DFOS quick guide

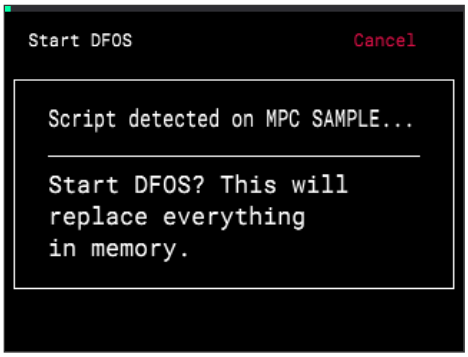
For the Akai MPC Sample · DFOS on the stock OS 1.3.0 · 2026-11-02

DFOS adds 16 tracks, a step editor, a mixer with effects and more to the MPC Sample, inside stock's own app. It runs from the SD card and never changes the MPC's internal storage: without the card the MPC is plain stock. The user manual (DFOS-Manual) has every detail.

Start and leave

Save your project first: starting or leaving DFOS restarts stock's app.

Start	Switch on, wait for the main screen, insert the card. Answer **Cancel** (B3) to Start SSH, then **Start DFOS** (B1)
Leave	Hold **SHIFT + STOP** for 3 s, until every button turns red
Plain stock	Switch on without the card



The question: Start DFOS on B1, Cancel on B3

The basics

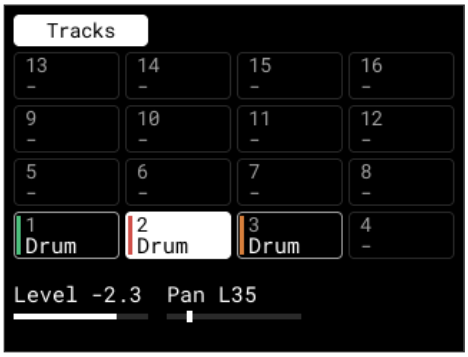
B1–B3	The tabs along the top of the screen
K1–K3	The values along the bottom; a knob takes over once it reaches the value shown (an orange < or > says which way)
Encoder, – / +	Choose and change; press the encoder for **PUSH**
SHIFT	More on a page (an arrow at the bottom right shows there is)
SHIFT + – / +	Undo / redo on DFOS's pages
The fader	On DFOS's pages, the level of the track you play
STOP + pad	DFOS's shortcuts (at a glance)

Everything else works as on stock. On DFOS's pages the pads, PLAY, STOP and MAIN VOLUME still work.

Tracks and pads

All 16 tracks are DFOS's drum tracks, each with 128 pads (banks A–H). Track 1 starts with the loaded project's kit and its beat.

SEQ held + PAD n	Choose track n; **K1** level, **K2** pan, **K3** colour
The pads	Play the chosen track (on stock's Sample Mode, Chop and Sample Record pages they are stock's)
PAD BANK	Next bank; **SHIFT +** the one before; held + **PAD 1–8** bank A–H
SHIFT + PAD 1	Full Level on or off (on at the start)



The track grid while SEQ is held

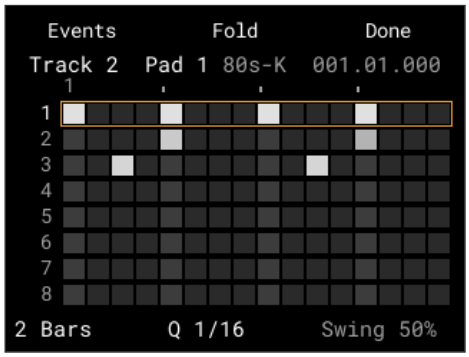
Recording and playing

SEQ RECORD, then PLAY	Record the pads into the track, pass after pass; **STOP** ends it
SHIFT + SEQ RECORD	Recall: the last loop you played, as notes
ERASE + pad	Erase that pad's notes on the track
SHIFT + PLAY, STOP + PLAY	Play on from where you stopped
SHIFT + PAD 4	Count-In before recording
NOTE REPEAT + pad	Repeat the pad at the track's Q; held, **B1–B3** and **– / +** set the Q
MUTE + pad	Mute or unmute a pad; **SHIFT + MUTE** unmutes all
16 LEVELS	The pads play the last pad at 16 levels; **SHIFT +** chooses Velocity, Tune or Filter
SHIFT + PAD 2 / 3 / 6 / 7	Half / Double the sequence, Half / Double speed, DFOS's tracks too

The Grid

SHIFT + SEQ (or **PUSH** on Sequence Mode): the chosen track's steps, a lane per pad.

PAD n	Step n on or off; **ERASE + PAD n** clears it
SAMPLE + pads	Select steps; **K3** their velocity
– / +	The lane before or after (**PAD BANK** jumps a bank)
Encoder	The next 16 steps; **SHIFT +** zoom
Fader	Zoom (**SHIFT**: lanes); with steps selected, nudge them
K1	Length (bottom: **Sync**, the sequence's length; **SHIFT + K1** any length); with steps selected, their notes' length
K2	Q, 1/4 to 1/64T
K3	Swing, or the selected steps' velocity
SHIFT + B1 / B2	Copy / paste steps
PUSH	Move the selected notes (**SHIFT**: by a tick)
SHIFT + K2 / K3	The selected notes' Chance (0–100 %) and Humanize
B1	The event list; **B2** Fold; **B3** Done



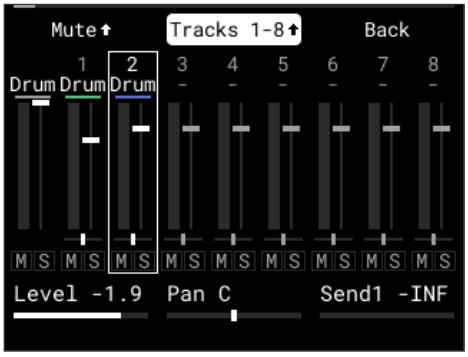
The Grid: a two-bar beat on pads 1–3

The Mixer

STOP + PAD 4. A strip per track, eight at a time, and the **Drum** strip on the left: stock's own sound.

– / +, encoder	Choose a strip
K1, K2	Level, pan
K3, SHIFT + K1	Send 1 (delay), send 2 (reverb)
B1 / SHIFT + B1	Mute / solo; **SHIFT + B2** clears them all
B2	Tracks 1–8, 9–16, **Submixes** (**+SUB** adds one), then **Returns** (delay, reverb, **+RET**, Main)
PUSH	The track's Sound page
SHIFT + PUSH	The **Channel page**: a track's Output (Main or a submix) and four effect slots (EQ, dynamics, chorus and other modulation, drive, vintage…); **PUSH** edits one
ERASE + PUSH	On a submix or return: remove it (asked first)

If DFOS runs out of processing power, a new effect is refused with **CPU FULL**.



The Mixer

The Sound page

The menu's **Sound** tile, or **PUSH** on the Mixer. Hit a pad to edit it.

Button	Groups, set with K1–K3
B1	Trim (start, end, loop start) · Loop · Mix (level, pan) · Amp Env
B2	Tune · Mode (One Shot / Note On) · Play (Mono/Poly, mute group) · Tail
B3	Filter (cutoff, resonance, type) · Filt Env (**SHIFT + K2** Decay From)

Press a button again for its next group. **SHIFT + PUSH** resets a value (past Trim's knobs: Zero Snap, Loop Lock, Normalize, Erase Sample), **SHIFT + B1** Loop Lock, **SHIFT + B2** opens the browser, **SHIFT + B3** goes back. **ERASE + pad** erases the pad's sample (stopped), **SAMPLE + pad** chooses it silently, **STOP + B2** Normalize. **SHIFT + K2**: on Mix the kit's volume, on Play **Pad Link** (a pad that plays along).

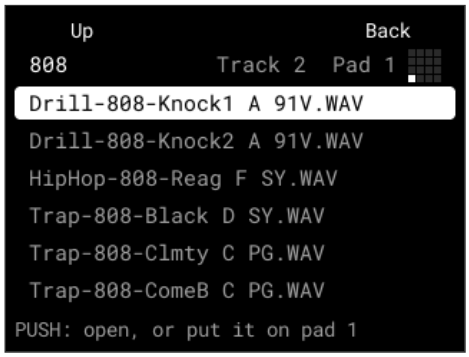
Pad Play (a STOP + pad): PAD 1–5 play the last pad from its start, up to its start, up to its end, from its end, or its region looped.

Samples, kits and expansions

SAMPLE SELECT opens DFOS's browser: **Expansions**, **MPC kits**, the card's **MPC-Sample**, stock's **Factory sounds**, **Demo projects** and **Internal: User**, your favourites first, then **Tags** and the **Sample Pool** (**SHIFT + B2**).

– / +, encoder	Move (with Settings > Fader Scroll, the fader too)
PUSH	Open a folder, put the WAV on the pad, or a kit on the track
A pad	Becomes the destination; **SAMPLE + pad** without playing it
K1, K2	The preview's tune and start; **SHIFT + K1** its level, **SHIFT + K2** its end (PUSH then asks With These or As It Is)
SHIFT + PUSH	On a folder: Home or Favourite; on a WAV: Tag or Favourite
ERASE + PUSH	Move a WAV to MPC-Sample/Trash (only inside MPC-Sample)
SHIFT + –	Undo the last load
B1 Up, B3 Back	

Expansions: put your packs in **Expansions** at the top of the card. Their covers show 8 to a page: **B1 / B2** page, encoder or **PAD 1–8** choose (pads 5–8 the top row), **PUSH** opens one, read only.



The sample browser

Sampling

Each opens a save page: **– / +** the folder, **B2** the name, **B3** Do It!.

SHIFT + PAD 11	Resample: 1–32 bars of the whole mix, from the next bar, onto the next empty pad (or a pad you hit first); MAIN VOLUME up
Export Stems (a STOP + pad)	Each track's sound and stock's as WAVs in MPC-Sample/Saves/Exports, from PLAY
Flatten (a STOP + pad)	The pad's sound with its settings and the track's effects, as a new WAV back on the pad
Save Sample (a STOP + pad)	The pad's trimmed region as a WAV

Projects

SHIFT + PAD 16: stock's Project menu (Load, Save, New Project). Save as usual: DFOS's tracks are saved in the same project, and a project you save over on the card is first copied to **MPC-Sample/Backups**. Plain stock still opens your projects, without DFOS's tracks.

At a glance

STOP +		STOP +	
PAD 1	DFOS's menu	**PAD 7**	Metronome
PAD 2	Sequence Mode	**PAD 8**	Note Repeat
PAD 3	Sample Mode	**PAD 10**	Meters (CPU, memory, card
PAD 4	Mixer	**PAD 11**	Loudness (LUFS)
PAD 5	DFOS's Song page	**PAD 9, 12–16**	Free: set them in Settings
PAD 6	Grid		

SHIFT + B3	DFOS's menu (also SEQ again on Sequence Mode, SAMPLE again on Sample Mode)
Menu	Sound, Mixer, Projects, Settings, Play, Song (stock's)
Settings	Shortcuts (STOP + pad, SHIFT + pad, SHIFT twice), browser, Brightness, Full Level, Count-In, Cut Fades, Sample Chase, Preview Length, Startup Text, Theme (DFOS, Stage, Mono, Daylight, Colour, Navigator, Wheel), Button Hints…; saved on the card
Sequences	A shortcut set to Sequences: DFOS's sequence list; **PUSH** plays one, or while playing queues it for the loop's end
Song (DFOS)	**STOP + PAD 5**: DFOS's sequences in order, each with its repeats; **B1** Insert, **B2** Remove, **K2** repeats, **K3** the step's tempo, **PUSH** plays
Tempo	**K3** on the menu and pages without knobs: 60–187 BPM; **B1** held on the event list: the tempo window (**PUSH** hundredths, **B2** half, **B3** double). While playing it may be a hair off until **STOP**
Arrange	A STOP + pad: the whole song as one timeline of 16 lanes, up to 999 bars; **B1** Edit (Duplicate, Insert Sequence…), **B2** Loop, **K1 / K2** the loop brace; SEQ RECORD records into it
Screen stream	With USB connected: http://192.168.155.1:8320/