

THE MPC KITCHEN



Music begins when curiosity starts.

The complete guide to automatic sample organization,
unexpected MPC kits and playable instruments.

ONE FOLDER IN. PLAYABLE SURPRISES OUT.

Sauce 0.10.0 · macOS 13+ · Apple Silicon

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Contents

From the first drop to a well-kept MPC library.

01 What Sauce is	02 Two-minute quick start
03 What you can drop in	04 The Sauce pipeline
05 Sound recognition	06 Surprise kits
07 The automatic pad layout	08 Smart Transpose
09 Loops and Sounds	10 Auto Instrument Builder
11 XPM programs and presets	12 The SAUCE folder structure
13 The library memory	14 Duplicates and file names
15 MPC Sample and destinations	16 Interface and cancellation
17 Installing on macOS	18 Typical workflows
19 Troubleshooting	20 Limits and good practice
21 Glossary	22 Feedback and contact

TIP

For a first test, chapters 02 and 18 are enough. Chapters 06 through 14 explain how Sauce makes decisions and how its library memory works.

What Sauce is

Sauce removes the sorting work without removing the discovery.

Sauce is a standalone macOS application for large sample collections, Akai MPC and MPC Sample. Drop in individual files or an entire sample folder. Sauce analyzes, converts, normalizes, organizes and turns the material into playable results.

YOU KNOW THE SAMPLES. YOU DO NOT KNOW THE KIT.

The curiosity effect

Sauce does not simply reproduce your existing folder structure. It discovers relationships between familiar sounds and creates combinations you probably would not have built by hand.

What Sauce always creates

- An organized library: normalized, categorized and numbered WAV files.
- Playable kits: native 16-pad MPC Sample kits and exactly matching XPM drum programs for MPC.
- Instruments: Keygroup presets built from reliably note-named multisamples.
- A memory: the library knows every sample and grows open kits from import to import.

Two-minute quick start

The shortest route from a sample folder to your first kit.

1 · Open Sauce

Launch Sauce.app. The large square in the center is both the drop zone and the start button.

2 · Drop a folder

Drop an entire sample folder or individual files. You can add more material before processing.

3 · Check the count

Sauce shows the accepted file count plus separate estimates for Drum Kits, Loops, Sounds and Presets.

4 · Start processing

Click the drop zone. If no MPC drive is mounted, choose a destination on your Mac.

5 · Play

Load a native 16-pad kit from MPC SAMPLE KITS or its exact XPM counterpart from MPC KITS. Keygroup instruments live in MPC PRESETS.

PLAY FIRST. JUDGE LATER.

What you can drop in

Sauce accepts individual files, complete folders and MPC programs.

Format	How Sauce uses it
WAV	Direct import, including WAV containers with 32-bit float audio.
MP3	Automatically decoded and converted to MPC-compatible WAV.
M4A	Automatically decoded and converted.
AIF / AIFF	Automatically converted to WAV.
XPM Drum	Split into matching 16-pad kits for MPC and MPC Sample.
XPM Keygroup	Portable MPC preset with repaired sample references.
XPM Plugin	Preserved without pretending that unavailable plugin audio was rendered.

The XPM priority rule

When a folder contains XPM files and their audio, Sauce treats those samples as program-owned. They are not imported a second time as loose surprise-kit material.

Your originals stay untouched

Sauce never writes into source files. Conversion, tuning and normalization happen only inside the new SAUCE library and generated project folders.

The Sauce pipeline

Every import moves through the same transparent working phases.

Phase	What happens
Read	Formats, names, folder context and XPM references are collected.
Listen	Waveform, duration, frequency balance and pitch analysis guide classification.
Prepare	Audio becomes canonical 44.1 kHz / 16-bit PCM WAV.
Clean	Levels are balanced and true audio duplicates are identified.
Decide	Sounds are assigned to roles, pads, growing kits or instruments.
Build	Native MPC Sample kits, matching XPMs and portable program folders are written.
Remember	The library index is safely updated after successful output.

During processing, Sauce displays the current phase, sample and kit counters, and an animated progress indicator. The operation can be cancelled safely from the lower-right corner.

Sound recognition

File names and audio content work together; neither decides alone.

Category	Typical clues
Kick	kick, bd, bass drum; a short low-frequency impact
Snare	snare, sd, clap; a transient midrange or noise component
Hi-Hat	hat, hihat, hh, open/closed hat; strong high-frequency content
Percussion	perc, tom, rim, shaker, conga and rhythmic one-shots
Bass	bass, sub, 808 bass or a reliably detected low pitch
Melody	piano, keys, organ, rhodes, harp, synth and tonal one-shots
Loops	loop, bpm, groove, breakbeat or clearly repeating rhythm
Other	A safe destination when Sauce does not have enough evidence

No invented certainty

Ambiguous sounds go to Other. This restraint is deliberate: a clean Other folder is better than a Rhodes sample in Kick.

Surprise kits

Familiar sounds become unfamiliar but playable relationships.

Playable now, complete later

- A kit holds up to 16 sounds on one bank.
- The same 16-pad capacity applies to MPC, MPC Sample, drums, FX, Foley, vocals and other one-shots.
- Even one or eight sounds create a real playable kit immediately.
- Sauce remembers the name and every occupied pad in that open kit.
- The next matching import fills its free pads first.
- At 16 sounds the kit closes; additional sounds automatically start the next one.

Kits, Loops and Sounds stay separate

Sauce remembers three open projects independently: drum-oriented one-shots grow as Kit, loops as Loops, and Melody/Other material as Sounds. Every new import fills the free pads of its matching project first.

Random names

Every output receives two English words from different peaceful categories plus Kit, Loops or Sounds, such as Otter Circuit Kit. The vocabulary contains 5,700 peaceful English words across 57 categories.

The automatic pad layout

Every bank follows the same bottom-left to top-right playing logic.

13 Melody	14 Melody	15 Melody	16 Melody
09 Bass	10 Bass	11 Perc	12 Perc
05 Kick	06 Snare	07 Hi-Hat	08 Perc
01 Kick	02 Snare	03 Hi-Hat	04 Perc

The MPC Kit and MPC Sample Kit use this exact single bank. If a role lacks enough sounds, Sauce uses the best remaining material without blindly inventing categories.

Smart Transpose

Tonal sounds cooperate while drums remain untouched.

The reference

- If a reliable bass is present anywhere in the kit, Sauce uses the most confidently detected bass as its tonal reference.
- Without a reliable bass, Sauce uses the most confidently detected tonal sample.
- Kick, snare, hi-hat and percussion remain unchanged.
- Reliably pitched FX and other tonal sound-design material can join the same musical key.
- Sounds without a trustworthy pitch remain unchanged.

Shortest Distance

From	To	Sauce chooses
C	A	-3 instead of +9
F	G	+2 instead of -10
D	C	-2 instead of +10

Tonal kit samples move by no more than seven semitones. Pitch and duration change like classic MPC tuning, and the project Root Note metadata is updated. This can turn an ordinary folder of one-shots into a surprising 16-pad sound-design kit without forcing uncertain sounds.

Loops and Sounds

Rhythmic loops and open-ended sound-design material grow independently.

Sauce recognizes loops through names, BPM clues, duration and rhythmic properties. They are stored under SAMPLES/Loops and receive dedicated playable projects.

- Project names end in Loops instead of Kit.
- Up to 16 loops form one kit.
- Even a few loops create a playable project immediately.
- Later loops fill its free pads until the kit reaches 16.

Sounds projects: Melody and Other become one open sound-design palette. Its name ends in Sounds; later Melody/Other imports fill its free pads first.

LOOPS STAY PLAYABLE - AND SEPARATE.

Auto Instrument Builder

Note-named multisamples automatically become real instruments.

When Sauce recognizes an instrument

At least four different files must share an instrument name and contain a reliable note label, such as Dream Piano C2.wav, Dream Piano F#2.wav and Dream Piano G3.wav.

The MPC preset

- Every sample receives its correct Root Note.
- Key ranges meet automatically halfway between adjacent samples.
- Multiple files on one note become up to four velocity layers.
- The group uses shared-gain normalization to retain internal dynamics.

XPM programs and presets

Existing MPC content becomes portable and useful in both device worlds.

Input	Output
Drum XPM	A same-name 16-pad pair under MPC SAMPLE KITS and MPC KITS.
8-bank Drum XPM	Eight focused 16-pad pairs with identical assignments.
Keygroup XPM	Portable original under MPC PRESETS.
Plugin XPM	Preserved under MPC PRESETS without fake audio rendering.

Sample references

Sauce searches around the XPM for referenced audio, converts it to the canonical format and repairs references. Missing files are reported as warnings.

What remains intact

Preset Root Notes, key ranges, velocity layers, loops and synthesis settings are preserved. Smart Transpose is not used where it could damage an instrument map.

The SAUCE folder structure

Every result stays clearly separated under one main folder.

```
SAUCE/  
|-- SAMPLES/  
| |-- Kick/ Snare/ Hihat/ Percussion/  
| |-- Bass/ Melody/ Loops/ Other/  
|-- MPC SAMPLE KITS/  
|-- MPC KITS/  
|-- MPC PRESETS/
```

MPC SAMPLE KITS

Native .mpcsample kits containing up to 16 WAV files.

MPC KITS

Portable 16-pad XPM Drum Programs with exactly the same names, samples and pad positions.

MPC PRESETS

Complete Keygroups and preserved MPC presets.

The library memory

The SAUCE folder carries its own state.

The hidden file `.sauce-library.json` lives inside the main folder. It is not an external database; it is a portable library index.

- A unique library identity and format version.
- Audio fingerprints instead of file-name-only comparison.
- The category and location of every known sample.
- Whether a sample has already been used in a kit.
- The name, type and stable pad order of every kit that is still growing.
- Sequential numbering and known MPC project outputs.

Library status

The main window shows whether Sauce recognizes a valid library on the Mac, an MPC or an MPC Sample. The status identifies the location and reports its sample and project-file counts.

Safe additive synchronization

- Sauce remembers valid libraries that it has recognized or created.
- When multiple known libraries are online, missing content is added in both directions.
- Existing files are never overwritten.
- Deletions are not automatically propagated to other libraries.
- Offline drives are considered again the next time they are connected.

Why this matters

Mac, MPC and MPC Sample can share the same growing collection without allowing an older drive to overwrite newer material. Future Sauce versions can continue using the same index.

If the index disappears

All audio remains intact. Sauce can rebuild the inventory, although some history about used samples or growing kits cannot be reconstructed perfectly.

Duplicates and file names

The same name is not always the same audio - and a new name is not always new audio.

Content-based recognition

Sauce decodes audio and fingerprints its channels, sample width, sample rate and PCM content. The same sound can therefore be recognized even after it has been renamed.

Sequential organization

- Kick 0001.wav, Kick 0002.wav, Kick 0003.wav ...
- Numbering grows beyond four digits whenever necessary.
- Existing accepted files are never silently overwritten.
- New files receive the next available number in their category.

Duplicate content

A known sound is not stored again and is never added to a growing kit twice.

MPC Sample and destinations

Sauce recognizes the device, but export requires a mounted drive.

MPC Sample detected, drive missing

Sauce shows a red notice. On MPC Sample, enable SD card access with Shift + Project. The notice closes automatically after ten seconds.

Drive ready

A green notice confirms access. Sauce then exports directly to the Projects area of the MPC drive.

Without a connected MPC

Choose a folder on an internal or external drive. Sauce remembers this local destination. Hold Option when starting a later conversion to choose a different location.

Interface and cancellation

The interface only shows what is useful in the current state.

- Empty: drop zone and rotating idle animations.
- Ready: file count, separate Drum Kit, Loop, Sound and Preset estimates, and a colored readiness outline.
- Processing: current phase, counters and dynamic progress.
- Finished: full-window completion animation and a cleared input list.

Cancel safely

Move over the X in the lower-right corner while processing. It rolls aside and reveals Cancel. The first click arms confirmation; the second cancels.

Sauce stops the active process and removes incomplete project folders. Already committed library data remains safe.

Installing on macOS

Sauce is a passion project currently distributed independently without Apple notarization.

Requirements

- macOS 13 or later
- Optimized for Apple Silicon Macs
- No account, subscription or internet connection required for processing

First launch

- Unzip Sauce.zip and move Sauce.app into Applications.
- Right-click or Control-click Sauce.app and choose Open.
- Confirm Open once more.
- If blocked: System Settings → Privacy & Security → Open Anyway.

Approval is required only once. After that, launch Sauce normally from Applications, Dock or Spotlight.

Typical workflows

Six examples show what Sauce creates in common situations.

You import ...	Sauce creates ...
8 one-shots	An immediately playable 8-sound kit with 8 free pads.
15 more one-shots	The open kit reaches 16; a new kit starts with 7 sounds.
33 one-shots	Two full 16-sound kits plus a new playable 1-sound kit.
77 note-named piano samples	One complete Keygroup preset under MPC PRESETS.
One 8-bank Drum XPM	Eight same-name 16-pad pairs for MPC Sample and MPC.
40 loops	Two full 16-loop kits plus a new playable 8-loop kit.
9 Melody/Other sounds	One immediately playable project ending in Sounds with 7 free pads.
A mixed XPM folder	XPM conversion without importing program-owned audio twice.

SAUCE MAKES THE DECISIONS. YOU HIT THE PADS.

Troubleshooting

The most common issues can be solved without touching the library.

Problem	Solution
Samples not found	Import the XPM and its referenced samples together in one folder.
MPC detected, no drive	On MPC Sample, press Shift + Project and enable SD access.
macOS blocks Sauce	Right-click → Open or use Privacy & Security → Open Anyway.
Wrong category	Use a clear conventional clue in the file name where possible.
No instrument created	Provide at least four distinct, correctly labeled notes in one family.
Only a few sounds imported	Sauce creates the matching Kit, Loops or Sounds project now and expands it later.
Conversion cancelled	Start again; incomplete project output was rolled back.

Good note names

Piano C2.wav · Piano F#2.wav · Piano Db3.wav · Piano A-1.wav

Limits and good practice

Automation is strongest when its limits are explicit.

- Sound classification is an informed heuristic, not a human listening decision.
- Very short, noisy or harmonically complex audio may not contain a reliable fundamental pitch.
- Plugin presets cannot be rendered without their original plugin.
- The MPC Sample instrument is a playable interpretation, not the full Keygroup engine.
- Back up the complete SAUCE folder when the library matters.

Recommended practice

- Import complete related folders.
- Name multisamples consistently with instrument family and note.
- Play results before judging them by file names.
- Always copy the whole SAUCE folder so its memory travels with the audio.

Glossary

The most important terms in one sentence.

Term	Meaning
MPC Sample Kit	A native .mpcsample kit containing up to 16 pads.
XPM	MPC program format for Drum Programs, Keygroups and plugins.
MPC Kit	The matching 16-pad XPM with identical samples and pad positions.
Keygroup	An instrument with Root Notes, key ranges and optional velocity layers.
Root Note	The original pitch at which a sample was recorded.
Smart Transpose	Shortest musical pitch movement for tonal kit samples.
Fingerprint	Content-based identifier used for true audio duplicates.
Growing Kit	A playable partial kit that keeps its pads and grows to 16 on later imports.

Feedback and contact

Sauce is a personal passion project born from my own music-making process.

I build tools because I need them in my own creative life, then I share them freely with others. That personal starting point keeps the ideas honest, useful and independent. There is no traditional support desk, just a direct line for feedback, thoughts and real-world experiences.

Download and music

- Website: <https://reneschier.com>
- Discography: <https://reneschier.bandcamp.com>

Feedback

- Email: hello@reneschier.com

Time in which ideas become real

- Every voluntary contribution is welcome. It helps my family and me create a little more room in everyday life - time in which unfinished thoughts, experiments and wild ideas can become real tools.
- PayPal: <https://paypal.me/reneschier>

MUSIC BEGINS WHEN CURIOSITY STARTS.

Made by René Schier