KORG

i Polysix

Owner's manual

Table of Contents

About the KORG iPolysix

Thank you for purchasing the KORG iPolysix Polyphonic synthesizer. To take full advantage of this product and to ensure trouble-free operation, please read this owner's manual carefully and use the product as directed.

"iPolysix" is an analog polyphonic synthesizer that's been carefully designed to take full advantage of the 7.9-inch display of the new iPad mini as well as the iPad. Bringing together a sequencer, drum machine, and even a mixer, it transforms your iPad or iPad mini into the ultimate analog synth studio. Pack an amazing set of early-'80s analog equipment into your iPad, and time-travel back to the dawn of polyphonic synthesizers

Main Features

- The world-wide best-selling Polysix polyphonic synthesizer, fully replicated on your iPad

- Use the newly developed "Polyseq" polyphonic step sequencer to control the Polysix

- A music production environment that gives you access to modeled analog gear including two Polysix units, a six-part drum machine, and a mixer

- Dual Kaoss Pads with chordal support make it easy for anyone to play analog synth sounds

- "Polyshare" lets you publish, share, and remix songs with iPolysix users around the world. "Polyshare" Based on the "SoundCloud" music sharing service

Introduction

Getting ready to play

1. Tap the iPolysix icon on the iPad's home screen; the app will start up.

2. Make sure that the iPad's volume is raised, and not muted.

3. When the app has started up, tap the on-screen keyboard; when you hear sound, you're ready to play.

Tip Using headphones or external speakers (amplified speakers) will let you enjoy higher-quality sound.

Basic knowledge

In addition to playing the KORG iPolysix as a single polyphonic synthesizer, you can also use it with the included sequencer and drum machine for a broad range of music production possibilities. This section explains the basic knowledge that you'll need to use the KORG iPolysix.

Tip For general information about synthesizers, sequencers, and music, please refer to other publications or resources on the Web.

Polysix synthesizer

1. **Selecting the waveform and pitch**
   The VCO (Voltage Controlled Oscillator) determines the waveform and pitch. Use the WAVEFORM knob to select a waveform, and use the OCTAVE knobs to specify the pitch. The waveforms generated here will be processed by the filter and the other components to create the final sound.

2. **Modifying the tone**
   The VCF (Voltage Controlled Filter) modifies the brightness of the sound by applying filters to the waveform produced by the VCO. You can use the high-

5

pass filter or low-pass filter to make the sound thinner or more mellow.

3. Controlling the volume

The VCA (Voltage Controlled Amplifier) and EG (Envelope Generator) let you specify how the volume will change over time, from the beginning of the note to when it decays to silence. Lengthening the ATTACK TIME will make the note begin slowly, and lengthening the RELEASE TIME will make the note end slowly.

4. Creating time-varying change

In addition to using the EG (Envelope Generator) to vary the volume over time, you can also use it to apply time-varying change to the pitch or tone. For example, you could make the pitch fall when the note begins, or make the tone brighten gradually. In a similar way, you can use the MG (Modulation Generator) to apply cyclical change to the pitch, tone, or volume.

Polyphonic step sequencer

1. Specifying the note timing

The step switches determine the timing of the notes, and the GATE slider determines the duration of the notes. Steps where the GATE is set at 25% or higher will be sounded.

2. Specifying the notes that sound

The step switches and the OCTAVE ZONE buttons specify the notes that will sound. The 13 step switches in each column correspond to one octave. To create a phrase, use the OCTAVE ZONE buttons to specify the octave, and turn on the desired switches for each step to specify the pitches that will sound.

Drum machine
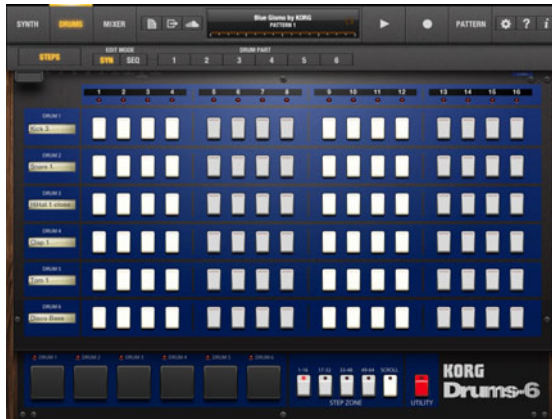
1. **Specifying the note timing**
   Each part will sound if its step switch is turned on.
   You can use EDIT MODE SEQ "DRUM PART 1" –
   "DRUM PART 6 " to create detailed settings for the
   note length and pitch of each step.

2. **Modifying the tone**
   EDIT MODE SYNTH "DRUM PART 1" – "DRUM PART
   6 "- these let you assign sounds created by the Polysix
   to the six parts. You can edit the Polysix's parameters, or
   choose from the existing sounds.

Patterns

The KORG iPolysix uses short phrases called "patterns" as its
smallest playback unit. Each pattern lets you simultaneously
use the following components (synthesizer, drum machine,
etc.).

• Synthesizer: 2 unit

• Sequencer: 2 unit

• Drum machine: 1 unit (6 parts)

You can also modify a pattern in realtime as it plays, or switch
between multiple patterns in realtime during playback.

Songs

The patterns you create are managed as a "song." Whether
you create and play just a single pattern, or use multiple
patterns to create a song, all of your data is saved as a song.
The following illustration shows how a song is structured.
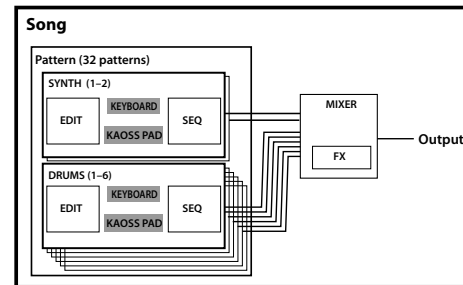
Data saved for each song

• Song: 1

• Patterns: 32

• Drum sounds: for the 6 parts

• Mixer / Master Effect settings

• Tempo / Swing settings

⚠️ Drums settings, Mixer, EFFECT, Tempo/Swing settings are shared by a song.

Data saved for each pattern

• Synth sequence data

• Drums sequence data

• Synth sound

• Kaoss Pad settings

Basic operation

Knobs

You can choose one of the following two operating modes. Select this choice in the Settings.
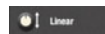
⬤ Linear	Use your finger to move the knob up/down.
⊙ Rotary	Move your finger as though turning the knob.
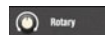
You can also make fine adjustments to a parameter by flicking it (quickly brushing your finger over it).

Flick up: Increases the parameter by a small amount.
Flick down: Decreases the parameter by a small amount.
Flick right: Increases the parameter by an even smaller amount.
Flick left: Decreases the parameter by an even smaller amount.

Quick reference

Playing the synth

Here's how to play the sounds of the Polysix using the keyboard or Kaoss pads.

1. **In the navigation bar at the top of the screen, tap "SYNTH."**
   The synth screen will appear.

   If the sequencer screen appears, tap the sub-bar switch in the navigation bar; then in the sub-bar that appears, tap "SYN1" or "SYN2."

2. **Tap or slide over the on-screen keyboard; you'll hear sound.**

3. **Separately from this keyboard, another keyboard for performance is provided. To access the performance keyboard or the Kaoss pads, tap the controller switch that's located on the lower left side of the screen.**

4. **To switch between the keyboard and the Kaoss pads, use the KAOSS PAD (KEYBOARD) button located to the upper left of the keyboard or the Kaoss pads. For the Kaoss pads, tap the right pad to perform.**

5. **The KORG iPolysix provides various sounds. When you want to play a different sound, tap the sound name in the upper right to access the sound list. Choose the desired sound in the list, and tap "OK." Go ahead and try out the sounds that are provided.**

   ☞ For a detailed explanation of how to use the keyboard, refer to "Keyboard."

   ☞ For a detailed explanation of how to use the Kaoss Pads, refer to "Kaoss Pad."

Editing the synthesizer sound

Here's how to edit the Polysix's sound.

1. **In the sound list, select the sound that you want to edit.**

2. **Use the knobs and buttons in the screen to edit the sound.**

3. **If you want to keep the edited sound, you'll need to save it.**

   ☞ For an explanation, refer to "Saving your sounds."

Playing the drums

Tap the drum pads to play the sounds of the drum machine.

1. **In the navigation bar at the top of the screen, tap "DRUMS."**
   The main screen of the drum machine will appear. If the sequencer screen appears, tap the sub-bar switch in the navigation bar; then tap "STEPS" in the sub-bar that appears.

2. **Tap any of the six drum pads shown on the bottom of the screen.**
   You'll hear the drums when you tap the pads.

Editing the drum sounds

You can edit the drum machine's sounds using a screen that's similar to that of the Polysix.

1. **In the navigation bar, tap the sub-bar switch.**
   The sub-bar will appear.

2. **In the sub-bar, tap EDIT MODE "SYN," and tap any one DRUM PART "1" – "6."**
   A Polysix screen for editing the drum machine's sounds will appear.

3. **The drum machine uses the Polysix's sounds. You can edit the sound in the same way as for the synthesizer.**
   If you want to switch sounds, tap the sound name on the right of the sub-bar to access the sound list. Select the desired sound in the list. Edit the loaded sound if necessary.

   ☞ For details on using Polysix, refer to "SYN 1, SYN 2 (Synthesizer 1, 2)."

4. **When you've finished editing the sound, tap "STEPS" on the sub-bar to return to the main drum machine screen.**

Saving your sounds

Here's how a synth or drum sound that you've created can be saved as a new sound.

1. **Tap the " 💾 " icon on the right of the sub-bar.**

2. **In the dialog box that appears, you can enter information such as the name.**

3. **Tap "Save" if you want the sound that you've created to overwrite the existing sound; tap "Save As" if you want to save the sound as a new sound.**

   ⚠️ You cannot overwrite factory sound.

Creating a song

1. **In the navigation bar, tap the "** 📄 **" icon.**

2. **In the list that appears, tap "New" to create a new song.**

3. **Tap "OK."**
   A new song will be loaded.

Selecting a pattern

For a basic explanation of patterns, refer to "Patterns."

1. **Make sure that the play mode in the navigation bar is set to PATTERN.**

2. **Tap the navigation bar display to access the song pattern view.**

3. **Tap a pattern pad to select a pattern.**
   ☞ For details on using patterns, refer to "PATTERN/ SONG."

4. **Tap the display to close the song pattern view.**

Creating a drum pattern

Here's how you can use the six-part drum machine to add a drum pattern to the pattern that you selected.

1. **In the navigation bar, tap "DRUMS."**

2. **In the navigation bar, tap the sub-bar switch, and then choose "STEPS" from the sub-bar that appears.**

3. **Turn on the step switches of each part to create a drum pattern.**

4. **You can also use the six drum pads to record in real time. In the navigation bar, tap "REC," then "PLAY," and then perform. When you've finished recording, tap "REC."**

5. **From the sub-bar, you can choose the EDIT MODE SEQ "DRUM PART 1"–"DRUM PART 6" to specify the duration and pitch of the notes.**
   ☞ For a basic explanation of using the drum machine, refer to "Drum machine."
   ☞ For details about the drum machine, refer to "STEPS."
   ☞ For details on using the drum sequencer, refer to "SEQ 1, SEQ 2 (Sequencer 1, 2)."

Creating a synth sequence

Here's how to create a synth sequence for the selected pattern.

1. **In the navigation bar, tap "SYNTH."**

2. **In the navigation bar, tap the sub-bar switch; in the sub-bar that appears, choose "SEQ 1."**

3. **Turn on some of the step switches and raise the GATE value to 25% or higher.**
   Notes where the GATE value is set to 25% or higher will sound.

4. **You can also record in real time using the keyboard or Kaoss pads. Touch the controller switch on the lower left side of the screen to select either the keyboard or the Kaoss pads. In the navigation bar, tap "REC" and then "PLAY." When you've finished recording, tap "REC."**
   - ☞ For a basic explanation of using the sequencer, refer to "Polyphonic step sequencer."
   - ☞ For details on using the sequencer, refer to "SEQ 1, SEQ 2 (Sequencer 1, 2)."
   - ☞ For details on using the keyboard, refer to "Keyboard."
   - ☞ For details on using the Kaoss pads, refer to "Kaoss Pad."

Using the mixer to adjust the volume

Here's how you can use the mixer to adjust the volume of each channel while you're creating a pattern.

1. **In the navigation bar, tap "MIXER."**

2. **Adjust the volume and pan of each channel, and the master effects.**
   Knob and fader movements can also be recorded in the pattern.
   - ☞ For details on using the mixer, refer to "MIXER."

Go ahead and create several patterns as described in the sections "Selecting a pattern" through "Using the mixer to adjust the volume."

When you've finished creating several patterns, you can arrange them in a desired order to create a song.

Creating a song from patterns

1. **In the navigation bar, set the play mode to "SONG."**

2. **Tap the navigation bar display to show the pattern select view.**

3. **In the column on the left, select the pattern (PATTERN 1–32) that you want to assign to step 1 of the song, and tap the corresponding grid location.**

   ☞ Refer to "Assigning patterns to a song."

   Repeat this to assign patterns to the steps of the song.

4. **At the point where you want the song to stop, leave the pattern step unassigned, without a pattern. If a pattern is assigned to that step, tap that pattern.**

5. **Make sure that the play mode at the top of the screen is set to "SONG," and play back your song.**

   ☞ For a basic explanation of songs, refer to "Songs."

   ☞ For a detailed explanation of using songs, refer to "PATTERN/SONG."

Saving your song

Here's how to save the song and patterns that you created.

1. **In the navigation bar, tap " 📄 " icon to access the file menu.**

2. **From the menu, choose "Save As."**

3. **In the dialog box that appears, enter a name.**

4. **Tap "OK" on the lower right side of the dialog box.**

Navigation bar

This bar is shown at the top of the screen. Use it to switch between the synth, drum, and mixer screens, to play or stop the song or pattern, and to save or load sounds.
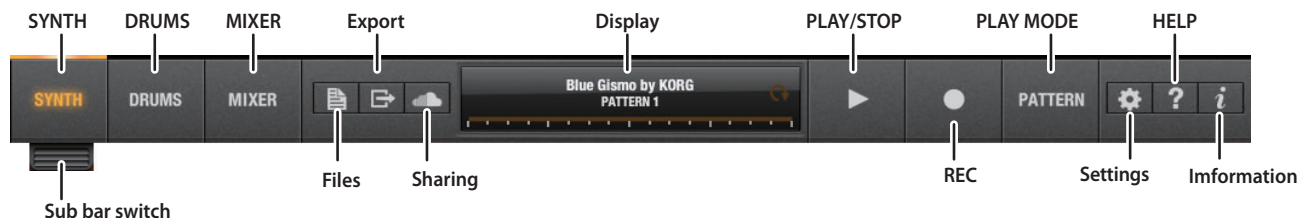
SYNTH
Shows the synth screen.

DRUMS
Shows the drum screen.

MIXER
Shows the mixer screen.

Sub-bar switch
Shows the sub-bar in the synth screen or drum screen.

File
Shows a menu where you can load or save files.

Export
Here are various functions that let you upload songs or patterns to "Polyshare" (☞"Sharing").

Sharing
Here is where you can access "Polyshare." You can publish, share, and remix your songs with other iPolysix users around the world.

Display

Shows the current song name, song position, and pattern number.

If the play mode is set to SONG, this will indicate the song's playback position and the number of the pattern that's being played. If the play mode is set to PATTERN, this shows the number of the selected pattern.

PLAY/STOP

Starts/stops the sequencer, song, or pattern.

REC

Records a sequence or drum pattern.

You can also record movements of the knobs and controllers for the synthesizer, drum machine, and mixer.

Play mode

Switches between playing songs and playing patterns.

Settings

Set the "Knob Mode" to specify how you want the knobs to function.
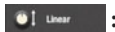
 : Move your finger up or down on the knob.
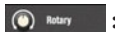
 : Move a single finger as if you were turning the knob.

Help

Shows the manual and links to the FAQ.

Information

Shows information such as the software version of the app.

SYNTH

Sub-bar

The sub-bar will appear when you tap the sub-bar switch in the navigation bar.

SYN 1
Shows the synthesizer 1 screen.

SEQ 1
Shows the sequencer 1 screen.
Sequencer 1 is the sequencer for synth 1.

SYN 2
Shows the synthesizere 2 screen.

SEQ 2
Shows the sequencer 2 screen.
Sequencer 2 is the sequencer for synth 2.

Sound
Shows the sound name. Tap this to see the sound list.
☞ Refer to "Sound list."

Save button
Saves the edited program.
☞Refer to "Saving your sounds."

Sound list
This shows the saved sounds.

SYN 1, SYN 2 (Synthesizer 1, 2)

The synthesizer screen will appear when you select SYN 1 or SYN 2 in the sub-bar. In these screens you can control all of the synth-related parameters.

VCO

OCTAVE [32', 16', 8', 4', 2']
Switches the octave.

WAVEFORM
[⋀(TRI), ⋁(SAW), PW, PWM, 〰 (NOISE)]
Selects the oscillator waveform.

PW/PWM [0.00...10.00]
Adjusts the pulse width of the waveform when PW or PWM is selected as the "WAVEFORM."

PWM SPEED [0.00...10.00]
Adjusts the speed of pulse width modulation when PWM is selected as the "WAVEFORM."

VCO EG INT [-5.00...+5.00]
Adjusts the depth of the EG that is applied to the pitch of the VCO.

SUB OSC [OFF, 1OCT, 2OCT]
Sets the octave of the sub-oscillator.

VCF

CUTOFF [0.00...10.00]
Adjusts the cutoff frequency of the filter.

RESONANCE [0.00...10.00]
Boosts the region near the cutoff frequency. When this knob is at or near the maximum setting, the filter will self-oscillate.

EG INTENSITY [-5.00...+5.00]
Specifies the depth and direction to which the EG will affect the cutoff frequency.

KBD TRACK [0.0...150.0]
Adjusts the amount of depth that the cutoff frequency will change according to the pitch of the note that is input.
With a setting of 100, the change in cutoff frequency will be proportionate to the change in pitch.

MODE [LPF, HPF]
Specifies the type of filter that is used.

LPF: Low-pass filter
HPF: High-pass filter

VOLUME [0.00...10.00]
Adjusts the Polysix's output level.

MG

KEY SYNC [ON, OFF]
If this setting is ON, the phase of the MG (Modulation Generator) will be reset at each note-on.

TEMPO SYNC [ON, OFF]
If this is on, the modulation generator will synchronize to the tempo of the sequencer.

FREQUENCY [0.00...10.00, 8/1...1/64]
If "TEMPO SYNC" is off, this specifies the frequency of the modulation generator.
If "TEMPO SYNC" is on, this specifies the rate of the modulation generator.

DELAY [0.00...10.00]
Adjusts the time from note-on until the MG is applied.

LEVEL [0.00...10.00]
Adjusts the depth of the effect that's produced by the MG.

MODE [VCO, VCF, VCA]
Selects the module where the MG will be applied.

EG

ATTACK [0.00...10.00]
Adjusts the time from note-on until the attack level is reached.

DECAY [0.00...10.00]
Adjusts the amount of time it will take for the level to change from the attack level to the sustain level.

SUSTAIN [0.00...10.00]
Adjusts the sustain level.

RELEASE [0.00...10.00]
Adjusts the time that it will take for the level to fall from the sustain level to zero following note-off.

VCA

MODE [EG, ⎍]
Select the envelope source that will produce time-variant change in the volume.

ATTENUATOR [-10dB...+10dB]
Adjusts the volume of the program.

20

ARPEGGIATOR

ON/OFF [ON, OFF]

Switches the arpeggiator on/off.

KEY SYNC [ON, OFF]

If this setting is ON, the arpeggiator will be reset at each note-on.

TEMPO SYNC [ON, OFF]

If this is on, the arpeggiator will synchronize to the tempo of the sequencer.

SPEED [8/1...1/64, 0.00...10.00]

If "TEMPO SYNC" is on, this specifies the rate of the arpeggiator.
If "TEMPO SYNC" is off, this specifies the frequency of the arpeggiator.

RANGE [FULL, 2OCT, 1OCT]

Specifies the range in which the arpeggiator will play the pattern.

MODE [UP, DOWN, UP/DOWN]

Selects the pattern that the arpeggiator will play.

LATCH [ON, OFF]

Specifies whether the arpeggiator will continue playing even after note-off occurs.

KEY ASSIGN MODE

HOLD [ON, OFF]

If this is ON, notes will be held following note-on.

Note: If the arpeggiator is on, this setting will be ignored.

CHORD [ON, OFF]

If this is ON, the chord that you're playing will be memorized so that you can play that chord in parallel from a single note-on.

UNISON [ON, OFF]

Makes the Polysix play in Unison mode.

POLY [ON, OFF]

Makes the Polysix play polyphonically. If either "CHORD MEMORY," UNISON," or "POLY" is turned on, the others

will be turned off.

VOICES [01...06]

Specifies the number of unison voices used when "UNISON" is turned on.
Specifies the maximum polyphony when "POLY" is turned on.

UNISON DETUNE [0.00...10.00]

Specifies the detuning (pitch difference) between simultaneously-sounded voices when you use "UNISON VOICES" to play multiple voices in unison. This parameter does nothing if "UNISON VOICES" is set to 1 (a single voice).

UNISON SPREAD [0.00...10.00]

Spreads the voices between the left and right channels when you use "UNISON" to play multiple voices in unison. If the "UNISON VOICES" setting is odd-numbered, only one voice will be located in the center.

EFFECTS

ON/OFF

When this switch is on, the effect will be applied. If this is off, the effect will not be applied.

TYPE

Selects the effect type. You can choose from 28 types of effects.

EDIT 1

The parameter that's controlled by this knob will depend on the effect type.

EDIT 2

The parameter that's controlled by this knob will depend on the effect type.

PITCH

BEND RANGE [0.00...12.00 (0...1oct)]

Specifies the amount of pitch change that will occur when you use the pitch bend wheel. This setting specifies the pitch change that will occur when the pitch bend wheel is rotated all the way in the positive (+) direction.

TRANSPOSE [-12...+12]

Adjusts the pitch of the oscillator in steps of one semitone (100 cents).

Automation

The values of the switches and knobs can be stored for each step of a pattern. This lets you automatically control those parameters while the pattern plays.

Here's an example of recording and editing the movement of a knob.

Recording knob movements

1. **In the synth screen, tap the REC button and then the PLAY button to start recording.**

2. **Use the desired knob.**
You can also use several knobs to record them.

3. **Tap the REC button.**
Recording will end, and you'll switch to playback. The volume will change as the steps progress. The knobs will also move automatically.

Editing the recorded automation

1. **For approximately one second, touch and hold a knob whose movement you recorded.**
The automation edit screen will appear.

2. **Drag the bar for each step up or down to edit the value.**

3. **To close the edit screen, touch any area of the synth other than the setting screen.**

Keyboard, wheel

Pitch-bend wheel

Modulation wheel
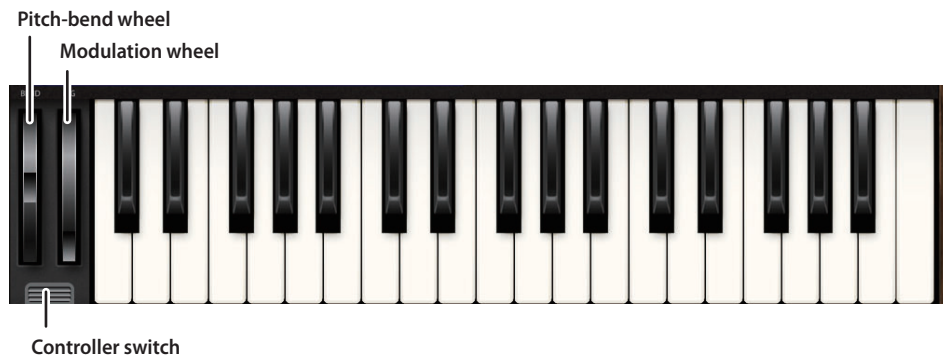
Controller switch

Keyboard
You can perform by tapping or gliding over the keyboard.

Tip This screen shows a 37-note keyboard. For performance, use the "Keyboard" that appears when you tap the controller switch located to the lower left.

Pitch bend wheel
Controls the pitch of the synthesizer.

Modulation wheel
Allows you to vary the depth of pitch modulation while you perform.

Controller switch
Shows the controller (keyboard or Kaoss pad).

Controller

When you tap the controller switch, the controller (keyboard or Kaoss pads) will appear.

Keyboard

This is a keyboard for performance. You can play notes by tapping or sliding on the keyboard. You can also change the keyboard's width or the range that is shown.

KAOSS PAD (KEYBOARD)   KEYBOARD POSITION   KEYBOARD WIDTH

Modulation wheel   Keyboard

Pitch-bend wheel
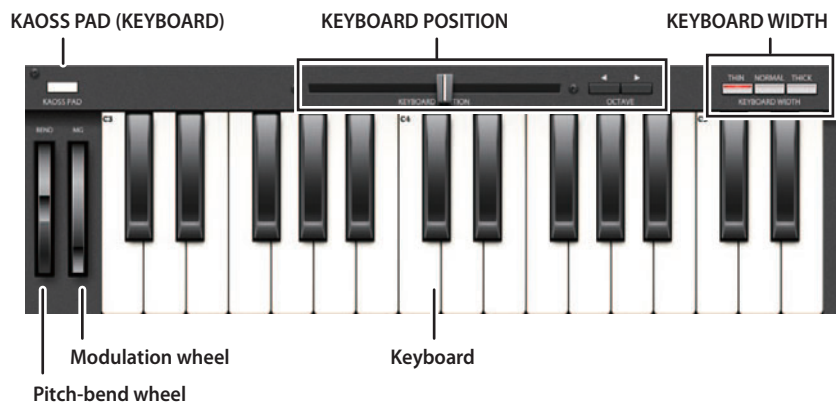
KAOSS PAD (KEYBOARD)

Switches between the Kaoss pads and the keyboard.

KEYBOARD POSITION

Use the slider or octave buttons to specify the keyboard note range that you want to use.

KEYBOARD WIDTH

Specifies the width of the keys.

THICK:	Somewhat thicker than NORMAL.
NORMAL:	The normal width.
THIN:	Somewhat thinner than NORMAL.

⚠️ This setting will not affect the 37-note keyboard in the SYNTH screen.

Pitch bend wheel
Controls the pitch of the synthesizer.

Modulation wheel
Allows you to vary the depth of pitch modulation while you perform.

Kaoss Pad

By sliding your fingers over these pads, you can control the parameters that are assigned to the X (horizontal) and Y (vertical) axes of each pad. You can use this to play sounds or to modify parameter values. For example, sliding a finger horizontally on the right Kaoss pad will change the pitch, while sliding a finger vertically will change the duration of the notes while you perform.

KAOSS PAD (KEYBOARD)

SCALE

ASSIGN X, Y

MODE   KAOSS PAD L

KAOSS PAD R   VOICES
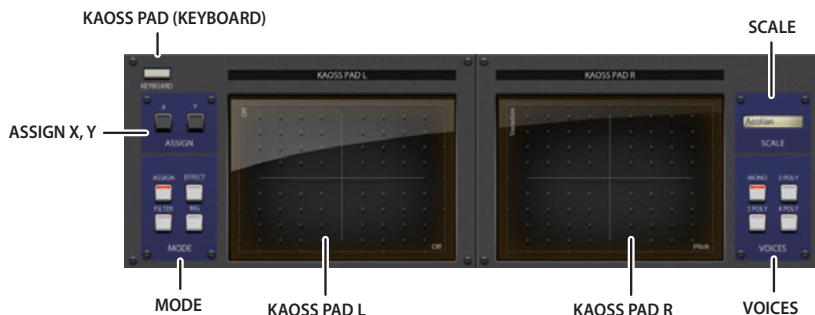
KAOSS PAD (KEYBOARD)

Switches between the Kaoss pads and the keyboard.

ASSIGN X, Y

Select the parameters that will be controlled by the left pad if ASSIGN is chosen as the "MODE."

MODE

Selects the parameters that will be controlled using the left pad. If you choose ASSIGN, you'll be able to control the parameters specified by "ASSIGN."

KAOSS PAD L

This pad controls the parameters that you've assigned to the X-axis and Y-axis. Use "MODE" to select the parameters that will be controlled.

KAOSS PAD R

The X-axis controls the note. When you slide your finger in the direction of the X-axis, the pitch will change according to the key and scale specified in "SCALE."
The Y-axis controls the inversion when playing chords. This has no effect if "VOICES" is set to MONO.

SCALE

Specifies the key and scale of the notes that are produced when you use the right pad.

Display	Scale name
Chromatic	Chromatic
Ionian	Ionian
Dorian	Dorian
Phrygian	Phrygian
Lydian	Lydian
Mixolydian	Mixolydian
Aeolian	Aeolian
Locrian	Locrian
minor Harmo	Harmonics minor
minor Melod	Melodic minor
Major Blues	Major Blues
Minor Blues	Minor Blues
Diminish	Diminish
Com. Diminish	Combination Diminish
Major Penta	Major Pentatonic
Minor Penta	Minor Pentatonic
Raga 1	Raga Bhairav
Raga 2	Raga Gamanasrama
Raga 3	Raga Todi
Arabian	Arabian Scale
Spanish	Spanish Scale
Gypsy	Gypsy Scale
Egyptian	Egyptian Scale
Hawaiian	Hawaiian Scale

Bali Pelog	Bali IslandPelog
Japanese	Japanese Miyakobushi
Ryukyu	Ryukyu Scale
Chinese	Chinese Scale
Bass Line	Bass Line
Wholetone	Wholetone scale
minor 3rd	Minor 3rd Interval
Major 3rd	Major 3rd Interval
4th	4th Interval
5th	5th Interval
Octave	Octave Interval

VOICES

Specifies the number of notes that will be sounded by the right pad. If you choose a setting "2POLY" through "4POLY" to produce chords, you can use the Y-axis to control the inversion of the chord.

SEQ 1, SEQ 2 (Sequencer 1, 2)

Here you can use a step sequencer with up to 64 steps to control the Polysix.
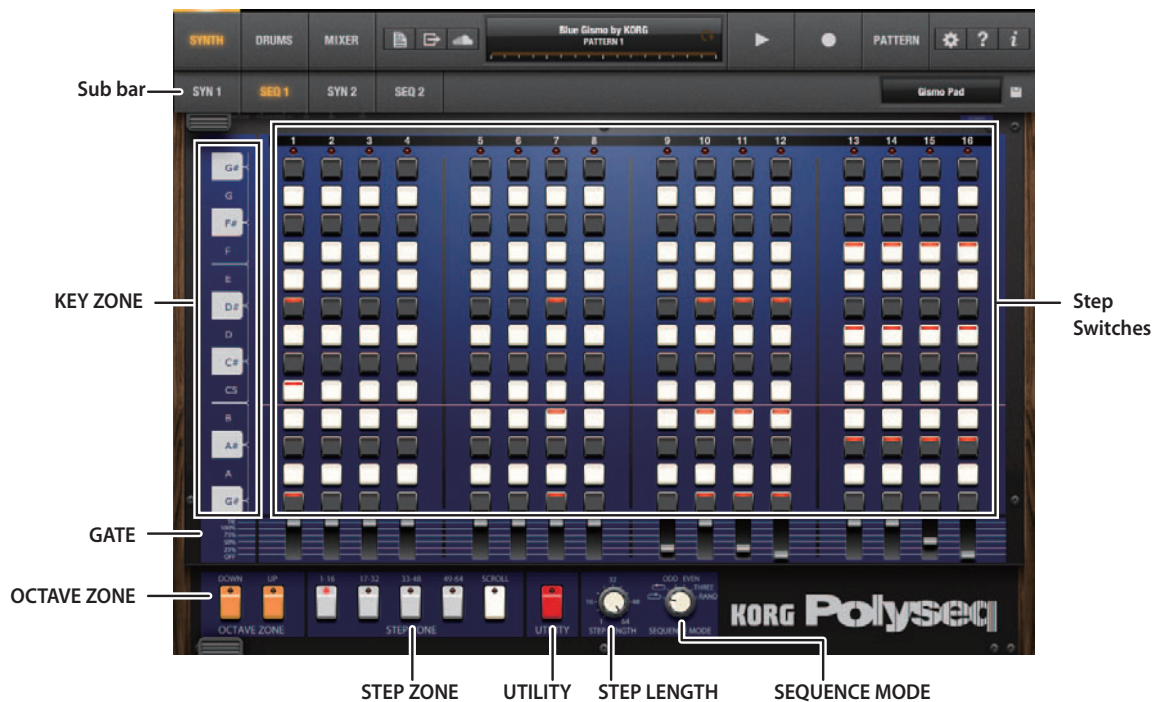
Sub-bar

☞See "Sub-bar."

Step switches

These are on/off switches for the notes. Each step (1–16) has 13 switches, corresponding to one octave. If a switch is on, that note will sound at the corresponding step when the sequencer runs.

Use the OCTAVE UP/DOWN buttons to switch octaves, and specify the desired notes at each step.

KEY ZONE

Shows the note name. Drag this up or down to change the pitch display range in units of a semitone.

GATE

Controls the duration of the notes sounded at each step.

OCTAVE ZONE

Changes the pitch display range in units of an octave.

UP:	Raises the range one octave.
DOWN:	Lowers the range one octave.

STEP LENGTH

Specifies the length of the pattern. The pattern can be 1–64 steps long.

UTILITY

Clear:	Clears the pattern.
Copy:	Copies and pastes the pattern to or from the range of steps that is specified in STEP ZONE.
Move:	Moves the notes.

STEP ZONE

Specifies the range of steps shown on the screen. If the pattern is longer than 16 steps, you can turn SCROLL on so that the displayed range will scroll during playback.

SEQUENCER MODE

Specifies how sequencer playback will move through the steps.

⟳	**FORWARD:**	Move from left to right.
⟲	**BACKWARD:**	Move from right to left.
	ODD:	Play the odd-numbered steps twice.
	EVEN:	Play the even-numbered steps twice.
	THREE:	Play every third step twice.
	RAND:	Play the steps randomly.

DRUMS

Sub-bar

The sub-bar will appear when you tap the sub-bar switch in the navigation bar.

STEPS

Shows the main screen of the drum machine.

EDIT MODE

Here you can specify whether you want to edit the drum sound or the drum sequence. The corresponding edit screen will appear when you select the desired part for editing in the "DRUM PART."

   SYN: This shows screens where you can edit the drum sound of each part.

   ☞ Refer to "EDIT MODE SYNTH DRUM PART 1–6 (Sound edit)"

   SEQ: This shows screens where you can edit the drum sequence of each part. In addition to specifying the on/off timing of the notes in the main screen, you can also create diverse sounds by controlling parameters such as pitch and duration for each step. You can also enter pitched parts other than drum sounds.

☞ Refer to "EDIT MODE SEQ DRUM PART 1–6 (Sequence edit)."

DRUM PART

Here you can select the part for the drum sound or drum sequence you want to edit.

Sound

The sound list will appear when you tap this while the drum sounds edit screens are shown.

🖫 Save button

Saves the edited program.

☞ Refer to "Saving your sounds."

STEPS

This shows the main screen of the drum machine. In this screen you can specify the parts that will be sounded by the drum machine during each step.

Sub-bar

☞ See "Sub-bar."

Drum parts

These show the names of the sounds used by each drum part.

Step switches

These are note on/off switches. Each step (1–16) has a switch for each part. If a switch is on, the corresponding part will sound when the sequence plays that step.

Drum pads

You can tap these pads to play the drum machine.

STEP ZONE

These specify the range of steps shown in the screen. If there are more than 16 steps, you can turn SCROLL on so that the displayed range will scroll during playback.

UTILITY

Clear:	Clears the drum pattern.
Copy:	Copies and pastes the pattern to or from the range of steps that is specified in STEP ZONE.
Move:	Moves the notes on the drum part 1–6.

EDIT MODE SYNTH DRUM PART 1–6 (Sound edit)

This is the screen for editing the drum sound. Except for the fact that there are two effects instead of the arpeggiator, this is the same edit screen as for the synth. Basic functionality and usage are essentially the same. The C4 note will be sampled as the drum sound.

☞ See "SYN 1, SYN 2 (Synthesizer 1, 2)."

⚠ There are no ARPEGGIATOR section parameters when editing a drum sound.

EDIT MODE SEQ DRUM PART 1–6 (Sequence edit)

This is the screen for editing the drum sequence. It shows the same edit screen as for the synth. Basic functionality and usage are essentially the same. However, the GATE setting adds the option of 1SHOT (the note will sound at the length of the sample itself). In addition to turning the note timing on/off, you can also create diverse sounds by controlling parameters such as the pitch and duration of each step. You can also enter pitched parts other than drum sounds.

☞ See "SEQ 1, SEQ 2 (Sequencer 1, 2)."

MIXER

In this screen you can adjust parameters such as the volume and pan (stereo position) of each channel.

GAIN

EFFECT MIX

PAN

SOLO
MUTE

LEVEL

VOLUME UNIT
METER

MASTER EFFECT

SOLO/MUTE OFF

LEVEL

Adjusts the volume of the corresponding channel. MASTER adjusts the overall volume.

MUTE

Silences the corresponding channel.

SOLO

Allows only the sound of the corresponding channel to be heard.

PAN

Adjusts the stereo position of the corresponding channel.

EFFECT MIX

Specifies the amount of sound that's sent from the corresponding channel to the master effect.

GAIN

Adjusts the gain of the corresponding channel. Adjust this so that the PEAK LED located above does not light-up.

SOLO/MUTE OFF

Turns off the MUTE setting and the SOLO setting for all channels.

MASTER EFFECT

This area lets you adjust master effect settings. For details on the effect types and their parameters, refer to "EFFECT."

VOLUME UNIT METER

Indicates the volume of the master output.

Automation

The values of the mixer's switches, knobs, and faders can be stored for each step of pattern. This lets you automatically control those parameters while the pattern plays. The method of recording and editing automation is the same as the one that's used for synth automation.

☞ Refer to "Automation"

EFFECT

KORG iPolysix provides the following effects.

- Dedicated synthesizer effect: 1 unit
- Dedicated drum sound effect: 2 units
- Master effect built into the mixer: 1 unit

By taking advantage of these effects, you can give your sound a wide range of variety. You can choose from a total of 28 types of effect, including delay and reverb.

Effect types

Polysix Chorus

This effect reproduces the chorus effect that was built into the Polysix. It adds modulation, spaciousness, and a sense of vibrato to the sound by mixing the original sound with a pitch-modulated sound.

1: SPEED Adjusts the speed at which the pitch is modulated.

2: SPREAD Adjusts the left/right spaciousness.

Polysix Phase

This effect reproduces the phase effect that was built into the Polysix. It adds modulation, spaciousness, and a sense of vibrato to the sound by mixing the original sound with a pitch-modulated sound. You can obtain a distinctive sense of transparency by combining this with Polysix Chorus in different ways.

1: SPREAD Adjusts the left/right spaciousness.

2: SPEED Adjusts the speed at which the pitch is modulated.

Polysix Ensemble

This effect reproduces the ensemble effect that was built into the Polysix. It adds a deep sense of chorus by mixing multiple copies of pitch-modulated sound.

1: DEPTH Adjusts the depth of the effect.

2: SPREAD Adjusts the left/right spaciousness.

Chorus/Flanger

Chorus/Flanger adds spaciousness and a sense of vibrato by mixing the original sound with a pitch-modulated sound. Compared with Polysix Chorus/Phase, it produces an effect with more of an edge.

1: SPEED Adjusts the speed at which the pitch is modulated.

2: DEPTH Adjusts the depth of the effect. Turning the knob clockwise will change from a chorus to a flanger effect, making the modulation more intense.

Phaser

This effect adds modulation to the sound by mixing the original sound with sound whose phase is being cyclically modulated.

1: SPEED	Adjusts the speed of modulation.
2: DEPTH	Adjusts the depth of the effect.

Auto Pan

This effect modulates the left/right volume of the input signal. Increasing the Depth will produce greater left/right spread.

1: FREQ	Adjusts the rate at which the left/right volume is modulated.
2: DEPTH	Adjusts the depth of the auto pan effect.

Pump

This effect cyclically changes the volume of the input signal.

1: FREQ	Adjusts the rate that the volume is modulated. The output volume will rise at the beats following the specified cycle.
2: ATTACK	Adjusts the way in that the volume will rise. Higher settings make the volume rise more gradually.

Slicer

This effect cyclically gates (cuts) the input signal.

1: FREQ	Adjusts the rate of gating.
2: HOLD TIME	Adjusts the duration of time that the sound is being output.

Ring Mod

This modulates the sound to add a metallic resonance or give it a sound-effect-like character.

1: FREQ	Specifies the frequency at which modulation will be applied. Turning the knob clockwise will raise the frequency.
2: BALANCE	Adjusts the balance between the effect sound and direct sound.

Grain Shifter

This effect takes an extremely short sample of the sound at a specified rate, and plays it back continuously.

1: SPEED	Specifies the tempo-synchronized sampling rate and sampling time in units of a note value.
2: BALANCE	Adjusts the balance between the effect sound and direct sound.

Short Delay

This effect delays the sound. This is a cross feedback delay with a short delay time. It is not synchronized to the tempo.

1: TIME   Specifies the delay time.

2: DEPTH   Adjusts the delay depth and the amount of feedback.

BPM Delay

This effect delays the sound. This is a cross feedback delay that is synchronized to the tempo.

1: TIME   Specifies the tempo-synchronized delay in units of a note value.

2: DEPTH   Adjusts the delay depth and the amount of feedback.

Room Reverb

This simulates the reverberation and ambience of a room.

1: TIME   Adjusts the reverberation time.

2: LEVEL   Adjusts the level of reverberation.

Hall Reverb

This simulates the reverberation of a large hall or stadium.

1: TIME   Adjusts the reverberation time.

2: LEVEL   Adjusts the level of reverberation.

Gate Reverb

This effect uses the input signal to gate the reverb output. It is effective when applied to sounds such as a snare drum.

1: TIME   Adjusts the gate's release time. Higher values allow the gate to remain open, so that the reverberation will continue to be heard.

2: LEVEL   Adjusts the level of reverberation.

Compressor

This effect compresses the input signal from an individual instrument sound such as a drum, making it more consistent and punchy. It is also an effective way to emphasize the sense of attack.

1: SENS   Adjusts the sensitivity of the compressor. Raising this value will boost low-level sounds.

2: ATTACK   Adjusts the speed of the attack after which the compressor will begin to operate. Raising this value will produce a slower attack envelope.

Master Compressor

This effect compresses the input signal from a rhythm pattern or song, making it more consistent and punchy. It is also an effective way to emphasize the sense of attack.

1: SENS Adjusts the sensitivity of the compressor. Raising this value will boost low-level sounds.

2: ATTACK Adjusts the speed of the attack after which the compressor will begin to operate. Raising this value will produce a slower attack envelope.

Drive

This effect drives the input signal, boosting it to create natural distortion.

1: GAIN Adjusts the amount of distortion by adjusting the input level of the distortion circuit.

2: LEVEL Adjusts the output level.

Distortion

This distortion effect creates hard distortion.

1: GAIN Adjusts the amount of distortion by adjusting the input level of the distortion circuit.

2: LEVEL Adjusts the output level.

Valve Force

This effect simulates the soft distortion and fatness that are characteristic of a vacuum tube amp circuit.

1: TUBE GAIN Adjusts the amount of distortion and fatness.

Decimator

This lowers the sample rate and bit depth to intentionally simulate the rough sound of an inexpensive sampler.

1: FREQ Adjusts the tonal character. Increasing this value will lower the sample rate, making the sound more "lo-fi."

2: BALANCE Adjusts the balance of the effect sound and direct sound.

EQ

This is a shelving-type equalizer. It boosts or cuts the level of the low and high frequency ranges.

1: LOW GAIN Adjusts the low frequency range.

2: HIGH GAIN Adjusts the high frequency range.

Peaking EQ

This boosts or cuts the level of the frequency range that you specify.

1: FC Specifies the center of the frequency range that will be boosted or cut.

2: GAIN Adjusts the gain. When the knob is in the center, the response is flat. At the maximum and minimum positions, the level will be boosted or cut by +/-15 dB.

LPF

This is a filter that allows only the low-frequency sound to pass, making the sound darker and more mellow.

1: CUTOFF Adjusts the cutoff frequency.

2: RESONANCE Boosts the region near the cutoff frequency, adding a distinctive character to the sound.

HPF

This is a filter that allows only the high-frequency sound to pass, making the sound harder and brighter.

1: CUTOFF Adjusts the cutoff frequency.

2: RESONANCE Boosts the region near the cutoff frequency, adding a distinctive character to the sound.

BPF

This is a filter that cuts all but the frequency range you specify, allowing you to emphasize just a portion of the sound.

1: CUTOFF Adjusts the cutoff frequency.

2: RESONANCE Boosts the region near the cutoff frequency, adding a distinctive character to the sound.

Comb Filter

A comb filter contains alternating regions that pass or cut the sound, giving a distinctive character to the sound.

1: FREQ Adjusts the spacing of the "teeth of the comb." Higher settings produce a finer-toothed comb; a larger number of regions will be cut. This is adjusted so that the teeth of the comb are spaced at semitone intervals.

2: FEEDBACK Adjusts the amount of feedback for the comb filter. Higher settings produce greater boost at each tooth of the comb.

Taking Mod

This effect adds vowel formants to the input sound, producing the impression of a human voice.

1: FORMANT Adjusts the formant. Turning the knob clockwise will smoothly change the formant through the range of [a]-[e]-[o]-[u]-[i].

2: Offset Specifies the pitch of the formant frequency.

PATTERN/SONG

In this screen you can select the pattern that you want to play or edit, and create a song by placing patterns in the desired order. You can also switch patterns in real time while you perform. This screen will appear when you tap the display on the navigation bar.

PATTERN

Here is where you can select the pattern that you want to play or edit. You can also switch patterns in real time while you perform.
This will appear if you tap the display when play mode is set to PATTERN.

Pattern select

PATTERN ZONE   TEMPO   SWING   PATTERN   UTILITY
                                   CHANGE
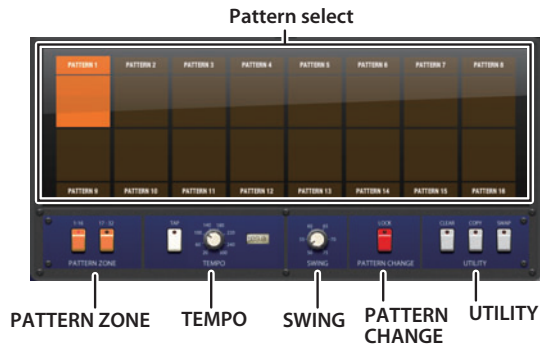
Pattern select

Here is where you can select the pattern that you want to play or edit.
The selected pattern is shown in orange.

PATTERN ZONE

Choose the patterns that are shown in the pattern select area.

| 1-16: | Patterns 1–16 are shown. |
| 17-32: | Patterns 17–32 are shown. |

TEMPO

This is where you can specify the playback tempo of the pattern. You can use either tap tempo or the tempo knob to set the tempo.

Tip The tempo settings of the song and the pattern are linked.

SWING

This adjusts the swing.

Tip The swing settings of the song and the pattern are linked.

PATTERN CHANGE

This specifies how pattern changes will occur.

LOCK: If this is on, the pattern that's currently playing will finish playing to its end, and then the newly-selected pattern will play. If this is off, the pattern will change the instant you select the new pattern.

UTILITY

These are utility functions that let you clear, copy or swap patterns.

CLEAR: Clears the contents of the pattern. Tap CLEAR (the pattern select area will blink), and then select the pattern that you want to clear.

COPY: Copies a pattern. Tap COPY (the pattern select area will blink), then select the copy-source pattern, and finally select the copy-destination pattern.

SWAP: Exchanges two patterns. Tap SWAP (the pattern select area will blink), and then select the two patterns that you want to exchange.

SONG

Here you can create a song by placing patterns in the desired order. A song can contain up to 100 patterns. This screen will appear if you tap the display when the play mode is set to SONG.
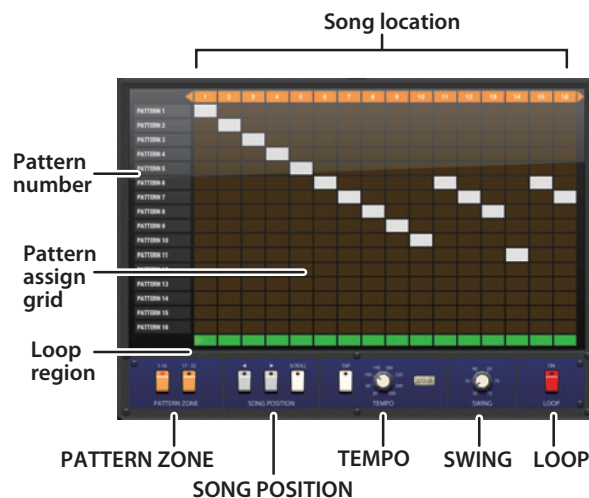
In this grid, the vertical columns are the pattern numbers and the horizontal rows are the steps of the song. Tap a grid location to assign a pattern (vertical column) to a step (horizontal row).

Song location

This is the location number within the song. The range of location that will play is shown in orange.

Pattern number

This is the pattern number.

Pattern assign grid

This is where you can assign a pattern to each step.

PATTERN ZONE

Here is where you can select the range of patterns shown in the vertical column.

1-16:	Patterns 1–16 are shown.
17-32:	Patterns 17–32 are shown.

SONG POSITION

These switches scroll the displayed range of location.

TEMPO

Here you can specify the playback tempo of the song. You can use either tap tempo or the tempo knob to set the tempo.

> **Tip** The tempo settings of the song and the pattern are linked.

SWING

This adjusts the swing.

> **Tip** The swing settings of the song and the pattern are linked.

LOOP

This switch plays the specified region of steps as a loop.

Assigning patterns to a song

As an example, here's how to assign patterns to locations 1 through 8.

1. **Assign a pattern to each location 1 through 8. At each of the locations 1 through 8, tap the grid location that intersects with the pattern number you want to assign.** Grid locations to which you've assigned a pattern are shown in white.
   By default, patterns 1–16 are shown in the vertical column. If you want to see patterns 17–32, tap PATTERN ZONE 17–32 in the lower left.

Loop playback

1. **Tap the loop switch to turn it on.**
   The loop icon " " will appear on the right of the display.

2. **Tap a step number to specify the loop region.**
   For example if you want steps 1 through 8 to play as a loop, tap the green marks that correspond to the location numbers. The locations you've specified as the loop region are shown in orange.

45

Export

This lets you upload songs or patterns to "Polyshare" (☞ "Sharing") or export them to an audio file.

Upload & Share

This lets you convert song data to an audio file and upload it to "Polyshare." The song data can also be uploaded together with the audio file.

1. **Select the song that you want to upload.**

2. **Tap the export icon " 🖸 "; then in the menu that appears, choose "Upload&Share."**

3. **In the upload screen that appears, enter information about the song.**

4. **When you've finished entering all of the information, tap "Upload." The time required for uploading will depend on the length of the song and on the state of your Internet connection.**

Render

Depending on the screen that's currently selected, this will write the song or pattern as an audio file.
This will create a wave format 16-bit 44.1 kHz stereo audio file.

AudioCopy

Depending on the screen that's currently selected, this will write the song or pattern as an audio file and copy it to the Clipboard.

WIST

WIST (Wireless Sync-Start Technology) is a Korg technology that wirelessly connects two iPad/iPhone apps so that they can start playing simultaneously.
Korg and other companies are continuing to release WIST-compatible apps. For more about WIST-compatible apps, refer to the following page.

• http://www.korguser.net/wist/

Sending a file to Mac/PC

1. Use a USB cable to connect the iPad to your Mac/PC.

2. Start up iTunes on the Mac/PC.

3. In the left sidebar of iTunes, select iPad.

4. In the tabs above, select "Apps."

5. Scroll down, and from the apps under file sharing, choose "iPolysix."

6. The exported audio files are shown in "iPolysix documents" at the right.
   Drag and drop to copy a file to your Mac/PC. To delete a file, select it and then press the delete key of the keyboard.

⚠️ Don't delete any folder or file other than an audio file. On PC, a folder named ".ipolysix.d" will be visible, but deleting this may make all the data you created disappear.

Sharing

Here you can access "Polyshare." Based on the "SoundCloud" music sharing service, Polyshare is a song sharing stage where iPolysix users can share their songs. You can publish, share, and remix your songs with iPolysix users around the world.
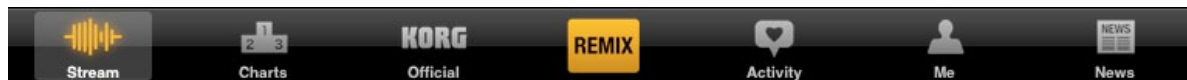
Stream
Shows the songs that users have uploaded.

All Users:	Shows all songs uploaded by users.
Followers:	Shows songs by users whom you are following.

Charts

Top:	Shows the currently popular songs in descending order.
Featured:	Shows the featured songs.

KORG Official
Shows official Korg demo songs.

REMIX
Of the uploaded songs, shows songs that can be remixed.

Activity
Shows activity within "Polyshare."

Me

Tracks:	Shows the songs that you've uploaded.
Likes:	Shows the songs that you've liked.
Followings:	Shows the users who you are following.
Followers:	Shows the users who are following you.

News
Shows the latest news from Korg.

Specifications

System:
- Polysix polyphonic synthesizer x 2
- Analog polyphonic sequencer x 2
- Sampling drum machine x 1
- Analog mixer x 1

Synthesizer:
- Analog modeling synthesizer
- Electronic circuit modeling technology CMT (Component Modeling Technology)
- Max voice polyphony: 6 voice per 1 unit
- Expanded functionality that's unique to iPolysix, such as VCF HPF and VCO EG Intensity
- 50 Synthesizer sounds
- 28 types of built-in internal effects

Sequencer:
- 64 step analog polyphonic sequencer
- 6 types of sequence modes

Drum machine:
- 6 part / 64 steps drum machine
- Polysix sampling sound engine
- 50 Drum sounds
- Also usable as a pitched part by controlling the note

Mixer:
- 8 channel mixer with VU meters, developed the KMX-8 model.
- 28 types of built-in master effects

Song, Pattern:
- 32 patterns per 1 song, Max: 100 measures
- Tempo (20 – 300 BPM), tap tempo function
- Swing function

Effect Type:
- 28 types, including the chorus/phase/ensemble that typifies the Polysix

49

Controllers:

- Performance keyboard that lets you change the number of keys
- Dual Kaoss Pads that support chordal performance
- 35 types of scale and parameter control support

Others:

- Use the Polyshare music sharing stage to publish, share, and remix songs online
- Audio export (WAV. File format)
- WIST (Wireless Sync-Start Technology) support
- Audio Copy support
- Support for performing with a USB-MIDI keyboard (via the Apple iPad Camera Connection Kit)

System requirements;

- iPad mini or iPad series (iPad 2 or later is recommended)
- iOS 5.1 or later
- * This app is specifically for iPad. It will not work on iPhone/ iPod touch.

Support and service

If you have questions about this product, please contact the Korg distributor in the country where you purchased it.

Information to provide when contacting us

In order for us to help you, we'll need the following information since product support cannot be provided without it

- Your name
- The name and version of the product (How to check the version)
- The name of the device that you're using
- The version of the operating system
- Your question (provide as much detail as possible)

Before you contact us

- Before you contact us, check whether this manual or Online FAQ has an answer for your question.
- Please be aware that we cannot answer questions about products that are not made by Korg, such as basic operation of your hardware device, or general questions about creating songs or sounds.

KORG **KORG INC.**
4015-2 Yanokuchi, Inagi-city, Tokyo 206-0812 Japan