

KAOSSILATOR PRO Editor Owner's Manual

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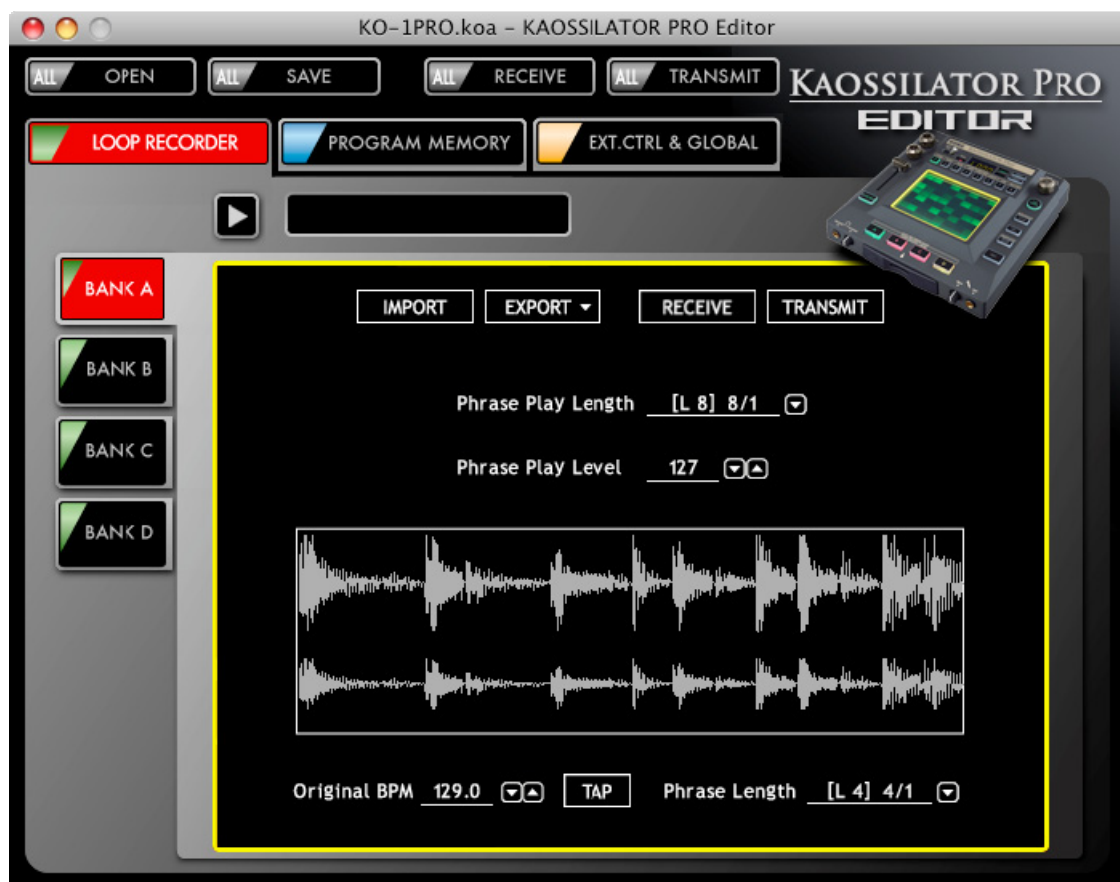
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Introduction

Thank you for purchasing a Korg KAOSILATOR PRO dynamic phrase synthesizer/loop recorder. In order to take full advantage of the software, please read this manual carefully and use the product as directed.

What is the KAOSILATOR PRO Editor?

The KAOSILATOR PRO Editor lets you use your computer to store data that you've saved on the KAOSILATOR PRO, or to edit the parameters of the KAOSILATOR PRO. You can also load WAV format or AIFF format audio files from your computer into the KAOSILATOR PRO.



Caution

- ⚠ Do not disconnect the KAOSILATOR PRO from the computer or turn off the power to the KAOSILATOR PRO while the KAOSILATOR PRO Editor is running.
- ⚠ Do not operate the KAOSILATOR PRO or the KAOSILATOR PRO Editor while any data is being transmitted or received. If an error message is displayed while data is being transmitted or received, check the connections between the KAOSILATOR PRO and the MIDI driver.


System Requirements

Mac OS X

Supported computer	An Apple Macintosh computer that satisfies Mac OS X requirements, with Intel or Power PC processor and USB port.
Supported OS	Mac OS X 10.4 or later
Audio interface	An audio interface that supports 44.1 kHz and 48 kHz output

Windows

Supported computer	A computer that satisfies Microsoft Windows XP/Vista/7 system requirements, with a USB port (Intel USB chipset recommended)
Supported OS	Windows XP (SP3 or later), Windows Vista (SP2 or later, 32-bit/64-bit), or Windows 7 (32-bit/64-bit)
Audio interface	An audio interface that supports 44.1 kHz and 48 kHz output

-  This software has been verified to work on a typical computer that meets the operating requirements listed above. However, we cannot guarantee that it will operate on every computer that meets these requirements.

Installation

-  Before you start using the KAOSILATOR PRO Editor, you must install the Korg USB-MIDI driver. Download the driver from the Korg website and install it as directed in the included documentation. (<http://www.korg.com/>)

Installation on Windows

Follow the steps below to install the software on Windows:

1. Double-click “Setup_E.exe” to start the installer. The installer screen will open.
2. Follow the instructions on screen to install the software.

Installation on Mac OS X

Follow the steps below to install the software on Mac OS X:

1. Double-click “KAOSILATOR PRO Editor.pkg” to start the installer. The installer screen will open.
2. Follow the instructions on screen to install the software.

Quick Start

Setting Up the KAOSILATOR PRO

Before using the KAOSILATOR PRO Editor, follow the steps below to check the settings on the KAOSILATOR PRO.

1. Hold down the SHIFT button and press PROGRAM MEMORY 4 (MIDI).
2. Use the PROGRAM/BPM knob to select “FiLt”, and then press the PROGRAM/BPM knob.
3. Use the PROGRAM/BPM knob to select “SYS.E”, and then press the PROGRAM/BPM knob.
4. Use the PROGRAM/BPM knob to verify that “EnA” is selected. If “diS” is selected, use the PROGRAM/BPM knob to select “EnA”.
5. Press the WRITE button to save the settings.

Starting Up the KAOSILATOR PRO Editor

 Before you start using the KAOSILATOR PRO Editor, you must install the Korg USB-MIDI driver. Download the driver from the Korg website and install it as directed in the included documentation. (<http://www.korg.com/>)

1. Connect the KAOSILATOR PRO to the computer using a USB cable.
2. Turn on the power to the KAOSILATOR PRO.
3. In the “KORG” - “KAOSILATOR PRO Editor” folder, select “KAOSILATOR PRO Editor” to begin.
 - Mac OS X You can find the “KORG” folder in the “Applications” folder.
 - Windows You can find the “KORG” folder by selecting [Start -> All Programs].

Setting Up the KAOSILATOR PRO Editor

To make sure that the KAOSILATOR PRO Editor can communicate with the KAOSILATOR PRO, check the MIDI port settings as follows.


1. From the menu, choose “MIDI” - “Preferences...” (Mac: from the KAOSILATOR PRO Editor menu choose “Preferences...”). A preferences dialog box will appear.
2. In the “MIDI Port” field make sure that “Auto Detect” is selected. If it is not selected, click the check box to select it.
 - note** If multiple KAOSILATOR PRO units are connected, clear the “Auto Detect” check box, and manually specify the MIDI port where the KAOSILATOR PRO you're working with is connected.
3. Click the [OK] button to close the preferences dialog box.

Receiving all data from the KAOSILATOR PRO

You can transfer all data from the KAOSILATOR PRO to the KAOSILATOR PRO Editor for editing.

1. On the “MIDI” menu, select “Receive All Data”.

2. The current bank of data will be copied from the KAOSILATOR PRO to the KAOSILATOR PRO Editor.

 During the data transfer, do NOT touch the KAOSILATOR PRO or the KAOSILATOR PRO Editor.

Loading WAV and AIFF files

Here's how a WAV file or AIFF file saved on your computer can be converted into loop recorder data that the KAOSILATOR PRO can use, and then import into the KAOSILATOR PRO.

1. Access the Loop Recorder Data edit page.
2. Select the bank where you want to import the data, and click the [IMPORT] button. The file selection dialog box will appear.
3. Select a WAV file or AIFF file, and click [Open]. The loop recorder data will be loaded, and the loop recorder data waveform will be displayed.
4. In the “Phrase Length” field, specify the number of beats that this phrase occupies.
5. Click the preview button to play back the phrase, and click the [TAP] button several times in rhythm with the phrase. This will set the Original BPM of the phrase, if you were unsuccessful in setting the Original BPM, you can make fine adjustments to the Original BPM by referring to the preview playback and the loop recorder data waveform display.


note The WAV or AIFF file that can be loaded are 44.1/48 kHz, 8/16/24-bit linear PCM files in mono or stereo formats.


note If QuickTime 7 or later is installed, MP3 files can also be loaded.

Transmitting all data to the KAOSILATOR PRO

To reflect edits performed in the KAOSILATOR PRO Editor on the data in the KAOSILATOR PRO, you must send the edited bank data to the KAOSILATOR PRO. To do so, follow the steps below:

1. In the “MIDI” menu, select “Transmit All Data”.
2. A dialog box is displayed to confirm the transmission. Click the [OK] button. The edits that were made to the KAOSILATOR PRO Editor data will be reflected in the KAOSILATOR PRO.

 During data transfer, do NOT touch the KAOSILATOR PRO or the KAOSILATOR PRO Editor.

 The transmitted loop recorder data will disappear if you turn off the power without saving it on the KAOSILATOR PRO. If you want to keep the transmitted content, use the KAOSILATOR PRO to save the loop recorder data to an SD card.

The KAOSILATOR PRO Editor screens and functions

This section includes an overview of each screen and its function in the KAOSILATOR PRO Editor.

For details about the parameters, please refer to the Owner's Manual that came with the KAOSILATOR PRO.

Items common to all pages

[OPEN] button [SAVE] button [RECEIVE] button [TRANSMIT] button



Page select tabs

[OPEN] button

Opens a KAOSILATOR PRO All Data File.

[SAVE] button

Saves the current data as a KAOSILATOR PRO All Data File.

[RECEIVE] button

Receives all data from the KAOSILATOR PRO.

[TRANSMIT] button

Transmits all current data to the KAOSILATOR PRO.

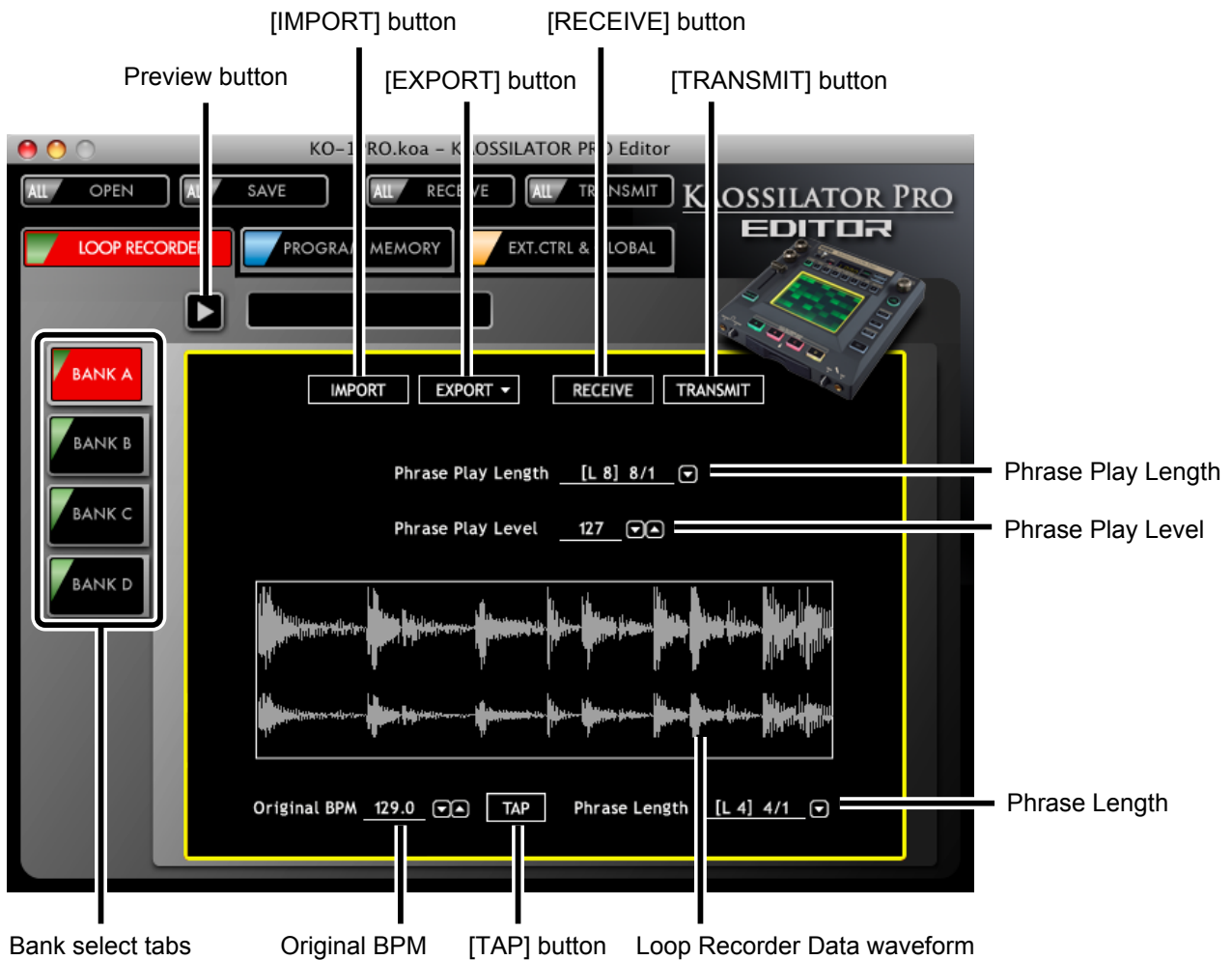
- ⚠ The transmitted loop recorder data will disappear if you turn off the power without saving it on the KAOSILATOR PRO. If you want to keep the transmitted content, use the KAOSILATOR PRO to save the loop recorder data to an SD card.

Page select tabs

These tabs select the editing page that is visible.

Loop Recorder Data edit page

Here you can view and edit loop recorder data.



Bank select tabs

Select the bank that you want to edit.

You can exchange loop recorder data by dragging and dropping a tab, and you can copy a loop recorder data by holding down the Ctrl key (Mac: option key) while you drag and drop.

Preview button

Preview plays the selected bank.

note The playback of the loop recorder data will not reflect the pitch, volume, or other parameter settings.

[IMPORT] button

Loads a KAOSSILATOR PRO loop recorder data file, a WAV file, or an AIFF file saved on your computer into the selected bank. (see page 6 “Loading WAV and AIFF files”)

[EXPORT] button


Saves the loop recorder data of the selected bank as a file on your computer. You can save this data as one of three different formats: a KAOSSILATOR PRO loop recorder data file, a WAV file or an AIFF file.

[RECEIVE] button

Receives the selected bank from the KAOSSILATOR PRO.

[TRANSMIT] button

Transmits the selected bank to the KAOSSILATOR PRO.

-  The transmitted loop recorder data will be lost if you turn off the power without saving it on the KAOSSILATOR PRO. If you want to keep the transmitted content, use the KAOSSILATOR PRO to save the loop recorder data to an SD card.

Phrase Play Length

Specifies the playback length of the loop recorder data. (→P.9 「About Phrase Length and Phrase Play Length」)

Phrase Play Level

Specifies the phrase playback volume.

Original BPM

Specifies the BPM of the phrase.

[TAP] button

Press this button several times at the tempo that you want to set the Original BPM.

Phrase Length

Specifies the length of the loop recorder data. (→P.9 「About Phrase Length and Phrase Play Length」)

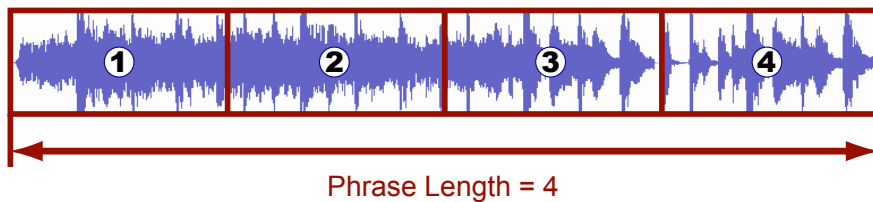
Loop recorder data waveform

This area shows the loop recorder data waveform of the selected bank.

About Phrase Length and Phrase Play Length

Phrase Length

This is the length of the recorded data. It is specified as a number of quarter notes.



For example if the loop recorder data is one measure (four beats) long as shown here, the Phrase Length will be 4.

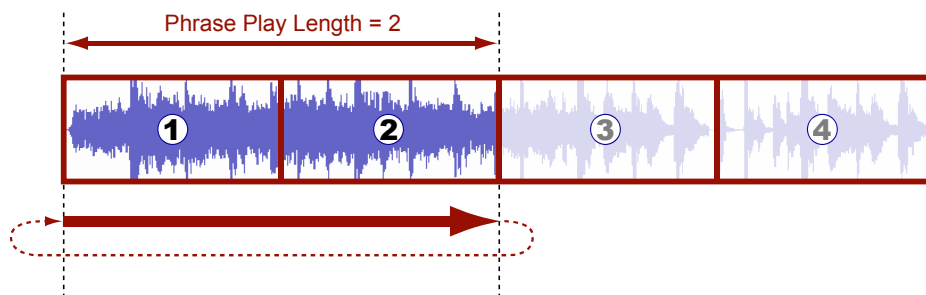
note Loop recorder data that's created on the KAOSILATOR PRO will have the Original PBM and Phrase Length specified at the time of recording.

⚠ If you import audio data from a WAV file or AIFF file, you'll need to specify the Original BPM and the Phrase Length.

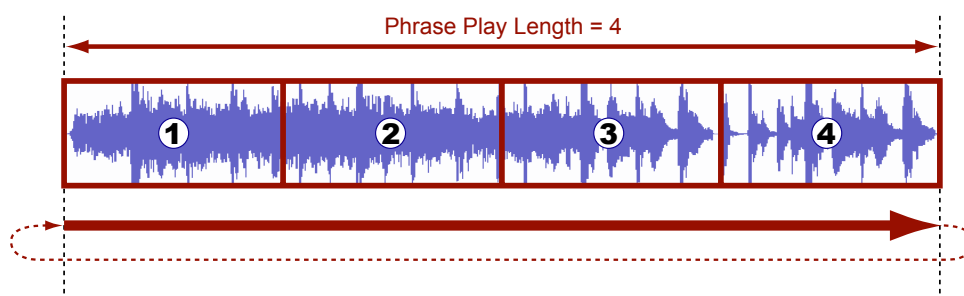
Phrase Play Length

This is the length of the recorded data that will actually be played. This is indicated as a number of quarter notes. The Phrase Play Length is the specified number of quarter notes starting at the beginning of the data.

For example if the Phrase Length of the loop recorder data is 4, and you set Phrase Play Length to 2, the first two beats from the beginning will play repeatedly.



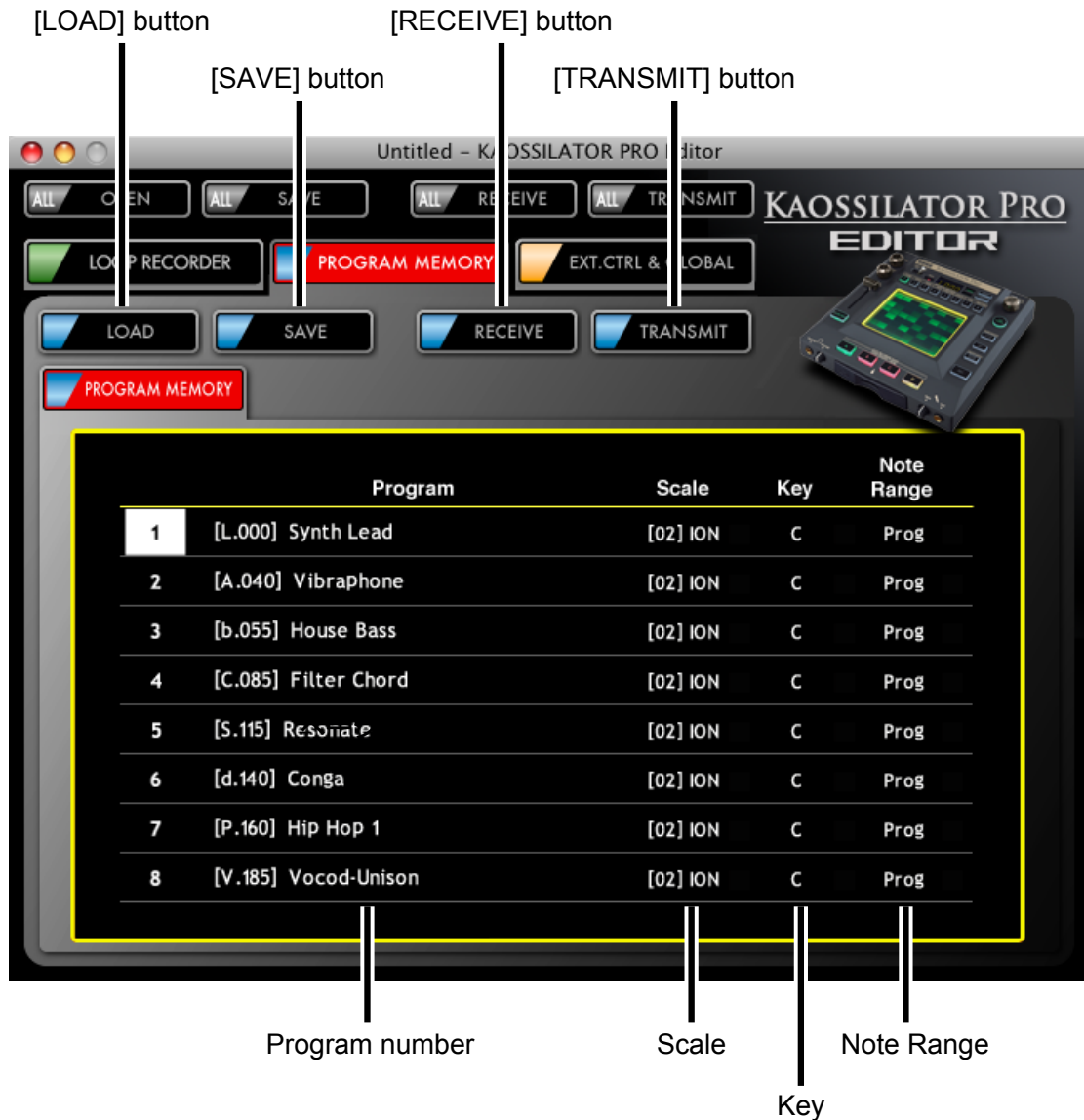
The last two beats will not be played, but the data itself is preserved, so if you change the Phrase Play Length from 2 to 4, the last two beats will be played as well.



⚠ If loop recorder data with its Phrase Play Length set shorter than its Phrase Length is transmitted to the KAOSILATOR PRO, and you use the KAOSILATOR PRO to overdub onto that data, the data outside the Phrase Play Length will be deleted, and the Phrase Length will be reset to the same value as the current Phrase Play Length.

Program Memory edit page

Here you can view and edit the program memory set.



[LOAD] button

Loads a KAOSILATOR PRO program memory set file.

[SAVE] button

Saves the program memory set as a KAOSILATOR PRO program memory set file.

[RECEIVE] button

Receives the program memory set from the KAOSILATOR PRO.

[TRANSMIT] button

Transmits the program memory set to the KAOSILATOR PRO and writes it.


Program number

Specifies the program number for each of the Program Memory buttons 1--8.

To exchange data between program memories, drag and drop the number at the left side of the program number. To copy the data of a program memory, hold down Ctrl (Mac: option) while you drag and drop.


Scale

Specifies the Scale for each of the Program Memory buttons 1--8.

-  If the KAOSILATOR PRO's function setting [6] UTILITY “PrLd” is set to “PrNo.”, the Scale setting will not be loaded when you press a PROGRAM MEMORY 1--8 button.


Key

Specifies the Key for each of the Program Memory buttons 1--8.

-  If the KAOSILATOR PRO's function setting [6] UTILITY “PrLd” is set to “PrNo.”, the Key setting will not be loaded when you press a PROGRAM MEMORY 1--8 button.

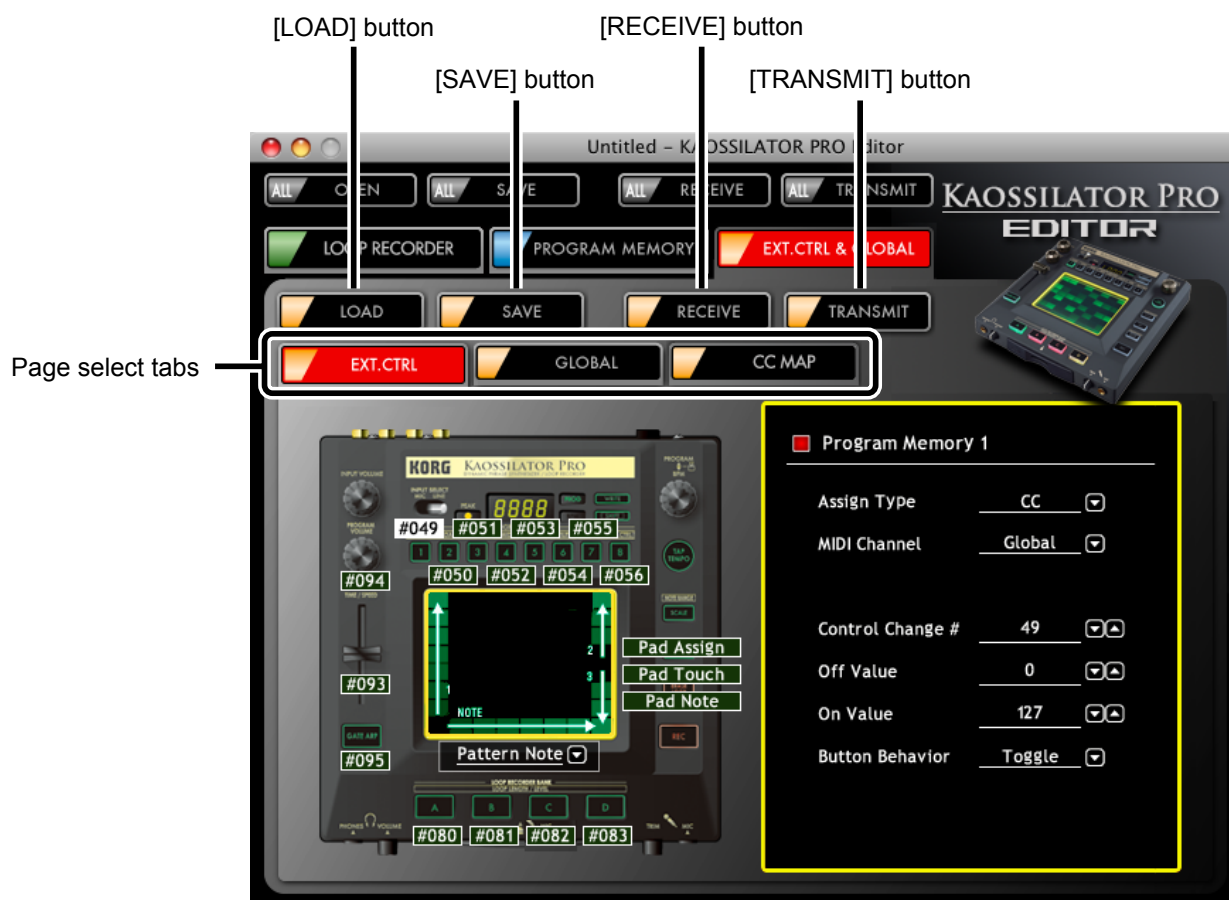
Note Range

Specifies the Note Range for each of the Program Memory buttons 1--8.

-  If the KAOSILATOR PRO's function setting [6] UTILITY “PrLd” is set to “PrNo.”, the Note Range setting will not be loaded when you press a PROGRAM MEMORY 1--8 button.

Global Data edit page

Here you can view and edit global data.



[LOAD] button

Loads a KAOSSILATOR PRO global data file.

[SAVE] button

Saves the global data as a KAOSSILATOR PRO global data file.

[RECEIVE] button

Receives global data from the KAOSSILATOR PRO.

[TRANSMIT] button

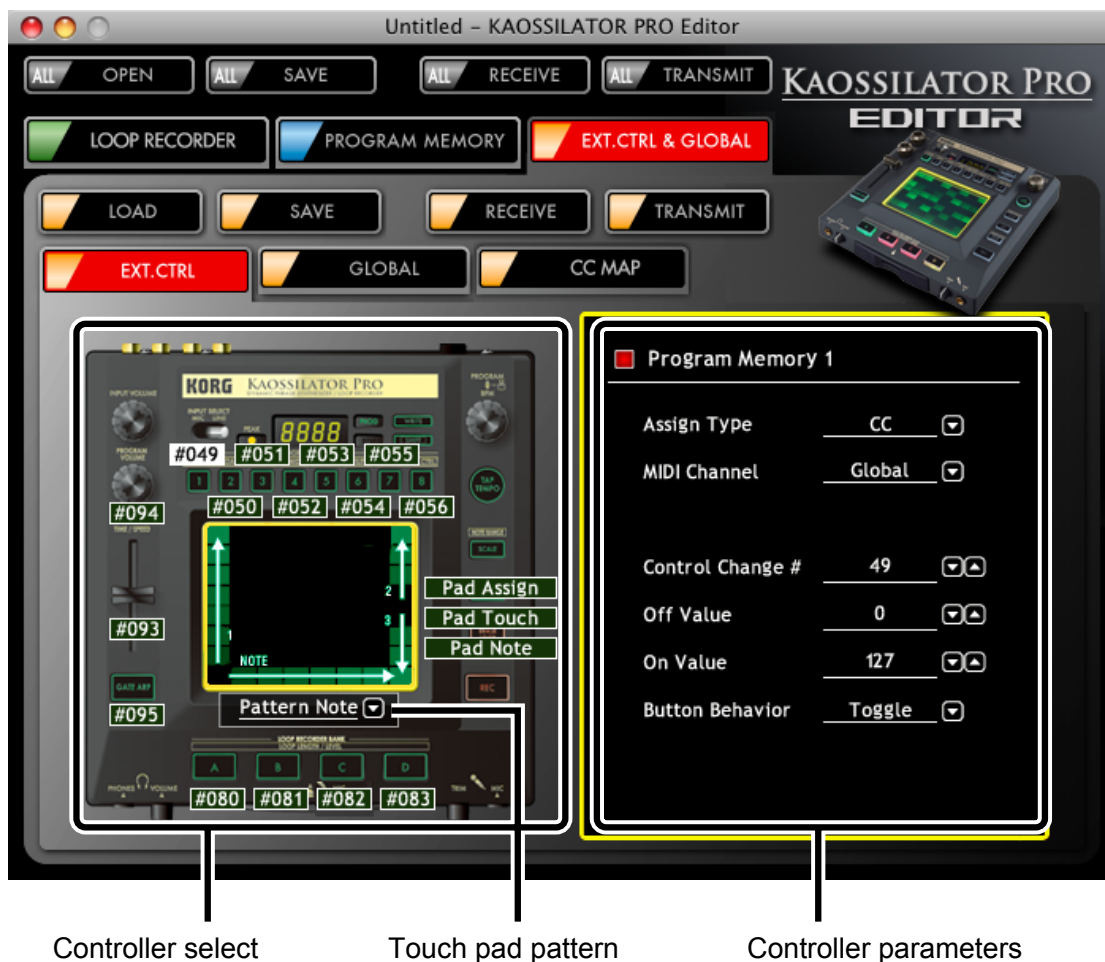
Transmits global data to the KAOSSILATOR PRO and writes it.

Page select tabs

Select the page that you want to see.

Ext.Ctrl edit page

Here you can view and edit Ext.Ctrl parameters.



Controller select

Selects the controller that you want to edit.

Touch pad pattern

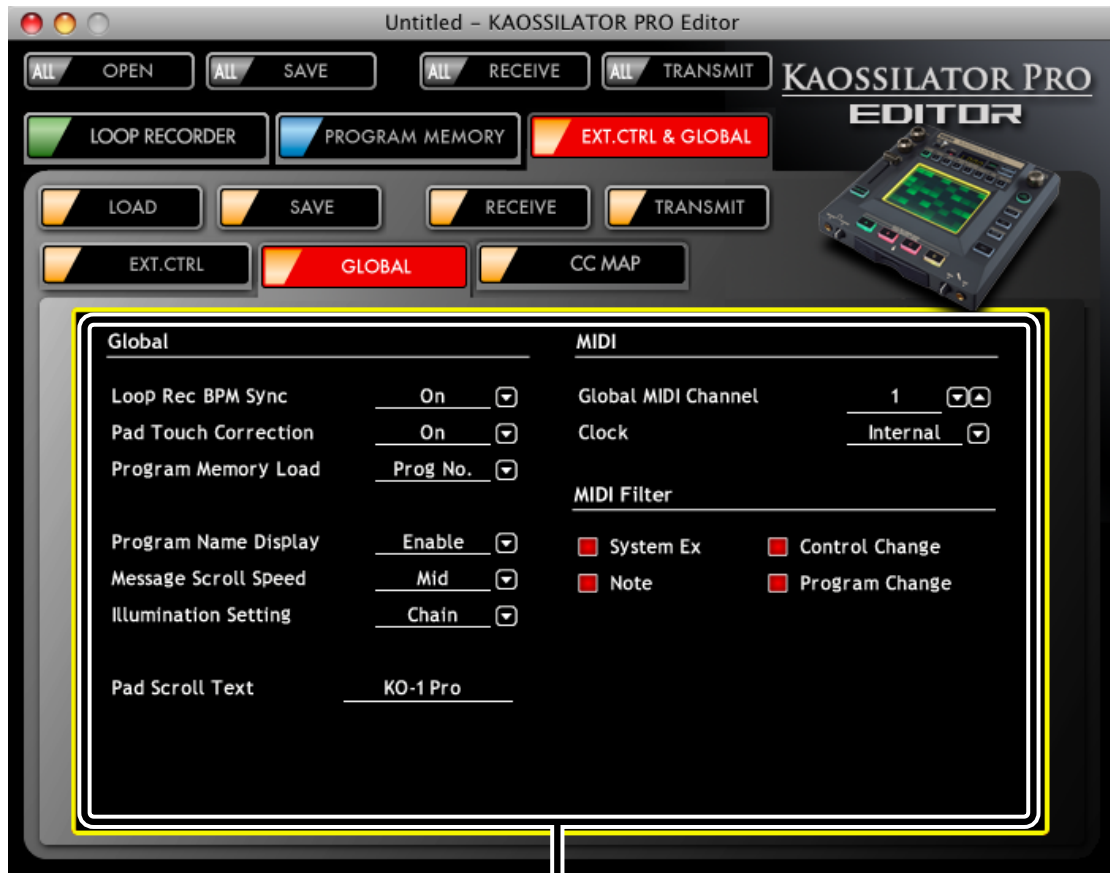
Selects the pattern for the Touch pad.

Controller parameters

Here you can view and edit the settings for each controller. For details on the parameters, refer to page 19 “Ext.Ctrl parameters”.

Global edit page

Here you can view and edit global parameters.



Global parameters

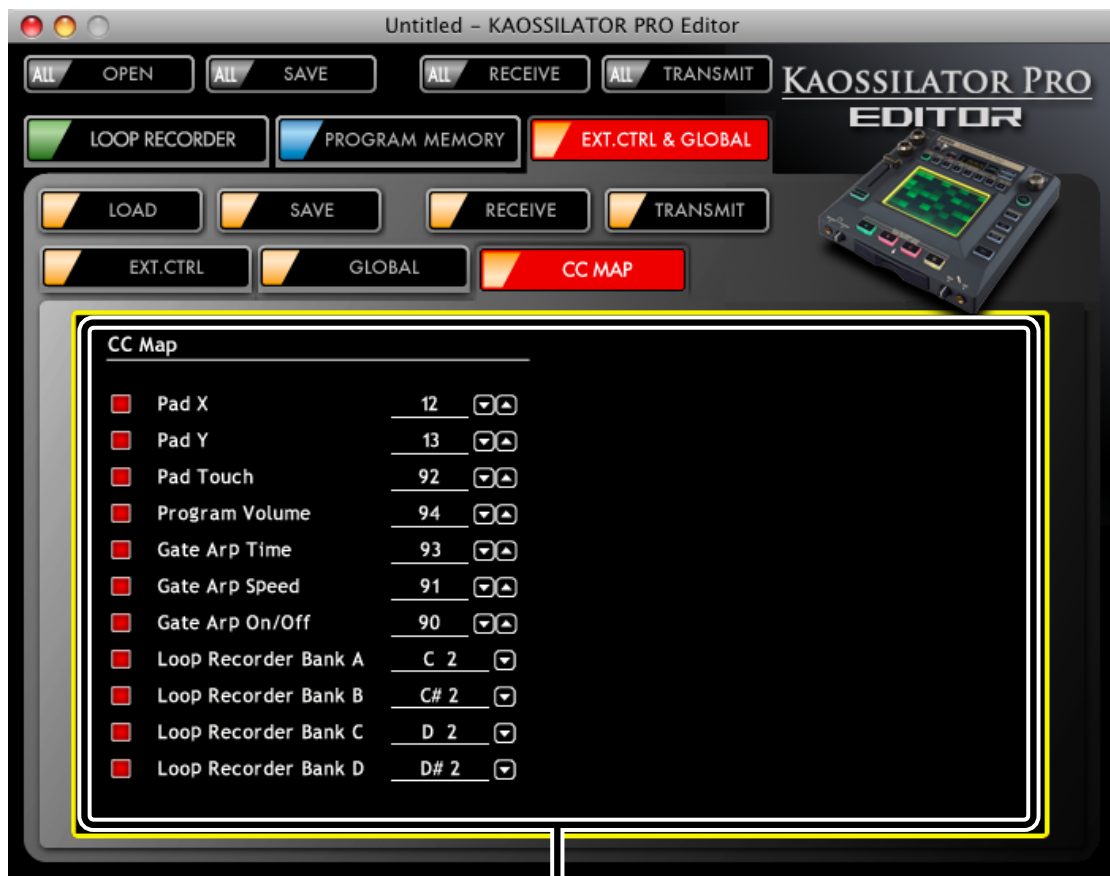
Global parameters

Here you can view and edit each parameter.

For details on the parameters, refer to the owner's manual.

Control Change Map edit page

Here you can view and edit the control change map parameters.



Control change map parameters

Control change map parameters

Here you can view and edit each parameter.

For details on the parameters, refer to the owner's manual.

Ext.Ctrl parameters

About MIDI channels

The MIDI channel where MIDI messages are transmitted can be specified for each controller. If you specify a channel between 1-16, the messages will be transmitted on the specified MIDI channel.

If you specify “Global” as the channel, the message will be transmitted on the Global MIDI Channel specified by the global parameter setting.

Using the touch pad to transmit note messages

If the touch pad pattern is set to “Pattern Note,” touch pad operations will transmit note messages. This allows you to play an external MIDI device in the same way as when playing an internal program.

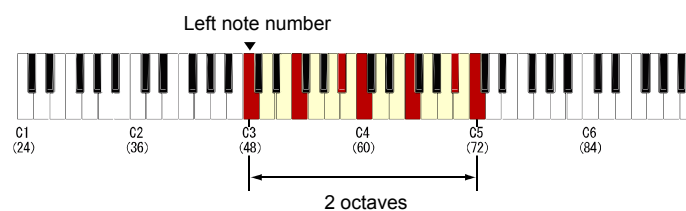
note In the same way as when playing an internal program, you can specify the scale, key, and note range for external control mode as well.

When scale is other than “oFF”

Note messages will be transmitted according to the scale that you specify.

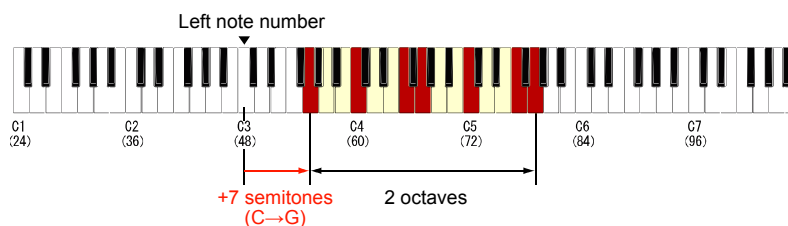
They will be transmitted within the specified note range, starting at the left note number you specify.

When the left note number is "C3," the note range is "2oct," the key is "G," and the scale is "4th"



🔊 If the key is set to something other than “C,” the transmitted note numbers will be correspondingly shifted relative to the “C” setting.

When the left note number is "C3," the note range is "2oct," the key is "C," and the scale is "4th"



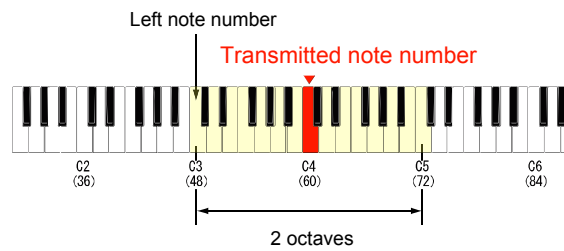
When scale is “oFF”

Note messages and pitch bend messages will be transmitted.

Moving from the center of the touch pad toward the right will raise the pitch, and moving toward the left will lower the pitch.

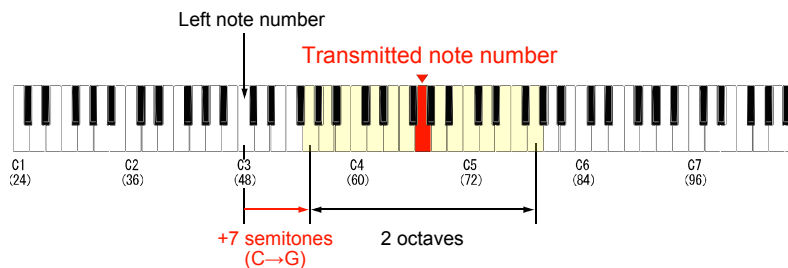
If the key is “C,” the center note number will be transmitted within the region starting at the left note number and extending for the specified note range.

When the left note number is "C3"
and the note range is "2oct"



- ⚠ If the key is set to something other than “C,” the note number that's transmitted will be correspondingly shifted relative to the “C” setting.

When the left note number is "C3," the note range is "2oct,"
and the key is "G"



Ext.Ctrl parameters

PROGRAM MEMORY 1~8 / LOOP REC BANK A~D / GATE ARP On/Off / Pad Touch	<i>On/Off</i>	Turns message transmission on/off.
	<i>Assign Type</i> <i>[CC/Note/Start/Continue/Stop]</i>	Specifies the message that will be transmitted. CC A control change message will be transmitted. Note A note message will be transmitted. Start A system realtime Start message will be transmitted. Continue A system realtime Continue message will be transmitted. Stop A system realtime Stop message will be transmitted.
	<i>Control Change #</i> <i>[0...127]</i>	Specifies the control change number that will be transmitted. You can set this if Assign Type is set to "CC".
	<i>Note #</i> <i>[C-1...G9]</i>	Specifies the note number that will be transmitted. You can set this if Assign Type is set to "Note".
	<i>MIDI Channel</i> <i>[1...16/Global]</i>	Specifies the MIDI channel where the message will be transmitted. If this is set to Global, the message will be transmitted on the Global MIDI Channel specified by the global setting.
	<i>Off Value / Off Velocity</i> <i>[0...127]</i>	Specifies the value of the control change message or the velocity of the note-off message that will be transmitted when the button is turned off. You can set this if Assign Type is set to "CC" or "Note".
	<i>On Value / On Velocity</i> <i>[0...127]</i>	Specifies the value of the control change message or the velocity of the note-on message that will be transmitted when the button is turned on. You can set this if Assign Type is set to "CC" or "Note".

	Button Behavior <i>[Momentary / Toggle]</i>	Specifies how the button will function. Momentary The On Value/On Velocity is transmitted when you press the button, and the Off Value/Off Velocity is transmitted when you release the button. Toggle The On Value/On Velocity and Off Value/Off Velocity are transmitted alternately each time you press the button.
PROGRAM VOLUME / GATE TIME/SPEED SLIDER	On/Off	Turns message transmission on/off.
	Control Change # <i>[0...127]</i>	Specifies the control change number that will be transmitted.
	MIDI Channel <i>[1...16/Global]</i>	Specifies the MIDI channel where the message will be transmitted. If this is set to Global, the message will be transmitted on the Global MIDI Channel specified by the global setting.
	Min Value <i>[0...127]</i>	Specifies the minimum control change value that is transmitted.
	Max Value <i>[0...127]</i>	Specifies the maximum control change value that is transmitted.
Touch Pad	On/Off	Turns message transmission on/off.
	Control Change # <i>[0...127]</i>	Specifies the control change number that will be transmitted.
	MIDI Channel <i>[1...16/Global]</i>	Specifies the MIDI channel where the message will be transmitted. If this is set to Global, the message will be transmitted on the Global MIDI Channel specified by the global setting.
Touch Pad Note	On/Off	Turns message transmission on/off.
	MIDI Channel <i>[1...16/Global]</i>	Specifies the MIDI channel where the message will be transmitted. If this is set to Global, the message will be transmitted on the Global MIDI Channel specified by the global setting.
	Left Note #	Specifies the note number that will be transmitted on the left edge if the note range setting is “Prog,” “1oct,” “2oct,” “3oct,” “4oct,” or “Full.” (see page 17 “Using the touch pad to transmit note messages”)
	Note Off Velocity <i>[0...127]</i>	Specifies the note off velocity that will be transmitted.

	<i>Note On Velocity</i> <i>[0...127]</i>	Specifies the note on velocity that will be transmitted.
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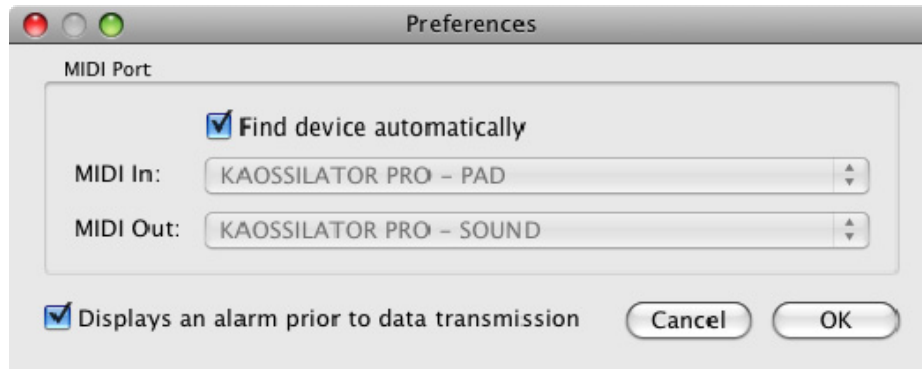
File Types and Description

The following file types can be loaded and saved in the KAOSILATOR PRO Editor.

Type	Description	Extension
All Data file	This contains four loop recorder data files, the program memory set, and the global data.	KOA
Loop Recorder Data file	This is data for one loop recorder data files.	KOS
Program Memory Set file	This contains data for eight program memories.	KOP
Global Data file	This data consists of the Ext.Ctrl parameters and the global parameters.	KOG

Preferences

To access the Preferences dialog box, choose “Preferences...” from the “MIDI” menu (Windows users) or from the “KAOSSILATOR PRO Editor” menu (Mac OS X users).



MIDI IN

This specifies the MIDI IN port where the KAOSSILATOR PRO is connected. You should normally set this to “KAOSSILATOR PRO 1 PAD” in Windows, or “KAOSSILATOR PRO - PAD” in Mac OS X.

MIDI OUT

This specifies the MIDI OUT port where the KAOSSILATOR PRO is connected. You should normally set this to “KAOSSILATOR PRO 1 SOUND” in Windows, or “KAOSSILATOR PRO - SOUND” in Mac OS X.

Find device automatically

If this setting is on, the port where the KAOSSILATOR PRO is connected will be found and specified automatically. If this is off, use the MIDI IN/OUT port settings to specify the ports where the KAOSSILATOR PRO is connected.

Displays an alarm prior to data transmission

Check this box if you would like a prompt to appear when you attempt to transmit data to the KAOSSILATOR PRO.

Menus

KAOSSILATOR PRO Editor (Mac OS X only)

About KAOSSILATOR PRO Editor

Displays version information for the KAOSSILATOR PRO Editor.

Preferences...

Displays the Preferences dialog box. (see page 23 “Preferences”)

Exit

Exits the KAOSSILATOR PRO Editor.

File

New

Creates a new KAOSSILATOR PRO All Data files.

Open

Loads a KAOSSILATOR PRO All Data file that was saved previously.

Save

Saves the KAOSSILATOR PRO All Data by overwriting an existing KAOSSILATOR PRO All Data file.

Save As

Saves the currently-edited KAOSSILATOR PRO All Data as a new KAOSSILATOR PRO All Data file with the name you assign.

Exit (Windows only)

Exits the KAOSSILATOR PRO Editor.

Edit

Cut

Cuts the selected loop recorder data, program memory data, or Ext.Ctrl parameter.

Copy

Copies the selected loop recorder data, program memory data, or Ext.Ctrl parameter.

Paste

Pastes the copied content into the selected loop recorder data, program memory data, or Ext.Ctrl parameter.

Clear

Clears the selected loop recorder data, program memory data, or Ext.Ctrl parameter.

MIDI

Receive All Data

Receives all data from the KAOSSILATOR PRO.

Transmit All Data

Transmits all data to the KAOSSILATOR PRO.



The transmitted loop recorder data will disappear if you turn off the power without saving it on the KAOSSILATOR PRO. If you want to keep the transmitted content, use the KAOSSILATOR PRO to save the loop recorder data to an SD card.

Preferences (Windows only)

Displays the Preferences dialog box. (see page 23 “Preferences”)

Help (Windows only)

About

Displays version information for the KAOSSILATOR PRO Editor.

Troubleshooting

Software won't start up

- Make sure that your computer meets the operating requirements.
- Check whether other applications might be running.
If other applications are running, the KAOSILATOR PRO Editor might be unable to start up, or might be unable to transfer data.
If you're unable to start up, close all other applications and try again.

Can't transfer data

- Make sure that your KAOSILATOR PRO has been detected by the computer.
If you're using Windows XP, open the Control Panel item "Sound and Audio Devices", and select the "Hardware" tab.
If you're using Windows Vista or Windows 7, go to Control Panel "Hardware and Sound" --> "View Hardware and Devices" --> "Device Manager", and select the "Sound, Video and Game Controllers" tab.
If you're using Mac OS X, go to "Applications" --> "Utilities" --> "Audio MIDI Setup", and select the "MIDI Device" tab page.
- Make sure that the latest Korg USB-MIDI driver is installed. You can download the latest Korg USB-MIDI driver from the Korg website. (<http://www.korg.com>)
- If you're specifying the MIDI ports manually, make sure that the MIDI port settings are correct.
- Make sure that the KAOSILATOR PRO's MIDI filter "SYS.E" (system exclusive) setting is "EnA" (enabled; i.e., not filtered).

Can't load a WAV file or AIFF file

- Make sure that the WAV or AIFF file is in a format that can be loaded into the KAOSILATOR PRO Editor.
The WAV or AIFF files that can be loaded are 44.1/48 kHz, 8/16/24-bit linear PCM files in mono or stereo formats.

No sound

Make sure that your audio interface meets the operating requirements.

Specified scale, key, or note range is not loaded

- In the KAOSILATOR PRO's function settings, make sure that UTILITY "PrLd" is set to "ALL.P".