

# KORG

# KAOSS PAD KPV Editor

## Owner's Manual

E.1

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- The shapes and indications shown in the illustrations of this manual may differ somewhat from the actual product.
- The illustrations and screen images used in this manual are used for explanation.
- All screenshots used in this manual were made using Google Chrome in English language mode.

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# Introduction

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Thank you for purchasing the Korg KA OSS PAD KPV Dynamic Effect/Sampler. To help you get the most out of your purchase, please read this manual carefully.

## What is the KPV Editor?












The KA OSS PAD KPV Editor (hereafter “KPV Editor”) lets you save the data you have saved on the KA OSS PAD KPV (hereafter “KPV”) to your computer, or edit its parameter settings. You can also load audio files that were saved on your computer in WAV or AIFF format into the KPV.



## Precautions for use

- ⚠ Do not transmit or receive any data while the unit is sampling or while configuring sample playback or function settings on the unit.
- ⚠ While launching or running the KPV Editor, do not disconnect the KPV, turn off its power, or switch it to USB mode (SD CARD READER mode).
- ⚠ Do not operate the KPV or the KPV Editor while data is being transferred. If an error message appears while data is being transferred, check whether the KPV is connected correctly.

## Operating requirements

- Windows and Mac computers are supported.
  - For the supported operating system, check the supported computers for Korg products on the website shown below.  
<https://www.korg.com/support/os/>
  - Web browser: Google Chrome
  - At least 512 MB of memory (2 GB or more recommended)
  - Monitor with at least 1,024 × 768 pixels resolution
  - At least one available USB port
  - Audio interface: must support output at 44.1 kHz and 48 kHz
-  We have confirmed the operation of this product on a typical computer matching the operating environment shown above.  
Note that not all computers that meet these operating requirements are guaranteed to work.
-  The KPV Editor only works with the Google Chrome browser. The functionality of this product may be limited when using other browsers.
-  Use this application while the KPV is connected via USB cable.
-  The KPV may not return to normal operations if you sever the connection by directly unplugging the USB cable while the application is connected to the KPV. If this happens, press the SHIFT button on the unit to restore operations.
-  If you disconnect the KPV or switch it to USB mode (SD CARD READER mode) while it is connected to this application, MIDI communication in this application may stop functioning correctly.  
In such cases, save your current edits, restart Google Chrome, and then reopen this application with the device properly connected.
-  The Auto Power OFF function on the KPV still works while this application is connected to the unit.  
When the function is enabled, the unit will automatically power off after a period of inactivity, causing the connection to be terminated. Please be aware that any unsaved changes on the KPV will be lost when this occurs.
-  When quitting the application, save your edited contents and then close the browser page. Use caution, as your edits will be lost if you close the browser without saving your edited contents or if you switch to another page while this application is running.
-  To use this application, you must set the MIDI device permissions for the KPV Editor URL to [Allow], in Google Chrome settings.  
If you are prompted for permission to use MIDI devices when KPV Editor launches, select “Allow”.
-  You cannot access the unit if you are editing on the KPV. Save or change any of SAMPLE / PROGRAM MEMORY / EXT.CTRL&GLOBAL to exit edit mode, and then reconnect.
-  You cannot access the unit if the KPV is in USB mode (SD CARD READER mode). Exit USB mode and then reconnect.
-  Do not launch KPV Editor in multiple tabs at the same time. This may result in a malfunction.

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# How to use the KPV Editor

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To use the KPV Editor, access [https://www.korg.com/kpv\\_software/](https://www.korg.com/kpv_software/) in the Google Chrome browser, and select the KPV Editor URL link in the “Software” item.

## Installing KPV Editor

The KPV Editor can be used as a PWA (progressive web app), which can be installed using the steps below.

1. Open KPV Editor.
2. Click the install icon shown in the right-hand area of the address bar.

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# Quick start

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## Configuring the KPV

To use the KPV Editor, follow the steps below to check the settings on the KPV.

1. Press PROGRAM MEMORY 5 (MIDI) while holding down the SHIFT button.
2. Use the PROGRAM/BPM knob to select “FLt”, and press the PROGRAM/BPM knob.
3. Use the PROGRAM/BPM knob to select “SyS.E”, and press the PROGRAM/BPM knob.
4. Check whether “EnA” is set with the PROGRAM/BPM knob. If it is set to “dIS”, use the PROGRAM/BPM knob to set it to “EnA”.
5. Press the SHIFT button to exit the settings.

## Launching KPV Editor


1. Use a USB cable to connect your computer to the KPV.
2. Turn the KPV on.
3. Launch the KPV Editor. (→ [P. 4 “How to use the KPV Editor”](#))

*Note:* The following message appears on the display the first time you connect.

If you see the message “(URL for KPV Editor) wants to Control and reprogram your MIDI devices”, select “Allow”.

## Loading all data from the KPV

To edit the data using KPV Editor, we need to load all data from the KPV into KPV Editor.

1. From the “MIDI” menu, select “Receive All Data”.
  2. This loads all of the KPV’s data into the KPV Editor.
-  Do not operate the KPV or the KPV Editor while data is being transferred.

## Loading WAV and AIFF files

When loading WAV or AIFF files saved on your computer, you must convert them into sample data that the KPV can handle.

1. Access the Sample Librarian page.
2. Select the bank you want to load into and click the [IMPORT] button. A file selection dialog box will appear.
3. Select the WAV or AIFF file, and click [Open].
4. Set the sample type as either a loop sample or a one-shot sample.  
If you select one-shot sample, the import process is finished.
5. The BEAT (number of beats in a sample) is automatically set based on the sample length. Change this setting if the BEAT has not been set correctly.
6. The ORIGINAL BPM (number of beats in one minute) is automatically set based on the sample length.  
If the Original BPM has not been set correctly, click the [TAP] button several times in time with the sample's beat or press the up/down buttons to fine-tune the value, while listening to the preview playback and referring to the sample waveform view.

*Note:* WAV/AIFF files that can be imported must be 44.1/48kHz, 8/16/24-bit linear PCM data in mono or stereo.



*Note:* The maximum importable file length is about 26 seconds.

## Transmitting all data to the KPV

To apply the data you've edited in the KPV Editor to the KPV, you must transmit the data to the KPV. This shows how to transmit the data you've edited using the KPV Editor to the KPV.

1. From the "MIDI" menu, select "Transmit All Data".
2. A confirmation dialog box is shown before transmitting. Click the "Yes" button.  
If the check box in the preferences dialog box is selected, a confirmation dialog box is shown before the data is transmitted. (→ [P. 18 "Preferences"](#))

This applies the contents of the KPV Editor to the KPV.

-  Do not operate the KPV or the KPV Editor while data is being transferred.
-  Any sample data that has been transmitted will be erased if you do not save it on the KPV before turning off the power. To save your edited content, use the controls on the KPV to save the sample data to an SD card.

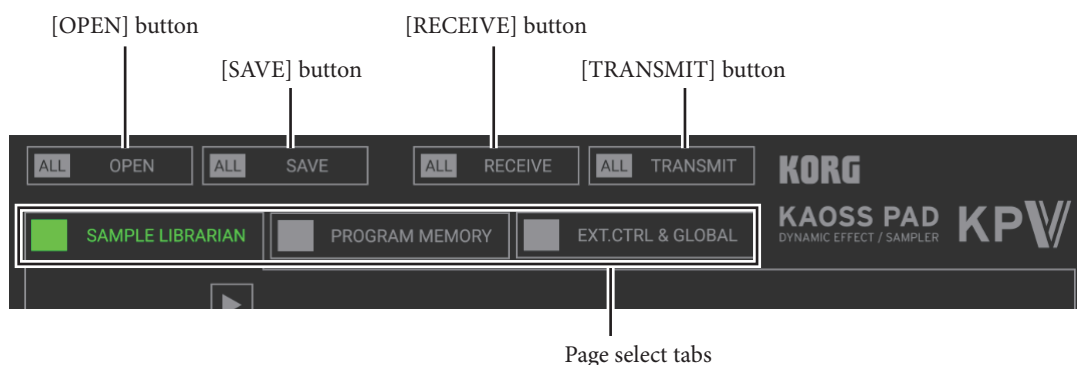
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# KPV Editor screens and functions

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This section gives a simple explanation of the functions on each screen of the KPV Editor.  
For details on the parameters, refer to the Owner's Manual that's included with the KPV.

## Same for all pages



### [OPEN] button

Opens a KPV all data file.

### [SAVE] button

Saves the data currently being edited as a KPV all data file.

### [RECEIVE] button

Receives all data from the KPV.

### [TRANSMIT] button

Transmits all data being edited to the KPV.

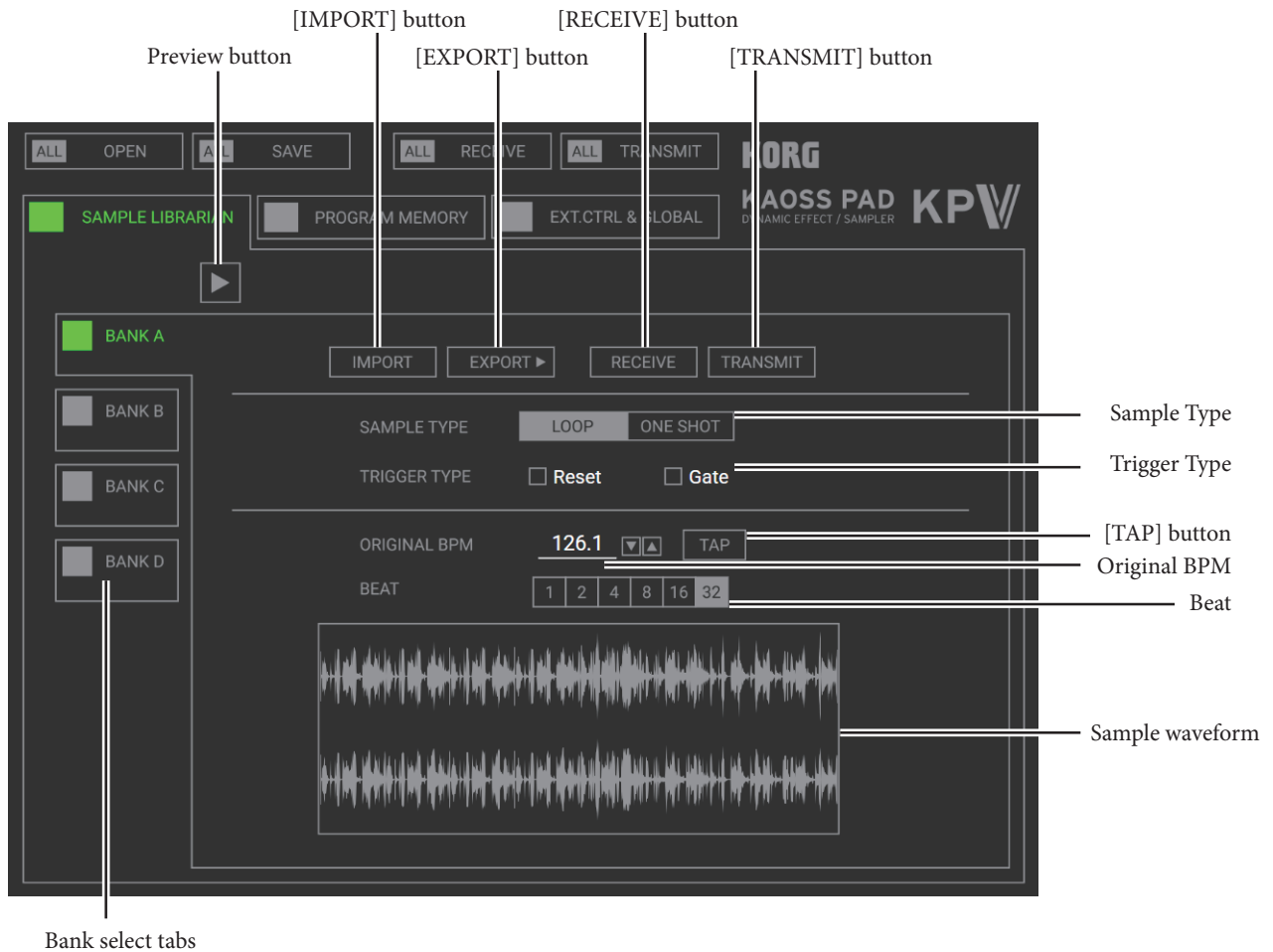
⚠ Any sample data that has been transmitted will be erased if you do not save it on the KPV before turning off the power. To save your edited content, use the controls on the KPV to save the sample data to an SD card.

### Page select tabs

These select the edit page to display.

# Sample Librarian page

Shows and lets you edit the sample data.



## Bank select tabs

These select the bank that you want to edit.

Drag and drop the tabs to swap the sample data.

## Preview button

Plays back a preview of the selected bank.

*Note:* Parameters such as pitch and volume are not reflected in the preview playback.

## [IMPORT] button

Loads the KPV sample data file, WAV file or AIFF file that's saved on your computer into the selected bank.

(→ [P. 6 “Loading WAV and AIFF files”](#))

## **[EXPORT] button**


Saves the sample data of the selected bank to your computer. You can save the data as a KPV sample data file, a WAV file or an AIFF file.

## **[RECEIVE] button**

Receives the selected bank from the KPV.

## **[TRANSMIT] button**

Transmits the selected bank to the KPV.

 Any sample data that has been transmitted will be erased if you do not save it on the KPV before turning off the power. To save your edited content, use the controls on the KPV to save the sample data to an SD card.

## **Sample Type**

Sets the sample type.

## **Trigger Type**

Sets the sample trigger type.

## **Original BPM**

Sets the sample BPM.

## **[TAP] button**

Click this button several times along with the beat of the sample to set the Original BPM, according to the tempo at which you clicked the button.

## **Beat**

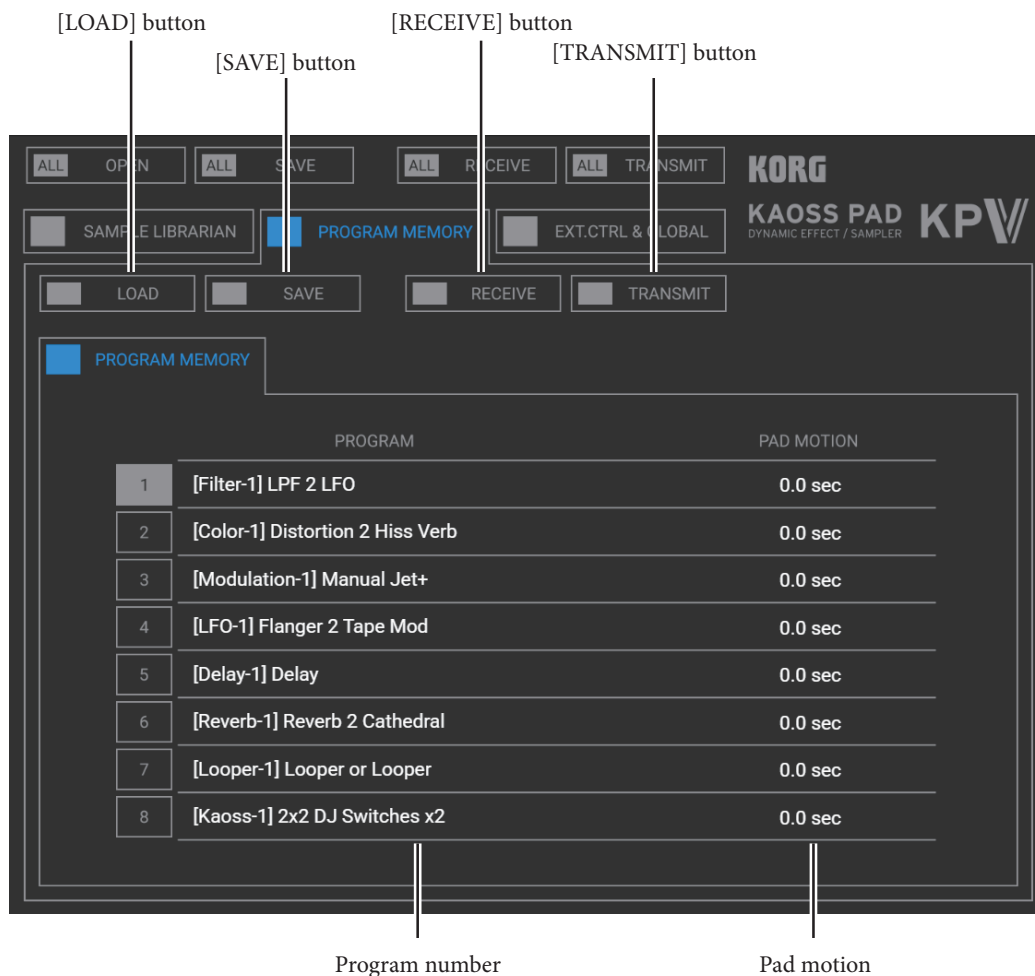
Sets the beat of the sample data.

## **Sample data waveform view**

Shows the waveform of the sample data for the selected bank. You can normalize the waveform by right-clicking on the waveform and selecting [Normalize].

# Program memory edit page

This page is for viewing and editing the program memory set.



## [LOAD] button

Loads the KPV program memory set file.

## [SAVE] button

Saves the program memory set to a program memory set file.

## [RECEIVE] button

Receives the program memory set from the KPV.

## [TRANSMIT] button

Transmits the program memory set to the KPV, and saves it on the KPV.

## **Program number**

Sets the program number for PROGRAM MEMORY 1–8.

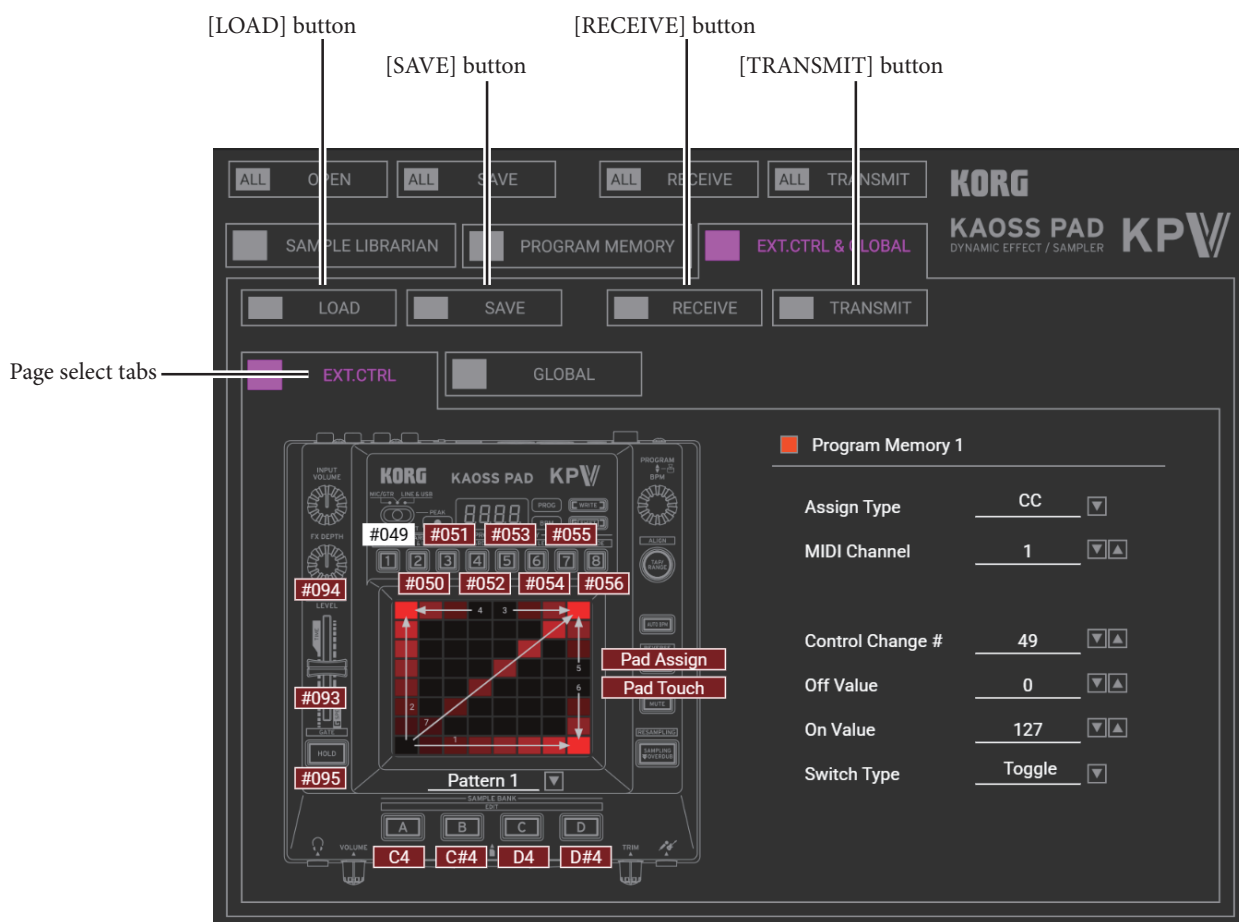
You can drag and drop the numbers to the left of the program numbers to swap the program memory data.

## **Pad motion**

Shows the length of the pad motion that's registered in PROGRAM MEMORY 1–8.

# Global data edit page

This page is for viewing and editing the global data.



## [LOAD] button

Loads the KPV global data file.

## [SAVE] button

Saves the global data to a KPV global data file.

## [RECEIVE] button

Receives the global data from the KPV.

## [TRANSMIT] button

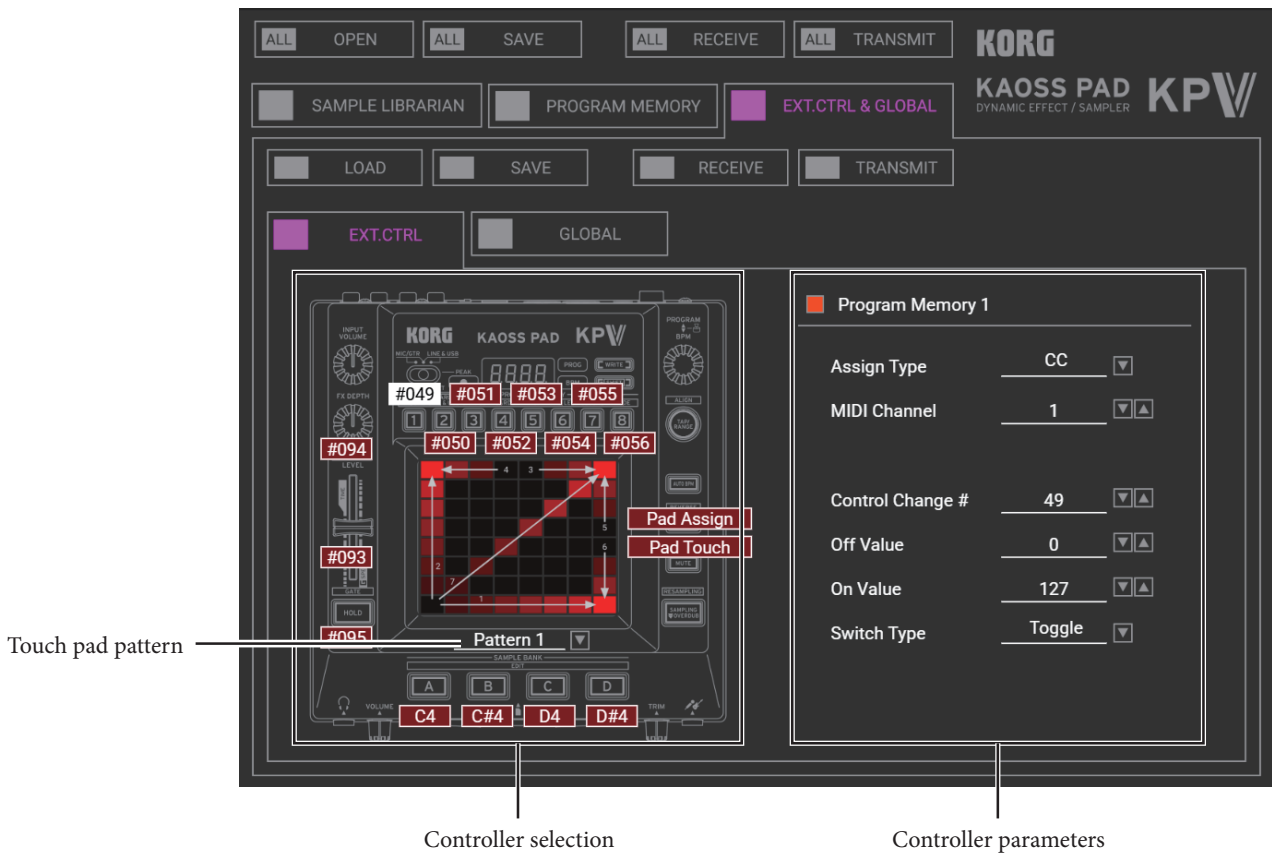
Transmits the global data to the KPV, and saves it on the KPV.

## Page select tabs

Selects the global edit page to display.

# External control edit page

This page is for viewing and editing the external control parameters.



## Controller selection

Selects a controller that you want to configure. Drag and drop the controllers to swap them.

## Touch pad pattern

Selects the touch pad pattern.

## Controller parameters

This lets you view and edit the settings for the selected controller. For details on the parameters, see [P. 15](#) “[External control parameters](#)”.

## Global edit page

This page is for viewing and editing the global parameters.



Global parameters

## Global parameters

This is for viewing and editing the various parameters.

For details on each of the parameters, refer to the Owner's Manual for the KPV.

# External control parameters

## About MIDI channels

You can specify which MIDI channel is used to transmit MIDI messages for each controller. Specifying a value from 1 to 16 transmits MIDI messages to the specified MIDI channel.

## External control parameters

PROGRAM MEMORY 1–8/ SAMPLE BANK A–D/ Hold Key/ Pad Touch	<b>On/Off</b>	Turns message transmission on/off.
	<b>Assign Type</b> <b>[CC/Note/ Start/ Continue/Stop]</b>	Specifies which messages are transmitted. <b>CC</b> Control change messages will be transmitted. <b>Note</b> Note messages will be transmitted. <b>Start</b> Transmits start messages (system real-time messages). <b>Continue</b> Transmits continue messages (system real-time messages). <b>Stop</b> Transmits stop messages (system real-time messages).
	<b>MIDI Channel</b> <b>[1...16]</b>	Specifies which MIDI channel is used to transmit messages.
	<b>Control Change #</b> <b>[0...127]</b>	Specifies the control change number to be transmitted. Specify this when the Assign Type is “CC”.
	<b>Note #</b> <b>[C-1...G9]</b>	Specifies the note number to be transmitted. Specify this when the Assign Type is “Note”.
	<b>Off Value/ Off Velocity</b> <b>[0...127]</b>	Specifies the value of the control change message or the note-off velocity to transmit when the button is off. This can only be assigned when Assign Type is “CC” or “Note”.
	<b>On Value/ On Velocity</b> <b>[0...127]</b>	Specifies the value of the control change message or the note-on velocity to transmit when the button is on. This can only be assigned when Assign Type is “CC” or “Note”.

	<b>Switch Type</b> <b>[Momentary/</b> <b>Toggle]</b>	Sets how the buttons work. <b>Momentary</b> The On Value/On Velocity is transmitted when the button is pressed, and the Off Value/Off Velocity is transmitted when the button is released. <b>Toggle</b> Switches between the On Value/On Velocity and the Off Value/Off Velocity each time the button is pressed.
FX Depth/ Level Fader	<b>On/Off</b>	Turns message transmission on/off.
	<b>MIDI Channel</b> <b>[1...16]</b>	Specifies which MIDI channel is used to transmit messages.
	<b>Control Change</b> <b>#</b> <b>[0...127]</b>	Specifies the control change number to be transmitted.
	<b>Min Value</b> <b>[0...127]</b>	Specifies the minimum control change value to be transmitted.
	<b>Max Value</b> <b>[0...127]</b>	Specifies the maximum control change value to be transmitted.
Pad Assign	<b>On/Off</b>	Turns message transmission on/off.
	<b>Control Change</b> <b>#</b> <b>[0...127]</b>	Specifies the control change number to be transmitted.
	<b>MIDI Channel</b> <b>[1...16]</b>	Specifies which MIDI channel is used to transmit messages.
Pattern	<b>Pattern #</b> <b>[Pattern 1...</b> <b>Pattern 7]</b>	Selects the touch pad pattern used in Pad Assign.

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# File types and contents

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The file formats that can be saved and loaded by the KPV Editor are shown below.

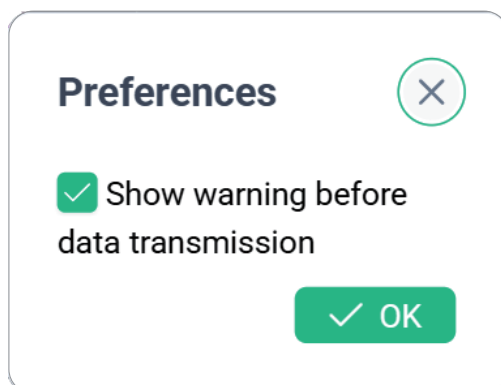
Type	Contents	Extension
All data file	This data contains sample data, program memory set and global data for four banks.	kva
Sample data file	A single bank's worth of sample data.	kvs
Program memory set file	This data contains eight sets of program memory information.	kvp
Global data file	Data containing the external control parameters and global parameters.	kvg

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# Preferences

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The preferences dialog box is shown when you select “Preferences” from the “MIDI” menu.



## Show warning before data transmission

When this is set to on, an alert dialog box is shown before data is transmitted to the KPV.

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# Menu

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## File

### **[New]**

Creates new KPV all data.

### **[Open] (Ctrl/Command + O)**

Loads KPV all data from the KPV all data file.

### **[Save] (Ctrl/Command + S)**

Names and saves the KPV all data currently being edited as a KPV all data file.

## Edit

### **[Cut] (Ctrl/Command + X)**

Copies the selected sample data, program memory data or external control parameters, and restores it to the default value.

### **[Copy] (Ctrl/Command + C)**

Copies the selected sample data, program memory data or external control parameters.

### **[Paste] (Ctrl/Command + V)**

Pastes the content that you cut or copied into the selected sample data, program memory data or external control parameters.

### **Clear**

Restores the selected sample data, program memory data or external control parameters to their default values.


## MIDI

### **[Receive All Data]**

Receives KPV all data from the KPV.

## **[Transmit All Data]**

Transmits all of the KPV data being edited to the KPV.

 Any sample data that has been transmitted will be erased if you do not save it on the KPV before turning off the power. To save your edited content, use the controls on the KPV to save the sample data to an SD card.

## **[Preferences]**

Shows the preferences dialog box. (→ [P. 18 “Preferences”](#))

## **[Help]**

### **[Manual]**

Opens an external link to the KPV Editor manual.

### **[About]**

Shows the KPV Editor version.

### **[License]**

Shows the license information for the software and other data that's used by the KPV Editor.

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# Troubleshooting

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## Cannot launch the software

- Check whether your computer and browser meet the operating requirements of this software. Also, make sure that the computer is connected to the Internet.

## Data transfer is unsuccessful

- Make sure that the KPV is recognized by the computer to which it is connected.  
If you're using Windows, open the Control Panel and check "Device Manager" → "Sound, video and game controllers".  
If you're using macOS, open "Finder" → "Applications" → "Utilities" → launch "Audio MIDI Setup", and select "MIDI Studio" under the "Window" menu.
  - Check whether "SyS.E" (system exclusive) is set to "EnA" (enabled, no filter applied) for the KPV MIDI filter.
  - Make sure that KPV Editor is not being launched in multiple tabs, and that other applications are not running. The data transfer may fail if another application is running, or if the KPV Editor tab becomes inactive (for example, when it is moved to the background). If the data transfer fails, exit all other applications and try the operation again.
-  You cannot access the unit if you are editing on the KPV. Save or change any of SAMPLE / PROGRAM MEMORY / EXT.CTRL&GLOBAL to exit edit mode, and then reconnect.
-  You cannot access the unit if the KPV is in USB mode (SD CARD READER mode). Exit USB mode and then reconnect.

## Cannot load WAV or AIFF files

- Check whether the WAV or AIFF file is in a format that can be loaded by the KPV Editor. WAV/AIFF files that can be loaded must be 44.1/48kHz, 8/16/24-bit linear PCM data in mono or stereo.

## No sound is heard

Check whether your audio interface meets the operating requirements of this software.

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