs (Absolute), the knob always sends a definitive value between the set LoVal and HiVal, such as between 0 and 127. With endless encoders, this can mean that in certain uses you may need to spin the encoder to “catch up” to the current control value, such as when switching between banks of different controls. When set to Rel (Relative), the knob sends general messages that either decrease or increase the current value for the assigned control depending on which way you turn the knob. The speed of the value change is also relative to how fast you turn the knob.

To save a custom program:

1. Hold **SHIFT** and press the **RECORD / GLOBAL** button to open the *Global Menu*.



2. Highlight the **Save** menu item and press the **encoder**.
3. Turn the **encoder** to select **USER1–14**.
4. Press the **encoder** to save the program to the selected slot.

! IMPORTANT: Program Edit/Save parameters are not available in **DAW** and **Plugin** presets, and you cannot save over **DAW** and **Plugin** presets to maintain script compatibility. Make sure you have loaded a User Preset to edit and save Programs.

To load a custom program, hold **SHIFT** and press the **PLUGIN/DAW / USER PRESETS** button. Use the **encoder** to browse and select the desired preset from the list.



Technical Specifications

Display	160x80 resolution full-color LCD
Pads	8 velocity- and pressure-sensitive RGB back-lit pads
Knobs	8 assignable 360° knobs 1 360° encoder with push
Wheels	Pitch Bend Wheel Modulation Wheel
Buttons	2 bi-color LED buttons 16 single-color LED buttons
I/O	1 USB Type-C® Port • Power • MIDI In/Out 1 1/4" (6.35 mm) TS Sustain Pedal Input 3 1/8" [3.5 mm] TS CV/Gate Out Ports 1 MIDI DIN Out Port
Power	via USB type-C (bus powered, or connected to wall adapter or power bank [sold separately])
Dimensions (height x width x depth)	2.1" x 19.4" x 7.6" (5.4 x 49.3 x 19.2 cm)
Weight	3.2 lb. (1.46 kg)

Specifications are subject to change without notice.

Model: AD43

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