KORG ELECTRIBE Wave

MUSIC PRODUCTION MACHINE

Owner's Manual

Table of Contents

Introduction

Thank you for purchasing the KORG ELECTRIBE Wave Music Production Machine. To help you get the most out of your new instrument, please read this manual carefully.

Main Features

The ELECTRIBE Wave is a completely new version of the ELECTRIBE series, featuring a newly-developed wavetable sound generator. While retaining the same easy-to-use operability of the current ELECTRIBE series, the ELECTRIBE Wave allows you to experience a new kind of music production that lets you directly modify the unique wavetable sound generator parameters by hand.

The ease of use, accessibility, sound, and musicality of the ELECTRIBE reach new heights in this latest software version which features a powerful wavetable sound source, a "Quick Input" sequencer and a convenient chord pad that allows you to play a chord with one finger. Even if you aren't a musical virtuoso, with the ELECTRIBE Wave you can create state-of-the-art dance music like EDM, Future Bass.

What's a wavetable sound generator?

A wavetable sound generator is a method of creating sound by looping the playback of short clips of audio data (such as PCM data and basic waveforms).
The frequency (pitch) of a sound is determined by how fast the audio data is played back. The tonal color (harmonics) is based on the elements found in the audio data waveform.

How the ELECTRIBE Wave is structured

About the parts

The ELECTRIBE Wave features eight synth parts and eight drum parts. You can switch between the parts by using the selector button at the bottom of the screen.

Synth Part
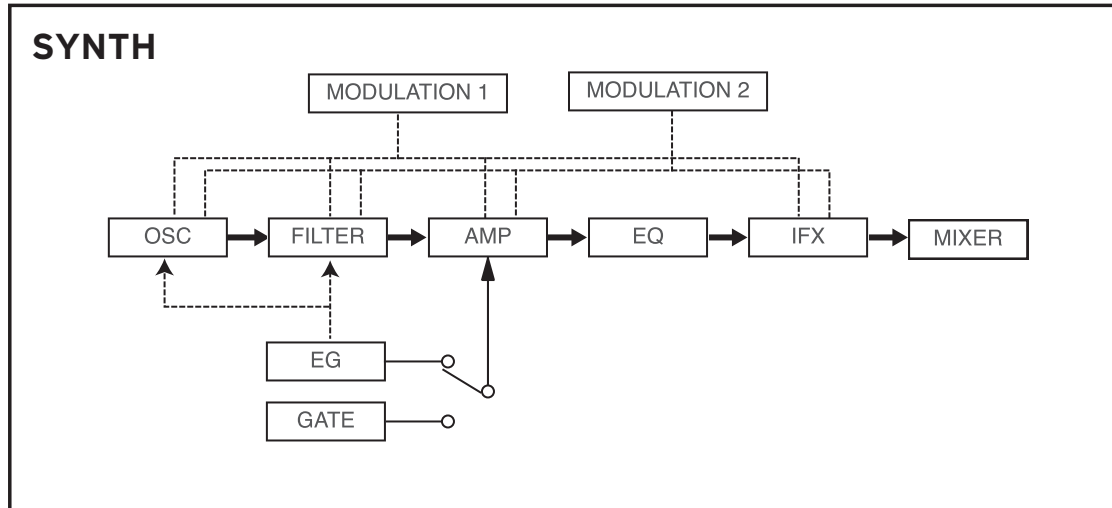
- 4-note polyphonic × 8-part structure
- Newly-developed wavetable sound generator (1 OSC)
- PCM sound generator, featuring basic sounds (1 OSC)

- Scale keyboard (can be used to play using scales)

Drum Part

DRUM

```
OSC  →  AMP  →  IFX  →  MIXER
            ↑
EG  ──○
        ○
GATE ──○
```
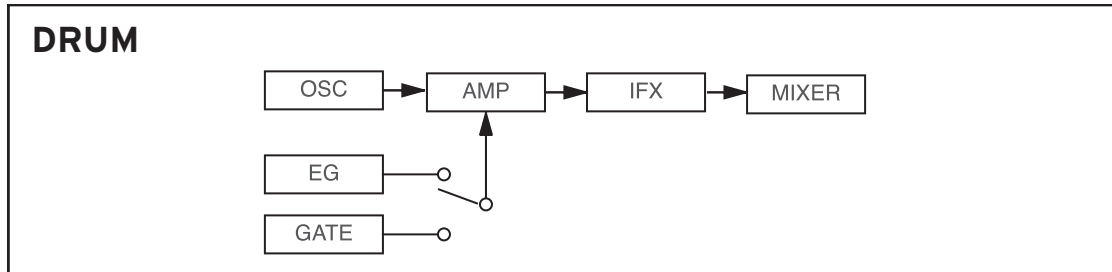
- 8-part structure
- Includes a PCM oscillator
- IFX provided for each part

Sequencer

- Polyphonic sequencer with detailed editing capabilities
- Features a GROOVE function to add a natural groove feel for each part (only for drum parts)

Motion sequences

- Motion sequences, familiar to users of the ELECTRIBE series
- Features "smooth" and "trigger hold," selectable according to the motion used

Mixer

- Mixer allows you to check the status of each part
- Mute/solo and MFX can be switched on/off for each part
- Features master effects (MFX) that can be used during performance

Quick Start

Playing the synth

Play the keyboard and listen to the ELECTRIBE Wave sounds.

1. Tap the "SYNTH" button located next to the part buttons below the center of the screen.

2. When you play the keyboard that is shown, you will hear sound.

3. To switch to the chord pad, press the CHORD PAD button displayed to the right of the keyboard.

Tap the pad to play a chord.

4. To play a different sound, tap the PROGRAM button above to show the sound list.

Select the desired sound from the list and tap "OK". Try playing with the various sounds.

Editing the synth sound

Here's how to edit sounds on the ELECTRIBE Wave.

1. **From the page selection tab at the top of the screen, tap "SOUND".**
    The synth edit screen will be displayed.

2. **Select the part that you wish to edit (S1–S8).**

3. **Edit the sound using the knobs and buttons on the screen.**

Playing the drum sounds

Now, try tapping the drum pads to play the drum machine sounds.

1. **Tap the "DRUM" button located next to the part buttons below the center of the screen.**
    The drum sound edit screen will be displayed.

2. **Tap the eight part buttons (D1–D8) at the bottom of the screen.**
    The drums will sound at the timing with which you tap the part buttons.
    (→ p.50 "Group selector for Drum parts")

Editing the drum sounds

The drum sounds are edited from the SOUND screen.

1. To select a sound, tap the D1–D6B sound list at the top of the part for which sound you want to change.

2. Use the knobs and buttons to edit the sound.

Saving a sound

Here's how to save a sound that you created using the synth or drum.

1. Tap the PROGRAM button.

2. Select "Save As" from the dialog box shown.

3. Input the name of the sound.

Creating a drum pattern

Here we will add a drum pattern using the 8-part drum machine to a pattern you select.

1. Tap the "DRUM" button located next to the part buttons below the center of the screen.

2. Select the drum part using the part button. The step sequencer will display for the part you selected.

3. Press the [○] (REC) and [▷] (PLAY) buttons at the upper right of the screen

4. Press the part selection button to record your playing. You can use the eight drum pads to record in real time.

Creating a synth sequence

This shows you how to create a synth sequence for the pattern you select.

1. **Tap the "SYNTH" button located next to the part buttons below the center of the screen.**
    When you select a synth part, either the scale keyboard or the chord pad will be shown at the bottom of the screen. Use the button at the lower right to switch between the keyboard and the chord pad.
    You can record in real time with these controllers.

2. **Press the [O] (REC) and [▷] (PLAY) buttons on the upper right of the screen.**

3. **From that point on, whatever you play on the controllers will be recorded in a sequence.**

4. **Use the SEQUENCE tab to check how your recording sounds.**
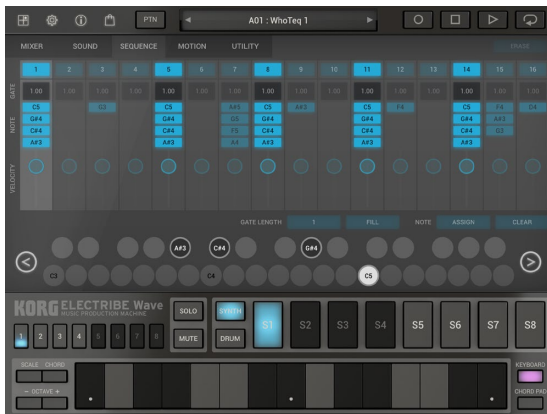
Using the mixer to adjust the volume

This shows how to use the mixer to adjust the volume and other parameters for each channel while creating a pattern.

1. **Tap "MIXER" from the page selection tabs.**

2. **Adjust the volume, panning, MFX (master effect) and so on for each channel.**

Recording the knob operations

You can use a motion sequence to record the changes you make to the knobs and faders into a pattern.

1. Tap the "MOTION" page selection tab.
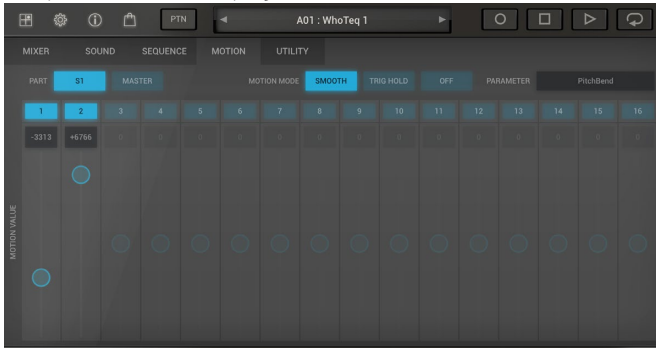
2. Select the type of knob motion to record.
    SMOOTH: Smoothly records the motions made when operating the knob.
    TRIGGER HOLD: Information on the knob is read and then recorded once the sound plays.

3. From the page selection tab, tap the page corresponding to the knob motion that you want to record.

4. Press the [O] (REC) and [▷] (PLAY) buttons at the upper right of the screen. The knob operations will be recorded.

    note If this is set to "None", motions will not be recorded.

    note You can change the motion mode for each part from the buttons shown at the upper right of the MIXER/SOUND page.

Creating a song by combining patterns

1. Tap the display at the center of the header.

2. Tap "LOAD" to load the INIT SONG.

3. Tap the "+" button on the right side of the screen to display the menu. Select the pattern to add.
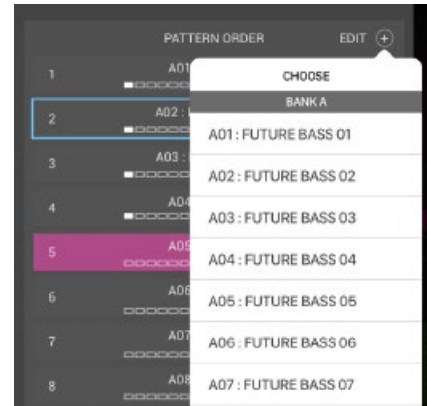
Saving a song

Here's how to save the songs and patterns you create.

1. Tap the display at the center of the header.

2. Tap the SAVE button.

3. Tap the SAVE AS button.

4. Input the song name, tags, composer and other information.

Part Names and Functions
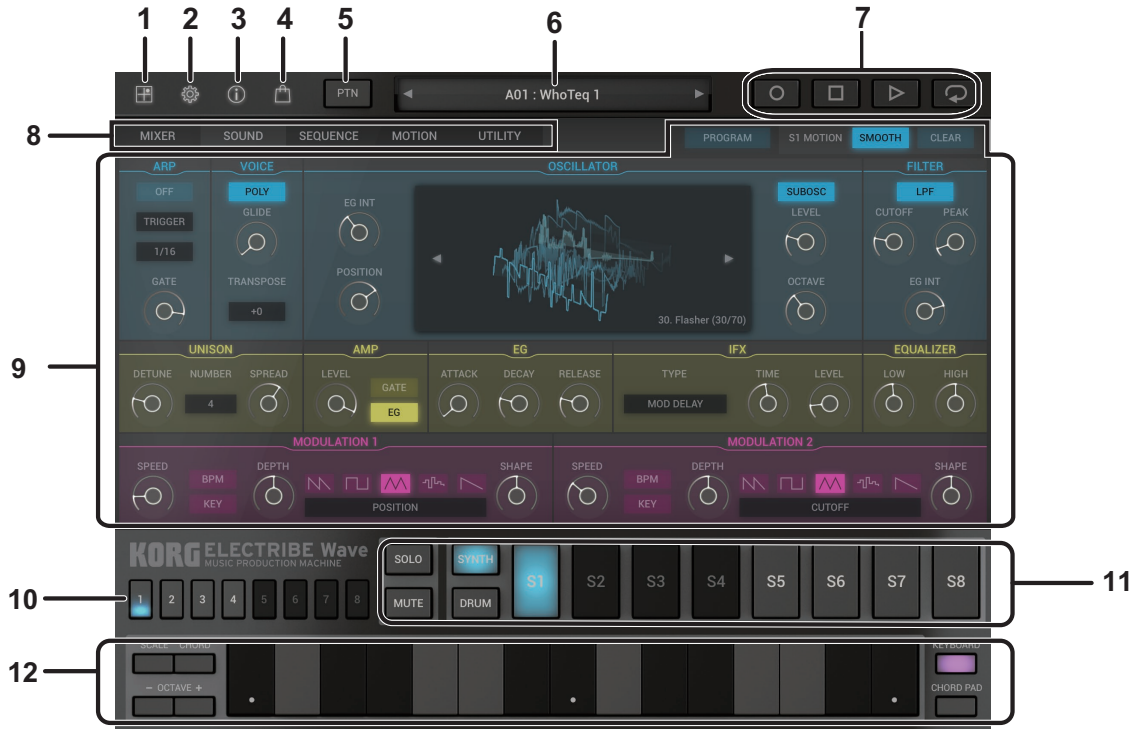
Header

1. KAOSS PAD button

Displays the KAOSS PAD.

Close the KAOSS PAD by either tapping the KAOSS PAD button once more, or by tapping on a part of the screen outside of the KAOSS PAD that is displayed.

Drag across a pad to operate the parameters that are assigned to the X-axis (horizontal direction) and Y-axis (vertical direction). You can use this to play sounds or control parameters.

When the synth part is selected

HOLD: If this is on, the state controlled by the pad is maintained even after you release your finger.

OSC: Moves the wavetable and waveshape parameters.

This cannot be used when the oscillator is set to PCM.

ARP: Controls the ARP GATE and ARP SPEED.

Turn the arpeggiator on to hear this effect.

FILTER: Controls the cutoff and resonance.

IFX: Controls Edit1 and Edit2 of the IFX.

MFX: Controls Edit1 and Edit2 of the MFX.

ASSIGN: Controls the parameters assigned to the selection box, located on the side.

When the drum part is selected

PITCH/TIME: Controls the pitch and EG time.

IFX: Controls Edit1 and Edit2 of the IFX.

MFX: Controls Edit1 and Edit2 of the MFX.

2. SETTINGS button

Use this button to access global settings for the ELECTRIBE Wave. (→ p.43 "SETTINGS")

Tap the SETTINGS button and select the desired command from the menu.

Settings			
Bluetooth MIDI	Settings		
MIDI In Mode	Easy	Advanced	
MIDI Sync	Int	Ext	Auto
Ableton Link	Disabled		
CC Learn	Edit		
Pattern/Song	Backup	Restore	
	Factory Reset		
Other Settings	Open		
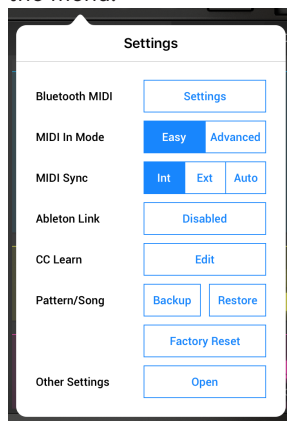
3. INFO button

Tap the INFO button to display the version number of the ELECTRIBE Wave, along with additional instructions on how to use it.

Manual: Displays this Owner's Manual.

FAQ: Displays the KORG App Help Center.

You'll need an Internet connection in order to view the operating manual or the KORG App Help Center.

4. STORE button

(→ p.51 "In-app purchases")

5. PTN/SONG button

Switches between patterns and songs. (→ p.33 "Patterns and songs")

6. Display

Information for the currently loaded PATTERN/SONG is displayed.

You can tap to edit the information for the currently loaded PATTERN/SONG or browse the patterns/songs.

7. Transport section

a. ○ **(REC) button**

Records rhythms, phrases, and knob motions. If you press this button while recording, you can keep playing but recording will be turned off.

b. □ **(STOP) button**

This button stops recording or playback.

c. ▷ **(PLAY) button**

Starts the sequencer, song, or pattern. Press this button during playback to pause.

d. ↻ **(Loop) button**

Repeatedly plays back the current bar (measure).

Edit Section

8. Page select tabs

These buttons are used to select the **MIXER**, **SOUND**, **SE-QUENCE**, **MOTION**, **UTILITY,** and related edit pages.
The parameters for the selected pages are shown in the edit area.

9. Editing area

The items and parameters available for editing in this area will vary depending on the current mode and the page selected.
Tap on a controller or a parameter to select and edit its value.

Parameters
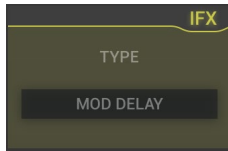
Tap a value to select the parameter, and choose a new value from the pop-up menu.

Knobs
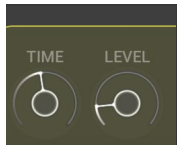
Select a knob and drag up or down to adjust the value.

Flick the knob to change the value in single steps.

Value bars

Drag the bar up or down to adjust the value.

Switchs
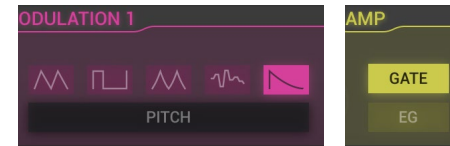
Tap the value to switch the setting.

Step section

10. Bar button
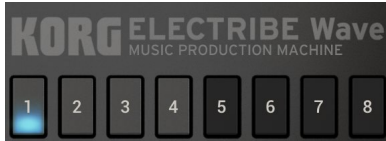
Displays the current sequence position. Press this button to change the position of the sequence you want to edit. You can set the selectable step length by tapping on the display at the center of the header and using the LENGTH control to set the length.

11. Part Controls

SOLO and MUTE buttons
Sets the solo and mute status for the parts.
Press the part button while holding down the SOLO button to hear only that part. You can also select multiple parts.
Press the part button while holding down the MUTE button to mute only that part.

SYNTH and DRUM buttons
These buttons let you switch between editing the sounds and sequences for either SYNTH or DRUM.

### Part select buttons
You can select the parts to play according to the part select button settings. These buttons are mainly used for switching between each part. With the drum part, tap here to play the drums, as if using a trigger pad.

12. Controllers
Selects the controllers (KEYBOARD or Drum step) that will be used for performance.
When the synth part is selected, you can play the scale keyboard and the chord pad; and when the drum part is selected, you can play the step input buttons to record notes.

KEYBOARD
You can use a scale keyboard, on which the number of keys displayed can be changed according to the settings, or the chord pad.

Scale keyboard
Tap the keyboard to play notes using the selected part.
Drag across the keyboard to play a glissando.

CHORD: Enables chords to be played when selected.
SCALE: Used to select the scale. (→ p.45 "Scale list")
OCTAVE +/-: Shifts the overall pitch of the keyboard up or down by one octave.
CHORD PAD: Switches to the CHORD PAD.

CHORD PAD

TYPE: Displays the current chord group type.
OFFSET: Use this setting to input the transpose amount for the current key.
FETCH: Extracts chords from the sequence data and automatically assigns them to the chord pads.
KEYBOARD: Switches to the Scale keyboard.

Drum steps

Turn the respective step keys on to make them sound.

Parameters for Each Page

MIXER Page

On this page, you can set the master volume level and pan, as well as the volume levels, pan, solo/mute status, and MFX for each track.

1. Pan knob
This knob sets the sound location of each track.

2. MFX button
Sets whether the MFX for each track is on or off.

3. Solo button
Press this button to output only the sound of the corresponding track.

4. Mute button
This button mutes the sound of each track.

5. Fader
Sets the volume level of each track.
The level meter will be displayed on the right.

6. MIX Section
This sets the final volume level for all of the tracks in combination. You can also set the MFX parameters and limiter here.

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SOUND Page

SYNTH

Header

Motion Mode
....**MOTION OFF, SMOOTH, TRIG HOLD**
Specifies how motion sequences will work for the selected part.
OFF: The recorded motion sequence is disabled.
SMOOTH: Moving the knobs will create smooth changes in sound.
TRIG HOLD: The knob values in the motion sequence are held from the moment that the part is played.

ARP (Arpeggiator)

Switch
Switches the arpeggiator on/off.

TYPE
.... **UP1, UP2, DOWN1, DOWN2, ALT1, ALT2, RAND1, RAND2, TRIGGER**
Selects the pattern that the arpeggiator will play.

SPEED
.... **1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 1/12, 1/16, 1/32, 1/64**
Sets the arpeggiator playback speed.
This also sets the ratio for the tempo setting.

Gate Time
....**0 ~ 100%**
Sets the offset for the gate time (how long each sound is.)

VOICE
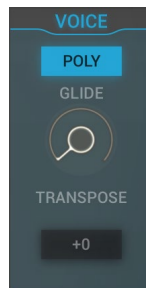
Voice Mode
This switches between monophonic and polyphonic sound.
POLY: Plays sounds back in 4-note polyphony.
MONO1: This is a monophonic mode in which notes played in legato will not be retriggered.
MONO2: This is a monophonic mode in which notes are always retriggered, regardless of how you play them.

GLIDE
Sets the transition time from one note to another.

TRANSPOSE
....**-24...+24**
Adjusts the pitch of the oscillator in steps of one semitone (100 cents.)

OSCILLATOR

EG INT
Sets the POSITION amount for the wavetable driven by the EG.

POSITION
Sets the position at which the selected wavetable is played back.

OSCILLATOR
Tap to select wavetables and PCMs from the list.
You can also use the ◄ and ► buttons next to the waveform display.

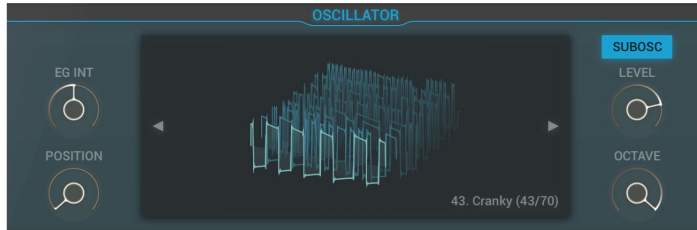## MOD Type
You can set the modulation as shown below when a selecting a wavetable for the oscillator.
OFF: Modulation is not used.
SYNC: This type of oscillator resets the phase of the waveform for oscillator B (slave) according to the timing of the frequency of oscillator A (master), which generates overtones. Use the PITCH to adjust the pitch of the slave's waveform.

X-MOD: This type of oscillator modulates oscillator A (the carrier) with the waveform outputted by oscillator B (the modulator), which generates complex overtones. This allows the oscillator to be modulated at a higher frequency than when using an LFO. Use DEPTH and MOD PITCH for modulation.
VPM: This sets the frequency of the VPM (Variable Phase Modulation) modulator as a harmonic multiple of oscillator.
NARROW: This plays back the wavetable's waveform at high speed.
Use DEPTH to set the repeat position.
REFRECT: Plays the wavetable's waveform back in reverse from the end.
SUB OSC: Plays the sub-oscillator. Set the volume using LEVEL, and the octave value within a range of -2 to 0 using OCTAVE.

FILTER

Filter Type

....**LPF, HPF, BPF**

This selects the filter type.

CUTOFF

Sets the cutoff frequency. Higher values will produce a brighter sound.

PEAK

This emphasizes the overtone spectrum near the cutoff frequency, adding a distinctive character to the sound. Higher settings will emphasize the overtones, increasing the resonance effect.

EG INT

This sets the intensity with which the cutoff is changed by the EG.

UNISON
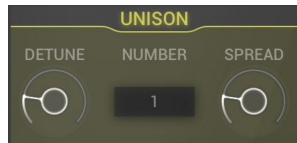
DETUNE

This sets the amount of detuning.

UNISON NUMBER

....**1...4**

Sets how many parts are played in unison.

SPREAD

Sets the width (stereo spread) of the sounds played in unison.

AMP

LEVEL

Adjusts the volume level of the oscillator.

GATE/EG

Select whether the sound is played using an EG or GATE.

EG
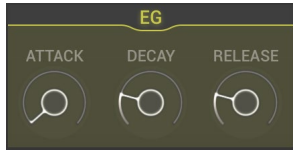
ATTACK
This sets the amount of time from note-on until the attack level is reached.
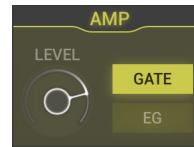
DECAY
This sets the amount of time from when the attack level is reached until the sustain level is reached.

RELEASE
This sets the amount of time required for the sound to dissipate after the note off.

IFX

This is used to add various sonic effects to the sound.
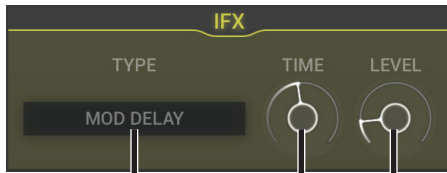
IFX Type   Edit 1   Edit 2

IFX Type
This selects the IFX type. (→ p.41 "Effect List")

Edit 1, Edit 2
Adjusts the insert effect parameters.
The change in sound will differ, depending on the type of effect.

EQUALIZER

LOW
Adjusts the level of the low-frequency range of the sound.

HIGH
Adjusts the level of the high-frequency range of the sound.

MODULATION 1, 2
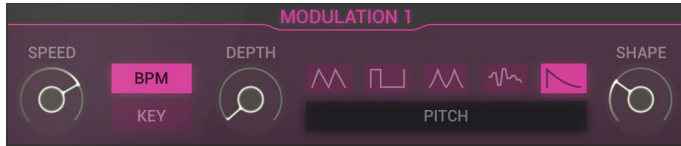
SPEED
This sets the modulation speed.

BPM
If this is on, the frequency of the waveform will synchronize to the tempo of the song.

KEY
If this setting is on, the waveform will be reset with each note-on.
The KEY1 setting makes each voice reset when they are played, whereas the KEY2 setting resets all voices once a voice is played.

DEPTH
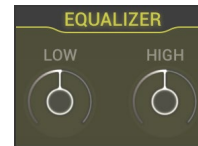Adjusts the depth of the effect that's produced by the modulation.

Wave Form
....Saw, Squ, Tri, S&H, 1 Shot EG
This selects the waveform of the MG (modulation generator.)

Modulation destination
..........................Off, Pitch, Position, Cutoff, Amp, Panpot, IFX Edit1, IFX Edit 2
This selects the parameter that will be modulated.

SHAPE
....-63...0...+63
Applies modulation to the modulation waveform.

DRUM

COMMON

Sample Name
Tap to select a drum sample from the list.
(→ p.50 "Sample import function for Drum parts")

EDIT

GATE, EG
EG: Changes the envelope by following the EG.
Gate: Keeps the time the same using GATE , without following the EG.

TIME
Sets the length for playback.
• Sets the decay time when EG is selected.
• Sets the release time when GATE is selected.

PITCH
Adjusts the pitch.

LEVEL
Adjusts the volume level of the oscillator.

REVERSE
When this is turned on, the drum sample will be played in reverse.

IFX

(→ p.25 "IFX Type")

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SEQUENCE Page

SYNTH
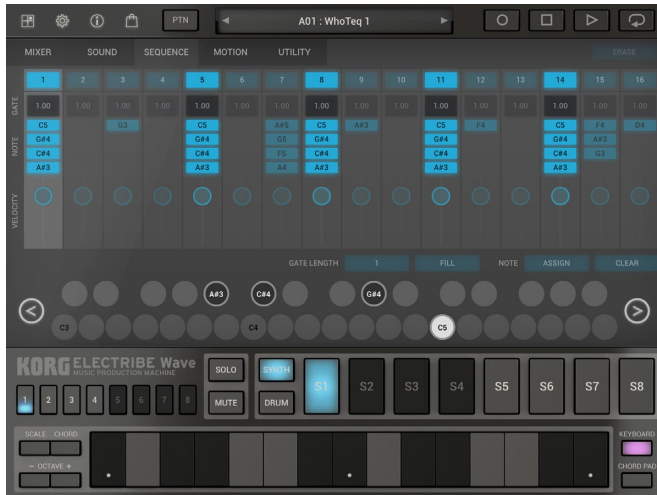
GATE: Sets the length of the sound.
VELOCITY: Sets how strong the sound is played back.
NOTE: Sets the note to be played back.
GATE LENGTH "1" button: Changes the gate value of the currently selected step to "1".
GATE LENGTH "FILL" button: Changes the gate value of the currently selected step to the length of the next step to be triggered.
NOTE "ASSIGN" button: Assigns the notes of the currently selected step to the chord pad.
CLEAR button: Clears the note contents of the currently selected part.

DRUM

ROLL: Sets how many times the sound is hit in this step.
VELOCITY: Sets the strength of the sound.
GROOVE TYPE: Sets the groove type for the groove to be applied. Use the GROOVE function to recreate and apply typical ways of playing instruments or musical feels to give a more rhythmic groove to a straightforward part in your sequence data.
See "Groove Type List" (→ p.46) for a list of groove types.
DEPTH: Adjusts how strongly the groove effect is applied.

SYNTH/DRUM common

ERASE button
Any note information that occurs while you tap this button during playback or recording will be erased.

MOTION Page
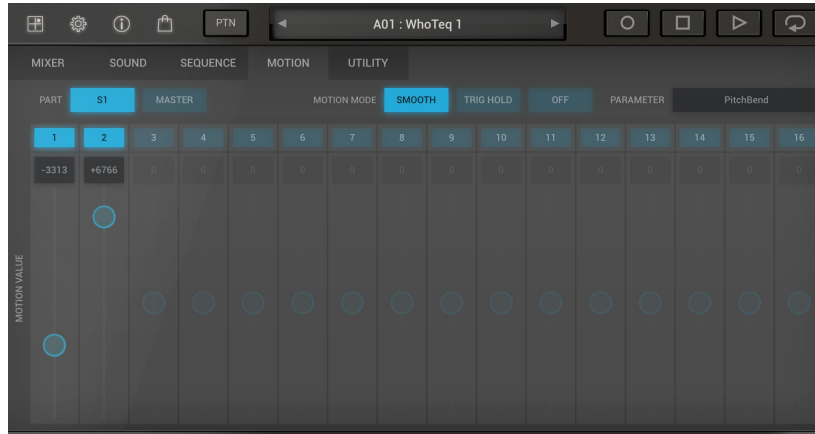
PART button
Press the PART button to edit the motion sequence of the selected part.

MASTER button
Press the MASTER button to edit the MFX type, and the motion of the master level.

MOTION MODE
SMOOTH: Changes made to the sound as a result of moving the knob will be smooth.
TRIGGER HOLD: The value for the motion sequence will be held

at the timing with which the part sounds.
OFF: Turns the recorded motion sequence off.

PARAMETER
Use the sliders to set detailed values for the parameters controlled in the motion sequence. Select what will be edited using the boxes above.

UTILITY Page

On this page, you can copy, paste and clear the contents of a sequence, as well as transpose or move the sequence data in 1-step increments.
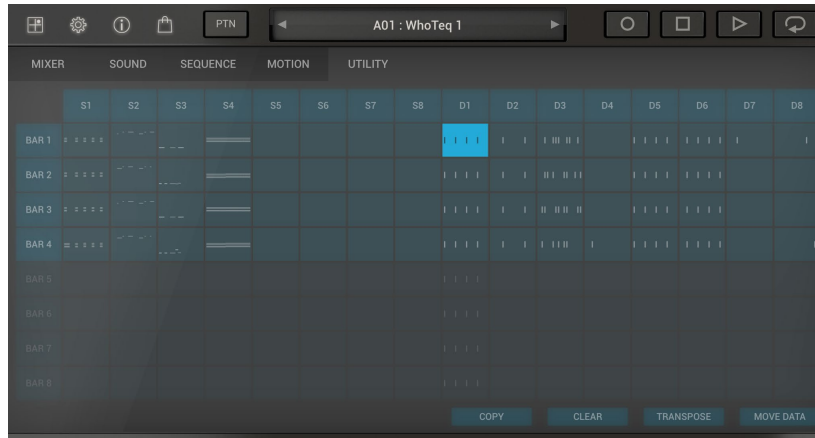
1. **Tap to select the BAR (measure) and part to edit.**
   Press the "BAR" buttons on the left and the "Part" buttons on the top to select an entire part or bar to edit.

2. **Next, use the buttons at the bottom of the screen to select the content to be edited.**
   COPY: Copies the selected range. The ranges to which the copied data can be pasted will blink. Tap to select the paste destination range.
   To cancel, tap the CANCEL button.
   CLEAR: This clears the contents of the specified BAR (measure) or of the entire part.

This will erase the entire rhythm pattern data with a single operation.
To cancel, tap the CANCEL button.
TRANSPOSE: Use the "+" and "-" buttons to transpose the data in semitones (synth part only.)
MOVE DATA: Use the "<" and ">" buttons to move the selected range one step in either direction.

Patterns and songs

You can save phrases and drum patterns created with the SEQUENCE function, as well as motion sequence settings and settings for tempo, length, last step, swing, beat type, and so on as a pattern.

The song function lets you chain together and play back the patterns you have saved. You can save different mute statuses in a song from what is saved in a pattern, which lets you play back the same pattern with some parts muted.

Number of patterns and songs

- Pattern

Number of banks: 10
Number of patterns: 16 patterns per bank, for a total of 160 patterns

- Song

Total of 64

Switching between patterns and songs

Switch between patterns and songs using the PTN/SONG button in the header. Playback is stopped during switching. "PTN" is displayed when in pattern mode, and "SONG" is displayed along with the buttons when in song mode.

When switching to SONG: The ELECTRIBE Wave will switch to the last song you played back (or the first song in bank A, if no song has been played back yet.)
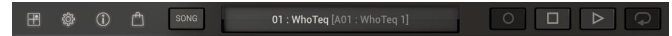
note The SEQUENCE and MOTION SEQ pages will not be shown after switching to SONG. Note that you cannot record notes played or record a motion sequence, or save parameters you have modified to a pattern at this time.

When switching to PATTERN: The ELECTRIBE Wave will switch to the pattern that is currently playing (or paused) within the song. (When playback is stopped, this will switch to the pattern at the beginning of the song.)
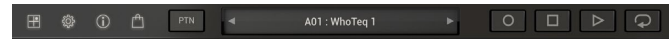
Pattern browser

When you tap the name of the pattern shown in the header in pattern mode, a pattern browser opens that lets you see the pattern settings and browse through the patterns.

Pattern settings
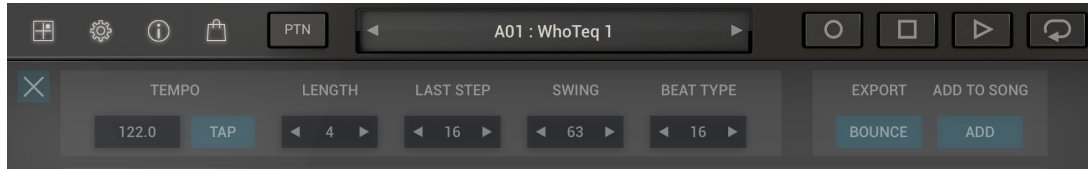
TEMPO
.... 20.0...999.0
Specifies the tempo (BPM). You can change the tempo by flicking and sliding the controls.

TIP By tapping the TAP button you can use the tap tempo function to specify the BPM.

LENGTH
.... 1...8
Specifies the length of the pattern.

LAST STEP
.... 1...16
This is normally set to "16". This setting lets you set the number of steps in one bar within a pattern.

TIP Although the note data you enter after the last step will be saved, it will not play back.

TIP If BEAT TYPE is set to 8T or 16T, the maximum number of steps you can set is 12. For other BEAT TYPE settings, the maximum number of steps is 16.

Swing
.... -50%...+75%
Shifts the note-on timing of the even-numbered steps by a percentage (%).

TIP A setting of "+75%" results in timing that is close to a perfect shuffle.
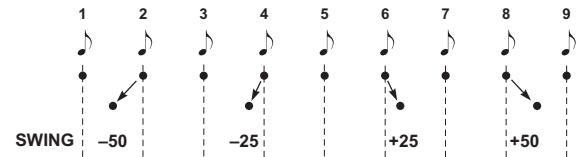
BEAT TYPE
.... 16, 32, 8T, 16T
Specifies the beat (time signature) of the pattern.

EXPORT
This exports patterns and songs as audio files.
(→ p.49 "New method of bouncing (common to songs and patterns)")

ADD TO SONG
Select a song from the pop-up menu. The currently selected pattern will be added to the end of the song you select.

Browser
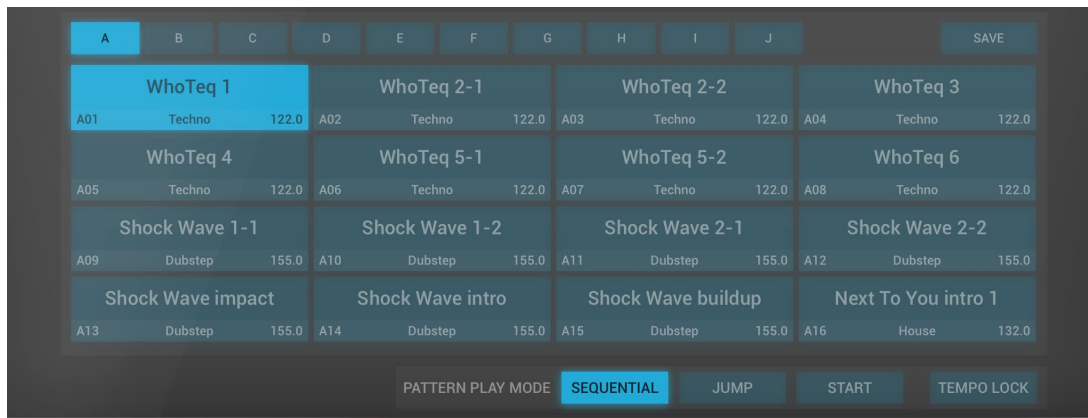
Bank tabs

These tabs are used to switch between banks A–J.
16 patterns are stored in each of the ten banks, from bank A to J.
Preset patterns are stored in banks A–E (80 patterns). Banks F–J are user banks (these contain init patterns by default).

Pattern list

Select a pattern from the list to load.
The pattern immediately switches when playback is stopped; also, during playback, the current pattern plays until it is finished and then the newly selected pattern will play back.

SAVE button

Tap this button to save the current pattern with the pattern browser. Tap the destination pattern where the pattern will be saved to show the dialog box.

Tap the SAVE button to save using the same pattern. To rename the pattern and then save, change the information in the dialog box and then tap the SAVE button. Press the CANCEL button to cancel the saving process.

PATTERN PLAY MODE

(→ p.51 "Pattern playback mode")

Song browser

Tap the screen on the header area in song mode to open the song browser, where you can configure the song's settings and browse for songs.
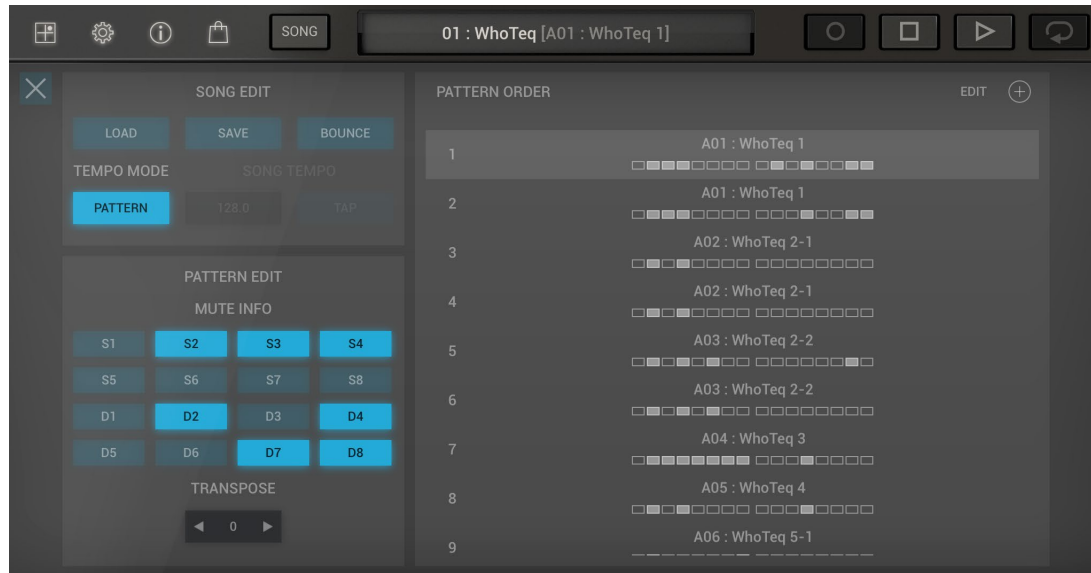
SONG EDIT

LOAD
The song list will open in a pop-up window, where you can select a song to load.

SAVE
The song list will open in a pop-up window, where you can select where to save the current song.

BOUNCE
Exports and saves the entire song.
(→ p.49 "New method of bouncing (common to songs and patterns)")

TEMPO MODE
Determines whether the song follows the tempo in the patterns or the value set in SONG TEMPO.

> note The SONG TEMPO cannot be set when TEMPO MODE is set to PATTERN.

SONG TEMPO
This sets the BPM when SONG is selected in TEMPO MODE.

PATTERN EDIT
Use this to configure the pattern selected from the right-hand list.

MUTE INFO
This edits the mute information for the pattern to be edited.

TRANSPOSE
This edits the transpose value for the pattern to be edited.

PATTERN ORDER
This is used to edit (add/delete/sort) patterns that are chained together.
The pattern currently playing will display highlighted in Blue.
Tap this to edit the pattern information.

Pattern number

Pattern order number

Pattern name (transpose value)

Mute information (for synth parts and drum parts)

EDIT
Tapping the EDIT button will show the delete button and the handles for resorting the patterns.
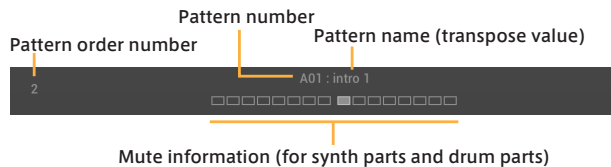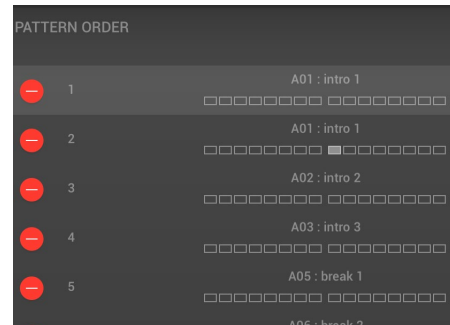
⊕ button

Tapping the plus button will open the pattern list, and the select-ed pattern will be added to the end of the pattern order.
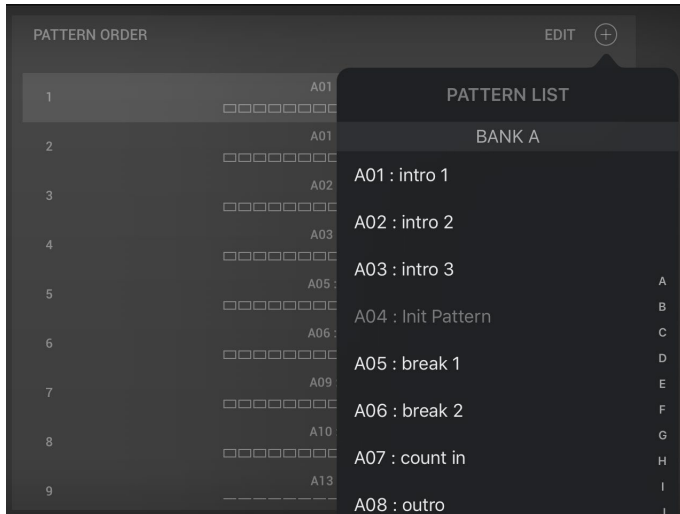
EFFECT

The ELECTRIBE Wave features an IFX (insert effect) for each track, as well as a MFX (master effect) that is applied to the master track. 29 types of effects are available, including reverb, delay, distortion and more.

Effect List

1	Bypass	Turns off the effect.
2	Chorus	Adds a feeling of spaciousness or vibrato to the sound.
3	Ensemble	Adds an ensemble effect for a deep, wide sound.
4	Flanger	Mixes a signal of varying pitch with the original sound, to create a swelling sound or add a vibrato feel.
5	Phaser	Shifts the phase of the sound to produce a swelling sound or add a stereo feel.
6	Tremolo	Varies the volume of the input signal, giving a shaking sound.
7	Auto Pan	Varies the left/right volume of the input signal. Increasing the DEPTH will widen the left-right stereo field.
8	Pump	Adds a pumping feel to the sound, as if the sound is "jumping up." Can be used to control the attack strength.
9	Slicer	Gives an effect of the sound being sliced up. Adjust the length of sound using the hold parameter.

|		
10	Ring Mod	Modulates the sound by adding a metallic reverberation or other distinctive nuances.
11	Grain Shifter	Samples a tiny portion of the sound within a certain cycle and plays it back continuously.
12	Short Delay	Applies a short time-based delay to make the sound seem to lag.
13	BPM Delay	Applies a long time-based delay to make the sound seem to lag. Synchronizes with the tempo.
14	Mod Delay	Applies a time-based delay to make the sound seem to lag. Use this effect for a swelling or wavering sound.
15	Room Reverb	Simulates the echoes and presence of a room reverb.
16	Hall Reverb	A hall-type reverb that simulates the sound of being in a large hall or stadium.
17	Gate Reverb	Applies a gate to the reverb output by using the input signal level.
18	Compressor	Compresses the input signal of the instrument's sound for a punchy feel.

19	Master Compressor	Used to achieve greater sound pressure levels or to adjust the final sound level.
20	Drive	A drive effect is applied to the input signal for a natural booster-type distortion.
21	Distortion	A hard distortion effect.
22	Valve Force	A Virtual Valve Force effect that simulates a vacuum tube for a warmer sound.
23	Decimator	Lowers the sampling frequency bit count for a grungy sound similar to a cheap sampler.
24	EQ	A shelving-type equalizer, used to lower or raise the low-end and high-end gain.
25	Peaking EQ	Raises/lowers the gain on specific frequency bands.
26	LPH	Allows only the low end of the sound to pass, giving a muffled, full sound.
27	HPF	Allows only the high end of the sound to pass, giving a sharp, bright sound.
28	BPF	Cuts out other frequencies aside from a specific frequency band, emphasizing certain sounds.
29	Comb Filter	An effect that applies a particular kind of effect to the sound by adjusting the roughness of the filter.
30	Talking Mod	Adds vowel formants to the input sound for an effect like human speech.

SETTINGS

These are global settings that pertain to the ELECTRIBE Wave overall, Bluetooth MIDI, transpose, MIDI synchronization and so on.

Settings

Bluetooth MIDI	Settings
MIDI In Mode	**Easy** Advanced
MIDI Sync	**Int** Ext Auto
Ableton Link	Disabled
CC Learn	Edit
Pattern/Song	Backup Restore
	Factory Reset
Other Settings	Open
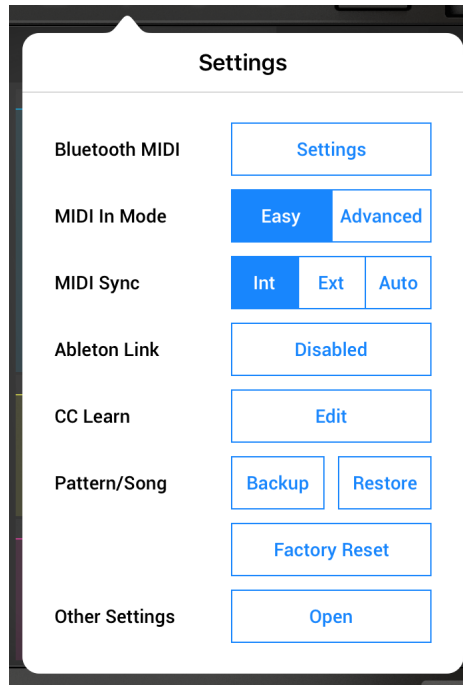
Blutooth MIDI

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.

MIDI In Mode

....**Easy, Advanced**

Select the MIDI input setting mode.

Easy: MIDI input is enabled for the selected part.

Advanced: The part corresponding to the input MIDI channel will be played. Ch 1–8 correspond to S1–S8, and note numbers C2–G2 of Ch 10 correspond to D1–D8, respectively.

MIDI Sync

....**Int, Ext, Auto**

The setting for MIDI clock synchronization between the iOS device running ELECTRIBE Wave and the connected external MIDI device can be specified. Tap "Int", "Ext" or "Auto" from "MIDI Sync" to select the setting.

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

Ext: The ELECTRIBE Wave synchronizes to the MIDI clock of the connected external MIDI device.

Auto: Normally, this works the same as "Int". If the ELECTRIBE Wave 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.

CC Learn

(→ p.51 "CC assign")

Pattern/Song

This function backs up or restores the pattern/song data to your iOS device.

Backup: Backs up the pattern/song data to your iOS device.

Restore: Select the data you backed up in your iOS device to restore the app to the condition when you made the backup.

Factory Reset: Initializes the pattern/song data to the factory default state.

note Use caution, since all data will be initialized when you execute the factory reset command.

Other Settings

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

Appendix

Scale list

Display	Scale name	Scale (when the key is "C")
Chromatic	Chromatic	C, D♭, D, E♭, E, F, G♭, G, A♭, A, B♭, B
Ionian	Ionian	C, D, E, F, G, A, B
Dorian	Dorian	C, D, E♭, F, G, A, B♭
Phrygian	Phrygian	C, D♭, E♭, F, G, A♭, B♭
Lydian	Lydian	C, D, E, G♭, G, A, B
Mixolydian	Mixolydian	C, D, E, F, G, A, B♭
Aeolian	Aeolian	C, D, E♭, F, G, A♭, B♭
Locrian	Locrian	C, D♭, E♭, F, G♭, A♭, B♭
minor Harmo	Minor Harmonic	C, D, E♭, F, G, A♭, B
minor Melod	Minor Melodic	C, D, E♭, F, G, A, B
Major Blues	Major Blues	C, D, E♭, E, G, A
minor Blues	Minor Blues	C, E♭, F, G♭, G, B♭
Diminish	Diminish	C, D, E♭, F, G♭, A♭, A, B
Com.Dim	Combination Diminish	C, D♭, E♭, E, G♭, G, A, B♭
Major Penta	Major Pentatonic	C, D, E, G, A
minor Penta	Minor Pentatonic	C, E♭, F, G, B♭
Raga 1	Raga Bhairav	C, D♭, E, F, G, A♭, B
Raga 2	Raga Gamanashrama	C, D♭, E, G♭, G, A, B
Raga 3	Raga Todi	C, D♭, E♭, G♭, G, A♭, B
Arabic	Arabian Scale	C, D, E, F, G♭, A♭, B♭
Spanish	Spanish Scale	C, D♭, E♭, E, F, G, A♭, B♭
Gypsy	Gypsy Scale	C, D, E♭, G♭, G, A♭, B
Egyptian	Egyptian Scale	C, D, F, G, B♭
Hawaiian	Hawaiian Scale	C, D, E♭, G, A

Display	Scale name	Scale (when the key is "C")
Bali Pelog	Bali Island Pelog	C, D♭, E♭, G, A♭
Japanese	Japanese Miyakobushi	C, D♭, F, G, A♭
Ryukyu	Ryukyu Scale	C, E, F, G, B
Chinese	Chinese Scale	C, E, G♭, G, B
Bass Line	Bass Line	C, G, B♭
Wholetone	Wholetone	C, D, E, G♭, A♭, B♭
minor 3rd	Minor 3rd Interval	C, E♭, G♭, A
Major 3rd	3rd Interval	C, E, A♭
4th	4th Interval	C, F, B♭
5th	5th Interval	C, G
Octave	Octave Interval	C

Groove Type List

No.	Name
1	Conga 1
2	Conga 2
3	Conga 3
4	Bongo 1
5	Bongo 2
6	Bongo 3
7	Cabasa 1
8	Cabasa 2
9	Claves 1
10	Claves 2
11	Cowbell 1
12	Agogo 1
13	Agogo 2
14	Tambourine
15	Off Beat
16	On Beat
17	Push 5&13
18	Pull 5&13
19	Oval Groove
20	Laidback
21	Rushbeat
22	The One
23	Syncopation
24	Crescendo
25	Decrescendo

Specifications

- **Maximum polyphony:** 32 notes (synth), 8 notes (drum)
- **WAVETABLE:** 70, SYNTH PCM: 70, DRUM PCM: 260
- **Effects:** 29 types

* Specifications and appearance are subject to change without notice for improvement.

Support and service

If you have questions about the product, please contact the Korg distributor for the country in which 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 KORG app Help Center 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.

Functions Added in Ver. 2

New method of bouncing (common to songs and patterns)

An export file format was added to the BOUNCE functions in the song and pattern browsers.
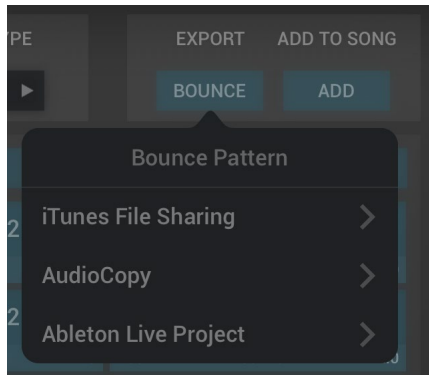
iTunes File Sharing

This saves the data as a WAV file to your iOS device. You can specify the file format to export to in the lower pop-up menu.
Master: The entire song is exported as a single file.
All Tracks: All parts are exported as separate files.
Synth S1–Drum D8: Exports the specified part(s).

AudioCopy

Transfers the exported data to the AudioCopy app.
Master: Transfers the entire song.
Synth S1–Drum D8: Transfers the specified part(s).

Ableton Live Project

Exports as an Ableton Live project file.
Specify the file format to export in the lower pop-up window and tap "iTunes File Sharing" to save in Ableton Live Project format to your iOS device.
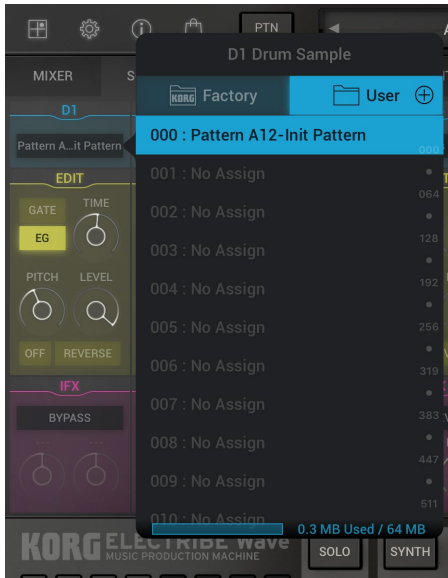
Sample import function for Drum parts

A function to import user samples into Drum parts has been added.

TIP Up to 512 user samples can be used (up to 64 MB).

How to import samples

1. Tap the Sample Name of the Drum part that you want to assign (from the sample selection box).
2. Tap the "USER" tab.

3. Tap the ⊕ button.
4. Select where to import, and select the sample.

note If you want to import using iTunes File Sharing, you need to transfer the samples beforehand from iTunes or via the Files app (iOS) to the ELECTRIBE Wave.

Group selector for Drum parts

A group selector has been added for Drum parts.
Tap the button and select either A or B to select the group.
Parts assigned to the same group will not play simultaneously.
The last note is given priority, producing a monophonic sound.
For example, this is effective when playing with the closed and open sounds of the hi-hat grouped.

Pattern playback mode

You can now configure how the ELECTRIBE Wave will behave in Pattern mode when switching to another pattern during pattern playback.

PATTERN PLAY MODE	SEQUENTIAL	JUMP	START	TEMPO LOCK
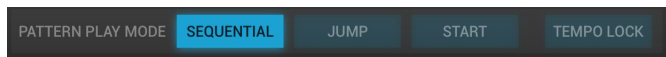
PATTERN PLAY MODE

SEQUENTIAL: The next pattern will be played after the current pattern finishes playback.
JUMP: The next pattern will play back from the same playback step (position) where the current pattern left off.
START: The next pattern will play back right away from the beginning, even if the current pattern is still playing back.
TEMPO LOCK: When TEMPO LOCK is turned on, the next pattern will play back at the same tempo as the current pattern.

CC assign

Tap the SETTINGS button and then "Edit" in "CC Learn" to assign the CC (control changes) received from MIDI controllers to different parameters.

How to configure the assignments

1. Connect a MIDI controller to your iOS device.
2. Tap the SETTINGS button, and then tap "Edit" in "CC Learn."
3. Tap a parameter shown in the list, and then operate the knobs and sliders you wish to assign.

How to remove the assignments

Swipe the assignment you wish to remove to the left, and tap "No Assign."

In-app purchases

Tap the STORE button in the header section to purchase additional content for the ELECTRIBE Wave.