

nanoPAD

Slim-Line USB Controller

Owner's Manual

KORG KORG INC.
4015-2 Yanokuchi, Inagi-city, Tokyo 206-0812 Japan

© 2008 KORG INC.

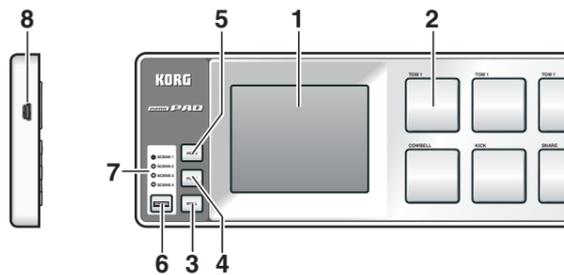
(E)(F)(G)(S)(I)(R)(C)(J)(2)

Introduction

Thank you for purchasing the Korg nanoPAD slim-line USB controller. To help you get the most out of your new instrument, please read this manual carefully.

⚠ In order to take full advantage of this product, you'll need to create settings in the host application that you're using. Please follow the directions as described in the owner's manual of your host application to define these settings.

Parts and their functions



1. X-Y pad

You can transmit control change messages or pitch bend messages by touching the X-Y pad.

2. Trigger pads

These pads can transmit note messages or control change messages.

3. [ROLL] button

Press this to turn the Roll function on/off.

What's the Roll function?

This function simulates rapid consecutive strikes, as often played on a snare drum.

To use the Roll function

Press the [ROLL] button and it will light up.

Press a trigger pad while touching the X-Y pad. A roll will be simulated as long as you continue pressing the pad; the roll will end when you release the pad.

⚠ Even if the Roll function is on, a roll will not be played if you've taken your finger off the X-Y pad.

⚠ When the Roll function is on, operating the X-Y pad will not transmit control change messages or pitch bend messages.

X-Y pad operations

X-axis Controls the speed of the roll. Moving toward the left edge of the X-Y pad will slow down the roll, and moving toward the right edge will speed up the roll.

Y-axis Controls the volume (velocity) of the roll. Moving toward the bottom edge of the X-Y pad will decrease the velocity values, and moving toward the top edge will increase the velocity values.

4. [FLAM] button

Press this to turn the Flam function on/off.

What's the Flam function?

This function simulates the drumming technique where both drum sticks strike a drum nearly simultaneously, with just a slight gap in timing.

To use the Flam function

Press the [FLAM] button and it will light up. Then, press a trigger pad while touching the X-Y pad.

⚠ In order to play a flam, you must touch the X-Y pad before pressing the trigger pad.

⚠ When the Flam function is on, operating the X-Y pad will not transmit control change messages or pitch bend messages.

⚠ You can't turn on both the Roll function and the Flam function simultaneously.

X-Y pad operations

X-axis Controls the time between the first and second strikes. Moving your finger towards the left edge of the X-Y pad will lengthen the time until the second strike, and moving toward the right edge will shorten the time until the second strike.

Y-axis Controls the velocity of the second strike. Moving your finger towards the bottom edge of the X-Y pad will decrease the velocity of the second strike, and moving towards the top edge will increase the velocity of the second strike.

5. [HOLD] button

Press this to turn the Hold function on/off.

What's the Hold function?

This maintains the point (the value of the MIDI message) at which you took your finger off the X-Y pad, preserving where you had been touching the X-Y pad. For example if you're performing a roll with the Roll function and the Hold function turned on, the roll will continue playing as long as you continue pressing the trigger pad even if you take your finger off the X-Y pad.

6. [SCENE] button

This switches scenes. The nanoPAD lets you assign parameters to the trigger pads and X-Y pad. These settings are collectively called a "scene." The nanoPAD holds four scenes. These four scenes are collectively called a "scene set."

📌 You can use the Korg Kontrol Editor to change the assignments of each controller. (→ "Making detailed settings")

7. Scene LEDs

The LED of the selected scene will light up.

8. USB connector

Connect the nanoPAD to your computer with a USB cable from this port.

Setup

Operating requirements

Mac OS X

Computer

Apple Macintosh computer with an Intel or PowerPC processor that has a USB port and satisfies the requirements for running Mac OS X

Operating system

Mac OS X 10.3.9, or Mac OS X 10.4.7 or later

Windows

Computer

Computer that has a USB port and satisfied the requirements for running Microsoft Windows XP/Vista (a USB chipset made by the Intel Corporation is recommended)

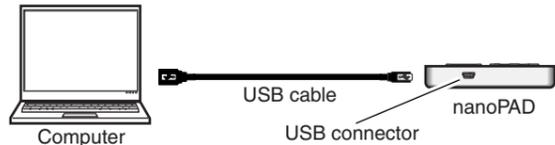
Operating system

Microsoft Windows XP SP2 or later, or Microsoft Windows Vista SP1

Connections and power

Connect the nanoPAD to your computer with a USB cable.

The power will turn on, and a scene LED will light up.



⚠ If you're using a passive (non-powered) USB hub, the nanoPAD may fail to power-on because it isn't receiving enough power. If this is so, please connect the nanoPAD to a powered USB hub or directly to your computer.

Installing the driver

Installation

When you first connect the nanoPAD to your computer, the standard USB-MIDI driver for your operating system will be installed automatically.

⚠ If you're using Microsoft Windows XP/Vista, the USB-MIDI driver that's automatically installed won't allow you to use the nanoPAD with multiple applications simultaneously. If you want to use the nanoPAD with multiple applications simultaneously, you'll need to install the Korg USB-MIDI driver. Even if you don't need to use the nanoPAD with multiple applications simultaneously, we recommend that you install the Korg USB-MIDI driver for more stable operation. You can download the Korg USB-MIDI driver from the Korg website, and install it as described in the included documentation. (<http://www.korg.co.jp/English/Distributors/> or <http://www.korg.com>)

⚠ If you want to use the Korg Kontrol Editor, you'll need to install the Korg USB-MIDI driver.

Driver ports

The nanoPAD's USB-MIDI I/O will be seen from the computer as 1IN-1OUT. As shown in the following table, the name of the ports depend on which operating system you're using, and whether or not you've installed the Korg USB-MIDI driver.

| OS | MIDI IN | MIDI OUT |
|---|------------------|------------------|
| Mac OS X 10.3 or 10.4 | nanoPAD Port 1 | nanoPAD Port 1 |
| Mac OS X 10.5 or later | nanoPAD PAD | nanoPAD CTRL |
| Windows XP | USB audio device | USB audio device |
| Windows Vista | nanoPAD | nanoPAD |
| Windows XP/Vista + KORG USB MIDI Driver | nanoPAD 1 PAD | nanoPAD 1 CTRL |

MIDI IN port

This is where MIDI messages from the nanoPAD's various controllers are received.

If you want to use the nanoPAD to control an application on your computer, then select this port in the MIDI input settings of your application.

This is also used by the Korg Kontrol Editor to control the nanoPAD.

MIDI OUT port

This port is used by the Korg Kontrol Editor to control the nanoPAD.

Making detailed settings

⚠ The following settings cannot be edited from the nanoPAD itself, so you'll need to use the Korg Kontrol Editor. You can download the Korg Kontrol Editor from the Korg website. (<http://www.korg.co.jp/English/Distributors/> or <http://www.korg.com>)

Global

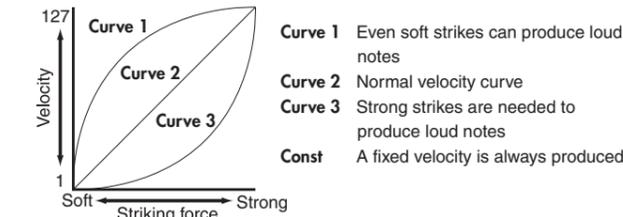
These are global parameters that make overall settings for the entire nanoPAD. These settings apply to all of the scenes.

Global MIDI Channel [1...16]

Set this to match the MIDI channel of the application that you're controlling.

Velocity Curve [Velocity Curve1...3/Const Velocity]

This specifies how the volume will change according to how hard you strike the trigger pads. You can choose one of three velocity curves, or a fixed velocity value.



Const Velocity [1...127]

This specifies the velocity value that will be transmitted when you've selected Const as the velocity curve.

Trigger pads

Depending on the assign type, the trigger pads can transmit note messages or control change messages. For each trigger pad, you can individually specify the assigned message, the MIDI transmit channel, the behavior of the trigger pad, the note number, the control change number, the values transmitted when the pad turns on or off, and whether the Roll/Flam functions will be enabled or disabled.

Depending on its assign type, up to eight note numbers or control change numbers can be assigned to a single trigger pad and transmitted simultaneously.

📌 If you transmit multiple note messages or control change messages from a single trigger pad, all of the messages will be transmitted at the same velocity or On Value/Off Value.

MIDI Channel [1...16/Global MIDI Channel]

This specifies the MIDI channel of the MIDI messages that are transmitted when you strike the trigger pad. If you set this to "Global MIDI Channel," the messages will be transmitted on the global MIDI channel.

Assign Type [No Assign/Note/Control Change]

This specifies the type of message that will be assigned to the trigger pad. You can disable the pad (no assignment), or assign a note message or a control change.

Pad Behavior [Momentary/Toggle]

You can choose one of the following two types of behavior for the trigger pad.

Momentary The Note On or On Value will be transmitted when you press the trigger pad, and the Note Off or Off Value will be transmitted when you release it. The Note On or On Value will be transmitted alternately with the Note Off or Off Value each time you press the trigger pad.

Toggle

Note Number [C-1...G9/No Assign]

This specifies the note number of the note message that is transmitted.

Control Change Number [0...127/No Assign]

This specifies the control change number of the control change message that is transmitted.

On Value [0...127]

This specifies the value of the message that is transmitted when the trigger pad turns on.

📌 You can set this only if the assign type is "Control Change."

Off Value [0...127]

This specifies the value of the message that is transmitted when the trigger pad turns off.

📌 You can set this only if the assign type is "Control Change."

Roll/Flam Enable [Disable/Enable]

This enables or disables the Roll/Flam functions. Even if the Roll/Flam functions are on, they will not affect trigger pads that are set to Disable.

X-Y pad

MIDI Channel [1...16/Global MIDI Channel]

This specifies the MIDI channel of the MIDI messages transmitted when you touch the X-Y pad. If you set this to "Global MIDI Channel," the messages will be transmitted on the global MIDI channel.

X-axis / Y-axis

Depending on the assign type, these axes will transmit control change messages or pitch bend messages. You can specify the MIDI transmit channel, the separate messages that are assigned to the X-axis and Y-axis, the control change numbers, as well as the polarity.

Assign Type [No Assign/Control Change/Pitch Bend]

This specifies the type of message that will be assigned to the X-axis and Y-axis of the X-Y pad. You can disable an axis, or assign control change messages or pitch bend messages.

Control Change Number [0...127]

This specifies the control change number of the control change message that is transmitted.

Polarity [Normal/Reverse]

This specifies the polarity of the values for the X-axis and Y-axis of the X-Y pad.

Normal The pad will operate in the conventional way. On the X-axis, values will be smaller at the left and greater at the right. On the Y-axis, values will be smaller at the bottom and greater at the top.

Reverse The high and low values will be inverted. On the X-axis, values will be greater at the left and smaller at the right. On the Y-axis, values will be greater at the bottom and smaller at the top.

Touch / Release

This function transmits control change messages when you touch your finger to the X-Y pad and when you take your finger off the pad. You can specify whether touch/release will be enabled or disabled, the control change number, the values transmitted when the pad turns on/off, and the attack time and release time.

⚠ MIDI messages are transmitted on the MIDI channel you specified for the X-Y pad.

X-Y Pad Touch/Release Enable [Disable/Enable]

Enables or disables Touch/Release.

Control Change Number [0...127]

Specifies the control change number of the control change message that is transmitted.

On Value [0...127]

This specifies the value of the message that is transmitted when you touch the X-Y pad.

Off Value [0...127]

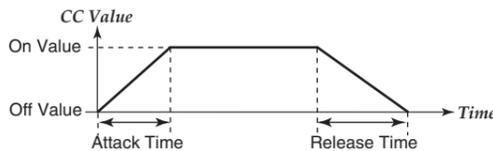
This specifies the value of the message that is transmitted when you release the X-Y pad.

Attack Time [0...127]

This specifies the time from when you touch the X-Y pad until the On Value is reached.

Release Time [0...127]

This specifies the time from when you release the X-Y pad until the Off Value is reached.



Restoring the factory settings

If you turn on the power while holding down the [HOLD] button, [FLAM] button, and [SCENE] button, the settings of the nanoPAD will return to their factory-set condition, and the scene LEDs will light up.

⚠ The process of restoring the factory settings will take several seconds after you turn on the power. You must not turn off the power during this time.

Troubleshooting

Power does not turn on

- If you're using a passive (non-powered) USB hub, the nanoPAD may fail to power-on because it is not getting enough power. If this is so, please connect the nanoPAD to a powered USB hub or directly to your computer.

Software does not respond

- Make sure that the nanoPAD has been detected by the computer. If you're using Windows XP, go to the Control Panel, open "Sounds and Audio Devices," and check the "Hardware" tab page.

If you're using Windows Vista, go to the Control Panel, open "Hardware and Sounds" → "View Hardware and Devices" → "Device Manager," and check the "Sound, Video, and Game Controllers" tab.

If you're using Mac OS X, open "Applications" → "Utilities" → "Audio MIDI Setup," and check the "MIDI Devices" tab page.

- Make sure that the nanoPAD is selected in the MIDI port settings of the application you're using.

- The application you're using might not support a specific function. Please check the owner's manual of your host application.

Specifications

| | |
|--------------------------------|--|
| Connectors: | USB connector (mini B type) |
| Power supply: | USB bus power mode |
| Current consumption: | 100 mA or less |
| Dimensions (W x D x H): | 12.6 x 3.2 x 0.6 inches / 320 x 82 x 16.5 mm |
| Weight: | 11.6 oz / 330 g |
| Included items: | USB cable, Owner's manual |

* Specifications and appearance are subject to change without notice.