



A Guide To My YouTube

[Riddim n Ting Videos](#)

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THE AKAI MPC LIVE III VIDEOS ON YOUTUBE

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VIDEO 1 - Unboxing

I finally caved in and bought one of these. This is day one, the unboxing. It looks like it's going to be a lot of fun!

Let me know if you want me to produce a course on this. 🤓

Tutorial 1

This is a just a brief overview of the Riddim (the Ting will come later). I'm setting the scene for my future tutorials on this fun and very interesting machine. I will cover everything eventually.

I hope you enjoy this video - more soon!

00:00 - Start
00:30 - Get to know the OS!
00:41 - Dimensions
00:52 - Shoulder bag
01:22 - Connections
02:40 - Batteries
03:04 - Speaker, mic and display
03:39 - Knobs, fader and buttons
04:09 - Assigning parameters to the fader
04:45 - All the other buttons
05:56 - The 4 groups
06:43 - The 12 pads
07:29 - KEYS mode
08:27 - Workflow
08:39 - Loading a project
09:29 - Project, patterns, scenes and song
09:57 - Assigning samples/synth presets to the pads
10:54 - Factory sample categories
12:07 - The Supertone synth

Tutorial 2

Today I start to make some sounds on the device!!

Erratum - at [8:06](#) I talk about the four boxes over on the left of the display. I say that they show the level of the group in focus - in fact they give us information on what the fader is doing. This might indeed be for level(volume) but it could also be for any number of other fader-assigned parameters e.g. fx, pan, pitch etc. The behaviour of these boxes can vary from parameter to parameter. Many apologies

[00:00](#) - Start
[00:25](#) - Playing Project 1
[01:04](#) - Band In A Box
[01:40](#) - Metronome Icon In The Display
[02:09](#) - The Drum Group
[02:33](#) - Different items in the display
[02:51](#) - Drum group sample assignments
[04:11](#) - Mute groups
[06:41](#) - A noisy loop!
[06:58](#) - More display icons
[09:50](#) - Solo
[10:44](#) - Fader assignments
[12:19](#) - The bass group
[14:07](#) - The melodic group
[15:53](#) - The sound fx group
[16:53](#) - Changing the sample
[17:33](#) - Adding fx to the melodic group
[19:04](#) - Supertone synth sounds
[20:12](#) - Scale and Key
[23:17](#) - Playing chords

Tutorial 3

Some "mopping up" from my last video and some cool new stuff! 😎

00:00 - Start
00:22 - The four fader icons
01:31 - Reset the fader assignments
02:34 - Undo the reset!
03:12 - Solo - lift that finger!!
03:45 - Supertone - lift that finger!!
04:08 - Undo?
04:56 - How to turn down the level of an individual pad
05:50 - Changing the tempo (BPM)
08:32 - Punch-In FX

Tutorial 4

Some really useful stuff in this video!!

Just to be clear - you don't record these factory loops into the sequence. You simply assign them to a pad and they automatically play in sync with the project as long as they are set to LOP/BPM - looping mode and time-stretched. Obviously all the loops in the factory projects are set up in this way.

Also.....

The "house" icon in the display lights when something you have done is "undo-able". It's a great way of checking to see if you are back to a default setting if the house light goes out. (Doesn't always apply!)

00:00 - Start
00:23 - Combining the punch-in fx
00:46 - The factory loops
01:16 - Changing the pitch of the loop
02:00 - Changing the volume of the loop
02:29 - Loop and One shot
03:12 - Changing the panning of the sample
03:45 - The SHIFT + SOUND menu
04:46 - Trimming up a sample
05:54 - Adjusting the parameters of Supertone presets
08:30 - Adjusting the parameters of Supertone presets
10:15 - Adjusting the envelope of a Supertone preset
11:18 - Metronome

Tutorial 5 (Live State)

This is brilliant for gigging musicians!

00:00 - Start

00:48 - How does this work?

01:06 - What does Live State do?

01:32 - What can we disable under Live State?

02:50 - Method 1

04:56 - Re-enabling

05:59 - Method 2 (Codes)

Tutorial 6 (Recording in Real Time)

Let's start recording something!

- 00:00 - Start
- 00:34 - Erasing a project
- 00:57 - Teenage Engineering EP-40 Online Guide
- 01:13 - Sample Tool
- 01:26 - One pattern per group
- 01:48 - Placing some samples on the pads in the drum group (A)
- 04:25 - Sample slots 56-99 are unpopulated
- 04:41 - Changing the amount of bars in the pattern
- 05:07 - Changing the tempo
- 05:25 - Setting the quantization
- 05:55 - Turning quantization off and on
- 06:20 - Different quantization settings
- 06:44 - Getting ready to record
- 07:17 - Recording the kick & snare
- 08:00 - Checking out what you've recorded step by step
- 08:35 - Going back to the start of the bar
- 09:08 - Setting up a hi hat sample on another pad
- 09:48 - Changing the start & end point of the sample
- 10:13 - Changing the level of the hi hat pad
- 10:54 - Changing the velocity
- 11:31 - Getting a note repeat by holding TIMING + the pad
- 12:13 - Recording the note repeat
- 12:49 - Playback!
- 13:25 - Deleting the notes from a pad but keeping the assigned sample
- 13:49 - Realtime recording the hi hat in the conventional way
- 14:21 - Whoops! 😊
- 14:44 - Re-recording the hi hat pattern
- 15:04 - Now for the bass part!
- 15:35 - Using KEYS mode to place the bass sound across all 12 pads. I just need to check the scale and key!
- 16:44 - Increasing the amount of bars for the bass group (B)
- 16:56 - Recording the bass part
- 17:28 - Recording a piano skank into group C
- 17:45 - Assigning the skank sample to a pad in group C. I hold SOUND and tap in the sample number which is 620
- 18:07 - Only recording 1 bar for this as it will loop behind the longer patterns in the other groups
- 18:57 - Mixing and adding delay to the skank

Tutorial 7 (Recording 2)

More recording tips!

00:00 - Start
00:23 - Swing
03:49 - Step Record & Erase
05:06 - Microtiming
07:12 - Quantization after the fact
08:52 - Velocity settings: OFF HI & LO
10:18 - The display icon for Live State

Tutorial 8 (Song Mode)

The Song Mode takes a bit of understanding. This video will take all the pain out of this process for you! (You're welcome!! 🤖)

00:00 - Start
00:28 - Group D Supertone Synth - recorded in KEYS mode
01:45 - Scenes & Patterns
02:46 - SHIFT + COMMIT (MAIN) to create new Scenes & Patterns
04:08 - The Medieval is the poor relation!
04:32 - Using empty Patterns to create changes in our Scenes
06:32 - Three different Scenes with 3 different arrangements of Patterns
07:14 - Putting the Song together
08:19 - Assigning Scenes to Song lines
12:02 - Playing the completed Song
13:54 - Exiting and entering Song Mode
14:19 - Skipping lines & beat repeating
15:10 - Cut & paste
16:05 - A possible tweak?

