Owner's manual

Table of Contents

2023/06/08

App portal

test

Introduction

Getting ready to play

Tap the KORG iMS-20 icon on the iPad's home screen; the app will start up. Make sure that the iPad's volume is raised, and not muted. When the app has started up, tap the on-screen keyboard; when you hear sound, you're ready to play.

> ⓘ Using headphones or external speakers (amplified speakers) will let you enjoy higher-quality sound.

Basic knowledge

In addition to playing the KORG iMS-20 as a single monophonic synthesizer, you can also use it with the included sequencer and drum machine for a broad range of music production possibilities. This section explains the basic knowledge that you'll need to use the KORG iMS-20.

Using the synthesizer (MS-20)

Selecting the waveform and pitch

The VCO (Voltage Controlled Oscillator) determines the waveform and pitch. Use the WAVEFORM knob to select a waveform, and use the SCALE and PITCH knobs to specify the pitch. The waveform of the two VCOs can be set independently. The waveforms generated here will be processed by the filter and the other components to create the final sound.

Modifying the tone

The VCF (Voltage Controlled Filter) modifies the brightness of the sound by applying filters to the waveform produced by the VCO. You can use the high-pass filter and low-pass filter to make the sound thinner or more mellow.

Controlling the volume

The VCA (Voltage Controlled Amplifier) and EG (Envelope Generator) let you specify how the volume will change over time, from the beginning of the note to when it decays to silence. Lengthening the ATTACK TIME will make the note begin slowly, and lengthening the RELEASE TIME will make the note end slowly.

Creating time-varying change

In addition to using the EG (Envelope Generator) to vary the volume over time, you can also use it to apply time-varying change to the pitch or tone. For example, you could make the pitch fall when the note begins, or make the tone brighten

2023/06/08

gradually. In a similar way, you can use the MG (Modulation Generator) to apply cyclical change to the pitch, tone, or volume.

Patching

For more sophisticated sound-creating possibilities, you can change the way that the MS-20's modules are connected, or you can add a noise generator. Try out various connections and come up with your very own settings!

Using the sequencer

Specifying the note timing

GATE specifies the note timing and duration. Steps where the GATE is other than 0% will sound a note. Instead of the GATE, you can also use VOLUME to make a note sound. In this case, set GATE to other than 0% to specify the length of the note, and use the VOLUME to specify triggering and volume. By using VOLUME and GATE, you can specify the timing, duration, and volume of the notes.

Specifying the pitch

Use PITCH and OCTAVE to specify the pitch. You can create phrases by specifying the pitch of each step's note.

Modifying the tone

Use PARAMETER and VOLTAGE to specify the tone. You can modify the synthesizer's tone for each step.

Using the drum machine

Specifying the note timing

If a part's step switch is on, that part will sound a note at the corresponding step. "SEQ EDIT" lets you create detailed settings for each step such as the note's duration, volume, and panning.

Modifying the tone

"SOUND EDIT" lets you specify a sound created by the MS-20 for each of the six parts. For each sound, you can edit the synthesizer or select one of the sounds that are provided.

Patterns

The KORG iMS-20 uses short phrases called "patterns" as its smallest playback unit. Each pattern lets you simultaneously use the following components (synthesizer, drum machine, etc.).

- Synthesizer: 1 unit
- Sequencer: 1 unit
- Drum machine: 1 unit (6 parts)
- Mixer
- Synth effect
- Master effect You can also modify a pattern in realtime as it plays, or switch between multiple patterns in realtime during playback.

Songs

Multiple patterns that you've created can be arranged in a desired order to create a "song."

Session

The patterns and songs that you create are collectively managed as a "session." Whether you're creating and playing just a single pattern, or whether you're using multiple patterns to create a song, all your data is saved as a session. The following illustration shows how a session is structured.
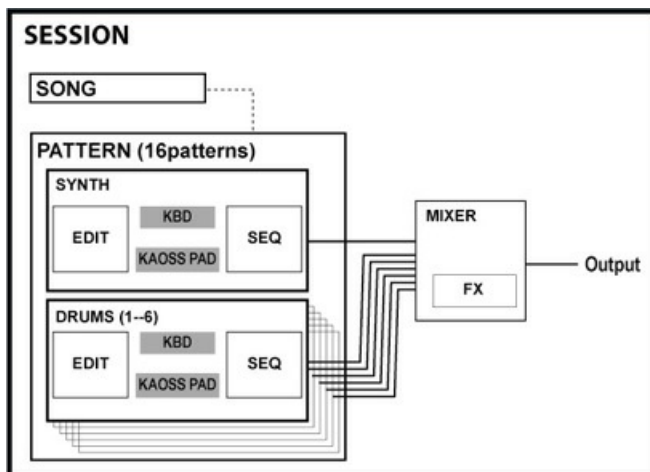
Data saved for each session

- Song: 1
- Patterns: 16
- Drum sounds: for the 6 parts
- Mixer / Master Effect settings
- Tempo / Swing settings

⚠ Drums settings, Mixer, EFFECT, Tempo/Swing settings are shared by a session.

2023/06/08

Data saved for each pattern

- Synth sequence data
- Drums sequence data
- Synth sound
- Kaoss Pad settings
- Pattern Change - Step Grid settings

Basic operation

Knobs

You can choose one of the following two operating modes. Select this choice in the GLOBAL section's Settings.

Linear	Use your finger to move the knob up/down.
Rotary	Move your finger as though turning the knob.

You can also make fine adjustments to a parameter by flicking (quickly brushing your finger over it).

Flick up	Increases the parameter by a small amount.
Flick down	Decreases the parameter by a small amount.
Flick right	Increases the parameter by an even smaller amount.
Flick left	Decreases the parameter by an even smaller amount.

Patching

When you tap a jack with your finger, a cable will appear; slide your finger to another jack to make a connection. You can connect output jacks to input jacks. To disconnect a cable, tap the output jack or input jack of a connected cable, slide your finger somewhere other than a jack, and then release it.

Scrolling to switch screens

In the SYNTH screen, where the synthesizer and sequencer are shown above and below, you can scroll the displayed area by sliding your finger vertically on a location other than a knob or switch. If the SYNTH EDIT section's "ZOOM MS-20" is on and the "PATCH PANEL" is visible, you can slide vertically to see the sequencer's patch section.

Flicking to switch screens

When in SYNTH mode and the SYNTH EDIT section's "ZOOM MS-20" is on, you can switch between "CONTROL PANEL" and "PATCH PANEL" by flicking your finger on a location other than a knob or switch.

Double-tapping to switch screens

When in SYNTH mode, you can double-tap the VOLTAGE CONTROLLED AMPLIFIER section of MS-20 to turn "ZOOM MS-20" on and switch to "CONTROL PANEL." By double-tapping the logo area in the patch section, you can switch to "PATCH PANEL." You can also double-tap to return from "CONTROL PANEL" or "PATCH PANEL."

2023/06/08

Quick Reference

Listening to the demo songs

KORG iMS-20 provides one built-in demo song and a number of official demo songs posted on the SoundCloud music distribution and collaboration site.

Listening to the built-in demo song

1. After starting the app, tap "BROWSE" in the SESSION section at the upper left of the screen.
2. In the list that appears, tap "SyNc"; the demo song will be preview-played.
3. In the lower right of the screen, tap "OK" to load that demo song.
4. In the PLAYBACK section at the top of the screen, make sure that the SONG-PTN switch is set to SONG, and then tap the white button with the -> symbol to play or stop the song.

Listening to demo songs on SoundCloud

1. In the SESSION section at the upper left of the screen, tap "BROWSE."
2. In the library at the left, tap "SoundCloud."
3. In the bar above the list at right, tap "Featured."
4. The demo songs are below. When you tap a track, streaming playback will begin.

- Gain (by Denkitribe)
- Keep On Bleepin' (by mugenkidou)
- KAMAITACHI (by mryat)
- Seventh Sense (by koishi)
- No Compromises (by iNALOG)
- Cartoon Cat Tone (by matsumae)
- SyNc (by Keishi Yonao)
- Eyeshut (by KORG)

5. If you tap the downward arrow icon at the bottom of the screen, that song data will be downloaded. The downloaded data will be included in "Downloads" and "All Sessions."
6. Now you can load and play the song in the same way as the built-in demo song.

> ⚠️ *Your iPad must be connected to the Internet.*

For details on using the browser, click here. For more about SoundCloud, click here.

Playing the synthesizer

Here's how to play the synthesizer using the keyboard or Kaoss pads.

1. In the COMPONENTS section at the top of the screen, tap "SYNTH."
2. Tap or slide over the on-screen keyboard; you'll hear sound.
3. Separately from this keyboard, another keyboard for performance is also provided. To access the performance keyboard, tap "KEYBOARD" in the CONTROLLERS section on the upper right side of the screen.
4. In addition to the keyboard, you can also perform using the Kaoss pads. Tap "KAOSS PAD" in the CONTROLLERS section, and tap the right Kaoss pad to perform.

5. The KORG iMS-20 provides various presets. When you want to play a different sound, tap the "BROWSE" button in the SOUND PRESET section, choose the desired preset in the browser, and tap "OK." Go ahead and try out the sounds that are provided.

A detailed explanation of the keyboard is provided here. A detailed explanation of the Kaoss pads is provided here.

Editing the synth sound

Let's try editing the MS-20's sound by turning the knobs and using the patch panel.

1. In the COMPONENTS section at the top of the screen, tap "SYNTH."
2. Edit by turning the knobs shown to the left side of the MS-20, or change the connections between the patch jacks on the right side to modify the sound.
3. If you want to concentrate on editing, you can tap "ZOOM MS-20" in the SYNTH EDIT section to zoom the control panel and patch panel.

Information about basic MS-20 operation is provided here. A detailed explanation of the MS-20 is provided here..

Playing the drum machine

Here's how to play the drum machine sounds by striking the drum pads.

1. Tap "DRUMS" in the COMPONENTS section at the top of the screen.
2. Play the sounds by tapping the six drum pads shown on the bottom of the screen.

Information about basic drum machine operation is provided here. A detailed explanation of the drum machine is provided here.

Editing the drum sounds

You can use the MS-20 to edit the drum machine's sounds.

1. Tap "SOUND EDIT" to the left of each part of the drum machine. A dedicated screen for editing the drum sounds will appear.
2. Since the drum machine uses the MS-20's sounds, the MS-20 will appear when you enter this screen, allowing you to edit the sound in the same way as for the synthesizer.
3. To select a preset, tap the "BROWSE" button in the SOUND PRESET section at the top of the screen, select the desired preset in the browser, and then tap "OK."
4. When you've finished editing the sound, tap "BACK" on the upper right side of the screen to exit edit mode.

A detailed explanation of drum sound editing is provided here. Information about basic MS-20 operation is provided here. A detailed explanation of the MS-20 is provided here.

Saving your sounds

Here's how a synth or drum sound that you've created can be saved as a preset.

1. In the SOUND PRESET section on the top of the screen, tap "SAVE."
2. In the dialog box that appears, enter information such as the name.
3. Tap "OVERWRITE" if you want the sound that you've created to overwrite the existing sound; tap "ADD" if you want to

2023/06/08

save the sound as a new preset.

> ⚠️ You cannot overwrite factory sound presets.

Creating a pattern

The KORG iMS-20 provides six template sessions, and each template contains eight patterns. Let's try creating a pattern based on one of these template patterns.

1. In the SESSION section on the upper left side of the screen, tap "BROWSE."
2. In the list that appears, tap a template to preview-play the template session.
3. Tap "OK" on the lower right side to load that template.
4. Make sure that the SONG-PTN switch is set to "PTN" in the PLAYBACK section on the top of the screen.
5. Next tap "SONG/PTN" in the COMPONENTS section.
6. Tap the above eight pattern pads to select the pattern that you want to use as the basis for the pattern you create.
7. In the PLAYBACK section on the top of the screen, tap the white button with the -> symbol to play/stop the pattern. A basic explanation of patterns is provided here. A detailed explanation of patterns is provided here.

Creating a synth sequence

Let's use the analog sequencer to create a sequence that can play the synthesizer.

1. In the COMPONENTS section at the top of the screen, tap "SYNTH."
2. Scroll vertically until you see the sequencer.
3. Steps where the GATE and VOLUME are raised will play a note. In addition to specifying whether a note will be heard, you can also use PITCH and OCTAVE to change the pitch of each step, use GATE to change the duration of each note, and use PARAMETER or VOLTAGE to control the tone.
4. You can also record using the keyboard or Kaoss pads. Select one of these in the CONTROLLERS section, and turn on "REC", located at the left, and then perform. Information about basic sequencer operation is provided here. A detailed explanation of the sequencer is provided here. A detailed explanation of the keyboard is provided here. A detailed explanation of the Kaoss pads is provided here.

Creating a drum pattern

Let's use the six-part drum machine to create a drum pattern.

1. In the COMPONENTS section at the top of the screen, tap "DRUMS."
2. Turn on some of each part's step switches; the corresponding notes will sound.
3. By entering "SEQ EDIT" located on the left side of each part, you can make detailed edits to the duration, volume, and panning of the note at each step. Information about basic drum machine operation is provided here. A detailed explanation of the drum machine is provided here. A detailed explanation of drum sequences is provided here.

Using the mixer to adjust the volume

Here's how you can use the mixer to adjust the volume of each channel while you're creating a pattern.

1. In the COMPONENTS section on the top of the screen, tap "MIXER."
2. Adjust the volume and panning of each channel. A detailed explanation of the mixer is provided here.

Creating a song

When you've created several patterns, here's how you can arrange them in a desired order to create a song.

1. In the COMPONENTS section at the top of the screen, tap "SONG/PTN."
2. Tap the first of the sixteen switches in the SONG section.
3. Use the sixteen pattern pads of the PATTERN section to select the pattern that you want to assign. That pattern will be assigned to the first position in the song.
4. Repeat the step above to assign patterns to the song in the desired order.
5. At the end of the song, assign "STOP."
6. Make sure that the SONG-PTN switch is set to "SONG" in the PLAYBACK section at the top of the screen, and then play back the song that you created.

A basic explanation of songs is provided here. A detailed explanation of songs is provided here.

Saving your session

Here's how to save the song and patterns that you've created.

1. In the SESSION section at the top of the screen, tap "SAVE."
2. In the dialog box that appears, enter the name and other information.
3. Tap "OVERWRITE" if you want the session you've created to overwrite the existing session; tap "ADD" if you want to save the session as a new session. A basic explanation of a session is provided here.

2023/06/08

Navigation Bar

Use the bar shown at the top of the screen to switch between the synth/drum/mixer screens, to switch the song or pattern between play/stop, and to load/save sessions and presets.

SESSION section
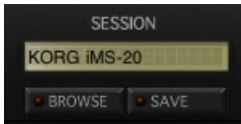
Session name

Indicates the name of the session that you're currently using.

BROWSE

Shows the browser screen where you can load a session.

SAVE

Shows a dialog box where you can save your session.

PLAYBACK section
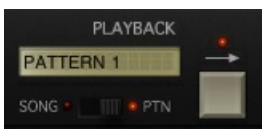
Song position / Pattern number

If the play mode is "SONG," this indicates the song's playback position and the number of the pattern that's playing. If the play mode is "PTN," this indicates the number of the pattern that's use.

Play mode

Switches between song playback and pattern playback.

Start/Stop

Plays/stops the song or pattern.

COMPONETS section

2023/06/08
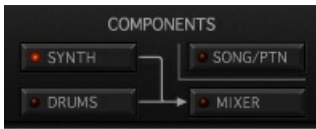
SYNTH

Shows the synth screen. When you press this button, the right side of the bar will switch to a synth-related display.

DRUMS

Shows the drum screen. When you press the drum machine's "SOUND EDIT" or "SEQ EDIT," the right side of the bar will switch to a display related to the corresponding edit mode.

SONG/PTN

Shows a screen where you can arrange patterns to create a song, or select the pattern that you want to play or edit. >

MIXER

Shows the mixer screen.

SYNTH EDIT/DRUM EDIT/DRUM SEQ EDIT section

ZOOM MS-20

Zooms the display to the synth/drums edit screen.

EFFECT

Shows the synth/drums effect panel.

SOLO

Plays back only the synth or drum sound. If another part's SOLO is on, that part will also sound.

BACK

If you entered "SOUND EDIT" or "SEQ EDIT" while "DRUMS" is selected, this button takes you back to the drum machine screen.

SOUND PRESET

2023/06/08
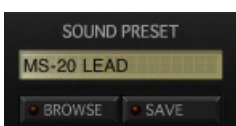
Sound name

Indicates the name of the sound that you're using.

BROWSE

Shows a browser screen where you can load sounds.

SAVE

Shows a dialog box where you can save your sound.

CONTROLLERS section

KEYBOARD

Shows the performance keyboard.

KAOSS PAD

Shows the Kaoss pads.

GLOBAL/UTILITY section
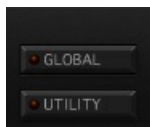
GLOBAL

Allows you to adjust settings for the entire app, and to export audio files.

UTILITY

Allows you to execute various convenient editing functions. The available commands will depend on the screen from which you select this.

2023/06/08

Synth

This screen shows the synthesizer and sequencer arranged vertically. To change the area that's visible, slide up or down on any location other than a knob or switch. Using this screen alone, you can control all of the parameters for the synthesizer and sequencer. If you want to concentrate on editing the MS-20, zoom the display by turning on the "ZOOM MS-20" button located in the SYNTH EDIT section at the top of the screen. If you turn on "EFFECT" located below it, the synthesizer effect panel will be shown.

ⓘ This screen shows a realistic 37-note keyboard just as on the MS-20. For the performance keyboard, use KEYBOARD in the CONTROLLERS section of the navigation bar.

MS-20 CONTROL PANEL

Use the knobs and switches to edit the MS-20's sound.

VOLTAGE CONTROLLED OSCILATTOR 1 / 2

WAVE FORM	Specifies the waveform for oscillators 1 and 2.
PW	Specifies the pulse width when a pulse waveform is selected for oscillator 1.
PITCH	Specifies the pitch of oscillator 2.
SCALE	Specifies the pitch of oscillators 1 and 2 in units of an octave.

PORTAMENTO

TIME	Specifies the portamento time (the time over which the pitch smoothly changes from one note to the next different note). Higher settings will produce slower pitch change.

MASTER TUNE

MASTER TUNE	Adjusts the pitch of the oscillators in units of one cent. The range is +/-100 cents.

VCO MIXER

VCO1 LEVEL	Adjusts the output level of oscillator 1.
VCO2 LEVEL	Adjusts the output level of oscillator 2.

FREQUENCY MODULATION

MG/T.EXT	Adjusts the depth of modulation that's applied by the modulation generator to the pitch of oscillators 1 and 2.
EG1/EXT	Adjusts the depth of modulation applied by EG1 to the pitch of oscillators 1 and 2.

VOLTAGE CONTROLLED HIGHPASS FILTER

2023/06/08

VOLTAGE CONTROLLED HIGHPASS FILTER

CUTOFF FREQUENCY	Adjusts the cutoff frequency of the high-pass filter.
PEAK	Boosts the region around the cutoff frequency where the low frequency region is being cut. Setting this knob near the maximum setting will cause the filter to self-oscillate.

VOLTAGE CONTROLLED LOWPASS FILTER

CUTOFF FREQUENCY	Adjusts the cutoff frequency of the low-pass filter.
PEAK	Boosts the region around the cutoff frequency where the high frequency region is being cut. Setting this knob near the maximum setting will cause the filter to self-oscillate.

CUTOFF FREQUENCY MODULATION (HIGHPASS FILTER)

MG/T.EXT	Adjusts the depth of modulation applied by the modulation generator to the cutoff frequency of the high-pass filter.
EG2/EXT	Adjusts the depth of modulation that's applied by the EG2 or external input to the cutoff frequency of the high-pass filter.

CUTOFF FREQUENCY MODULATION (LOWPASS FILTER)

MG/T.EXT	Adjusts the depth of modulation that's applied by the modulation generator to the cutoff frequency of the low-pass filter.
EG2/EXT	Adjusts the depth of modulation that's applied by the EG2 or external input to the cutoff frequency of the low-pass filter.

MODULATION GENERATOR

KEY SYNC	If this is on, the phase of the modulation generator will be reset at each note-on.
TEMPO SYNC	If this is on, the modulation generator will synchronize to the tempo of the sequencer.
WAVE FORM	Specifies the waveform of the modulation generator.
FREQUENCY/TIMES	If "TEMPO SYNC" is on, this specifies the rate of the modulation generator. If "TEMPO SYNC" is off, this specifies the frequency of the modulation generator.

ENVELOPE GENERATOR 1

DELAY TIME	Specifies the time from triggering until the EG begins to operate.
ATTACK TIME	Specifies the time from triggering until the attack level is reached.
RELEASE TIME	Specifies the time of the release starting when triggering is removed.

ENVELOPE GENERATOR 2

2023/06/08

ENVELOPE GENERATOR 2

HOLD TIME	Specifies the time where triggering will be held after the trigger signal has ended.
ATTACK TIME	Specifies the time from note-on until the attack level is reached.
DECAY TIME	Specifies the time from when the attack level is reached until the sustain level is reached.
SUSTAIN LEVEL	Specifies the sustain level.
RELEASE TIME	Specifies the time from note-off until the level decays to zero.

PATCH PANEL

Shows the synth patch screen.

MS-20 PATCH PANEL

Patching allows you to edit synthesizer sounds in a more sophisticated way. If "ZOOM MS-20" is on, you can also view the sequencer's patch panel by sliding up or down on any location other than a jack or knob.

Patch jacks

These are input and output jacks for each module. By connecting these jacks with patch cables you can modify the sound in a wide variety of ways.

You can also connect these with the sequencer's jacks. You can't connect outputs to outputs, or inputs to inputs.

VOLUME

Adjusts the output level.

EXTERNAL SIGNAL PROCESSOR

This converts the pitch of the external signal input to "SIGNAL IN" into a control signal, or extracts an envelope or trigger from the external signal.

SIGNAL LEVEL	Adjusts the level of the signal from "SIGNAL IN." Adjust this so that the peak indicator lights briefly when the input signal is at its loudest level.
LOW CUT FREQ	Adjusts the low cutoff frequency of the band-pass filter.
HIGH CUT FREQ	Adjusts the high cutoff frequency of the band-pass filter.
CV ADJUST	Adjust this so that the input signal is the same pitch as the synthesizer's output signal.
THRESHOLD	Adjusts the threshold level where a trigger signal will be extracted.

SEQUENCER

You can use the sequencer to control the MS-20, causing it to play sounds. You can also use it to vary parameter values at each step.

Channel set

NOTE

Assigns channels A/B/C to control the pitch etc.

CH A: PITCH	Controls the pitch.
CH B: OCTAVE	Controls the pitch in one-octave units.
CH C: GATE	Controls the duration of notes.

VOL/PAN

Assigns channels A/B to control the volume and pan.

CH A : VOLUME	Controls the volume.
CH B : PAN	Controls the pan.

PARAMETER

Assigns channels A/B/C to control the synth or effects.

CH A: (PARAM1)	Controls a specified parameter of the synth or effect.
CH B: (PARAM2)	Controls a specified parameter of the synth or effect.
CH C: (PARAM3)	Controls a specified parameter of the synth or effect.

VOLTAGE

Assigns channels A/B/C to control parameters via the VOLTAGE OUT jacks.

CH A: (VOLT.A)	Controls the parameter you've patched from VOLTAGE OUT.
CH B: (VOLT.B)	Controls the parameter you've patched from VOLTAGE OUT.
CH C: (VOLT.C)	Controls the parameter you've patched from VOLTAGE OUT.

SEQUENCE MODE

FORWARD	Move from left to right.
BACKWARD	Move from right to left.
ROUND	Move from left to right, and then back.
TO CENTER	Play steps from both ends toward the center.
ODD/EVEN	Play odd-numbered steps, then play even-numbered steps.
RANDOM	Play steps randomly.

PORTAMENTO A/B

Specify the portamento time applied to the values of each step for channels A/B. Higher settings make the value change more slowly.

Channel settings

CHANNEL A : PITCH

Chromatic	The pitch will change in chromatic steps.
Smooth	The pitch will change smoothly.

CHANNEL A/B/C : (PARAMETER)

Specify the desired synth or effect parameter.

CHANNEL A/B/C : (VOLTAGE)

Specify the range of values covered by each channel's knobs.

"-5..+5"	This allows the value to be varied more greatly.
"-1..+1"	This allows the value to be specified in finer detail.
"0..+5"	This allows change in only the positive direction.

Step knobs

Specify the value of each step.

TRIG OUT

These jacks output an independent trigger for each step.

MULTIPLE TRIG OUT

This jack outputs a trigger signal each time the sequencer proceeds to the next step.

RESET TRIG IN

You can use this jack to change the number of steps. Connect a patch cable from the "TRIG OUT" of the last step to this jack.

VOLTAGE OUT

These jacks are the outputs of each channel.

ANALOG MIXER

This allows you to sum the output voltages of the channels. For example if you set channel A VOLTAGE to "-5…+5" and channel B VOLTAGE to "-1..+1," you can sum the outputs of these channels to obtain more precise control of the values.

EFFECT

This area is shown on the upper right side of the screen; it lets you apply various effects to the sound. An explanation of the effect types and parameters is provided here.

2023/06/08
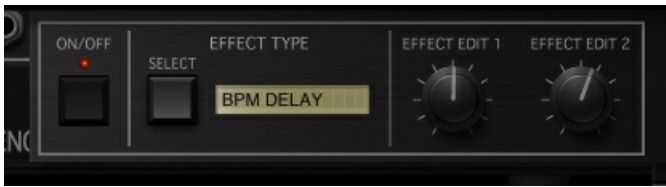
KEYBOARD

This is a keyboard for performance. You can play notes by tapping or sliding on the keyboard. You can also change the keyboard's width or the range that is shown.

REC

By performing while this is on, you can record phrases to the sequencer. The recorded pitches can later be edited in the sequencer.

The timing where the recorded notes will sound is automatically quantized according to the sequencer's tempo and the step interval.

OCTAVE

Switches the range of the performance keyboard in one-octave steps.

DOWN	Lowers the range one octave.
UP	Raises the range one octave.

KEYBOARD POSITION

Use the slider or buttons to specify the keyboard note range that you want to use, in units of white keys.

KEYBOARD WIDTH

Specifies the width of the keys.

THICK	Somewhat thicker than NORMAL.
NORMAL	The normal width.
THIN	Somewhat thinner than NORMAL.

This setting will not affect the 37-note keyboard in the SYNTH screen.

Keyboard

You can perform by tapping or gliding over the keyboard.

Modulation wheel

You can use this to continuously control a parameter value while you perform. The parameter to be controlled can be specified individually for each patch.

Momentary switch

This switch lets you turn a value such as EG triggering on or off. The parameter to be controlled can be specified individually for each patch.

KAOSS PAD

By sliding over these pads, you can control the parameters that are assigned to the X (horizontal) and Y (vertical) axes of each pad. You can use this to play sounds or to modify parameter values. For example, sliding horizontally on the left Kaoss pad will change the pitch, while sliding vertically will change the duration of the notes while you perform.
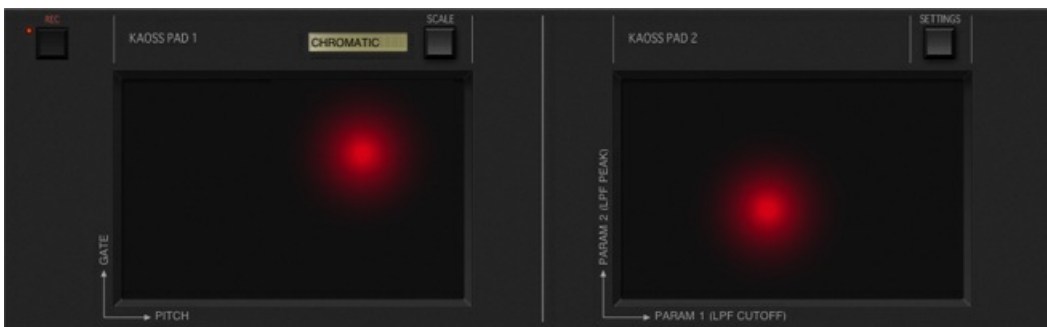
REC

If you perform with this turned on, the phrases and tonal changes that you perform will be recorded on the sequencer. Afterward, you can use the sequencer to edit the recorded parameters.

KAOSS PAD L (left)

You are free to assign the X and Y axes to control the desired parameters. Use "SETTINGS" to assign parameters to X and Y.

KAOSS PAD R (right)

NOTE is assigned to the X-axis, and GATE is assigned to the Y-axis. Use "SCALE" to specify the key and scale.

X-axis parameter

Indicates the parameter that's assigned to the X-axis.

Y-axis parameter

Indicates the parameter that's assigned to the Y-axis.

SCALE

Specifies the key and scale for the pitch that's controlled by KAOSS PAD R.

Scale list

No.	Display	Scale name	Scale:Key C
1	Chromatic	Chromatic	C Db D Eb E F Gb G Ab A Bb B C
2	Ionian	Ionian	C D E F G A B C
3	Dorian	Dorian	C D Eb F G A Bb C
4	Phrygian	Phrygian	C Db Eb F G Ab Bb C
5	Lydian	Lydian	C D E F# G A B C
6	Mixolydian	Mixolydian	C D E F G A Bb C
7	Aeolian	Aeolian	C D Eb F G Ab Bb C
8	Locrian	Locrian	C Db Eb F Gb Ab Bb C
9	Major Blues	Major Blues	C Eb E G A Bb C
10	Minor Blues	Minor Blues	C Eb F Gb G Bb C
11	Diminish	Diminish	C D Eb F F# G# A B C
12	Combi Diminish	Combination Diminish	C Db Eb E F# G A Bb C
13	Major Penta	Major Pentatonic	C D E G A C
14	Minor Penta	Minor Pentatonic	C Eb F G Bb C
15	Raga 1	Raga Bhairav	C Db E F G Ab B C
16	Raga 2	Raga Gamanasrama	C Db E F# G A B C
17	Raga 3	Raga Todi	C Db Eb F# G Ab B C
18	Spanish	Spanish Scale	C Db Eb E F G Ab Bb C
19	Gypsy	Gypsy Scale	C D Eb F# G Ab B C
20	Arabian	Arabian Scale	C D E F Gb Ab Bb C
21	Egyptian	Egyptian Scale	C D F G Bb C
22	Hawaiian	Hawaiian Scale	C D Eb G A C
23	Bali Pelog	Bali Island Pelog	C Db Eb G Ab C
24	Japan	Japanese Miyakobushi	C Db F G Ab C

2023/06/08

No.	Display	Scale name	Scale:Key C
25	Ryukyu	Ryukyu Scale	C E F G B C
26	Wholetone	Wholetone	C D E Gb Ab Bb C
27	m3rd Interval	Minor 3rd Interval	C Eb Gb A C
28	M3rd Interval	3rd Interval	C E Ab C
29	4th Interval	4th Interval	C F Bb C
30	5th Interval	5th Interval	C G C
31	Octave	Octave Interval	C C

SETTINGS

This lets you assign the parameters that you want to control from the sequencer to the X and Y axes of KAOSS PAD L.

2023/06/08

Drums

DRUM MACHINE

On this screen you can specify the notes that the 6-part drum machine will play.

Sound name

Indicates the name of the sound that you're using.

SOUND EDIT

Shows a screen where you can edit the drum sound. For details, refer to "SOUND EDIT."

SEQ EDIT

Shows a screen where you can edit the drum sequence. For details, refer to "SEQ EDIT."

Step switches

Switches that are turned on will trigger a note at the corresponding point when the sequence runs. Switches that are off will not trigger a note.

REC

If this is turned on, you can tap the drum pads to record a rhythm pattern in realtime.

DRUM PAD

You can play the drum machine by tapping these pads.

2023/06/08

SOUND EDIT

On this screen you can edit the drum sound. The same edit screen as for the synth is shown. Basic functionality and usage are essentially the same.

> ⚠ The drum sound edit parameters do not include EG 1/2 RELEASE TIME or MG KEY SYNC.

When you're finished editing

Use "BACK" on the upper right side of the screen to return to the drum machine screen. The sound you were hearing when you tap this button will be assigned to the drum machine.

SEQ EDIT

On this screen you can turn on/off the notes that will be sounded, as well as adjust parameters such as the pitch, volume, and duration of each step to create a wide variety of musical possibilities. In addition to using this for drums, you can also use it to create basslines.

Channel set

NOTE

Assigns channels A/B/C to control the pitch etc.

CH A : PITCH	Controls the pitch.

CH B : OCTAVE	Controls the pitch in one-octave units.
CH C : GATE	Controls the duration of notes.

VOL／PAN

Assigns channels A/B to control the volume and pan.

CH A : VOLUME	Controls the volume.
CH B : PAN	Controls the pan.

SEQUENCE MODE

FORWARD	Move from left to right.
BACKWARD	Move from right to left.
ROUND	Move from left to right, and then back.
TO CENTER	Play steps from both ends toward the center.
ODD/EVEN	Play odd-numbered steps, then play even-numbered steps.
RANDOM	Play steps randomly.

Channel settings

CHANNEL A : NOTE

Chromatic	The pitch will change in chromatic steps.
Smooth	The pitch will change smoothly.

Step knobs

Specify the value of each step.

TRIG OUT

These jacks output an independent trigger for each step.

RESET TRIG IN

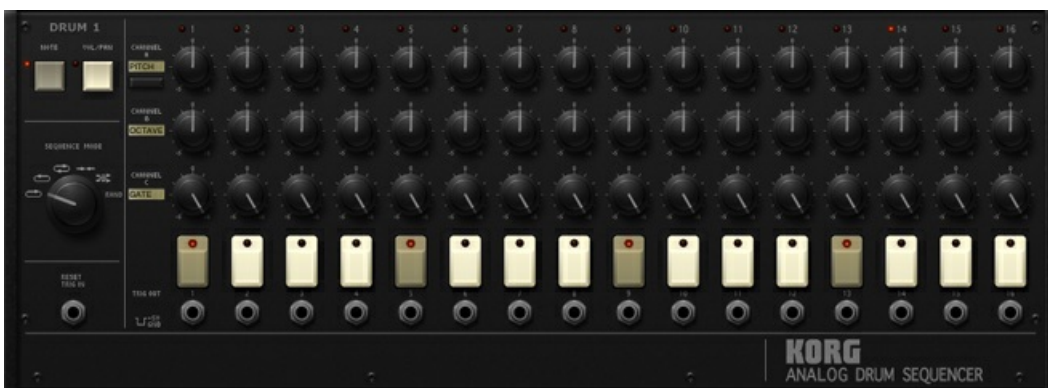Use this jack if you want to reduce the number of steps. Connect a patch cable from the "TRIG OUT" of the last step to this jack.

When you're finished editing

Use "BACK" on the upper right side of the screen to return to the drum machine screen.

KEYBOARD

Basic functionality and operation are essentially the same as for the keyboard of the synth. Differences in functionality are explained here. You can use the keyboard to enter note pitches for bass lines as well as for drum sounds.

DRUM 1 - 6

Select the drum part that you want to control from the keyboard.

KAOSS PAD

Basic functionality and operation are essentially the same as for the Kaoss pads of the synth. Differences in functionality are explained here.

DRUM 1 - 6

Select the drum part that you want to control from the Kaoss pads.

Mixer

On this screen you can adjust the volume and the pan (stereo position) of each channel.

LEVEL

Adjusts the volume of the corresponding channel. MASTER adjusts the overall volume.

SOLO

Allows only the sound of the corresponding channel to be heard.

MUTE

Silences the corresponding channel.

PAN

Adjusts the stereo position of the corresponding channel.

EFFECT MIX

Specifies the amount of sound that's sent from the corresponding channel to the master effect.

EFFECT

Specifies whether the master effect will be applied to sound from the corresponding channel.

MASTER EFFECT

This area lets you adjust master effect settings. Explanations of the effect types and parameters are provided here.

ALL MUTE/SOLO OFF

Turns off the MUTE setting and the SOLO setting for all channels.

TUBE GAIN

Adjusts the level where the final output signal is passed through Virtual Valve Force, which simulates a vacuum tube circuit. This lets you increase the overall loudness of the sound.

⚠ The sound may distort if you apply this excessively.

VOLUME UNIT METER

Indicates the volume of the master output.

Effect

KORG iMS-20 provides the following effects.

- Dedicated synthesizer effect: 1 unit
- Effect available when editing drum sounds: 1 unit
- Master effect built into the mixer: 1 unit By taking advantage of these effects, you can give your sound a wide range of variety. You can choose from fourteen effect types.

Synth/drum effect screen
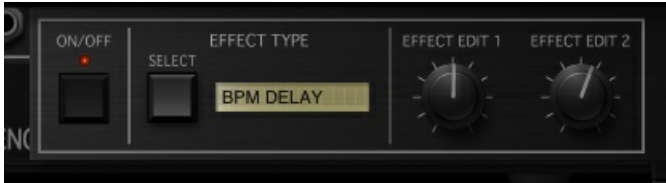
Master effect screen

Parameters common to all effects

ON/OFF

The effect will be applied if this is on. If this is off, the effect will not be applied.

EFFECT TYPE

Selects the effect type.

EFFECT EDIT 1

The parameter that's controlled by this knob will depend on the effect type.

EFFECT EDIT 2

The parameter that's controlled by this knob will depend on the effect type.

Effect type

SHORT DELAY

This effect adds a short delay to the sound; it is a cross-feedback delay with a short delay time. It is not synchronized to the tempo.

Time	Specifies the delay time.
Depth	Adjusts the delay depth and feedback amount.

BPM DELAY (BPM sync delay)

This effect delays the sound; it is a tempo-synchronized cross-feedback delay.

Time	Specifies the delay time as a note value synchronized to the tempo.
Depth	Adjusts the delay depth and feedback amount.

REVERB 1

This effect simulates the reverberation and spatial character of a hall.

Time	Adjusts the reverb time.
Level	Adjusts the level of the reverb.

REVERB 2

This effect simulates the reverberation and spatial character of a large hall.

Time	Adjusts the reverb time.
Level	Adjusts the level of the reverb.

CHORUS/FLANGER

This effect adds a sense of movement and spaciousness to the sound by mixing the original sound with a slightly-delayed and pitch-shifted copy of itself.

Speed	Adjusts the speed of the LFO.
Depth	Adjusts the depth of the effect. As you turn the knob toward the right, the effect will change from chorus to flanger.

EQ (Equalizer)

This effect boosts or cuts the low and high frequency regions.

Low Gain	Adjusts the low-frequency region.
High Gain	Adjusts the high-frequency region.

COMPRESSOR

This effect compresses differences in volume, making the sound more consistent.

Sens	Adjusts the sensitivity of the compressor.

2023/06/08

Attack	Adjusts the speed where the compressor begins to apply.

VALVE FORCE

This effect adds soft distortion and fatness to the sound.

Tube Gain	Adjusts the amount of distortion and fatness.

LPF (Low-pass filter)

This effect allows only the low-frequency portion of the sound to pass, producing a more mellow tone.

Cutoff	Adjusts the cutoff frequency.
Resonance	Boosts the sound in the region of the cutoff frequency, producing a distinctive tonal character.

HPF（High-pass filter）

This effect allows only the high-frequency portion of the sound to pass, producing a sharper tone.

Cutoff	Adjusts the cutoff frequency.
Resonance	Boosts the sound in the region of the cutoff frequency, producing a distinctive tonal character.

BPF（Band-bass filter）

This effect cuts portions of the sound other than a specific region, allowing you to boost just that region.

Cutoff	Adjusts the cutoff frequency.
Resonance	Boosts the sound in the region of the cutoff frequency, producing a distinctive tonal character.

TALKING MOD (Talking modulator)

This effect adds vowel formants to the input sound, producing the impression of a human voice.

Formant	Adjusts the format. Turning the knob toward the right will smoothly change the format through the range of [a]-[e]-[o]-[u]-[i].
Offset	Specifies the pitch of the formant frequency.

DECIMATOR

This effect lowers the sampling frequency and bit depth, producing the gritty sound typical of a cheap sampler.

Frequency	Turning the knob toward the right will decrease the sampling frequency (low-fi), and turning it toward the left will increase the sampling frequency (hi-fi).
Bit	Turning the knob toward the right will decrease the bit depth (lo-fi), and turning it toward the left will increase the bit depth (hi-fi).

GRAIN SHIFTER

2023/06/08

This effect takes an extremely short sample of the sound and plays it repeatedly.

Speed	Specifies the tempo-synchronized sampling frequency and sampling time in terms of a note value.
Balance	Adjusts the balance between the effect sound and direct sound.

Song/Pattern

In this screen you can select the pattern that you want to play or edit, and create a song by placing patterns in the desired order. You can also switch patterns in realtime while you perform.

SONG

You can create a song by placing patterns in the desired order. A song can contain up to 256 patterns.

Song position LCD

Indicates the position within the song.

Song position indicator scroll bar

Moves the displayed position within the song.

Pattern assignment switches

Assigns the patterns that you want to use in the song.

Pattern number LCD

Indicates the number of each pattern that's assigned to the song.

Song position buttons

Move the playback position within the song. The timing of the movement depending on the PATTERN CHANGE "LOCK" setting.

PATTERN

Here you can select the pattern that you want to play or edit. You can also switch patterns in realtime while you perform.

PATTERN 1 - 16

Select the pattern that you want to play or edit.

PATTERN CHANGE

Specifies how pattern changes will occur.

LOCK

If this is off, the pattern will change the instant you press the pattern pad. If this is off, the currently-playing pattern will finish playing to its end, and then the newly-selected pattern will play.

STEP GRID

This specifies the timing at which playback will switch to the next pattern. On the KORG iMS-20, the step length is independent for each of the synth and drum parts. This means that you must specify the timing at which playback will switch to the next pattern. When the sequence plays, playback will switch to the next pattern when the step you specify here is reached.

MIXER CONTROL

When switching patterns in realtime while you perform, you can creatively develop your song by muting and un-muting the synth or drum sounds during the performance. It is particularly effective to do this while switching patterns.

LEVEL

Adjusts the volume of the corresponding channel. MASTER adjusts the overall volume.

SOLO

Allows only the sound of the corresponding channel to be heard.

MUTE

Silences the corresponding channel.

ALL MUTE/SOLO OFF

Turns off the MUTE setting and the SOLO setting for all channels.

Other settings
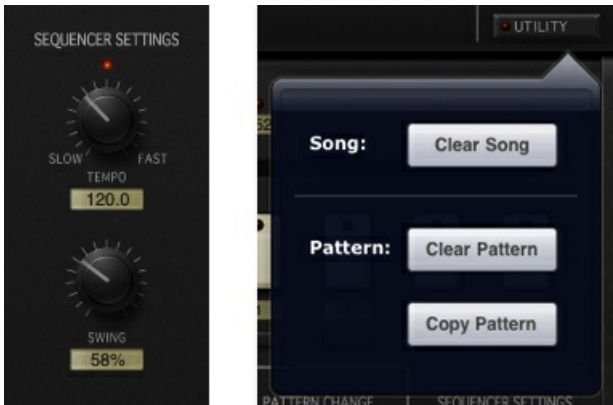
SEQUENCER SETTINGS

Here you can adjust groove-related settings such as tempo and swing.

TEMPO	Specifies the tempo. The tempo is specified independently for each session.
SWING	Switches the swing. The swing is specified independently for each session.

UTILITY

Here you can use various convenient editing functions.

CLEAR SONG	Deletes the pattern assignments from the song. The data of the patterns themselves will not be deleted.
COPY PATTERN	Copies the pattern that's currently selected.
CLEAR PATTERN	Deletes the data of the pattern that's currently selected.

Browser

Session Browser

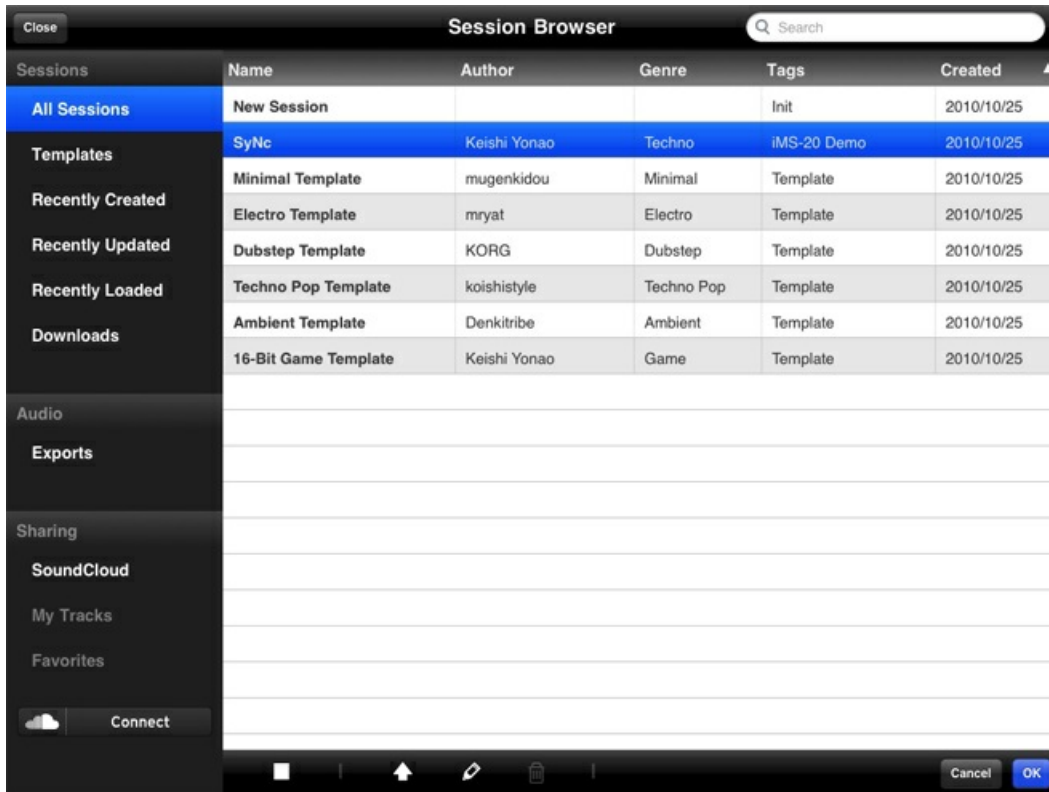In this screen you can load saved sessions. You can also share audio and data between users using SoundCloud.

Library

Session data, audio files and data on SoundCloud are managed.

Session

All Sessions	Shows all sessions.
Templates	Shows template sessions.
Recently Created	Shows recently created sessions.
Recently Updated	Shows recently updated sessions.
Recently Loaded	Shows recently loaded sessions.
Downloads	Shows recently downloaded sessions.

Audio

Exports	Shows all audio files exported by audio export function.

Sharing

Sharing

SoundCloud	Accesses SoundCloud. You can view the ranking of tracks created using the KORG iMS-20, or view recently uploaded tracks.
My Tracks	Shows a list of your own tracks you've uploaded to SoundCloud.
Favorites	Shows a list of the KORG iMS-20 tracks registered as favorites in SoundCloud.

List

Lists the sessions included in the library you've selected.

Functions

These are various commands you can use on the session that's selected in the list.

Edit info	View or edit information about the selected session.
Trash	Delete the selected session.
Download	Download sessions from SoundCloud.
Upload	Upload data to SoundCloud.
Play/Stop	Play/stop the song or pattern.
Favorite	Mark a song uploaded to SoundCloud as a favorite.
Comment	View comments for a song uploaded to SoundCloud.

The commands that are available will depend on the data that you selected.

Close

Closes the browser. If a session has been selected in the browser, it will be loaded automatically.

Sort

Sorts the list by name or by date of creation.

Search

Searches the selected library.

Load

OK	Loads the session that's selected in the list.
Cancel	Cancels loading of the session.

2023/06/08

PRESET BROWSER

In this screen you can load saved presets. Since both synth and drum sounds are created by the MS-20, they are managed together.
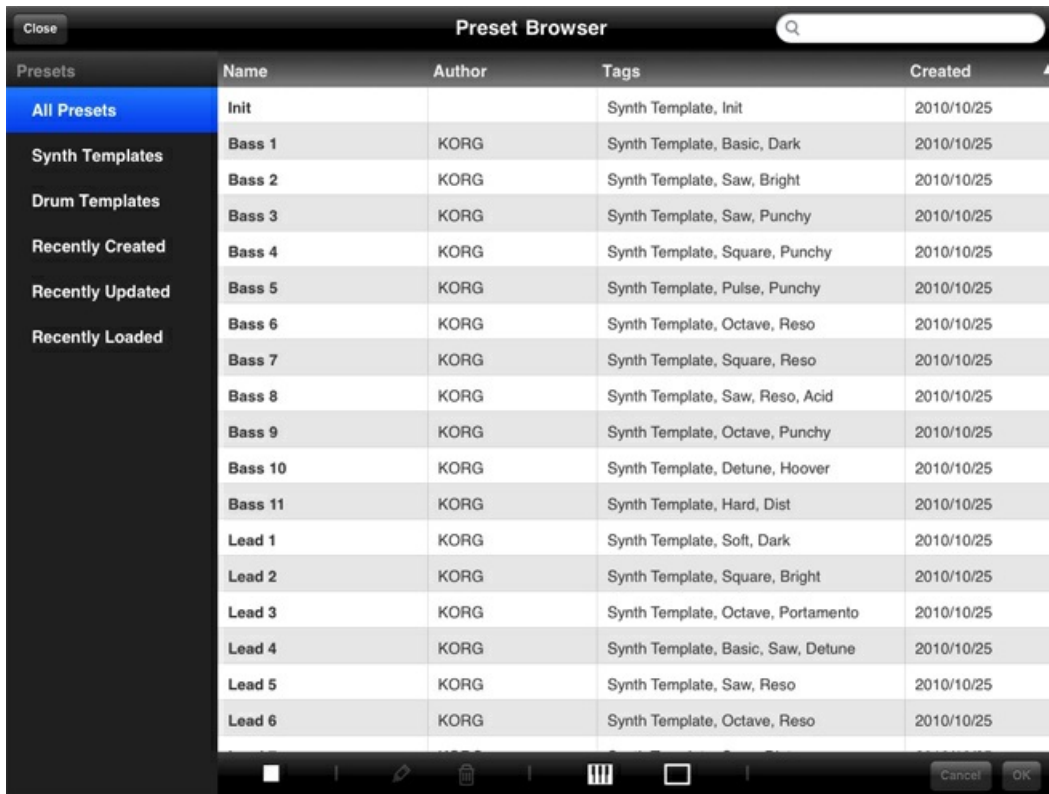
Library

Preset data is managed in several libraries organized by purpose.

All Presets	Shows all preset data.
Synth Templates	Shows template presets for synth sounds.
Drum Templates	Shows template presets for drum sounds.
Recently Created	Shows recently-created presets.
Recently Updated	Shows recently updated presets.
Recentky Loaded	Shows recently loaded presets.

Show controllers

Keyboard	The keyboard will be shown.
Kaoss Pad	The Kaoss pads will be shown. Drum sound template presets will be shown.

2023/06/08

Global

Here you can adjust settings that apply to the entire app, and perform tasks such as Export.
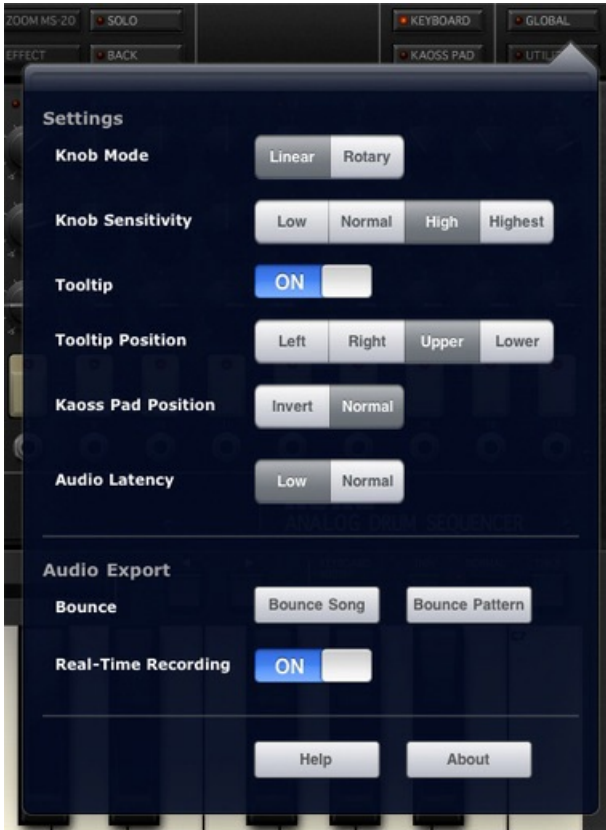
Settings

Knob Mode

Linear	Move your finger up or down on the knob.
Rotary	Move a single finger as if you were turning the knob.

Knob Sensitivity

Adjusts the knob sensitivity in Linear mode. Higher settings will make the parameter change more slowly when you slide your finger.

Tooltip

Shows or hides the parameter value.

Tooltip Position

Specifies the position where the tooltip is shown.

Kaoss Pad Position

Inverts the position of the two kaoss pads.

Audio Latency

Adjusts the delay between when tapping the keyboard or kaoss pad and when it sounds. Usually specifies the Low.

Audio Export

Bounce

Bounce Song	The selected song will be written as an audio file.
Bounce Pattern	The selected pattern will be written as an audio file. The audio file will be the length specified by the STEP GRID of the pattern.

Real-Time Recording

You can freely record your performance in realtime, and write the result as an audio file. Here you can show or hide the panel containing the REC button and the elapsed recording time indication.

Help

Shows the online help.

⚠ Your iPad must be connected to the Internet.

About

Shows information about the app.

Share

What is SoundCloud?

You can use the SoundCloud music distribution and collaboration site to publish or share audio data and song data exported by iMS-20. You can make your own songs available to iMS-20 users around the world, or collaborate on songs with friends and acquaintances anywhere on the planet.

Please note

- In order to publish data on SoundCloud, you must register to obtain a SoundCloud account. A variety of different accounts are available, including free accounts that let you upload up to two hours of data, and paid accounts with expanded limits. For details, refer to the SoundCloud website (English only).
- In order to use SoundCloud, you must observe the terms of use posted by SoundCloud Ltd., including the prohibition on uploading songs whose copyright is the property of a third party.

Creating an account / Logging in / Connecting

1. In the SESSION section at the upper left of the screen, tap "BROWSE" to open the session browser.
2. In the list shown at the right, tap a session you created, and then tap the upload icon (upward arrow) in the bar at the bottom of the screen. A connection to SoundCloud will be started.
3. When the SoundCloud page shown below has appeared, tap "Not a member? Sign Up" to proceed to the account creation and log-in screen. If you already have an account, enter your log-in data and tap "Connect."
4. As directed by the on-screen instructions, tap "Sign Up & Connect." Enter the e-mail address that you want to register.What's your e-mail address?Enter a password.Choose a passwordEnter the same password once again.Re-type passwordRead the SoundCloud Terms of Use, and select the check box if you accept them.I agree to the Terms of Use of SoundCloud
5. When iMS-20 has connected to SoundCloud, proceed to uploading.
6. If you want to specify your user name and image icon, tap "Go to SoundCloud" and make these settings on the SoundCloud website (English only). You can also access the SoundCloud website from the browser of your Mac/PC.

Uploading

iMS-20 lets you upload your song in either of the following two ways.

- Convert the song from your session data to an audio file and upload it
- Upload an audio file you exported using Audio Export You can also upload the session data together with the audio file.

Upload procedure

1. Select the session or audio data that you want to upload, and tap the upload icon (upward arrow) in the bar at the bottom of the screen.

2. In the upload screen that appears, enter information about your track. If you're uploading session data, conversion to an audio file will begin automatically. Enter the information while conversion is taking place.

2023/06/08

Enter the title of your song. Only alphabetical characters can be used.TitleEnter a description of your song.DescriptionIf you're uploading session data, choose YES. This cannot be changed after uploading.Session File SharingEnter the genre of the song.GenreEnter tags, separated by a single-byte space.TagsEnter the BPM. The BPM of the session will be inserted automatically.BPMEnter the type of song.Track TypeChoose Public if you want to publish/share the song to everyone, or choose Private if you want the song to be private.PrivacySelect the type of license.License

You can edit this information on the SoundCloud website after uploading your song. You can also attach an image to the track, and make more detailed settings. (The Session File Sharing setting cannot be edited after uploading.)

3. When you've finished entering the information, tap "Upload." The time required for uploading will depend on the length of the song and on the state of your Internet connection.

Downloading

Here's how to download session data from a track that was uploaded together with the session data.

Download procedure

1. Tap "SoundCloud" in the library at the left side.
2. The list at right shows tracks created by iMS-20 users around the world. Select the desired track; if the download icon (downward arrow) appears in the bar at the bottom of the screen, the track includes session data. Tap the download icon to download the session file.
3. The downloaded session file is stored in the "Downloads" and "All Sessions" libraries at the left side.

What is AudioCopy?

AudioCopy enables the user to copy and paste audio data between compatible apps. You can now take your exported audio data to any app that is compatible with AudioPaste.

How to use

1. Tap "BROWSE" in the SESSION section at the upper left of the screen.
2. Tap "Exports"in the library at the left.
3. Select the audio data which has been exported using Audio Export function.
4. Tap the action icon in the bar at the bottom of the screen.
5. Tap "AudioCopy" from the menu.
6. Tap "Copy Audio" and select an AudioPaste compatible app that you wish to paste the audio data into.

Audio Export

What is Audio Export?

Using these functions, a song or performance you've created on KORG iMS-20 canbe exported as an audio file.

The following three audio export functions are provided.

Bounce Song

This writes the currently selected song as an audio file. The exported region will be from the beginning of the song to the specified "STOP"/"LOOP" position or to the last measure. If you've specified "STOP" and your song ends with a reverberated sound, a fade-out will be applied automatically. If you've specified "LOOP," a fade-out will be applied while playing again from the beginning of the song.

Bounce Pattern

This writes one loop of playback of the currently selected pattern as an audio file. The exported file will be exactly what you are hearing, including the state of the parameter editing as well as the mute and solo settings. For example you can export a file with the effects turned off and then use your DAW to apply other effects, or use mute and solo to write parts individually. This function is a convenient way to create loop material for use in your DAW.

Real-Time Recording

This lets you record your performance in real-time and write it as an audio file. You can use this in a variety of ways. For example the audio data of your performance could be uploaded to SoundCloud for publication or sharing, you could cut a portion of the data and use it for loop material in your DAW, or you could leave a pattern playing for a while and export it as material for a longer loop.

Each of these commands can be executed from "GLOBAL." The exported audio files are managed in the SESSION BROWSER "Exports" library. You can publish or share audio files on SoundCloud, or send them to your Mac/PC via iTunes for use in your music or video productions. For details on sending files to Mac/PC, see below.

Audio files are 16-bit 44.1 kHz stereo Wave format files.

Sending a file to Mac/PC

- Use a USB cable to connect the iPad to your Mac/PC.
- Start up iTunes on the Mac/PC.
- In the left sidebar of iTunes, select iPad.
- In the tabs above, select "Apps."
- Scroll down, and from the apps under file sharing, choose "iMS-20."
- The exported audio files are shown in "iMS-20 documents" at the right. Drag and drop to copy a file to your Mac/PC. To delete a file, select it and then press the delete key of the keyboard.

Don't delete any folder or file other than an audio file. On PC, a folder named '.ims20.d' will be visible, but deleting this may make all the data you created disappear.

MIDI

iMS-20 v1.1 adds MIDI control capabilities by using the Apple Core MIDI features found in iOS 4.2, via the Apple iPad Camera Connection Kit and external USB-MIDI devices.

Please note

- Please update your iPad to iOS 4.2 or later.
- The Apple iPad Camera Connection Kit is required.
- Some USB bus-powered MIDI devices need a USB hub with power supply.
- MIDI CC# numbers are fixed.
- Please set up the MIDI settings on your external USB-MIDI device.
- Pitch Bend messages are not supported. You can control pitch by using the WHEEL:CC#01 with patching instead.
- We regret that the MS-20 Controller is no longer available from Korg or its affiliates.

General MIDI Control

- The MS-20 Synth receives MIDI notes and CC# numbers. (MIDI 1ch receive)
- The Drum Machine receives MIDI notes for each part. (MIDI 2-7ch receive)
- The Mixer receives CC# for each channel. (MIDI 1-7ch receive)
- iMS-20 also supports the MS-20 Controller originally bundled with the original KORG Legacy Collection software.

Parameter Name		CC# (hex)	Ch	Remarks
MS-20 : VCO1	WAVE FORM	77 (4Dh)	1	
-	PW ADJUST	14 (0Eh)	1	
-	SCALE	15 (0Fh)	1	
MS-20 : VCO2	WAVE FORM	82 (52h)	1	
-	PITCH	19 (13h)	1	
-	SCALE	22 (16h)	1	
MS-20 : VCO MASTER	PORTAMENTO	5 (05h)	1	
-	MASTER TUNE	18 (12h)	1	
-	FREQ MOD MG/T.EXT	12 (0Ch)	1	
-	FREQ MOD EG1/EXT	93 (5Dh)	1	
MS-20 : VCO MIXER	VCO1 LEVEL	20 (14h)	1	
-	VCO2 LEVEL	21 (15h)	1	
MS-20 : HPF	CUTOFF FREQUENCY	28 (1Ch)	1	

2023/06/08

Parameter Name		CC# (hex)	Ch	Remarks
-	PEAK	29 (1Dh)	1	
-	CUTOFF MOD MG/T.EXT	30 (1Eh)	1	
-	CUTOFF MOD EG2/EXT	31 (1Fh)	1	
MS-20 : LPF	CUTOFF FREQUENCY	74 (4Ah)	1	
-	PEAK	71 (47h)	1	
-	CUTOFF MOD MG/T.EXT	85 (55h)	1	
-	CUTOFF MOD EG2/EXT	79 (4Fh)	1	
MS-20 : MG	WAVE FORM	76 (4Ch)	1	
-	FREQUENCY	27 (1Bh)	1	
-	KEY SYNC	100 (64h)	1	v1.5 or later
-	TEMPO SYNC	101 (65h)	1	v1.5 or later
MS-20 : EG1	DELAY TIME	24 (18h)	1	
-	ATTACK TIME	23 (17h)	1	
-	RELEASE TIME	26 (1Ah)	1	
MS-20 : EG2	HOLD TIME	25 (19h)	1	
-	ATTACK TIME	73 (49h)	1	
-	DECAY TIME	75 (4Bh)	1	
-	SUSTAIN LEVEL	70 (46h)	1	
-	RELEASE TIME	72 (48h)	1	
MS-20 : ESP	SIGNAL LEVEL	11 (0Bh)	1	
-	LOW CUT FREQUENCY	88 (58h)	1	
-	HIGH CUT FREQUENCY	89 (59h)	1	
-	CV ADJUST	90 (5Ah)	1	
-	THRESHOLD LEVEL	91 (5Bh)	1	
MS-20 : OTHERS	WHEEL	1 (01h)	1	

2023/06/08

Parameter Name		CC# (hex)	Ch	Remarks
-	MOMENTARY SW	–	1	Channel Pressure
-	OUTPUT VOLUME	7 (07h)	1	
MS-20 : EFFECT	SWITCH	102 (66h)	1	v1.5 or later
-	TYPE	103 (67h)	1	v1.5 or later
-	EDIT1	104 (68h)	1	v1.5 or later
-	EDIT2	105 (69h)	1	v1.5 or later
MIXER	LEVEL	8 (08h)	1 - 7	v1.5 or later
-	PAN	10 (0Ah)	1 - 7	v1.5 or later
-	MUTE	86 (56h)	1 - 7	v1.5 or later
-	SOLO	87 (57h)	1 - 7	v1.5 or later
-	EFFECT SWITCH	3 (03h)	1 - 7	v1.5 or later
-	EFFECT MIX	9 (09h)	1 - 7	v1.5 or later
-	MASTER EFFECT TYPE	106 (6Ah)	1 - 7	v1.5 or later
-	MASTER EFFECT EDIT 1	107 (6Bh)	1	v1.5 or later
-	MASTER EFFECT EDIT 2	108 (6Ch)	1	v1.5 or later
-	MASTER LEVEL	109 (6Dh)	1	v1.5 or later
-	ALL MUTE/SOLO OFF	110 (6Eh)	1	v1.5 or later
SEQUENCER	STOP/START	111 (6Fh)	1	v1.5 or later

KORG Native Mode

"KORG Native Mode" is now supported for nanoPAD2 and nanoKONTROL2. When connecting either of these two products to your iPad, MIDI assignments will be automatically configured. If you wish to disable KORG Native Mode, tap GLOBAL and turn off "nano2 native mode".

nanoPAD2

nanoPAD2		iMS-20	Remarks
Common	Pad X	MS-20 KAOSS - PITCH	
–	Pad Y	MS-20 KAOSS - GATE	

nanoPAD2		iMS-20	Remarks
Scene 1	Trigger Pad 1-16	DRUM 1-6	Trigger Pad 7 -16 : No Assign
Scene 2	Trigger Pad 1-16	PATTERN 1-16	

nanoKONTROL2

nanoKONTROL2		iMS-20	Remarks
Common	Track Rew / FF	Scene : Synth / Mixer	
-	Stop	STOP	
-	Play	PLAY	
Scene : Synth	Knob 1	VCO1 - WAVE FORM	
-	Knob 2	VCO2 - WAVE FORM	
-	Knob 3	VCO MIXER - VCO1 LEVEL	
-	Knob 4	HPF - CUTOFF FREQUENCY	
-	Knob 5	LPF - CUTOFF FREQUENCY	
-	Knob 6	MG - WAVE FORM	
-	Knob 7	EG2 - ATTACK TIME	
-	Knob 8	EG2 - SUSTAIN LEVEL	
-	Slider 1	VCO1 - SCALE	
-	Slider 2	VCO1 - PITCH	
-	Slider 3	VCO MIXER - VCO2 LEVEL	
-	Slider 4	HPF - PEAK	
-	Slider 5	LPF - PEAK	
-	Slider 6	MG - FREQUENCY/TIMES	
-	Slider 7	EG2 - DECAY TIME	
-	Slider 8	EG2 - RELEASE TIME	
Scene : Mixer	Knob 1-8	PAN	Knob 8 : No Assign
-	Slider 1-8	LEVEL	
-	Button S 1-8	SOLO	Button S 8 : ALL MUTE / SOLO OFF

2023/06/08

nanoKONTROL2		iMS-20	Remarks
-	Button M 1-8	MUTE	Button M 8 : ALL MUTE / SOLO OFF
-	Button R 1-8	EFFECT SWITCH	Button R 8 : No Assign

iMS-20

KORG iMS-20 - turn your iPad into an analog synth studio!

- A complete recreation of the legendary KORG MS-20 analog synth
- Built-in 16-step analog sequencers to control the sound
- Music production studio with the MS-20 mono synth, a six-part drum machine, and a mixer
- Kaoss Pad function allows intuitive performance and control
- Publish and share your iMS-20 songs online with the SoundCloud audio platform
- For detailed product information, refer to this website.

2023/06/08

2023/06/08