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Products

Vailixi 3.50

Vailixi 3.50 is the software upgrade for your AKAI MPC3000 Midi Production Centre offering many improvements over previous AKAI branded operating system releases.

Features

1. BOOT screen shows the software revision and user license details.

```

===== Akai MPC3000 LE NO.XXXX =====
                Uailixi 3.50 (02/12/07)
                Licensed to: MANSELL-LABS
                Serial: XXXXX-XXXXX
=====
SOFT KEY 1      SOFT KEY 2      SOFT KEY 3      SOFT KEY 4

```

2. SYSTEM INFORMATION screen shows detailed information about memory availability and installed option function.

```

===== System Information =====
Free memory-(SET,SND,ST1,PGM,APS):32636K
Free memory-(SEQ,ALL,MID,PAR...): 484K
SMPTE Sync -(1-0055 OPTION.....):Active
=====
Searching SCSI for hard disk... <Cancel>
SOFT KEY 1      SOFT KEY 2      SOFT KEY 3      SOFT KEY 4

```

3. PROGRAM LOAD screen now features the function to clear entire sound allocation memory before loading new PGM, SND or SET files.

```

===== Load a Program =====
Program to load into:01-PROGRAM 01
Replace same sounds in memory:NO(FASTER)
(Press <Load it> to add sounds to memory
or <Clr&load> to clear memory first)
=====
<Load it> <Clr&load>
SOFT KEY 1      SOFT KEY 2      SOFT KEY 3      SOFT KEY 4

```

4. EDIT SND screen now features a TRUNC SFT ST+END function.

This allows samples either side of the SOFT START and SOFT END points to be deleted in a single button push.

```

==== Edit Snd:FAIRLIGHT-LOOP ====
--- Sound Params --- --- Edit Samples ---
Soft st :000.000.00   Zone st :002.000.00
Soft end:010.000.00   Zone end:004.000.00
Length:010.000.00   Play X:ZONE
Vol%:100 Tune: 0    Do:TRUNC SFT ST+END
=====
<Ply/Stp> <Best st> <Play X> <Do>
SOFT KEY 1      SOFT KEY 2      SOFT KEY 3      SOFT KEY 4

```

5. EDIT SND Screen now features a COPY ZONE -> SND function.

This allows samples defined within an edit ZONE to be transformed directly into a new sound within memory from a single button push. Define a ZONE start and end, COPY ZONE -> SND and a new SOUND will appear in memory. The new SOUND created via this process will be auto named as "ZONE" with an incremental number appended for easy location within memory.

```

==== Edit Snd:FAIRLIGHT-LOOP ====
--- Sound Params --- --- Edit Samples ---
Soft st :000.000.00   Zone st :002.000.00
Soft end:010.000.00   Zone end:004.000.00
Length:010.000.00   Play X:ZONE
Vol%:100 Tune: 0    Do:COPY ZONE -> SND
=====
<Ply/Stp> <Best st> <Play X> <Do>
SOFT KEY 1      SOFT KEY 2      SOFT KEY 3      SOFT KEY 4

```

6. Samples can now be real-time edited and/or processed while the sequencer is Playing or Recording.
7. The PROGRAM/SOUNDS screen now features a COMPRESSION option.



8. New Timing Correct / Step Size options:
- 1/128 and 1/192 timing correct OFF note value resolutions added.
1/4, 1/4TRPLT, 1/64, 1/64TRPLT timing correct note value resolutions added.
 - Swing is now available for 1/4, 1/4TRPLT, 1/8, 1/8TRPLT, 1/16, 1/16TRPLT, 1/32, 1/32TRPLT, 1/64, 1/64TRPLT.



9. MIDI CLOCK can be sent to ALL 4 MIDI output ports simultaneously.



10. MIDI TIME CODE can be sent to ALL 4 MIDI output ports simultaneously.



11. Extra System Parameter Menu
- "SND playback stops on STOP" allows all samples playing to be halted when the sequencer is stopped from any running state.
 - "Enable transport more error warnings" allows blocking of sequence change attempts while the sequencer is running in record or record ready mode.
 - "Stay in EDIT SND on PLAY/PLAY START" allows the sample editor screen to

remain open when PLAY/PLAY START is pressed.

- o "Mute audio during EDIT SND processes" allow the audio to be muted when samples are being edited in real time with the sequencer running in PLAY or RECORD.
- o "Stay in MIXER on PLAY/PLAY START" allows all mixer screens to remain open when PLAY/PLAY START is pressed.

```

===== Extra System Parameters =====
SND playback stops on sequencer STOP:OFF
Enable transport mode error warnings:OFF
Stay in EDIT SND on PLAY/PLAY START: OFF
Stay in MIXER on PLAY/PLAY START: OFF
Mute audio during EDIT SND processes:OFF
=====
<Do it>
SOFT KEY 1    SOFT KEY 2    SOFT KEY 3    SOFT KEY 4

```

12. SCSI Disk menu now features a robust sector at a time disk copier.

```

===== Copy a SCSI Disk =====
This copies the contents of one SCSI
disk to another.
SOURCE SCSI disk unit to copy FROM:5
TARGET SCSI disk unit to copy TO :6
=====
<Do it>
SOFT KEY 1    SOFT KEY 2    SOFT KEY 3    SOFT KEY 4

```

13. Make SCSI Hard Disk Active Menu

- o Make SCSI Hard Disk Active menu now has the feature of enabling or disabling SCSI multi sector transfer mode.
- o Make Hard Disk Active menu now has the feature of enabling or disabling SCSI bus reset messages between device selection attempts during the AUTO search for device phase.

```

===== Make a SCSI hard disk active =====
Status:NO SCSI DEVICE IN USE
SCSI multi sector transfer mode:0N
SCSI disk unit to make active:AUTO
SCSI bus reset when auto scanning:OFF
Timeout for SCSI scan (secs):30
=====
<Make Active>
SOFT KEY 1    SOFT KEY 2    SOFT KEY 3    SOFT KEY 4

```

14. Format Hard Disk now has "Software Low Level Format" option.

```

===== Software Low Level Format =====
(This will take a while.)

Software low level format in progress...
SOFT KEY 1    SOFT KEY 2    SOFT KEY 3    SOFT KEY 4

```

15. Format Hard Disk now has a "Software Low Level Format" fallback mode that will activate where possible should the "Hardware Low Level Format" fail.

```

===== Software Low Level Format =====
Switching to software low level format.
(Clearing the first 4096 sectors only)

Software low level format in progress...

SOFT KEY 1   SOFT KEY 2   SOFT KEY 3   SOFT KEY 4

```

16. Option to now "Hybrid Partition" a SCSI hard disk. Hybrid partitions are safe cross platform types that can be seen by computers and the MPC3000 allowing computer access to all disk data for the purpose of rapid file transfer and sound library development.

```

===== Partition a SCSI Hard Disk =====
Mode 0 = MPC3000 standard partitions.
Mode 1 = Hybrid partitions.

<Mode 0> <Mode1>

SOFT KEY 1   SOFT KEY 2   SOFT KEY 3   SOFT KEY 4

```

```

===== Hybrid Partition Selection =====
1. 15 x partitions of 8 megabytes each.
2. 7 x partitions of 16 megabytes each.
3. 5 x partitions of 24 megabytes each.
4. 3 x partitions of 32 megabytes each.
5. 3 x partitions of 33 megabytes each.

Select Option:

SOFT KEY 1   SOFT KEY 2   SOFT KEY 3   SOFT KEY 4

```

```

===== Hybrid Partition Creation =====
Option 1 was selected.

The system will now create 15 partitions
of 8 megabytes each.

=====
Partitioning SCSI hard disk ...

SOFT KEY 1   SOFT KEY 2   SOFT KEY 3   SOFT KEY 4

```

17. Large samples up to 32Mb in size can now be saved to disk in a single file. This useful feature allows you to now use your MPC3000 as a recorder for periods up to the length of it's entire 32Mb sample RAM space.

General Bugs Fixed

The Vailixi 3.50 update not only adds a wealth of useful functionality to your MPC3000 but also addresses some long time outstanding bugs which you may have encountered through use of your machine.

- **Corrected a bug known to exist since system 3.00 where function not implemented messages would be displayed when accessing certain menu options and soft keys.**
The MPC3000 no longer displays these error messages. Menu options and soft keys concerned now function in the correct manner.
- **Corrected a bug known to exist since system 3.00 where audio outputs would remain in an un-muted or active state when loading or saving sounds from and to disk.**
The MPC3000 audio outputs should now be a lot quieter when loading or saving sounds from and to disk.
- **Corrected a bug introduced in system 3.12 where incorrect error messages would be displayed when attempting to load the maximum number of SND files into memory via a PGM.**
The MPC3000 now correctly reports that there are too many sounds in memory rather than incorrectly stating that sequencer memory is running low.

- **Corrected a bug known to exist since system 3.00 where sound memory management would become extremely unstable when recording a sample over 327.6/163.8 (STEREO/MONO) seconds in length.**
32 Megabyte equipped machines can now utilize the full memory for sample recording purposes.
- **Fixed a bug present since version 3.00 that affected MIDI input processing and system stability when the SEQUENCER was in a STOPPED or IDLE state.**
Intense and complex incoming MIDI message streams, particularly running status, multiple continuous controllers and heavy system exclusive dumps caused CPU overload when the SEQUENCER was in a STOPPED or IDLE state. The result of this would be missed, incorrect or stuck-on notes when passing MIDI events thru or recording into the SEQUENCER when started from a STOPPED or IDLE state. The MIDI processing engine now processes these messages in a more effective manner when the SEQUENCER is STOPPED or IDLE and protects against CPU overload.
- **Sequencer memory initialization at boot now updates default unused track flags to unused.**
- **MIDI data input processing speed increased.**
- **Re-write of SCSI protocol engine to fix compatibility with recalitrant storage devices.**

Redundant functions removed

Due to the limited memory space available for code in the MPC3000, unfortunately, in order to implement the many features and improvements you see above it seemed fit to remove some redundant functionality.

- HELP MESSAGES, SAMPLE DUMP and SAMPLE DUMP input response routines removed.
- Removal of these lesser used features has allowed code space to be recovered for the implementation of new features.

Extra Customisation Options

Vailixi 3.50 is available in several different configuration options. These configurations options allow you to tailor **Vailixi 3.50** to your needs over and above the standard feature set.

Star-Title

The **Star-Title** enhancement allows you to choose alternative text to be displayed in place of standard MAIN SCREEN title text.

For example Play/Play Record title text could be chosen as follows:

```

==== Combat Wombat / Silver Bullet ====
Seq: 1-QUEST          BPM:100.0 (SEQ)
Sig: 4/ 4 Bars:    0      Loop:TO BAR 1
===== Track Data =====
Trk: 1-(unused)      Type:DRUM On:YES
Chn:OFF-(off)      & OFF  Vel%:100 Pgm:OFF
===== Now:001.01.00 (00:00:00:00) =====
<Tk on/off> <Solo=OFF> <Track-> <Track+>
SOFT KEY 1      SOFT KEY 2      SOFT KEY 3      SOFT KEY 4

```

In addition to this the Play/Record (Record ready) title text could be chosen to display a different message:

```

==== Combat Wombat / Desert Roaming ====
Seq: 1-QUEST          BPM:100.0 (SEQ)
Sig: 4/ 4 Bars:    0      Loop:TO BAR 1
===== Track Data =====
Trk: 1-(unused)      Type:DRUM On:YES
Chn:OFF-(off)      & OFF  Vel%:100 Pgm:OFF
===== Now:001.01.00 (00:00:00:00) =====
<Tk on/off> <Solo=OFF> <Track-> <Track+>
SOFT KEY 1      SOFT KEY 2      SOFT KEY 3      SOFT KEY 4

```

Hard-Burn

MPC3000 parameter settings are retained in memory at power down thanks to a backup

battery on the MPC3000 main board. (Battery backed NV-RAM)

These parameters can also be saved in a *.PAR file for reloading on demand.

Your important parameter options could be lost if:

- 1: There was an accidental system parameter load of a PAR file created on another machine into your machine without you realising (as part of an auto load from some one else's disk)
- 2: The NV-RAM battery on the main board went dead.(note that these batteries are certified for about 3 years but in reality last a lot longer than that)
- 3: You accidentally INIT-ALL PARAMETERS at which point the existing factory defaults are reverted to.
- 4: The disk containing your *.PAR file got corrupted.

With these points in mind the "HARD-BURN" option is presented here for your consideration.

"HARD-BURN" will be of use where you want your parameters to become the new factory defaults. Refer to page 227 of the English MPC3000 user manual to see what parameters can be set as factory defaults during manufacturing.

Purchasing

To purchase Vailixi 3.50 for your AKAI MPC3000 Midi Production Centre please visit the [Purchase](#) section.

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