

microKONTROL

MIDI STUDIO CONTROLLER



Owner's manual

KORG

Precautions

Location

Using the unit in the following locations can result in a malfunction.

- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration
- Close to magnetic fields

Power supply

Please connect the designated AC adapter to an AC outlet of the correct voltage. Do not connect it to an AC outlet of voltage other than that for which your unit is intended.

Interference with other electrical devices

Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Handling

To avoid breakage, do not apply excessive force to the switches or controls.

Care

If the exterior becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Keep this manual

After reading this manual, please keep it for later reference.

Keeping foreign matter out of your equipment

Never set any container with liquid in it near this equipment. If liquid gets into the equipment, it could cause a breakdown, fire, or electrical shock.

Be careful not to let metal objects get into the equipment. If something does slip into the equipment, unplug the AC adapter from the wall outlet. Then contact your nearest Korg dealer or the store where the equipment was purchased.

THE FCC REGULATION WARNING (for U.S.A.)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

CE mark for European Harmonized Standards

CE mark which is attached to our company's products of AC mains operated apparatus until December 31, 1996 means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC). And, CE mark which is attached after January 1, 1997 means it conforms to EMC Directive (89/336/EEC), CE mark Directive (93/68/EEC) and Low Voltage Directive (73/23/EEC). Also, CE mark which is attached to our company's products of Battery operated apparatus means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).

About your data

Inadvertent operations or unexpected malfunctions may cause the contents of memory to be lost. To safeguard your important data, please save it on your computer. Korg will accept no responsibility for any damages resulting from loss of data.

About the software license agreement

You must read the separate “Software license agreement” before you install the software for this product. Installing this software will be considered as your acceptance of this agreement.

- * Microsoft and Windows are registered trademarks of Microsoft Corporation USA in the United States and other countries.
- * Apple and Macintosh are registered trademarks of Apple Computer Corporation USA in the United states and other countries.
- * Mac OS is a registered trademark of Apple Computer Corporation.
- * Other names of companies, products, or standards are the trademarks or registered trademarks of their respective owners.

Conventions in this manual

Encoders and keys []

Encoders and keys on the microKONTROL’s panel are enclosed in square brackets [].

Parameters “ ”

Parameters are enclosed in double quotation marks “ ”.

and symbols

These symbols respectively indicate a point of caution and a note of advice.

About the example displays

Parameter values etc. in the sample displays printed in this manual are only examples; they will not necessarily match the displays on your microKONTROL.

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Contents of the package

The microKONTROL comes with the following items. When you open the package, make sure that all of these items are present. If any items are missing, please contact your Korg distributor.

The microKONTROL (main unit)

AC adaptor

This supplies power to the microKONTROL. Use the AC adaptor if you will be connecting a MIDI sound module etc. to the microKONTROL via MIDI. (☞p.12 “Making connections and turning the power on”)

USB cable

Use this to connect the microKONTROL to your computer. (☞p.12 “Making connections and turning the power on”)

CD-ROM

This contains a driver for your computer (Windows XP only) and librarian software.

 **Never attempt to play back the CD-ROM on audio CD player. Doing so may result in damage to your hearing as well as to your CD player/ audio speakers.**

Trigger pad name sheet/labels

You can affix labels to the name sheet to indicate the MIDI messages or controlled content assigned to each of the microKONTROL's trigger pads, and place the sheet over the trigger pad section. This is a convenient way to remember what is assigned to each of the sixteen trigger pads.

Owner's manual, MIDI Implementation chart/Name List

Software license agreement

Introduction

Main features

The **microKONTROL** is a compact MIDI controller with all of the controllers you need for computer-based music production and performance. It has a three-octave keyboard, eight rotary encoders, eight sliders, and sixteen trigger pads, and lets you freely control soft synthesizers and DAW (Digital Audio Workstation) software, as well as external MIDI sound modules or other equipment.

Eight encoders and eight sliders

You can assign MIDI control change messages (including NRPN or RPN) to the eight encoders and sliders. The encoders and sliders have “sub-displays” that indicate the parameter name and value, and you can even specify the display backlight color to distinguish between different control assignments.

Sixteen velocity-sensitive trigger pads

You can use the velocity-sensitive pads for playing and programming drums, or any other sounds for that matter. The pads aren’t limited to sending notes, though - you can also use them to send MIDI control change messages, for remote control of your software’s Play/Stop/Rec transport - or virtually anything else! The pads can also be used for switching between microKONTROL setups, called “scenes.”

Assignable joystick with switch

You can assign messages like pitch bend to the X-axis and modulation to the Y-axis, or assign different MIDI messages to each of the four directions and the switch.

37-note velocity-sensitive mini-keyboard

Use of a mini-keyboard keeps the microKONTROL extremely compact, while the Octave Shift and Transpose functions let you access the full range of notes. You can choose from eight velocity curves to select the response that’s right for your playing.

Easy parameter assignments

The displays provide plenty of information, making it easy to assign MIDI messages to each controller.

Twelve user memories

You can set up the microKONTROL’s controllers to match your soft synthesizer or DAW, and save these settings in memory as one of twelve “scenes.” Using the trigger pads, you can switch instantly between saved scenes.

The microKONTROL also contains pre-loaded scenes suitable for controlling popular sequencer software and soft synthesizers.

Included librarian software and template scene data

The microKONTROL comes with librarian software that makes it easy to manage scene data on your computer, and a variety of template scene data for popular sequencer software and soft synthesizers. The librarian software works seamlessly with the microKONTROL, letting you flexibly modify the template scenes or create your own original scenes to suit your setup and situation.

Bus-powered or battery-powered

The microKONTROL can be powered from the USB bus. If the microKONTROL is connected to your computer via USB, it will not require power from the AC adapter. Alternatively, it also gives you the flexibility of running on batteries.

Parts and what they do

Front panel

Trigger pads

You can assign **control changes** or **note messages (C-1-G9)** to the trigger pads.

When assigning a control change, you can choose to transmit a value of 127 when the pad is pressed and 0 when released, or alternately transmit values of 0 and 127 each time the pad is pressed.

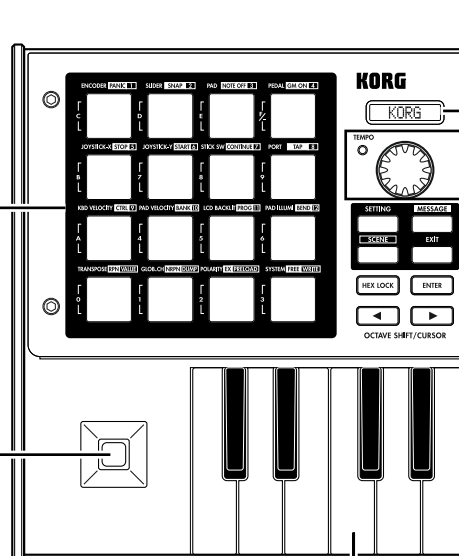
When assigning a note message, you can specify whether a note-on (with velocity) will be transmitted when the pad is pressed and a note-off when released, or alternately transmit both note-on and note-off messages each time the pad is pressed.

In other modes, you can use the trigger pads to select pages, to input numerical values, or perform various other functions depending on the mode. (See p. 4 “About the trigger pad functions”)

Joystick

This is a joystick combined with a built-in switch. You can assign various MIDI messages to both the switch and the forward/back/left/right ($\pm Y$, $\pm X$) directions of the joystick, to control connected equipment or applications on your computer.

- You can assign **aftertouch**, **velocity**, **pitch bend**, **master balance**, or **control changes** to the $\pm X$ and $\pm Y$ directions.
- You can assign **aftertouch**, **velocity**, or **control changes** to each of the +X, -X, +Y, and -Y directions.
- You can assign **control changes** to the switch. You can specify whether a control change value of 127 will be transmitted when the switch is pressed and a value of 0 when released, or whether values of 0 and 127 will be transmitted alternately each time you press the switch.



Main display

In each mode this displays the scene name, page, parameters, and other information.

[VALUE] dial

In Play mode, this adjusts the MIDI Clock tempo. In other modes, use this to set parameter values.

TEMPO LED

The TEMPO LED blinks every quarter-note, according to the MIDI Clock tempo specified by the [VALUE] dial.

Keyboard

This is a 37-note velocity-sensitive mini-keyboard. It transmits note data on the global MIDI channel (See p. 41).

[MESSAGE] key

To enter Message mode, hold down this key and press the trigger pad for the desired page.

[SETTING] key

To enter Setting mode, hold down this key and press the trigger pad for the desired page.

[SCENE] key

To enter Scene mode, hold down this key and press the trigger pad for the desired page.

[HEX LOCK] key

Press this key to enable and disable HEX LOCK mode. When it's enabled, the LED will light up, and you can then use the trigger pads to input hexadecimal values. Also, MIDI messages and values shown in the main display and sub-displays will be shown in hexadecimal form.

OCTAVE SHIFT/CURSORS keys

In Play mode, these function as Octave Shift keys to shift the octave of the keyboard. (p. 22)

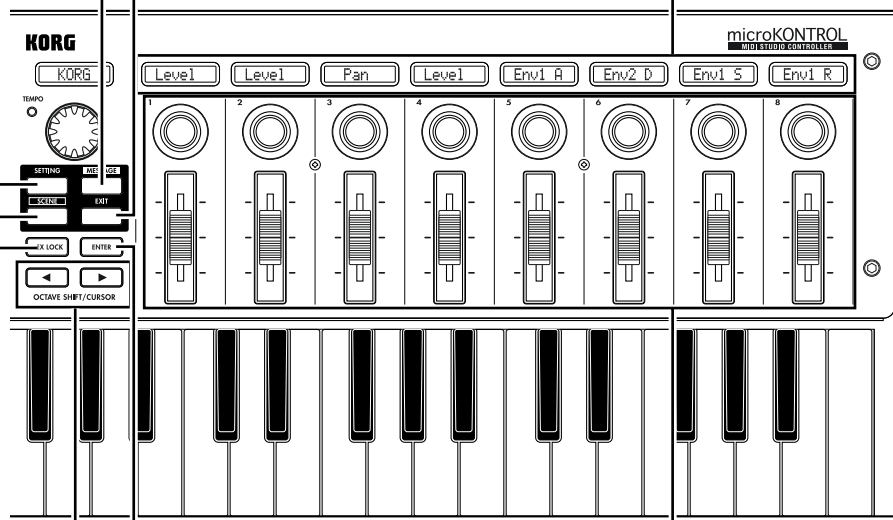
In other modes, the LEDs on both keys will turn on, and you can then use them as cursor keys when you make parameter settings, etc.

[EXIT] key

Press this key to return to Play mode from Setting, Message, or Scene modes, or to cancel a setting or operation.

Sub-displays

These show the names assigned to each encoder and slider, or the values that are transmitted when they are moved.

**[ENTER] key**

In Setting mode, press this key to finalize a setting or value.
In Message mode, press this key to transmit the specified MIDI message.

Encoders and sliders

You can assign a different MIDI message to each encoder and slider, and use them to control connected devices, soft synthesizers, and DAW programs on your computer.
You can assign **control change** messages (including RPN and NRPN) to the encoders and sliders.

About the trigger pad functions

The trigger pads are one of the most useful parts of the microKONTROL. They're used for many different important functions, as described below.

Transmit MIDI messages

In Play mode, the MIDI message assigned in Setting mode will be transmitted each time you press a pad.

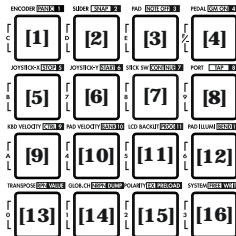
In Message mode, you can hold down the [MESSAGE] key and press a pad to transmit a specified MIDI message.

Select the different microKONTROL modes

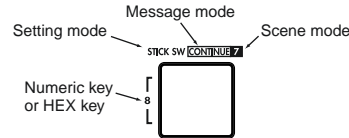
To move from Play mode to Message, Setting, or Scene modes, hold down a mode key and press the appropriate pad to move to that mode, or to transmit a MIDI message.

About the pad numbers

The pad numbers printed in this owner's manual (e.g., pad [1]) correspond to the microKONTROL's pads as follows.



The printing around each pad on the microKONTROL's panel indicates the page or function in each mode.



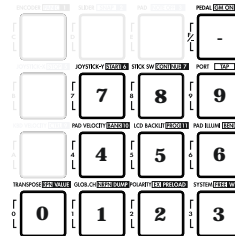
Input numerical values

In Setting, Message, or Scene modes, you will use the pads to input numerical values such as MIDI control change numbers or MIDI channels.

You can input values in either decimal or hexadecimal form.

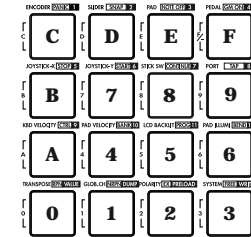
Using the pads to input decimal values

To input a decimal value, make sure that the [HEX LOCK] key is unlit, and use the pads shown below. The value will be cleared if you press any other pad.



Using the pads to input hexadecimal values

To input a hexadecimal value, press the [HEX LOCK] key to make it light, and use the pads shown below.



Rear panel

[Contrast adjustment] knob

This adjusts the display contrast. The visibility of the display will vary depending on your viewing angle. Adjust this knob as necessary.

PEDAL jack

A damper pedal or pedal switch can be connected to this jack. You can assign a **control change** to the connected pedal. You can specify whether the pedal will transmit a control change value of 127 when pressed and 0 when released, or alternately transmit 0 and 127 each time it is pressed.

Power switch

This switch powers-on the microKONTROL. Set the switch to the appropriate position for the type of power connection you are using. (See p. 12 “Making connections and turning the power on”)



USB connector


Use a USB cable to connect the microKONTROL to your computer for MIDI message transmission and reception.

MIDI connectors

You can connect external MIDI devices to these connectors, for sending and receiving MIDI messages. When connected to a computer via USB, you can also use these as MIDI ports for your computer.

Power supply connector

Connect the included AC adapter here. Use the AC adapter if you are using the MIDI connectors to control a connected device. If you use a USB cable to connect the microKONTROL to your computer, power will be supplied from the computer (USB bus power) and the AC adapter will not be necessary.

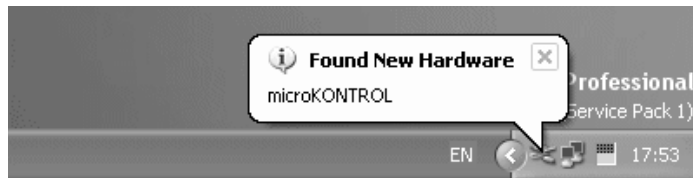
 Some computers may not be able to supply power via USB bus power. In this case, use a self-powered USB hub (that obtains power from an external supply) or use the AC adapter.

Driver installation and settings

Windows XP users

■ Installing the Korg USB-MIDI Driver

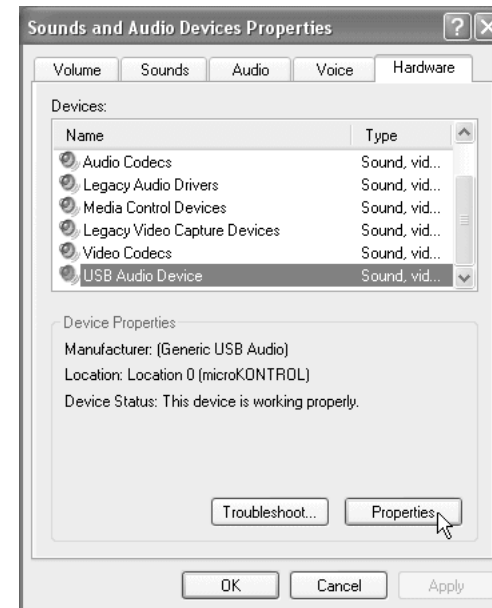
- ▲ In order to install (or uninstall) the driver in Windows XP, you must have Administrator privileges. For details, contact your system administrator.
 - ▲ If you encounter problems during installation, you may need to make settings so that Windows will not stop you from installing the driver due to its lack of a digital signature. For more information, see “■ Allowing installation of an unsigned driver” (p. 10).
 - ▲ This driver is for Windows XP only. It cannot be used in Windows 95/98/Me/2000.
- 1 Use a USB cable to connect the microKONTROL to your computer, and turn on the power of the microKONTROL. (p. 12 “Making connections and turning the power on”)
Windows will detect the connection with the microKONTROL.



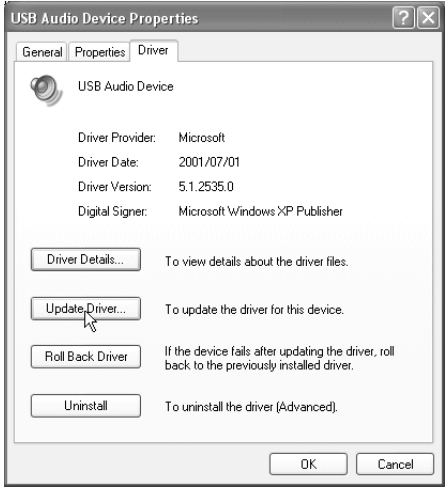
Then the default driver will be installed.



- 2 From the taskbar, click [Start]→[Control Panel] to open the Control Panel. From the Control Panel, start up [Sounds and Audio Devices], and click the [Hardware] tab. From the list of devices, select [USB Audio Device]. Make sure that the “Location” field below the list shows “microKONTROL,” and click the [Properties] button.



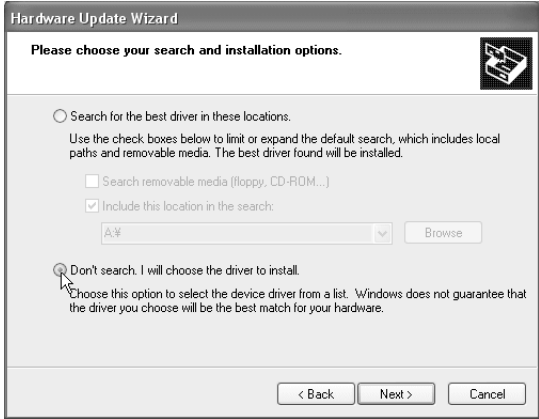
3 The “USB Audio Device Properties” dialog box will appear. Click the [Driver] tab, and then click the [Update Driver...] button.



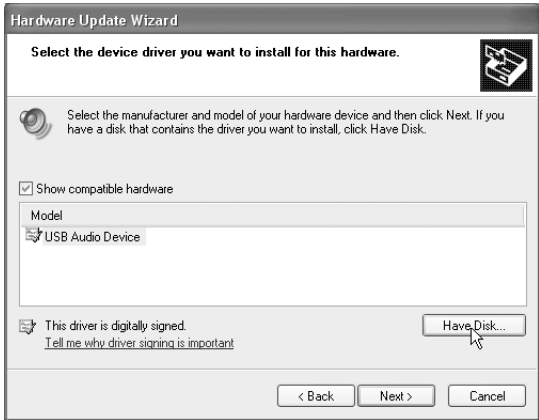
4 The “Hardware Update Wizard” will appear. In the “What do you want the wizard to do?” field, click “Install from a list or specific location” and then click [Next>].



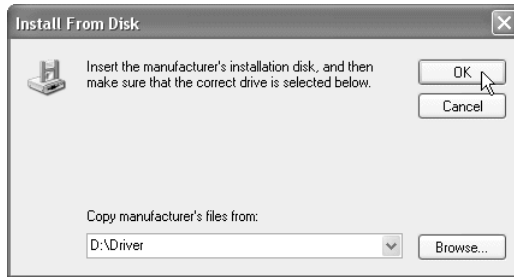
5 In response to “Please choose your search and installation options”, you must click “Don’t search. I will choose the driver to install,” and then click [Next>].



6 In response to “Select the device driver you want to install for this hardware,” click the [Have Disk...] button.

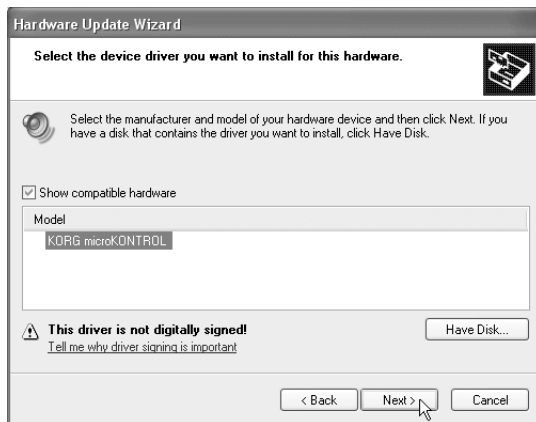


- 7 You will be asked for the name of the folder. Insert the CD-ROM included with the microKONTROL into your CD-ROM drive. Then type the name of the folder “D:\Driver” that contains the KORG USB-MIDI driver, and click the **[OK]** button.



- ⚠ The above example is for when your CD-ROM drive is drive “D”. You will need to change this as appropriate for your computer system; for example, if your CD-ROM drive is drive “E”, then replace “D:” with “E:” in the folder name you type.

- 8 Make sure that **KORG microKONTROL** is displayed as the Model, and click **[Next>]** to begin installing the driver.



- 9 If a dialog box appears, warning you that the driver is not digitally signed, click **[Continue Anyway]**.



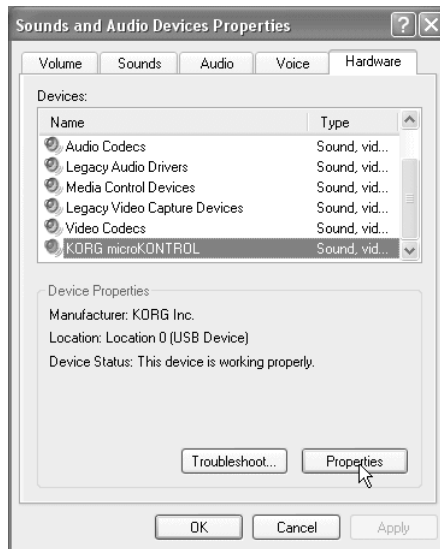
- 10 When the dialog box indicating that installation is completed appears, click **[Finish]**. If a dialog box recommends that you restart Windows, click **[Yes]** to restart.



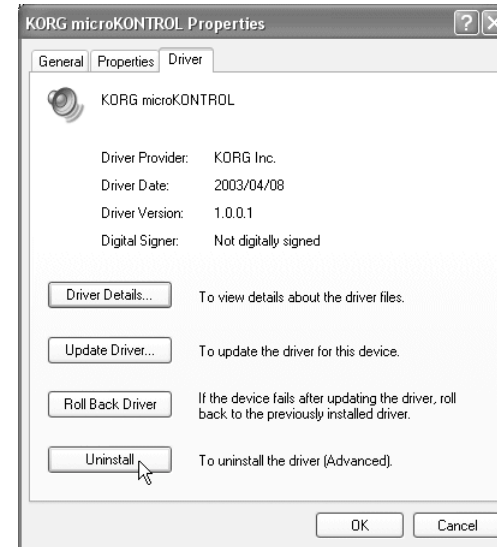
■ Uninstalling the Korg USB-MIDI Driver

If necessary, you can uninstall the Korg USB-MIDI Driver by following the steps below.

- 1 From the taskbar, click **[Start]** and then click **[Control Panel]** to open it. From the Control Panel, open **[Sounds and Audio Devices]**, and click the **[Hardware]** tab.
From the list of devices, make sure that **microKONTROL** is shown for “Location,” and click the **[Properties...]** button.



- 2 The “KORG microKONTROL Properties” dialog box will appear. Click the “**Driver**” tab, and click the **[Uninstall]** button.



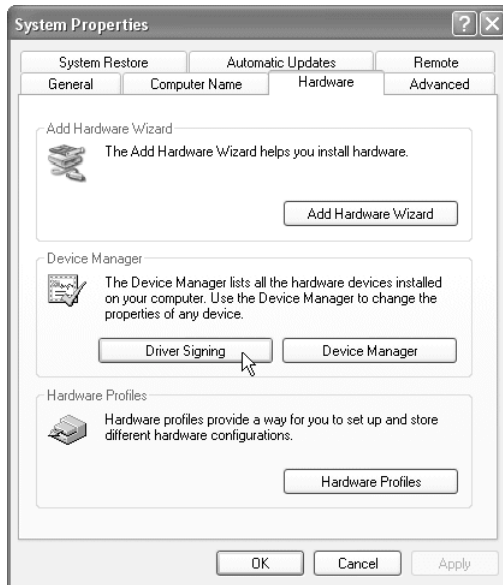
- 3 A dialog box will ask you for confirmation. Click the **[OK]** button.



■ Allowing installation of an unsigned driver

If your computer has been set so that drivers without a digital signature cannot be installed, you will not be able to install the Korg USB-MIDI Driver. Use the following procedure to change your settings so that you can install the driver.

- 1 On the taskbar, click the **[Start]** button and then **[Control Panel]** to open the Control Panel. From the Control Panel, open **[System]** and click the **[Hardware]** tab. Then click the **[Driver Signing]** button.



- 2 If “What action do you want Windows to take?” is set to [Block], you will not be able to install the driver. Choose **[Ignore]** or **[Warn]**, and then click **[OK]**. If necessary, change this setting back to its original setting after you have installed the driver.



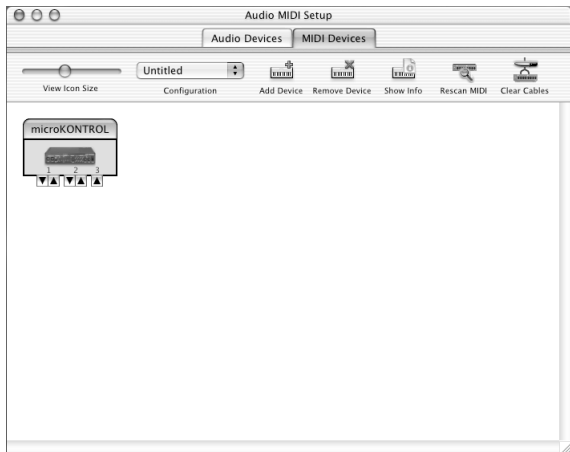
Mac OS X users

When used with Mac OS X, the microKONTROL will automatically use Mac OS X's built-in MIDI driver.

⚠ For use with Mac OS X, the microKONTROL requires Mac OS X 10.2 or later.

To set up the microKONTROL for use with Mac OS X, follow the steps below.

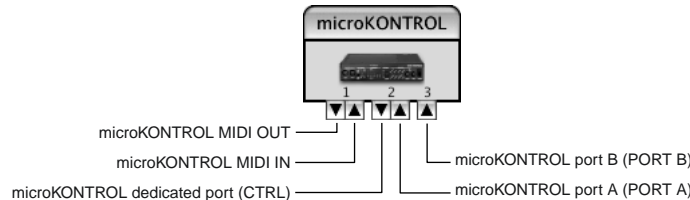
- 1 Use a USB cable to connect the microKONTROL to your computer.
- 2 Turn on the power of the microKONTROL.
- 3 Navigate to Macintosh HD → Application folder → Utility folder, and double-click “Audio MIDI Settings.”
- 4 Click the “MIDI Devices” tab, and verify that the **microKONTROL** is displayed.



Mac OS X MIDI input and output ports

Using the Mac OS X MIDI drivers, the microKONTROL provides a total of three MIDI inputs and two MIDI outputs, as follows:

- One port each of MIDI input and output for external devices
- Two ports of MIDI input from the microKONTROL's own keyboard and controllers
- One port of MIDI output dedicated to microKONTROL data dumps and Korg Native mode



The numbers assigned to these ports are a little different between the microKONTROL front panel and the Mac OS X MIDI drivers. On the microKONTROL, you can set the different kinds of controllers - keyboard, pads, sliders, encoders, and so on - to send data to either USB Port A or Port B (see p.36 “[8] PORT (USB-MIDI Port setting)”). In the Mac OS X MIDI drivers, these same two ports correspond to Port 2 and Port 3, as shown below:

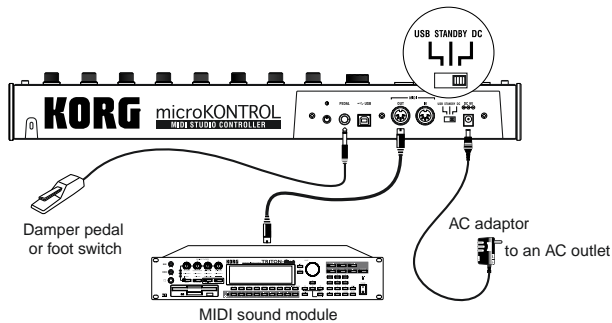
microKONTROL	Mac OS X	Use for...
MIDI IN	Port 1 (In)	MIDI input from external devices
Port A (PORT A)	Port 2 (In)	microKONTROL keyboard & controllers
Port B (PORT B)	Port 3 (In)	
MIDI OUT	Port 1 (Out)	MIDI output to external devices
Dedicated port (CTRL)	Port 2 (Out)	Data dumps to microKONTROL & Korg Native mode

Making connections and turning the power on

MIDI & AC adapter connection

⚠ Before you make connections, you must turn off the power of all devices. Failure to do so may damage your speaker system or cause malfunctions.

- 1 Connect the AC adapter to the power connector of the microKONTROL, and plug the adaptor into an AC outlet. You don't need the AC adapter if the microKONTROL is running on batteries.
- 2 Use a MIDI cable to connect the microKONTROL to your external device. If you will be using a pedal, connect it to the PEDAL jack.



- 3 Set the microKONTROL's power switch to the DC position to turn on the power.
- 4 Turn on the power of the connected equipment.
- 5 When you are ready to turn off the power, set the microKONTROL's power switch to **STANDBY**.

⚠ Never turn off the power while you are saving settings (i.e., while the Write operation is occurring). Doing so may damage the internal data.

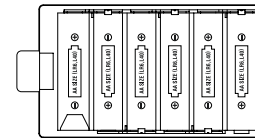
Using Batteries

The microKONTROL can run on battery power, without the AC adapter.

⚠ Batteries are not included. You will need to purchase them separately.

note If the AC adapter is connected, power will be taken from the AC adapter instead of the batteries.

- 1 Set the power switch to the **STANDBY** position, and open the cover of the battery compartment located on the bottom of the case.



- 2 Insert six AA alkaline batteries (sold separately). Be sure to observe the correct orientation for each battery.

- 3 Close the battery cover.

note To turn on the microKONTROL when using batteries, set the power switch to the DC position.

Battery empty indication

When the batteries run low, the main display will indicate "BattLow!"

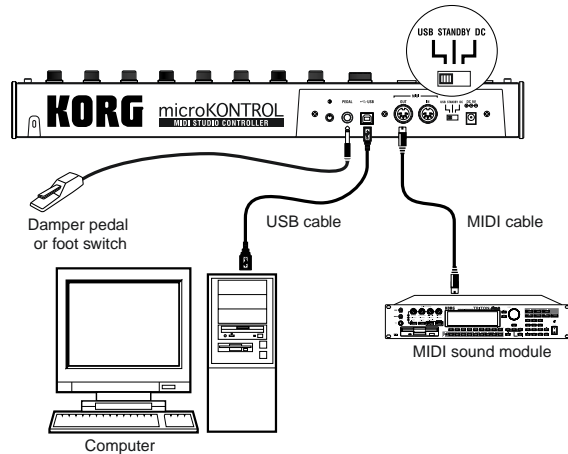


If the "BattLow!" warning appears, you can continue using the microKONTROL for a certain length of time, but you will be unable to save assignment settings. If you need to save your settings, connect the AC adapter and do so. We recommend that you then replace the batteries as soon as possible, or continue using the AC adapter.

- ⚠ When connecting the AC adapter while running on batteries, you must first connect the AC adapter to an electrical outlet, and then insert the plug into the microKONTROL's power connector.
- ⚠ If the batteries become unusable, take them out of the microKONTROL immediately. Leaving dead batteries installed may cause malfunctions (such as battery leakage). You should also remove the batteries if you will not be using the microKONTROL for an extended period.

USB connection

- 1 Use a USB cable to connect the microKONTROL to the USB connector of your computer. You can leave your computer turned on when you make USB connections. If you will be using a pedal, connect it to the PEDAL jack.



note The microKONTROL can also be used as a USB-MIDI interface. You can connect a MIDI sound module or other MIDI device to the MIDI OUT connector, and send messages to it from your computer.

- 2 Set the microKONTROL's power switch to **USB** to turn on the power. When using a USB connection, the power is supplied from the connected computer (this is referred to as "bus power"). The same applies if you are using a self-powered USB hub.
- ⚠ You won't usually need to use the AC adapter if you are using a USB connection. However if your computer does not supply a large amount of power via USB, or if you have connected several bus-powered devices to a USB hub, the power supplied via USB may be insufficient. (If this occurs, the main display will indicate "LowPower.") In such cases, use the AC adapter or batteries, and set the power switch to **DC**.
- 3 When you are ready to turn off the power, set the power switch to **STANDBY**.
- ⚠ Never turn off the power while you are saving settings (i.e., while the Write operation is occurring). Doing so may damage the internal data.
- ⚠ When the microKONTROL is being used as a USB MIDI interface, its MIDI OUT will transmit the data received via USB. MIDI messages transmitted by the encoders and other controllers of the microKONTROL itself will not be transmitted from the MIDI OUT connector (p. 37).

Operation

About the microKONTROL's modes

The **microKONTROL** has four modes: **Play**, **Setting**, **Message**, and **Scene**.

1. Play mode

In this mode you can use the keyboard, pads, sliders, encoders, and other controllers to play and control connected MIDI sound modules or soft synthesizers and DAW programs running on your computer.

The assignments for each controller (“scene parameters”) can be recalled as a “scene” in Scene mode, or specified in Setting mode.

2. Setting mode

In this mode you can set both the scene parameters (assignments for each controller) and the global parameters (settings that apply to the entire microKONTROL).

Scene parameters include the MIDI messages assigned to each controller, and the MIDI channel and USB-MIDI port on which the assigned messages are transmitted. Set these parameters as appropriate for the connected MIDI sound module, or for the soft synthesizer or DAW program you are using on your computer.

The scene parameters you set can be stored in the microKONTROL's internal memory in Scene mode. The stored settings are called a “scene.”

Global parameters include the keyboard velocity curve, display backlight, and global MIDI channel.

Global parameters will be saved automatically in internal memory when you press the [ENTER] key to return from Setting mode to Play mode.

3. Message mode

In this mode you can transmit various MIDI messages that are assigned to the pads.

Some pads transmit a MIDI message in response to a single operation, while others allow you to specify the MIDI message and MIDI channel before transmission.

4. Scene mode

In Scene mode you can do the following things.

- Choose a scene from user memory.
- Save the scene parameters you made in Setting mode as a “scene” in user memory.
- Write the preset scenes into user memory, restoring the factory settings.
- View the current values of the encoders and sliders in the sub-displays.
- Transmit or receive dumps of internal scenes or global parameters.

Quick Start

1. Turning on the power

Connect the microKONTROL to your computer, and turn on the power. (p. 12)



The main display shows the name of the currently selected scene.

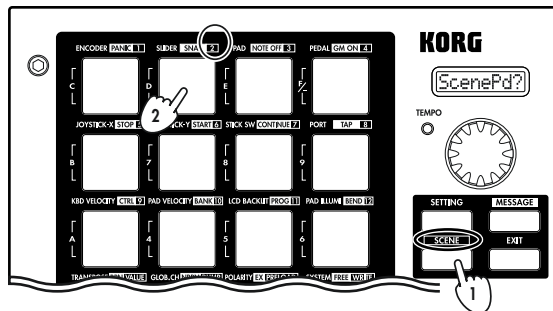
Start up the software that you want to operate from the microKONTROL, and make the appropriate USB and MIDI settings in your software. For details on USB and MIDI settings, refer to the owner's manuals for your software and computer.

2. Selecting a scene

The microKONTROL lets you assign parameters to each of its controllers (e.g., encoders and sliders) in order to control your DAW or softsynth in the most effective way. These settings are collectively called a “scene.”

The microKONTROL contains twelve preset scenes. Refer to the scene list in the included CD-ROM and select the most suitable scene for controlling your software. The included CD-ROM contains numerous scenes designed for specific software, in addition to the twelve factory-set internal scenes.

As an example, here's how to select scene 2.



Step 1. Press the [SCENE] key. While you hold down this key, the main display will indicate “ScenePd?”; all of the pads 1 through 12 which contain a scene will light, and the pad of the currently selected scene will blink. (p. 52 “Scene mode”)

Step 2. The scene number is shown in the frame at the upper right of each pad. Hold down the [SCENE] key and press the pad marked “2”.

The main display will change to the name of scene 2, and the scene will change.

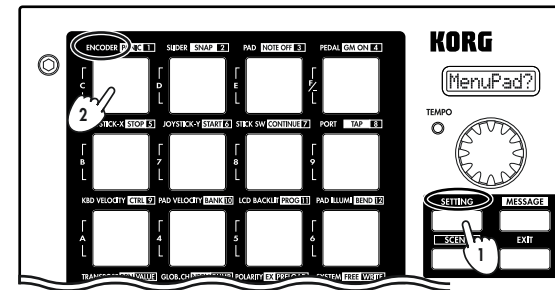
When you release the pad and the [SCENE] key you will return to Play mode.

At this point, you can use the keyboard and controller settings in the new Scene to control the software on your computer. (p. 19 “Play mode”)

3. Making controller assignments

You can assign the pads, sliders, encoders, joystick, and pedals to a wide variety of MIDI messages.

As an example, here's how to assign encoder 1 to MIDI Control Change #10 on MIDI channel 1, and assign encoder 2 to MIDI Control Change #15 on MIDI channel 2.

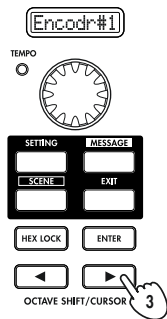


Step 1. Press the [SETTING] key. While you hold down this key, the main display indicates “MenuPad?”. (p. 24)

Step 2. Continue holding down the [SETTING] key and press the pad that is marked with the type of controller you want to assign.

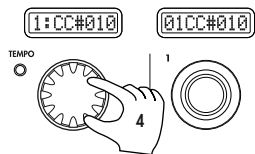
The main display will indicate “Encodr#1”. Release the pad and key, and you will be in the Encoder Assign page. (p. 25)

Operation—Quick Start



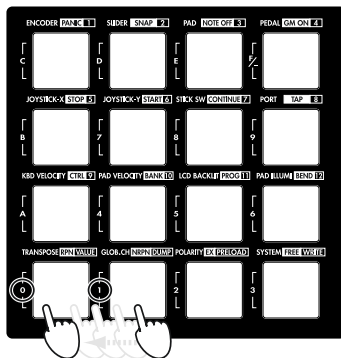
The OCTAVE SHIFT/CURSOR [◀] key will light red, and the [▶] key will light green. Green indicates that further pages exist in that direction, and red indicates that there are no further pages in that direction.

Step 3. Use the [VALUE] dial to select the number of the encoder that you want to assign. Since we want to specify the assignment of encoder 1, make sure that the main display indicates “Encodr#1” and then press the OCTAVE SHIFT/CURSOR [▶] key to move to the MIDI message selection page.

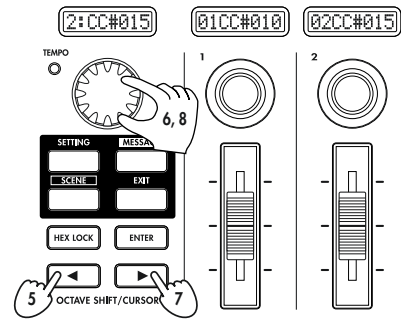
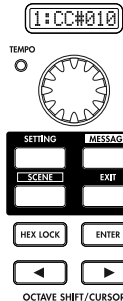


Step 4. The main display will show the MIDI message that is currently assigned to encoder 1. Use the [VALUE] dial to select the MIDI message that you want to assign. The contents of the sub-display above encoder 1 will also change.

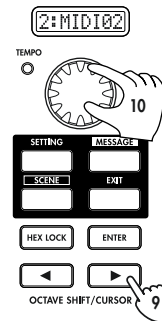
note Alternatively, you can use the pads to input the control change number.



KORG

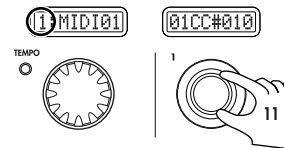


Steps 5-8. Next, press the OCTAVE SHIFT/CURSOR [◀] key to return to the page where you select the encoder to assign, select “Encodr#2” as the encoder number, and assign the desired MIDI message in the same way. Notice that the sub-display above encoder 2 also changes.



Step 9. Press the OCTAVE SHIFT/CURSOR [▶] key. The MIDI channel setting page will appear. Since we just made an assignment for encoder 2, here we will specify the MIDI channel for encoder 2.

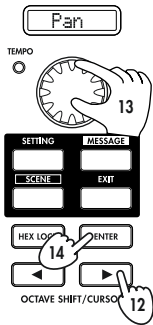
Step 10. Use the [VALUE] dial to select the desired channel.



Next we'll specify the MIDI channel for encoder 1. We are back in the page where you select the encoder to assign, but you can also make the setting by directly operating the controller you want to assign.

Step 11. Rotate encoder 1, and notice that both the main display and the encoder 1 display change. You can use also this method in the MIDI message select page to quickly edit the assignments. You can also change the assignments for two or more encoders at once while watching the sub-displays.

note You can use the same method to make assignments for sliders as well.



Step 12. Press the OCTAVE SHIFT/CURSOR [▶] key. The name select page will appear.

Since this is the last page of the encoder assignments, the OCTAVE SHIFT/CURSOR [▶] key will light red, and the [ENTER] key will blink.

Step 13. Use the [VALUE] knob to select a name. For a list of the available names, refer to “Parameter Name (Encoder/Slider)” on the separate leaflet. Turn encoder 2 to choose a name for encoder 2.

Step 14. When you have made your selection, press the [ENTER] key to finalize the setting. You will then return to Play mode.

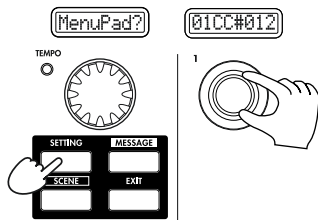
If you press the [ENTER] key in one of the preceding pages, the settings will be updated to the assignments you made up to that point.

note If you assign an RPN or NRPN message, the page structure will be different. (See p. 26)

Go ahead and make settings for other controllers as well, to create your scene. (For more about assigning other controllers, see p. 24 “Setting mode”)

Quick Assign

If you just want to set the control change number for an encoder or slider, here's a simpler way to make the assignment.

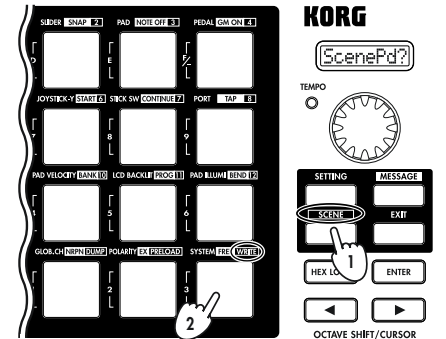


Hold down the [SETTINGS] key and operate the encoder or slider you want to assign. The sub-display will change to show the MIDI message you select. When you release the [SETTING] key, the assignment will be updated and you will return to Play mode.

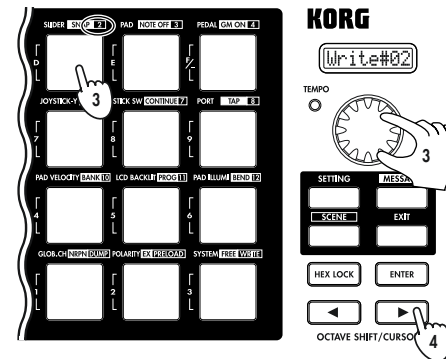
4. Saving a scene

If you don't save your edited controller assignments, your changes will be lost when you select a different scene or turn off the power. Here's how to save your controller assignments in a new scene so you won't have to re-create them later.

You use Scene mode to save scenes. (See p. 54)

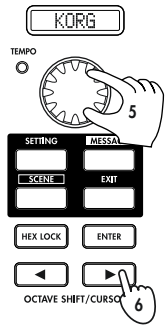


Steps 1-2. Hold down the [SCENE] key and press the pad marked WRITE. You will enter the WRITE page. In this example, let's save your assignments to scene 2.



Step 3. Either press the pad in which you want to store the scene, or use the [VALUE] dial to select the scene number.

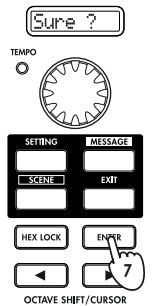
Step 4. After you have made your selection, press the OCTAVE SHIFT/CURSOR [▶] key to move to the next page.



The page in which you select the scene name will appear.

Step 5. Use the [VALUE] dial to select a name for the scene. For a list of the available names, refer to “Scene Name” on the separate leaflet.

Step 6. After you have made your selection, press the OCTAVE SHIFT/CURSOR [▶] key to move to the next page.



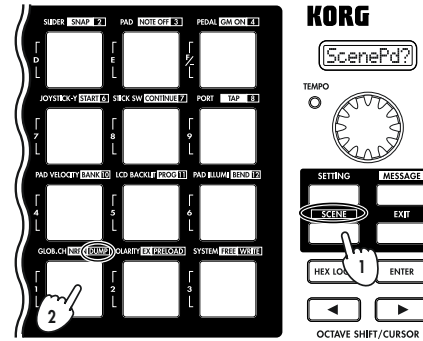
Step 7. This page asks you for confirmation. To save the scene, press the [ENTER] key.

When the scene has been saved, the main display will indicate “Complete” and you will return to Play mode.

If you decide to cancel mid-way through the Save procedure, press the [EXIT] key.

5. Managing scene sets on your computer

You can use the included librarian software to manage and edit sets of the twelve scenes saved in the microKONTROL.



Data transfer to and from the librarian software is performed in the Scene mode DUMP page. (☞ p.53)

Steps 1-2. Hold down the [SCENE] key (the main display will indicate “ScenePd?”) and press the pad marked DUMP.

You will enter the DUMP page.

Start up the microKONTROL librarian software, and press the “Receive” button to load the scene set from the microKONTROL’s memory.

Then press the “Save” button to name the scene set and save it as a file. A file you create in this way can be loaded into the microKONTROL whenever needed.

For more details, see “Using the Librarian software” (☞ p.57).

Play mode

In Play mode, you can use the microKONTROL to control connected MIDI equipment or soft synthesizers and DAW software on your computer.

When you power-on the microKONTROL it will always start up in Play mode.

The main display will show the current scene number. Normally, it will start up with the scene that was last selected when you turned off the power.



In this state when you operate the [VALUE] dial, pads, joystick, joystick switch, or pedal, the main display will show the MIDI message assigned to that controller and its value. (see “Using the controllers”)

The sub-displays will show the name assigned to each encoder. When you operate an encoder or slider, the sub-display will show the values of both controllers.

If you operate the slider while the encoder assignment is displayed, the display will switch back to the slider assignment name after little while.



note Normally, each sub-display will show either the encoder name or the slider name. You can only see one name at a time, however. If you want to check the name that is not currently displayed, press the [ENTER] key.

note For details on the controller assignments of scene, check the scene list on the included CD-ROM.

note You can change the backlight color of main display and sub-displays. (see p. 39 “Setting mode-[11] LCD BACKLIG (LCD Backlight setting)”)

Using the controllers

In Play mode you can use seven types of controllers.

1. Encoders and sliders

These controllers transmit the assigned message each time you operate them.

Display

When you operate an encoder or slider, its sub-display shows the current value. When you turn on the power, the sub-display shows the type of MIDI message assigned to the encoder, or the specified name (see p. 26) if a control change is assigned. If no MIDI message has been assigned, the display indicates “NoAssign.”

If a control change is assigned

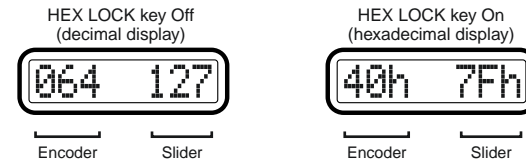


If an NRPN or RPN is assigned



When you operate either a slider or encoder from this state, the values of both controllers are displayed. For the controller you are not operating, the value of the current position is displayed.

If no MIDI message is assigned, “---” is displayed.



Operation–Play mode

The backlight color of the display will change depending on the controller you operate. With the default settings, this will be green when you operate a slider, and red when you operate an encoder.

When a certain length of time elapses after you stop operating the controller, the controller you operated last will be displayed.

note You can change the backlight color of the sub-displays. (☞p. 39 “Setting mode–[11] LCD BACKLIG (LCD Backlight setting)”)

Encoder and slider-related settings

- You can assign a MIDI message to an encoder. For details, see “Setting mode - [1] ENCODER (Encoder assignment)” (☞p. 25).
- You can assign a MIDI message to a slider. For details, see “Setting mode - [2] SLIDER (Slider assignment)” (☞p. 27).
- You can specify the USB-MIDI port from which the assigned MIDI message is transmitted. For details, see “Setting mode - [8] PORT (USB-MIDI Port setting)” (☞p. 36).

2. Trigger pads

When you press a pad, it will transmit the assigned note data or control change.

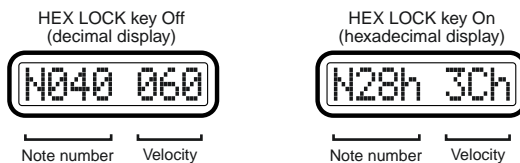
Pads to which note data is assigned will also transmit velocity. (☞p. 39 “Setting mode–[10] PAD VELOCITY (PAD Velocity setting)”)

Pads to which a control change is assigned will transmit a value of either 0 or 127.

Display

If note data is assigned

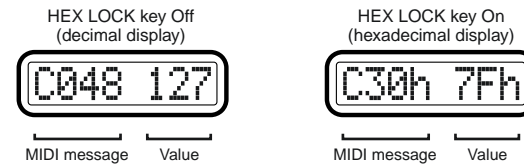
When you press a pad, the main display will show the transmitted note number and velocity value.



If a note message is assigned, the pad will light once when the message is transmitted.

If a control change is assigned

When you press a pad, the main display will show the contents of the transmitted control change message.



If a control change is assigned, the pad will light. If you specified Momentary as the pad operation, the pad will go dark when you press it to transmit a value of 127 (and will light when a value of 0 is transmitted). If you specified Toggle as the pad operation, it will alternately go dark and light each time you press it.

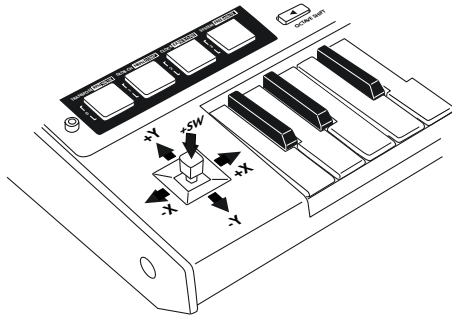
Trigger pad-related settings

- You can assign a MIDI message to a trigger pad. For details, see “Setting mode - [3] PAD (PAD assignment)” (☞p. 28).
- If a note message is assigned, you can specify the velocity. For details, see “Setting mode - [10] PAD VELOCITY (PAD Velocity setting)” (☞p. 39).
- You can specify the USB-MIDI port from which the assigned MIDI message is transmitted. For details, see “Setting mode - [8] PORT (USB-MIDI Port setting)” (☞p. 36).
- You can specify the pad illumination for when a MIDI message is transmitted. For details, see “Setting mode - [12] PAD ILLUMI (PAD Illumination setting)” (☞p. 40).

3. Joystick

When you move the joystick, it will transmit the assigned MIDI message. You can assign MIDI messages to the forward/back/left/right ($\pm X$, $\pm Y$) directions and to the switch.

For the forward/back/left/right directions, the assigned MIDI message will be transmitted with a value in the range of 0–127. The joystick switch will transmit a value of either 0 or 127.



! You cannot press the joystick switch while the joystick is moved in the X or Y direction.

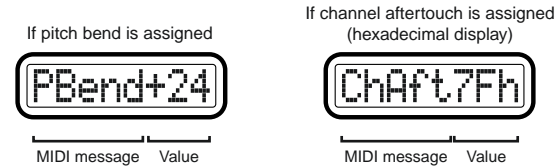
Display

When you operate the joystick, the main display will show the message that is transmitted.

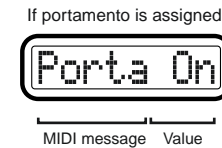
note Depending on the MIDI message that is assigned, you can turn the [HEX LOCK] key on (lit red) to view the MIDI message in hexadecimal form.

When you move the joystick in the X-Y direction

If pitch bend or master balance is assigned, the value will be displayed in a range of ± 24 regardless of the [HEX LOCK] key.



When you operate the joystick switch



If no MIDI message is assigned (NoAssign), the main display will not change even if you operate the joystick. Instead, the display will continue to show the scene number.

Joystick-related settings

- You can assign a MIDI message to the left/right direction of the joystick. For details, see “Setting mode - [5] JOYSTICK-X (Joystick-X assignment)” (p. 31).
- You can assign a MIDI message to the forward/back direction of the joystick. For details, see “Setting mode - [6] JOYSTICK-Y (Joystick-Y assignment)” (p. 35).
- You can assign a MIDI message to the joystick switch. For details, see “Setting mode - [7] STICK SW (Joystick switch assignment)” (p. 35).
- You can specify the USB-MIDI port from which the assigned MIDI message is transmitted. For details, see “Setting mode - [8] PORT (USB-MIDI Port setting)” (p. 36).

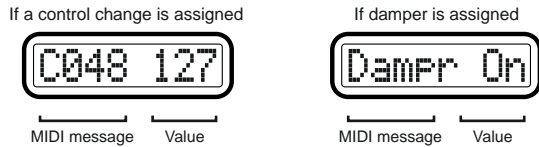
4. Pedal (PEDAL jack)

When you operate a damper pedal or pedal switch connected to the PEDAL jack, the assigned MIDI message will be transmitted.

Operating the pedal will transmit a value of either 127 or 0.

Display

When you operate a connected pedal, the main display will show the contents of the message.



If no MIDI message is assigned (NoAssign), the main display will not change even if you operate the pedal (the display will continue to show the scene number).

Pedal-related settings

- You can assign a MIDI message to the pedal. For details, see “Setting mode - [4] PEDAL (Pedal assignment)” (p. 29).
- You can specify the USB-MIDI port from which the assigned MIDI message is transmitted. For details, see “Setting mode - [8] PORT (USB-MIDI Port setting)” (p. 36).
- You can specify the polarity of the connected pedal. For details, see “Setting mode - [15] POLARITY (Polarity setting)” (p. 41).

5. Keyboard

When you play the keyboard, note data is transmitted on the global MIDI channel (p. 41).

Octave setting

You can use the OCTAVE SHIFT/CURSOR [◀]/[▶] keys to shift the pitch of the keyboard in steps of an octave. If you want to return from a shifted setting to the ±0 (normal) setting, press the [◀] and [▶] keys simultaneously.

- 1 Each time you press the [▶] key the pitch will shift upward one octave. The color of the [▶] key indicates the current setting.

Unlit: ±0 octaves

Green: +1 octave

Orange: +2 octaves

Red: +3 octaves

- 2 Each time you press the [◀] key the pitch will shift downward one octave. The color of the [◀] key indicates the current setting.

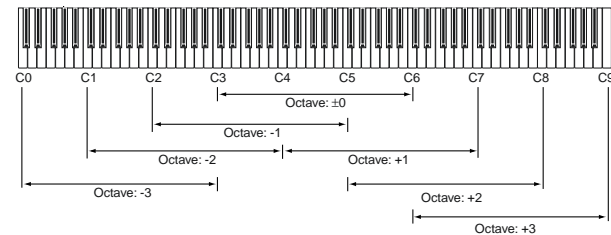
Unlit: ±0 octaves

Green: -1 octave

Orange: -2 octaves

Red: -3 octaves

Pitch range adjusted by the Octave Shift keys



Keyboard-related settings

- You can transpose the keyboard in semitone steps. For details, see “Setting mode - [13] TRANPOSE (Transpose setting)” (p. 40).
- You can change the velocity curve. For details, see “Setting mode - [9] KBD VELOCITY (Keyboard Velocity setting)” (p. 38).
- You can specify the MIDI channel on which note data is transmitted. For details, see “Setting mode - [14] GLOB.CH (Global MIDI Channel setting)” (p. 41).
- You can specify the USB-MIDI port from which the note data is transmitted. For details, see “Setting mode - [8] PORT (USB-MIDI Port setting)” (p. 36).

6. [VALUE] dial

This dial adjusts the tempo of the MIDI Clock. If you are synchronizing a connected device or application to the microKONTROL’s MIDI Clock, use the [VALUE] knob to control the tempo.

The adjustable range is **Clock Off, 020–300**. If you select **Clock Off**, MIDI Clock will not be transmitted. MIDI Clock is transmitted from the port that transmits in Message mode. (p. 36 “Setting mode-[8] PORT (USB-MIDI Port setting)”)

note When the microKONTROL is powered-on, the MIDI clock tempo will always be set to 120.

note By holding down the [SETTING] key while you turn the [VALUE] dial you can set the tempo in units of one decimal place. In this case the range will be **20.0–300.0**.

Display

When you turn the [VALUE] dial, the main display will show the tempo of the MIDI clock. The TEMPO LED located at the upper left of the [VALUE] dial blinks at quarter-note intervals of the specified MIDI clock tempo.



note By using Message mode [8] Tap, you can set the tempo by striking pad [8] at the desired timing. For details, see “Message mode - [8] TAP (Tap message)” (p. 45).

Setting mode

In Setting mode you can set both the Scene parameters (the assignment of each controller, etc.) and the Global parameters (overall settings for the entire microKONTROL).

Setting mode is divided into sixteen pages.

Hold down the [SETTING] key (the main display shows “MenuPad?”) and press one of the pads listed below to move to the corresponding page of parameter settings.

If you hold down the [EXIT] key and press the [SETTING] key, the main display will show “MenuPad?” and the microKONTROL will wait for you to select a page (“mode lock”). You can press a pad to select a page from this state as well.

Scene parameter settings

Pad [1] through pad [8] access pages for setting Scene parameters. After you edit these settings, you will need to save them in Scene mode.

Pad No.	Page	Content
Pad [1]	Encoder assignment	Assign messages to encoders (☞p.25)
Pad [2]	Slider assignment	Assign messages to sliders (☞p.27)
Pad [3]	PAD assignment	Assign messages to pads (☞p.28)
Pad [4]	Pedal assignment	Assign a message to a connected pedal (☞p.29)
Pad [5]	JoyStick –X assignment	Assign messages to the left/right direction of the joystick (☞p.31)
Pad [6]	JoyStick –Y assignment	Assign messages to the forward/backward direction of the joystick (☞p.35)
Pad [7]	Joystick switch assignment	Assign a message to the joystick switch (☞p.35)
Pad [8]	USB-MIDI Port setting	Make USB-MIDI port settings (☞p.36)

Global parameter settings

Pad [9] through pad [16] access pages for setting Global parameters. These settings are saved automatically when you exit the page or select a different scene.

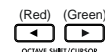
⚠ If the microKONTROL is operating on batteries and the batteries have run low, you will not be able to save Global parameters.

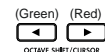
Pad No.	Page	Content
Pad [9]	Keyboard Velocity setting	Select the velocity curve of the keyboard (☞p.38)
Pad [10]	PAD Velocity setting	Specify the pad velocity (☞p.39)
Pad [11]	LCD Backlit setting	Make backlight settings for the display (☞p.39)
Pad [12]	PAD Illumination setting	Specify the illumination of the pads (☞p.40)
Pad [13]	Transpose setting	Transpose the keyboard (☞p.40)
Pad [14]	Global MIDI Channel setting	Set the global MIDI channel (☞p.41)
Pad [15]	Polarity setting	Specify the polarity of a connected pedal (☞p.41)
Pad [16]	System setting	Specify the initial values of the encoders (☞p.41)

About the OCTAVE SHIFT/CURSOR keys, [ENTER] key, and [EXIT] key

In Setting mode, the OCTAVE SHIFT/CURSOR [◀]/[▶] keys act as cursor keys to move between parameters.

When you hold down the [SETTING] key and press a pad to enter a page in this mode, the key(s) will light green to indicate the direction(s) in which you can move. You cannot move in a direction whose key is dark or lit red. You can return to the first page by holding down the [▶] key and pressing the [◀] key.

 : You can move toward the right to another parameter

 : You can move toward the left to another parameter

When you arrive at the last page, the [ENTER] key will blink. Press the [ENTER] key to apply the setting and return to Play mode. If you press [ENTER] before you arrive at the last page, your settings up to that point will be applied and you will return to Play mode.

Press the [EXIT] key if you decide to discard your changes before pressing [ENTER].

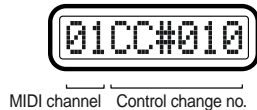
[1] ENCODER (Encoder assignment)

The Encoder assignment page lets you assign MIDI messages to the rotary encoders, specify the MIDI channel on which the messages will be transmitted, etc. You can assign a control change (CC#), RPN, or NRPN message to each encoder.

- 1 Hold down the [SETTING] key and press pad [1]. The [SETTING] key and pad [1] will light, and you will be in the Encoder assignment page. The main display indicates “Encoder Select,” prompting you to select the encoder to assign.



Each sub-display indicates the MIDI message assigned to the corresponding encoder, and the MIDI transmit channel.



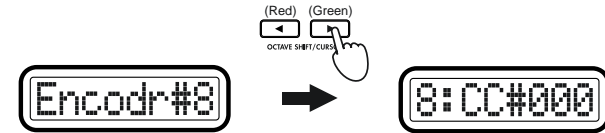
note The selectable parameters or values will blink in the main display.

note If you want to check the MIDI messages assigned to an encoder or slider, enter Setting mode and check the sub-displays.

- 2 Use the [VALUE] dial to select the encoder that you want to assign. Alternatively, you can simply move the desired encoder to select it.



- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Message Select,” where you can select a MIDI message to assign to the encoder.



- 4 Use the [VALUE] dial or the pads to select the MIDI message you want to assign.

NoAsgn (No Assign)

No MIDI message is assigned to the selected encoder. If you select **NoAsgn**, press the [ENTER] key (blinking) to update the setting.

☞ Step 9

CC#000-127 (Control Change)

Assigns the selected control change message. (☞ p.55 “Available MIDI messages”)

NRPN, RPN

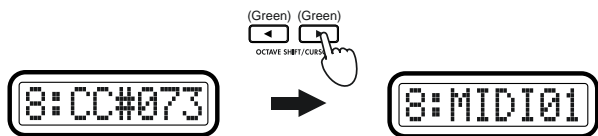
Assigns an NRPN or RPN to the encoder. If you select **NRPN** or **RPN**, you will need to specify the “MSB” and “LSB” for the controller. For details, see “Setting mode - Assigning NRPN or RPN” (☞ p.26).

note You can also use an encoder to select its own MIDI message assignment, just by moving the encoder instead of the [VALUE] dial. (However, you will only be able to select control changes using this method.) If you move an encoder other than the currently selected one, you will switch to the settings for that encoder.

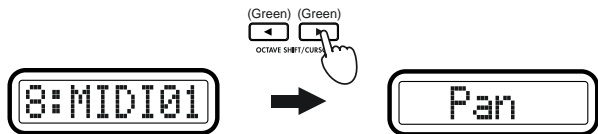
note You can press the [HEX LOCK] key and input hexadecimal values.

⚠ The pads can be used only to input a control change. If you input a value outside the range of **0-127 (00-7Fh)**, only the last-pressed number will remain, and you will need to start again.

- 5 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDI Channel,” where you can select the MIDI channel for the encoder.



- 6 Use the [VALUE] dial or the pads to select the MIDI channel on which the MIDI message will be transmitted. The range is 1-16 (ch). (☞p. 4 “About the trigger pad functions-Input numerical values”)
- 7 Press the OCTAVE SHIFT/CURSOR [▶] to proceed to “Name,” where you can specify a name for the encoder.



- ⚠ You can specify the name (“Name”) only if you assigned a control change. You cannot specify the name if you assigned NRPN or RPN.
- 8 Use the [VALUE] dial to select a name. The name you specify will appear in the sub-display in Play mode. For a list of the available names, refer to the separate leaflet “Parameter Name (Encoder/Slider).”
 - ⚠ You cannot specify the name as individual characters
 - 9 Press the [ENTER] key. The setting will be updated, and you will return to Play mode.

note If you want to keep the changes you’ve made, save them in Scene mode. If you turn off the power or select a different scene without saving, your changes will be discarded. For details, see “Scene mode - [16] WRITE” (☞p. 54).

■ Assigning NRPN or RPN

If you select NRPN or RPN in “Message Select,” you need to set the “MSB,” “LSB,” and “MIDI Channel” for the message.

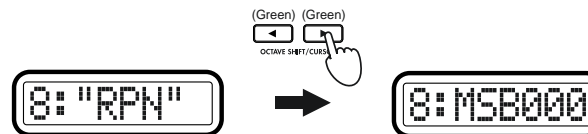
RPN (Registered Parameter Number) is a type of message used to make settings that are not limited to devices made by a single manufacturer. Messages of this type include **RPN Fine Tune [MSB=00, LSB=01]**, **RPN Coarse Tune [MSB=00, LSB=02]**, and **RPN Pitch Bend Range [MSB=00, LSB=00]**.

NRPN (Non Registered Parameter Number) is a type of message that can be freely used by instrument manufacturers and devices.

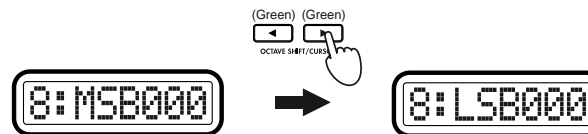
- 1 In “Message Select,” select NRPN or RPN. You can select these by turning the [VALUE] dial toward the right following CChg#127.



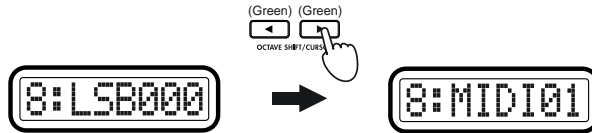
- 2 Press the OCTAVE SHIFT/CURSOR [▶] to proceed to “MSB.”



- 3 Use the [VALUE] dial or the pads to input the “MSB” value. The range is 0-127. “MSB” stands for “Most Significant Byte.”
- 4 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “LSB.”



- 5 Use the [VALUE] dial or the pads to input the “LSB” value. The range is 0-127. “LSB” stands for “Least Significant Byte.”
- 6 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDI Channel.”



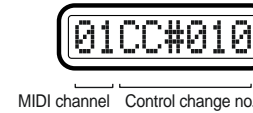
- 7 Use the [VALUE] dial or the pads to select the MIDI channel on which the assigned MIDI message will be transmitted. The range is 1-16 (ch). (☞p.4 “About the trigger pad functions-Input numerical values”)
 - 8 Press the [ENTER] key. The setting will be updated, and you will return to Play mode.
- ⚠ If you assign NRPN or RPN, you will not be able to specify the name (“Name”). (You can specify a name only if you assign a control change.) The sub-display will show “RPN Enc (number);” for instance, if the RPN is assigned to encoder 1, it will show “RPN Enc1.”

Quick-assign for control changes

In Play mode, there’s a shortcut for assigning a new control change message to an encoder. This method is valid only for an encoder which is already assigned to a control change message.

⚠ You cannot use this method for an encoder to which you have assigned NRPN or RPN.

- 1 In Play mode, hold down the [SETTING] key and turn the desired encoder to select a new control change message. The sub-display will show the new assignment for the encoder.



- 2 The new control change assignment will be updated when you release the [SETTING] key or operate a different controller.
- note** The MIDI channel will still be set to the “MIDI Channel” specified in the Encoder assignment page.
- ⚠ If you want to keep the new assignments, you must save them in Scene mode. If you turn off the power or select a different scene without saving, your changes will be lost. For details, see “Scene mode - [16] WRITE” (☞p.54).

[2] SLIDER (Slider assignment)

In the Slider assignment page, you can assign MIDI messages to sliders and specify the MIDI channel on which the messages will be transmitted, etc. You can assign a control change (CC#), RPN, or NRPN message to each slider.

- 1 Hold down the [SETTING] key and press pad [2]. The [SETTING] key and pad [2] will light, and you will be in the Slider assignment page. The main display indicates “Slider Select” (select the slider to assign). The messages you can assign to a slider and the assignment procedure are the same as for an encoder. For details, refer to “Encoder assignment” (☞p.25). You can use the Quick Assign procedure for sliders as well. For details, refer to “Quick-assign for control changes” in “Encoder assignment.”

[3] PAD (PAD assignment)

In the PAD assignment page, you can assign MIDI messages to the pads, specify the MIDI channel on which the message will be transmitted, and so on. You can assign a note message or a control change (CC#) to each pad. If you assign a control change, the message will be transmitted with a value of either 0 or 127.

- 1 Hold down the [SETTING] key and press pad [3]. The [SETTING] key and pad [3] will light, and you will be in the PAD assignment page. The main display will indicate “PAD Select” (select the pad that you want to assign).

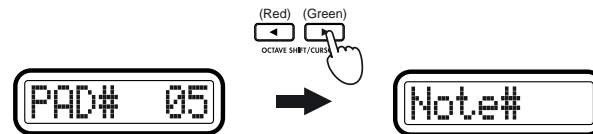


- 2 Use the [VALUE] dial or the pads to select the pad that you want to assign. To make your selection using the pads, simply press the desired pad. The pad selected for assignment will blink.



note In subsequent pages, you can use the encoders or sliders to select the pad for which to make settings. Encoders 1–8 correspond to pads 1–8, and sliders 1–8 correspond to pads 9–16. When you operate an encoder or slider in any of these pages, the main display will switch to the setting of the corresponding pad. For example if you operate slider 1 in the “Message Select” page that follows, the main display will switch to the setting of pad 9, and pad 9 will blink. Use the [VALUE] dial or pads to specify the assignment or value.

- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Message Select” (select the MIDI message).



- 4 Use the [VALUE] dial to select the type of MIDI message.

NoAssign

No MIDI message will be assigned to the selected pad. If you select **NoAssign**, the setting will be updated when you press the [ENTER] key (blinking). **Step 11**

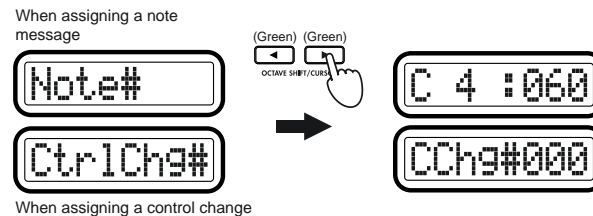
Note# (Note message)

Assigns a note message to the selected pad.

CtrlChg# (Control Change)

Assigns a control change to the selected pad.

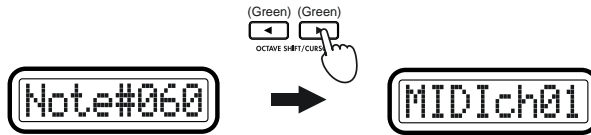
- 5 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Note Select” (specify a note number) or “Control Change Select” (specify a control change number).



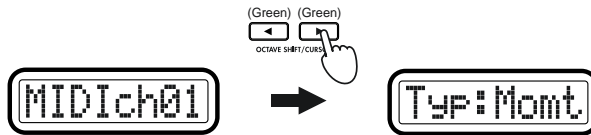
- 6 Use the [VALUE] dial or the pads to select a note number or control change number. The range is 0–127. (p. 4 “About the trigger pad functions-Input numerical values,” p. 55 “Available MIDI messages”)

note While assigning a Note message, you can press the joystick switch to transmit the note message that is assigned to the current pad. This lets you use your connected application etc. to verify what the assigned note message does.

- 7 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDI Channel” (specify the MIDI channel).



- 8 Use the [VALUE] dial or the pads to select the MIDI transmit channel. The range is 1-16 (ch).
- 9 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “PAD Type” (select the type of pad operation).



- 10 Use the [VALUE] dial to select how the pad will operate.

Momt (Momentary)

If a control change is assigned to the pad, pressing the pad will transmit the assigned control change message with a value of 127, and releasing it will transmit a value of 0.

If a note message is assigned to the pad, pressing the pad will transmit a note-on, and releasing it will transmit a note-off.

Tgle (Toggle)

If a control change is assigned to the pad, the assigned MIDI message will be transmitted alternately with a value of 127 and a value of 0 each time you press the pad.

If a note message is assigned to the pad, a note-on message and a note-off message will be transmitted alternately each time you press the pad.

- 11 Press the [ENTER] key.

The settings will be updated and you will return to Play mode.

In Play mode, pads to which a control change is assigned will be lit, and pads to which a note message is assigned or for which NoAssign is selected will be dark.

- ⚠ If you want to keep the new assignments, you must save them in Scene mode. If you turn off the power or select a different scene without saving, your changes will be lost. (☞p. 54 “Scene mode-[16] WRITE”)

[4] PEDAL (Pedal assignment)

In the Pedal assignment page you can assign a MIDI message to the pedal connected to the rear panel PEDAL jack, and specify the MIDI transmit channel etc.

The messages that you can assign to the pedal are: damper, sostenuto, soft pedal, portamento, or a control change (CC#).

- 1 Hold down the [SETTING] key and press pad [4]. The [SETTING] key and pad [4] will light, and you will be in the Pedal assignment page. The main display indicates “Message Select” (select the MIDI message).



- 2 Use the [VALUE] dial to select the MIDI message that you want to assign.

NoAssign

No MIDI message will be assigned to the pedal. If you select **NoAssign**, the setting will be updated when you press the [ENTER] key. ☞Step 5

Damper

Assigns the Damper message (CC#64) to the pedal. This is also sometimes called the Sustain Pedal message.

A value of 127 will be transmitted when you press the pedal, and a value of 0 when you release the pedal.

When you operate the pedal in Play mode, the main display will show “Damp --”.

Sostenut (Sostenuto)

Assigns the Sostenuto message (CC#66) to the pedal.
 A value of 127 will be transmitted when you press the pedal, and a value of 0 when you release the pedal.
 When you operate the pedal in Play mode, the main display will show "Sostn--".

Soft (Soft Pedal)

Assigns the Soft Pedal message (CC#67) to the pedal.
 A value of 127 will be transmitted when you press the pedal, and a value of 0 when you release the pedal.
 When you operate the pedal in Play mode, the main display will show "Soft--".

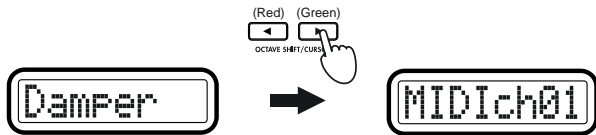
Portmnt (Portamento)

Assigns the Portamento message (CC#65) to the pedal.
 Values of 127 and 0 will be transmitted alternately each time you press the pedal.
 When you operate the pedal in Play mode, the main display will show "Porta--".

CtrlChg# (Control Change)

Assigns a Control Change message to the pedal. If you select **CtrlChg#**, press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "Control Change Select." **Assigning a control change**

- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "MIDI Channel" (specify the MIDI channel).



- 4 Use the [VALUE] dial or the pads to select the MIDI channel on which the MIDI message will be transmitted. The range is **1-16 (ch)**. (p. 4 "About the trigger pad functions-Input numerical values")

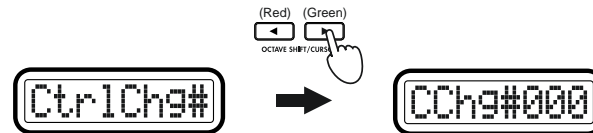
- 5 Press the [ENTER] key.
 The settings will be updated, and you will return to Play mode.

⚠ If you want to keep the new settings, you must save them in Scene mode. If you turn off the power or select a different scene without saving, your new settings will be lost. (p. 54 "Scene mode-[16] WRITE")

Assigning a control change

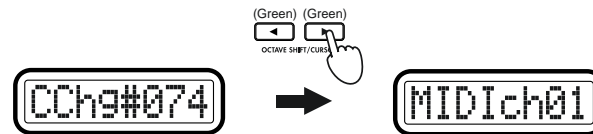
If you select **CtrlChg#** in "MessageSelect," you'll need to make settings for the "Control Change Select," "MIDI Channel," and "SW Type."

- 1 In "Message Select," select **CtrlChg#**. Then press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "Control Change Select" (select the control change number).

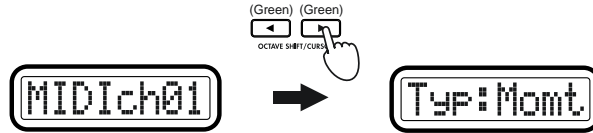


- 2 Use the [VALUE] dial or the pads to select the control change number. The range is **0-127**.

- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "MIDI Channel" (select the MIDI channel).



- 4 Use the [VALUE] dial or the pads to select the MIDI channel on which the MIDI message will be transmitted. The range is 1–16 (ch). (☞p.4 “About the trigger pad functions-Input numerical values”)
- 5 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Pedal Type” (specify the type of pedal operation).



- 6 Use the [VALUE] dial to specify the pedal operation.

Momt (Momentary)

The assigned MIDI message will be transmitted with a value of 127 when you press the pedal, and with a value of 0 when you release the pedal.

Tgle (Toggle)

The assigned MIDI message will be transmitted alternately with values of 127 and 0 each time you press the pedal.

- 7 Press the [ENTER] key.
The settings will be updated, and you will return to Play mode.

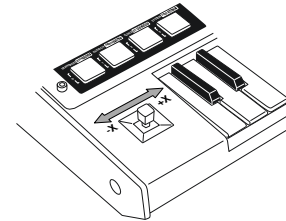
- ⚠ If you want to keep the new settings, you must save them in Scene mode. If you turn off the power or select a different scene without saving, your new settings will be lost. (☞p.54 “Scene mode-[16] WRITE”)

[5] JOYSTICK-X (Joystick-X assignment)

In Joystick-X assignment you can specify the MIDI message and channel that will be transmitted for left/right ($\pm X$) joystick movements. You can assign separate MIDI messages (or the same MIDI message) to the left and right ($\pm X$) directions.

Assigning a single MIDI message to the +X and -X directions

Here’s how to assign a single MIDI message to both left and right directions of the joystick. You can assign pitch bend, master balance, aftertouch, velocity, or a control change (CC#).



- 1 Hold down the [SETTING] key and press pad [5].
The [SETTING] key and pad [5] will light, and you will be in the Joystick -X assignment page. The main display indicates “Assignment Select” (select the type of assignment).
In “Assignment Select” you can specify whether a single MIDI message will be assigned to the entire -X and +X range of the joystick, or whether separate MIDI messages will be assigned to the -X and +X ranges.



- 2 Use the [VALUE] dial to select the assignment method for the left/right direction. In this example we will select +-Param.

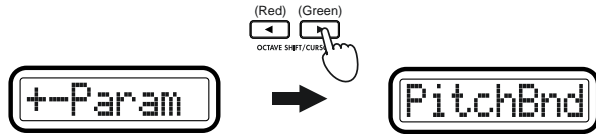
+Param

A single MIDI message will be assigned to the entire left/right range.

+Prm-Prm

Separate MIDI messages will be assigned to the left and right ranges. (☞p.34 “Assigning different MIDI messages to the +X and -X directions”)

- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Message Select” (select the MIDI message).



- 4 Use the [VALUE] dial to select the MIDI message you want to assign.

NoAssign

No MIDI message will be assigned to the -X/+X range of the joystick. If you select **NoAssign**, the setting will be updated when you press the [ENTER] key. [Step 7](#)

PitchBnd (Pitch Bend)

Assign pitch bend. If you select **PitchBnd**, press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDI Channel” (specify the MIDI channel). [Step 5](#)

When you operate the joystick in Play mode, the main display will indicate “PBend---”.

MastrBal (Master Balance)

Assign master balance. Master Balance messages [F0, 7F, 7E, 04, 02, vv, mm, F7] (the device ID is fixed at 7Fh) will be transmitted. If you select **MastrBal**, the setting will be updated when you press the [ENTER] key. [Step 7](#)

When you operate the joystick in Play mode, the main display will indicate “MstBl---”.

A.Touch (AfterTouch)

Keyboard aftertouch will be assigned. If you select **A.Touch**, you can also select the type of aftertouch. [“Assigning aftertouch”](#)

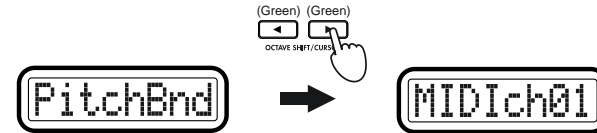
Velocity

Assign keyboard or pad velocity. If you select **Velocity**, you can also select the type of velocity. [p.33 “Assigning velocity”](#)

CtrlChg# (Control Change)

Assign control change. If you select **CtrlChg#**, you can also select the control change number. [p.33 “Assigning a control change”](#)

- 5 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDI Channel” (specify the MIDI channel).



- 6 Use the [VALUE] dial or the pads to select the MIDI channel on which the MIDI message will be transmitted. The range is 1-16 (ch). [p.4 “About the trigger pad functions-Input numerical values”](#)

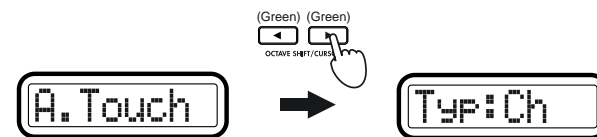
- 7 Press the [ENTER] key. The setting will be updated, and you will return to Play mode.

⚠ If you want to keep the new settings, you must save them in Scene mode. If you turn off the power or select a different scene without saving, your new settings will be lost. [p.54 “Scene mode-\[16\] WRITE”](#)

■ **Assigning aftertouch**

If you select **A.Touch** in “Message Select,” use “Pressure Type” to select the type of aftertouch and then proceed to “MIDI Channel” (specify the MIDI channel).

- 1 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Pressure Type” (select the type of aftertouch).



- 2 Use the [VALUE] dial to select the type of aftertouch.

Ch (Channel AfterTouch)

Channel Aftertouch. Aftertouch will apply to all the keys that are currently being played.
When you operate the joystick in Play mode, the main display will indicate “ChAft---”.

Last (Polyphonic key pressure)

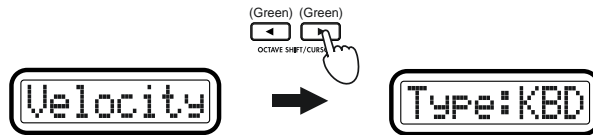
Polyphonic key pressure. Of the keys that are currently being played, aftertouch will apply only to the last-pressed key.
When you operate the joystick in Play mode, the main display will indicate “PyAft---”.

- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDI Channel” (specify the MIDI channel).

■ **Assigning velocity**

If you select **Velocity** in “Message Select,” use “Velocity Type” to select the type of velocity.

- 1 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Velocity Type” (select the type of velocity).



- 2 Use the [VALUE] dial to select the velocity type.
This setting takes priority over the Global parameter settings (≡"Keyboard Velocity setting" and "Pad Velocity setting").
In Play mode, the joystick position will determine the velocity value that is transmitted. If the velocity value is 0, the display will indicate "KbdOnVel" or "PadOnVel," and the velocity value transmitted will be according to the global parameter setting.

KBD (Keyboard)

The joystick will determine the velocity of notes transmitted by the keyboard. The notes are transmitted on the global MIDI channel.
When you operate the joystick in Play mode, the main display will indicate “KyVel---”.

PAD (Pad)

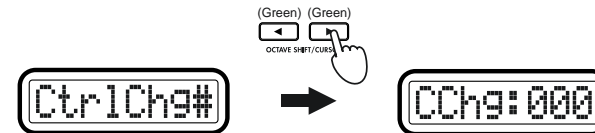
The joystick will determine the velocity of notes transmitted by the pads. The notes are transmitted on the MIDI channel specified for each pad.
When you operate the joystick in Play mode, the main display will indicate “PdVel---”.

- 3 Press the [ENTER] key.
The setting will be updated, and you will return to Play mode.

■ **Assigning a control change**

If you select **CtrlChg#** in “Message Select,” use “Control Change Select” to select the control change, and then proceed to “MIDI Channel” (specify the MIDI channel).

- 1 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Control Change Select” (select the control change number).



- 2 Use the [VALUE] dial or the pads to select the control change number.
The range is 0-127.
- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDI Channel” (specify the MIDI channel).

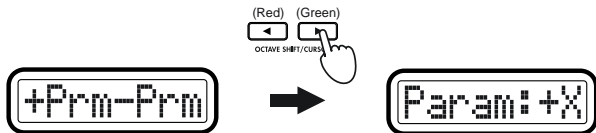
Assigning different MIDI messages to the +X and -X directions

Here's how to assign different MIDI messages to the -X and +X directions of the joystick. You can assign aftertouch, velocity, or a control change (CC#).

- 1 Hold down the [SETTING] key and press pad [5] to enter the Joystick -X assignment page, and choose +Prm-Prm for "Assignment Select."



- 2 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "+X/-X Select" (select the direction that you want to assign).



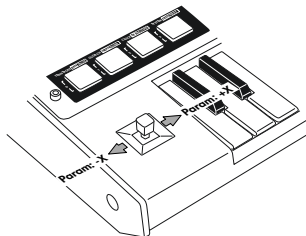
- 3 Use the [VALUE] dial to select whether you will assign the +X direction or the -X direction.

Param: -X

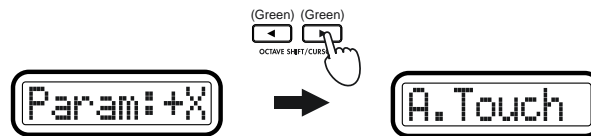
Assign the -X direction.

Param: +X

Assign the +X direction.



- 4 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "Message Select" (selecting MIDI message).



- 5 Use the [VALUE] dial to select the MIDI message you want to assign.

NoAssign

No MIDI message will be assigned to the joystick range you are assigning. If you select **NoAssign**, the setting will be updated when you press the [ENTER] key. [Step 8](#)

A.Touch (AfterTouch)

Keyboard aftertouch will be assigned. If you select **A.Touch**, you can also select the type of aftertouch. [p.32 "Assigning aftertouch"](#)

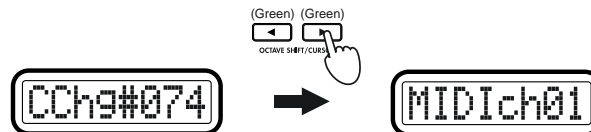
Velocity

Assign keyboard or pad velocity. If you select **Velocity**, you can also select the type of velocity. [p.33 "Assigning velocity"](#)

CtrlChg# (Control Change)

Assign control change. If you select **CtrlChg#**, you can also select the control change number. [p.33 "Assigning a control change"](#)

- 6 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "MIDI Channel" (specify the MIDI channel).

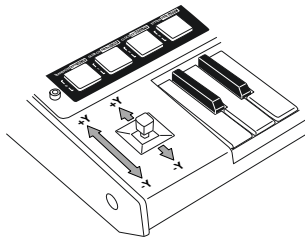


- 7 Use the [VALUE] dial or the pads to select the MIDI channel on which the assigned MIDI message will be transmitted. The range is 1-16 (ch). (☞p.4 “About the trigger pad functions-Input numerical values”)
- 8 Press the OCTAVE SHIFT/CURSOR [◀] key to return to “+X/-Y Select,” and use the same procedure to make settings for the other direction of the joystick. ☞Steps 3-6
- 9 When you have finished making settings for both directions, press the [ENTER] key.
The settings will be updated, and you will return to Play mode.
- 🔔 If you want to keep the new settings, you must save them in Scene mode. If you turn off the power or select a different scene without saving, your new settings will be lost. (☞p.54 “Scene mode-[16] WRITE”)

[6] JOYSTICK-Y (Joystick-Y assignment)

In Joystick-Y assignment you can specify the MIDI message and channel that will be transmitted for forward/backward ($\pm Y$) joystick movements. You can assign separate MIDI messages to the forward and backward ($\pm Y$) directions.

You can assign pitch bend, master balance, aftertouch, velocity, or control changes (CC#).



- 1 Hold down the [SETTING] key and press pad [6].
The [SETTING] key and pad [6] will light, and you will be in the Joystick-Y assignment page. The main display indicates “Assignment Select” (select the type of assignment).

The assignable content and the assignment procedure are the same as for the joystick left/right ($\pm X$) direction. For details on how to make settings, refer to “Joystick-X assignment” (☞p.31).

[7] STICK SW (Joystick switch assignment)

In Joystick switch assignment you can assign a MIDI message to the joystick switch and specify how the switch will operate.

You can assign damper, sostenuto, soft pedal, portamento, or control change (CC#) messages to the joystick switch.

- 1 Hold down the [SETTING] key and press pad [7].
The [SETTING] key and pad [7] will light, and you will be in the Joystick switch assignment page. The main display will indicate “Message Select” (select the MIDI message).
The assignable content and the assignment procedure are the same as for the pedal. For details, refer to “Pedal assignment” (☞p.29).

[8] PORT (USB-MIDI Port setting)

The USB-MIDI Port setting page lets you specify the USB-MIDI transmission port that each controller will use when the microKONTROL is connected to a computer via USB. You can specify the transmission port separately for each controller.

⚡ These port settings apply only to the USB connection. All MIDI messages will be transmitted from the MIDI OUT connector, regardless of the port settings.

- 1 Hold down the [SETTING] key and press pad [8]. The [SETTING] key and pad [8] will light, and you will be in the USB-MIDI Port setting page. The main display will indicate “Controller Select” (select the controller for which you want to make settings).



- 2 Use the [VALUE] dial to select the controller whose transmission port you want to specify.

Encoder

Specify the transmission port for the encoders.

Slider

Specify the transmission port for the sliders.

PAD 1-8

Specify the transmission port for the pads [1]-[8].

PAD 9-16

Specify the transmission port for the pads [9]-[16].

Pedal

Specify the transmission port for the connected pedal.

JyStick-X (Joystick-X)

Specify the transmission port for the X-axis of the joystick.

JyStick-Y (Joystick-Y)

Specify the transmission port for the Y-axis of the joystick.

Stick SW

Specify the transmission port for the joystick switch.

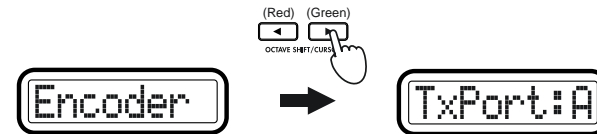
Keyboard

Specify the transmission port for the keyboard.

Message

Specifies the transmission port for the MIDI messages transmitted in Message mode and for MIDI Clock.

- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “TxPort” (select the port).



- 4 Use the [VALUE] dial to select the transmission port.

A (USB Port A)

The MIDI messages assigned to the controller will be transmitted to port A.

B (USB Port B)

The MIDI messages assigned to the controller will be transmitted to port B.

- 5 Press the OCTAVE SHIFT/CURSOR [◀] key to return to “Controller Select,” and specify the transmission port for other controllers. [ⓘ]Steps 2-4

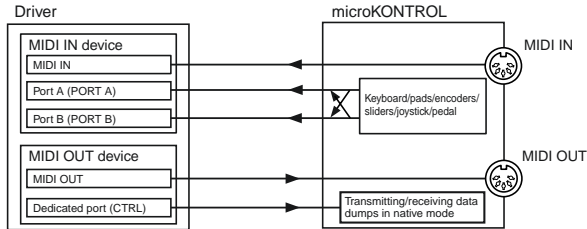
- 6 When you have finished making settings for each controller, press the [ENTER] key. The settings will be updated, and you will return to Play mode.

note If you want to keep the new settings, you must save them in Scene mode. If you turn off the power or select a different scene without saving, your new settings will be lost. ([ⓘ]p.54 “Scene mode-[16] WRITE”)

note The port settings are saved independently for each scene.

About the microKONTROL and the driver ports

When seen from the computer, the microKONTROL's USB-MIDI connection has 3 inputs and 2 outputs, as described below.



MIDI IN devices

MIDI IN

MIDI messages received by the microKONTROL's MIDI IN connector are sent to the computer via this port. If you are using the microKONTROL as a USB-MIDI interface, select this port in your MIDI software to receive input from external MIDI gear, such as other synthesizers, external sequencers, and so on.

Ports A and B

MIDI messages from the microKONTROL's keyboard, sliders, encoders, and other controllers will be sent via these ports. The settings in the USB-MIDI Port setting page determine which port is used by each group of controllers. You may find it convenient to use port A for the keyboard and port B for the encoders, sliders, and other controllers.

If you want to control your computer application from the microKONTROL, select one of these ports as the application's remote control MIDI input port.

MIDI OUT devices

MIDI OUT

MIDI messages sent by your software will be sent directly to the microKONTROL's MIDI OUT connector, without change.

Select this port as the MIDI output port in your application if you want to use the microKONTROL as a USB-MIDI interface, to transmit MIDI messages from your computer application to an external device.

Dedicated port (CTRL)

This is used to transmit/receive dump data and for the native mode. For details, see "About native Korg mode" (p.62).

Mac OS X port numbers

Mac OS X port numbers are a little different from those in the microKONTROL USB port settings, as shown below (p.11 "Mac OS X MIDI input and output ports").

microKONTROL	Mac OS X
MIDI IN/OUT	Port 1 (In/Out)
Port A/Dedicated	Port 2 (In/Out)
Port B	Port 3 (In)

About the microKONTROL's MIDI connectors

When not connected via USB

MIDI IN connector

If conventional MIDI messages are received by the microKONTROL, they will be ignored.

In native mode, system exclusive messages intended specifically for the microKONTROL can be received to operate the microKONTROL.

MIDI OUT connector

The microKONTROL's keyboard, pads, and controllers will all send data to the MIDI OUT connector, regardless of the USB-MIDI Port settings.

When connected via USB

MIDI IN connector

Received messages will be sent directly to the driver's MIDI IN port.

MIDI OUT connector

Messages sent from MIDI software to the driver's MIDI OUT port will be transmitted without change. Messages from the microKONTROL's keyboard and controllers will not be transmitted; instead, they are only sent to the computer via USB.

[9] KBD VELOCITY (Keyboard Velocity setting)

The Keyboard Velocity setting selects the velocity curve of the keyboard. When you play the keyboard, notes will be transmitted with a velocity value according to the selected velocity curve or a fixed velocity value. You can select one of eight curves or specify a fixed velocity value.

- 1 Hold down the [SETTING] key and press pad [9]. The [SETTING] key and pad [9] will light, and you will be in the Keyboard Velocity setting page. The main display will indicate "Velocity Type" (select the velocity type).



- 2 Use the [VALUE] dial to select the velocity curve. If you select a curve, the setting will be saved when you press the [ENTER] key (blinking). **Step 4**

V-Curve1 – V-Curve3 (Velocity Curve 1-3)

These curves begin to produce higher velocities when you play strongly. V-Curve3 will tend to produce higher velocities.

V-Curve4, V-Curve5 (Velocity Curve 4, 5)

These are typical curves. V-Curve5 produces high velocity values even when played less strongly.

V-Curve6 (Velocity Curve 6)

This curve produces high velocity values even when not played very strongly.

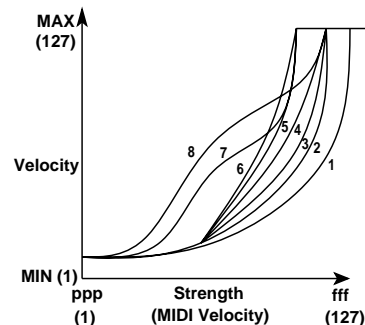
V-Curve7 (Velocity Curve 7)

This curve produces little change for medium-strength playing, creating a more consistent effect.

V-Curve8 (Velocity Curve 8)

This curve is slightly more flat than curve 7, and produces little change for medium-strength playing, creating a more consistent effect.

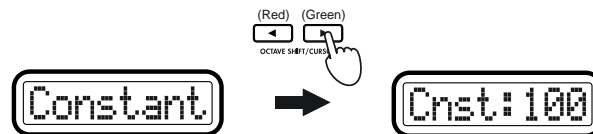
note Since curves 7 and 8 produce less change for medium-strength playing, they are suitable when you do not need velocity or when you want to make the note strength consistent. However, since there will be greater change for softly-played notes, these curves can be more difficult to control. Choose a curve that is suitable for your playing strength and the result that you want to obtain.



Constant

Notes will be transmitted with the specified velocity value, and the actual played velocity will be ignored.

- 3 If you select **Constant** as the "Velocity Type," press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "Cnst (Constant)" and use the [VALUE] dial to set the velocity value. The range is 1-127.



- 4 Press the [ENTER] key. The settings will be saved, and you will return to Play mode.

[10] PAD VELOCITY (PAD Velocity setting)

The PAD Velocity setting page lets you specify the type of velocity that will be used when transmitting note messages from the pads. You can choose to control the output velocity according to the strength with which you strike the pads, or to always send a fixed value.

- 1 Hold down the [SETTING] key and press pad [10]. Pad [10] and the [SETTING] key will light, and you will be in the PAD Velocity setting page. The main display will indicate “Velocity Type” (select the velocity type).



- 2 Use the [VALUE] dial to select the velocity type.

VelSens (Velocity Sens)

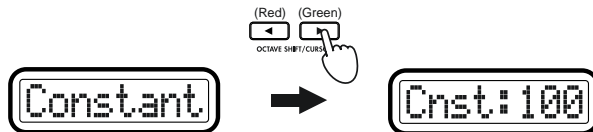
The transmitted velocity value will vary in steps according to the strength with which you strike the pads.

If you select VelSens, the setting will be saved when you press the [ENTER] key (blinking).

Constant

The transmitted velocity value will not be affected by the strength with which you strike the pads.

- 3 If you select **Constant** for “Velocity Type,” press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Constant” (specify the velocity value), and use the [VALUE] dial to specify the velocity value. The range is 1-127.



- 4 Press the [ENTER] key. The settings will be saved, and you will return to Play mode.

[11] LCD BACKLIG (LCD Backlight setting)

The LCD Backlight setting specifies the backlight color of the main display and sub-displays. You can choose between red, green, orange, and off. For the sub-displays you can specify the backlight color separately for the encoder and slider indications. The display backlight color will change according to the controller you operate.

- 1 Hold down the [SETTING] key and press pad [11]. The [SETTING] key and pad [11] will light, and you will be in the LCD Backlight setting page. The main display will indicate “Display Select” (select the display whose settings you want to make).



- 2 Use the [VALUE] dial to select the display for which you want to make settings.

Encd (Encoder)

Specify the backlight color for when the sub-display is showing an encoder.

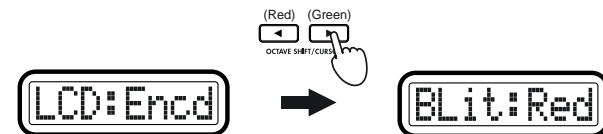
Slidr (Slider)

Specify the backlight color for when the sub-display is showing a slider.

Main

Specify the backlight color of the main display.

- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Backlit Select” (select the backlight color).



- 4 Use the [VALUE] dial to select the backlight color.
Off: backlight off
Red: red
Grn: green
Org: orange
- 5 Press the OCTAVE SHIFT/CURSOR [◀] key to return to “Display Select,” and make settings for other displays in the same way.
- 6 When you have finished making settings for each display, press the [ENTER] key to save the settings and return to Play mode.

[12] PAD ILLUMI (PAD Illumination setting)

In the PAD Illumination setting page you can specify whether the pads will light when they transmit a MIDI message in Play mode.

- 1 Hold down the [SETTING] key and press pad [12]. The [SETTING] key and pad [12] will light, and you will be in the PAD Illumination setting page. The main display will indicate “Blink” (pad illumination setting).

A rectangular LCD display with a black border showing the text "BlinkOff" in a pixelated font.

- 2 Use the [VALUE] dial to specify whether the pad will momentarily light or go dark, or not change when you strike a pad in Play mode.
BlinkOff: The pad illumination will not change. (It will remain lit or dark.)
BlinkOn: The pad will momentarily light or momentarily go dark.
- 3 Press the [ENTER] key.
The setting will be saved, and you will return to Play mode.

[13] TRANSPOSE (Transpose setting)

The Transpose setting sets the transposition of the keyboard. You can adjust this in semitone steps.

- 1 Hold down the [SETTING] key and press pad [13]. The [SETTING] key and pad [13] will light, and you will be in the Transpose setting page. The main display will indicate “Transpose” (transpose setting).

A rectangular LCD display with a black border showing the text "Trns:+00" in a pixelated font.

- 2 Use the [VALUE] dial or the pads to specify the keyboard transpose setting. The range is -24 – $+24$ (± 2 octaves). (See p. 4 “About the trigger pad functions–Input numerical values”)
- 3 Press the [ENTER] key.
The setting will be saved, and you will return to Play mode.

[14] GLOB.CH (Global MIDI Channel setting)

The Global MIDI Channel setting specifies the global MIDI channel; the channel on which note data is transmitted when you play the keyboard.

- 1 Hold down the [SETTING] key and press pad [14].
The [SETTING] key and pad [14] will light, and you will be in the Global MIDI Channel setting page. The main display will indicate “Global MIDI Channel” (set the global MIDI channel).



- 2 Use the [VALUE] dial or the pads to select the global MIDI channel.
The range is 1–16 (ch). (☞p.4 “About the trigger pad functions-Input numerical values”)
- 3 Press the [ENTER] key.
The setting will be saved, and you will return to Play mode.

[15] POLARITY (Polarity setting)

The Polarity setting specifies the polarity of the damper pedal or pedal switch connected to the rear panel PEDAL jack.

- 1 Hold down the [SETTING] key and press pad [15].
The [SETTING] key and pad [15] will light, and you will be in the Polarity setting page. The main display will indicate “Pedal Polarity” (pedal polarity setting).



- 2 Use the [VALUE] dial to specify the polarity of the pedal you have connected.
 - + : Select this setting if the connected pedal has a + (↑) polarity.
 - : Select this setting if the connected pedal has a - (↓) polarity. Use the “-” setting if you have connected a Korg damper pedal (the optional DS-1H) or a Korg pedal switch (the optional PS-1). If no pedal is connected to the PEDAL jack, select the “-” setting.
- 3 Press the [ENTER] key.
The setting will be saved, and you will return to Play mode.

[16] SYSTEM (System setting)

This specifies the initial values of the encoders when you reselect a scene.

- 1 Hold down the [SETTING] key and press pad [16].
The [SETTING] key and pad [16] will light, and you will be in the System setting page. The main display will indicate “Value” (specify the initial value).



- 2 Use the [VALUE] dial to specify the initial value.
You can select either **000**, **064**, **127**, or **Last** as the initial value.
If you select **Last**, the last-set encoder value will be the initial value.
- 3 Press the [ENTER] key.
The saving will be saved, and you will return to Play mode.

Message mode

In Message mode you can transmit various types of MIDI messages.

Message mode is divided into sixteen pages.

From Play mode, hold down the [MESSAGE] key. The main display shows “MesgPad?”, and pads [1] through [8] – which you can press to transmit a message immediately – will light. While holding [MESSAGE], press one of the pads described below to transmit the corresponding MIDI message.

Alternatively, you can hold down the [EXIT] key and press the [MESSAGE] key; the main display will indicate “MesgPad?”, and the microKONTROL will wait for you to select a message. From this state you can press a pad to transmit a message. If you press a pad [1]–[8] to transmit a message, the microKONTROL will remain in this state after the message is transmitted (Mode Lock). You can then press another pad to transmit another message. To exit this state, press the [EXIT] key. If you press a pad [9]–[16] to specify and then transmit a message, the microKONTROL will return to Play mode after the message is transmitted.

Pads [1]–[8] transmit the following preset MIDI messages.

Pad No.	Page	Content
Pad [1]	Panic message	Transmit All Note Off, All Sound Off, and Reset All Controller messages. (✎p. 43)
Pad [2]	Snap message	Transmit the values of the encoders and sliders. (✎p. 43)
Pad [3]	All Note Off message	Transmit an All Note Off message. (✎p. 44)
Pad [4]	GM On message	Transmit a GM System On message. (✎p. 44)
Pad [5]	Stop message	Transmit the realtime message Stop. (✎p. 44)
Pad [6]	Start message	Transmit the realtime message Start. (✎p. 44)
Pad [7]	Continue message	Transmit the realtime message Continue. (✎p. 45)
Pad [8]	Tap message	Adjust the tempo. (✎p. 45)

Pads [9]–[16] let you specify and transmit the following messages.

Pad No.	Page	Content
Pad [9]	Control Change message	Transmit a Control Change message. (✎p. 45)
Pad [10]	Bank Select message	Transmit a Bank Select message. (✎p. 46)
Pad [11]	Program Change message	Transmit a Program Change message. (✎p. 47)
Pad [12]	PitchBend Change message	Transmit a Pitch Bend message. (✎p. 47)
Pad [13]	RPN message	Transmit an RPN message. (✎p. 48)
Pad [14]	NRPN message	Transmit an NRPN message. (✎p. 49)
Pad [15]	System Exclusive message	Transmit any system exclusive message. (✎p. 50)
Pad [16]	Free message	Transmit any MIDI message of three bytes or less. (✎p. 51)


note The Setting mode USB-MIDI Port parameter specifies the port from which the message will be transmitted. (✎p. 36 “Setting mode–[8] PORT (USB-MIDI Port setting)”)


About the OCTAVE SHIFT/CURSOR keys, [ENTER] key, and [EXIT] key

In pages where you specify and transmit a MIDI message, you can use the OCTAVE SHIFT/CURSOR [◀]/[▶] keys as cursor keys to move between parameters.

When you press the [MESSAGE] key and a pad to enter one of these pages, the key(s) for the direction(s) in which you can move will light green. You cannot move in a direction in which the key is dark or lit red.

You can return to the first page by holding down the [▶] key and pressing the [◀] key.

(Red) (Green)
 : You can move toward the right to another parameter

(Green) (Red)
 : You can move toward the left to another parameter

When you come to the last page, the [ENTER] key will blink. Press the [ENTER] key to transmit the specified message and return to Play mode. If you decide to cancel, press the [EXIT] key.

[1] PANIC (Panic message)

This transmits **All Note Off [Bn, 7B, 00]**, **All Sound Off [Bn, 78, 00]**, and **Reset All Controllers [Bn, 79, 00]** messages on all MIDI channels. You can execute this if the connected software becomes unstable or if “stuck notes” occur on a connected MIDI sound module. (The numbers in the brackets are the hexadecimal values for these messages; “Bn” is the current MIDI channel.)

- 1 Hold down the [MESSAGE] key and press pad [1]. Pad [1] will briefly go dark, and All Note Off, All Sound Off, and Reset All Controllers will be transmitted on all MIDI channels. The main display will indicate “Panic!!”



Release the [MESSAGE] key to return to Play mode.

note Only in the case of the Panic message, the messages will be transmitted from both USB Port A and USB Port B, regardless of the Setting mode [8] PORT (USB-MIDI Port Setting).

[2] SNAP (Snap message)

This transmits the current values of the encoders and sliders (Snapshot function). This is useful when you want to transmit the MIDI messages assigned to the encoders and sliders so that they can be recorded at the beginning of a song on your sequencer, or used as initial settings for your DAW etc.

note The Snap Shot function transmits the current values for all of the encoders and sliders at once.

- 1 In Play mode, set the encoders and sliders to the desired settings. The sub-displays indicate the value while you are operating the controller.
- 2 Hold down the [MESSAGE] key and press pad [2]. Pad [2] will briefly go dark, and the encoder and slider values will be transmitted. The main display will indicate “SnapShot.”



Release the [MESSAGE] key to return to Play mode.

[3] NOTE OFF (All Note Off message)

This transmits an All Note Off [Bn, 7B, 00] message on all MIDI channels.

- 1 Hold down the [MESSAGE] key and press pad [3]. Pad [3] will briefly go dark, and an All Note Off message will be transmitted on all MIDI channels. The main display will indicate "AllNtOff."

A rectangular LCD display with a double border showing the text "AllNtOff" in a monospaced font.

Release the [MESSAGE] key to return to Play mode.

[4] GM ON (GM On message)

This transmits a GM System On [F0, 7E, 7F, 09, 01, F7] message.

- 1 Hold down the [MESSAGE] key and press pad [4]. Pad [4] will briefly go dark, and a GM System On message will be transmitted. The main display will indicate "GM On."

A rectangular LCD display with a double border showing the text "GM On" in a monospaced font.

Release the [MESSAGE] key to return to Play mode.

[5] STOP (Stop message)

This transmits the realtime message Stop [FC].

- 1 Hold down the [MESSAGE] key and press pad [5]. Pad [5] will briefly go dark, and the realtime message Stop will be transmitted. The main display will indicate "STOP."

A rectangular LCD display with a double border showing the text "STOP" in a monospaced font.

Release the [MESSAGE] key to return to Play mode.

[6] START (Start message)

This transmits the realtime message Start [FA].

- 1 Hold down the [MESSAGE] key and press pad [6]. Pad [6] will briefly go dark, and the realtime message Start will be transmitted. The main display will indicate "START."

A rectangular LCD display with a double border showing the text "START" in a monospaced font.

Release the [MESSAGE] key to return to Play mode.

[7] CONTINUE (Continue message)

This transmits the realtime message **Continue** [FB].

- 1 Hold down the [MESSAGE] key and press pad [7]. Pad [7] will briefly go dark, and the realtime message Continue will be transmitted. The main display will indicate “CONTINUE.”



Release the [MESSAGE] key to return to Play mode.

[8] TAP (Tap message)

You can set the tempo of a sequencer etc. by pressing pad [8] at regular intervals.

- 1 Hold down the [MESSAGE] key and press pad [8] two or more times at the desired tempo. Pad [8] will briefly go dark, and the main display will indicate the tempo (to the first decimal place) of the timing clock messages the microKONTROL is transmitting.



Release the [MESSAGE] key to return to Play mode.

- note** If you hold down the [EXIT] key and press the [MESSAGE] key to select the Mode Lock state, you can set the tempo simply by pressing pad [8] without having to hold down the [MESSAGE] key.

[9] CTRL (Control Change message)

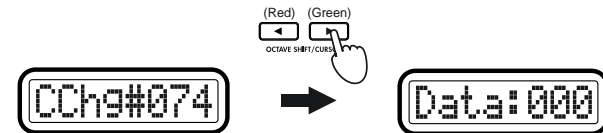
This lets you specify and transmit any desired control change message. The message will be transmitted once with the single value you specify.

- 1 Hold down the [MESSAGE] key and press pad [9]. The [MESSAGE] key and pad [9] will light, and you will enter the CTRL (Control Change message) page. The main display will indicate “Message Select” (select the control change message).

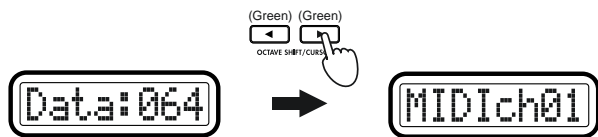


- note** The selectable parameter or value will blink within the display.

- 2 Use the [VALUE] dial or the pads to select the control change you want to transmit. The range is **0-127**. (See p. 4 “About the trigger pad functions-Input numerical values”)
- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Data” (specify the value of the message).



- 4 Use the [VALUE] dial or the pads to specify the value of the message. The range is **0-127**.
- 5 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDI Channel” (specify the MIDI channel).



6 Use the [VALUE] dial or the pads to specify the MIDI channel on which the control change will be transmitted. The range is 1-16 (ch).

7 Press the [ENTER] key to transmit the message. When transmission is completed, the main display will indicate "Trnsmit!" and you will return to Play mode. If you press the [EXIT] key, the scene number will be displayed.

note If you decide to cancel mid-way through the procedure, press the [EXIT] key to return to Play mode.

note The next time that you use this function, the previously-specified message will be displayed. The microKONTROL will remember this message until you turn off the power.

[10] BANK (Bank Select message)

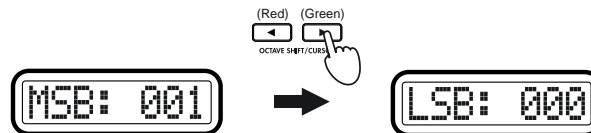
This lets you transmit a **bank select message** [Bn, 00, mm], [Bn, 20, bb] (n: MIDI channel, mm: MSB, bb: LSB). The combination of the two values, MSB and LSB, lets you specify a total of 16,384 different banks.

1 Hold down the [MESSAGE] key and press pad [10]. The [MESSAGE] key and pad [10] will light, and you will enter the BANK (Bank Select message) page. The main display will indicate "MSB" (Most Significant Byte setting).



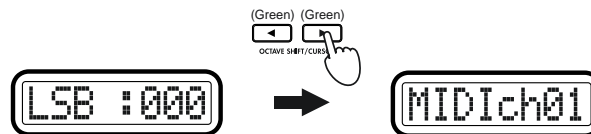
2 Use the [VALUE] dial or the pads to input the "MSB" value. The range is 0-127. (see p.4 "About the trigger pad functions-Input numerical values")

3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "LSB" (Least Significant Byte setting).



4 Use the [VALUE] dial or the pads to input the "LSB" value. The range is 0-127.

5 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "MIDI Channel" (specify the MIDI channel).



6 Use the [VALUE] dial or the pads to select the MIDI channel on which the bank select message will be transmitted. The range is 1-16 (ch).

7 Press the [ENTER] key to transmit the message. When transmission is completed, the main display will indicate "Trnsmit!" and you will return to Play mode. If you press the [EXIT] key, the scene number will be displayed.

note The next time that you use this function, the previously-specified message will be displayed. The microKONTROL will remember this message until you turn off the power.

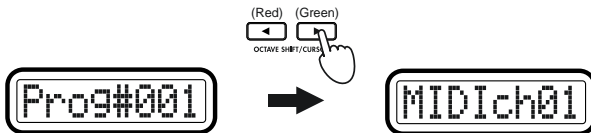
[11] PROG (Program Change message)

This lets you transmit a **program change message** [Cn, mm] (n: channel, mm: program number)

- 1 Hold down the [MESSAGE] key and press pad [11]. The [MESSAGE] key and pad [11] will light, and you will enter the PROG (Program Change message) page. The main display will indicate "Prog" (select the program number).



- 2 Use the [VALUE] dial or the pads to input the program number you want to transmit. The range is 0-127. (ref. p.4 "About the trigger pad functions-Input numerical values")
- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "MIDI Channel" (specify the MIDI channel).



- 4 Use the [VALUE] dial or the pads to select the MIDI channel on which the program change message will be transmitted. The range is 1-16 (ch).
- 5 Press the [ENTER] key to transmit the message. When transmission is completed, the main display will indicate "Trnsmitt!" and you will return to Play mode. If you press the [EXIT] key, the scene number will be displayed.

note The next time that you use this function, the previously-specified message will be displayed. The microKONTROL will remember this message until you turn off the power.

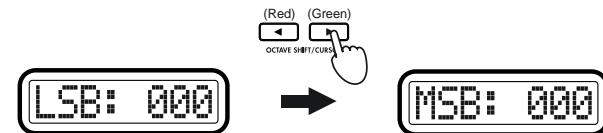
[12] BEND (Pitch Bend Change message)

This lets you transmit a **pitch bend message** [En, bb, mm] (n: channel, bb: LSB, mm: MSB). The combination of the two values, MSB and LSB, let you specify a total of 16,384 different pitch bend values, where 8,192 (LSB=000, MSB=064) is the center value.

- 1 Hold down the [MESSAGE] key and press pad [12]. The [MESSAGE] key and pad [12] will light, and you will enter the BEND (Pitch Bend Change message) page. The main display will indicate "LSB" (LSB setting).

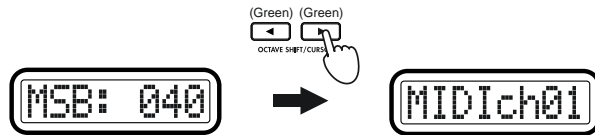


- 2 Use the [VALUE] dial or the pads to input the "LSB" value. The range is 0-127. (ref. p.4 "About the trigger pad functions-Input numerical values")
- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "MSB" (MSB setting).



- 4 Use the [VALUE] dial or the pads to input the "MSB" value. The range is 0-127.

- 5 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDI Channel” (specify the MIDI channel).



- 6 Use the [VALUE] dial or the pads to select the MIDI channel on which the pitch bend message will be transmitted. The range is **1–16 (ch)**.
- 7 Press the [ENTER] key to transmit the message. When transmission is completed, the main display will indicate “Trnsmit!” and you will return to Play mode. If you press the [EXIT] key, the scene number will be displayed.

note The next time that you use this function, the previously-specified message will be displayed. The microKONTROL will remember this message until you turn off the power.

[13] RPN (RPN message)

This lets you transmit any desired **RPN (Registered Parameter Number)** message.

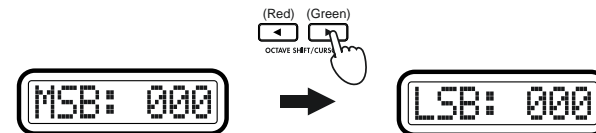
RPN messages are used to make common settings that are not specific to individual manufacturers.

The parameter number is specified by the combination of two controllers, CC#101 (MSB) and CC#100 (LSB). After the parameter number is specified, its value is specified by another pair of controllers: CC#6 (MSB) and CC#38 (LSB).

- 1 Hold down [MESSAGE] and press pad [13]. The [MESSAGE] key and pad [13] will light, and you will enter the RPN (RPN message) page. The main display will indicate “MSB” (specify the parameter number MSB for CC#101).

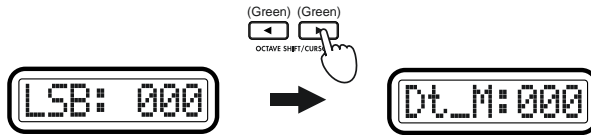


- 2 Use the [VALUE] dial or the pads to input the “MSB” value. The range is **0–127**. (see p.4 “About the trigger pad functions–Input numerical values”)
- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “LSB” (specify the parameter number LSB for CC#100).



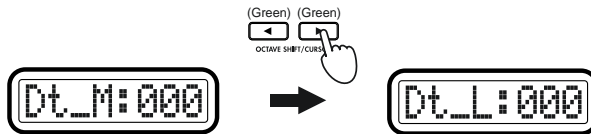
- 4 Use the [VALUE] dial or the pads to input the “LSB” value. The range is **0–127**.

- 5 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Dt_M:” (specify the Data Entry MSB that follows CC#6).



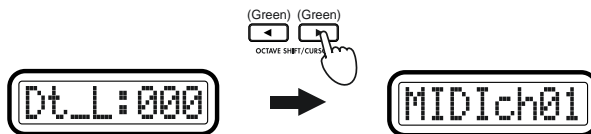
- 6 Use the [VALUE] dial or the pads to input the Data Entry MSB value. The range is 0-127.

- 7 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Dt_L:” (specify the Data Entry LSB that follows CC#38).



- 8 Use the [VALUE] dial or the pads to input the Data Entry LSB value. The range is 0-127.

- 9 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “MIDIch” (specify the MIDI channel).



- 10 Use the [VALUE] dial or the pads to select the MIDI channel on which the specified RPN message will be transmitted. The range is 1-16 (ch).

- 11 Press the [ENTER] key to transmit the message. When transmission is completed, the main display will indicate “Trnsmit!” and you will return to Play mode. If you press the [EXIT] key, the scene number will be displayed.

note The next time that you use this function, the previously-specified message will be displayed. The microKONTROL will remember this message until you turn off the power.

[14] NRPN (NRPN message)

This lets you transmit any desired NRPN (Non Registered Parameter Number) message.

NRPN messages can be used to make settings that are specific to individual instrument manufacturers or devices.

The parameter number is specified by the combination of two controllers, CC#99 (MSB) and CC#98 (LSB). After the parameter number is specified, its value is specified by another pair of controllers: CC#6 (MSB) and CC#38 (LSB).

- 1 Hold down [MESSAGE] and press pad [14]. The [MESSAGE] key and pad [14] will light, and you will enter the NRPN (NRPN message) page. The main display will indicate “MSB” (specify the MSB). For more details, refer to “[13] RPN (RPN message)” (p. 48).

[15] EX (System Exclusive message)

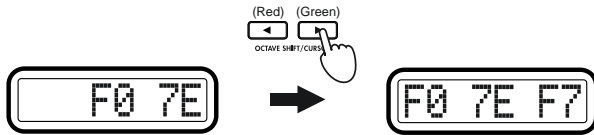
This lets you transmit any desired system exclusive message.

As an example, here's how to specify and transmit a GM System On message [F0, 7E, 7F, 09, 01, F7].

- 1 Hold down the [MESSAGE] key and press pad [15]. The [MESSAGE] key and pad [15] will light, and you will enter the EX (System Exclusive message) page. The main display will indicate "System Exclusive" (specify a system exclusive message).



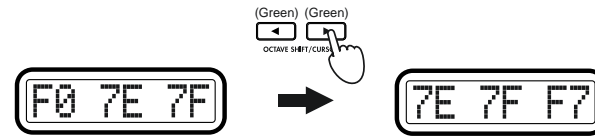
- 2 Use the [VALUE] dial or the pads to enter 7E, and press the OCTAVE SHIFT/CURSOR [▶] key to proceed to inputting the next byte.



note Input from the pads will be only in hexadecimal form; the [HEX LOCK] key will automatically be lit.

note When you input a byte from the F7 (End Of Exclusive) indication, the OCTAVE SHIFT/CURSOR [▶] key will light green, allowing you to move.

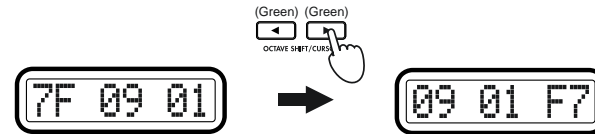
- 3 Use the [VALUE] dial or the pads to input 7F, and press the OCTAVE SHIFT/CURSOR [▶] key to proceed to the next byte of input. At the point you input 7F, the OCTAVE SHIFT/CURSOR [▶] key will light green, allowing you to move.



- 4 In the same way, use the [VALUE] dial or the pads and the OCTAVE SHIFT/CURSOR [▶] key to input bytes 09 and 01.



- 5 After you have input 01, press the OCTAVE SHIFT/CURSOR [▶] key to display F7 (End Of Exclusive).



- 6 Press the [ENTER] key to transmit the message. When transmission is completed, the main display will indicate "Trnsmit!" and you will return to Play mode. If you press the [EXIT] key, the scene number will be displayed.

note You can transmit an exclusive message of up to 22 bytes (not including F0 and F7).

note The next time that you use this function, the previously-specified message will be displayed. The microKONTROL will remember this message until you turn off the power.

[16] FREE (Free message)

This lets you transmit any MIDI message of three bytes or less.

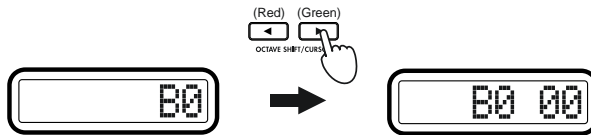
As an example, here's how to specify and transmit an **All Notes Off** message [B0, 7B, 00].

- 1 Hold down the [MESSAGE] key and press pad [16]. The [MESSAGE] key and pad [16] will light, and you will enter the FREE (Free message) page. The main display will indicate "Message" (specify a message).



note When the power is turned on, the default message will be 80.

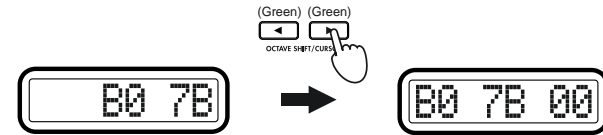
- 2 Use the [VALUE] dial or the pads to input B0, and press the OCTAVE SHIFT/CURSOR [▶] key to proceed to the next byte of input.



note Input from the pads will be only in hexadecimal form; the [HEX LOCK] key will automatically be lit.

note Only for the first byte, the range will be 80-FF.

- 3 Use the [VALUE] dial or the pads to input 7B, and press the OCTAVE SHIFT/CURSOR [▶] key to proceed to the next byte of input.



- 4 Use the [VALUE] dial or the pads to input 00. (If the display already indicates 00, leave it as is.)



- 5 Press the [ENTER] key to transmit the message. When transmission is completed, the main display will indicate "Trnsmit!" and you will return to Play mode. If you press the [EXIT] key, the scene number will be displayed.

note You can transmit a message of up to three bytes. Only the status byte of the message you specify will be checked; the microKONTROL will not check whether the message you specify is a valid message.

For a single-byte message such as a Realtime message, only the first one or two bytes (depending on the status byte) will be transmitted.

note The next time that you use this function, the previously-specified message will be displayed. The microKONTROL will remember this message until you turn off the power.

⚠ System exclusive messages and undefined MIDI messages cannot be transmitted. The main display will indicate "BadMesg!"

Scene mode

In Scene mode you can select and save scenes, load preset scenes, and transmit and receive dump data.

Scene mode is divided into five pages.


Hold down the [SCENE] key; the main display will indicate “ScenePd?”, pads [1] through [12] – which you can use to select scenes – will light, and the pad of the current scene will blink. Then press one of the following pads to select a scene or enter a page for saving a scene, etc. Alternatively, you can hold down the [EXIT] key and press the [SCENE] key; the main display will indicate “ScenePad?” and the microKONTROL will wait for you to select a page (Mode Lock). Now you can press a pad to select a page.

Pad No.	Page	Contents
Pad [1]–[12]	Select Scene	Select a scene from internal memory. (☞p.52)
Pad [13]	Encoder/Slider Value	View the encoder and slider values. (☞p.52)
Pad [14]	Dump	Save/load scenes to/from a computer. (☞p.53)
Pad [15]	Preload	Load the preset scenes. (☞p.53)
Pad [16]	Write	Save a scene into internal memory. (☞p.54)

About the OCTAVE SHIFT/CURSOR keys, [ENTER] key, and [EXIT] key

On the [15] PRELOAD and [16] WRITE pages, you can use the OCTAVE SHIFT/CURSOR [◀]/[▶] keys as cursor keys to move between parameters.

When you press the [SCENE] key and a pad to enter one of these pages, the key(s) for the direction(s) in which you can move will light green. You cannot move in a direction in which the key is dark or lit red.

 : You can move toward the right to another parameter

 : You can move toward the left to another parameter

When you come to the last page, the [ENTER] key will blink. Press the [ENTER] key to execute the Load or Write operation and return to Play mode. If you decide to cancel, press the [EXIT] key.

[1]...[12] Select Scene

Here’s how to select one of the scenes stored in the microKONTROL’s internal memory.

- 1 Hold down the [SCENE] key and press the pad of the scene number you want to use ([1]–[12]). The pad will blink, and the main display will show the name of the selected scene.



Release the [SCENE] key to return to Play mode.

note When you turn on the power, the last-selected scene will be selected.

- ⚠ Be aware that if you have modified the settings of the currently selected scene, re-selecting that scene will revert to the unmodified settings.
- ⚠ Loading a scene merely changes the internal settings of the microKONTROL; it does not cause MIDI messages to be transmitted from the USB connector or MIDI connector.
- ⚠ Never turn off the power while changing scenes; doing so may cause the internal data to be damaged.

[13] VALUE (Encoder/Slider Value)

This shows the current values of the encoders and sliders in the sub-displays. Before you use the Message mode snapshot function (☞p.43 “Message mode–[2] SNAP (Snap message)”), you can use this to check the values of the encoders and sliders.

- 1 Hold down the [SCENE] key and press pad [13]. While you hold down this key and pad, the main display will indicate “VALUE” and the sub-displays will indicate the current encoder and slider values. The first three digits are the encoder value, and the last three digits are the slider value. Release the pad or the [SCENE] key to return to Play mode.

[14] DUMP

In the Dump page you can transfer data between the microKONTROL and librarian software running on your computer. You can transfer both scene parameters and global data.

- 1 Hold down the [SCENE] key and press pad [14].
The [SCENE] key and pad [14] will light, and you will enter the Dump page.



- 2 From the librarian software running on your computer, transmit a MIDI Data Dump or a Dump Request to transfer data.
For details on using the librarian software to transfer data, refer to “Using the Librarian software” (p.57).

- 3 Press the [EXIT] key to return to Play mode.

note If you are using the librarian software, the microKONTROL will move to the Dump page automatically.

[15] PRELOAD

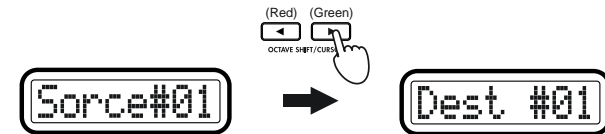
Here you can load the factory-preset scenes into the microKONTROL’s internal memory.
You can load any of the twelve preset scenes into any scene number.

- 1 Hold down the [SCENE] key and press pad [15].
The [SCENE] key will light, and you will enter the Preload page.
The main display will indicate “Source” (select the preset that you want to load), and that pad will blink.



note The selectable parameter or value will blink in the main display.

- 2 Use the [VALUE] dial or the pads to select the preset scene that you want to load. If you use the pads, simply press the pad for the scene you want to load.
- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to “Destination” (select the loading destination).



- 4 Use the [VALUE] dial or the pads to select the destination into which you want to load the preset scene.
- 5 Press the OCTAVE SHIFT/CURSOR [▶] key.
The main display will ask “Sure ?” (“Are you sure you want to load?”)



- 6 Press the [ENTER] key to load the preset scene.
When loading is completed, the main display will indicate “Complete” and you will return to Play mode.



If you press the [EXIT] key, the scene name will be displayed.

note If you decide to cancel mid-way through this procedure, press the [EXIT] key to return to Play mode.

⚠ Never turn off the power while loading data; doing so may cause the internal data to be damaged.

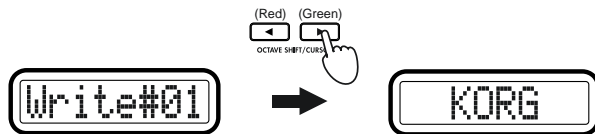
[16] WRITE

Here you can save the current controller assignments as a scene. You can save twelve different scenes in the microKONTROL's internal memory.

- 1 Hold down the [SCENE] key and press pad [16]. The [SCENE] key will light, and you will enter the WRITE page. The main display will show the current scene number, and the corresponding pad will blink.

A rectangular display with a double border showing the text "Write#01" in a monospaced font.

- 2 Use the [VALUE] dial or the pads to select the writing-destination.
- 3 Press the OCTAVE SHIFT/CURSOR [▶] key to proceed to "Name" (select a name for the scene).



- 4 Use the [VALUE] dial to select a name. The name you select here will be shown in the main display in Play mode. For a list of the available names, refer to "Scene Name" on the separate leaflet.

You cannot specify the name as individual characters.

- 5 Press the OCTAVE SHIFT/CURSOR [▶] key. The main display will ask "Sure ?" ("Are you sure you want to write?")

A rectangular display with a double border showing the text "Sure ?" in a monospaced font.

- 6 Press the [ENTER] key to execute the Write operation. When writing is completed, the main display will indicate "Complete" and you will return to Play mode. The scene you wrote will be selected.

A rectangular display with a double border showing the text "Complete" in a monospaced font.

If you press the [EXIT] key, the scene name will be displayed.

note If you decide to cancel mid-way through this procedure, press the [EXIT] key to return to Play mode.

Warning Never turn off the power while writing; doing so may cause the internal data to be damaged.

Appendices

Available MIDI messages

The microKONTROL lets you transmit the following MIDI messages.

Channel messages

Message	Function
8n	Note-on
9n	Note-off
An	Polyphonic Key Pressure
Bn	Control Change/Mode Message
Cn	Program Change (ⓂMessage mode [11] PROG)
Dn	Channel Aftertouch
En	Pitch Bend Change (ⓂMessage mode [12] BEND)

*n: MIDI channel (0–F)

System Realtime messages

Message	Function
F0	System Exclusive message
F1	MIDI Time Code
F2	Song Position Pointer
F3	Song Select
F6	Tune Request
F7	End Of System Exclusive
F8	Timing Clock (ⓂMessage mode [8] TAP)
FA	Start (ⓂMessage mode [6] START)
FB	Continue (ⓂMessage mode [7] CONTINUE)
FC	Stop (ⓂMessage mode [5] STOP)
FE	Active Sensing
FF	System Reset

MIDI Control Change messages

CC# (Hex)	Function
000 (00)	032 (20) Bank Select MSB/LSB
001 (01)	033 (21) Modulation MSB/LSB
002 (02)	034 (22) Breath Controller MSB/LSB
003 (03)	035 (23) undefined
004 (04)	036 (24) Foot Controller MSB/LSB
005 (05)	037 (25) Portamento MSB/LSB
006 (06)	038 (26) Data Entry MSB/LSB
007 (07)	039 (27) Channel Volume MSB/LSB
008 (08)	040 (28) Balance MSB/LSB
009 (09)	041 (29) undefined
010 (0A)	042 (2A) Pan MSB/LSB
011 (0B)	043 (2B) Expression MSB/LSB
012 (0C)	044 (2C) Effect Control 1 MSB/LSB
013 (0D)	045 (2D) Effect Control 2 MSB/LSB
016 (10)	048 (30) General Purpose Controller 1 MSB/LSB
017 (11)	049 (31) General Purpose Controller 2 MSB/LSB
018 (12)	050 (32) General Purpose Controller 3 MSB/LSB
019 (13)	051 (33) General Purpose Controller 4 MSB/LSB
020 (14)	052 (34) undefined
⋮	⋮
031 (1F)	063 (3F) undefined
064 (40)	Hold 1 (Damper, Sustain)
065 (41)	Portamento Switch (on/off)
066 (42)	Sostenuto
067 (43)	Soft Pedal
068 (44)	Legato Foot Switch
069 (45)	Hold 2
070 (46)	Sound Controller 1 (Sound Variation)
071 (47)	Sound Controller 2 (Resonance)
072 (48)	Sound Controller 3 (Release Time)
073 (49)	Sound Controller 4 (Attack Time)
074 (4A)	Sound Controller 5 (Brightness)
075 (4B)	Sound Controller 6 (Decay Time)
076 (4C)	Sound Controller 7 (Vibrato Rate)
077 (4D)	Sound Controller 8 (Vibrato Depth)
078 (4E)	Sound Controller 9 (Vibrato Delay)
079 (4F)	Sound Controller 10
080 (50)	General Purpose Controller 5
081 (51)	General Purpose Controller 6
082 (52)	General Purpose Controller 7
083 (53)	General Purpose Controller 8

Appendices–Available MIDI messages

CC# (Hex)	Function
084 (54)	Portamento Control
085 (55) ⋮ 090 (5A)	undefined
091 (5B)	Effect Depth (Reverb Send Level)
092 (5C)	Effect Depth (Tremolo Depth)
093 (5D)	Effect Depth (Chorus Send Level)
094 (5E)	Effect Depth (Celeste Depth)
095 (5F)	Effect Depth (Phase Depth)
096 (60)	Data Increment
097 (61)	Data Decrement
098 (62)	099 (63) NRPN LSB/MSB
100 (64)	101 (65) RPN LSB/MSB
102 (65) ⋮ 191 (77)	undefined

Channel Mode messages

CC# MSB/LSB (Hex)	Function
120 (78)	All Sound Off
121 (79)	Reset All Controllers
122 (7A)	Local Control
123 (7B)	All Notes Off
124 (7C)	Omni Off
125 (7D)	Omni On
126 (7E)	Mono On (Poly Off)
127 (7F)	Poly On (Mono Off)

RPN MSB/LSB


MIDI message	MSB (Hex)	LSB (Hex)
RPN Fine Tune	00 (00)	01 (01)
RPN Coarse Tune	00 (00)	02 (02)
RPN Pitch Bend Range	00 (00)	00 (00)

Note no.

Note	No.	(Hex)	Note	No.	(Hex)	Note	No.	(Hex)	Note	No.	(Hex)
C-1	0	(00)	C2	36	(24)	C5	72	(48)	C8	108	(6C)
C#-1	1	(01)	C#2	37	(25)	C#5	73	(49)	C#8	109	(6D)
D-1	2	(02)	D2	38	(26)	D5	74	(4A)	D8	110	(6E)
D#-1	3	(03)	D#2	39	(27)	D#5	75	(4B)	D#8	111	(6F)
E-1	4	(04)	E2	40	(28)	E5	76	(4C)	E8	112	(70)
F-1	5	(05)	F2	41	(29)	F5	77	(4D)	F8	113	(71)
F#-1	6	(06)	F#2	42	(2A)	F#5	78	(4E)	F#8	114	(72)
G-1	7	(07)	G2	43	(2B)	G5	79	(4F)	G8	115	(73)
G#-1	8	(08)	G#2	44	(2C)	G#5	80	(50)	G#8	116	(74)
A-1	9	(09)	A2	45	(2D)	A5	81	(51)	A8	117	(75)
A#-1	10	(0A)	A#2	46	(2E)	A#5	82	(52)	A#8	118	(76)
B-1	11	(0B)	B2	47	(2F)	B5	83	(53)	B8	119	(77)
C0	12	(0C)	C3	48	(30)	C6	84	(54)	C9	120	(78)
C#0	13	(0D)	C#3	49	(31)	C#6	85	(55)	C#9	121	(79)
D0	14	(0E)	D3	50	(32)	D6	86	(56)	D9	122	(7A)
D#0	15	(0F)	D#3	51	(33)	D#6	87	(57)	D#9	123	(7B)
E0	16	(10)	E3	52	(34)	E6	88	(58)	E9	124	(7C)
F0	17	(11)	F3	53	(35)	F6	89	(59)	F9	125	(7D)
F#0	18	(12)	F#3	54	(36)	F#6	90	(5A)	F#9	126	(7E)
G0	19	(13)	G3	55	(37)	G6	91	(5B)	G9	127	(7F)
G#0	20	(14)	G#3	56	(38)	G#6	92	(5C)			
A0	21	(15)	A3	57	(39)	A6	93	(5D)			
A#0	22	(16)	A#3	58	(3A)	A#6	94	(5E)			
B0	23	(17)	B3	59	(3B)	B6	95	(5F)			
C1	24	(18)	C4	60	(3C)	C7	96	(60)			
C#1	25	(19)	C#4	61	(3D)	C#7	97	(61)			
D1	26	(1A)	D4	62	(3E)	D7	98	(62)			
D#1	27	(1B)	D#4	63	(3F)	D#7	99	(63)			
E1	28	(1C)	E4	64	(40)	E7	100	(64)			
F1	29	(1D)	F4	65	(41)	F7	101	(65)			
F#1	30	(1E)	F#4	66	(42)	F#7	102	(66)			
G1	31	(1F)	G4	67	(43)	G7	103	(67)			
G#1	32	(20)	G#4	68	(44)	G#7	104	(68)			
A1	33	(21)	A4	69	(45)	A7	105	(69)			
A#1	34	(22)	A#4	70	(46)	A#7	106	(6A)			
B1	35	(23)	B4	71	(47)	B7	107	(6B)			

Using the Librarian software

The librarian software lets you save and manage the twelve scenes saved in the microKONTROL as a “set” (scene set).

 The explanatory screens used here are from Mac OS X.

Parts and their function

Folder tree
Shows the structure of the computer hard disk.

Scene pad display
Displays and edits the scene sets.

“Parameter Viewer” button
Switches the parameter viewer between displayed and hidden.

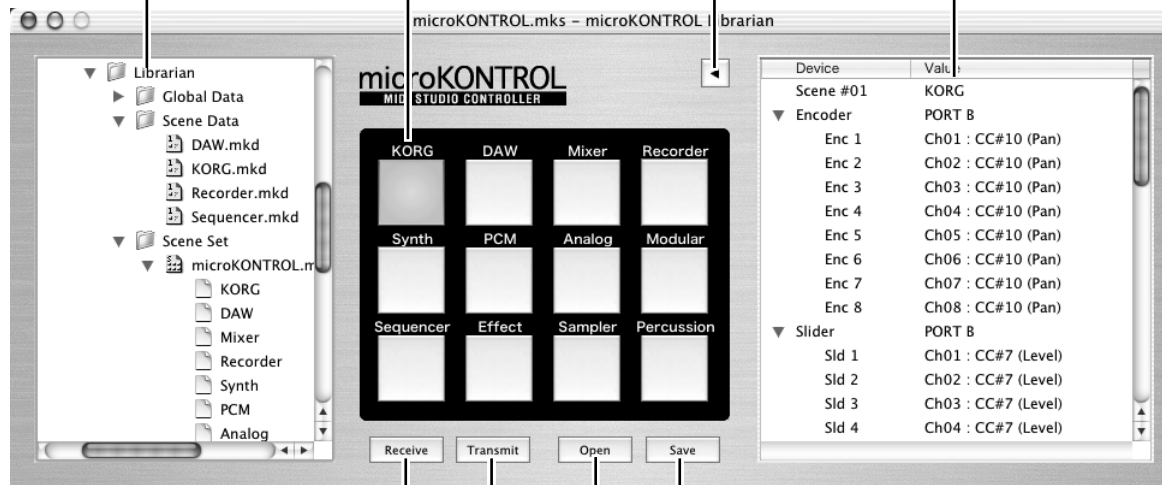
Parameter viewer
Shows the control assignments of the selected scene.

“Receive” button
Receives a scene set from the microKONTROL.

“Transmit” button
Transmits the scene set to the microKONTROL.


“Open” button
Loads a scene set saved in your computer. The loaded scene set will appear in the scene pad display.

“Save” button
Saves the scene set with the name you specify.

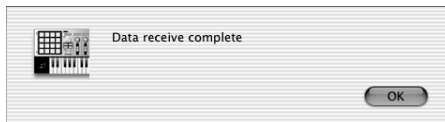


Saving scenes on your computer

Here’s how to save the twelve scenes of the microKONTROL as a Scene Set on your computer.

 Do not operate the microKONTROL while it is sending or receiving data. If an error message appears while sending or receiving data, check the connections with the MIDI driver.

- 1 Start up the Librarian software.
- 2 Click the “Receive” button located at the lower left of the scene pad display.
The microKONTROL will automatically enter the Dump page of Scene mode, and will transmit data to the Librarian software. When the Librarian software finishes receiving the data, it will display a dialog box. Click the “OK” button.



The received data is displayed in the scene pad display. You can press the “Parameter Viewer” button to open the parameter viewer and check the assignments of the various controllers.


note To edit the name of a scene, double-click the scene name displayed above the scene pad.

- 3 Click the “Save” button.
The “Save Scene Set” dialog box will appear.
- 4 Assign a file name, specify the save-location, and click the “Save” button. The file will be saved to the location you specified.

About the data you can save

The following data can be transferred between the Librarian software and the microKONTROL.

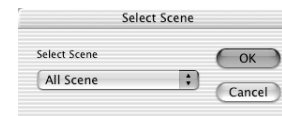
Scene set	A file that contains twelve scene sets. The filename has an extension of “.mks”.
Scene data	Data for one scene. The filename has an extension of “.mkd”.
Global data	Global data. The filename has an extension of “.mkg”.

 Scene data can be exchanged with the microKONTROL only in scene sets.

Loading scenes into the microKONTROL

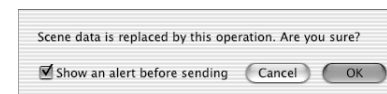
Here’s how to load a scene set from your computer into the microKONTROL.

- 1 In the folder tree, select the scene set file (extension “.mks”) that you want to load, and drag it into the scene pad display.
If the “Select Scene” dialog box appears, choose All Scene and click the “OK” button.



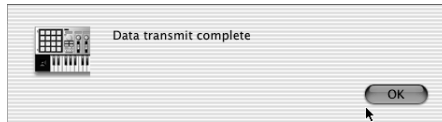
note To save a scene, drag the scene name (from above a scene pad) into the folder tree. To load a scene, drag the saved scene from the folder tree onto a scene pad. To exchange scenes between two pads, drag the first scene’s name to the second scene’s pad.

- 2 Click the “Transmit” button.
A dialog box will ask whether you want to rewrite the data in the microKONTROL’s memory. Click the “OK” button.



The scene data will be loaded from the Librarian software into the microKONTROL.

- 3 When transmission is completed, the Librarian software will display a dialog box. Click the “OK” button.



When the microKONTROL finishes receiving the scene data, its main display will indicate “Complete”

Menu commands

File

New

Creates a new scene set.

Open Scene Set...

Reads a scene set from a scene set file.

Open Recent

Displays a list of the scene set files you opened recently.

Save Scene Set

Overwrites the currently-edited scene set into the existing scene set file.

Save Scene Set As...

Saves the currently-edited scene set as a new file with the name you specify.

Load Scene Data...

Loads a scene data file into the currently selected scene.

Save Scene Data...

Saves the currently selected scene to a scene data file.

Output Parameter... [Mac]

Saves the assignments of the currently selected scene in PDF format.

Edit

Undo

Cancels the result of the previous scene data load or scene exchange.

Redo

Re-executes the operation you cancelled by Undo.

Cut

Deletes the assignment settings of the selected scene.

Copy

Copies the assignment settings of the currently selected scene.

Paste

Pastes the copied settings into the selected scene.

Clear

Erases the assignment settings of the selected scene.

Exchange

Exchanges the selected scene with the scene you specify.

Rename

Edits the name of the selected scene.

View

Tool Bar [Win]

Switches the toolbar between visible and hidden states.

When visible, a check mark is displayed at the left of this command.

Status Bar [Win]

Switches the status bar between visible and hidden states.

When visible, a check mark is displayed at the left of this command.

Parameter Viewer

Switches the parameter viewer between visible and hidden states.

When visible, a check mark is displayed at the left of this command.

Refresh Folder Tree

Updates the folder tree display to show the current state of the folders.

MIDI

Receive Scene Set

Receives a scene set from the microKONTROL.

Transmit Scene Set

Writes the current scene set into the microKONTROL.

Receive Global Data...

Receives global data from the microKONTROL and saves it as a global data file.

Transmit Global Data...

Loads global data from a global data file, and writes it into the microKONTROL.

Preview Scene Data

Sends the assignments of the selected scene to the microKONTROL, without storing them in the microKONTROL's scene memory. You can also execute this by holding down the [Shift] key (Win) / [Option] key (Mac) and pressing the scene pad that you want to preview.

Set MIDI Port... [Win]

Opens the MIDI Port Setting window.

Window [Mac]

Minimize Window

Minimizes the window.

Bring All to Front

Displays the Librarian windows in front of any other windows.

About [Win]

Displays the software version.

note [Mac]: a menu item found only on Macintosh
 [Win]: a menu item found only on Windows

Main shortcut keys

New	Command + N
Open Scene Set.....	Command + O
Save Scene Set	Command + S
Save Scene Set As.....	Shift + Command + S
*Output Parameter	Command + D
Undo	Command + Z
Redo.....	Shift + Command + Z
Cut.....	Command + X
Copy	Command + C
Paste.....	Command + V
Refresh Folder Tree.....	Command + F
Parameter Viewer	Command + B
Receive Scene Set	Command + R
Transmit Scene Set	Command + T
Preview Scene Data	Command + P
*Minimize Window	Command + M
*Quit microKONTROL	Command + Q

note In Windows, use the [Ctrl] key instead of the [Command] key. Shortcuts marked with an asterisk* are not available in Windows.

MIDI implementation

System exclusive messages

microKONTROL format

F0: Exclusive status

42: Korg ID

4n: [n=0–F] Global MIDI channel 1–16

6E: Model ID

00: microKONTROL sub-ID

ff: Function ID (type of message)

~

F7: End of exclusive

Switching scenes

When the microKONTROL receives a message of [**F0, 42, 4n, 6E, 00, 1F, 14, ss, F7**] (ss=00: Scene number 1 – 0B: Scene number 12), it will switch to the specified scene. When the scene is switched, the microKONTROL will transmit [**F0, 42, 4n, 6E, 00, 5F, 4F, ss, F7**]

Transmits scene or global data (data dumps)

The microKONTROL can transmit scene parameters and global parameters in the form of MIDI exclusive data. The operation of transmitting MIDI exclusive data to a computer or external MIDI device is called a “data dump.” A data dump will be transmitted when the microKONTROL receives a request from the Librarian software.

Details of the data dump are described in the microKONTROL MIDI implementation.


note The “MIDI implementation” (including information on the MIDI exclusive format) is provided on the included CD-ROM. Please contact your Korg distributor for the most recent version.


.....


About native Korg mode


In addition to its functionality as a general-purpose controller, the microKONTROL also has a “native mode.”

In this native mode, the microKONTROL can be used as a controller for software that specifically supports this mode.

 The settings of Setting mode will be ignored. If you want to keep your settings, save them before entering native mode.

 The concept of modes such as Play, Setting, Message, and Scene are not used.

 Native mode also supports transmission and reception via the MIDI connectors.

 The USB port settings will also change in native mode.

Operation in native mode

1 In software that supports the Korg microKONTROL native mode, select the native mode.
The display will show a message to indicate that you have entered native mode.


2 Operate the controllers as in normal mode.
The function of keys other than OCTAVE SHIFT/CURSOR [◀]/[▶] and the assignments of the various controllers will depend on the settings of your computer software. The OCTAVE SHIFT/CURSOR [◀]/[▶] keys will function as octave shift keys, and the octave setting will be reset when you enter native mode.


In native mode, the USB ports will transmit the following messages.

Port A: Proprietary messages for the keys and controllers

Port B: Note messages and pitch bend messages

3 To exit native mode, you can either make settings on your connected software that supports native mode, or hold down the microKONTROL’s [SETTING] key, [MESSAGE] key, and [SCENE] key, and then press the [EXIT] key.
The microKONTROL will return to Play mode.

 Normally you should exit native mode by using the appropriate menu command in your connected software. If the cable becomes disconnected or you are otherwise unable to exit native mode by using a menu command in your software, use the microKONTROL’s keys to exit native mode.

 For details on how to enter and exit native mode, the message that appears on the main display when you enter native mode, and more about operations in native mode, refer to the owner’s manual for your software that supports the microKONTROL’s native mode.

Troubleshooting

■ Power does not turn on


- Is the power switch in the correct position? (ⓘp.12)
- Could the microKONTROL be connected to your computer via a USB hub? If the display indicates “LowPower,” please use the AC adapter or a self-powered hub.

■ Can’t install the driver

- Is the CD-ROM inserted in your CD drive?
Make sure that the CD-ROM is inserted correctly.
- Could the lens of your CD drive be dirty?
Use a commercially-available lens cleaner to clean the lens.
- Are you attempting to install from a network CD drive?
This software cannot be installed from a network-connected CD drive.

■ Your software does not respond to the microKONTROL

- Is the USB cable connected correctly?
- Has your computer detected the connected microKONTROL?
If you are using Windows XP, go to Control Panel → “Sounds and Audio Devices Properties” and click the Hardware tab.
If you are using Mac OS X, go to Macintosh HD → Application folder → Utility folder → “Audio MIDI Settings,” select the “MIDI Devices” tab, and check that the microKONTROL has been detected.

 Some computers may not recognize the microKONTROL because of their hardware configuration.

- Check the microKONTROL’s assignments and USB-MIDI port settings.
- Could you be in “Korg Native mode”?
Exit native mode. (ⓘp.62)
- Could the microKONTROL be in the “mode lock” state?
Press the [EXIT] key to return to Play mode.
- The connected device or software may not support the messages you are transmitting. Refer to the owner’s manual of the connected device or software to verify that it responds to the messages you are transmitting.

■ Connected external device or software does not synchronize

- Could the microKONTROL’s MIDI Clock tempo be set to “Clock Off”?
- Check the MIDI Clock settings of the connected device or software.

■ Messages are not transmitted from the MIDI connector

- Could a cable be connected to the USB connector?
If a cable is connected to the microKONTROL’s USB connector, MIDI messages from the microKONTROL’s keyboard and controllers will not be transmitted from the MIDI connector.

■ Keyboard or pads do not transmit velocity

- If keyboard or pad velocity is assigned to the joystick, the keyboard or pad velocity is ignored if the joystick value is other than zero.
- Check the velocity settings. (Keyboard: ⓘp.38 “[9] Keyboard Velocity setting,” Pads: ⓘp.39 “[10] Pad Velocity setting”)

■ When you assign Polyphonic Pressure to the joystick and play multiple keys, aftertouch does not apply to some keys

- When using Polyphonic Pressure, if you hold down more than one note on the keyboard, aftertouch applies only to the note you played last.

■ Notes are stuck

- If note messages are assigned to a pad, and the pad is set to Toggle operation, the corresponding note-off message may not be transmitted in some cases. If this occurs, execute the Message mode command [3] All Note Off (ⓘp.44) or [1] Panic (ⓘp.43).

Main specifications

■ Controllers

- Keyboard: 37-note velocity-sensitive mini-keyboard
- Rotary encoders × 8
- Sliders × 8
- Pads × 16: velocity-sensitive
- Joystick: four-way, with switch
- [VALUE] dial

■ Display

- Main display: 8-character (8 × 5 pixel) LCD module with three-color backlight
- Sub display × 8: 8-character (8 × 5 pixel) LCD module with three-color backlight
- Tempo LED

■ Memory

- User memories: 12
- Global memory: 1

■ Connectors

- Pedal jack
- MIDI IN/OUT connectors
- USB connector
- Power supply jack (DC9V)

■ Power supply

- DC9V, AC adapter
- USB bus-powered (when using the USB connector)
- Six AA batteries

■ Current consumption

- When using USB bus power: approximately 350 mA (Max 450 mA)
- When using the AC adapter: approximately 450 mA (Max 500 mA)
- Battery life: approximately 6 hours (when using six alkaline batteries)

■ Dimensions (W × D × H)

- 521 mm × 231 mm × 67 mm (20.51" × 9.09" × 2.64")

■ Weight

- 2.5 kg (5.51 lbs.)

■ Included items

- AC adapter
- USB cable
- CD-ROM (containing microKONTROL Librarian software, scene templates, drivers)
- Trigger pad name sheet and labels
- Owner's manual
- MIDI Implementation chart/Name List
- Software license agreement

■ Requirements for connection to a computer

- **Macintosh**
 - Supported OS: Mac OS X 10.2 or later
 - Supported computers: Apple Macintosh with USB port capable of running Mac OS X
- **Windows**
 - Supported OS: Microsoft Windows XP Home Edition/Professional
 - Supported computers: a computer with USB port capable of running Windows XP (USB chipsets manufactured by Intel Corporation are recommended)

● Options

- Damper pedal DS-1H
- Pedal switch PS-1

Appearance and specifications are subject to change without notice.
(Current as of August 2003)

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IMPORTANT NOTICE TO CONSUMERS

This product has been manufactured according to strict specifications and voltage requirements that are applicable in the country in which it is intended that this product should be used. If you have purchased this product via the internet, through mail order, and/or via a telephone sale, you must verify that this product is intended to be used in the country in which you reside.

WARNING: Use of this product in any country other than that for which it is intended could be dangerous and could invalidate the manufacturer's or distributor's warranty.

Please also retain your receipt as proof of purchase otherwise your product may be disqualified from the manufacturer's or distributor's warranty.

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