

loguePAD

Custom synth for KORG logue SDK 2.0 synthesizers

Operations Manual

v.0.0-1

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Introduction

loguePAD is a 16-track sample player synth.

For information on how to upload a user synth to the synthesizer and how to activate it, please refer to the Synthesizer Owner's Manual for your KORG synthesizer model.

If you find a bug or wish to propose a new feature or improvement, don't hesitate to create a new issue at [GitHub](#) or just send me an email to dukesrg@gmail.com.

This user synth is open source and free. However you can support the development via [PayPal me](#) or [Revolut me](#).

Parameters

Name	Value range	Description
NOTE	C-1...G9	Note for internal sequencer gate.
ZONE 1	0...3	Track mode for zone 1, refer to the Track mode section for details.
< SPLIT >	16 0...0 16	Track split for track modes zone 1 and 2.
ZONE 2	0...3	Track mode for zone 2, refer to the Track mode section for details.
PB 1-4	0...255	Playback mode, refer to the Playback mode section for details.
PB 5-8		
PB 9-12		
PB 13-16		
SMPL 1	0...384 0 – No sample 1...128 – Factory 129...256 – User 257...384 – Expansion	Track sample select. Sample name will be displayed or --- for no sample. By default the first 16 user samples are selected. Sample BPM will be respected if the sample name tail in _xBMP format, where x can be an integer or decimal number.
SMPL 2		
SMPL 3		
SMPL 4		
SMPL 5		
SMPL 6		
SMPL 7		
SMPL 8		
SMPL 9		
SMPL 10		
SMPL 11		
SMPL 12		
SMPL 13		
SMPL 14		
SMPL 15		
SMPL 16		

Track mode

Track mode parameter determines how the track samples will be played back with Note On:

Name	Description
Pad	Each note number triggers an individual track. C4...D#5 is for track 1...16 and repeated below/above.
Queue	Single track at a time is playing. The last Note On event will be deferred until the current track finishes playback.
Chain	Each Note On advances to the next track. In loop playback modes all tracks played sequentially. Tracks with no samples are skipped.
Random	Each Note On plays a random track. In loop playback modes random track sequence will be played. Tracks with no samples are skipped.

Playback mode

Playback mode determines how the sample is played back. For each of the track Playback mode is represented by the capital letter according to the following table:

Letter	Description
O	One-shot mode. Sample played back only once. Note Off will stop playback.
S	Sustain mode. Sample played back only once to the end. Note Off will be ignored.
R	Repeat mode. Sample playback is looped. Note Off will stop playback.
L	Latch mode. Sample playback is looped. Note On will start and stop playback. Note Off will be ignored.

Tips and tricks

- TBD

Presets

- TBD

Known issues

- TBD