

EasyStart



microSAMPLER SAMPLING KEYBOARD

Korg's microSAMPLER delivers incredible sampling power in a portable package. It's capable of combining, effecting, and dissecting samples in many different ways.. and that's just the beginning. Let's get started!

The Hook-Up

Let's get your microSAMPLER connected.

- Plug in the included power supply, or insert 6xAA batteries (not included) into the battery compartment located on the back panel.
- Connect headphones to the headphone jack, or connect the microSAMPLER's line outputs to an amplifier, mixer, or powered monitors.
- If desired, connect a line-level source to the microSAMPLER's audio inputs, and/or connect an XLR microphone (like the included metal gooseneck mic) to the XLR jack on the front panel.
- Press the POWER button to power-on your microSAMPLER!

Feel It Out

Try the keys, and you'll hear some of the preset loops and samples in the microSAMPLER.

- The keys on the left are a beatbox drum kit, with a drum loop on the first B.
- In the middle, you'll find some single-key instruments and a loop using those single-key instruments.
- On the right side, you'll hear loops. Try some of them together! The second-to-highest key combines elements from many of the preset sounds to fully demonstrate the power of the microSAMPLER!

You can use KEYBOARD mode to spread an individual sample across the keys.

- Press the KEYBOARD button on the upper-left.
- Use the SAMPLE SELECT dial to select the sound you want to play. In addition to the LCD screen, the LEDs over the keys will help you navigate to the sample you're looking for.
- Play the keys to hear the sound!

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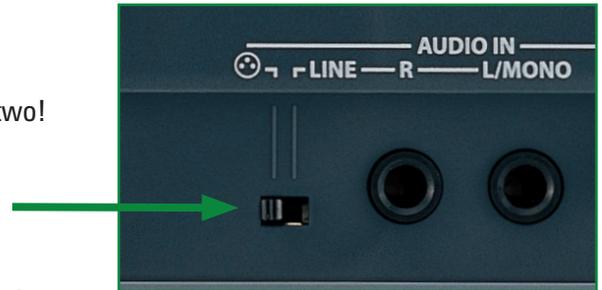
Now try listening to the preset patterns:

- Turn the PATTERN dial to select a pattern.
- Press the PLAY/STOP button to play, then again to stop.
- Don't worry, we'll be making our own patterns in just a page or two!

You can also test the audio coming into the microSAMPLER, either from the mic or audio inputs.

- If you want to test the mic input, make sure the switch on the back of the microSAMPLER is set to mic (a picture of an XLR jack).
- To test the line inputs, set the switch to "Line."
- Hold down the highest key, which acts as an Audio Input gate, and speak into the mic (or press play on whatever device you've connected).

– Try to think of something more creative than "Testing, one, two, three..."



The Five Schools of Sampling

The microSAMPLER makes you a master of five deadly sampling styles.

Use the SAMPLING TYPE dial to select a Sampling Mode:

- **One-Shot Mode:** Quickly record a sample that will play once when you play a key.
- **Loop Mode:** Captures and loops a sample.
- **Gate Mode:** Record a sample that will stop playing when you take your finger off a key.
- **Auto Next Mode:** Automatically chops up incoming audio and spreads it across several keys.
- **Key Gate Mode:** Each key is its own gate sampler. Hold a key to sample, release it to stop, move to another key and repeat as desired.

Get Prepped

The microSAMPLER lets you decide when to start recording. It can start when you press a key, when you press the SAMPLING button, or when it hears sound at a certain level.

- Hold down the EDIT button and press the key labeled TRIGGER.
- Turn the VALUE dial (on the right side of the microSAMPLER) to select an option.
- Select SMPL SW to use the SAMPLING button for recording.
- Select NOTE ON to start sampling when you press a key.
- Select one of the THRE (threshold) values to start sampling when audio input is detected. Set this higher in noisy situations.

Next, let's switch banks so you can work with a clean slate.

- Hold down the EDIT button and press the key labeled BANK CHANGE (the lowest key).
- Turn the VALUE dial to select from banks A-H (the ROM bank contains the preset samples).

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Rock the Mic

OK, let's make a sample using the gooseneck microphone.

- Press one key to select it as your sampling destination.
- Choose either One-Shot, Loop, or Gate mode using the SAMPLING TYPE dial.
- Press the SAMPLING button. It will blink green.
- While speaking into the mic, use the VALUE dial to adjust the level (there is a meter on the display).
- Press the SAMPLING button again. It will turn red if the trigger (see the "Get Prepped" section above") is set to SMPL SW.
- If the SAMPLING button blinks yellow, it's waiting for a trigger.
 - If you set the trigger to "NOTE ON," press a key to start sampling.
 - If you set it to a "THRE" (threshold) value, feed sound into the mic to start recording.
- Now's your chance! Do some beatboxing, lay down a quick hook, or whatever you're feeling.
- After recording is finished, press the SAMPLING button again to stop.



Direct Injection

You can also sample from the 1/4" inputs on the back of the microSAMPLER! Just plug in a line-level device, like a portable music player, and flip the switch on the back to "Line." See if your device fits in the convenient slots on either side of the mic! Now, let's use AUTO NEXT mode to automatically capture and chop up an outside beat.

- Select "AUTO NEXT" on the Sampling Mode dial.
- Use the TAP TEMPO button to tap out the rhythm of the music coming into the microSAMPLER.
- Press the SAMPLING button (it will blink green).
- Now, press several keys. These are where the individual slices will go. Their LEDs will blink.
- Use the VALUE dial to select a note division (turn counterclockwise), or a length (turn clockwise). This is how long the individual samples will be.
- Press the SAMPLING button again (it will blink yellow).
- Start the music playing, and the microSAMPLER will automatically start sampling when it hears a signal. It will record as long as you set it to, and then wait for another signal to record on the next key!
- After the microSAMPLER records on all the keys you pressed, push the SAMPLING button again to stop.
- Play the keys to remix the beat!

You can also use KEY GATE mode to give you precise control of when the sampling starts and stops. This is REALLY useful for grabbing lots of small samples at once... Each key behaves like its own self-contained sampler!

- Select “KEY GATE” on the Sampling Mode dial.
- Press the SAMPLING button (it will blink green).
- Adjust the input level using the VALUE dial.
- Press the SAMPLING button again (it will blink yellow).
- Now, press a key to start sampling on that key, and release it to stop.
- Repeat that last step with other keys, grabbing whatever sections of the audio you want. They can be phrases, single hits or anything you want!
- When finished capturing samples, press the SAMPLING button again to stop, and play the keys to hear what you’ve got.

Make Things Right

Need to do some tweaking? The microSAMPLER gives you all kinds of options for modifying your samples. Notice that the keys are grouped together based on their functions... Check out the “Sample” functions above the middle range of keys to see what you can do.

For all the functions listed below, just hold down the EDIT button, and press the key to access its labeled function, then use the VALUE dial to modify it.

- Use the “REVERSE,” “PITCH,” “LEVEL,” and “PAN” functions to make the most basic changes.
- If your sample needs a little trimming, you can use the “START POINT” and “END POINT” functions to adjust when the sample starts and ends.
 - Once the start and end points are set, use the “TRUNCATE” function to remove the parts before and after the samples, and reclaim some sampling memory!
- The “DECAY” and “RELEASE” functions are especially useful for One-Shot samples, as well as instrument sounds played in Keyboard mode. “DECAY” adjusts how long the sample takes to fade out, and “RELEASE” adjusts fade out after you take your finger off the key.
- Use “NORMALIZE” if you want to make your sample as loud as possible without distorting.
- If you’d like to load a preexisting sample from any bank (including the presets), use the “LOAD SAMPLE” function.



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Flex the Effects

Now that your sample is there, let's try twisting it up with the microSAMPLER's KAOSS-derived effects.

- Press the key that you want to effect, and press the FX SW button to enable the effect.
- To choose an effect, hold the EDIT button and press the key labeled "FX TYPE." Then, turn the VALUE dial to select an effect type.
- Press the EDIT button again, and now the two dials on the right will control different effect parameters. Play the sample, and twist the dials to experiment!

Note- You can turn the effect on or off for each individual key!

Here are some great effects to try out:

- Grain Shifter- Remember when Neo swallows the pill and gets "digitized?" Here's that effect! It takes a tiny sample (a "grain") of audio and loops it. Use the knobs to change the length and time ratio of the grain.
- Decimator- Take the high-fidelity sound of the microSAMPLER, and add some lo-fi goodness. This effect can quickly reduce the bit rate and sample frequency of the sound.
- Talking Modulator- A "talking" effect that can cycle between A, E, I, O, and U shapes, imparting a vocal quality.

Build the Beat

The microSAMPLER does much more than just sample... Its built-in pattern sequencer lets you create, modify, and remix beats on the fly. Here's how to use it:

- Turn the PATTERN dial to select one of the 16 pattern destinations.
- Tap out the tempo you want using the TAP TEMPO button.
- Hold the EDIT button, and press the key labeled "LENGTH" to select how many measures you want.
 - A pattern can be up to 99 measures long!
- If you want the microSAMPLER to automatically tighten up your performance, hold the EDIT button, and press the key labeled "QUANTIZE" before you record.
 - Use the VALUE dial to select a note resolution.
- Press the REC button twice, and you'll get a 4-beat count-in. After that, start playing!
- When you're finished, press the PLAY/STOP button to stop recording.
 - Or, press the REC button to stop recording, but keep playing.

Note- You can keep the pattern going and overdub as many times as you like, so take all the time you need to lay down your pattern! You can also slow down the tempo, and speed it up when you're finished recording.

Please visit <http://www.korg.com/microsampler> for videos, tips, tricks, and downloads for your microSAMPLER!