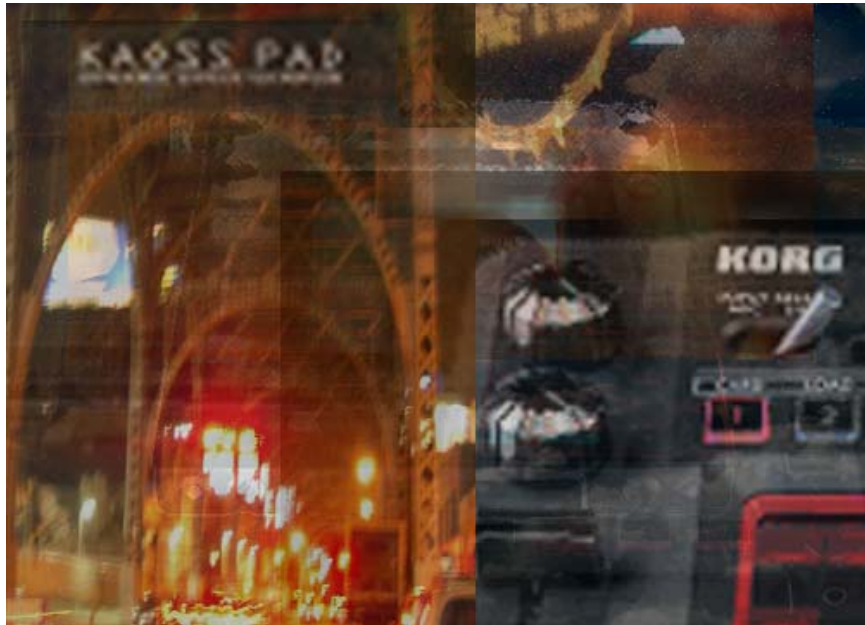


EasyStart

KP3 KAOSS PAD
DYNAMIC EFFECT/CONTROLLER

KORG



KP3 Main Features

- **Third Generation KAOSS EFFECTS!** 128 Effect Programs – Both favorites and new! Reverb, Delay, Flanger, Modulation, BPM Synced effects, grain shifter, decimator, a vintage analog style filter with a tone-bending drive circuit, expanded EQs, drum grooves and RADIUS-inspired vocoder and synthesizer sounds.
- **Sampling/Resampling** - 16bit 48kHz sampling up to 16 beats long on each SAMPLE BANK button. Sample slicing, auto looping and more!
- **AUTO BPM Detection**, MIDI Clock and Tap tempo keep turntables and MIDI devices in time with KP3.
- **FX Release feature**. Blend from effected to dry signals. Smooth or rough-edge transitions can be set to taste.
- **Microphone input** for vocal, pitch shift and vocoder effects.
- **SD Card slot** - Save and load your samples and settings with convenient, affordable SD cards.
- **New Touch Pad LEDs** provides a variety of visual cues and can even scroll custom messages!
- **Built-in USB port** provides direct connection to your computer.
- **FREE bundled software Editor included!** Build libraries of samples, and edit them using your computer. The KP3 Editor also allows WAV and AIFF files to be loaded into the KP3, and includes pitch correction for samples not created at 48 kHz.
- **MIDI controller functionality**. Up to eight different CC#s on eight MIDI channels can be transmitted simultaneously from the Touch Pad alone! Sample Bank buttons send and receive note messages.

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A Quick Overview of Buttons, Knobs and Switches

Some buttons and knobs are dual function. KP3 functions printed in a box above a button or knob can be accessed by first holding down the **SHIFT** button.

INPUT VOLUME – This knob sets the level of the input signal that is fed to the effect from the MIC or LINE inputs.

INPUT SELECT MIC/LINE– This switch selects the input source for the KP3.

FX DEPTH – This knob controls the wet/dry amount of effects. On drum or synth programs, it controls the overall volume.

PROGRAM MEMORY – These eight buttons are used to store your favorite programs. These buttons also access function settings. To access functions printed above the buttons, press and hold the SHIFT button while pressing the PROGRAM MEMORY button. PROGRAM MEMORY buttons are also used in conjunction with loop samples and turn the eight sample slices on and off.

PROGRAM/BPM – Use this knob to select different effect programs and to set the BPM. This knob can be PRESSED to toggle between Program and BPM.

TAP/RANGE ALIGN – Tap this button three or more times to set the tempo. This button is also used to “set the downbeat” when using AUTO BPM detection features.

AUTO BPM – Press this button to turn on AUTO BPM detection to detect tempo from an input source.

PAD MOTION REVERSE - Pushing this button prior to using the TOUCH PAD, triggers PAD MOTION recording and plays back a PAD MOTION recording. A PAD MOTION can also be played back in reverse by holding the SHIFT button, then pressing the PAD MOTION [REVERSE] button.

FX RELEASE LEVEL – Press and hold the SHIFT button while moving the FX RELEASE fader to adjust the FX Release depth. Also used to adjust the playback LEVEL of a sample.

HOLD – Pressing this button will hold the last state of the Touch Pad and any SAMPLE BANK button that is pressed.

MUTE - Holding down the MUTE button will momentarily cut the input signal, but the effected signal will continue to play. A DJ style “Transformer Effect” can be achieved by rapidly tapping the MUTE button.

SAMPLE BANK A B C D – Pressing one of these buttons will playback the sample that was recorded to that bank. If no sample is recorded, the button will be unlit. If a sample loop is present the bank LED will be lit **GREEN**. **ORANGE** indicates a loop sample playing back. A **RED** LED indicates a one shot sample.

SAMPLING RESAMPLING – Use this button to record samples to the **SAMPLE BANK** buttons.

PHONES VOLUME – This knob controls the level of volume for the 1/4” headphone jack.

MIC TRIM – This knob sets the level for the 1/4” microphone input.

Connecting the KP3

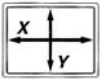
1. Connect the **LINE OUT L, R** jacks to the line input of your DJ mixer, line mixer, or connect to the FX Return of your DJ mixer if so desired.
2. Set the **CONNECTION** switch to either **DIRECT** or **SEND**. Only set the **CONNECTION** switch to **SEND** if you are using the KP3 in an FX Send/Return configuration.
3. Connect your line input source to the **LINE IN L, R** jacks or a microphone to the 1/4" **MIC** input on the front. Set the **INPUT SELECT** switch to the corresponding input.
4. Adjust the input level using the **INPUT VOLUME** knob so that the **PEAK** LED does not turn **RED**. If a microphone is being used, first adjust the **MIC TRIM** knob so the sound is not distorted.

Selecting Programs and Working with PROGRAM MEMORY Buttons

There are 128 effect programs in the KP3 and these include some great new effects! Eight favorite programs can be saved to the eight PROGRAM MEMORY buttons.

1. If the display is showing the current BPM, PRESS the **PROGRAM/BPM** knob to switch to the program display.
2. HOLD the **SHIFT** button and rotate the **PROGRAM/BPM** knob to select by category. The display will show the category and program number (Example: Flt.1 or Voc.1). When a program is selected, the **TOUCH PAD** will display and scroll the program name!
3. Select program "**Syn.1**" and rub the TOUCH PAD. Nice synth sound! You can tell that this program synchronizes to BPM by the blinking **BPM** indicator to the right of the display.
4. Rotate the **PROGRAM/BPM** knob clockwise to advance to the next program. The **PROGRAM/BPM** knob is continuous so when the last program is reached it will wrap around to the beginning of the list.
5. Eight favorites can be stored on the **PROGRAM MEMORY** button. Simply press one of these eight buttons to recall a stored program.
6. To store a program to a **PROGRAM MEMORY** button, press the **WRITE** button. The **PROGRAM MEMORY** and the **WRITE** buttons will blink. Press the **PROGRAM MEMORY** button to which you want to save the program. Press **WRITE** to exit without saving.

FOUR PROGRAMS TO TRY

drM.2 BeatBox Beat Box	X AXIS changes patterns Y AXIS controls delay depth	
SYn.1 SawBass Unison Saw Bass	X AXIS Synth pitch Y AXIS HPF Cutoff & Resonance	
Voc.1 Vocoder Vocoder	X AXIS Pitch Y AXIS Vocoder tone	
SMP.2 SmpIRoll Sample Roll	X AXIS Sample Length (1/1, 1/2, 1/4....1/128) Y AXIS HPF Cutoff & Resonance	

Note: See the **EFFECT PROGRAM LIST** included with the KP3 for a detailed program list.

Sampling and Resampling

The KP3 can record both looped phrases and one shot samples from an external source, resample external audio sources through effects, or capture the entire output of the KP3 as a new sample. Loop samples can be sliced into eight equal parts. These parts can be turned on and off to create new rhythmic figures and loops. Four SAMPLE BANK buttons allow you to create, play and save samples up to 16 beats (4 bars) on the fly. *All samples are recorded using high-resolution 24-bit converters, and are stored in 16-bit/48 kHz format.*

SAMPLING A LOOP

1. Adjust the BPM by tapping it in using the **TAP/RANGE** button, or by using the **PROGRAM/BPM** knob to set the desired tempo.
2. Press the **SAMPLING** button. The **SAMPLE BANK** buttons will blink red and the display will indicate “[16]” This is the default value of 16 beats. (To exit without sampling, press the **SHIFT** button)
3. Rotate the **PROGRAM/BPM** knob to specify the length of sampling in beats. The display will switch between **[16]**, **[8]**, **[4]**, **[2]** or **[1]** accordingly.
4. When you are ready to record, press one of the **SAMPLE BANK** buttons. The recording starts as soon as you press the **SAMPLE BANK** button. The **PROGRAM MEMORY** buttons will consecutively blink to indicate the beat you’re recording. The sample will automatically loop when the recording is finished. The **SAMPLE BANK** button will be lit **ORANGE** and the loop will automatically play and loop.
5. To stop playback, press the **SAMPLE BANK** button and it will turn **GREEN**, indicating a loop sample is present.

LOOP SLICE and LOOP START ADJUSTMENT

6. Press and hold the **SHIFT** button then press the **SAMPLE BANK** button where the loop was just recorded. By pressing the **PROGRAM MEMORY** buttons, slices can be turned on and off. Try turning a few on and off to hear other rhythmic variations of the loop. (Note that the sliced parts that are off are skipped, making the overall sample shorter)
7. Turn all eight **PROGRAM MEMORY** buttons **ON** so that all slices are playing. Rotate the **PROGRAM/BPM** knob to adjust the Loop Start point in steps of 1/32nd of a beat, over a range of +/-1.
8. Press the **SHIFT** button to exit.

RESAMPLING A ONE SHOT SAMPLE

1. For this example, select one of the synth Programs (“**Syn.1**” – “**Sy.10**”).
2. Hold down the **SHIFT** button and press the **SAMPLING [RESAMPLING]** button. The **SAMPLE BANK** buttons will blink **ORANGE**.
3. Rotate the **PROGRAM/BPM** knob and set the number of beats to “[16]” in the display.
4. Press one of the **SAMPLE BANK** buttons and rub the **TOUCH PAD** to trigger the synth sound to be sampled.
5. Stop the sample recording **before the end beat is reached** by pressing the **SAMPLE BANK** button.
6. The **SAMPLE BANK** button will be lit **RED**, indicating there is a **one shot** sample present.

The PAD MOTION function

Pad Motion allows you to record and playback a motion (several seconds long) of your finger on the TOUCH PAD. This allows you to reproduce complicated moves. The TOUCH PAD LEDs will provide a visual of the movement.

1. To record a pad motion, press and hold the **PAD MOTION** button. Recording will begin as soon as you touch the **TOUCH PAD**.
2. To play back the recorded motion, press the **PAD MOTION** button: it will light and play the motion repeatedly until you press it again so it is dark (unlit).
3. The Pad Motion can be REVERSED by holding the **SHIFT** button, then pressing the **PAD MOTION [REVERSE]** button. You can alternate direction by repeating this operation.

Note: Pad Motion recordings can be saved as part of a Program!

The FX RELEASE function

Making the transition from a hard-edged effect back to the original unaffected signal can often times be very abrupt. With FX RELEASE, the moment you take your hand off the touch pad, a gradually diminishing delay effect in sync with the current BPM is applied. This allows you to make a smooth and musical transition. A "sharp" transition can be achieved by setting the FX RELEASE fader all the way down.

1. Press and hold the **SHIFT** button while moving the **FX RELEASE** fader down to decrease the amount of "transition smoothness".

Saving and Loading using SD Memory Cards

SD memory cards up to 2GB can be used to load and save data. WAV or AIFF files can also be loaded into the KP3 from an SD card. Files on a KP3's SD card can be managed by a computer, when connected to the KP3's USB port.

Note: THE KP3 MUST BE TURNED OFF BEFORE INSERTING OR REMOVING AN SD CARD!

FORMATTING AND SAVING DATA TO A CARD

1. With the KP3 powered **OFF**, insert an SD memory card. Power ON the KP3.
2. Press and hold **SHIFT** while pressing **PROGRAM MEMORY 1 [CARD]**, then rotate the **PROGRAM/BPM** knob clockwise to select "**ForM**" (format) in the display. Press the **PROGRAM/BPM** knob to confirm and format the SD card. THIS WILL ERASE ALL DATA FROM THE CARD!
3. To save the entire contents of the KP3, including favorites, settings and samples, Press and hold **SHIFT** while pressing **PROGRAM MEMORY 3 [SAVE]**.
4. Rotate the **PROGRAM/BPM** knob to select "**ALL**" in the display, and then press the **PROGRAM/BPM** to confirm. Rotate the **PROGRAM/BPM** to select **[0]** in the display. Press the **PROGRAM/BPM 2x** to confirm.

*Note: When an SD card is inserted prior to powering up the KP3, it will automatically load the samples stored as an "All" file in memory location **[0]**.*

USB MODE

1. Connect a USB cable from the KP3 to your computer's USB connection.
2. Press and hold the **SHIFT** button, then press **PROGRAM MEMORY** button **7 (USB)**.
3. The SD card will mount on your computer and files can be transferred to and from the card.
4. When finished, drag the mounted card into the trash (MAC) or eject it from your computer (PC), then Press the **SHIFT** button on the KP3 to exit USB mode.

Note: See pages 18, 22-23 of the KP3 OWNER'S MANUAL for information on SD cards and sharing data with a computer via USB.

KP3 Editor/Librarian Software

Included with the KP3 is a CD-ROM containing the KP3 Editor/Librarian. This is invaluable software that adds the computer as part of your arsenal. With this editor/librarian tool, you can manage your samples and custom programs, import and export samples as WAV and AIFF, assign a custom scrolling message to the Touch Pad, and more!

The KORG USB MIDI Driver, Demo samples and the KP3 Editor Owner's Manual can also be found on the included CD-ROM. Enjoy your KP3!



Note: See pages 24-26 of the KP3 OWNER'S MANUAL and the KP3 Editor PDF manual for information on installing and using the KP3 Editor/Librarian software as well as detailed system requirements.

KP3

Be sure to visit www.korg.com for software updates, tips and other useful information for your KP3 and other KORG products!

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