KORG Collection

miniKORG700s

Owner's Manual

Table of contents

Introduction

Thank you for purchasing the KORG Collection - miniKORG 700s software synthesizer. To help you get the most out of your new instrument, please read this manual carefully.

Main Features

The miniKORG 700 was KORG's first mass-produced monophonic synthesizer, which was released in 1973. An improved version, the miniKORG 700S, was released the following year. Using our CMT modeling technology, we have recreated the sound of the miniKORG 700S as a software synthesizer. The engineers that developed this software have made every effort to adjust the sound in painstaking detail.

This softsynth recreates the thick and penetrating sounds along with the extreme tonal changes that were characteristic of the miniKORG 700S, while making many improvements necessary for the softsynth to be useful in the production of today's modern music. This softsynth includes features that were unheard of in the original synth, including polyphonic sound, the V.Patch (virtual patch), three EGs and LFOs, and high-quality effects. As this is software-based, this softsynth makes it possible to create sounds that exceed the limits of what hardware alone can do. We've also given special attention to the user interface on this softsynth, with a 3D mode that faithfully recreates the original 700S, and a 2D mode for users who place emphasis on easy editing of sounds and similar features. In addition to the beautiful lead sounds and fat bass sounds you expect from the 700S, we hope you enjoy the new sounds available on this softsynth, all made possible by the new functions that give you a massive amount of freedom.

Part Names and functions

Header

1. Save button
Overwrites the currently selected program.

2. Save as... button
Saves the currently selected program with a different name.

3. Display
Shows the name of the currently selected sound. Tap the display to show the program browser. You can also specify a category to quickly select programs.

4. PAGE SELECT switch
Selects the page to display.
MAIN: Shows the MAIN page.
V.PATCH: Shows the V.PATCH page.
EFFECT: Shows the EFFECT page.

5. PAN knob
Adjusts the panning of the output.

6. VOLUME knob
Adjusts the overall volume.

7. Level meter

8. ... (Hamburger) menu
Use this to initialize a program, recall or save the controller settings and perform other operations.

9. ⚙(Global) button
This button lets you access settings for controller assignments, scale, the keyboard and more.

Synthesizer

10. miniKORG

a. Top panel

b. Keyboard, Joystick
These are the on-screen controllers used when playing (keyboard, joystick). When operating these controllers from an external MIDI device, it is convenient to set the MIDI control numbers in Global mode.

c. Front panel

Effect

11. Effect
This softsynth features effects including three selectable types of distortion; an equalizer for adjusting the low, mid, and high-end sound; a chorus/flanger/ensemble effect that can be mixed with the original sound to create swelling effects, expansive sounds and vibrato; a phaser effect that lets you creates swelling effects by

cyclically changing the phase and mixing this with the original sound; a delay effect that makes the sound repeat over time; and a reverb effect that adds reverberation to the sound and gives it greater acoustic presence.

Basic operations

Use the mouse to edit the values of various controllers and parameters.

Keyboard

• Click on the keyboard to play notes.

Joystick
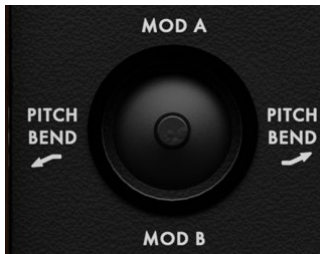
• Drag the joystick up, down, left and right to control it.

Rotary Switch

• Drag the knob to adjust its value.
• If you hold down the ALT (mac: Option) key while clicking, the parameter returns to its default value.

Value slider
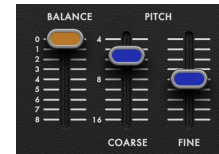
• Drag the value of the slider up and down to adjust a value.
• Double-click the value to input manually using a keyboard.
• If you hold down the ALT (mac: Option) key while clicking, the parameter returns to its default value.

Checkbox

- Click a checkbox to toggle the setting ON or OFF.

Toggle Switch
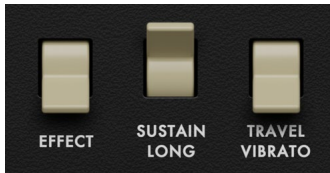
- Click to toggle the setting ON or OFF.

Menu button

- Click to select a command from the pop-up menu that appears.

Knob
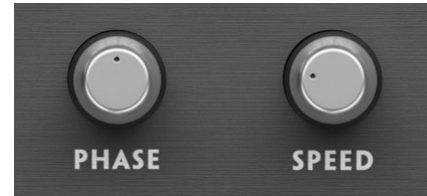
- Drag the knob to adjust its value.
- If you hold down the ALT (mac: Option) key while clicking, the parameter returns to its default value.

Graphical envelope
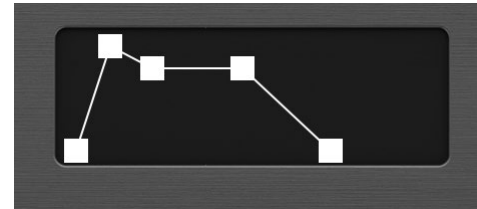
- Drag each point to adjust its value (level or time).

Browser functions

The miniKORG700s Software synthesizer features a browser search function that lets you quickly find and choose the sounds you want out of the wide range of options, filtering by category.
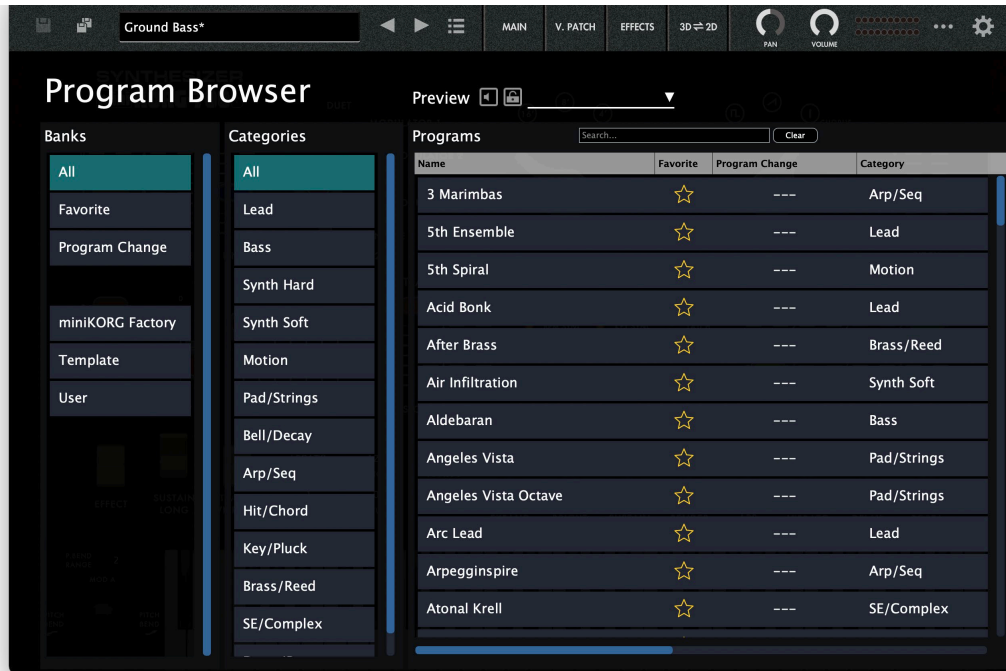
Banks

All
Displays all program data.

Favorite
Displays only the programs that are added as favorites in the browser. To add a program to favorites, select the "☆" (star) icon in the Programs tab, or use the right-click context menu.

Program Change
Displays the program you want to change with program change messages. To add a program, use the right-click context menu in the Programs tab.

Factory
Displays the factory-set (preset) programs. You can't overwrite the factory-set programs.

Template
Displays templates that are useful when creating programs. You can't overwrite the template programs.

User
Displays the programs that are saved. User programs are saved in the folders shown below.
[macOS]
~/Documents/KORG/KC_miniKORG/Presets/User
[Windows]
~/Documents/KORG/KC_miniKORG/Presets/User

Categories

Use the categories when you want to narrow down your selection of programs for the selected bank. Only programs that are registered in categories are shown in "Programs."

Programs

Selects the program you want to use. You can also register favorites or program changes, or edit the program information.
Right-click to add a preset program to a favorite or to a program change. You can also edit the information for user programs.

Search

You can search for programs by typing some text.

Previews

Plays back a preview of the phrase. This is useful when selecting programs. You can also select patterns.

Quick Start

Playing the synthesizer

1. Enter MAIN page by selecting MAIN with the Page SELECT switch.

Use the on-screen keyboard or an external MIDI keyboard to play sounds with the miniKORG700s Software synthesizer.

2. Click the program name in the display to open the browser screen.
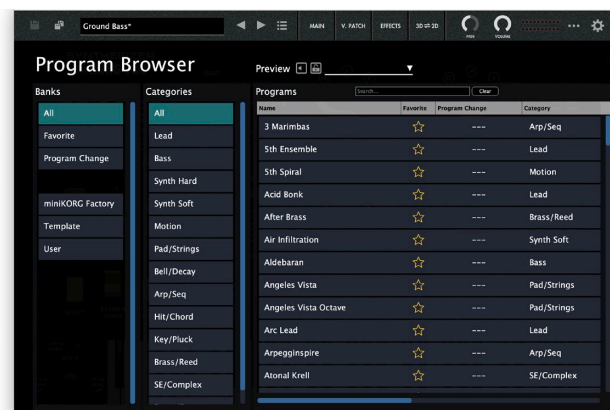
3. Select the desired program from the list.

    When the Preview button is on, a pattern phrase will play back using the sound of the program you selected.

    Double-click the program name you selected in the list to select the program and return to the MAIN page

Edit the Tone of the Synthesizer

Now, let's try editing sounds on the miniKORG700s Software synthesizer.

Using the Traveler controller
The Traveler is a type of tone controller that controls how much overtone to apply. This controller is designed so that the upper-side slider cuts higher overtones than the slider position, and the lowerside slider cuts lower overtones than the slider position. Combining these functions produces a tone that emphasizes overtones between the upper-side and lower-side sliders.

TIP If you minutely move the slider from left to right while performing, it will create a tremolo effect. If you move the slider significantly, it will produce a swelling sound. If you move the slider synchronously with keying, wah and mute effects will be created.

Attack control and percussion
The attack control is used to adjust the rising time of the sound using the slider. The percussion/singing control is used to adjust the tone decay after producing a sound, using the slider.

Using the arpeggiator

This instrument has an arpeggiator function. To set the arpeggiator, follow the procedure described below.

1. Switch the ARP switch on the front panel to ON.

2. In ARPEGGIATOR MODE, select the arpeggiator type.
   - Arpeggiator types
     UP: The arpeggio goes up from the lowest note you play to the highest note, and repeats.
     DOWN: The arpeggio goes down from the highest note you play to the lowest one, and repeats.
     ALT1: The arpeggio goes up from the lowest note you play to the highest note, and then goes back down.
     ALT2: Both the highest and lowest notes played in ALT1 play twice.
     RANDOM: The notes you play will sound in random order.
     SINGLE: The last note you play is played repeatedly (same as the original synth).
     MANUAL: The arpeggio plays in the order that you played the keys.

3. In ARPEGGIATOR RANGE, select the range over which the arpeggiator sounds.

Saving a sound

Save the sounds you create, so that you can recall them anytime.

1. Press the Save As button on the header.
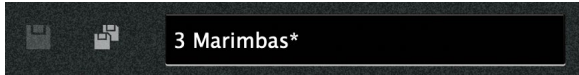
2. Edit the name of your sound in the dialog shown.
   Enter the program name. The tags can be changed.

3. Select the folder (directory) where you want to save the sound.

4. Last, press the Save button.

Parameter Guide

MAIN

Front panel

1. VOLUME slider

Used to adjust the overall volume.

🏷 When the switches on the front panel are moved down, the functions are turned on, and when the slider are moved down, effects become more pronounced.

2. TRAVELER slider

You can create desired tones by combining operations of the two sliders.

The upper-side slider works as a low-pass filter, and the lower-side slider works as a high-pass filter.

You can create original traveling sounds in addition to wah and mute by moving the slider from side to side while holding down keys.

3. ATTACK/SLOW slider

Used to adjust the sound rising time. You can flexibly control a sound from a sharp rising sound to a gentle sound.

4. PERCUSSION/SINGING slider

Used to adjust the attenuation after producing a sound. The tone is continuously changed in the range from percussive sounds to long organ-like sounds.

5. SCALE selector

Used to switch the 5-octave range with one touch.

6. VOICES button

VOICE MODE: Specifies how notes are produced.

> **MONO:** Play monophonically.
>
> **LEGATO:** Play monophonically. The EG is not retriggered by the second or subsequent keystroke if you continue holding down the previous key.
>
> **POLY:** Play polyphonically.

VOICES: Specifies the maximum polyphony.

ANALOG: Controls the amount of randomness applied to the oscillator pitch and the filter cutoff frequency at each note-on.

UNISON: Specifies the number of unison voices used when playing polyphonically.

note The maximum polyphony when playing polyphonically depends on "TOTAL" and "UNISON." The actual maximum polyphony will be the "TOTAL" value divided by the "UNISON" value.

DETUNE: Specifies the detuning (pitch difference) between simultaneously-sounded voices when you use "UNISON" to play multiple voices in unison.

SPREAD: Spreads the voices between the left and right channels when you use "UNISON" to play multiple voices in unison. If the "UNISON" setting is odd-numbered, only one voice will be located in the center.

PITCH BEND RANGE: Specifies the amount of pitch change that will occur when you operate the joystick wheel or the pitch bender of a MIDI controller connected to your computer.

This setting specifies the pitch change that will occur when the pitch bender is operated all the way in the positive (+) direction.

7. MODE selector

Used to switch the basic waveform of the oscillator (VCO1).

Triangle wave: This is a basic waveform with few overtones and a mellifluous tone.

Rectangular wave: This waveform is suitable for an electronic tone and wind instrument tone.

Sawtooth wave: This waveform is suitable for a variety of instrument sounds, including many overtones.

CHORUS I: This tone produces the effect of overlapping sounds with the pulse with modulation.

CHORUS II: This tone produces the strong chorus effect with a faster LFO than CHORUS I.

8. EXPAND switch

Used to add changes to the cutoff frequency of the Traveler when emitting a sound. The tone changes over time depending on the settings of the ATTACK/SLOW slider and the PERCUSSION/SINGING slider.

9. BRIGHT switch

Used to increase the resonance level. The harmonic overtones near the cutoff frequency of the Traveler are emphasized, and the sound becomes brighter.

10. SUSTAIN switch

Used to sustain the sound even after a key is released.

11. BENDER switch

Used to obtain a bending effect. This function is effective for tones such as human voices and whistling.

12. VIBRATO switch

Used to turn the vibrato effect on or off.

13. DELAY VIB. switch

Used to apply vibrato a short while later after keying. This switch is effective when you want to make the instrument sing.

14. PORTAMENTO switch

Used to turn on or off the portamento effect that smoothly changes the tone when moving to the next key.

15. ARP switch

This gives you the same effect as if you had played the keys repeatedly. When you play more than one key at a time, this functions as an arpeggiator.

16. ARPEGGIATOR

MODE: Specifies how steps advance when the arpeggiator plays.
BPM SYNC: If this is ON, the arpeggiator will synchronize to the tempo of Legacy Cell's TEMPO controller (when operating in Legacy Cell stand-alone mode) or the tempo of the host application (when operating as a plug-in).
KEY SYNC: If this setting is ON, the arpeggiator will be reset at each note-on.
LATCH: Specifies whether the arpeggiator will continue playing even after note-off occurs.
RANGE: Specifies the range in which the arpeggiator will play the pattern.
SPEED: This determines the resolution of the arpeggio pattern when "TEMPO SYNC" is ON.

If "TEMPO SYNC" is ON, one cycle of the arpeggio pattern will equal the note value you select for "BASE NOTE" (at the synchronized tempo) multiplied by the "TIMES" specified by the "SPEED/TIMES" knob.

17. VIBRATO

SPEED slider: Used to adjust the vibrato speed. Natural vibrato is obtained in the center.
DEPTH slider: Used to adjust the vibrato depth. Natural vibrato is obtained in the center.

18. PORTAMENTO slider

You can extensively adjust the strength of portamento ranging from natural portamento to sound effects.

19. PITCH slider

Used to perform master tuning of the main unit. A=440Hz is obtained in the center.

Top panel

VCO2

1. BALANCE slider

Used to adjust the balance between the sound (VCO1) on the front panel side and the sound (VCO2) on the top panel side. If the slider is set to the minimum value, only the sound (VCO1) on the front panel side is produced. If the slider is set to the maximum value, only the sound (VCO2) on the top panel side is produced.

2. PITCH slider (COARSE, FINE)

The COARSE slider can change the pitch on the top panel side (VCO2) over two octaves. The FINE slider, which has a small variable range, is used for regular tuning.

3. VCO2mode selector

Used to switch the overlapping between the sound (VCO1) on the front panel side and the sound (VCO2) on the top panel side.

DUET: Used to add the sound (VCO1) on the front panel side and the sound (VCO2) on the top panel side. You can obtain deep sounds such as unison, third, and fifth using the PITCH slider.

MODULATOR 1: Used to obtain the effects of the ring modulator by combining the sound (VCO1) on the front panel side and the sound (VCO2) on the top panel side You can create various sounds ranging from chime, Chinese gong, and gamelan to SFX sounds.

MODULATOR 2: This is a ring modulator that has a different octave from MODULATOR 1.

MODULATOR 3: Used to produce different tones and random scales from 37 keys without following the keyboard.

NOISE 1: Used to produce a noise with the musical scale. This function can be used independently. In addition, you can create various tones by appropriately mixing with the sound on the front panel side.

NOISE 2: Used to produce a noise without the musical scale. The tone can be changed using the Traveler. You can create various sound effects such as wind and waves.

4. EFFECT switch

Turn this switch on to mix the sound (VCO2) on the top panel side.

5. SUSTAIN LONG switch

Turn this switch on to decuple the tone attack, percussion, or sustain time. This function is available for special effects.
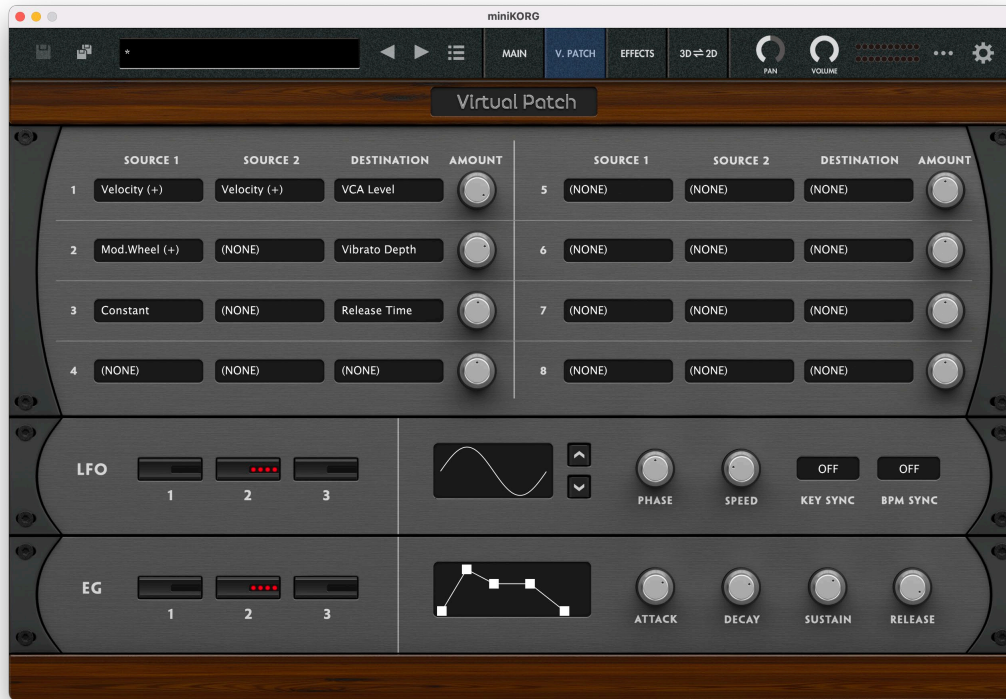
6. TRAVEL VIBRATO switch

Turning this switch on produces the same effects as the vibrato that is obtained by wagging the Traveler control slider to the left and right by hand.

7. Joystick

For pitch control, move the joystick left and right. For modulation control, move it back and forth.

V.PATCH

Virtual Patch

You can assign modulation sources like the MG, EG, velocity, keyboard tracking and so on to modulate the various parameters that make up a sound. Up to eight modulation sources can be assigned per program.

SOURCE1, SOURCE2
This selects the modulation source. (→ p.34 "Modulation Source List"). When MIDI 1–MIDI 4 are selected, you can set MIDI control change numbers in the "VIRTUAL PATCH CONTROL CHANGE" global parameter.

DESTINATION
Selects the parameters to modulate using the source selected in "SOURCE."

AMOUNT
Specifies the depth of the modulation.

LFO

1/2/3
Select the LFO to set.

WAVE
This selects the LFO waveform.

PHASE
This sets the phase when the LFO is reset.

SPEED
This sets the base speed of the LFO.

KEY SYNC
This specifies how the LFO will be applied to a voice when note-on occurs.

Off: The LFO phase will not be reset when note-on occurs.
Timbre: The phase of the LFO will be reset by the first note-on that occurs from a condition of no keys being held; it will not be reset for subsequently played voices.
Voice: The LFO phase will be reset at each note-on, and modulation of differing phases will apply to each voice.

BPM SYNC
Specifies whether the LFO cycle will be synchronized to the internal tempo or to an external MIDI Clock.

EG

1/2/3
Select the EG to set.

ATTACK
Adjusts the time from note-on until the attack level is reached.

DECAY
Adjusts the time over which the level changes from the attack level to the sustain level.

SUSTAIN
Adjusts the sustain level.

RELEASE
Adjusts the time over which the level falls from the sustain level to zero following note-off.

EFFECT
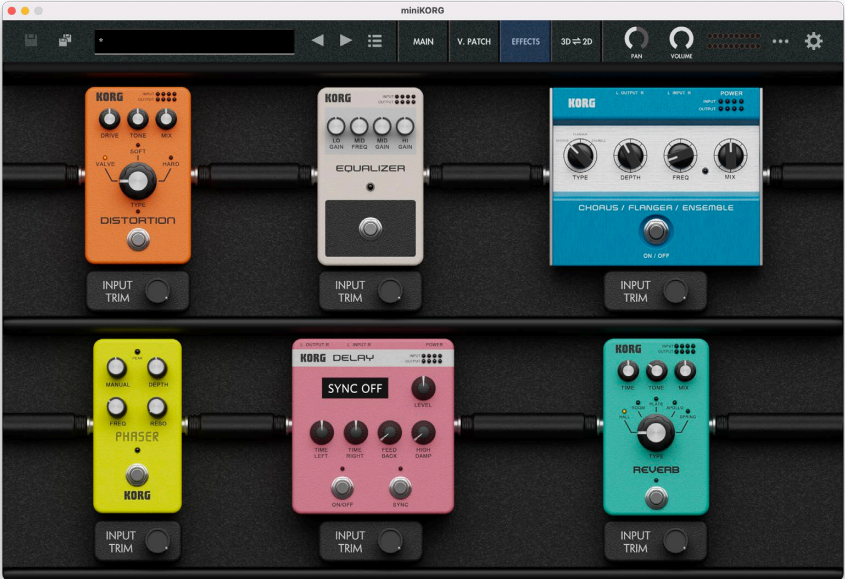
DISTORTION

This is a distortion effect that lets you choose from three types of distortion.

ON/OFF
To use this effect, turn this ON.

TYPE
Selects the effect type.

DRIVE
Adjusts the amount of distortion by adjusting the input level of the distortion circuit.

TONE
Adjusts the tone.

MIX
Adjusts the balance between the effect sound and direct sound.

EQ

This boosts or cuts the levels of the low, mid, and high-frequency region.

ON/OFF
To use this effect, turn this ON.

LO GAIN
Adjusts the low-frequency region.

MID FREQ
Specifies the frequency of the mid-frequency region.

MID GAIN
Adjusts the mid-frequency region.

HI GAIN
Adjusts the high-frequency region.

CHORUS/FLANGER/ENSEMBLE

This effect gives the sound spaciousness and a sense of vibrato by combining the original sound with a signal whose pitch is modulated.

ON/OFF
To use this effect, turn this ON.

TYPE
Selects the effect type.

DEPTH
Adjusts the depth of the effect.

FREQ
Adjusts the speed of modulation.

MIX
Adjusts the balance between the effect sound and direct sound.

PHASER

This effect modulates the sound by combining the original sound with a sound whose phase changes periodically.

ON/OFF
To use this effect, turn this ON.

MANUAL
Adjusts the frequency at which the effect is applied.

DEPTH
Adjusts the depth of the effect.

FREQ
Adjusts the speed of modulation.

RESONANCE
Adjusts the amount of resonance.

DELAY

This effect delays the sound in time.

ON/OFF
To use this effect, turn this ON.

TEMPO SYNC
Turn this on/off to specify whether the delay time is synchronized to tempo.

TIME LEFT
Adjusts the delay time of the left channel.

TIME RIGHT
Adjusts the delay time of the right channel.

FEED BACK
Adjusts the amount of feedback.

HIGH DAMP
Adjusts how much the high-frequency range is dampened.

LEVEL
Adjusts the level of the effect sound.

REVERB

This effect simulates reverberation and acoustic space.

ON/OFF
To use this effect, turn this ON.

TIME
Adjusts the reverb time.

TONE
Adjusts the brightness of the reverb sound.

MIX
Adjusts the balance between the effect sound and direct sound.

TYPE
Selects the effect type.

3D↔2D

You can switch between a 3D (three-dimensional) or a 2D (two-dimensional) panel display.
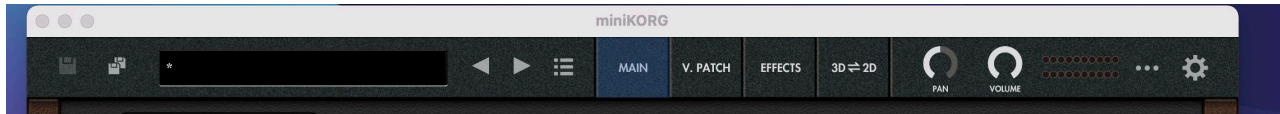

TOP Panel

The display switches each time you press the 3D↔2D button.
On the 2D display, the MAIN parameters are shown together and enlarged.

Tools

SAVE button, SAVE AS... button

🖫 : Press the SAVE button to overwrite the currently selected program.

🖫 : Press the SAVE AS button to save the program as a new program.

... (Hamburger) menu

Use this to initialize a program, recall or save the controller settings and perform other operations.

Initialize
    This initializes the currently selected program.

Copy miniKORG Program
    Copies the settings of the selected program to the clipboard.

Paste miniKORG Program
    Pastes the settings of the copied program to the currently selected program.

Load Controller Map...
    Loads the controller settings saved on your computer.

Save Controller Map...
    Saves the controller assignments to your computer.

Show/Hide Controller Assign
    Shows or hides the CC numbers that are configured for each slider and switch.

Make Current Controller Map Default
    Saves the current CC number assignments for each slider and switch as default settings that are used when the softsynth is launched.

Save Current Global Settings As Default
    Saves the Global page settings as default settings that are used when the softsynth is launched. The saved settings will take effect the next time the software is launched.

Screen Size
    Changes the screen size. Any changes to this setting will take effect the next time the softsynth is launched.

Manual
    Displays the manual for the software or the original hardware.

About miniKORG
    Shows the software version.

⚙(Global) Button

This button lets you access settings for controller assignment, scale, the keyboard and more.
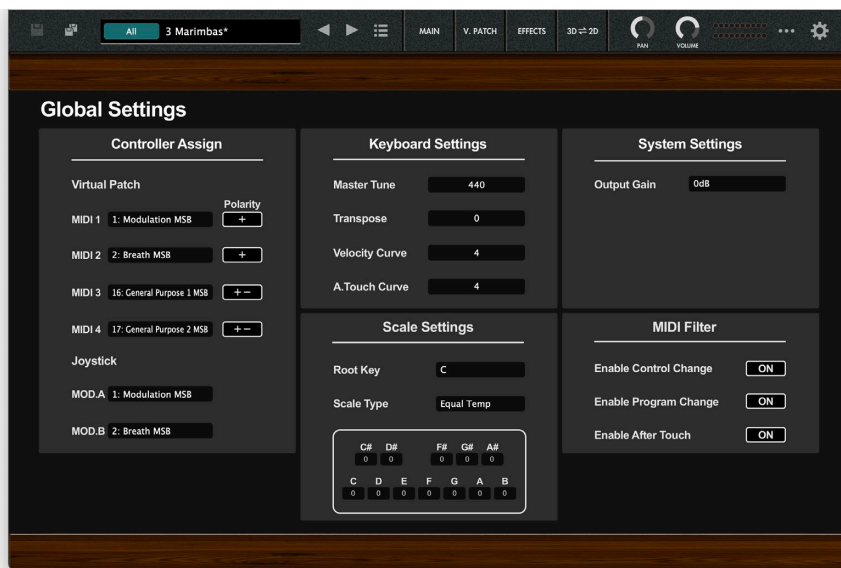
Controller Assign

Virtual Patch
Here you can select the MIDI control change messages used by the MIDI 1–MIDI 4 modulation sources for virtual patch. If you select MIDI 1–MIDI 4 as a "SOURCE," the MIDI control change message (CC#) specified here will be used as the modulation source.

Joystick
Selects MIDI control change messages that can be changed using a controller.

Keyboard Settings

Master Tune

Adjusts the overall pitch of the TRITON software synthesizer in 1 Hz steps. This is shown as the pitch of the A4 (middle A) note.

Transpose

Adjusts the overall pitch of the TRITON software synthesizer in semitone (100 cent) steps. The range is +/-2 octaves.

Velocity Curve

Sets how much the volume and tone will change in response to the keyboard velocity. The velocity effectiveness will change according to the velocity signal received, as shown in the diagram below.

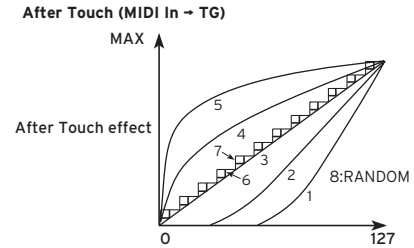**Velocity (MIDI In → TG)**
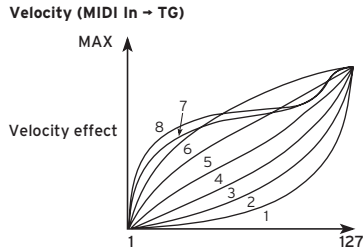
TIP   4 (Normal): The normal curve.

A. Touch Curve

Sets how much the volume and tone will change in response to aftertouch.

The effectiveness will change according to the aftertouch signalreceived, as shown in the diagram below.

After Touch (MIDI In → TG)

TIP   4 (Normal): The normal curve.

Scale Settings

Root Key
This parameter specifies the tonic or root key for the scale selected in SCALE TYPE.

Scale Type
Use this parameter to select the scale type (temperament).

Equal Temp: This is the most commonly used scale. Each semitone is spaced at an equal distance from the others (equal temperament).

Equal Temp Random Pitch: A random pitch deviation is applied to equal temperament each time a note-on occurs.

Pure Major: In this scale, the principle major chords in the selected key will be perfectly harmonious (pure major temperament).

Pure Minor: In this scale, the principle minor chords in the selected key will be perfectly harmonious (pure minor temperament).

User 1–12: You can create twelve of your own customized user scales.

User Scale
To create a User Scale, begin by selecting one of the User Scales in SCALE TYPE.

Next, simply adjust the pitch of each note of in the octave.

These settings are saved automatically. You can recall your User Scale at any time by selecting it using the SCALE TYPE parameter. You can adjust each note of the octave (C-B) in a range of -99 through +99 cents. These adjustments are relative to the equal tempered pitch (0). A setting of +99 raises the pitch approximately one semitone above the standard pitch. A setting of - 99 lowers the pitch approximately one semitone below the standard pitch.

note You can't make "USER SCALE" settings when "SCALE" is set to Equal Temp, Equal Temp Random Pitch, Pure Major, or Pure Minor.

System Settings

Output Gain
Sets the final output level.

MIDI Filter

ENABLE CONTROL CHANGE
Disables or enables MIDI control change reception.

OFF: Does not receive.

ON: Receives.

ENABLE PROG CHANGE
Disables or enables program change reception.

OFF: Does not receive.

ON: Receives.

ENABLE AFTER TOUCH
Disables or enables aftertouch reception.

OFF: Does not receive.

ON: Receives.

Modulation Source List

(None)
Constant
Velocity (+)
Velocity (+-)
Kbd Track (+)
Kbd Track (+-)
After Touch (+)
After Touch (+-)
PitchBend
Mod.Wheel (+)
Mod.Wheel (+-)
MIDI1,
MIDI2,
MIDI3,
MIDI4,
Vibrato (+)
Vibrato (+-)
EG (+)
EG (+-)
Joystick Mod.A
Joystick Mod.B
Ext.LFO1 (+)
Ext.LFO1 (+-)
Ext.LFO2 (+)
Ext.LFO2 (+-)
Ext.LFO3 (+)
Ext.LFO3 (+-)
Ext.EG1 (+)
Ext.EG1 (+-)
Ext.EG2 (+)
Ext.EG2 (+-)
Ext.EG3 (+)
Ext.EG3 (+-)

Appendices

Troubleshooting

Please check the following points if you experience problems.

No sound

- Have you made the appropriate settings in the [MENU] → [Audio/MIDI Settings]?
- Is the Master Level or any other volume-related parameters set to 0?
- Is your computer set to produce sound?
  If you're using Windows, open the Control Panel and check [Sound and Audio Device Properties].
  If you're using macOS, check [System Settings] → [Sound] and Application folder → Utility folder → [Audio MIDI Settings] → [Audio Devices].
- If you're using your computer's sound card, is the sound card set up correctly?
- If you've connected an audio device to your computer, is the audio device set up so that sound is being output from it?

The sound has clicks, pops, or noise

You may experience clicks, pops, or noise if your computer's CPU is experiencing a heavy load.
If you are having this type of problem, try the following.

- If other applications are running, close them.
- Reduce the maximum polyphony of the synthesizer you're using.
- In the [MENU] → [Audio/MIDI Settings], increase the audio buffer size. However, increasing this too much will also increase the latency (delay before you hear sound).

Sound is delayed

- Latency is determined by "the number of samples" x "the number of buffers." In the [MENU] → [Audio/MIDI Settings], set the "Audio buffer size" and the "Sample rate" to the lowest setting that still allows stable operation.

Can't control the software synthesizer from a MIDI device connected to the computer

- Are your computer and MIDI device connected correctly?
- Is the connected MIDI device detected by your computer?
  If you're using Windows, open the Control Panel and check [Sound and Audio Device Properties] → [Hardware].
  If you're using macOS, open the Application folder → Utility folder → [Audio MIDI Settings] → [MIDI Device], and make sure that your MIDI device is detected.
- Are the correct settings made in the [MENU] → [Audio/MIDI Settings]?

Specifications

- Maximum polyphony: 256 notes (depending on the computer's CPU)
- Number of parts: 1
- Presets: more than 150
- Effects: 6 types
- Standalone operation or as a VST/AU plug-in instrument
- Realtime MIDI control and automation is supported

Operating requirements

for Mac

- OS: macOS 10.13 High Sierra or later (Latest updates)
    * This software will not run on a 32-bit OS.
- CPU: Intel Core i5 or better (Core i7 or better recommended)
- Memory: 8 GB RAM or more (16 GB RAM or more recommended)
- Storage: 8 GB or more free space (SSD recommended)
- Internet connection
- Plug-in: AU, VST, AAX (Only 64bit plug-in is supported)

for Windows

- OS: Windows 10 64bit* or later (Latest updates)
    * This software will not run on a 32-bit OS.
- CPU: Intel Core i5 or better (Core i7 or better recommended)
- Memory: 8 GB RAM or more (16 GB RAM or better recommended)
- Storage: 8 GB or more free space (SSD recommended)
- Internet connection
- Plug-in: VST, AAX (Only 64bit plug-in is supported)

* Appearance and specifications of this product are subject to change
  without notice.

Support and service

If you have questions about the product, please contact the Korg distributor for the country in which you purchased it.

Information to provide when contacting us

In order for us to help you, we'll need the following information since product support cannot be provided without it:

- Your name
- The name and version of the product (How to check the version)
- The name of the device that you're using
- The version of the operating system
- Your question (provide as much detail as possible)

Before you contact us

- Before you contact us, check whether this manual or KORG app Help Center has an answer for your question.
- Please be aware that we cannot answer questions about products that are not made by Korg, such as basic operation of your hardware device, or general questions about creating songs or sounds.