

# Twisted Tools



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# MP16 | CHANGELOG

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# TWISTED TOOLS | MP16

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## CHANGELOG

### 1. New in Version 1.1

#### 1.1 Enhanced GUI and internal help system

Version 1.1 of MP16 has a complete GUI overhaul, in preparation for our forthcoming iPad, iPhone and Lemur templates. Expect these sometime around the end of January. We also added a Quickstart graphic guide that can be accessed internally by using the B-view for easy access to info on all of MP16's parameters. This Quickstart graphic guide is also in the MP16 folder in the download package..

#### 1.2 BPM sync

We've added a sync option so that you can easily use looped material with MP16. If on, the tempo of the project determines the playback (and the pitch of the loop).

#### 1.3 Start quantize

A 'quant' button has been added that quantizes the current pad's start knob to 1/16ths. This is useful if you are using loops and would like the start to 'snap' to a beat. Useful when using BPM Sync.

#### 1.4 Default preset layouts for MP16

Many of you requested that we add presets for MP16 and so we did. We've added presets for all the content from Analogue Microcosm, as well as many useful default presets for using both pad and keyboard style devices. Try using the 'retrigger' presets and loading a loop into MP16 that is assigned to all slots for glitched out stutter effects.

#### 1.5 Improved sample loading and display system

Sample loading now behaves correctly. To load a sample, simply click a pad, right-click the waveform display, choose replace.

#### 1.6 Updated Maschine and Kore templates

To accommodate the new changes to MP16, the Kore and Maschine templates have been changed and updated.