

KORG

KORG Gadget

MOBILE MUSIC STUDIO

Studio Guide



<http://www.samplemagic.com>



<http://www.loopmasters.com>



GET THE SOUND

<http://www.primeloops.com>



<http://www.rawcutz.com/>

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Quick reference

Thank you for purchasing KORG Gadget, the music production software developed by Korg. To help you get the most out of this product, please read this Studio Guide carefully and use the product as directed.

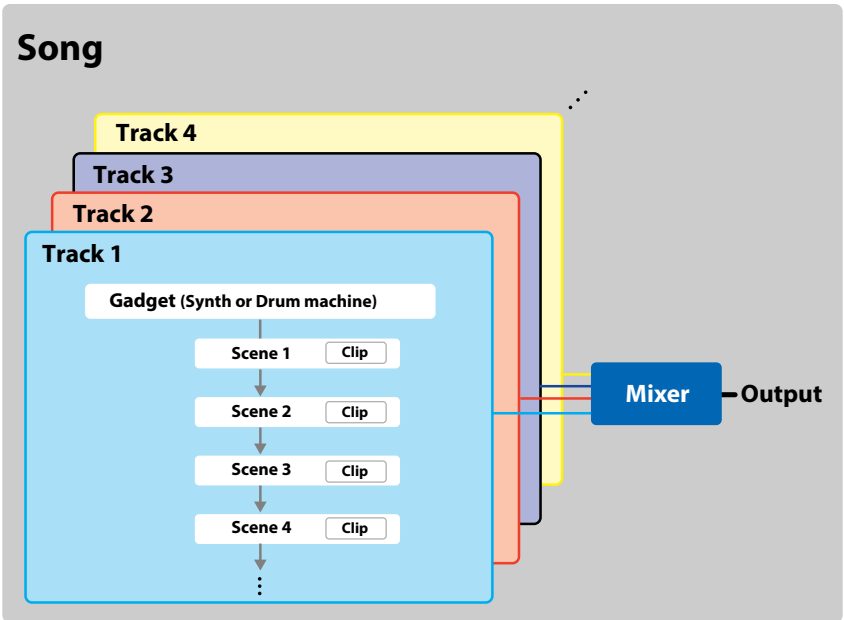
Main features

KORG Gadget is an all-in-one music production software and plug-in that features more than 40 miniature synthesizers and drum machines called “gadgets”, which you can combine freely to create music by means of an intuitive user interface. This enormous collection of more than 40 gadgets can be used within the app and also as AUv3 instruments. The gadgets can be used in GarageBand, Logic Pro and similar apps.

Basic Information

Components of KORG Gadget

Gadget has the following components:



Song

Gadget manages one song in the unit called “Song”. It doesn’t matter if you play a song with one gadget or finish up with several tracks, Gadget will save it as a Song.

Items saved in one Song:

- Scene and clip status
- Tone of each gadget
- Mixer settings
- Settings for tempo and swing etc.

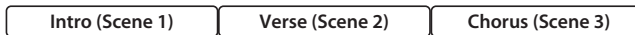
Track

Track is one part of the sequencer/mixer that’s used to play one gadget. Track consists of a “Gadget” and a “Scene” with several bars.

Scene

A scene includes several bars.

In general, one song consists of an “Intro”, a “Verse”, and a “Chorus” sections that are made up with several bars. These components are called a “Scene.”



Clip

“Clip” refers to the data of each track in a scene.

This can be individually set for each track, and the different number of bars per clip can be set in the same scene.

Prepare to Play a Gadget

Tap the KORG Gadget icon displayed on the Home screen of the iPad to begin. Make sure the volume of the iPad is turned up.

Tip: Use a headphone or external speaker (amplifier built-in speaker) to enjoy higher quality sound.

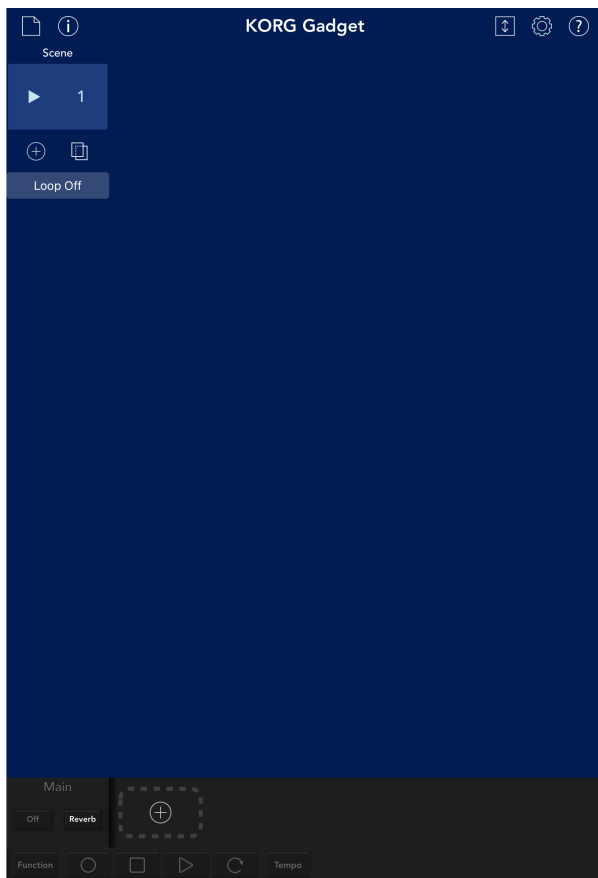
Play a Synthesizer Gadget

Let's start to play a gadget by selecting the Berlin synthesizer gadget.

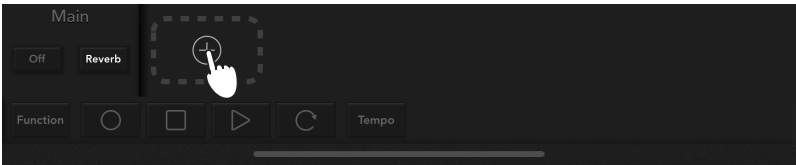
1. From the main screen.

In the main screen, you can assign a gadget to each track, edit scenes, and adjust the volume of each track.

Main screen



2. Tap Add Track button to add a track.



The gadget select screen will be displayed.

ListSearch

Synth

BERLIN

Berlin
Mono Synchronized Synth

This is a synthesizer gadget with a classical design that's optimized for lead sounds.

BRUSSELS

Brussels
Mono Anthem Synth

This synthesizer gadget has a simple and carefully considered parameter structure with an intuitive user interface.

PHOENIX

Phoenix
Poly Analogue Synth

This polyphonic synthesizer gadget offers classic, vintage design and sound.

WOLFSE

Hy

This gadget is an analog synthesizer that has been resampled.

Keyboard

MARSEILLE

Marseille
Poly PCM Synth

This polyphonic synthesizer gadget offers a broad selection of standard keyboard sounds, brass, strings, and synth sounds.

Gadgets from KORG Module

Buy

The six dedicated sound engines from KORG Module have been Gadgetized to enable to use the high-quality KORG Module sounds inside KORG Gadget.

DARWIN

Buy

Darwin from KORG iM1
Digital PCM Synth

This is a digital PCM synthesizer Gadget powered by KORG iM1.

Milpitas from W

W

The new WAVE ability to create shifting between waveforms.

Audio

Zurich

Zurich

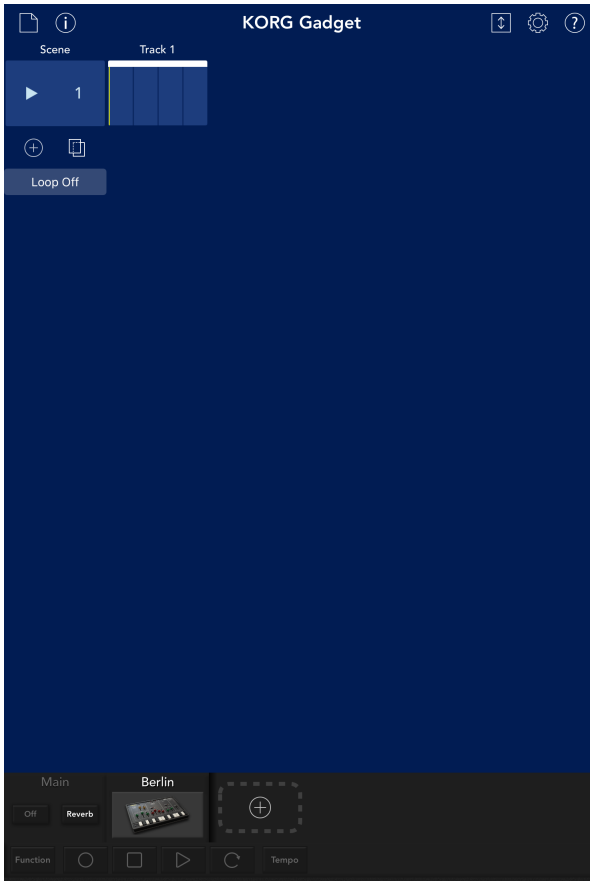
ROSARIO

Rosario

DURBAN

Durban

3. Select the Berlin synthesizer gadget from the gadget select screen.
4. Tap the Clip.



The edit screen will be displayed. The edit screen consists of the Piano Roll and gadget panel. The edit screen allows you to do the following:

- Play a gadget and edit the tone.
- Record to a track and edit the data.

Edit screen



5. Play the gadget using the keyboard displayed on the bottom of the screen. The gadget will produce sound when you tap or slide the keyboard.



If you come up with a cool phrase or pattern while playing, you can record it by referring to “Create a Song” on page 28.

Edit the Tone of the Synthesizer

Let’s edit the tone of the synthesizer.

1. Use the knobs, sliders and buttons to edit the tone.
If you have multiple edit pages, you can switch between the pages by tapping the button or switch.

Edit page selector switch



Tip: Use the knob by using the iOS settings.

Play a Drum Gadget

Now, let's play a drum gadget.

1. Tap the Add track button on the main menu.
The gadget select screen will be displayed.
2. Select a drum gadget from the select screen.
Here, we will select "London."
3. Play the gadget by tapping the pad displayed on the screen.



Edit the Tone of the Drum

Let's edit the tone of the drum.

1. Use the on-screen knobs, sliders and buttons to edit the tone.
You will see a page selector button if there are multiple edit pages. Tap the button to switch between the edit pages.

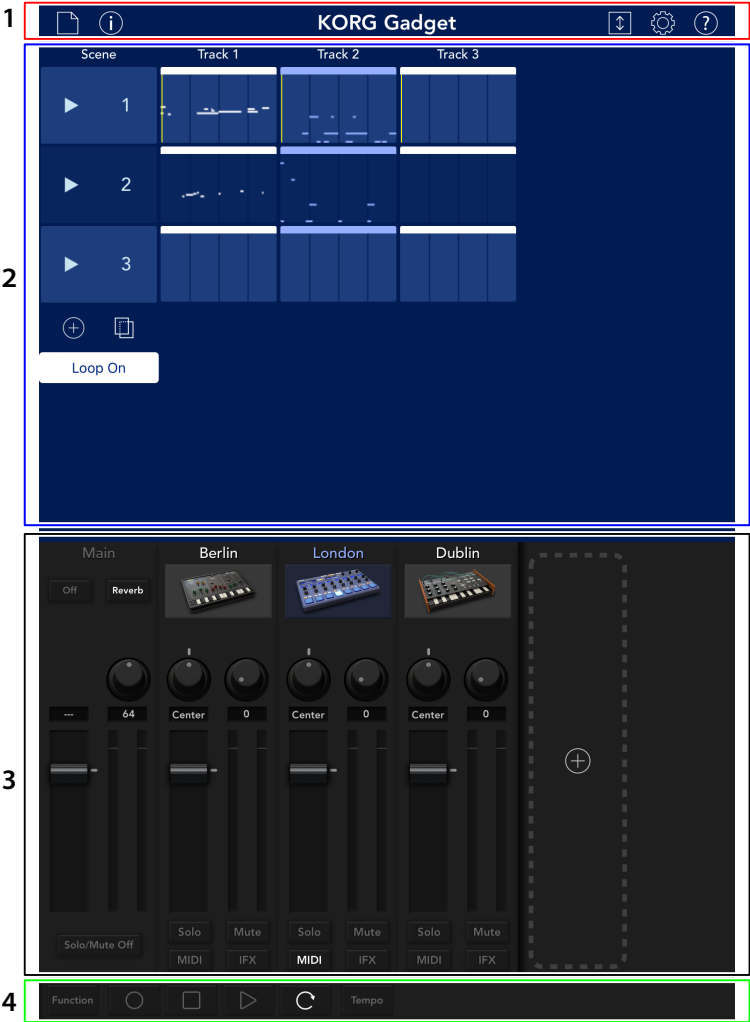


Tip: Use the knob by using the iOS settings.

Main screen

This screen allows you to check the entire view of tracks and scenes. You can do the following:

- Assign a gadget to each track.
- Add, copy and delete scenes, change the beat, etc.
- Adjust the volume and insert effects into each track.



1. Header



a. File button

Tap this button to display the menu, where you can load and save song data etc.

New: This command creates a new song.

Open: This command opens a saved song.

Save: This command overwrites and saves the currently open song.

Save As: This command saves the currently open song with a different name.

Export: This command exports the currently open song as an audio file. (See “Import” on page 49.)

Import: Imports supported files as songs. (See “Export” on page 50.)

b. Information

Shows information such as the software version of the app.

c. Song name

This displays the name of the song.

d. Expand button

This button hides the mixer section and expands the song section screen.

e. Settings button

This button sets Bluetooth MIDI, MIDI Sync, WIST, etc. (See “Other Parameters” on page 46)

f. Help button

This button displays the help screen including operating procedure.

Manual: This displays the operation manual.

Help Center: This displays the KORG app Help Center.

Bug information: This displays bug information from the KORG app Help Center.

Note: In order to display the operation manual, KORG app Help Center or bug information, the device must be connected to the Internet.

2. Song Section

The song section displays tracks, scenes, and clips. Tap the clip to move to the edit screen and display the content and gadget for the clip.



a. Add Scene button

This button adds a scene. Use the Loop button to turn the loop for the entire song on/off.

b. Scene number

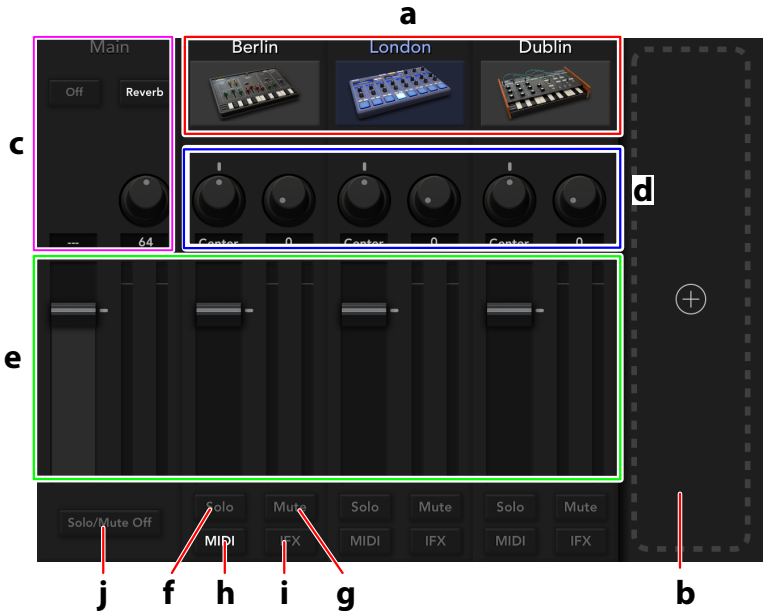
This button displays the scene number. If you tap ▶, only that scene will be played.

c. Clip

This button displays the notes recorded in each scene. Tap this button to display the edit screen.

3. Mixer Section

The mixer section sets the volume level and pan of the master, and also the volume level, pan, MIDI, IFX solo/mute status of each track.



a. Gadget

This button displays the gadget that's assigned to the track. Tapping this button will display the edit screen.

b. Add Track button

This button adds a track. Tapping this button adds a track, and then the gadget select screen will be displayed.

Select the gadget you want to assign to the track from the screen.

c. Master Effect

Limiter Switch

This switches the Limiter on/off.

Limiter Depth knob

This knob sets the Limiter depth.

Reverb Switch

This switches the Reverb effect on/off.

Reverb Time knob

This knob sets the reverb time.

d. Pan knob, Send knob

Pan knob

This knob sets the sound location of each track or master.

Send knob

This knob sets the send level to Master Reverb effect for each track.

e. Fader

Fader sets the volume level of each track or master. Master sets the volume of the entire sound. The level meter will be displayed on the right.

f. Solo button

This button outputs only the sound of the corresponding track.

g. Mute button

This button mutes the sound of each track.

h. MIDI button

When this button is lit in yellow, the corresponding gadget can be controlled by an external MIDI controller connected to the iPad/iPhone. The MIDI settings can be switched to the Advanced mode. With this mode, the MIDI input device and the MIDI channel can be set for each track (See “Other Parameters” on page 46).

i. IFX button

Opens the IFX tab. This can select five insert effects for each track.

j. Solo/Mute Off button

This button turns off all track Solo and Mute buttons.

4. Footer



a. Function button

This button displays the functions menu. In the functions menu, tap the displayed button.

b. (REC) button

This button records the performance in real time.

c. (STOP) button

This button stops recording or play back.

d. (PLAY) button

This button plays the performance. Press this button while playing the performance to pause.

e. (Loop) button

This button loops the scene.

f. Tempo button

Tap this button to display the dialog box. You can set the tempo, etc.

Tempo

This sets the tempo of the performance.

Swing

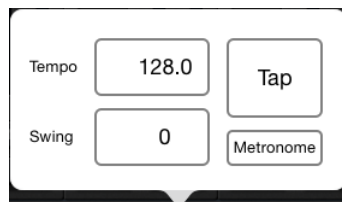
This sets the amount of swing.

Tap

Tap this to set the tempo.

Metronome

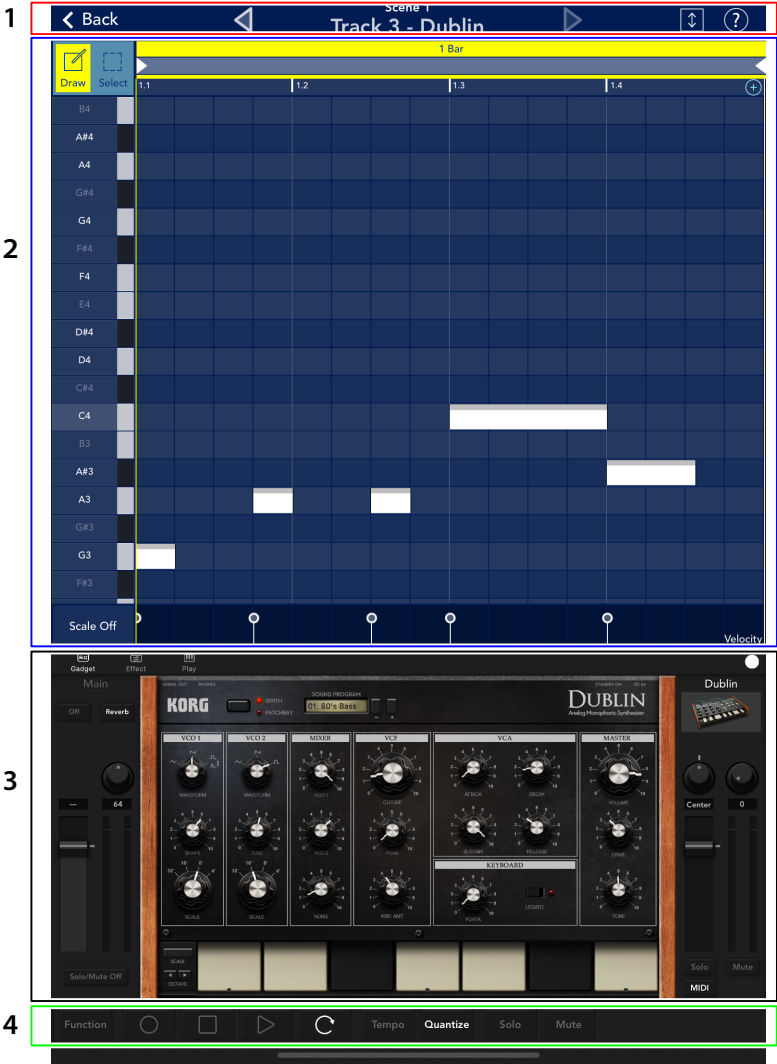
This switches the metronome on or off.



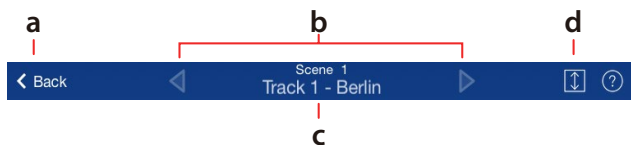
Edit screen

The edit screen consists of the Piano Roll and the gadget panel. You can do the following:

- Play a gadget and edit the tone.
- Record a song and edit the recorded data.



1. Header



a. Back button

This button returns to the main menu.

b. Selector buttons

These move to the previous or next track.

c. Scene and gadget

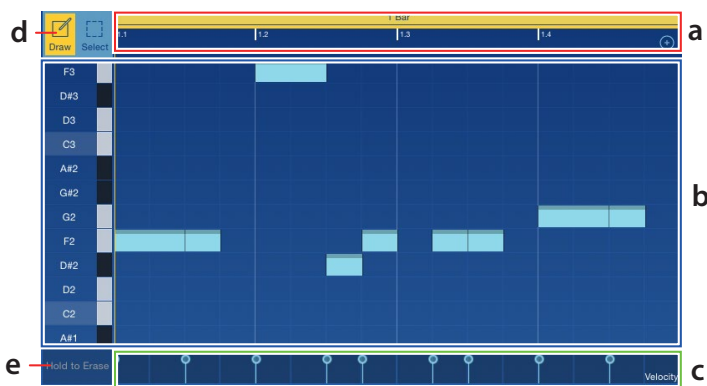
These display the names of the scene and gadget that are currently being edited. Tap this to display the gadget select screen.

d. Expand button

This button expands the Piano Roll.

2. Piano Roll

Piano Roll displays the notes that are recorded in the clip of each track. Record the notes to the clip by recording in real-time or by manually inputting the notes by touching the screen. It is also possible to edit the notes after recording in real-time.



The Piano Roll displays the notes on the longitudinal axis. The note display can be switched by Note Fold of [* Bar] in the function. Tap the note to make a sound.

a. Locator

This displays the location of clip on the horizontal axis. If there are multiple bars in the clip, tap the bar display, “2 Bar” or “3 Bar”, etc. to display contents of that bar.

b. Note display

This displays the notes that are recorded in the clip. The shade of color changes depending on the velocity value.

c. Parameter display

This displays the parameters that were captured during the recording. Tapping the parameter expands the display towards the top, which allows you to edit the parameter value, etc.

d. Draw/Select button

This button is used to edit a note.

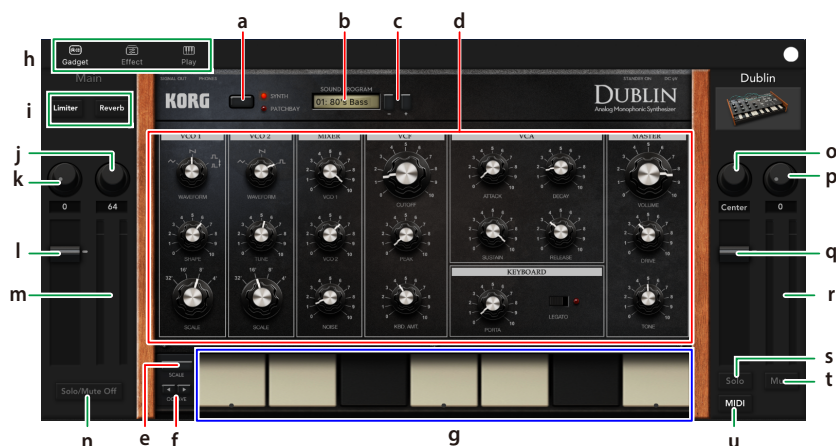
Please refer to “Add and Record Scenes” on page 30 for editing notes.

e. Erase button

If you keep touching this button while playing, the recorded notes will be deleted.

3. Gadget Panel

The Gadget panel includes the tone parameters as well as the keyboard or pad.



a. Edit screen selector button/switch

This button/switch is displayed when you have multiple edit screens. Tap this button to switch between the edit screens.

b. Program display

This displays the tone name. Tap this to display the tone list. Select a tone from the list.

c. Program Select button

This button selects the program. The program is switched one at a time every time you tap the button.

d. Parameter

This displays the parameter of a gadget. Use a knob or switch to edit the tone. If you use these knob or switch during recording, the operation will be recorded.

Tip: Use the knob by using the iOS settings.

e. Scale button

Tap this button to display the dialog box. Set the scale of the performance using the keyboard.

Scale Type

Sets the scale that will be produced using a keyboard.

Key

This sets the key that serves as a reference for the scale.

Scale Step

This sets the notes that will be produced in one octave.

f. Octave button

This button sets the octave that will be produced using a keyboard.

g. Keyboard, pad

In the synthesizer gadget, you can play a scale by tapping or sliding the keyboard. Tap the Scale button to set the scale. Tap the pad for the drum machine gadget.

h. Edit screen selector buttons

Tap this button to switch between the edit screens.

Gadget: Shows the gadget panel.

Effect: Shows the IFX panel. This lets you specify the IFX for each track.

Play: Shows the play panel. You can configure the scale, arpeggiator and other settings here.

i. Limiter switch

Toggles the Limiter and DeeMax on/off.

i. Reverb switch

Toggles the reverb on/off.

j. Reverb Time knob

Sets the reverb time.

l. Fader

Adjusts the main volume level.

m. Level meter

Shows the main volume level.

n. Solo/Mute Off

Cancels the solo/mute for all tracks at once.

o. Pan knob

Sets the pan position for each track.

p. Send knob

Sets the reverb send for each track.

q. Fader

Adjusts the volume level for each track.

r. Level meter

Shows the volume level for the track.

s. Solo button

Sound is output only for tracks that are toggled on.

t. Mute button

Mutes the sound of tracks that are toggled on.

u. MIDI button

When this button is lit, the gadget can be controlled by an external MIDI controller. You can also use the settings to switch to MIDI Advanced mode. With this mode, the MIDI input device and MIDI channel can be set for each track.

Assign MIDI Control Change Messages to Knobs and Switches

MIDI control change numbers (MIDI CC#) can be assigned to the knobs, sliders and switches of each gadget. The gadgets can then be controlled by the external MIDI controller connected to the iPad.

1. Connect the external MIDI controller to the iPad.

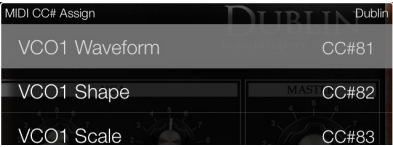
For details on making connections, refer to the manual for the external MIDI controller.

2. Tap the Function button on the edit screen to display the functions menu.

A dialog box for assigning the MIDI CC# is displayed in the lower right of the screen.



3. Tap the parameter to be assigned the MIDI CC#. The selected parameter will blink in grey.



4. Operate the external MIDI controller connected to the iPad. The gadget receives the MIDI CC# sent from the controller, and the MIDI CC# is assigned to the selected parameter.

Tip: To use the external MIDI controller to control a gadget parameter assigned a MIDI CC#, tap the MIDI button for a gadget in the mixer section of the edit screen so that the button lights in yellow.

4. Footer



a. Function button

This button displays the functions menu. In the functions menu, tap the displayed button.

b. (REC) button

This button records the performance in real time.

c. (STOP) button

This button stops recording or play back.

d. (PLAY) button

This button plays the performance. Press this button while playing the performance to pause.

e. (Loop) button

This button loops the scene.

f. Tempo button

Tap this button to display the dialog box. You can set the tempo, etc.

g. Quantize button

This button sets the resolution of the recording. This also corrects the timing of notes that are played during real-time recording.

h. Solo button

This button will only output the sound of track that is currently selected.

i. Mute button

This button mutes the sound of track that is currently selected.

j. Undo button

This button undoes the editing operation for the currently selected track. Long-press the button to show the history as a list.

k. Redo button

This button redoes the editing operation for the currently selected track. Long-press the button to show the history as a list.

Create a Song


To create songs with KORG Gadget, you can either combine your favorite gadgets to make a new song, or use Genre Select to freely combine patterns and come up with the idea for the phrases you desire.

Create a Song By Combining Gadgets

To create a song with the KORG Gadget, find your favorite gadget first.

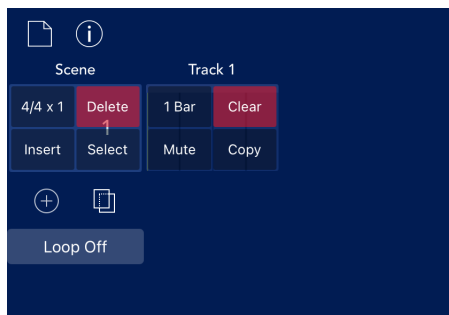
Let's start by selecting one gadget to play. Once you come up with a pattern, record it to the scene. Add other gadgets to the sections where you feel they're needed. By repeating this process, your original composition will grow and flourish.

Select a Gadget to Play

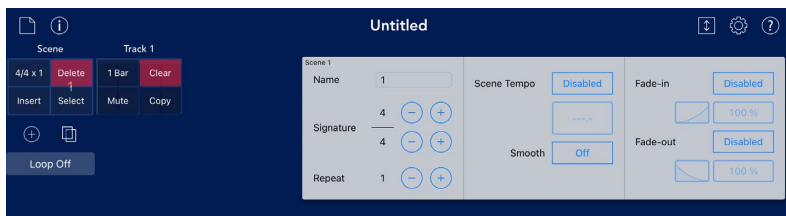
1. Tap the  (File button) on the main screen and select “New” from the menu displayed.
2. Name the gadget if necessary, and tap “OK”.
The gadget select screen will be displayed.
3. Select the gadget from the select screen.
The screen will be changed to the edit screen.
4. Edit the tone of the gadget or play it.
Once you come up with a pattern or phrase, record it to the clip.

Record

1. Tap the Function button on the main screen to display the functions menu.



- Set the beat of scene and the number of repeats in the dialog box that is displayed by tapping [4/4 x 1].



Scene name: Sets the name for each scene.

Signature: Sets the beat.

Repeat: Sets the number of times to repeat the scene during playback.

Scene tempo: Sets whether the scene tempo is enabled or disabled for each scene.

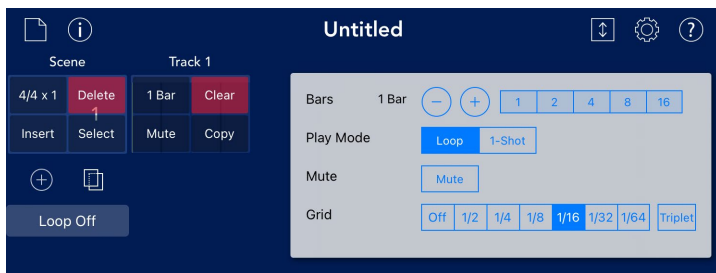
Smooth: When you switch scenes, this sets whether the scene gradually shifts to the tempo of the new scene.

Fade-in: Sets whether to enable or disable the fade-in for each scene.

Fade-out: Sets whether to enable or disable the fade-out for each scene.

After adjusting the settings, tap outside the dialog box to close it.

- Set the number of bars in the dialog box that is displayed by tapping [1 Bar].




Bars: Sets the number of bars in the clip.

Play Mode: Sets the method to play the clip.

Mute: Mutes tracks.

Grid: Sets the resolution of the quantize function. The grid display on the screen changes with the settings.



After adjusting the settings, tap outside the dialog to close it.

4. Tap the Function button to stop editing the function.
5. Tap the created scene button to display the edit screen.
6. Tap the  (REC) button to enable record stand-by status. Tap each button on the footer to arm them for recording.

Quantize button: This button quantizes notes with the resolution that is set by the Grid [* Bar] parameter in the functions menu.

 **(Loop) button:** This button loops the scene of the selected clip.

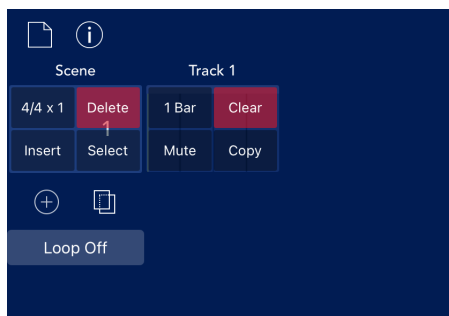
Tempo button: This button sets the tempo.

7. Tap the  button to start recording. Play a gadget.
If you use a knob or switch of a gadget during the recording process, the operation will be recorded and the tone will be changed during playback.
8. After the session, tap the  button to stop recording.

Tip: If content has been recorded, the Undo button appears in the footer. With this button, an operation can be undone or redone.

Add and Record Scenes

1. Tap the Add Scene button on the main screen to add a scene.
You can also delete a scene or add a duplicate in function that is displayed by tapping the Function button.



Delete: Deletes a scene.

Insert: Inserts a blank scene of the selected scene in the back.

Select: Inserts a copy of the current scene in the back.

Select the scene you wish to duplicate. The scene is copied and inserted after the selected scene.

2. Set the scene.

See Step 2 to 4 of “Record” on page 28

3. Record in the scene.

See “Record” on page 28

Add Tracks

1. Tap the Add Track button on the main screen.
2. Set the number of bars in the dialog that is displayed by tapping [* Bar] in the functions menu.

See Step 3 of “Record” on page 28

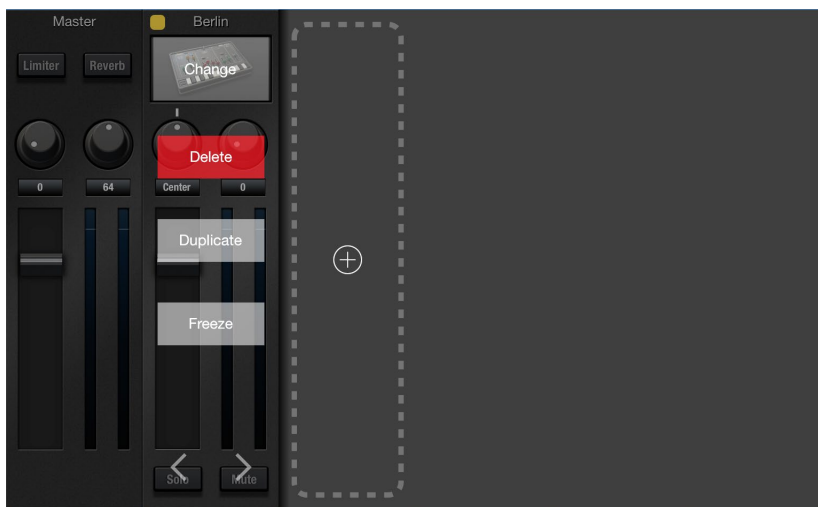
3. Play a gadget on the edit screen and record the pattern and phrase.

See “Record” on page 28

Repeat the above procedure to create a song.

Delete Tracks and Add Duplicates

1. Tap the Function button on the main screen to display the function.



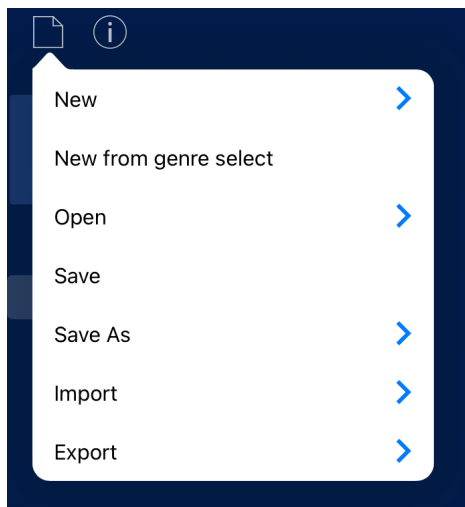
2. Tap [Delete] displayed in the mixer to delete a track. Tapping [Duplicate] will add a duplicate of the track on right-hand side.
3. Tap [Change] to change the gadget.
The gadget select screen will be displayed.
4. Tap [Freeze] if the number of tracks, scenes or bars is increased and operation becomes sluggish.
The freeze function is turned on and the load on the CPU is reduced.

Using Genre Select to create a song

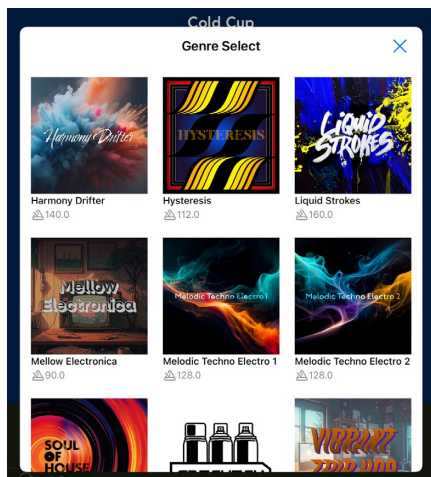
The Genre Select feature lets you select a genre or sound that you like, and freely combine patterns to start creating your own song. Since the phrases assigned to the pads (5 x 5) are all phrases created with gadgets, you can freely combine them to start making your own songs from the project that's generated by the gadgets and scenes for each track.

Getting started with creating a song using Genre Select

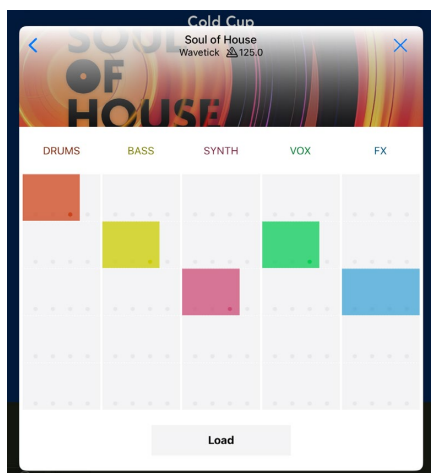
1. First, press the file button in the header on the main screen to select "New - Genre Select".



2. Select the pack you desire that's shown in the Genre Select menu.

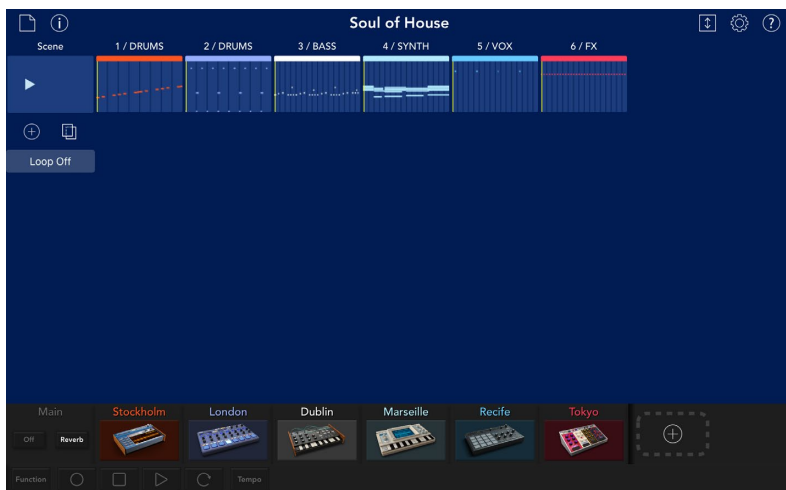


3. Once the pads* appear that contain the phrases for each part, try selecting a combination you like. Select “Load” once you’ve finished making your combination.



* : If you see a padlock icon and gadget name on a pad, this shows that you haven't purchased these items within the app. Note that in this state, you can use the pads to check the phrases, but the track's sound is not heard after you load the phrase.

4. The combined phrases are loaded as a song. Try making your own song based on these phrases!




Set the Volume, Pan, and the Depth of Effect for Each Track

After the recording is completed, set the volume and pan of each track while playing the song.

Save Songs

Saves the completed song.

1. Tap the  (File button) on the upper left side of the main screen to display the file menu.
2. Select “Save As” from the menu.
3. Input the name in the displayed dialog.
4. Tap “OK” in the dialog.

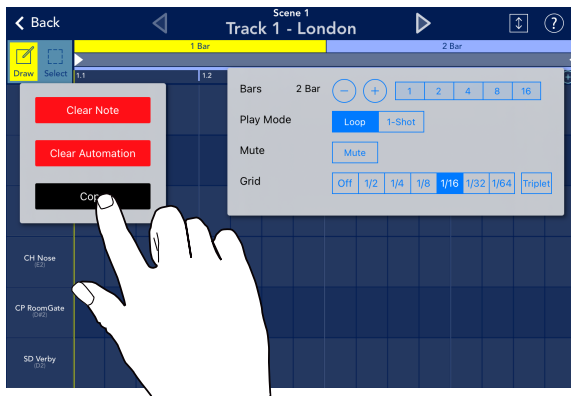
Edit

Copy a Bar of Note Data

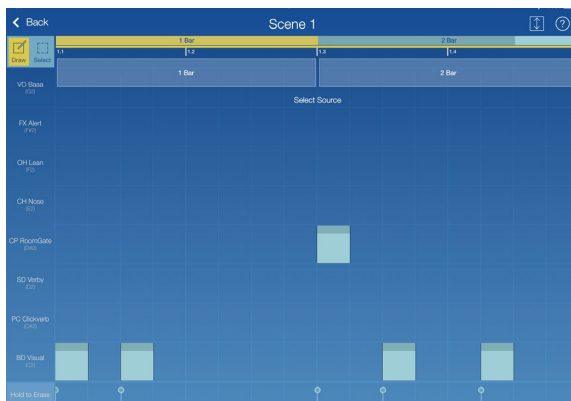
With the “COPY” command in the functions menu, a bar of note data can be copied.

Note: The “COPY” command cannot be used if there are less than two bars of notes. Before copying, be sure to create multiple bars.

1. Tap the Function button on the edit screen to display the functions menu.
2. Tap the COPY button in the upper right of the screen.



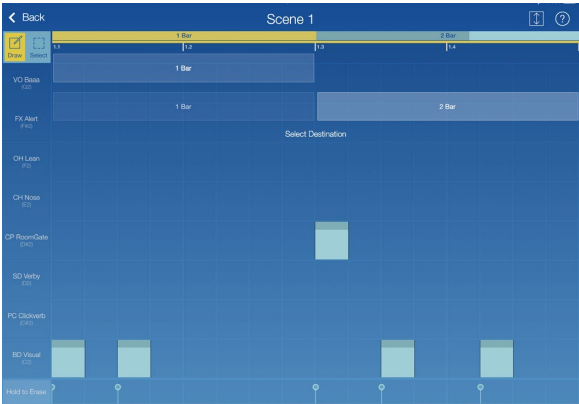
The screen for selecting the bar to be copied will be displayed



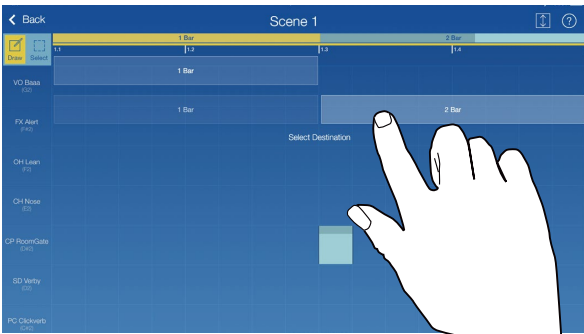
3. Tap the bar to be copied.



The screen for selecting the destination of the copied bar will be displayed.




4. Tap the bar where the copied bar will be added.



Copying is finished.

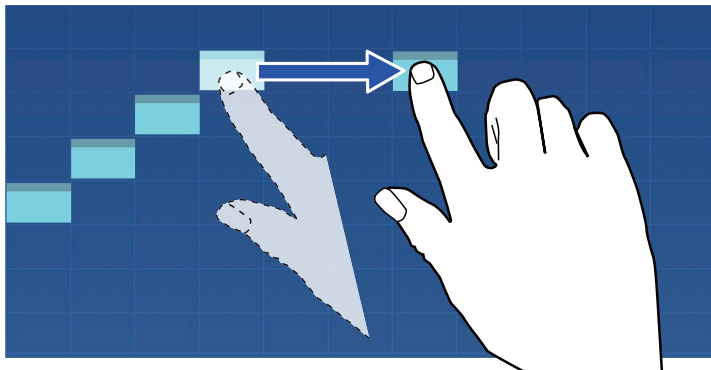
Note: Multiple bars cannot be copied.

Edit Notes

1. Tap “Draw” on the Draw/Select button to enable the Draw  status. With this status, you can move, add, or delete notes by tapping or dragging on the screen with a finger.

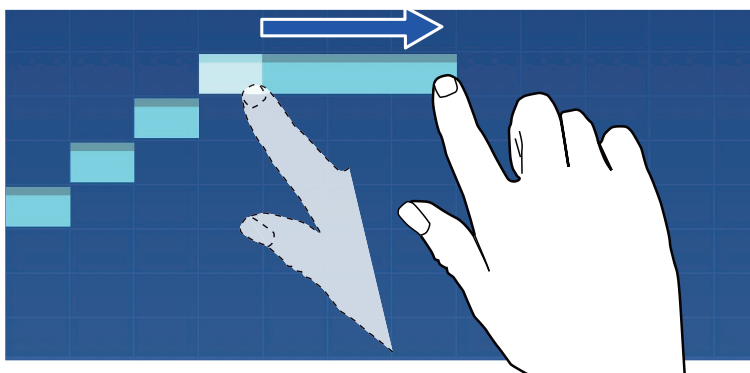
Move Notes

Drag the center of note to move it.



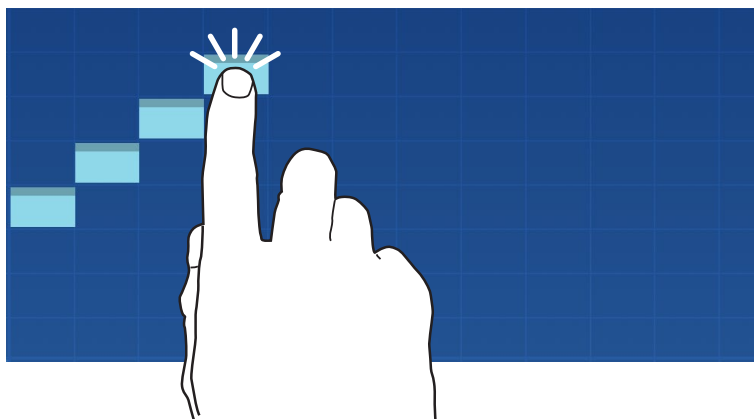
Change the Length of Note

Change the length of note by dragging the back side of note.



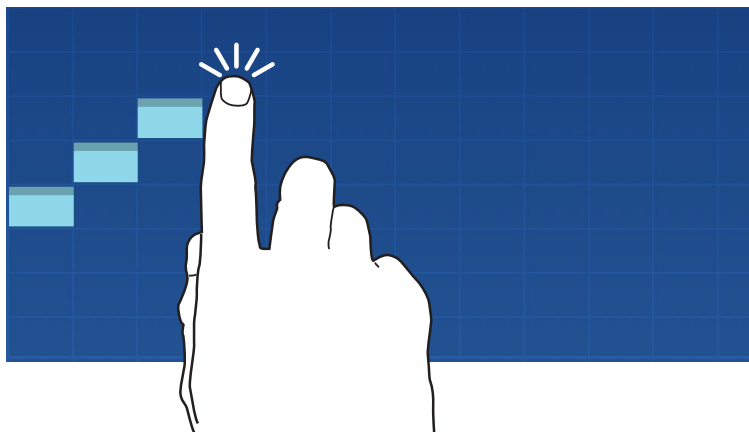
Add Notes

Add a note by tapping the area with no note.




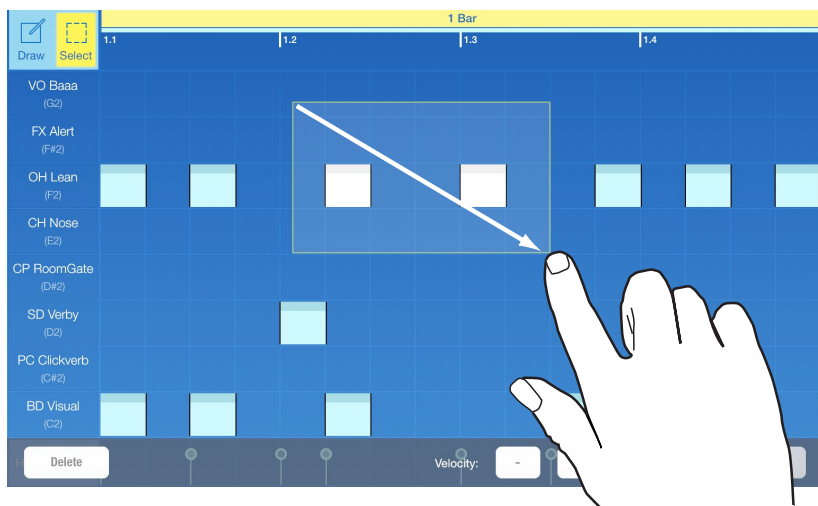
Delete Notes

Tap the note to delete.



Select Multiple Notes to Edit

1. Tap “Select” on the Draw/Select button to enable the Select  status.
With this status, you can select the notes on the screen with a finger to edit.
2. Select or draw a box around the note you want to edit with a finger.
The color of the note you selected changes to white.



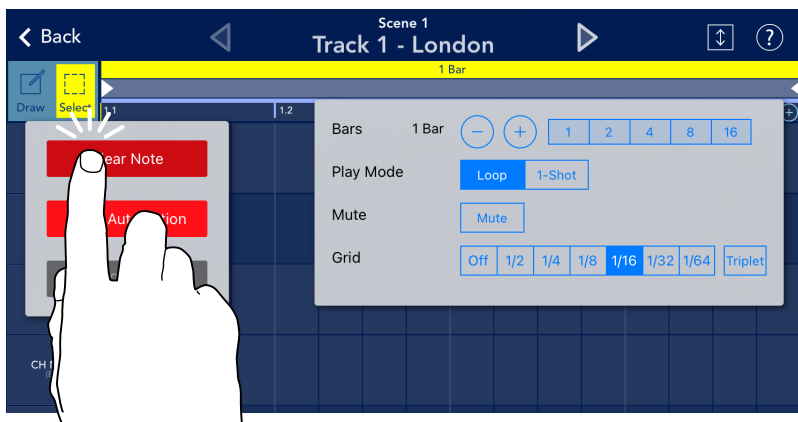
3. You can edit the note, and perform tasks such as: deleting the selected note and raising or lowering one pitch at a time.

Delete All Notes in a Track

1. Tap the Function button to display the functions menu.

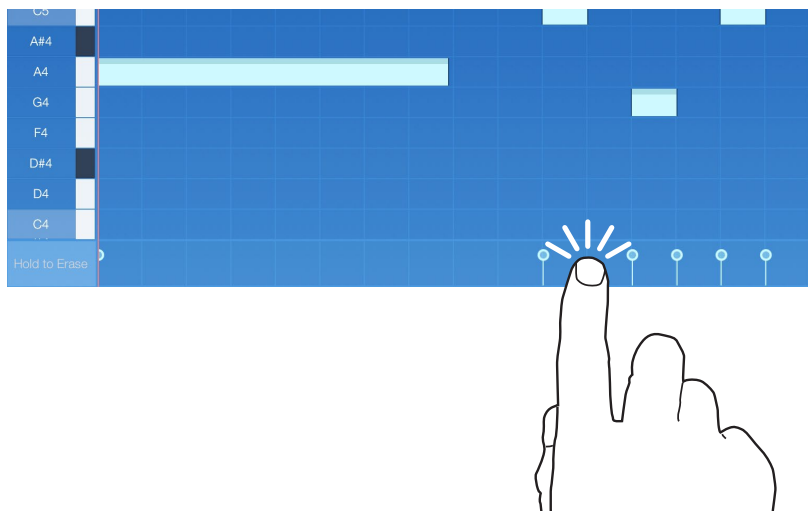


2. Tap the Clear Note button from the buttons that appeared in the upper left of the screen. All notes in the track being edited are deleted.

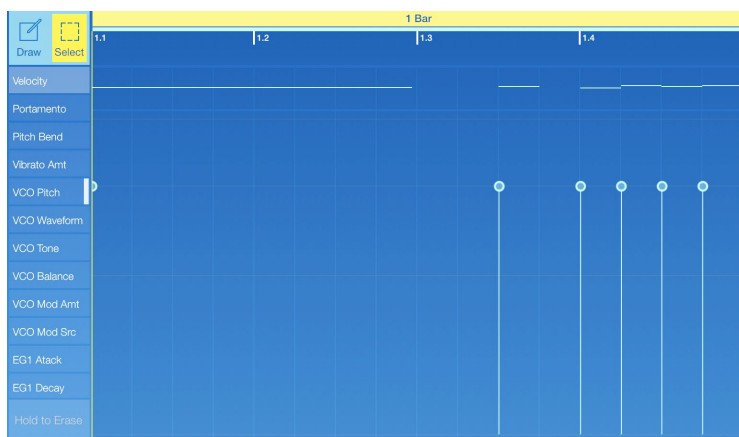



Edit Parameters

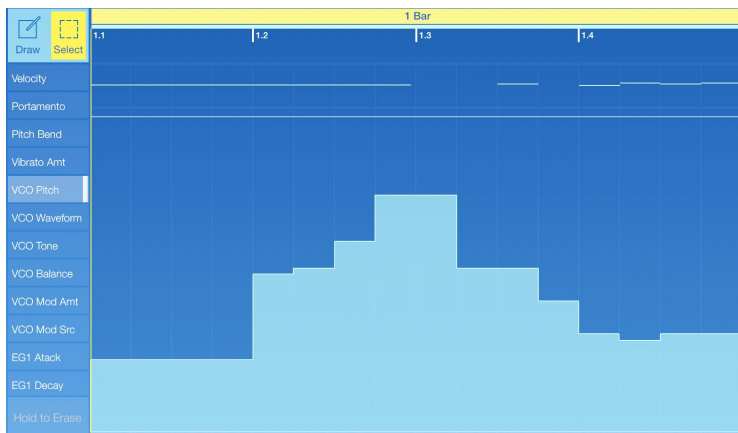
1. Tap the parameter preview on the bottom of the note display to show the parameter.



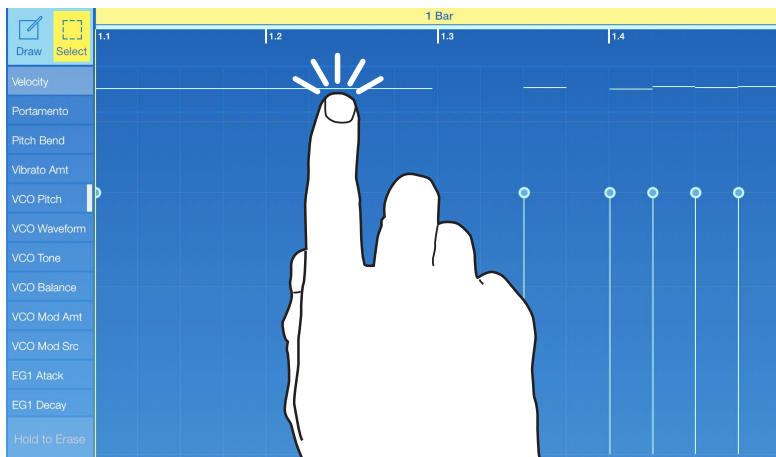
The parameter of the recorded note will be displayed with graphics. The name of the editable parameters will be displayed on the left side. The parameter that is recorded in the clip will be displayed in white on the right end of the parameter name.



2. Tap “Draw” to enable the Draw  status.
3. You can change the value by dragging the top of the graphics on the screen up and down.
You can change the Edit button to “Select” to edit the parameter.
4. If you want to edit other parameters, tap the parameter name displayed on the left.

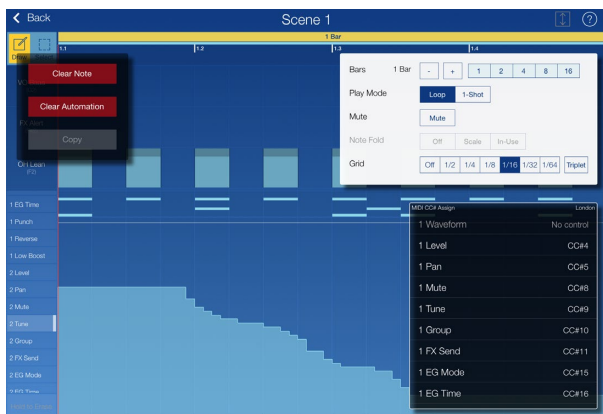


To return the screen back to the note, tap the note that is displayed on the parameter display.

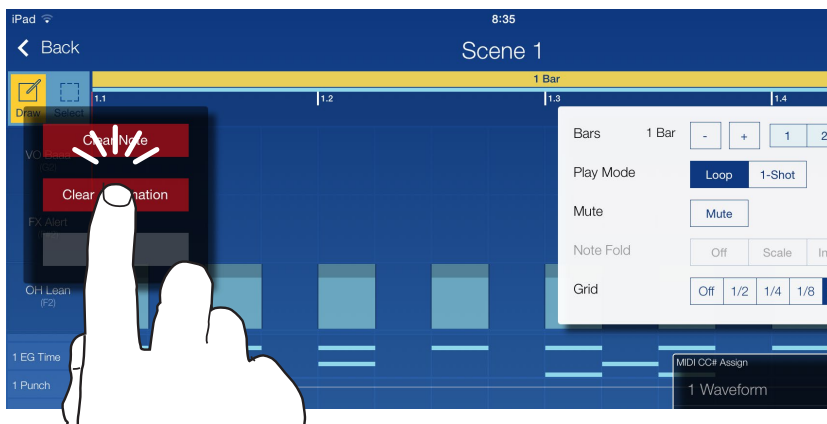


Delete All Parameters for a Track

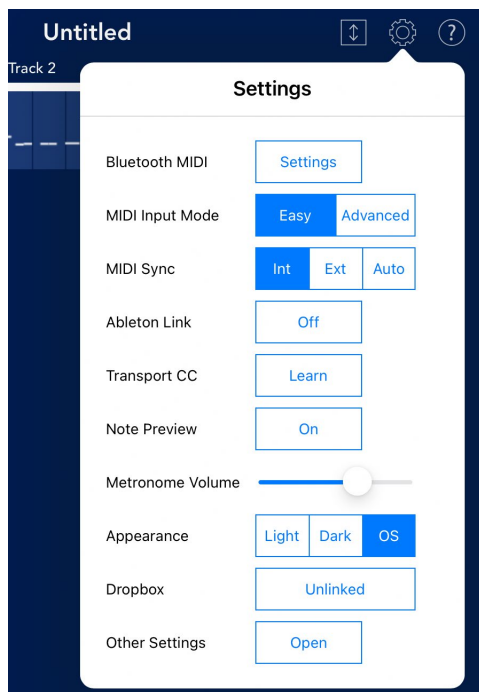
1. Tap the Function button to display the functions menu.



2. Tap the Clear Automation button from the buttons that appeared in the upper left of the screen.
All parameters recorded with the track being edited are deleted.



Other Parameters



Bluetooth MIDI

From this menu, you can select the Bluetooth MIDI device (microKEY Air, nanoKONTROL Studio, nanoKEY Studio, etc.) to connect to. Select your Bluetooth MIDI device in order to use it. (For compatibility with the KORG Gadget, check with the manufacturer of your Bluetooth MIDI device.)

MIDI Input

Select the MIDI input setting mode.

Easy: These are the basic conventional settings. MIDI input is enabled for the track whose MIDI button is lit in yellow in the edit screen. (Multiple MIDI buttons cannot be selected.)

Advanced: The MIDI device and MIDI channel settings can be specified for each track. Tap the All button in the edit screen to specify advanced settings. (This mode is for advanced users.)

MIDI Sync

The setting for MIDI clock synchronization between the iPad running KORG Gadget and the connected external MIDI device can be specified. Tap “Int”, “Ext” or “Auto” from “MIDI Sync” to select the setting. (You can’t use KORG Gadget to transmit MIDI clocks.)

Int: KORG Gadget operates using its internal clock. Select this setting when KORG Gadget is used by itself or when an external MIDI device is synchronized to the iPad as the Master (controlling side).

Ext: KORG Gadget operates synchronized to the MIDI clock of the connected external MIDI device.

Auto: Normally, the operation is the same as with “Int”. If KORG Gadget receives a MIDI clock from the connected external MIDI device, the operation automatically switches to “Ext”.

Ableton Link

Ableton Link is technology for synchronizing beats, phrases and tempos of Ableton Live and a Link-enabled iOS app via a wireless network.

This gives you the freedom to play from multiple devices, like in a live band. While someone is playing, other members can participate in the performance so that everyone can follow along on their devices and even change the tempo.

Using apps with Ableton Link built in, you can play together in time from multiple devices or from multiple apps used simultaneously on the same device.

Ableton Link: This switches the function on/off.

In-app notification: This displays a message when an app compatible with Ableton Link is connected.

Connected Apps: This displays the number of currently connected apps.

Transport CC

Transport CCs (control change messages) let you assign MIDI CC numbers to play back, pause, stop and record the main view, as well as to control the loop and turn the metronome on/off from an external MIDI device.

Note Preview

This sets whether the sound (preview) of the notes you input into the sequencer is triggered or not.

Metronome Volume

Adjusts the volume of the metronome. This is enabled when the metronome is on.

Appearance

This configures how a gadget looks.

Light: The gadget is shown with a bright color scheme, with white as the main color.

Dark: The gadget is shown with a darker color scheme, with black as the main color.

OS: The gadget is automatically shown with either the light or dark color scheme, according to the iOS settings.

Dropbox

The setting for linking with Dropbox can be specified. When exporting to Dropbox, the data is uploaded to the linked Dropbox account.

Unlinked: Tap this button to display the Dropbox login screen.

Login Name: Tap this button to log off of Dropbox.

Others

This displays the iOS settings screen for Gadget. This allows you to specify settings for audio latency, background audio, etc.

Import

Use this function to load standard MIDI files or files that were created on the Nintendo Switch version of KORG Gadget.

1. Tap (File button) in the upper left corner of the main screen, and then select [Import] from the file menu that's shown.



2. From the Import menu, select where the file is to be loaded from.

Standard MIDI File

This exports the Standard MIDI File as a song.

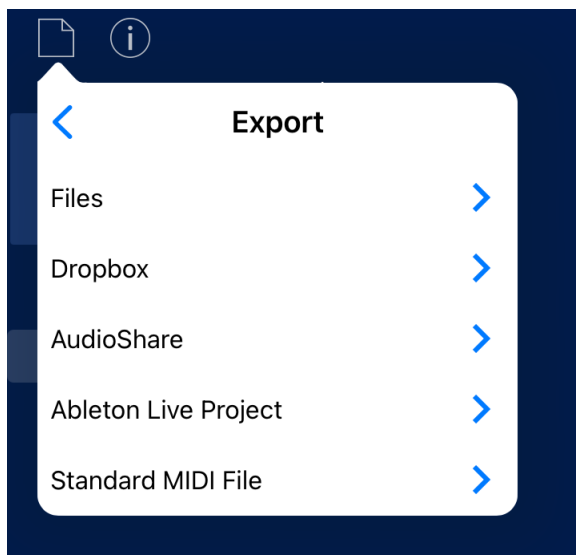
KORG Gadget for Nintendo Switch

Use this to import files by scanning a QR code shown in KORG Gadget for Nintendo Switch.

Export

The song is exported as an audio file in the WAV format (16-bit, 44.1 kHz stereo).

1. Tap  (File button) in the upper left of the main screen, and then select “Export” from the displayed menu.



2. From the Export menu, select the location where the audio file will be saved.

Files

This saves the exported audio file to an iPad/iPhone. You can use the various common functions to transfer the files you save to your computer.

Dropbox

This uploads the exported audio file to Dropbox.

Note: You must have already registered an account with Dropbox.

Audio copy

This moves the exported audio file to the Clipboard. The audio data can be used with AudioPaste-compatible applications.

Ableton Live Project

This saves the exported audio file or plug-in* to an iPad/iPhone or uploads it to Dropbox, as an Ableton Live project file in which the audio files are assigned to each track. Specify “Files” or “Dropbox” in the menu.

*: If the audio files are exported in plug-in format, you'll need either KORG Gadget for Mac or KORG Gadget Plugins for Mac/PC to use these files in Ableton Live.

Standard MIDI File

This exports the current song as a Standard MIDI File. Specify iTunes or Dropbox in the menu.

- 3.** When exporting audio data, you can select one of the following settings.

All Tracks: The data for all tracks will be exported in the audio data.

Track: Only data for the specified track will be exported in the audio data.

Data format: Select the number of bits and the sampling frequency for the audio files.

Tail: Sets whether to export silence at the end of the audio data after the song ends. If the song ends with lingering reverberations, select "5000 ms".

Specifications

Operating requirements

For the specifications of this product, please check the product information on the KORG website.

https://www.korg.com/products/software/korg_gadget/specifications.php#ios

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

Support and service

KORG app Help Center

<https://support.korguser.net/hc/en-us>

If you have questions about this product, check whether this manual or KORG app Help Center has an answer for your question.

* Please note that it may take some time to respond to questions about the content of your question or problems that arise due to your usage environment.

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Published 10/2024