

**KORG**

# **KORG Gadget**

MOBILE MUSIC STUDIO

## **Gadget Guide**



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# Synth Gadgets

## Berlin

### *Monophonic Synchronized Synthesizer*

This is a synthesizer gadget with a classical design that's optimized for lead sounds. It provides a sync oscillator that can generate complex overtones, delivering diverse sounds with a sense of modulation.



#### **PORTA.**

This sets the pitch glide speed.

#### **BEND**

This sets the pitch bend.

#### **VIB.**

This sets the depth of the vibrato.

### VOLTAGE CONTROLLED OSCILLATOR

#### PITCH

This adjusts the pitch that produced by the oscillator.

#### WAVEFORM

This selects the waveform of the oscillator.

#### BALANCE

This adjusts the pitch balance of the tone.

#### MOD Depth

This sets the depth of the modulation for the oscillator.

#### tone

This adjusts the tone of the oscillator.

#### EG/LFO

This selects EG or LFO as the sync modulation source.

### ENVELOPE GENERATOR

#### ATTACK

This sets the amount of time from note-on until the attack level is reached.

#### DECAY

This sets the amount of time until the level becomes 0 after the attack level is reached.

### LOW FREQUENCY OSCILLATOR

#### SHAPE

This selects the LFO waveform.

#### FREQ

This sets the LFO frequency.

#### KEY SYNC

If this setting is On, the LFO will be reset at each note-on.

#### TEMPO SYNC

If this is On, the LFO frequency will synchronize to the tempo of the song.

## VOLTAGE CONTROLLED LOW PASS FILTER

### **FREQ.**

This sets the cutoff frequency of the filter.

### **RESO.**

This sets the resonance of the filter.

### **EG**

This sets the depth of the modulation where the EG1 will affect the cutoff frequency.

### **LFO**

This sets the depth of the modulation where the LFO will affect the cutoff frequency.

### **KBD**

This sets the amount of depth that the cutoff frequency will change according to the pitch of the note that is input.

## VOLTAGE CONTROLLED AMPLIFIER

### **A (Attack)**

This sets the amount of time from note-on until the attack level is reached.

### **D (Decay)**

This sets the amount of time from when the attack level is reached until the sustain level is reached.

### **S (Sustain)**

This sets the sustain level.

### **R (Release)**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

### **LEGATO**

This switches the legato on/off.

### **DELAY**

#### **TIME**

This sets the delay time

#### **LEVEL**

This sets the delay level.

#### **SPREAD**

This sets the width for how far the delay sound will be panned.

### **MASTER**

#### **LEVEL**

This sets the output volume.

# Dublin

## Monophonic Semi-Modular Synthesizer

This is a semi-modular synthesizer gadget with classic, vintage looks. It's especially good for deep bass sounds. In addition to being capable of straightforward yet deep subtractive synthesis with a plain waveform and filter, it also lets you enjoy a wide range of varying tones by changing the patching.



### VCO 1

#### WAVEFORM

This selects the waveform of oscillator 1.

#### SHAPE

This sets the pulse width when the WAVEFORM is set to Pulse.

#### SCALE

This adjusts the pitch produced by oscillator 1, in octaves.

### VCO 2

#### WAVEFORM

This selects the waveform of oscillator 2.

### **TUNE**

This adjusts the pitch produced by the carrier oscillator 2.

### **SCALE**

This sets the pitch produced by the oscillator 2, in octaves.

## **MIXER**

### **VCO 1**

This sets the volume of oscillator 1.

### **VCO 2**

This sets the volume of oscillator 2.

### **NOISE**

This sets the volume of the noise generator.

## **VCF**

### **CUTOFF**

This sets the cutoff frequency of the filter.

### **PEAK**

This sets the resonance of the filter.

### **KBD AMT**

This sets the amount of depth that the cutoff frequency will change according to the pitch of the note that is input.

## **VCA**

### **ATTACK**

This sets the amount of time from note-on until the attack level is reached.

### **DECAY**

This sets the amount of time it will take for the level to change from the attack level to the sustain level.

### **SUSTAIN**

This sets the sustain level.

### **RELEASE**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

### KEYBOARD

#### PORTA

This sets the pitch glide speed.

#### LEGATO

When this is turned on, each note is played legato when sliding along the keyboard.

### MASTER

#### VOLUME

This sets the volume.

#### DRIVE

This sets the amount of the output drive.

#### TONE

This adjusts the tone.

### MG 1, MG 2

#### MG OUT

Tap and drag to connect patch cables and select the modulation destination for the MG (modulation generator).

#### AMOUNT

This sets the amount of modulation for the MG (Modulation Generator).

#### WAVEFORM

This selects the waveform of the MG (Modulation Generator).

#### KEY

If this setting is On, the waveform will be reset at each note-on.

#### FREQ

This sets the frequency of the waveform.

#### BPM

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

### ENVELOPE GENERATOR

#### EG OUT

Tap and drag to connect patch cables and select the modulation destination for the EG.

#### AMOUNT

This sets the amount of modulation for the 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.

#### SUSTAIN

This sets the sustain level.

#### RELEASE

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

### PATCHBAY INPUTS

This sets the modulation destinations for MG1, MG2 and the EG.

Any of the following parameters can be set as the modulation destination.

- VCO 1 SHAPE
- VCO 1 & VCO 2 PITCH
- VCO 2 PITCH
- VCO 1 LEVEL
- VCO 2 LEVEL
- NOISE LEVEL
- VCF CUTOFF
- VCA GAIN
- MG 1 FREQ
- MG 2 FREQ

# Brussels

## *Monophonic Anthem Synthesizer*

This synthesizer gadget has a simple and carefully considered parameter structure with an intuitive user interface. The thick unison tones that emanate from this futuristic design will give you the lead sounds that you need for any type of electronic music.



## PERFORMER

### PUMP

This sets the depth of the pumping effect.

### REPEAT

This sets the depth of the repeat effect.

## GENERATOR

### BOTTOM

This sets the volume of the sub oscillator.

### GLIDE

This sets the pitch glide speed.

### **DIFFUSE**

This sets the spread of the sound.

### **FILTER**

This sets the cutoff frequency of the filter.

### **TWIST**

This sets the modulation depth for the oscillator.

## **OUTPUT**

### **LEVEL**

This sets the overall volume.

## **REVERB**

### **TONE**

This sets the reverberation tone.

### **LEVEL**

This sets the reverberation level.

# Chiang Mai

## *Variable Phase Modulation Synthesizer*

This is a polyphonic synthesizer gadget that features VPM (Variable Phase Modulation) synthesis. With a subdued gold body, this gadget is particularly good at sparkling metallic bell sounds.



## OSCILLATOR (1, 2)

### LEVEL

This sets the volume of the oscillator.

### WAVEFORM

This selects the waveform of the oscillator.

### PITCH

This adjusts the pitch produced by the oscillator.

### HARMONICS

This sets the frequency of the VPM (Variable Phase Modulation) modulator as a harmonic multiple of oscillator.

### DEPTH

This sets the depth of VPM.

### **ENV**

This sets the amount of modulation which the EG will use to affect the depth of the VPM.

## **FILTER**

### **FREQUENCY**

This sets the cutoff frequency of the filter.

### **RESONANCE**

This sets the resonance of the filter.

### **ENV AMT**

This sets the amount of the modulation which the EG will use to affect the cutoff frequency.

### **KBD AMT**

This sets the amount of depth that the cutoff frequency will change according to the pitch of the note that is input.

## **ENVELOPES (FILTER, AMPLIFIER)**

### **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.

### **SUSTAIN**

This sets the sustain level.

### **RELEASE**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

## **CHORUS**

### **SPEED**

This sets the LFO speed.

### **DEPTH**

This sets the depth of the effect.

### **DELAY**

#### **TIME**

This sets the delay time

#### **LEVEL**

This sets the delay level.

### **OUTPUT**

#### **LEVEL**

This sets the volume.

# Chicago

## Tube Bass Machine

This is a straightforward acid house bass gadget with a shiny silver metal body. It features a “Bite” filter that covers the range from classic, “sticky-sounding” synth bass to intensely distorted aggressive sounds. There’s a built-in arpeggiator and multi-effect, so your creations will have plenty of variety.



## OSCILLATOR

### WAVE

This selects the waveform of the oscillator.

### GLIDE

This sets the pitch glide speed.

## ENVELOPE

### 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.

### **SUSTAIN**

This sets the sustain level.

### **RELEASE**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

## **AMPLIFIER**

### **ENV/GATE**

This selects the envelope source that will produce change in the volume.

### **LEVEL**

This sets the volume.

## **ARPEGGIATOR**

### **ON**

This switches the arpeggiator on/off.

### **RANGE**

This sets the range of octaves where the arpeggio will be played.

### **MODE**

This selects the arpeggio type.

### **SPEED**

This sets the performance speed of the arpeggiator.

## **FILTER**

### **CUTOFF**

This sets the cutoff frequency of the filter.

### **PEAK**

This sets the resonance of the filter.

### **ENV**

This sets the amount of modulation which the EG will use to affect the cutoff frequency.

### **BITE**

This sets the amount of drive for the filter.

### **GNAW**

This gives a unique frequency change to the filter input, changing it to an aggressive sound.

### **EFFECT**

#### **TYPE**

This selects the effect type.

#### **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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

# Helsinki

## *Polyphonic Ambient Synthesizer*

This is a pad sound gadget that's easy to use for genres such as Ambient or Chillwave. The subtle yet deep sound played through lo-fi and reverb effects, conveyed through the floating interface, creates an atmosphere that is both nostalgic and futuristic.



## LOFI

### FREQ

This sets the roughness of the sound and the frequency of the digital meter

### MIX

This sets the amount of the effect sound mixed with the dry sound.

## REVERB

### TIME

This sets the reverberation time.

### LEVEL

This sets the reverberation level.

### OUTPUT

#### LEVEL

This sets the volume.

### GENERATORS

#### WAVE

This selects the waveform of the oscillator.

#### LOW

This sets the low range level of the oscillator.

#### HI

This sets the high range level of the oscillator.

#### HIGHER

This sets the higher range level of the oscillator.

#### NOISE

This sets the volume of the noise generator.

### FILTER

#### TYPE

This selects the filter type.

#### FREQ

This sets the cutoff frequency of the filter.

#### RESO

This sets the resonance of the filter.

### ENVELOPE

#### A

This sets the amount of time from note-on until the attack level is reached.

#### D

This sets the amount of time from when the attack level is reached until the sustain level is reached.

### **S**

This sets the sustain level.

### **R**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

# Kiev

### *Advanced Spatial Digital Synthesizer*

The yellow body of this synthesizer gadget projects the impression of a secret weapon hidden in an industrial zone. It features “vector synthesis” using four oscillators that generate organic, spacey sounds. Use the touchpad to intuitively control the mysterious “warp” sound that seems to contort space itself.



## OSC. MORPHER

### TOUCH-PAD

This adjusts the volume balance of oscillator A, B, C, and D.

### A/B DEPTH

This sets the amount that the volume balance of oscillators A and B are changed.

### A/B SPEED

This sets the speed at which the volume balance of oscillators A and B are changed.

### C/D DEPTH

This sets the amount that the volume balance of oscillators C and D are changed.

### C/D SPEED

This sets the speed at which the volume balance of oscillators C and D are changed.

### OSCILLATOR

#### WAVEFORM A

This selects the waveform of the oscillator A.

#### WAVEFORM B

This selects the waveform of the oscillator B.

#### WAVEFORM C

This selects the waveform of the oscillator C.

#### WAVEFORM D

This selects the waveform of the oscillator D.

#### PITCH A

This adjusts the pitch of the oscillator A.

#### PITCH B

This adjusts the pitch of the oscillator B, in half-steps.

#### PITCH C

This adjusts the pitch of the oscillator C, in half-steps.

#### PITCH D

This adjusts the pitch of the oscillator D, in half-steps.

#### TUNE B

This adjusts the pitch of the oscillator B, in semitone-steps ( $\pm 100$  cents).

#### TUNE C

This adjusts the pitch of the oscillator C, in semitone-steps ( $\pm 100$  cents).

#### TUNE D

This adjusts the pitch of the oscillator D, in semitone-steps ( $\pm 100$  cents).

### FILTER

#### TYPE

This selects the filter type.

### TOUCH-PAD

#### CUTOFF

This sets the cutoff frequency of the filter.

#### PEAK

This sets the resonance of the filter.

### FILTER ENVELOPE

#### ENVELOPE

This sets the amount of the modulation which the EG will use to affect the cutoff frequency.

#### 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.

#### SUSTAIN

This sets the sustain level.

#### RELEASE

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

### AMP ENVELOPE

#### 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.

#### SUSTAIN

This sets the sustain level.

#### RELEASE

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

### **EFFECT**

#### **TYPE**

This sets the effect type.

#### **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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

### **MASTER**

#### **LEVEL**

This sets the volume.

# Kingston

## *Polyphonic Chip Synthesizer*

This polyphonic synthesizer gadget is optimized for 8-bit game sounds. The timeless waveforms that still exemplify the sounds of a computer are provided in the oscillator section, and there are also “JUMP” and “RUN” functions that make those sounds even more bizarre. You can also use effects to additionally deform the sound.



## EDIT

### WAVEFORM

This selects the waveform of the oscillator.

### TRANPOSE

This adjusts the pitch of the oscillator.

### ENVELOPE

### 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.

### **SUSTAIN**

This sets the sustain level.

### **RELEASE**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

## **Run!**

### **TYPE**

This selects the run type.

### **SPEED**

This sets the performance speed of the run.

### **ON/OFF**

This switches the run on/off.

## **Jump!**

### **HEIGHT**

This sets the height of jump.

### **ON/OFF**

This switches the jump on/off.

## **EFFECT**

### **TYPE**

This sets the effect type.

### **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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

### LEVEL

#### LEVEL

This sets the volume.

# Marseille

## *Polyphonic PCM Synthesizer*

With its workstation-like looks, this polyphonic synthesizer gadget offers a broad selection of standard keyboard sounds, brass, strings, and synth sounds. When you need a piano or electric piano, this gadget will deliver. There's a "Chord" function that lets you produce chords of the scale you specify, making it simple to create a chord progression with no wrong notes.



## PROGRAMS

Tap a program name to select it. Using the category buttons on the left, the programs in each category can be displayed.

## OUTPUT

### LEVEL

This sets the volume.

## ENVELOPE

### 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.

### SUSTAIN

This sets the sustain level.

### RELEASE

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

## EFFECTS

### FX SELECT

Select the effect to be applied.

### EFFECT TYPE

This selects the effect type.

### 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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

### CHORD

This turns the global chord function on or off. When this is turned on, chords along the specified scale can be played.

# Miami

## *Monophonic Wobble Synthesizer*

This gadget plays the bass sounds that are indispensable for today's electronic music. It features an "X-MOD" oscillator that generates complex overtones and modulation, and a "CRUSH" filter that adds distinctive noise. "WOBBLE" modulation lets you shift the character to produce a wobble sound evocative of an evil monster, often heard in Brostep and Dubstep.



## CARRIER

### WAVE

This selects the waveform of the carrier oscillator.

### PITCH

This adjusts the pitch produced by the carrier oscillator.

### LEVEL

This sets the volume of the carrier oscillator.

### SUB

This sets the volume of the sub oscillator.

### X-MOD

#### WAVE

This selects the waveform of the cross-modulation oscillator.

#### DEPTH

This sets the depth of the cross-modulation.

#### LEVEL

This sets the volume of the cross-modulation oscillator.

#### TUNE

This adjusts the pitch produced by the cross-modulation oscillator.

### FILTER

#### CUTOFF

This sets the cutoff frequency of the filter.

#### CRUSH

This adds a unique texture to the filter.

#### WOBBLE

This sets the modulation of the filter LFO.

#### SHAPE

This selects the LFO waveform.

#### RATE

This sets the LFO speed.

### MASTER

#### STEREO

This adjusts the spread of the output orientation.

#### GLIDE

This sets the pitch glide speed.

#### OUTPUT

This sets the volume.

# Phoenix

## *Polyphonic Analogue Synthesizer*

This polyphonic synthesizer gadget offers classic, vintage design and sound. Its painstaking analog emulation provides analog sound with warmth and presence. This is an all-around synth that you can use for chordal backing, pad sounds, or anything else.



## OSCILLATORS

### PITCH 1

This sets the pitch of oscillator 1.

### PITCH 2

This sets the pitch of oscillator 2.

### BALANCE

This adjusts the volume balance of oscillator 1 and oscillator 2.

### WAVEFORM 1

This selects the waveform of the oscillator 1.

### WAVEFORM 2

This selects the waveform of the oscillator 2.

### **PULSE WIDTH**

This sets the width of pulse wave.

### **PORTA.**

This sets the pitch glide speed.

### **OSC 2 DETUNE**

This sets the detuning for oscillator 2.

## **FILTER**

### **FREQUENCY**

This sets the cutoff frequency of the filter.

### **RESONANCE**

This sets the resonance of the filter.

### **ENV AMT.**

This sets the amount of the modulation produced by using the EG to modulate the cutoff frequency.

### **KBD AMT.**

This sets the amount of depth that the cutoff frequency will change according to the pitch of the note that is input.

## **ENVELOPES**

### **FILTER ENVELOPE, AMPLIFIER ENVELOPE**

#### **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.

#### **SUSTAIN**

This sets the sustain level.

#### **RELEASE**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

### PITCH

#### **BEND RANGE**

This sets the pitch bend range.

#### **BEND WHEEL**

This sets the pitch bend.

#### **VIBRATO RATE**

This sets the vibrato speed.

#### **VIBRATO WHEEL**

This sets the depth of the vibrato.

### MODULATION

#### **LFO**

#### **WAVEFORM**

This selects the LFO waveform.

#### **RATE**

This sets the LFO speed.

#### **BPM**

If this is On, the LFO speed will synchronize to the tempo of the song.

#### **KEY**

If this setting is On, the phase of the LFO will be reset at each note-on.

#### **DEPTH**

#### **PULSE WIDTH**

This sets the depth of the modulation produced by using LFO to modulate the pulse width.

#### **FILTER**

This sets the depth of the modulation produced by using LFO to modulate the cutoff frequency of the filter.

#### **AMP**

This sets the depth of the modulation produced by using LFO to modulate the volume.

### **DELAY**

#### **LEVEL**

This sets the delay level.

#### **TIME**

This sets the delay time

#### **tone**

This sets the tonal character of the delay.

### **MASTER**

#### **LEVEL**

This sets the volume.

#### **DETUNE**

This sets the amount of detuning when “UNISON” is turned on.

#### **UNISON**

This switches the unison on/off.

# Wolfsburg

## Hybrid Polyphonic Synthesizer

This gadget is a collection of distinctive analog synthesizer waveforms that have been resampled using digital technology. It provides two effect units and four modulation matrix systems, and is distinctive for a dynamic and powerful sound that matches its tasteful, black-themed panel layout.



## OSCILLATOR 1, 2

### WAVEFORM

This selects the waveform of the oscillator.

### PITCH

This adjusts the pitch produced by the oscillator.

### LEVEL

This sets the volume of the oscillator.

### DETUNE

This sets the amount of detuning.

### OSCILLATOR COMMON

#### VOICE MODE

This sets how note will be played.

#### NOISE

This sets the volume of the noise generator.

#### OUTPUT

This sets the volume.

#### PORTAMENTO

This sets the pitch glide speed.

### FILTER

#### FILTER TYPE

This selects the filter type.

#### CUTOFF

This sets the cutoff frequency of the filter.

#### RESONANCE

This sets the resonance of the filter.

#### ENVELOPE

This sets the amount of the modulation to which the EG will affect the cutoff frequency.

### AMP

#### 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.

#### SUSTAIN

This sets the sustain level.

#### RELEASE

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

## LOW FREQUENCY OSCILLATOR 1, 2

### WAVEFORM

This selects the LFO waveform.

### BPM SYNC

If this is On, the LFO speed will synchronize to the tempo of the song.

### SPEED

This sets the LFO speed.

### KEY SYNC

If this setting is On, the phase of the LFO will be reset at each note-on.

## MODULATION ENVELOPE

### 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.

### SUSTAIN

This sets the sustain level.

### RELEASE

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

## MODULATION MATRIX

### SOURCE A, B, C, D

This sets the modulation source.

### DESTINATION A, B, C, D

This sets the modulation destinations.

### AMOUNT A, B, C, D

This sets the amount of the modulation.

### **EFFECT 1, EFFECT 2**

#### **TYPE**

This selects the effect type.

#### **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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

# Salzburg

## Premium Acoustic Piano

This is a premium acoustic piano gadget that features un-looped data carefully sampled from world renowned acoustic pianos. Your playing dynamics will shift between various levels of sampled data, responding to the velocity and expressing changes in velocity with a rich dynamic range.



## Equalizer

### Low

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

### Mid

Adjusts the level of the mid-frequency range of the sound.

### High

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

## Character

### Damper / Layer Level

Adjusts how the sound resonates when you press the damper pedal, and adjusts the

volume of the layered sound.

### **Release Time**

Adjusts the release time of the sound.

## **Output**

### **Level**

This sets the volume.

## **Modulation Effect**

### **Type**

This selects the effect type.

### **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.

## **Ambient Effect**

### **Type**

This selects the effect type.

### **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.

**Tip:** The parameters that can be specified with Edit 1 and Edit 2 will differ depending on the effect selected with Type.

# Montreal

## *Vintage Electric Piano*

This is an electric piano gadget that realistically reproduces the distinctive tones of a sweet-sounding vintage electric piano. Since multiple levels of velocity layers are provided, the sound is extremely realistic throughout the full dynamic range of soft to strong notes.



## TREMOLO

### SPEED

Adjusts the speed of modulation when tremolo is on.

### DEPTH

Adjusts the depth of modulation when tremolo is on.

### OFF

Tremolo off

### MONO

Tremolo on, monaural

### STEREO

Tremolo on, stereo

### HIGH, LOW

#### High

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

#### Low

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

### MODULATION EFFECT

#### TYPE

This selects the effect type.

#### 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.

### AMBIENT EFFECT

#### TYPE

This selects the effect type.

#### 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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

### KEYOFF

#### KEYOFF NOISE/LAYER

This adds noise when key-off occurs. Otherwise, this switches the layer sound on/off with some sounds.

#### Release Time

Adjusts the release time of the sound.

## **AMPLIFIER**

### **ON**

the amp simulation effect on/off.

### **DRIVE**

Adjusts the amount of drive for the amp.

## **OUTPUT**

### **LEVEL**

This sets the volume.

# Alexandria

## Legendry Vintage Organ

This is a powerful organ gadget that samples a range of sound variations from a traditional vintage organ. With a powerful rotary speaker, vibrato and chorus that adds character to the sound, and an overdrive circuit that generates warm distortion, it's easy to produce realistic organ sounds.



## ROTATION

### STOP

Stops the rotation of the rotor.

### SLOW

Slows the rotation of the rotor.

### FAST

Speeds up the rotation of the rotor.

## VIBRATO & CHORUS

### ON/OFF

Switches the vibrato/chorus effect on/off.

### V-C

Selects a preset for the vibrato/chorus effect.

V-1, V-2, and V-3 are vibrato;

C-1, C-2, and C-3 are chorus.

## MODULATION EFFECT

### TYPE

This selects the effect type.

### 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.

## AMBIENT EFFECT

### TYPE

This selects the effect type.

### 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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

## DRIVE

Adjust the amount of overdrive distortion.

## OUTPUT

This sets the volume.

# Firenze

### *Funky Electric Keyboard*

This is a clav gadget that reproduces the sharp attack and percussive sound of a classic instrument. Since the pickup and filter can be controlled by individual switches, you can easily try out different changes in the sound. Additional parameters indispensable to the clav sound have been carefully selected, such as a mute slider that adjusts to the sound.



## FILTER

### PRESENCE

Sets the tonal character of the high-frequency range.

### TREBLE

Sets the high-frequency range of the sound.

### MEDIUM

Sets the mid-frequency range of the sound.

### BASS

Sets the low-frequency range of the sound.

\* If all of these are OFF, no sound is output.

### PICKUP

#### C/D, A/B

A variety of sounds can be produced by using different pickup (and filter) combinations.

### MUTE

Adjust the amount of muting.

### KEYOFF NOISE

Adjusts the amount of authentic key noise added when the note is released.

### MODULATION EFFECT

#### TYPE

This selects the effect type.

#### 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.

### AMBIENT EFFECT

#### TYPE

This selects the effect type.

#### 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.

**Tip:** The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

### OUTPUT LEVEL

This sets the volume.

# Glasgow

## Superior PCM Synthesizer

The gadget lets you produce a wide range of sounds including strings, brass, and synth. It provides a crisp, high-quality sound, with each tone displaying a set of the most suitable parameters for editing, so you can easily and efficiently attain the sound you desire.



## CHARACTER

### EDIT1...4

These four knobs provide control of additional sound parameters. The actual parameter being controlled will appear in the “scribble-strips” above each knob.

\* The character parameters will differ depending on the waveform that’s selected in WAVE VARIATIONS.

## OUTPUT

### LEVEL

This sets the volume.

### ENVELOPE

#### ATTACK

This sets the amount of time from note-on until the attack level is reached.

#### RELEASE

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

### MODULATION EFFECT

#### TYPE

This selects the effect type.

#### 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.

### AMBIENT EFFECT

#### TYPE

This selects the effect type.

#### 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.

**Tip:** The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

# Darwin

## Digital PCM Synthesizer

This is a digital PCM synthesizer Gadget powered by KORG iM1. It has special sounds that could only be produced by the legendary M1 that defined an era.

There are enormous sound programs that will cover your needs for a huge variety of music genres. “Smart Sound Browser” and “Easy Edit” enables the most efficient way to search and make fine adjustments to the sound.



### OSC BALANCE

This sets the volume of the oscillator.

### CUTOFF

This adjusts the cutoff frequency of the VDF.

### RESONANCE

This sets the resonance of the VDF.

### EG INT

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

### ATTACK TIME

This sets the attack time for the VDF and VDA.

### **DECAY TIME**

This sets the decay time for the VDF and VDA.

### **RELEASE TIME**

This sets the release time for the VDF and VDA.

This sets the number of times the delay sound is repeated.

### **FX1 DRY/WET**

Adjusts the balance of the processed sound and the direct sound.

### **FX2 DRY/WET**

Adjusts the balance of the processed sound and the direct sound.

### **OUTPUT**

This sets the volume.

# Kamata

### *Wave Table Synthesizer*

This synthesizer gadget emulates 80s video games by using Wavetable synthesis as a sound source. Based on the NAMCO CUSTOM30 sound generator in their world famous 1980's arcade games, the sound team of BANDAI NAMCO Studios have reimagined the most popular game sounds and put them into a dedicated Gadget called Kamata. By using the carefully selected parameters for each of the 32 x 4 bit samples in the wavetable, you can design music and sounds that are both nostalgic and new.



### **MASTER VOLUME**

This sets the volume.

### **VALUE**

This sets the value of the selected parameter.

### **PAGE SELECT**

This accesses the page.

### **WAVE BANK**

This selects the wavetable.

### **DETUNE**

This sets the amount of detuning.

### **NOISE**

This sets the volume of the noise generator.

### **AMP ENV**

#### **AT (Attack Time)**

This sets the amount of time from note-on until the attack level is reached.

#### **DT (Decay Time)**

This sets the amount of time from when the attack level is reached until the sustain level is reached.

#### **SL (Sustain Level)**

This sets the sustain level.

#### **RT (Release Time)**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

### **PITCH ENV**

#### **AT (Attack Time)**

This sets the amount of time from note-on until the attack level is reached.

#### **DT (Decay Time)**

This sets the amount of time from when the attack level is reached until the sustain level is reached.

#### **RT (Release Time)**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

#### **SL (Start Level)**

This sets the start level.

### **AL (Attack Level)**

This sets the amount of time from note-on until the attack level is reached.

### **SL (Sustain Level)**

This sets the sustain level.

### **RL (Release Level)**

This sets the amount of time that it will take for the level to fall from the sustain level to zero following note-off.

## **DELAY**

### **TIME**

This sets the delay time

### **LEVEL**

This sets the delay level.

### **COUNT**

This sets the number of times the delay sound is repeated.

## **REVERB**

### **TIME**

This sets the delay time

### **LEVEL**

This sets the delay level.

## **LFO1-AMP**

### **WAVE**

This selects the waveform of the LFO1.

### **DEPT (Depth)**

This sets the depth of the LFO1.

### **DELT (Delay Time)**

This sets the time from note-on until the LFO1 starts.

### **RATE**

This sets the LFO1 speed.

### LFO2-PITCH

#### WAVE

This selects the waveform of the LFO2.

#### DEPT (Depth)

This sets the depth of the LFO2.

#### DELT (Delay Time)

This sets the time from note-on until the LFO2

#### RATE

This sets the LFO2 speed.

### PORTAMENTO

#### MODE

This switches the mode between Poly/Mono.

#### TIME

This sets the portamento time.

### CONTROL

#### MOD-WHEEL

This sets the pitch and amp to be controlled with a modulation wheel.

#### PITCHBEND

This sets the change range for the pitch bend.

# Madrid

## *Dynamic Bass Machine*

Madrid is a powerful bass gadget that will add a lively groove to your music. Featuring acoustic bass, electric bass, six types of bass amp and two groups of builtin effects, you can change the sound character easily and substantially. From a strong, aggressive bass to a thick, plump bass, this gadget not only delivers powerful low tone but also realistically reproduce differences in most playing styles.



### **SOUND**

This selects the preset sound.

### **MASTER**

This sets the volume.

### **EFFECT1, 2**

#### **TYPE**

This selects the effect type.

### 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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

### PRE::POST

This switches between a pre/post effect.

## STONE

### BASS

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

### MIDDLE

Adjusts the level of the mid-frequency range of the sound.

### TREBLE

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

## GAIN

This adjusts the gain for the amp.

## AMP TYPE

This selects one of the six amp types.

## ENVELOPE

### 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 that it will take for the level to fall from the sustain level to zero following note-off.

# Drum Gadgets

## London

### *Hypersonic PCM Drum Module*

This is a drum sound module gadget designed specifically for dance music. True to its simple, straightforward looks, it instantly gives you a performance-ready drum kit. There are more than 400 samples that will cover your needs for a variety of dance music formats including Electro, Minimal, Dubstep and so on. It also provides three effects that you can use on each part, as well as a master effect.



### **PART 1...8 EDIT**

#### **WAVEFORM**

This selects the waveform that will be used by each part.

#### **TUNE**

This adjusts the pitch for each part.

#### **TIME**

This sets the decay time for each part when TRIGGER is set to ONESHOT.

This sets the release time for each part when TRIGGER is set to GATE.

### TRIGGER

This selects the trigger type for each part.

## PART 1...8 IFX

### Punch

This sets an attack-emphasizing effect for the output signal of a part.

### Low Boost

This sets the boost for the low range.

### REV (Reverse)

This switches the reverse on/off for each part.

### MFx (Master Effect Send)

This sets whether or not the sound for the part is sent to the master effect.

## PART 1...8 MIXER

### Pan

This sets the panning value for each part.

### M (Mute)

This determines whether or not the part will sound.

### Group

This groups parts. Parts that share the same settings are combined into one group and the last note is given priority, producing a monophonic sound. This is effective, for example, when playing with the closed and open sounds of the hi-hat grouped.

### LEVEL

This sets the volume for each part.

## EFFECT

### TYPE

This sets the effect type.

### 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.

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*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

### Master

#### LEVEL

This sets the overall volume.

# Amsterdam

## PCM SFX Boombox

With the beefy looks of a gold body sporting chrome knobs, this is a four-part PCM sound module gadget containing more than one hundred sound effects that give impact to your song, including one-shot sounds, synth sounds, and scratches. It also contains numerous chord samples, allowing you to create chord progressions as if you were assembling a collage.



### PART 1...4

#### LEVEL

This sets the volume for each part.

#### PAN

This sets the panning value for each part.

#### WAVE

This selects the waveform for each part.

#### TUNE

This sets pitch for each part.

#### TIME

This sets the decay time for each part.

### EG MODE

This selects the EG mode for each part.

### FX SEND

This switches the send on/off for effect.

### REVERSE

This switches the wave plays in reverse.

## EFFECT

### TYPE

This selects the effect type.

### 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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

## MASTER

### MASTER

This sets the overall volume.

# Tokyo

## Analog Percussion Synthesizer

This is a drum gadget that collects four compact analog-type drum sound modules into a single package. Each module gives you parameters that are tuned respectively to kick, snare, tom and percussion sounds, allowing you to experience the distinctive enjoyment of creating sound with analog modules.



### BD201

#### WAVE

This selects the waveform.

#### TUNE

This sets the pitch.

#### DECAY

This sets the length of the sound.

#### BEND

This sets the amount of bend.

#### BOOST

This sets the amount of low boost.

### **LEVEL**

This sets the volume.

### **PAN**

This sets the panning value.

## **SD302**

### **TUNE**

This sets the pitch.

### **DECAY**

This sets the length of the sound.

### **NOISE**

This sets the tonal character and modulation of the noise.

### **SNAPPY**

This sets the amount of noise in the snare.

### **PUNCH**

This emphasizes the attack.

### **LEVEL**

This sets the volume.

### **PAN**

This sets the panning value.

## **TOM404**

### **TUNE**

This sets the pitch.

### **DECAY**

This sets the length of the sound.

### **BEND**

This sets the amount of bend.

### **NOISE**

This sets the amount of noise.

### **LEVEL**

This sets the volume.

### **PAN**

This sets the panning value.

## **PCS503**

### **TUNE**

This sets the pitch.

### **DECAY**

This sets the length of the sound.

### **SHAPE**

This selects the modulation type.

### **DEPTH**

This sets the modulation depth.

### **SPEED**

This sets the modulation speed.

### **LEVEL**

This sets the volume.

### **PAN**

This sets the panning value.

# Abu Dhabi

## *Dynamic Loop Slicer*

Instantly and automatically slice loop samples. This is a forward-looking, futuristic sampler gadget that lets you freely manipulate grooves. Carefully selected electro drum and chord sequences are provided, and you can instantly transform them into other-dimensional sounds with a single-stroke gesture. You can also freely import your own favorite samples for unlimited possibilities.



## **PART 01...16 SAMPLE**

### **PITCH**

This sets the pitch for each sample

### **ATTACK**

This sets the attack time for each sample.

### **DECAY**

This sets the decay time for each sample.

### **REVERSE**

This switches the wave plays in reverse for each sample.

### **FX**

This switches the send on/off for effect for each sample.

### **REPEAT**

This sets repeat speed for each sample. The sample will repeat while holding the pad.

### **PAN**

This sets the panning value for each sample.

### **LEVEL**

This sets the volume for each sample.

### **GROUP**

This groups samples. Samples that share the same settings are combined into one group and the last note is given priority, producing a sound. This is effective, for example, when playing with the closed and open sounds of the hi-hat grouped.

### **MARKER**

This sets the start point for each sample.

## **ARP**

### **ARP**

This switches the arpeggiator on/off.

### **MODE**

This selects the arpeggiator type.

### **RATE**

This sets the performance speed of the arpeggiator.

## **EFFECT**

### **EFFECT SELECTION**

This selects the effect type.

### **WARP CONTROL**

This controls the parameters of effect.

### **VOLUME**

This sets the overall volume.

# Bilbao

## Lightning Sample Player

The beats you need right now are generated at lightning speed. This is a one-shot sampler gadget with 16-beat support. Numerous beats redolent with lo-fi feel are built in, expanding the range of the “London” drum sound module gadget. In addition, you can freely import your own samples to limitlessly expand your sound set.



## PART 01...16 EDIT

### PITCH

This sets the pitch for each sample.

### PAN

This sets the panning value for each sample.

### LEVEL

This sets the volume for each sample.

### START

This sets the start time for each sample.

### LENGTH

This sets the length of the each sample.

### DECAY

This sets the decay time for each sample.

### GROUP A/B

This groups samples. Samples that share the same settings are combined into one group and the last note is given priority, producing a sound. This is effective, for example, when playing with the closed and open sounds of the hi-hat grouped.

### FX SEND

This switches the send on/off for effect for each sample.

## EFFECT

### FX TYPE

This selects the effect type.

### 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.

*Tip:* The parameters that can be specified with EDIT 1 and EDIT 2 will differ depending on the effect selected with TYPE.

## MASTER

### MASTER

This sets the overall volume.

# Gladstone

## Acoustic Drum Module

Gladstone is a powerful acoustic drum Gadget that will complement the sound of most styles of music regardless of genre. Equipped with 20 high quality drum kits, Gladstone enables you to compose a wide variety of drum parts. In addition to master effects, it creates an ambience and feel that suit the mood of the song, allowing you to quickly produce the drum sounds and patterns you're looking for.



## PART 1...10 SOUND

### TUNE

This sets the pitch for each part.

### DECAY

This sets the decay time for each part.

### PAN

This sets the panning value for each part.

### DRY LEVEL

This sets the dry level for each part.

### **AMB SEND**

This sets the ambiance level for each part.

## **COMP**

### **THRESH**

This sets the threshold level.

### **RATIO**

This sets the volume suppression ratio.

### **GAIN**

This sets the amount of the output gain.

### **DRIVE**

This sets the amount of the output drive.

## **EQ**

### **LO**

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

### **MID**

Adjusts the level of the mid-frequency range of the sound.

### **HI**

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

### **FREQ / GAIN**

This switches between the equalizer frequency and gain.

## **MASTER**

### **LEVEL**

This sets the overall volume.

### **AMB MIX**

This sets the overall ambiance level.

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