

KORG

electribe

MUSIC PRODUCTION STATION

Parameter Guide

TABLE OF CONTENTS

1. PATTERN PARAMETERS.....	3
2. PART PARAMETERS.....	4
3. STEP EDIT	5
4. PART UTILITY.....	5
5. GLOBAL PARAMETERS	6
6. DATA UTILITY	8
7. EVENT REC/PLAY	8
8. Appendix	9
Shortcut list.....	9
OSC Type List	10
Modulation Type List	13
Filter Type List	14
Scale List	14
MFX Type List.....	15
IFX Type List.....	15
Groove Type List	15
Pattern List.....	16

Parameter Guide

Thank you for purchasing the Korg electribe music production station. To ensure trouble-free enjoyment please read the included owner's manual carefully and use the product as directed.

TIP This document contains information about all of the electribe's parameters. Refer to this guide when you want to learn more about a specific parameter.

1. PATTERN PARAMETERS

These parameters are for pattern-related settings. The settings are saved independently for each pattern.

BPM [20.0...300.0]

Specifies the tempo (BPM). Turn the VALUE knob to change the tempo in steps of 1. By holding down the SHIFT button and turning the VALUE knob you can adjust the value in steps of 0.1

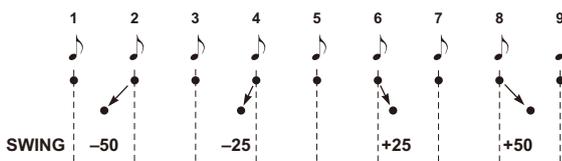
TIP By tapping the Tap button you can use the tap tempo function to specify the BPM.

SWING [-50%...+50%]

Shifts the note-on timing of the even-numbered steps as a percentage (%).

TIP If you set Last Step to an odd number or use an MFX type (Seq Reverse, Seq Doubler, Odd Stepper, Even Stepper) that controls the sequencer, this parameter may shift the timing of odd-numbered rather than even-numbered steps.

TIP A setting of "+33%" results in timing that is close to a perfect shuffle.



BEAT [16, 32, 8Tri, 16Tri]

Specifies the beat (time signature) of the pattern.

TIP If this is set to 8Tri or 16Tri, trigger pads 13–16 of the Step Jump function are assigned to steps 1–4 of the next measure.

LENGTH [1...4]

Specifies the length of the pattern.

PATTERN LEVEL [0...127]

Adjusts the volume of the entire pattern.

MFX TYPE [01...32]

Selects the type of master effect. Refer to the MFX Type List for details of the available effect types.

TIP Depending on the effect type, the motion sequence function might be unavailable in some cases. Refer to the master effect list.

Clear MFX Motion

Erases the master effect's motion sequence that was recorded in the pattern.

KEY [C...B]

Specifies the key (root note) that is the basis of the scale you selected for the SCALE parameter.

SCALE [Chromatic...Octave]

Specifies the scale that is assigned to the touch pad and trigger pads. Refer to the Scale List for details of the available scale types.

CHORD SET [1...5]

Controls the density of the chord that's produced when you strike a trigger pad in chord scale mode.

TIP The range depends on the scale that's selected.

GATE ARP [1...50]

Selects the pattern type for the gate arpeggiator.

ALTERNATE 13-14 [Off, On]

Enables alternate operation for triggering two parts. For example, by assigning hi-hat close to part 13 and open to part 14, and then turning ALTERNATE 13-14 On, you can prevent those two parts from playing simultaneously, ensuring that your performance will sound natural.

ALTERNATE 15-16 [Off, On]

→ see ALTERNATE 13-14

CHAIN TO [Off, 1... 250]

When the currently-selected pattern has finished playing, the pattern specified using the CHAIN TO parameter will automatically begin to play. If this parameter is set to "Off," the current pattern will continue to play.

TIP The Global Parameter CHAIN MODE must be set to ON for the CHAIN TO and CHAIN REPEAT parameters to have any effect. (→p.7 CHAIN MODE)

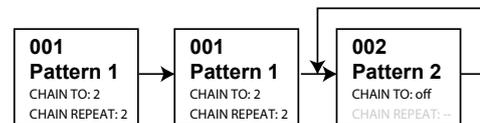
CHAIN REPEAT [1...64]

This specifies the number of times that the current pattern will play before advancing to the pattern specified by the CHAIN TO parameter.

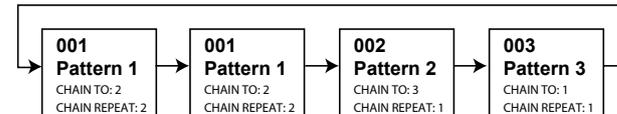
TIP If CHAIN TO is set to Off, CHAIN REPEAT will have no effect.

About the chain function

The CHAIN TO and CHAIN REPEAT parameters allow you to use multiple pattern to create and playback a song. For example, if you set the Pattern 1 CHAIN TO parameter to Pattern 2 (value of 2) and the Pattern 1 CHAIN REPEAT parameter to a value of 2 (and set the Pattern 2 CHAIN TO parameter to Off), the patterns will play as shown below.



Now, change the Pattern 2 CHAIN TO parameter to Pattern 3 (value of 3) and the Pattern 2 CHAIN REPEAT parameter to a value of 1. Next, set the CHAIN TO parameter of Pattern 3 to Pattern 1 (value of 1) and the CHAIN REPEAT parameter of Pattern 3 to a value of 1. The patterns will play in a loop, as shown.



2. PART PARAMETERS

These parameters are for part settings. The settings are saved independently for each part.

LAST STEP [1...16]

Normally you'll use a setting of 16. Select a different setting if you want to create a pattern that has an irregular time signature. For example to create a part that has 11 beats per measure, set the last step to 11 so that one length will be a part equivalent to 11 steps.

TIP Last Step is a function that is specific to this unit; if you are synchronizing the performance with an external sequencer or with a different model of electribe, the portion of the irregular time signature will not synchronize.

TIP If you specify a Last Step that is shorter than the original number of steps, any note data located in the shortened portion is preserved but is not played.

TIP If Beat is set to 8Tri or 16Tri, the maximum number of steps is 12. If you specify any value above this, the setting will be 12.

TIP When you use the Step Jump function, step numbers 1 and following of the next measure are successively assigned to the trigger pads of numbers above the last step.

GROOVE TYPE [01 Conga 1...25 Decrescendo]

Selects the type of Groove. The Groove function lets you modify rhythmically precise sequence data by applying a sense of groove that reproduces the feel of timing with which certain typical instruments are played, or the rhythmic feel of the song. For details on the available groove types, refer to the Groove Type List.

GROOVE DEPTH [0...127]

Adjusts the depth of the Groove effect.

VOICE ASSIGN [Mono1, Mono2, Poly1, Poly2]

Specifies the polyphony of the selected part.

Mono1: The part plays monophonically (single notes).

If you continue holding down the first trigger pad, the second and subsequent notes do not retrigger the EG. Use this setting when playing legato. However, retriggering will occur when a one-shot sample is sounded.

Mono2: The part plays monophonically (single notes).

The EG is retriggered each time you press the trigger pad.

Poly1: The part can play chords that share a single EG, filter, amp, and insert effect (pseudo-polyphonic). A maximum of four voices can be sounded. The EG is not retriggered until you release all trigger pads. However, retriggering will occur when a one-shot sample is sounded.

Poly2: The part can play chords that share a single EG, filter, amp, and insert effect (pseudo-polyphonic). A maximum of four voices can be sounded. The EG is retriggered each time you press the trigger pad to play a note.

PART PRIORITY [Normal, High]

Specifies the order of note priority for the selected part.

If the pattern playback contains numerous overlapping notes, there may be cases in which a currently-sounding note is stopped before a new note is sounded. By setting the PART PRIORITY parameter to High, you can make it less likely that notes of that part will be turned off. However, the effectiveness of this setting is decreased if you select the High setting for multiple parts. Use discretion when choosing the part(s) that use the High setting.

TIP The effectiveness of this parameter is reduced if you set multiple parts to High, so you should be selective about the parts for which you specify High priority.

MOTION SEQ [Off, Smooth, Trigger Hold]

Specifies how motion sequence will work for the selected part.

Off: The recorded motion sequence is disabled.

Smooth: Knob movements are fluid, creating smooth change in the sound.

Trigger Hold: The knob values in the motion sequence are held from the moment that the part is played.

TIP MFX motion sequences use the Smooth setting.

TRG.PAD VELOCITY [Off, On]

Enables or disables trigger pad velocity sensitivity.

SCALE MODE [Off, On]

Specifies whether the pitch will follow when you change the Scale and Key.

To make the pitch follow correctly, turn this On before you record that part's performance.

3. STEP EDIT

To create a more elaborate pattern, you can edit individual steps of a pattern that you've recorded or a pattern that's saved in the electric.

You can readjust the note number or modify the gate time.

A phrase pattern consists of the following four types of data.

This data can be individually edited for each step.

Trigger: Whether a note is sounded at that step

Note number: The pitch that is sounded

Gate time: How long it is sounded

Velocity: How strongly it is sounded

 If you want to save a pattern that you've edited, you must write it before selecting another pattern or turning off the power.

STEP NUMBER [1.01... 4.16]

Selects the step that you'll edit. When you press a trigger pad to specify a step directly, the trigger on/off status also changes.

This step that's selected for editing is called the "target step." Turn the VALUE knob to select the target step.

At this time the step key corresponding to the target step will light. If the pattern length is 2 or greater, you can also specify it by pressing a step button. If you press the trigger pad of an empty target step, note number C4 is entered.

TIP You can edit up to step 4.16. The maximum number of steps that are actually played depends on the length, beat, and last step settings.

TIP To change the target step by units of a Length, hold down the Shift key and turn the VALUE knob.

NOTE[---, C-1...G 09]

Specifies the note number of the target step. You can record up to four note numbers in each target step.

You can change this in steps of an octave by holding down the SHIFT key and turning the VALUE knob.

You can also change the target step by pressing a trigger pad.

TIP If the display indicates "NOTE" pressing a step button does not change the trigger on/off setting.

TIP Even if you change the note number of a step whose trigger is off, that step does not produce sound until you turn the trigger on.

GATE TIME [00...96, TIE]

This is the gate time length of each step. For example, if the gate time is "96," the duration of the note is exactly as long as a single step.

TIP If you specify "TIE," the oscillator, EG, and modulation are not retriggered if the next step has the same note.

TIP If the display indicates "GATE TIME," pressing a step key does not change the trigger on/off setting.

TIP Even if you change the gate time of a step whose trigger is off, that step does not produce sound until you turn the trigger on.

VELOCITY.....[001...127]

Specifies the strength of the note.

4. PART UTILITY

COPY PART

This lets you copy the sound and sequence data (including the motion sequence) of the currently selected part to another part.

TIP If this copy operation would result in more than 24 motion sequences, the motion sequence is not copied.

COPY PART SOUND

This lets you copy only the sound data of the currently selected part to another part.

TIP Step data and motion sequence data is not copied.

CLEAR SEQUENCE

This lets you delete the sequence data (trigger, note number, gate time) of the selected part.

CLEAR MOTION

Deletes the motion sequence data of the selected part.

5. GLOBAL PARAMETERS

These parameters are settings for the entire electribe.

TIP Global parameters are saved automatically when you turn off the power. You can also save the settings by pressing the Write button while editing global parameters.

TRIGGER MODE [Normal, Seq 1st, Seq Play]

Specifies what happens when you strike a trigger pad in Trigger mode.

Normal: The C4 note is sounded.

Seq 1st: The first note recorded in the part is sounded. If not even one note is recorded, the C4 note is sounded.

Seq Play: The sequence recorded in the part plays while you hold down the trigger pad.

VELOCITY CURVE [Heavy, Normal, Light, Const96]

Selects how the volume and tone respond to the trigger pad velocity (the force of your strike).

Heavy: Heavy response. This curve lets you obtain an effect when you play strongly.

Normal: Normal response.

Light: Light response. This curve lets you obtain an effect without having to play strongly.

Const96: The velocity value will always be 96.

CLOCK MODE..... [Internal, Auto, External USB, External MIDI, External Sync]

Selects the clock to which the electribe's tempo is synchronized. If you select an external clock, the electribe's sequencer and other tempo-synchronized settings (such as Delay Time) are all synchronized to the external device.

Internal: The electribe's internal clock is the basis for synchronization. Choose this setting if you're using the electribe by itself, or if you're using the electribe as the master device that controls other synchronized devices.

Auto: If MIDI clock data from an external MIDI device connected to the MIDI IN connector (or USB connector) is received, the electribe automatically operates as with the "External MIDI" or "External USB" setting. If there is no input, the electribe operates as with the "Internal" setting. If clock data is received from a device connected to the Sync In jack, the electribe operates as with the "External Sync" setting.

TIP The order of priority for the selected signal is External USB, External MIDI, and then External Sync.

External USB: The electribe synchronizes to MIDI clock data from a PC connected to the USB connector.

External MIDI: The electribe synchronizes to MIDI clock data from an external MIDI device connected to the MIDI IN connector.

External Sync: The electribe synchronizes to clock data from a device connected to the Sync In jack.

TIP For details on synchronization-related settings for your external MIDI device or for a device connected to the Sync jack, refer to the owner's manual of your device.

GLOBAL MIDI CH [01...16]

Specifies the MIDI channel of the electribe.

If you want to transmit or receive program changes or system exclusive messages, set the MIDI channel to match the MIDI channel of the connected MIDI device.

MIDI RECEIVE FILTER [Off, Short, Short+Program]

Specifies which MIDI messages are not received.

OFF: All messages are received.

Short: Short messages (Note On/Off, Control Change) are not received.

Short + Program: Short messages and program change messages are not received.

MIDI SEND FILTER [Off, Short, Short+Program]

Specifies which MIDI messages are not transmitted.

OFF: All messages are transmitted.

Short: Short messages (Note On/Off, Control Change) are not transmitted.

Short + Program: Short messages and program change messages are not transmitted.

SYNC POLARITY [Hi, Lo]

Specifies the polarity of the Sync trigger signal when synchronizing the performance with a device connected to the Sync jack.

SYNC UNIT [1 Step, 2 Steps]

Specifies the cycle of the synchronization signal that is output from the Sync Out jack to advance the step, relative to the synchronization signal received at the Sync In jack.

1 step: When a sync signal is input, the electribe advances by one step. A sync signal is output at each step.

2 steps: When a sync signal is input, the electribe advances by two steps. A sync signal is output at every two steps.

METRONOME [Off, Rec 0, Rec 1, Rec 2, On]

Specifies the setting of the metronome function. The metronome is convenient when you're using realtime recording to create a pattern. The metronome sounds at quarter-note timing. If this setting is On, the metronome always sounds during recording.

If this is Off, the metronome does not sound. If this is set to Rec 0, Rec 1, or Rec 2, the metronome sounds only during recording. With the Rec 0 setting, there is no pre-count.

TEMPO LOCK [Off, On]

If this is On, the current tempo setting is locked. The tempo will not change even if you switch to a pattern that has a different tempo.

KNOB MODE [Jump, Catch, Value Scale]

Specifies what happens when the knob position does not match the actual value of the parameter.

Jump: When you turn a knob, the parameter value jumps to the value indicated by the knob. This is a good setting to use when you're editing, since it's easy to detect the result of turning the knob.

Catch: When you turn a knob, the parameter value does not start changing until the knob reaches the actual value of the parameter. This is a good setting to use when you're performing, since it prevents the sound from changing suddenly.

Value Scale: When you turn a knob, the parameter value increases or decreases in a relative way, in the direction that you turned the knob. When the knob reaches its full extent in either direction, the parameter value also reaches its maximum or minimum; once the knob and parameter value are matched, the knob and parameter values change in tandem.

If the parameter value does not change

Sometimes, the parameter value might not change when you turn the knob to left or right.

In this case, the KNOB MODE is set to "Catch." With the "Catch" setting, the value does not change until the knob position matches the actual value of the parameter that you're editing (the value shown in the main display).

With the "Catch" setting, the knob and value change in tandem only after the knob position has reached the actual value; this prevents the sound from changing in an unnaturally sudden way. With the "Jump" setting, moving the knob causes the actual value to change immediately to the position of the knob.



Suppose that you've turned a knob to edit a certain parameter, and the knob is in the position shown.



Suppose that you switch programs, and the actual value of the parameter assigned to the knob is now at the position indicated by the triangle in the illustration. The parameter value will not change until you turn the knob to that position.



Once the knob has reached the position that corresponding to the actual value, the parameter value and the knob position will be linked, and the value will change as you turn the knob.

TOUCH SCALE RANGE.....[1 Oct, 2 Oct, 3 Oct, 4 Oct]

Specifies the pitch range that is assigned to the touch pad when using the touch scale function.

TIP To change the pitch range, press the Keyboard button and then press a step button.

LCD CONTRAST [1...25]

Adjusts the contrast of the text in the display.

AUDIO IN THRU [Off, On]

Specifies whether input from the Audio In jack is output from the Audio Out L/R jacks.

BATTERY TYPE..... [Ni-MH, Alkali]

Specifies the type of batteries that are being used.

Ni-MH: Choose this setting if you're using nickel-metal hydride batteries.

Alkali: Choose this setting if you're using alkaline batteries.

AUTO POWER OFF..... [Disable, 4 hours]

Specifies whether the power automatically turns off when no knobs or buttons have been operated for a certain length of time. With the factory settings, this is set to "4 hours."

Disable: The auto power-off function is disabled. The power does not turn off automatically.

4 hours: If four hours elapses without any of the electribe's buttons, knobs, or trigger pad being operated, the power turns off automatically.

TIP Even if a pattern is playing continuously, the power turns off automatically if absolutely no operation has been performed for the specified time. Choose the "Disable" setting if you don't want the power to turn off automatically.

POWER SAVE MODE..... [Disable, Auto, Enable]

Enables or disables power save mode. When you use the electribe on batteries, it operates in power save mode; the display backlight and LEDs are dimmed.

Disable: Power save mode is disabled.

Auto: Power save mode is enabled when using the electribe on batteries, and disabled when using it with the AC adapter.

Enable: Power save mode is enabled at all times.

TIP If the display backlight is dim, the screen might appear to flicker depending on the surrounding lighting conditions.

PTN. CHANGE LOCK [Off, On]

Limits how the VALUE knob will change patterns in the pattern select screen.

Off: The pattern changes when you operate the VALUE knob.

On: The pattern changes when you operate the VALUE knob while holding down the Shift button.

CHAIN MODE..... [Off, On]

Turning this parameter On enables the CHAIN MODE.

If this parameter is set to Off, the individual CHAIN TO and CHAIN REPEAT parameters of each Pattern will have no effect.

XY CALIBRATION

Calibrates the operating range of the touch pad.

Following the procedure described in the display, touch the lower left and upper right corners of the touch pad to specify the operable region.

6. DATA UTILITY

These functions let you write data to or read data from a memory card, update the system, or return the instrument to the factory-set state.

EXPORT PATTERN

This function exports the currently selected pattern to the memory card.

The file is exported in the format of KORG\electribe\[pattern number]_[pattern name].e2pat. If an identically-named file already exists, it is overwritten.

TIP If an identically-named file already exists, it is overwritten.

TIP If the pattern is being edited, the edited form of the pattern is exported even if you have not yet pressed the Write button to save it.

EXPORT ALL PATTERN

This function exports all patterns and global parameters to the memory card as a single file. The exported file is KORG\electribe\electribe_allpattern.e2allpat on the memory card. If an identically-named file already exists, it is overwritten.

IMPORT PATTERN

This function imports a pattern file (.e2pat file) that was exported by the EXPORT PATTERN function.

SELECT SOURCE.....[Card, Sync In]

Selects the import source. You can select either the memory card or data input from the Sync In jack. If importing from the memory card, specify an .e2pat format file.

IMPORT ALL PATTERN

From the memory card, this function imports all patterns and global parameters contained in an .e2allpat file that was exported by the EXPORT ALL PATTERN function.

INITIALIZE PATTERN

This function initializes all data of the currently selected pattern. Each part's sound data and sequence data including motion sequence data, as well as the tempo, length, and beat are reset to the initial state.

EXPORT AUDIO

This function exports the currently selected pattern to the memory card as WAV files.

The files are exported to the KORG\electribe\[pattern number]_[pattern name] Project\Audio folder of the memory card.

SELECT TYPE [Ableton Live Set, WAV File Only]

Selects the file format that is exported.

Ableton Live Set: In addition to the WAV files, an Ableton live project file (.als file) is also exported.

If there are more than nine parts in which the trigger is turned on for any step, a separate Lite.als file for Ableton Live Lite is also exported.

TIP: The .als file for Ableton Live Lite is a project file containing up to eight parts in which a trigger-on has been recorded, starting with part 1.

WAV File Only: Only WAV files are exported. An Ableton Live project file is not exported.

EXPORT P.SET AUDIO

Using this function, patterns that are registered as a pattern set can be exported as WAV files.

Specify the range of set numbers for which patterns registered as a pattern set are exported as WAV files.

The files are exported to the KORG\electribe\PatternSet Project\Audio folder of the memory card.

SELECT START [1...64]

Specifies the starting number of the range of pattern sets that you want to export.

SELECT END [1...64]

Specifies the ending number of the range of pattern sets that you want to export.

SELECT TYPE [Ableton Live Set, WAV File Only]

Selects the file format that is exported. (→see "EXPORT AUDIO")

EXPORT CHAIN AUDIO

Using this function, you can export individual audio files for each pattern contained in the song or pattern sequence created using the CHAIN TO and CHAIN REPEAT parameters, beginning with the currently selected pattern. The files are exported to the memory card in the KORG\electribe\Chain_From_[pattern number] Project folder.

TIP When exporting, the playback of each pattern is exported only once, regardless of the CHAIN REPEAT parameter setting.

TIP Even if the CHAIN TO parameter creates an unending playback loop, each pattern is exported only once.

Example: When repeating Patterns 1→2→1→2→1... Pattern 1 and Pattern 2 are exported only once, as individual files each containing one loop of playback.

SELECT TYPE [Ableton Live Set, WAV File Only]

Selects the file format that is exported. (→ see "EXPORT AUDIO")

CARD FORMAT

This function formats (initializes) the memory card and creates the folders that are needed by the electribe.

FACTORY RESET

Returns all settings of the electribe to their factory-set state.

SOFTWARE UPDATE

Updates the system software of the electribe. Obtain the update file from the Korg website, use your computer to copy it to the specified folder of a memory card, insert the memory card into the electribe, and then execute this function.

7. EVENT REC/PLAY

These functions let you record a performance that uses several patterns, or a performance that includes knob or trigger pad operations during the performance.

TIP The EVENT REC/PLAY functions are available if the CLOCK MODE is set to Internal.

EVENT RECORDER

When you record using the Event Recorder, the data is written to the KORG\electribe folder as a file named e_[number].e2ev.

TIP There can be a maximum of 100 files.

EVENT PLAYER

Open Player

Selects an e2ev file recorded by the Event Recorder.

Enter: Start Play: Press the Enter button to start playback.

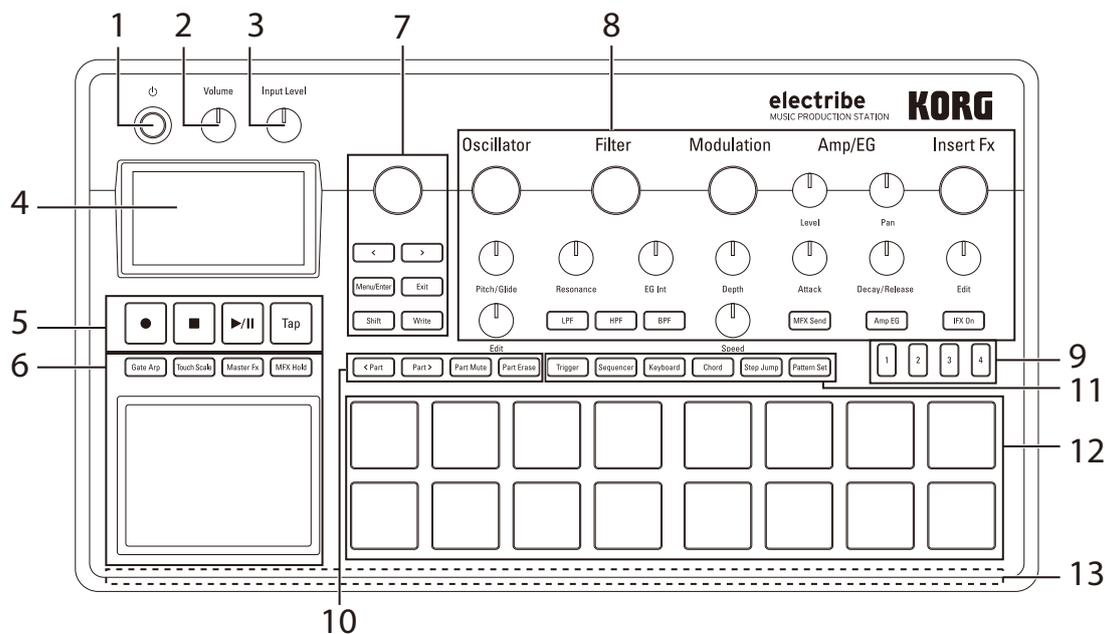
8. Appendix

Shortcut list

The following table lists the functions that you can access by operating a knob or button while holding down the Shift button.

Section	Button/knob name	Function when operated while holding down the Shift button
5. Transport	Play/Pause button	Play from beginning of pattern
	TAP button	Show the BPM setting page
6. Touch pad	Master Fx button	Show the MFX TYPEe setting page
	Gate Arp button	Show the GATE ARP setting page
	Touch Scale button	Show the SCALE setting page
7. Common	Value knob	Select the pattern number in steps of 10
	Write button	Show the pattern rename page
	< button *	Cancel the most recent single operation.
8. Edit	Oscillator knob	Select by jumping to each category
	Pitch/Glide knob	Show the Glide page of the edit menu
	Modulation knob	Change the waveform while keeping the modulation destination
10. Part edit	Part Mute button	Defeat muting for all parts
11. Pad mode	Chord button	Show the Chord Set setting page
12. Trigger pads	Trigger pad 1	Show the SWING setting page
	Trigger pad 2	Show the LENGTH setting page
	Trigger pad 3	Show the CLEAR MFX MOTION page
	Trigger pad 4	Show the KEY setting page
	Trigger pad 5	Show the SCALE setting page
	Trigger pad 6	Show the GATE ARP setting page
	Trigger pad 7	Show the LAST STEP setting page
	Trigger pad 8	Show the GROOVE TYPE setting page
	Trigger pad 9	Show the GROOVE DEPTH setting page
	Trigger pad 10	Show the MOTION SEQ setting page
	Trigger pad 11	Show the TRG. PAD VELOCITY setting page
	Trigger pad 12	Show the STEP EDIT page
	Trigger pad 13	Show the COPY PART page
	Trigger pad 14	Show the CLEAR SEQUENCE page
	Trigger pad 15	Show the CLEAR MOTION page
	Trigger pad 16	Show the METRONOME setting page

* Supported in system ver.2.00 and later



OSC Type List

No.	Name	Category
1	SubBeef	Kick
2	Lazy	Kick
3	Echoes	Kick
4	Lay	Kick
5	Hardstyle	Kick
6	Hardcore	Kick
7	Southpaw	Kick
8	8BitGrime	Kick
9	Noiz	Kick
10	HiKnock	Kick
11	LoKnock	Kick
12	Tronica	Kick
13	HiClicky	Kick
14	LoClicky	Kick
15	Subsonic	Kick
16	Threed	Kick
17	Lololow	Kick
18	Risky	Kick
19	ShortBoom	Kick
20	AttackEight	Kick
21	PureEight	Kick
22	UltraEight	Kick
23	SnipEight	Kick
24	ShortNine	Kick
25	PureNine	Kick
26	BoostNine	Kick
27	Harder	Kick
28	BitBreak	Kick
29	Finger	Kick
30	Filthy	Kick
31	Visual	Kick
32	Breaker	Kick
33	Urban	Kick
34	Roomy	Kick
35	Studio	Kick
36	Twinkling	Kick
37	Hippy	Kick
38	Ringy	Kick
39	Womp	Kick
40	Hip	Kick
41	Jungle	Kick
42	EastCoast	Kick
43	Jazz	Kick
44	Rock	Kick
45	Warm	Kick
46	Breaks	Kick
47	80'sR&B1	Kick
48	80'sR&B2	Kick
49	80'sR&B3	Kick
50	DDD1	Kick
51	DoncaMatic	Kick
52	BeatVox1	Kick
53	BeatVox2	Kick
54	BeatVox3	Kick
55	Reverse1	Kick
56	Reverse2	Kick
57	Aftertaste	Snare
58	Sharp	Snare
59	Toofer	Snare
60	Clpsnr	Snare
61	Bosh	Snare
62	Wide	Snare
63	BreaksLofi	Snare

No.	Name	Category
64	Beach	Snare
65	Hefty	Snare
66	Goodie	Snare
67	Steady	Snare
68	Tech	Snare
69	Lay	Snare
70	LoNine	Snare
71	HiNine	Snare
72	CompNine	Snare
73	PureEight	Snare
74	BodyEight	Snare
75	TrapEight	Snare
76	Shortate	Snare
77	LeanSnare	Snare
78	Seventy	Snare
79	DDD1	Snare
80	Nuxx	Snare
81	Oldie	Snare
82	Bigger	Snare
83	80'sR&B1	Snare
84	80'sR&B2	Snare
85	Jazz1	Snare
86	Jazz2	Snare
87	Snappy	Snare
88	Ambee	Snare
89	Verdy	Snare
90	Tubeverb	Snare
91	Open1	Snare
92	Open2	Snare
93	Oldskool	Snare
94	Hoppy	Snare
95	Ringy	Snare
96	OldBreaks	Snare
97	Piccolo	Snare
98	Jungla	Snare
99	EastCoast	Snare
100	D'n'B	Snare
101	Ambig	Snare
102	Juggler	Snare
103	DoncaMatic	Snare
104	Whip	Snare
105	Arcade	Snare
106	RimVox	Snare
107	Parched	Snare
108	Rimmy	Snare
109	AmbiRim	Snare
110	SnareVox	Snare
111	Waffle	Snare
112	Blast	Snare
113	Reverse1	Snare
114	Reverse2	Snare
115	PureEight	Clap
116	AmbEight	Clap
117	DirtySouth	Clap
118	PureNine	Clap
119	Mixed	Clap
120	Trap	Clap
121	Small	Clap
122	Clapper	Clap
123	Doubler	Clap
124	EastCoast	Clap
125	Liteclap	Clap
126	DDD1	Clap
127	Crispy	Clap
128	B.Boy	Clap
129	Crumbles	Clap

No.	Name	Category
130	FingerSnap	Clap
131	NineClose1	HiHat
132	NineOpen1	HiHat
133	NineClose2	HiHat
134	NineOpen2	HiHat
135	EightClose1	HiHat
136	EightOpen1	HiHat
137	EightOpen2	HiHat
138	CompClose	HiHat
139	CompOpen	HiHat
140	EastClose	HiHat
141	EastOpen	HiHat
142	DDD1Close	HiHat
143	DDD1Open	HiHat
144	WarmClose	HiHat
145	WarmOpen	HiHat
146	ZeeClose	HiHat
147	ZeeOpen	HiHat
148	RoomyClose	HiHat
149	RoomyOpen	HiHat
150	RockClose	HiHat
151	RockOpen	HiHat
152	JazzClose	HiHat
153	JazzOpen	HiHat
154	HoppyClose	HiHat
155	HoppyOpen	HiHat
156	PhaseClose	HiHat
157	PhaseOpen	HiHat
158	NuHopClose	HiHat
159	NuHopOpen	HiHat
160	RightClose	HiHat
161	RightOpen	HiHat
162	NoizClose	HiHat
163	NoizOpen	HiHat
164	GranClose	HiHat
165	GranOpen	HiHat
166	Ambi	HiHat
167	Crackle	HiHat
168	Hippy	HiHat
169	Pump	HiHat
170	Voice1	HiHat
171	Voice2	HiHat
172	Reverse	HiHat
173	NineCym	Cymbal
174	HiCymbal	Cymbal
175	DoncaMatic	Cymbal
176	EastCoast	Cymbal
177	Rock	Cymbal
178	Synth	Cymbal
179	WhiteNoiz	Cymbal
180	RevCrash	Cymbal
181	NineRide	Cymbal
182	JazzRide1	Cymbal
183	JazzRide2	Cymbal
184	RockRide	Cymbal
185	ZeeRide	Cymbal
186	RevRide	Cymbal
187	Real Hi	Tom
188	Real MidHi	Tom
189	Real MidLo	Tom
190	Real Lo	Tom
191	Driven	Tom
192	Zee Hi	Tom
193	Zee Lo	Tom
194	OldSkool	Tom
195	Crunchy	Tom

No.	Name	Category
196	E.Tom	Tom
197	Synth Hi1	Tom
198	Synth Mid1	Tom
199	Synth Lo1	Tom
200	Synth Hi2	Tom
201	Synth Lo2	Tom
202	TomEight	Tom
203	Conga1	Percussion
204	Conga2	Percussion
205	Conga3	Percussion
206	Conga4	Percussion
207	Conga5	Percussion
208	Bongo1	Percussion
209	Bongo2	Percussion
210	Bongo3	Percussion
211	Bongo4	Percussion
212	Bongo5	Percussion
213	Bongo6	Percussion
214	Djembe1	Percussion
215	Djembe2	Percussion
216	Djembe3	Percussion
217	Djembe4	Percussion
218	Darbuka1	Percussion
219	Darbuka2	Percussion
220	Darbuka3	Percussion
221	Darbuka4	Percussion
222	Timbales Hi	Percussion
223	Timbales Lo	Percussion
224	CowBell1	Percussion
225	CowBell2	Percussion
226	CowBell3	Percussion
227	Tambourine1	Percussion
228	Tambourine2	Percussion
229	Clave	Percussion
230	Guiro	Percussion
231	Cabasa	Percussion
232	Shaker	Percussion
233	WaveDrum1	Percussion
234	WaveDrum2	Percussion
235	WaveDrum3	Percussion
236	WaveDrum4	Percussion
237	WaveDrum5	Percussion
238	WaveDrum6	Percussion
239	WaveDrum7	Percussion
240	WaveDrum8	Percussion
241	ShakerHit	Percussion
242	RimPerc	Percussion
243	Wavestation	Percussion
244	RimNine	Percussion
245	RimEight	Percussion
246	SynthShake	Percussion
247	CowbellEight	Percussion
248	DoncaCongaS	Percussion
249	DoncaCongaL	Percussion
250	DoncaMaracas	Percussion
251	DoncaClaves	Percussion
252	DoncaW.block	Percussion
253	Synthclave	Percussion
254	ClickRoll	Percussion
255	GlitchDmg	Percussion
256	MouthPop	Percussion
257	Droplet	Percussion
258	Rave	Voice
259	Whoop	Voice
260	Ohooo	Voice
261	ComOn	Voice

No.	Name	Category
262	Nahh	Voice
263	Ahaa..	Voice
264	Haa	Voice
265	Baaa	Voice
266	Grun	Voice
267	Ahaaw	Voice
268	Paa	Voice
269	Hey	Voice
270	Doh	Voice
271	GlitchEey	Voice
272	BotVox1	Voice
273	BotVox2	Voice
274	NoizyVox	Synth FX
275	Noiser	Synth FX
276	Botox	Synth FX
277	ShockSonar	Synth FX
278	Quark	Synth FX
279	ebPerc	Synth FX
280	Needle	Synth FX
281	SqueakyBum	Synth FX
282	SynSiren	Synth FX
283	Bubble	Synth FX
284	Burp	Synth FX
285	Lux	Synth FX
286	Squirt	Synth FX
287	Degraded	Synth FX
288	Flyby	Synth FX
289	SonicDrop	Synth FX
290	LoZap	Synth FX
291	SubBang	Synth FX
292	Stabium	Synth Hit
293	Futurize	Synth Hit
294	LilChord	Synth Hit
295	Ploinky	Synth Hit
296	Strippa	Synth Hit
297	BigChords	Synth Hit
298	StarBurst	Synth Hit
299	WishWash	Synth Hit
300	BangPop	Synth Hit
301	RegulatePop	Synth Hit
302	TigerPad	Synth Hit
303	LofiSynth	Synth Hit
304	BlastBass	Synth Hit
305	BenderBass	Synth Hit
306	RockHit1	Synth Hit
307	RockHit2	Synth Hit
308	FormantBass	Synth Hit
309	SynGrowl	Synth Hit
310	BrassHit1	Inst.Hit
311	BrassHit2	Inst.Hit
312	StringsHit1	Inst.Hit
313	StringsHit2	Inst.Hit
314	BadOrch	Inst.Hit
315	CarmOrch	Inst.Hit
316	Sho2DOrch	Inst.Hit
317	V2Orch	Inst.Hit
318	Suspended	Inst.Hit
319	Jazz	Inst.Hit
320	Jazzy	Inst.Hit
321	Hop	Inst.Hit
322	OldBrass	Inst.Hit
323	Record	Inst.Hit
324	Rave	Inst.Hit
325	Oldie	Inst.Hit
326	SAW	Synth
327	BOOST-SAW	Synth

No.	Name	Category
328	PULSE	Synth
329	TRIANGLE	Synth
330	SINE	Synth
331	DUAL-SAW	Synth
332	DUAL-SQU	Synth
333	DUAL-TRI	Synth
334	DUAL-SINE	Synth
335	OCT-SAW	Synth
336	OCT-SQU	Synth
337	OCT-TRI	Synth
338	OCT-SINE	Synth
339	UNI-SAW	Synth
340	UNI-SQU	Synth
341	UNI-TRI	Synth
342	UNI-SINE	Synth
343	SYNC-SAW	Synth
344	SYNC-SQU	Synth
345	SYNC-TRI	Synth
346	SYNC-SINE	Synth
347	CHIP-TRI 1	Synth
348	CHIP-TRI 2	Synth
349	CHIP-PULSE	Synth
350	CHIP-NOISE	Synth
351	RING-SAW	Synth
352	RING-SQU	Synth
353	RING-TRI	Synth
354	RING-SINE	Synth
355	X-SAW 1	Synth
356	X-SAW 2	Synth
357	X-SQUARE 1	Synth
358	X-SQUARE 2	Synth
359	X-TRI 1	Synth
360	X-TRI 2	Synth
361	X-SINE 1	Synth
362	X-SINE 2	Synth
363	VPM-SAW	Synth
364	VPM-SQUARE	Synth
365	VPM-TRI	Synth
366	VPM-SINE 1	Synth
367	VPM-SINE 2	Synth
368	VPM-SINE 3	Synth
369	VPM-SINE 4	Synth
370	SYN-SINE 1	Synth
371	SYN-SINE 2	Synth
372	SYN-SINE 3	Synth
373	SYN-SINE 4	Synth
374	SYN-SINE 5	Synth
375	SYN-SINE 6	Synth
376	SYN-SINE 7	Synth
377	HPF NOISE	Synth
378	LPF NOISE	Synth
379	LOFI NOISE	Synth
380	RES NOISE	Synth
381	M1 Piano	Instrument
382	E.P.Roads	Instrument
383	E.P.Wurly	Instrument
384	Clav	Instrument
385	M1 Organ	Instrument
386	Brass Ens.	Instrument
387	Tenor Sax	Instrument
388	Alto Sax	Instrument
389	Strings Ens.	Instrument
390	Strings Pizz	Instrument
391	Vox Pop Ah	Instrument
392	Vox Pad	Instrument

No.	Name	Category
393	Vox Helium	Instrument
394	A.Bass	Instrument
395	E.Bass Finger	Instrument
396	E.Bass Pick	Instrument
397	E.Bass Slap	Instrument
398	E.Bass Dist.	Instrument
399	A.Guitar	Instrument
400	E.Guitar1	Instrument
401	E.Guitar2	Instrument
402	Kalimba	Instrument
403	Metal Bell	Instrument
404	GamelanWave	Instrument
405	Bell1	Instrument
406	Bell2	Instrument
407	Bell3	Instrument
408	Bell4	Instrument
409	Audio In	Audio In



<http://www.samplemagic.com/>



<http://www.loopmasters.com/>



<http://primeloops.com>

Modulation Type List

No.	Name	Modulation Source	Modulation Destination	BPM Sync	Key Sync
1	EG+ Filter	AD Envelope (positive)	Filter Cutoff		
2	EG+ Pitch	AD Envelope (positive)	Oscillator Pitch		
3	EG+ OSC	AD Envelope (positive)	Oscillator Edit		
4	EG+ Level	AD Envelope (positive)	Amp Level		
5	EG+ Pan	AD Envelope (positive)	Pan		
6	EG+ IFX	AD Envelope (positive)	IFX Edit		
7	EG+ BPM Filter	AD Envelope (positive)	Filter Cutoff	○	
8	EG+ BPM Pitch	AD Envelope (positive)	Oscillator Pitch	○	
9	EG+ BPM OSC	AD Envelope (positive)	Oscillator Edit	○	
10	EG+ BPM Level	AD Envelope (positive)	Amp Level	○	
11	EG+ BPM Pan	AD Envelope (positive)	Pan	○	
12	EG+ BPM IFX	AD Envelope (positive)	IFX Edit	○	
13	EG- Filter	AD Envelope (negative)	Filter Cutoff		
14	EG- Pitch	AD Envelope (negative)	Oscillator Pitch		
15	EG- OSC	AD Envelope (negative)	Oscillator Edit		
16	EG- Level	AD Envelope (negative)	Amp Level		
17	EG- Pan	AD Envelope (negative)	Pan		
18	EG- IFX	AD Envelope (negative)	IFX Edit		
19	EG- BPM Filter	AD Envelope (negative)	Filter Cutoff	○	
20	EG- BPM Pitch	AD Envelope (negative)	Oscillator Pitch	○	
21	EG- BPM OSC	AD Envelope (negative)	Oscillator Edit	○	
22	EG- BPM Level	AD Envelope (negative)	Amp Level	○	
23	EG- BPM Pan	AD Envelope (negative)	Pan	○	
24	EG- BPM IFX	AD Envelope (negative)	IFX Edit	○	
25	LFOTri Filter	LFO (triangle)	Filter Cutoff		
26	LFOTri Pitch	LFO (triangle)	Oscillator Pitch		
27	LFOTri OSC	LFO (triangle)	Oscillator Edit		
28	LFOTri Level	LFO (triangle)	Amp Level		
29	LFOTri Pan	LFO (triangle)	Pan		
30	LFOTri IFX	LFO (triangle)	IFX Edit		
31	LFOTriB Filter	LFO (triangle)	Filter Cutoff	○	○
32	LFOTriB Pitch	LFO (triangle)	Oscillator Pitch	○	○
33	LFOTriB OSC	LFO (triangle)	Oscillator Edit	○	○
34	LFOTriB Level	LFO (triangle)	Amp Level	○	○
35	LFOTriB Pan	LFO (triangle)	Pan	○	○
36	LFOTriB IFX	LFO (triangle)	IFX Edit	○	○
37	SawUpB Filter	LFO (up-saw)	Filter Cutoff	○	○
38	SawUpB Pitch	LFO (up-saw)	Oscillator Pitch	○	○
39	SawUpB OSC	LFO (up-saw)	Oscillator Edit	○	○
40	SawUpB Level	LFO (up-saw)	Amp Level	○	○
41	SawUpB Pan	LFO (up-saw)	Pan	○	○
42	SawUpB IFX	LFO (up-saw)	IFX Edit	○	○
43	SawDwnB Filter	LFO (down-saw)	Filter Cutoff	○	○
44	SawDwnB Pitch	LFO (down-saw)	Oscillator Pitch	○	○
45	SawDwnB OSC	LFO (down-saw)	Oscillator Edit	○	○
46	SawDwnB Level	LFO (down-saw)	Amp Level	○	○
47	SawDwnB Pan	LFO (down-saw)	Pan	○	○
48	SawDwnB IFX	LFO (down-saw)	IFX Edit	○	○
49	SquUpB Filter	LFO (up-square)	Filter Cutoff	○	○
50	SquUpB Pitch	LFO (up-square)	Oscillator Pitch	○	○
51	SquUpB OSC	LFO (up-square)	Oscillator Edit	○	○
52	SquUpB Level	LFO (up-square)	Amp Level	○	○
53	SquUpB Pan	LFO (up-square)	Pan	○	○
54	SquUpB IFX	LFO (up-square)	IFX Edit	○	○
55	SquDwnB Filter	LFO (down-square)	Filter Cutoff	○	○
56	SquDwnB Pitch	LFO (down-square)	Oscillator Pitch	○	○
57	SquDwnB OSC	LFO (down-square)	Oscillator Edit	○	○
58	SquDwnB Level	LFO (down-square)	Amp Level	○	○
59	SquDwnB Pan	LFO (down-square)	Pan	○	○
60	SquDwnB IFX	LFO (down-square)	IFX Edit	○	○
61	S&HBPM Filter	LFO (sample & hold)	Filter Cutoff	○	
62	S&HBPM Pitch	LFO (sample & hold)	Oscillator Pitch	○	
63	S&HBPM OSC	LFO (sample & hold)	Oscillator Edit	○	
64	S&HBPM Level	LFO (sample & hold)	Amp Level	○	

No.	Name	Modulation Source	Modulation Destination	BPM Sync	Key Sync
65	S&HBPM Pan	LFO (sample & hold)	Pan	<input type="radio"/>	
66	S&HBPM IFX	LFO (sample & hold)	IFX Edit	<input type="radio"/>	
67	Random Filter	LFO (random)	Filter Cutoff		
68	Random Pitch	LFO (random)	Oscillator Pitch		
69	Random OSC	LFO (random)	Oscillator Edit		
70	Random Level	LFO (random)	Amp Level		
71	Random Pan	LFO (random)	Pan		
72	Random IFX	LFO (random)	IFX Edit		

Filter Type List

	LPF	HPF	BPF
1	OFF	OFF	OFF
2	electribe LPF	electribe HPF	electribe BPF
3	MS20 LPF	MS20 HPF	MS20 BPF
4	MG LPF	P5 HPF	P5 BPF
5	P5 LPF	OB HPF	OB BPF
6	OB LPF	Acid HPF	Acid BPF
7	Acid LPF		

Scale List

	Scale Name	Scale [Key C]
1	Chromatic	C, D ^b , D, E ^b , E, F, G ^b , G, A ^b , A, B ^b , B
2	Ionian	C, D, E, F, G, A, B
3	Dorian	C, D, E ^b , F, G, A, B ^b
4	Phrygian	C, D ^b , E ^b , F, G, A ^b , B ^b
5	Lydian	C, D, E, F [#] , G, A, B
6	Mixolydian	C, D, E, F, G, A, B ^b
7	Aeolian	C, D, E ^b , F, G, A ^b , B ^b
8	Locrian	C, D ^b , E ^b , F, G ^b , A ^b , B ^b
9	Harm (Harmonic) minor	C, D, E ^b , F, G, A ^b , B
10	Melo (Melodic) minor	C, D, E ^b , F, G, A, B
11	Major Blues	C, D, E ^b , E, G, A
12	minor Blues	C, E ^b , F, G ^b , G, B ^b
13	Diminished	C, D, E ^b , F, F [#] , G [#] , A, B
14	Com.Dim (Combination Diminished)	C, D ^b , E ^b , E, F [#] , G, A, B ^b
15	Major Penta (Pentatonic)	C, D, E, G, A
16	minor Penta (Pentatonic)	C, E ^b , F, G, B ^b
17	Raga 1 (Bhairav)	C, D ^b , E, F, G, A ^b , B
18	Raga 2 (Gamanasrama)	C, D ^b , E, F [#] , G, A, B
19	Raga 3 (Todi)	C, D ^b , E ^b , F [#] , G, A ^b , B
20	Arabic	C, D, E, F, G ^b , A ^b , B ^b
21	Spanish	C, D ^b , E ^b , E, F, G, A ^b , B ^b
22	Gypsy	C, D, E ^b , F [#] , G, A ^b , B
23	Egyptian	C, D, F, G, B ^b
24	Hawaiian	C, D, E ^b , G, A
25	Pelog	C, D ^b , E ^b , G, A ^b
26	Japanese	C, D ^b , F, G, A ^b
27	Ryuku	C, E, F, G, B
28	Chinese	C, E, F [#] , G, B
29	Bass Line	C, G, B ^b
30	Whole Tone	C, D, E, G ^b , A ^b , B ^b
31	minor 3rd	C, E ^b , G ^b , A
32	Major 3rd	C, E, A ^b
33	4th Interval	C, F, B ^b
34	5th Interval	C, G
35	Octave	C

MFX Type List

No.	Name
1	Mod Delay
2	Tape Delay
3	High Pass Delay
4	Hall Reverb
5	Room Reverb
6	Wet Reverb
7	Looper
8	Pitch Looper
9	Step Shifter
10	Slicer
11	Jag Filter
12	Grain Shifter
13	Vinyl Break
14	Seq Reverse *
15	Seq Doubler *
16	Odd Stepper *
17	Even Stepper *
18	Low Pass Filter
19	High Pass Filter
20	Band Plus Filter
21	Touch Wah
22	Tube EQ
23	Decimator
24	Distortion
25	Compressor
26	Limiter
27	Chorus
28	XY Flanger
29	LFO Flanger
30	XY Phaser
31	LFO Phaser
32	Auto Pan

* Motion sequence is not available.

IFX Type List

No.	Name
1	Punch
2	Overdrive
3	Distortion
4	Decimator
5	Bit Crusher
6	Ring Modulator
7	Sustainer
8	Limiter
9	Low EQ
10	Mid EQ
11	High EQ
12	Radio EQ
13	Exciter
14	Low Pass Filter
15	High Pass Filter
16	Band Plus Filter
17	Talk Filter
18	Delay 1/4
19	Delay 3/16
20	Delay 1/8
21	Delay 1/16
22	Roller 1/32
23	One Delay
24	Short Delay
25	Ring Delay 1
26	Ring Delay 2
27	Chorus
28	Flanger LFO
29	Flanger +
30	Flanger -
31	Phaser LFO 1
32	Phaser LFO 2
33	Phaser Manual
34	Tremolo
35	Off Beater
36	Pumper
37	Repeater
38	Slicer

Groove Type List

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

Pattern List

No.	Pattern Name	Author	BPM
1	Magician 1	James Sajeve	134.0
2	Magician 2	James Sajeve	134.0
3	Magician 3	James Sajeve	134.0
4	Magician 4	James Sajeve	134.0
5	Chip Boy 1	KORG Inc.	126.0
6	Chip Boy 2	KORG Inc.	126.0
7	Chip Boy 3	KORG Inc.	126.0
8	Chip Boy 4	KORG Inc.	126.0
9	Swinger 1	KORG Inc.	126.0
10	Swinger 2	KORG Inc.	126.0
11	Swinger 3	KORG Inc.	126.0
12	Trap Clap 1	James Sajeve	139.2
13	Trap Clap 2	James Sajeve	139.2
14	Trap Clap 3	James Sajeve	139.2
15	Trap Clap 4	James Sajeve	139.2
16	NightRace	mryat	170.0
17	LaserGun	mryat	111.5
18	TrickySlippy 1	mryat	103.0
19	TrickySlippy 2	mryat	103.0
20	TrickySlippy 3	mryat	103.0
21	Footwerker 1	KORG Inc.	170.0
22	Footwerker 2	KORG Inc.	170.0
23	Footwerker 3	KORG Inc.	170.0
24	Footwerker 4	KORG Inc.	170.0
25	Footwerker 5	KORG Inc.	170.0
26	Jumpup 1	Mistabishi	86.0
27	Jumpup 2	Mistabishi	86.0
28	Jumpup 3	Mistabishi	172.0
29	Jumpup 4	Mistabishi	172.0
30	LemonTop 1	Shrike	124.0
31	LemonTop 2	Shrike	124.0
32	Fluid	Sharooz	120.0
33	Acid Reign	Sharooz	123.0
34	Hypstar	Francis Preve	120.0
35	Volcano 1	KORG Inc.	135.0
36	Volcano 2	KORG Inc.	135.0
37	Volcano 3	KORG Inc.	135.0
38	Volcano 4	KORG Inc.	135.0
39	Traveller 1	Mistabishi	87.0
40	Traveller 2	Mistabishi	87.0
41	Traveller 3	Mistabishi	87.0
42	Traveller 4	Mistabishi	87.0
43	Traveller 5	Mistabishi	87.0
44	8BIT ADVENTURE	KORG Inc.	190.0
45	8BIT SHOOT	KORG Inc.	135.0
46	8BIT RPG	KORG Inc.	77.1
47	Thunder 1	mryat	123.0
48	Thunder 2	mryat	123.0
49	Thunder 3	mryat	123.0
50	Jacqueline 1	KORG Inc.	130.0
51	Jacqueline 2	KORG Inc.	130.0
52	Jacqueline 3	KORG Inc.	127.0
53	Jacqueline 4	KORG Inc.	127.0
54	3Steppin 1	James Sajeve	135.1
55	3Steppin 2	James Sajeve	135.1
56	3Steppin 3	James Sajeve	135.1
57	3Steppin 4	James Sajeve	135.1
58	Remember 1	James Sajeve	127.4
59	Remember 2	James Sajeve	127.4
60	Remember 3	James Sajeve	127.4
61	Remember 4	James Sajeve	127.4
62	Altocumulus 1	KORG Inc.	106.0
63	Altocumulus 2	KORG Inc.	106.0
64	RockMeNow	mryat	128.0

No.	Pattern Name	Author	BPM
65	Transform 1	mryat	115.0
66	Transform 2	mryat	115.0
67	Transform 3	mryat	115.0
68	Plutonic	KORG Inc.	124.0
69	WarDance 1	Shrike	135.0
70	WarDance 2	Shrike	135.0
71	WarDance 3	Shrike	135.0
72	SwordDancing 1	mryat	128.0
73	SwordDancing 2	mryat	128.0
74	Fragrance 1	KORG Inc.	120.0
75	Fragrance 2	KORG Inc.	120.0
76	Fragrance 3	KORG Inc.	120.0
77	Deviance 1	James Sajeve	132.2
78	Deviance 2	James Sajeve	132.2
79	Deviance 3	James Sajeve	132.2
80	Deviance 4	James Sajeve	132.2
81	DirtyDove 1	Shrike	128.0
82	DirtyDove 2	Shrike	128.0
83	Night Dance 1	KORG Inc.	129.0
84	Night Dance 2	KORG Inc.	129.0
85	Night Dance 3	KORG Inc.	129.0
86	It's Hard	Francis Preve	120.0
87	Uranus 1	KORG Inc.	126.0
88	Uranus 2	KORG Inc.	126.0
89	Basement 1	KORG Inc.	124.0
90	Basement 2	KORG Inc.	124.0
91	Basement 3	KORG Inc.	124.0
92	Night Bird 1	KORG Inc.	123.0
93	Night Bird 2	KORG Inc.	123.0
94	Tao	Francis Preve	123.0
95	Italo 1	Mistabishi	89.3
96	Italo 2	Mistabishi	89.3
97	Italo 3	Mistabishi	89.3
98	Lantana 1	Sharooz	120.0
99	Lantana 2	Sharooz	120.0
100	Imaginarium 1	Sharooz	120.0
101	Imaginarium 2	Sharooz	120.0
102	Schadenfraud	Sharooz	118.0
103	Krome 1	Sharooz	112.0
104	Krome 2	Sharooz	112.0
105	Panorama	Sharooz	121.0
106	Phlow	Sharooz	122.0
107	Odysseus 1	Sharooz	118.0
108	Odysseus 2	Sharooz	118.0
109	Odysseus 3	Sharooz	118.0
110	Kwerky	Francis Preve	110.0
111	Far Away 1	KORG Inc.	134.0
112	Far Away 2	KORG Inc.	134.0
113	Legends 1	KORG Inc.	135.0
114	Legends 2	KORG Inc.	135.0
115	Legends 3	KORG Inc.	135.0
116	Legends 4	KORG Inc.	135.0
117	Body Blow 1	KORG Inc.	132.0
118	Body Blow 2	KORG Inc.	132.0
119	Body Blow 3	KORG Inc.	132.0
120	RetroJammin 1	James Sajeve	138.6
121	RetroJammin 2	James Sajeve	138.6
122	RetroJammin 3	James Sajeve	138.6
123	SpairTheAir 1	KORG Inc.	127.0
124	SpairTheAir 2	KORG Inc.	127.0
125	SpairTheAir 3	KORG Inc.	127.0
126	Be Happy	KORG Inc.	114.0
127	JaxMan 1	KORG Inc.	125.0
128	JaxMan 2	KORG Inc.	125.0
129	JaxMan 3	KORG Inc.	125.0
130	JaxMan 4	KORG Inc.	125.0

No.	Pattern Name	Author	BPM
131	OpenCar 1	mryat	120.0
132	OpenCar 2	mryat	120.0
133	OpenCar 3	mryat	120.0
134	Toolshed 1	Francis Preve	120.0
135	Toolshed 2	Francis Preve	120.0
136	Mansion 1	Francis Preve	117.0
137	Mansion 2	Francis Preve	117.0
138	Flipflop 1	KORG Inc.	123.0
139	Flipflop 2	KORG Inc.	123.0
140	Techstep 1	Mistabishi	85.0
141	Techstep 2	Mistabishi	170.0
142	Techstep 3	Mistabishi	170.0
143	Techstep 4	Mistabishi	170.0
144	Neuro 1	Mistabishi	170.9
145	Neuro 2	Mistabishi	170.9
146	Neuro 3	Mistabishi	170.9
147	Neurofunk 1	Mistabishi	172.0
148	Neurofunk 2	Mistabishi	172.0
149	Neurofunk 3	Mistabishi	172.0
150	Jungle 1	Mistabishi	42.5
151	Jungle 2	Mistabishi	170.0
152	Jungle 3	Mistabishi	170.0
153	Jungle 4	Mistabishi	170.0
154	Finalist	mryat	115.0
155	Scooba 1	Shrike	174.0
156	Scooba 2	Shrike	174.0
157	Scooba 3	Shrike	174.0
158	Surfchord	KORG Inc.	120.0
159	AgainstAllOdds1	Shrike	144.0
160	AgainstAllOdds2	Shrike	144.0
161	AgainstAllOdds3	Shrike	144.0
162	AgainstAllOdds4	Shrike	144.0
163	Cygnus 1	KORG Inc.	136.0
164	Cygnus 2	KORG Inc.	136.0
165	Sirius 1	KORG Inc.	162.0
166	Sirius 2	KORG Inc.	162.0
167	OctopusAlien	mryat	180.0
168	Debris 1	KORG Inc.	110.0
169	Debris 2	KORG Inc.	110.0
170	CoffeeEffect	mryat	110.0
171	300Miles 1	Shrike	102.0
172	300Miles 2	Shrike	102.0
173	300Miles 3	Shrike	102.0
174	300Miles 4	Shrike	102.0
175	Abyss 1	Shrike	140.0
176	Abyss 2	Shrike	140.0
177	Abyss 3	Shrike	140.0
178	CiriusSkit 1	Shrike	135.0
179	CiriusSkit 2	Shrike	135.0
180	Skarab 1	Shrike	140.0
181	Skarab 2	Shrike	140.0
182	Skarab 3	Shrike	140.0
183	Chillwave 1	Mistabishi	87.8
184	Chillwave 2	Mistabishi	87.8
185	Chillwave 3	Mistabishi	87.8
186	Chillwave 4	Mistabishi	87.8
187	Chillwave 5	Mistabishi	87.8
188	Viburnum	Francis Preve	100.0
189	Taikotune	Francis Preve	85.0
190	Recife 1	KORG Inc.	111.1
191	Recife 2	KORG Inc.	111.1
192	YourCradle	mryat	81.0
193	SwimDream	KORG Inc.	88.0
194	Techno Template	KORG Inc.	128.0
195	House Template	KORG Inc.	120.0
196	DubstepTemplate	KORG Inc.	140.0

No.	Pattern Name	Author	BPM
197	HipHop Template	KORG Inc.	140.0
198	ClassicTemplate	KORG Inc.	110.0
199	Drum Template	KORG Inc.	120.0
200	8BIT TEMPLATE	KORG Inc.	100.0
201	Init Pattern	-	120.0
202	Init Pattern	-	120.0
203	Init Pattern	-	120.0
204	Init Pattern	-	120.0
205	Init Pattern	-	120.0
206	Init Pattern	-	120.0
207	Init Pattern	-	120.0
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210	Init Pattern	-	120.0
211	Init Pattern	-	120.0
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213	Init Pattern	-	120.0
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242	Init Pattern	-	120.0
243	Init Pattern	-	120.0
244	Init Pattern	-	120.0
245	Init Pattern	-	120.0
246	Init Pattern	-	120.0
247	Init Pattern	-	120.0
248	Init Pattern	-	120.0
249	Init Pattern	-	120.0
250	Init Pattern	-	120.0

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Credits (alphabetical)	
Francis Preve	http://www.francispreve.com
Mistabishi	http://www.facebook.com/mistabishi
mryat	http://www.youtube.com/user/mryat http://soundcloud.com/mryat
Sharooz	http://www.soundcloud.com/sharooz
Shrike	http://soundcloud.com/shrike

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