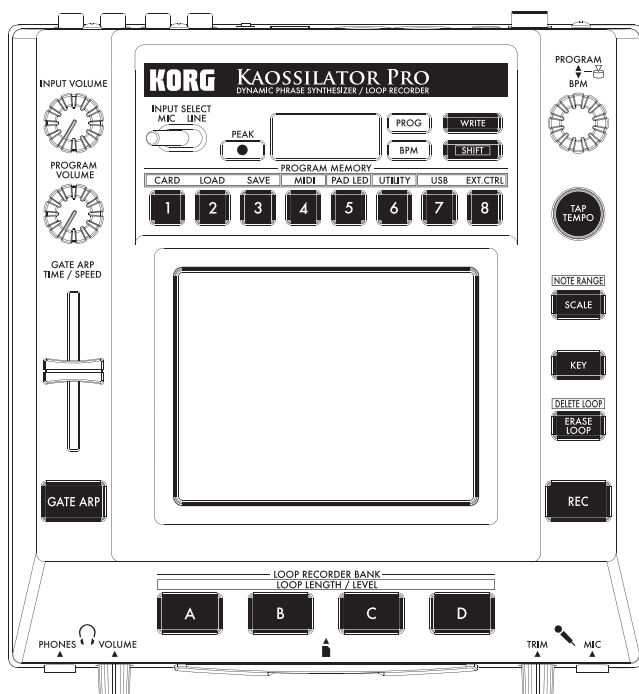


KAOSSILATOR PRO

DYNAMIC PHRASE SYNTHESIZER / LOOP RECORDER

OWNER'S MANUAL



KORG

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KAOSSILATOR PRO

DYNAMIC PHRASE SYNTHESIZER / LOOP RECORDER

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Introduction

Thank you for purchasing the Korg KAOSILATOR PRO dynamic phrase synthesizer / loop recorder. To enjoy the KAOSILATOR PRO to the fullest potential, please read this manual carefully and use the KAOSILATOR PRO only as directed.

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Main features

200 internal programs (sounds)

The two hundred internal programs are organized into eight categories such as lead, drum, pattern, and vocoder. You can control the pitch by moving your finger on the touch pad horizontally, or vertically to control aspects of the tone such as cutoff, feedback, or modulation depth.

Scale function lets you assign a scale to the touch pad

You can choose one of 31 scales and assign it to the touch pad, allowing you to perform in the appropriate key for your song. The Note Range function lets you specify the range of notes that correspond to the touch pad's horizontal dimension.

The new Gate Arp function lets you control phrases with the slider

The KAOSILATOR PRO contains a gate arpeggiator that you can use immediately for live performance or song creation. To start automatic playback, simply press the GATE ARP button and touch the touch pad. For even more creative freedom in generating phrases, you can use the slider to control the gate time or gate speed.

Four loop recorders allow recording of internal sounds or external input

The KAOSILATOR PRO contains loop recorders that can record not only its own internal sound, but also from the line inputs or mic input. The four loop recording banks can be used simultaneously, and also support BPM-synchronized loop playback. You can mute each bank, making this a great feature for DJ performance.

USB MIDI functionality for tempo sync or data transfer

In addition to MIDI IN/OUT connectors, the KAOSILATOR PRO provides a USB connector, allowing you to back up the recorded loop data, or to control your application software or external MIDI equipment.

Use SD cards to back up phrases and settings

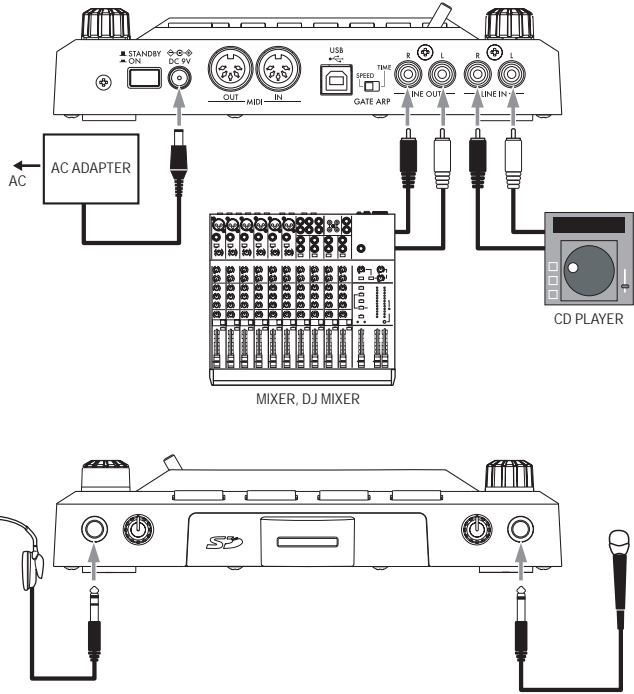
The SD card slot lets you store data such as your loop-recorded phrases and program memories.

Dedicated software available for download

The dedicated KAOSILATOR PRO Editor software provides librarian functionality that lets your computer store and manage a virtually unlimited amount of recorded loop data, as well as a MIDI Assignment Editor function that transforms your KAOSILATOR PRO into a powerful MIDI controller that can be set up just the way you want. The KAOSILATOR PRO Editor can be downloaded free of charge from the Korg website (<http://www.korg.com/>).

Getting ready

Connections



Connecting your monitor amp or mixer to the output jacks

Connect the KAOSILATOR PRO's LINE OUT jacks to your mixer or powered monitors (amplified speakers).

If you're using headphones, connect them to the PHONES jack.

TIP: The KAOSILATOR PRO's sound will still be output from the LINE OUT jacks even if headphones are connected.

Connecting your mic or audio source to the input jacks

If you're using a mic, connect it to the MIC jack.

If you want to connect a sampler or other audio source device, connect its output jacks to the KAOSILATOR PRO's LINE IN jacks.

⚠ Always make connections with the power turned off. Careless operation can damage your speaker system or cause malfunctions.

Operation

Using the power switch

1. Connect the KAOSSILATOR PRO to your other equipment as shown in the diagrams on the preceding pages, and connect the AC adapter to an electrical outlet.

⚠ Never use any AC adapter other than the one that's included.

2. Press the Power button to turn the KAOSSILATOR PRO on. The display will light-up.

To turn the KAOSSILATOR PRO off, press the Power button once again to return it to the standby position

Adjusting the volume

1. Use the PROGRAM VOLUME knob to adjust the volume of the program.

2. If you're using headphones, use the PHONES VOLUME knob to adjust the volume.

TIP: The PHONES VOLUME knob does not affect the volume of the LINE OUT jacks.

Selecting a program

1. The display shows the number of the program that's currently selected.



TIP: If the display shows the BPM, you can switch to the program indication simply by pressing the PROGRAM/BPM knob.

2. Use the PROGRAM/BPM knob to select a program.

When you reach the last number, it will wrap around to the beginning.

TIP: By holding down the SHIFT button and turning the PROGRAM/BPM knob you can jump to the beginning of the next (or previous) category of pro-

grams; this is a quick way to select a program by category.

TIP: For programs in the Vocoder category, the effect-processed input sound will only be audible while you use the touch pad. Using the touch pad when there's no input sound will not produce sound. The input sound cannot be output directly (unprocessed by the effect) while you're using the touch pad.

TIP: For some programs, the sound will continue even after you take your finger off the touch pad.

Using the touch pad

You can control the sound by using your finger to rub or tap the touch pad.

TIP: Affix the included protective sheet to the touch pad before using it.

Touch pad care

Never press the touch pad with excessive force, or place heavy objects on it. It may crack or break if handled roughly. Press the touch pad only with your finger, since rubbing or pressing the touch pad with a sharp object will scratch it. To clean the touch pad, wipe it lightly with a soft dry cloth. Do not use solvents such as thinner, since this may cause deformation.

Touch pad correction

Touch pad correction is a function that applies an adjustment that fixes the pitch that is produced when you touch the pad at the edge of its scale boundary. Touch pad correction can be turned on/off in Function mode (→p.15).

Hold

If you hold down the SHIFT button and release the touch pad, the last position where you had been touching the pad will be held; the pad LED for that location and the SHIFT button will light-up, and the sound will continue to be output.

To defeat the Hold function, press the SHIFT button once again; the sound will stop.

TIP: The position of the pad LED that lights-up may shift depending on how or where you press the touch pad.

TIP: For some programs, the sound may stop even if the Hold function is enabled.

Selecting the audio input

Use the INPUT SELECT switch to select the jack that's connected your mic or audio device.



MIC: The sound from the mic that's connected to the mic input jack will be selected for input.

LINE: The sound from the audio source that's connected to the LINE IN jack will be selected for input.

TIP: With the exception of when certain programs are selected, the audio that is input will be output directly.

TIP: If you want to mute the audio input, you can either adjust the audio source device or turn down the INPUT VOLUME knob.

Adjusting the audio input volume

Use the INPUT VOLUME knob to adjust the input level of the audio input source.

Input the audio from your connected source device, and adjust the level so that the peak indicator does not light-up red.



If you're using the mic input jack, adjust the MIC TRIM knob as appropriate for the mic's sensitivity so that the audio is not distorted.

Using the gate arpeggiator

The gate arpeggiator is a function that automatically performs the tapping operation on the touch pad. The sound will be heard at the specified Gate Time and Gate Speed.

Using the gate arpeggiator

Press the GATE ARP button; it will blink, and the Gate Arpeggiator will turn on.



When you touch the touch pad, you'll hear the sound produced by the automatic tapping of the gate arpeggiator.

When you press the GATE ARP button once again, the light in the button will go dark and the Gate Arpeggiator will turn off.

Setting the gate arpeggiator parameters

There are two gate arpeggiator parameters: Gate Time specifies the duration of the sound, and Gate Speed specifies the speed of the sound that's heard. You can assign one of these two parameters to the GATE ARP TIME/SPEED slider, and use the slider to control it. Use the rear panel GATE ARP switch to choose which parameter is assigned to the slider.



GATE ARP

GATE TIME: The slider will specify the duration of the sound as a percentage. Setting the GATE TIME to (100%) will produce legato playing. Setting this to (0%) will mute the sound; there will be no sound even if you use the touch pad.

TIP: If you change the GATE ARP switch to SPEED when this parameter is set to legato or stopped, the legato or muted state will be cancelled.

TIP: Shortly after you've selected this setting, the display will automatically return to indicating the program number. Alternatively, you can press the SHIFT button to immediately return to program indication.

GATE SPEED: The slider will specify the speed where the sound is heard. With a setting of 1, the sound will be heard at quarter-note intervals. With a setting of 0.5, the sound will be heard at eighth-note intervals.

TIP: Shortly after you've selected this setting, the display will automatically return to indicating the program number. Alternatively, you can press the SHIFT button to immediately return to program indication.

Specifying the scale

Here's how to specify the scale that's assigned to the touch pad.

1. Press the SCALE button.



2. Turn the PROGRAM/BPM knob to select the desired scale (→p.99: SCALE LIST).

TIP: Shortly after you've selected this setting, the display will automatically return to indicating the program number. Alternatively, you can press the SHIFT button to immediately return to program indication.

Specifying the key

Here's how to specify the root note of the scale.

1. Press the KEY button.



2. Turn the PROGRAM/BPM knob to select the desired key.

C4=[] C#4=[]
C3=[] C5=[]

TIP: Shortly after you've selected this setting, the display will automatically return to indicating the program number. Alternatively, you can press the SHIFT button to immediately return to program indication.

Specifying the note range

Here's how to specify the range of notes that are assigned to the touch pad.

1. Hold down the SHIFT button and press the SCALE button.



2. Select the desired range of notes.
Prog: The appropriate note range setting specified by each program will be used.
1-4oct: The note range will be 1-4 octaves.

FULL: The note range will be the maximum.

TIP: Depending on the key and note range settings, you might not hear sound, or noise might be heard.

TIP: The note range for FULL will depend on the program.

TIP: Shortly after you've selected this setting, the display will automatically return to indicating the program number. Alternatively, you can press the SHIFT button to immediately return to program indication.

Specifying the BPM

What is BPM?

BPM (Beats Per Minute) is the tempo of the song expressed as the number of beats (quarter notes) that occur in one minute. A higher BPM value means a faster tempo.

Viewing the BPM

When you turn on the KAOSILATOR PRO, the BPM will be set to 120.0.

If the display shows the current program, press the PROGRAM/BPM knob to switch to the BPM display.



TIP: If the clock is set to external synchronization, "Ext" will be shown in the display, and you won't be able to specify the BPM value.

Manually setting the BPM

1. If the display shows the current program, press the PROGRAM/BPM knob to switch to the BPM display.
2. Use the PROGRAM/BPM knob to adjust the BPM value in steps of 0.1. By turning the PROGRAM/BPM knob while holding down the SHIFT button, you can adjust the integer portion of the value in steps of 1.

Using Tap Tempo to set the BPM

If you're not certain of the BPM value of a song, you can set the BPM by pressing the TAP TEMPO button in rhythm with the beat of the song.

1. Press the TAP TEMPO button three or more times in rhythm with the beat of the song. The KAOSILATOR PRO will detect how fast

you're pressing the button, the corresponding BPM value will appear in the display, and that BPM value will be set.

TIP: You can't use Tap Tempo if the KAOSSILATOR PRO is synchronized to MIDI timing clock data that's received from an external MIDI device.

MIDI Sync function

The BPM of the KAOSSILATOR PRO can be set to follow MIDI Time Clock messages from an external MIDI device. Connect the MIDI OUT connector of an external MIDI device (such as a sequencer set to transmit MIDI time clock messages) to the MIDI IN connector of the KAOSSILATOR PRO.

TIP: This function will not synchronize sequence data with the KAOSSILATOR PRO's rhythm pattern programs. If you want to synchronize sequenced data and the KAOSSILATOR PRO's internal rhythm patterns, you will either have to insert a Touch Pad On message into the beginning of each measure of your sequence data, or touch the touch pad at the beginning of each of the KAOSSILATOR PRO phrases to start the pattern.

TIP: If you want the KAOSSILATOR PRO to receive Timing Clock and Touch Pad On messages, go to MIDI Setting (→p.20), and select "Applying the MIDI message filter" (→p.21) so that these messages will be received.

Storing settings to a PROGRAM MEMORY

The PROGRAM MEMORY buttons allow you to save and instantly recall your eight favorite KAOSSILATOR PRO programs and settings.

Stored data

- Program
- Scale
- Key
- Note range

Storing

1. Set the KAOSSILATOR PRO to the condition you want to store.

2. Press the WRITE button.

The PROGRAM MEMORY button and the WRITE button will blink.

3. Press the PROGRAM MEMORY button of the number that you want to use to store the settings; the settings will be stored, and then the KAOSSILATOR PRO will return to the program display.

⚠ Never turn off the power or perform any other operations while settings are being stored. Doing so may damage the data.

Recalling

1. Press one of the PROGRAM MEMORY buttons (1–8); the settings stored in that memory location will be recalled.

TIP: You can change the content that is recalled when you press a PROGRAM MEMORY button (→p.14).

Loop recording

You can create a phrase by overdubbing program sounds or audio input. A phrase of up to four measures can be recorded into each of the four banks.

TIP: The phrases you recorded will be lost when you turn off the power. If you want to save your phrases, write them to an SD card (→p.17) before you turn off the power, or use the KAOSSILATOR PRO Editor to save the phrases.

TIP: For several seconds immediately after recording, it won't be possible to resume playback from a state where all banks are stopped. Please wait until the LOOP RECORDER BANK button has stopped blinking before you attempt to play back.

Recording

Recording a mix of the program's sound and the audio input

1. Press the REC button. When you press the button, the LOOP RECORDER BANK buttons and the REC button will blink; the KAOSSILATOR PRO will be in record-ready mode.

2. Press the LOOP RECORDER BANK button that you want to use for recording; that LOOP RECORDER BANK button will light-up, and recording will begin.

3. When you want to stop recording, press the LOOP RECORDER BANK button; recording will stop, and the KAOSSILATOR PRO will switch to playback.

4. When you want to start recording again, press the LOOP RECORDER BANK button once again to start recording.

5. When you press the REC button, record-ready mode will be cancelled, and the REC button will go dark.

TIP: If you press the REC button during recording, the REC button will go dark and recording will stop. The LOOP RECORDER BANK button that had been recording will switch to playback.

Recording the program's sound

You can create and record rhythm or bass phrases using the sounds of the KAOSSI-LATOR PRO's built-in programs. This can be useful preparation for a live performance or as a guide for practicing.

1. Hold down the LOOP RECORDER BANK button for the bank that you want to record, and use the touch pad to perform.

2. When you want to stop recording, release the LOOP RECORDER BANK button. When you release the button, the bank will switch to playback.

3. If you want to overdub another layer onto the recorded phrase, hold down the LOOP RECORDER BANK button when you want to start overdubbing, and use the touch pad to perform.

Recording the audio input

1. Hold down the LOOP RECORDER BANK button for the bank that you want to record, and press the REC button. The audio input will be recorded while you hold down the REC button.

2. When you want to stop recording, release the REC button. When you release the button, the bank will switch to playback.

3. If you want to overdub another layer onto the recorded phrase, hold down the LOOP RECORDER BANK button and press the REC button when you want to start overdubbing.

TIP: By holding down the LOOP RECORDER BANK button and repeatedly pressing the REC button, you can slice the audio input while you record.

Specifying the length of the phrase to be recorded

1. Hold down the SHIFT button and press one of the LOOP RECORDER BANK buttons.

2. Press the LOOP RECORDER BANK button whose phrase length you want to change. The selected LOOP RECORDER BANK button will blink red.

TIP: If you want to cancel your selection, press the same LOOP RECORDER BANK button once again.

3. Turn the PROGRAM/BPM knob to specify the desired phrase length. The phrase length is specified as a number of quarter notes.

4. Press the SHIFT button to return to the program indication.

Phrase length	Display
4 measures	L 16
2 measures	L 8
1 measure	L 4
Half note	L 2
Quarter note	L 1
Eighth note	L H
Sixteenth note	L 9
Thirty-second note	L a
Sixty-fourth note	L h

TIP: The maximum length of the phrase will depend on the BPM you've specified. The maximum length will be sixteen beats if the BPM is 108.5 or higher, eight beats if the BPM is lower than 108.5, four beats if the BPM is lower than 54.3, or two beats if the BPM is lower than 27.2.

TIP: The phrase length that you specify will revert to the default setting when you turn off the power.

TIP: If a LOOP RECORDER BANK button blinks orange or green when you hold down the SHIFT button and press that LOOP RECORDER BANK button, this means that this bank has not yet finished processing after recording, and therefore the phrase length cannot be changed. Wait for the blinking LOOP RECORDER BANK button to change to steadily lit, and then change the phrase.

Playing a recorded phrase

Press the LOOP RECORDER BANK button that you want to play; it will begin playing. To stop playback, press that LOOP RECORDER BANK button once again.

TIP: If you start playback from a state where all banks are stopped, the phrase will start playing from its beginning. If even one bank is already playing, the newly triggered bank will start playing from the same position as the bank that's currently playing ensuring that all banks always play in synchronization.

Adjusting the phrase playback volume

1. Hold down the SHIFT button and press one of the LOOP RECORDER BANK buttons. The touch pad will show a bar graph for the LOOP RECORDER BANK buttons.
2. Touch the touch pad to adjust the playback volume of each LOOP RECORDER BANK.
3. Press the SHIFT button to return to the program indication.

Changing the length of a phrase

You can shorten the length of a recorded phrase to loop it, or extend the length of a short phrase.

Change the length of a loop recorder bank that's already been recorded, as described in "Specifying the length of the phrase to be recorded" (→p.11).

If you shorten the playback length, the phrase will play as a loop of the specified length.

If you increase the playback length, the phrase of the specified length will play repeatedly over the specified length. Here's an example of how you can use this. Specify "L4" (one measure) and record a rhythm phrase. Then set the length of that phrase to "L16" (four measures), and record a melody phrase.

TIP: If you've shortened the playback length, you are still free to change it back to the original length. However if you perform recording or erasure on the phrase in its shortened state, the data will be recorded as a phrase of the shortened length, meaning that the original phrase data will be lost, and you won't be able to change it back to its original length.

BPM setting during loop recording

The BPM value will be used for the following parameters during loop recording:

- Phrase playback speed

- Phrase recording time

If you change the BPM value, the change will affect the playback speed while recording a phrase and will be recorded.

The maximum length of a phrase depends on the BPM you specified. Therefore, changing the BPM value during loop recording could cause an overdubbed phrase to be truncated, or a silent part to be appended to the end of a phrase.

Also, changing the BPM value in the following situations will affect the phrase recording:

- You changed the BPM value and recorded BEFORE the top of the phrase was located.
- After recording, but BEFORE the top of the phrase was located, you changed the BPM value.

During phrase playback, the KAOSILATOR PRO manages the BPM based on a playback cycle (time duration from the beginning of the playback until the top of the phrase is again located).

If you do not want your recording loop to be affected by unexpected changes in playback speed or phrase recording time due to changes in the BPM value, be sure to wait for playback to return to the top of the phrase, then start recording. Also, after recordings, do not change the BPM value until the top of the phrase has been located.

Erasing a phrase

Here's how to erase the recorded content from the selected phrase. You can also erase while playing back another phrase.

Erasing a phrase

Here's how you can erase an entire phrase. You can also erase a phrase while the other phrases play back.

1. Press the ERASE LOOP button; it will blink.



2. Press the LOOP RECORDER BANK button of the phrase that you want to erase; erasure will begin.

TIP: If desired, you can erase more than one loop recorder bank at the same time.

TIP: Erasure will take the same length of time as the length of the phrase that's currently assigned.

When the phrase has been erased, the LOOP RECORDER BANK button will light-up orange.

3. If you're finished erasing phrases, press the ERASE LOOP button and the button will go dark.

TIP: You can press the ERASE LOOP button after performing steps 1–2 to return to normal operation while allowing erasure of the phrase to continue. The LOOP RECORDER BANK button will blink red while the data is being erased.

Erasing a portion of a phrase

Here's how you can erase a specific portion of a recorded phrase.

While the phrase is playing, hold down the LOOP RECORDER BANK button where you want to selectively erase material, and press the ERASE LOOP button. Material will be erased from the phrase while you hold down the ERASE LOOP button.

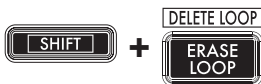
TIP: If you want to erase a phrase from its beginning, stop playback of all phrases; then hold down the LOOP RECORDER BANK button that you want to erase, and press the ERASE LOOP button.

TIP: By using the touch pad to perform while you erase, you can selectively replace a specific portion of the recorded phrase.

Initializing a phrase

Here's how to delete a recorded phrase, returning the LOOP RECORDER BANK to its initial status.

1. Hold down the SHIFT button and press the ERASE LOOP button.



2. Press the LOOP RECORDER BANK button that you want to initialize.

3. Press the WRITE button; initialization of the selected LOOP RECORDER BANK will begin. When initialization is complete, the program indication will reappear.

TIP: Except for the audio input source, the KAOSILATOR PRO will not produce sound while a phrase is being deleted.

Function settings

These settings let you format an SD card, and save or load your loop-recorded data.

TIP: The program's sound will not be heard while you're making Function settings.

Procedure for Function settings

1. Hold down the SHIFT button and press one of the PROGRAM MEMORY buttons 1–8.



2. Use the PROGRAM/BPM knob to select a sub-parameter.

3. Press the PROGRAM/BPM knob to view the value options for that parameter.

4. Use the PROGRAM/BPM knob to select a value.

5. Press the TAP TEMPO button (lit orange) to return to the parameter list. Repeat steps 2–5 to edit additional parameters.

6. At this point, you can either press the WRITE button (blinking) to save the changes you have made, or you can press the SHIFT button to exit without saving.

TIP: While the TAP TEMPO button is lit orange, you can press the TAP TEMPO button to return to the preceding page.

About each function

[1] CARD

Displays information about the SD card, or formats the SD card (→p.16: Using an SD card).

[2] LOAD

Loads data from the SD card into the KAOSILATOR PRO (→p.18: Loading from an SD card).

[3] SAVE

Saves data from the KAOSILATOR PRO to the SD card (→p.17: Saving to SD card).

[4] MIDI

Adjusts MIDI-related settings (→p.20: MIDI functions).

[5] PAD LED

Prog: This turns on/off the function that displays the program name in the touch pad LED when a program change occurs.

ILLU: This specifies the illumination shown in the pad LED when a certain time has elapsed since you took your hand off the touch pad.

“oFF”: Illumination will be off.

“ChAr”: A text string will be scrolled. You can use the editor software to edit this text string.

“TYP.1–8”: Illumination in a variety of patterns will be displayed.

“TYP.C”: Illumination patterns TYP.1 through TYP.8 will be switched automatically.

TIP: Illumination will not occur if Hold is active, nor when you're making function settings.

TIP: You can download the KAOSILATOR PRO Editor from the Korg website. (<http://www.korg.com>)

ScrI: Specifies the speed setting used for the text to scroll. This setting determines the speed used for the pad LED to scroll. You can choose Slow, Mid, or Fast speeds.

TIP: You can't change the speed of the illumination display.

[6] UTILITY

Adjusts settings for touch pad correction, loads program memory, or sets the loop recorder's BPM SYNC function.

PrLd: Selects the content that will be loaded from program memory.

“PrNo.”: Only the program will be loaded.


“ALL.P”: All stored settings (program, scale, key, note range) will be loaded.

CrCt: Turns the Touch Pad Correction function on/off.

SYNC: Specifies whether loop recorder operations will synchronize to BPM.

If this is on, the recorder will synchronize to BPM, but the sound may be interrupted at the beginning of the phrase. If this is off, the recorder will not synchronize to BPM, but there will be no interruption of the sound. However if you change the length of the phrase or if you change the BPM, the recorder will automatically operate as if SYNC were on.

TIP: When operating with BPM SYNC off, the TAP TEMPO button will blink green. When operating with BPM SYNC on, the TAP TEMPO button will blink red.

 In order to operate with SYNC turned off, you must either start just after turning on the KAOSSILATOR PRO, or initialize all banks, and then match the length of the phrases before you record. Even if SYNC turns on automatically, there has been no change to the SYNC setting, so turning the power off and on again will make the KAOSSILATOR PRO operate with this setting off.

[7] USB

You can connect the KAOSSILATOR PRO to your computer and read/write the contents of the inserted card via USB (→p.18: Accessing the SD card from your computer).

[8] EXT.CTRL

This lets you use the KAOSSILATOR PRO as a MIDI controller.

The MIDI message assigned to each controller using the KAOSSILATOR PRO Editor will be transmitted (→p.22: Using the KAOSSILATOR PRO as a MIDI controller).

TIP: You can download the KAOSSILATOR PRO Editor from the Korg website. (<http://www.korg.com>)

Using an SD card

You can use an SD card to save or load internal data.

Audio files (WAV format or AIFF format) that you've created on your computer can also be loaded.

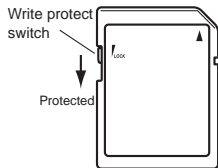
⚠ Before you can use the SD card, you must format it in the KAOSILATOR PRO. Don't use your computer or digital camera to format (initialize) a card you plan to use with the KAOSILATOR PRO. If the card was formatted on a different device, it may not work correctly with the KAOSILATOR PRO.

TIP: The SD card is not included. It must be purchased separately.

TIP: The KAOSILATOR PRO can use SD cards up to 2 Gbytes in capacity.

TIP: The KAOSILATOR PRO cannot use SDHC or SDXC cards.

About the write protect setting of an SD card
SD cards have a write protect switch that prevents the data from being overwritten accidentally and lost. If you set the card's switch to the protected setting, it will be impossible to write or erase data on the card, or to format it. If you need to save edited data on the card, move the switch back to its original unprotected setting.



Handling SD cards

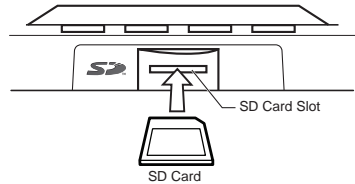
Please carefully read and observe the instructions that came with your SD card.

⚠ Format your SD card in the KAOSILATOR PRO before using it. If you use an SD card that was formatted by a different device, it may be unusable, or you might not be able to enter Function parameters. If this occurs, you may be asked to format the card.

Inserting or removing SD cards

Inserting an SD card

Taking care that the SD card is oriented correctly, push into the slot until it locks into place with a click. Insert the card, making sure that it is oriented correctly. The gold contacts should be facing down, and the angled corner to your right.



Removing an SD card

Press the SD card inward until it pops outward with a click; then pull out the card to remove it.

Checking the total capacity of the card

Here is how you can display the total capacity of the SD card.

1. Hold down the SHIFT button and press the PROGRAM MEMORY 1 (CARD) button.
2. Use the PROGRAM/BPM knob to select "InFo" (card capacity).



3. Press the PROGRAM/BPM knob to view the total capacity of the card. Press the TAP TEMPO button (lit orange) to return select another parameter, press the SHIFT button to return to normal operation.

Checking the remaining capacity of the card

Here is how you can display the remaining capacity of the SD card.

1. Hold down the SHIFT button and press the PROGRAM MEMORY 1 (CARD) button.
2. Use the PROGRAM/BPM knob to select “FrEE” (remaining card capacity).

FrEE

3. Press the PROGRAM/BPM knob to view the remaining capacity of the card. Press the TAP TEMPO button (lit orange) to return select another parameter, press the SHIFT button to return to normal operation.

Formatting the SD card

⚠ Before you can use an SD card, you must format it on the KAOSILATOR PRO. The card may not work if it was formatted on another device.

⚠ All data on the card will be lost when you format it.

1. Hold down the SHIFT button and press the PROGRAM MEMORY 1 button.
2. Use the PROGRAM/BPM knob to select “ForM.”

ForM

3. Press the PROGRAM/BPM knob; the display will indicate (No.)
4. Use the PROGRAM/BPM knob to select (Yes) and press the PROGRAM/BPM knob to format the card. When formatting is complete, the display will indicate (End.)

Press the TAP TEMPO button (lit orange) to return select another parameter, press the SHIFT button to return to normal operation.

⚠ Never turn off the power or remove the SD card while data is being formatted. Doing so may render the SD card unusable.

⚠ If an SD card operation fails, the display will indicate “Err” (Error).

Saving to SD card

Here’s how you can save the loop recorder data, program memories, and all settings onto an SD card.

1. Hold down the SHIFT button and press the PROGRAM MEMORY 3 (SAVE) button.
2. Use the PROGRAM/BPM knob to select the type of data that you want to save.

<input type="text" value="LoP.A"/> - <input type="text" value="LoP.d"/>	Loop recorder data
<input type="text" value="Prog"/>	Contents of program memory
<input type="text" value="GLob"/>	MIDI, pad LED, and utility setting data file
<input type="text" value="ALL"/>	The contents of “LoP.A”–“LoP.D”, “Prog,” and “GLob” combined in a single file

3. Press the PROGRAM/BPM knob; the display will show the file numbers (0–9, or 0–99 for loop recorder data) that can be saved. Use the PROGRAM/BPM knob to select the file number in which you want to save the data.

<input type="text" value="- 1-"/>	A new file will be added.
<input type="text" value="[1]"/>	The data will overwrite an existing file (in this case, file 1).
<input type="text" value="[- -]"/>	There is an identically-named file or folder that cannot be rewritten.

4. To execute the Save operation, press the PROGRAM/BPM knob, then use the PROGRAM/BPM knob to select (Yes), and finally press the PROGRAM/BPM knob. When saving is completed, the display will indicate (End.) Press the SHIFT button to return to the program indication.

⚠ Never turn off the power or remove the SD card while data is being saved. Doing so may render the SD card unusable.

TIP: If the SD card is protected, the display will indicate “Prct” and it will not be possible to save. Remove the card, turn off write protect, and try the operation again.

Loading from an SD card

Here's how you can load data from an SD card.

1. Hold down the SHIFT button and press the PROGRAM MEMORY 2 (LOAD) button.
2. Use the PROGRAM/BPM knob to select the type of data that you want to load.

LoP.A - LoP.d	Loop recorder data
Snd.A - Snd.d	A WAV or AIFF file
Prog	Contents of program memory
GLob	MIDI, pad LED, and utility setting data file
ALL	The contents of "LoP.A" - "LoP.D", "Prog," and "GLob" combined in a single file

3. Press the PROGRAM/BPM knob; the display will show the file numbers (0-9 or 0-99) that can be loaded. Use the PROGRAM/BPM knob to select the number that you want to load.

TIP: For WAV files and AIFF files, the KAOSSILATOR PRO will recognize only files whose name consists of a two-digit number with a file extension, such as "00.wav" or "99.aif." If .wav and .aif files with the same two-digit number exist, the WAVE file will take priority.

4. Press the PROGRAM/BPM knob, then use the PROGRAM/BPM knob to select yEs (Yes), and finally press the PROGRAM/BPM knob again to execute the Load operation. When loading is complete, the display will indicate End (End.) Press the SHIFT button to return to the program indication.

Accessing the SD card from your computer

The KAOSSILATOR PRO has a USB connector that can be connected to your computer, allowing you to copy settings or loop recorder data from the SD card to your computer for saving (backup).

TIP: If you press the SHIFT button while in USB mode, you'll return to the program indication, allowing the KAOSSILATOR PRO to operate as a synthesizer. If

you press the SHIFT button while communication is occurring, a warning will be displayed, and you won't be able to exit USB mode.

⚠ Don't use your computer or digital camera to format (initialize) a card that you plan to use with the KAOSSILATOR PRO. You must use the KAOSSILATOR PRO to perform the formatting operation. If the card was formatted on a different device, it may not work correctly with the KAOSSILATOR PRO.

Connecting the USB connector

If you connect the KAOSSILATOR PRO's USB connector directly to your computer, you'll be able to use your computer to manage the data on the card that's in the KAOSSILATOR PRO's card slot.

Follow the procedure for the operating system on your computer.

Windows users

⚠ Before you continue, power-on your computer and start up the operating system.

1. Use a USB cable to connect the KAOSSILATOR PRO to your computer. Plug the connector of the USB cable that is connected to your computer into the KAOSSILATOR PRO's USB connector.

Make sure that the connector is oriented correctly, and insert it as far as it will go.

TIP: When you connect the KAOSSILATOR PRO for the first time, the standard Windows device driver will be installed automatically.

2. The drive name of the card in the card slot will appear on your computer.
3. Hold down the SHIFT button and press the PROGRAM MEMORY 7 (USB) button. The display will indicate "rdy."



The contents of the KAOSSILATOR PRO's card won't be visible from your computer until you enter "USB Storage Mode."

⚠ From this point until you've completed step 5, you must not disconnect the USB cable, remove the card from the slot, or switch the power of your computer on or off. Doing so may damage the data.

4. To view the contents of the KAOSILATOR PRO's card, open the drive that was added to your computer in step 2.

Copy the desired data onto your computer. You can also copy data from your computer onto the card.

5. Exit USB mode.

In Explorer or My Computer, right-click the "Removable Disk" icon and choose "Remove." Then press the KAOSILATOR PRO's SHIFT button to exit USB mode.

⚠ When you're ready to disconnect the KAOSILATOR PRO from your computer, you must first exit USB mode and then disconnect the USB cable.

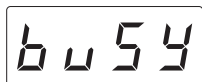
MacOSX users (OSX 10.4 or later)

1. Use a USB cable to connect the KAOSILATOR PRO to your computer.

Plug the USB connector into the KAOSILATOR PRO's USB connector. Make sure that the connector is oriented correctly, and insert it as far as it will go.

2. Hold down the SHIFT button and press the PROGRAM MEMORY 7 (USB) button.

The display will indicate "buSy."



3. The drive name of the card in the card slot will appear on your computer.

⚠ While this screen is shown, you must not disconnect the USB cable, remove the card from the slot, or switch the power of your computer on or off. Doing so may damage the data.

4. To view the contents of the KAOSILATOR PRO's card, open the drive that was added to your computer in step 2.

Copy the desired data onto your computer. You can also copy data from your computer onto the card.

5. When you're ready to disconnect the KAOSILATOR PRO, drag the drive from the desktop into the Trash.

Then press the KAOSILATOR PRO's SHIFT button to exit USB mode.

⚠ When you're ready to disconnect the KAOSILATOR PRO from your computer, you must first exit USB mode and then disconnect the USB cable.

About the contents of the card

The following files and folders will be created in the root directory of the card.

Files you can save

LOOP REC Data	00-99.KOS
GLOBAL	0-9.KOG
PROGRAM MEMORY Set	0-9.KOP
All Data	0-9.KOA

Files you can load

LOOP REC Data	00-99.KOS
	00-99.WAV
	00-99.AIF
GLOBAL	0-9.KOG
PROGRAM MEMORY Set	0-9.KOP
All Data	0-9.KOA

TIP: If an All data file named "0.KOA" exists on the card, this file will automatically be loaded when you start up the KAOSILATOR PRO.

TIP: The WAVE or AIFF files that can be loaded must be 8/16-bit linear PCM mono or stereo files. Data that is other than 16-bit will be handled by discarding the bits below 16 bits or by filling the lacking bits with zeros. You must place the files in the root folder of the SD card.

TIP: Since WAVE and AIFF files do not contain the tempo or length settings needed for playback on the KAOSILATOR PRO's loop recorder, the tempo and length will automatically be set to appropriate values when the file is loaded. If the data is longer than can be recorded in one bank, it will be truncated. If the data is shorter than can be recorded in one bank, the remaining length will be handled as silence.

MIDI functions

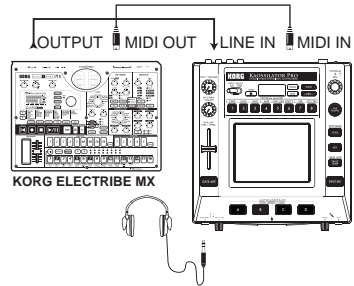
What is MIDI?

MIDI stands for Musical Instrument Digital Interface, and is a world-wide standard for exchanging a variety of performance-related information between electronic musical instruments and computers.

About the MIDI implementation chart

The MIDI implementation chart is designed to let you compare the MIDI messages that can be transmitted and received by a device. When using two MIDI devices, you can compare their MIDI implementation charts to see which messages are compatible between them. You can download the KAOSSILATOR PRO's MIDI implementation chart from the Korg website. (<http://www.korg.com>)

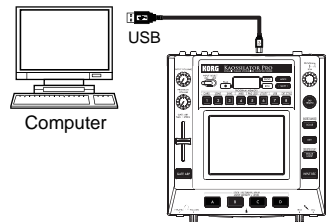
* Details on the MIDI functionality are provided in the separate MIDI implementation. To obtain the MIDI implementation, please contact your local Korg distributor.



Connecting to your computer

You can use a USB cable to connect the KAOSSILATOR PRO directly to a computer equipped with a USB connector, and transmit or receive the same MIDI messages as via the MIDI connectors.

In order to use the KAOSSILATOR PRO Editor, you must connect the KAOSSILATOR PRO to your computer via USB.



TIP: To use the USB connection, the Korg USB-MIDI driver must be installed in your computer. Download the Korg USB-MIDI driver from the Korg website (<http://www.korg.com>), and install it as described in the documentation included with the driver.

MIDI connections

Commercially available MIDI cables are used to transmit and receive MIDI messages. Connect these cables between the MIDI connectors of the KAOSSILATOR PRO and the MIDI connectors of the external MIDI device where you want to transfer data.

MIDI IN connector: This connector receives MIDI messages from another MIDI device. Connect it to the MIDI OUT connector of the external device.

MIDI OUT connector: This connector transmits messages from the KAOSSILATOR PRO. Connect it to the MIDI IN connector of the external device.

MIDI settings

In addition to using the KAOSSILATOR PRO as a synthesizer, you can also use it as a real-time controller for an external MIDI device.

By connecting the KAOSSILATOR PRO to your MIDI sequencer and recording the MIDI messages that are transmitted when you operate the touch pad, you can play back the touch pad operations.

⚠ If you turn off the power without storing your settings, the settings will revert to their original state, and will not be saved.

Setting the MIDI channel

Here's how to set the KAOSSILATOR PRO's MIDI channel.

1. Hold down the SHIFT button and press PROGRAM MEMORY 4 (MIDI).

2. Use the PROGRAM/BPM knob to select "MSSG," and then press the PROGRAM/BPM knob.



3. Use the PROGRAM/BPM knob to select "GL.Ch" (Global MIDI channel), and then press the PROGRAM/BPM knob.



The currently-specified MIDI channel is displayed. Use the PROGRAM/BPM knob to change the MIDI channel.

4. If you want to store the setting, press the WRITE button. If you don't want to store the setting, press the SHIFT button.

TIP: So that data can be sent independently to multiple MIDI devices via a single MIDI cable, MIDI has sixteen channels (1–16). If the transmitting device is set to MIDI channel "1," the receiving device must also be set to channel "1" in order for MIDI messages to be received.

Changing the control change numbers or note numbers

1. Hold down the SHIFT button and press PROGRAM MEMORY 4 (MIDI).

2. Use the PROGRAM/BPM knob to select "MSSG," and then press the PROGRAM/BPM knob.

3. Use the PROGRAM/BPM knob to select the control of the assignment that you want to change, and then press the PROGRAM/BPM knob.

Transmit/receive note messages

LoP.R	LoP.d	LOOP REC BANK buttons
-------	-------	-----------------------

Transmit control change messages

PRd.3	Pad Touch
PRd.Y	
PRd.t	
P.VoL	Program Volume
G.t.t.N	GATE ARP TIME/SPEED slider / Gate Time
G.t.SP	GATE ARP TIME/SPEED slider / Gate Speed
G.t.A.P	GATE ARP button

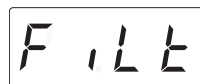
4. Use the PROGRAM/BPM knob to specify a control change number or note number in the range of 0–127. If you choose a control number that has already been assigned to a different controller, the decimal point will light-up. If you assign that same number, this controller will transmit and receive the same control change message as the other controller.

5. If you want to store the setting, press the WRITE button. If you don't want to store the setting, press the SHIFT button.

Applying the MIDI message filter

1. Hold down the SHIFT button and press PROGRAM MEMORY 4 (MIDI).

2. Use the PROGRAM/BPM knob to select "FilT," and then press the PROGRAM/BPM knob.



3. Use the PROGRAM/BPM knob to select the message that you want to filter, and then press the PROGRAM/BPM knob.

You can filter the transmission and reception of [CLD] (clock), [PrO] (program change), [CC] (control change), [note] (note), and [SYS] (system exclusive) messages.

4. Use the PROGRAM/BPM knob to disable or enable the message. Choose [d.5] (Disabled; i.e., filtered) or [EnR] (Enabled; i.e., not filtered). For [CLD] (clock), you can specify [Int.] (Int), [Ext.] (Ext), or [Auto.] (Auto).

Int. (Int): The KAOSILATOR PRO will operate using its internal clock. Choose this setting if you're using the KAOSILATOR PRO on its own, or as the master (the controlling device), where external MIDI devices are synchronized.

Ext. (Ext): The KAOSILATOR PRO will synchronize to MIDI clock messages that are received from an external MIDI device connected to the MIDI IN connector or to the USB connector.

TIP: If you choose "Ext" as the clock setting, USB will take priority if clock messages are received via both MIDI and USB.

TIP: For more about settings for synchronizing with an external MIDI device, please refer to the owner's manual of the device you're using.

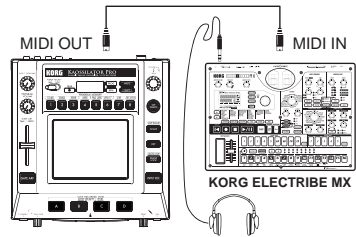
Auto (Auto): If MIDI clock messages are received from an external MIDI device connected to the MIDI IN connector or USB connector, the KAOSILATOR PRO will automatically operate using the "Ext" setting. If clock messages are not being received, the KAOSILATOR PRO will operate using the "Int" setting.

5. If you want to store the setting, press the WRITE button. If you don't want to store the setting, press the SHIFT button.

Using the KAOSILATOR PRO as a MIDI controller

In External Control mode you can use the KAOSILATOR PRO as a MIDI controller to control an external MIDI device such as a synthesizer, or a software synthesizer on your computer.

Example connections for External Control mode



TIP: For details on the parameters that can be controlled, please refer to the owner's manual of the device or software that you're using.

TIP: Depending on the device or software that you're using, there may be cases where parameters cannot be controlled, or cases where you must adjust settings first. Please refer to the owner's manual for the device or software that you're using.

Switching to External Control mode

Hold down the SHIFT button and press the PROGRAM MEMORY 8 (EXT.CTRL) button. To exit External Control mode, press the SHIFT button.

MIDI message assignments in External Control mode

Assignments for the MIDI messages transmitted in External Control mode are made using the KAOSILATOR PRO Editor.

TIP: The KAOSILATOR PRO Editor can be downloaded free of charge from the Korg website (<http://www.korg.com>). For details on how to adjust these settings, please refer to the documentation included with the KAOSILATOR PRO Editor.

Controllers available in External Control mode

You can use the following controllers in External Control mode.

If note numbers are assigned to the touch pad, you can also specify the scale, key, and note range in the same way as when the KAOSSILATOR PRO operates as a synthesizer.

Controller	Transmitted MIDI message (factory setting)
Touch pad X-axis	Note on/off (#48–#72)*
Touch pad Y-axis (entire range)	Control change (#117)
Touch pad Y-axis (middle to top)	Control change (#118)
Touch pad Y-axis (middle to bottom)	Control change (#119)
Touch pad on/off	Control change (#92)
PROGRAM VOLUME knob	Control change (#94)
GATE ARP TIME/SPEED slider	Control change (#93)
GATE ARP button	Control change (#95)
PROGRAM MEMORY 1 button	Control change (#49)
PROGRAM MEMORY 2 button	Control change (#50)
PROGRAM MEMORY 3 button	Control change (#51)
PROGRAM MEMORY 4 button	Control change (#52)
PROGRAM MEMORY 5 button	Control change (#53)
PROGRAM MEMORY 6 button	Control change (#54)
PROGRAM MEMORY 7 button	Control change (#55)
PROGRAM MEMORY 8 button	Control change (#56)
LOOP RECORDER BANK A button	Control change (#80)
LOOP RECORDER BANK B button	Control change (#81)
LOOP RECORDER BANK C button	Control change (#82)
LOOP RECORDER BANK D button	Control change (#83)
PROGRAM/BPM knob	Program change (#0–#127), Timing clock

* If note range is set to “Prog” and key is set to “C”


TIP: If note range is set to “Prog,” the range will be two octaves; if set to “FULL,” the range will be eight octaves.

Messages that can be transmitted/received outside of External Control mode

With the factory settings, the following MIDI messages can be transmitted and received.

Data and MIDI messages transmitted and received (factory settings)	
Touch pad X-axis	Control change (#12)
Touch pad Y-axis	Control change (#13)
Touch pad on/off	Control change (#92)
GATE ARP on/off	Control change (#90)
GATE ARP time	Control change (#93)
GATE ARP speed	Control change (#91)
PROGRAM VOLUME knob	Control change (#94)
LOOP RECORDER BANK A button	Note on/off (#36)
LOOP RECORDER BANK B button	Note on/off (#37)
LOOP RECORDER BANK C button	Note on/off (#38)
LOOP RECORDER BANK D button	Note on/off (#39)
PROGRAM/BPM knob	Program change, bank select, MIDI timing clock (only if the clock setting is Int)

Specifications

Number of programs	200 (including 15 effect programs)
Main controllers	Touch pad, GATE ARP TIME/SPEED slider
Display	4-digit LED display
Connectors	OUTPUT (stereo, RCA jacks), LINE IN (stereo, RCA jacks), MIC IN (unbalanced 6.3 mm phone jack), HEADPHONES (6.3 mm stereo phone jack), MIDI IN/OUT, USB (type B)
Power supply	DC9V 
Dimensions and weight	210 (W) x 226 (D) x 49 (H) mm, 1.3 kg 8.27" x 8.90" x 1.93", 2.87 bs.
Operating temperature	0–+40 °C (non-condensing)
Included items	AC adapter, protective sheet for touch pad

* Appearance and specifications of this product are subject to change without notice.

PROGRAM LIST

	No.	Program Name	↔ X AXIS	↓ Y AXIS	SCALE
LEAD	L.000	Synth Lead	Note	Cutoff	○
	L.001	Sync	Note	OSC Sync Pitch	○
	L.002	Sine Portamt	Note	Portamento	○
	L.003	LFO Squ Lead	Note, LFO Speed	LFO Depth	○
	L.004	PWM Lead	Note	Cutoff	○
	L.005	Micro Lead	Note	Portamento	○
	L.006	Mini Lead	Note	Portamento	○
	L.007	Crazy Lead	Note, LFO Speed	Reverb, Modulation	○
	L.008	Syn Decay	Note	Cutoff	○
	L.009	5th Lead	Note	OSC Pulse Width	○
	L.010	Basic Arp	Note	OSC Pulse Width	○
	L.011	Unison Lead	Note	Cutoff	○
	L.012	XMod Decay	Note	Modulation	○
	L.013	Soft Lead	Note	Cutoff	○
	L.014	Deci X Lead	Note	Cutoff, Decimator	○
	L.015	Talk	Note	Formant	○
	L.016	Syn Brass	Note	Cutoff	○
	L.017	5th Decay	Note	Cutoff	○
	L.018	MS20 Lead	Note	Cutoff	○
	L.019	Saw Lead	Note	Cutoff, Vibrato	○
	L.020	Fe-Voice	Note	Formant	○
	L.021	Ring Detune	Note	Cutoff	○
	L.022	Orange Lead	Note	Cutoff, Ambient Depth	○
	L.023	Dist Lead	Note	LFO Speed	○
	L.024	5th Brass	Note	Cutoff	○
	L.025	Belec	Note	Ambient, Modulation	○
	L.026	Ambient Lead	Note	Ambient Depth, Vibrato	○
	L.027	LR 5th Lead	Note	Pan, Delay Cutoff	○
	L.028	Tell Min	Note	Level	○
	L.029	FeedbackLead	Note	Feedback Mod	○
	L.030	Sync Lead	Note	OSC Sync Pitch	○
	L.031	Square Bell	Note	Decay Time	○
	L.032	Square Lead	Note	Cutoff	○
	L.033	Unison Sweep	Note	Cutoff	○
	L.034	3octave Lead	Note	Octave	○
	L.035	XY Scale	Note, Pan	Bass Note	○
	L.036	Digital Talk	Note	Formant	○
	L.037	LFO Lead	Note	LFO Speed	○
	L.038	XMod SawLead	Note	Cutoff	○
L.039	Pitch Mod	Note	Pitch Mod Depth	○	
ACOUSTIC	A.040	Vibraphone	Note	Velocity	○
	A.041	Trumpet	Note	Breath Pressure	○
	A.042	Piano	Note	Velocity	○
	A.043	Tape Flute	Note	Chord (Maj)	○
	A.044	Dist Guitar	Note	Picking Position	○
	A.045	E.Piano	Note	Velocity	○
	A.046	Glass Bell	Note	Attack PCM	○
	A.047	Phase Clav	Note	Decay Time, Mute	○
	A.048	Digerido	Note	LFO Speed	○
	A.049	Elec Sitar	Note	Sound Character	○

	No.	Program Name	↔ X AXIS	↓ Y AXIS	SCALE
ACOUSTIC	A.050	Duo Strings	Note	2nd Strings Level	○
	A.051	Jazz Guitar	Note	Velocity	○
	A.052	Tenor Sax	Note	Breath Pressure	○
	A.053	Harmonica	Note	2nd Reed Level	○
	A.054	Flute	Note	Breath Pressure	○
BASS	B.055	House Bass	Note	Resonance	○
	B.056	Slap Bass	Note	Mute, Velocity	○
	B.057	Bad Bass	Note	LFO Depth	○
	B.058	Disco Bass	Note	Octave Phrase	○
	B.059	Attack Bass	Note	Cutoff	○
	B.060	Hoover Bass	Note	Cutoff	○
	B.061	Talk Bass	Note	Formant	○
	B.062	AcousticBass	Note	Velocity	○
	B.063	Simple Bass	Note	Cutoff	○
	B.064	Fat Bass	Note	Cutoff	○
	B.065	Elec Bass	Note	Velocity	○
	B.066	Big Bass	Note	Cutoff EG Int	○
	B.067	Synth Bass	Note	Cutoff	○
	B.068	Sexy Bass	Note	Cutoff	○
	B.069	Kick Bass	Note	Decay Time	○
	B.070	Reso Bass	Note	Cutoff	○
	B.071	Acid Bass	Note	Distortion	○
	B.072	Unison Bass	Note	Cutoff	○
	B.073	Boost Bass	Note	Cutoff	○
	B.074	XMod Bass	Note	Cutoff	○
	B.075	Fall Bass	Note	Cutoff	○
	B.076	Zap Bass	Note	Mod Depth	○
	B.077	Ring Bass	Note	Cutoff	○
	B.078	Square Bass	Note	Cutoff	○
B.079	DistSawBass	Note	Cutoff	○	
B.080	MG Bass	Note	Cutoff	○	
B.081	Bit Bass	Note	Cutoff	○	
B.082	Stereo Bass	Note	Cutoff	○	
B.083	Valve Bass	Note	Decay Time	○	
B.084	Organ Bass	Note	3rd Percussion	○	
CHORD	C.085	Filter Chord	Note	Cutoff	○
	C.086	Side Chain	Note	Chord (Maj79, min79)	○
	C.087	ArpeggioSine	Note	Chord (Maj7, min7)	○
	C.088	Wurly Chord	Note	Chord (Maj7, min7)	○
	C.089	Guitar Chord	Note	Mute, Velocity	○
	C.090	E.Guitar Hit	Sample Select	Pitch (G)	---
	C.091	Pad Chord 1	Note	Cutoff	○
	C.092	UM Sequence	Note	Phrase	○
	C.093	2039	Note	Mix Balance	○
	C.094	Filter Mod	Note	Chord (sus4, Maj)	○
	C.095	Decay Chord	Note	Chord (sus4, Maj)	○
	C.096	ArpeggioDown	Note	Chord (Maj7, min7)	○
	C.097	Electro Stab	Note	Vibrato	○
	C.098	Synth Chord	Note	Chord (Maj, Min)	○
	C.099	Motion Chord	Note	LFO Speed	○

	No.	Program Name	↔ X AXIS	↑ Y AXIS	SCALE
CHORD	C.100	ArpeggioPuls	Note	Chord (Maj, min)	○
	C.101	Phaser Chord	Note	LFO Speed	○
	C.102	EL Chord	Note	Level	○
	C.103	Chord Seq	Note	Chord (Maj7, min7)	○
	C.104	FilterMod5th	Note	Cutoff, LFO Depth	○
	C.105	Pad Chord 2	Note	Cutoff EG Int	○
	C.106	DecaySynChod	Note	Decay Time	○
	C.107	Trance Chord	Note	Cutoff	○
	C.108	Sine Chord	Note	Octave	○
	C.109	Organ Chord	Note	Drawbar Level	○
	C.110	Sweep Chord	Note	LFO Speed	○
	C.111	Power Chord	Note	Sound Character	○
	C.112	BPF Chord	Note	Cutoff	○
	C.113	E.Piano Chod	Note	Chord (Maj7, min7)	○
C.114	Chord Hit	Note	Chord (Maj7, min7)	○	
SE	S.115	Resonate	Cutoff	LFO Depth&Speed	---
	S.116	Helicopter	Pan	Rotor speed	---
	S.117	Orch Hit	Sample Select	Pitch	---
	S.118	Rise/Fall	Note	Rise, Fall	○
	S.119	IndustrySFX	Sample Select	Pitch	---
	S.120	Infinity	Note	Modulation	○
	S.121	XY Cat	Note (Cat, Kitten)	Feelings	○
	S.122	8bit Noise	Note	Decimator, Release Time	○
	S.123	HPF Square	Note	Cutoff	○
	S.124	Kaoss Drone	Cutoff	Feedback	---
	S.125	Quiz Show	Buzzer, Chime	Level	---
	S.126	Game SFX	Sound Select	(No Assign)	---
	S.127	Sync Random	Note	OSC Sync Pitch	○
	S.128	Noise Filter	Cutoff	Resonance	---
	S.129	8bit Game	Note	Pitch Mod Depth	○
	S.130	Metal	Note, Cutoff	LFO Speed	○
	S.131	Siren	LFO Speed, Cutoff	Pitch Mod Depth	---
	S.132	Missile	Missile, Hit	Decay Time	---
	S.133	Random	Note	LFO Speed	○
	S.134	Beam Saber	Modulator Note	Mod Depth	○
S.135	Synth Looper	Cutoff, Looper Speed	Looper, Noise Level	---	
S.136	Ring Mod SFX	Note	LFO Depth	○	
S.137	Voice Looper	Note, Looper Speed, Pan	Looper, Formant	○	
S.138	Sweep	Note, Pan	LFO Speed	○	
S.139	Drop	Cutoff	Impulse Speed	---	
DRUM	D.140	Conga	Sample Select	Distortion	---
	D.141	Rock Kit	Sample Select	Reverb	---
	D.142	Tom	Sample Select	Pitch	---
	D.143	House Kit 1	Sample Select	Cutoff	---
	D.144	House Kit 2	Sample Select	Cutoff	---
	D.145	Techno Kit	Sample Select	Cutoff	---
	D.146	Disco Kit	Sample Select	Cutoff	---
	D.147	Hip Hop Kit	Sample Select	Reverb	---
	D.148	Standard Kit	Sample Select	Cutoff	---
	D.149	80's Kit	Sample Select	Early Reflection	---

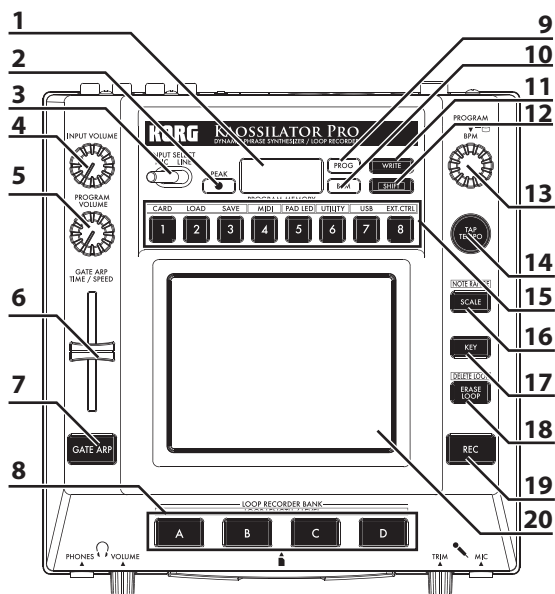
	No.	Program Name	↔ X AXIS	↓ Y AXIS	SCALE
DRUM	D.150	Cymbal-Revb	Sample Select	Level, Reverb	--
	D.151	Cymbal-Filt	Sample Select	Cutoff	--
	D.152	Clap	Sample Select	Cutoff	--
	D.153	Percussion	Sample Select	Cutoff	--
	D.154	Zap/Hit	Sample Select	Reverb	--
	D.155	Phone/Clap	Sample Select	Reverb	--
	D.156	BD/SD	BD, SD	Reverse	--
	D.157	Filter Snare	Noise Cutoff	SD Body Level	--
	D.158	Timpani	Note	Velocity	○
	D.159	XMod Perc	Note	Mod Depth, Mod Pitch	○
PATTERN	P.160	Hip Hop 1	Pattern	Reverb	--
	P.161	House 1	Pattern	Cutoff, Decimator	--
	P.162	Jam Guitar	Pattern	Pattern	--
	P.163	House 2	Pattern	Cutoff	--
	P.164	Conga Loop	Pattern	Cutoff	--
	P.165	Techno	Pattern	Filter, LFO Speed	--
	P.166	House 3	Pattern	Delay Depth	--
	P.167	Electro	Pattern	Cutoff, Decimator	--
	P.168	Dubstep	Pattern	Cutoff	--
	P.169	Reggaeton	Pattern	Grain Depth	--
	P.170	Hip Hop 2	Pattern	Reverb	--
	P.171	Disco	Pattern	Cutoff	--
	P.172	Rock	Pattern	Reverb	--
	P.173	Breakbeats	Pattern	Cutoff, Decimator	--
	P.174	Drum'n'Bass	Pattern	Cutoff	--
	P.175	Bossa Nova	Pattern	Cutoff	--
	P.176	Lo-Fi Breaks	Pattern	Cutoff, Decimator	--
	P.177	Zap Beat	Pattern	Decimator	--
	P.178	XY Drum	Pattern	Pattern	--
	P.179	Deci Beat	Pattern	Hi Hat Decay Time	--
P.180	Beat Box	Pattern	Delay Depth	--	
P.181	Grain Beat	Pattern	Grain Depth	--	
P.182	Call Me	Pattern	Grain Wet/Dry	--	
P.183	Taiko	Pattern	Pattern	--	
P.184	Robo	Bass Note	LPF/HPF Balance	○	
VOCODER	V.185	Vocod-Unison	Note	Delay Depth	○
	V.186	Vocod-Pulse	Note	Vibrato, Delay Depth	○
	V.187	Vocod-Chord1	Note	Chord (Maj7, min7)	○
	V.188	Vocod-Detune	Note	Delay Depth	○
	V.189	Vocod-Deci	Note	Vibrato, Decimator	○
	V.190	Vocod-5th	Note	Delay Depth, Vibrato	○
	V.191	Vocod-Chord2	Note	Formant	○
	V.192	Vocod-Saw	Note	Vibrato, Cutoff	○
	V.193	Vocod-Echo	Note	Tape Echo Depth	○
	V.194	Vocod-Formnt	Formant	Noise Level	--
	V.195	Audio-Pitch	Pitch	Dry/Wet	--
	V.196	Audio-Grain	Cycle Speed	Length	--
	V.197	Audio-Delay	Delay Time	Delay Depth	--
	V.198	Audio-Filter	LPF, HPF	Cutoff	--
	V.199	Audio-Looper	Looper Beat	(No Assign)	--

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SCALE LIST

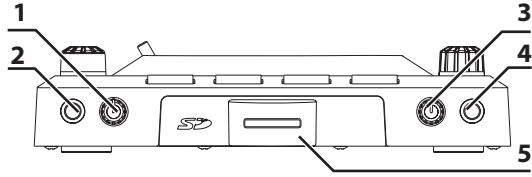
	Display	Scale Name	Scale [Key C]
	FFF OFF		
1	chr CHR	Chromatic	C D ^b D E ^b E F G ^b G A ^b A B ^b B C
2	lon ION	Ionian	C D E F G A B C
3	dor DOR	Dorian	C D E ^b F G A B ^b C
4	phr PHR	Phrygian	C D ^b E ^b F G A ^b B ^b C
5	lyd LYD	Lydian	C D E F [#] G A B C
6	mix MLX	Mixolydian	C D E F G A B ^b C
7	aeo AEO	Aeolian	C D E ^b F G A ^b B ^b C
8	loc LOC	Locrian	C D ^b E ^b F G ^b A ^b B ^b C
9	mab MAB	Major Blues	C E ^b E G A B ^b C
10	mib MIB	Minor Blues	C E ^b F G ^b G B ^b C
11	dim DIM	Diminish	C D E ^b F F [#] G [#] A B C
12	cdm CDM	Combination Diminish	C D ^b E ^b E F [#] G A B ^b C
13	map MAP	Major Pentatonic	C D E G A C
14	mip MIP	Minor Pentatonic	C E ^b F G B ^b C
15	rg1 RG1	Raga Bhairav	C D ^b E F G A ^b B C
16	rg2 RG2	Raga Gamanasrama	C D ^b E F [#] G A B C
17	rg3 RG3	Raga Todi	C D ^b E ^b F [#] G A ^b B C
18	spn SPN	Spanish Scale	C D ^b E ^b E F G A ^b B ^b C
19	gyp GYP	Gypsy Scale	C D E ^b F [#] G A ^b B C
20	arb ARB	Arabian Scale	C D E F G ^b A ^b B ^b C
21	egy EGY	Egyptian Scale	C D F G B ^b C
22	hwi HWI	Hawaiian Scale	C D E ^b G A C
23	plg PLG	Bali Island Pelog	C D ^b E ^b G A ^b C
24	jpn JPN	Japanese Miyakobushi	C D ^b F G A ^b C
25	rky RKY	Ryukyu Scale	C E F G B C
26	whl WHL	Wholetone	C D E G ^b A ^b B ^b C
27	mi3 MI3	Minor 3rd Interval	C E ^b G ^b A C
28	3rd 3RD	3rd Interval	C E A ^b C
29	4th 4TH	4th Interval	C F B ^b C
30	5th 5TH	5th Interval	C G C
31	oct OCT	Octave Interval	C C

Parts of the Kaossilator PRO and their functions



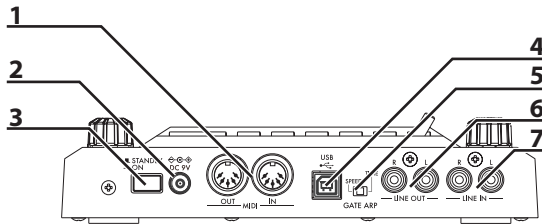
Top pannel

1. Display
2. PEAK indicator
3. INPUT SELECT switch
4. INPUT VOLUME knob
5. PROGRAM VOLUME knob
6. GATE ARP TIME/SPEED slider
7. GATE ARP button
8. LOOP RECORDER BANK buttons
9. PROG indicator
10. BPM indicator
11. WRITE button
12. SHIFT button
13. PROGRAM/BPM knob
14. TAP TEMPO button
15. PROGRAM MEMORY 1–8 buttons
16. SCALE button
17. KEY button
18. ERASE LOOP button
19. REC button
20. Touch pad



Front panel

- 1. PHONES VOLUME knob
- 2. PHONES output jack
- 3. MIC TRIM knob
- 4. MIC input jack
- 5. SD Card Slot



Rear panel

- 1. MIDI IN, MIDI OUT connectors
- 2. DC 9V jack
- 3. POWER switch
- 4. USB jack
- 5. GATE ARP switch
- 6. LINE OUT jacks
- 7. LINE IN jacks