

KordBot+ User Manual



FOREWORD



First and foremost, if you're reading this user manual then the likelihood is that you're a long-time KordBot owner. Thank you for your support. KordBot+ is my gift to you.

The KordBot was my first product and still has a special place in my heart. The idea was always a simple one: put the chords that normally take years of practice right under your fingertips, so you can spend your time making music. The firmware, if I'm honest, never quite caught up with the machine I had in my head. The sequencer in particular sat in the "coming soon" column of the very first manual for far longer than any of us would have liked.

KordBot+ puts that right. It's the final firmware for the KordBot, rebuilt from the ground up, and it turns the KordBot into the instrument I always envisioned. The long-promised sequencer is here, with 32 patterns, six tracks, automation lanes and a Song mode to chain it all together. The arpeggiator and sequencer lock tight to your DAW's clock. There are over 700 built-in chord banks that are lightning fast to browse, and 1,300 more in the free expansion pack. You also get MIDI file import, Projects that save everything in one go, and a ton of other improvements.

Bringing the KordBot to this point has been a labour of love. A massive THANK YOU to the backers and users for sticking with it, and with us.

And a special thanks to Georgy @ Musician Paradise for graciously providing their chord banks for use in the KordBot. Get many more and support him at <https://www.patreon.com/c/musicianparadise>.

Now, switch your machine on, take a deep breath, relax... and turn the page.

Brad Holland

Isla Electronics

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QUICK REFERENCE

ALL

DO THIS	RESULT
F1 / F2 / F3 / F4	Play modes / Sequencer and Song / Mixer / Setup
ALT + < or >	Octave page
ALT + touch strip	Touch Strip page
SHIFT + X	Stop a latched arpeggiator
Hold E2-E8	Change the encoder function

PLAY MODES

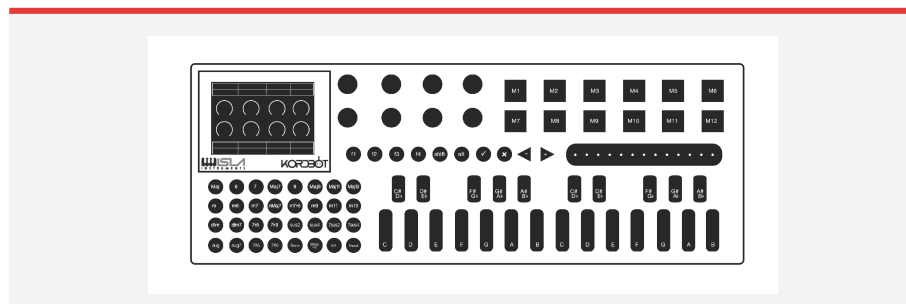
DO THIS	RESULT
< or >	Keys octave down or up
Pad / ALT + pad / SHIFT + pad / X + pad	Play / store / edit / delete
Hold pad + F1-F4	Inversion
Hold pad + < or >	Transpose the pad

SEQUENCER

DO THIS	RESULT
Tick / SHIFT + Tick	Start or stop / recording
SHIFT + mod / ALT + mod / X + mod	Edit pattern / settings / clear
M1-M6 / M7-M12	Solo / mute (Pattern Play)
ALT + M1-M6 / SHIFT + M1-M6	Track settings / select track
< or >	Previous or next track
ALT + push E5-E8	Lane settings

PROMPTS

DO THIS	RESULT
Tick or push E1 / X	Keep / cancel



SECTION 01

01 THE KORDBOT AT A GLANCE

CONTROLS

CONTROL	USE
Keys (24)	Piano keys. Velocity-sensitive.
Mod keys (32)	A 4 × 8 grid. Chord shapes in the play modes. Patterns and steps in the sequencer.
Mem pads M1–M12	Store and recall chords. Tracks and patterns in the sequencer.
Encoders E1–E8	E1 moves through menus. E2–E8 change values. Each encoder is also a push button.
F1	Play modes
F2	Sequencer and Song
F3	Mixer
F4	Setup
SHIFT, ALT	Modifier keys
Tick	Confirms. Starts and stops the sequencer.
X	Goes back. Cancels. Clears when you hold it with another key.
< and >	Octave down and up. Previous and next in some pages.
Touch strip	Strum, pitch bend, CC and more.

MODIFIER KEYS

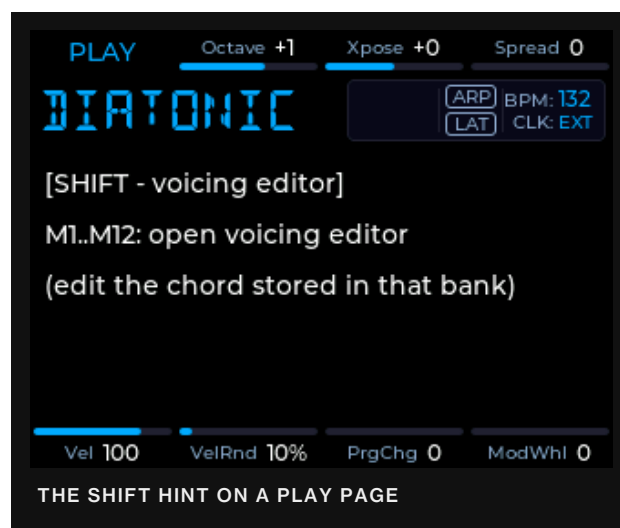
The modifier keys have the same meaning in most pages:

SHIFT selects.

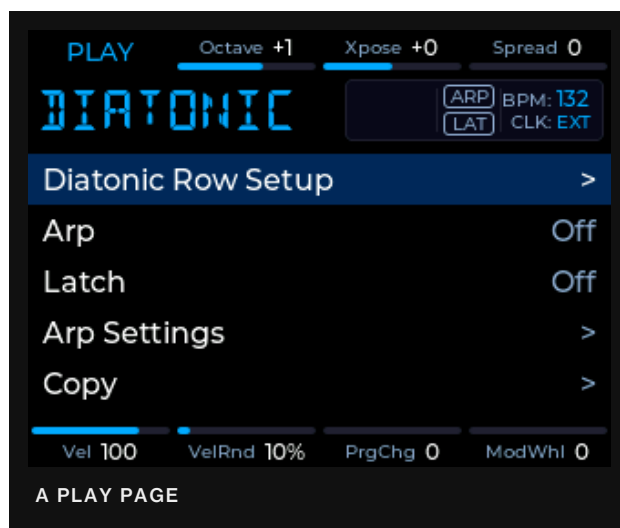
ALT edits, stores or opens settings.

X clears.

Hold a modifier key, then press the other key. In a play mode or the sequencer, hold SHIFT, ALT or X to see a hint.



THE SCREEN



Top and bottom strips. They show the values of E2–E8. E1 shows the page name.

Header. The page title is at the left. At the right, play pages show the last chord, the **ARP** and **LAT** indicators, the tempo and the clock source (**INT** or **EXT**).

Menu. The rows below the header.

If the E1 label starts with <, press X to go back.

MENUS

1. Turn E1 to select a row.
2. Push E1 (or press Tick) to use the row.

What the push does depends on the row:

ROW SHOWS	PUSH E1
>	Opens the page.
On / Off	Changes the setting.
A short list	Shows the next value.
A number or a long list	Starts edit mode. Turn E1 to change the value. Push E1 or press X to stop.

Rows that belong together show as a group. Push the group name to open or close it.

PROMPTS

Some pages ask you to keep or cancel. The Tick and X keys flash:

Press **Tick**, or push E1, to keep.

Press **X** to cancel.

Prompts that delete data (Clear, Format, Reboot) flash only X. Their default row is **Cancel**.

SECTION 02

02 GETTING STARTED

CONNECTIONS

The USB connection provides power and MIDI. KordBot switches on automatically when USB power is connected; there is no separate power switch.

MIDI In and MIDI Out. 5-pin DIN.

Bluetooth MIDI.

SD card. Settings, banks, sequences and projects.

Footswitch jack.

The expression pedal jack does not work in this firmware.

WHEN YOU START THE KORDBOT

The KordBot opens in the same state as when you last used it. This includes the play mode, settings, mem pads, arpeggiator and the sequencer. It saves this state automatically.

To restart, use **Setup > Reboot**.

PLAY YOUR FIRST CHORD

1. Press **F1** until the title shows **DIATONIC**.
2. Press a mod key in the top row.

The top row plays the chords of C major. Each column is one degree of the scale.

NO SOUND?

Check these items in this order:

1. **Setup > MIDI Settings > MIDI Out.** Make sure the port that goes to your synthesizer is on.
2. **Setup > MIDI Settings > F1 Play Channel.** Make sure it is the same as your synthesizer channel. The default is channel 1.
3. Make sure the cable goes from the KordBot **MIDI Out**.

SECTION 03

03 PLAY MODES

Press **F1** to go to the next play mode:

DIATONIC > KEY+MOD > POLY KEYBOARD

If you are on a different page (Setup or the sequencer, for example), F1 goes back to the last play mode.

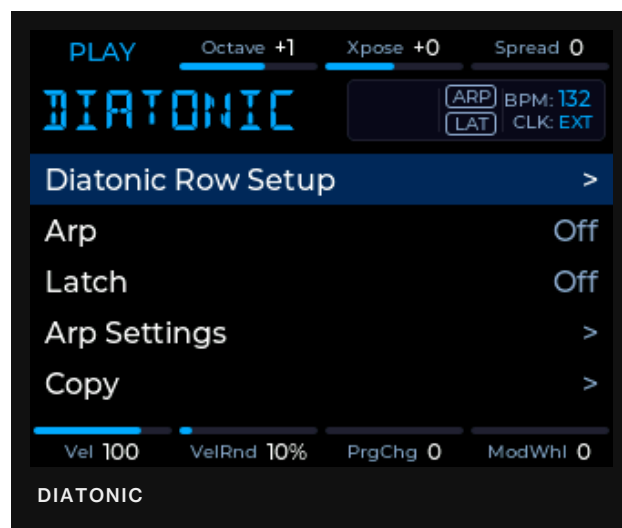
These items are the same in all play modes:

Press **>** or **<** to move the keys up or down one octave.

The menu has **Arp**, **Latch**, **Arp Settings**, **Copy** and **Move** rows.

The mem pads work the same way. Refer to Mem pads.

DIATONIC



The mod keys play chords from a scale. Each row of mod keys has its own key, octave and scale. Columns 1–7 are degrees I–VII. Column 8 is degree I, one octave higher.

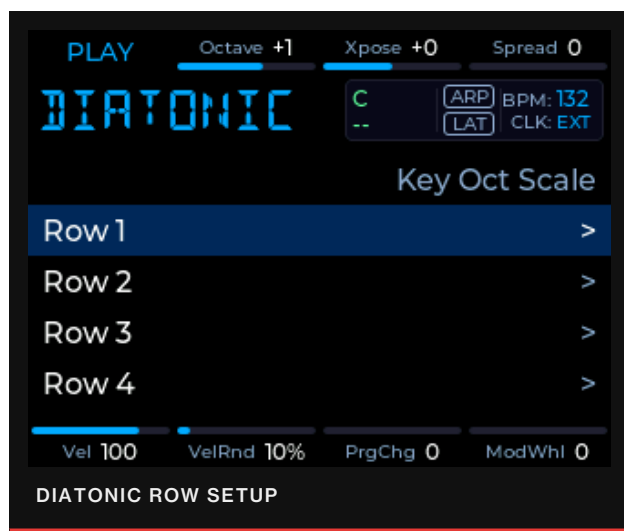
The default rows are C, G, D and A major.

A piano key plays a single note.

If you hold two mod keys and release the one that plays, the other chord plays. The chord stops when you release the last key.

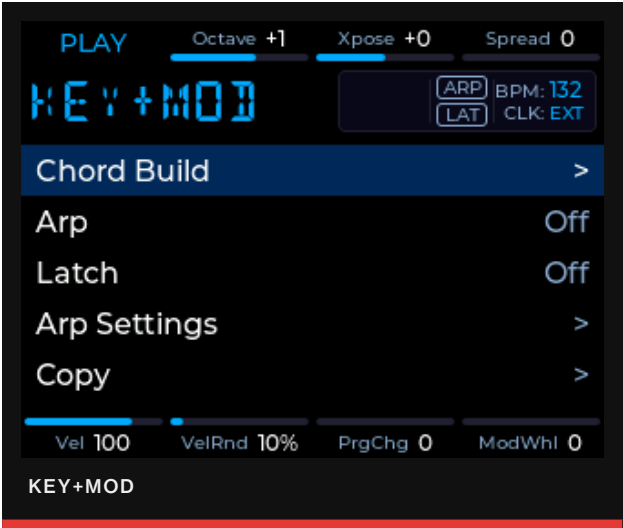
To change the rows:

1. Select **Diatonic Row Setup** and push E1.
2. Select a row and push E1. The mod keys of that row come on.
3. Set **Key**, **Octave** and **Scale**.



There are 49 scales. The list includes the modes, the harmonic and melodic minor scales, pentatonic and blues scales, and many world scales.

KEY+MOD



Press a mod key to select a chord shape. Then play a piano key. The piano key sets the root.

The selected chord shape is retained when you change modes or restart KordBot. The corresponding mod key remains lit.

ROW	MOD KEYS 1-8
1	Maj, 6, 7, Maj7, 9, Maj9, Maj11, Maj13
2	m, m6, m7, mMaj7, m7b5, m9, m11, m13
3	dim, dim7, 7b5, 7b9, sus2, sus4, 7sus2, 7sus4
4	aug, aug7, 7#5, 7#9, tritone, tritone+9, 6/9, 9sus4

If you hold two keys and release the one that plays, the other chord plays. This also works between keys and mem pads.

The menu has a **Chord Build** row. It opens the voicing editor. Refer to The voicing editor.

POLY KEYBOARD



The piano keys play individual notes. The mod keys are inactive in this mode.

When the arpeggiator is enabled, it plays a pattern using the notes you hold on the keyboard.

The menu has a **Manual Chord** row. Use it to store a chord note by note. Refer to Manual Chord.

SECTION 04

04 MEM PADS

The 12 memory pads store chords and are shared between the play modes and the sequencer. Each pad lights up when a chord is stored in it.

MIDI: When a pad is triggered by incoming MIDI, its light goes out for the duration of the note. See MIDI for details.

STORE AND RECALL

TO	DO THIS
Play a pad	Press the pad.
Store the last chord that you played	Hold ALT and press the pad.
Edit the chord in a pad	Hold SHIFT and press the pad.
Delete a pad	Hold X and press the pad.

When you release a pad, the chord stops. If you hold two pads and release the one that plays, the other pad plays.

INVERSIONS AND TRANSPOSE

Hold a pad, then press a key:

KEY	RESULT
F1	Root position
F2	1st inversion
F3	2nd inversion
F4	3rd inversion
>	Transpose the pad up one semitone
<	Transpose the pad down one semitone

A popup shows the pad and the new inversion. The pad stores the change. While you hold a pad, the lights on F1–F4 show its inversion. Inversions do not work on pads from Manual Chord, MIDI import or the SD expansion pack.

THE VOICING EDITOR

Use the voicing editor to build a chord one note at a time. To open it, select **Chord Build** in Key+Mod, or hold SHIFT and press a pad.



The editor shows 10 chord tones: 1, 2, 3, 4, 5, 6, 7, 9, 11 and 13.

CONTROL	USE
Turn E1	Select a tone.
Push E1	Add or remove the tone.
E2	Root note (C1–C8)
E3	Octave of the selected tone (–2 to +2)
E4	Sharp or flat for the selected tone (–2 to +2)
Piano keys	The first key sets the root. The next keys add or remove the nearest tone.
A pad	Edit the chord in that pad.
ALT + a pad	Copy this chord to that pad.
Tick	Close the editor.
X	Undo all changes that you made since you opened the editor.

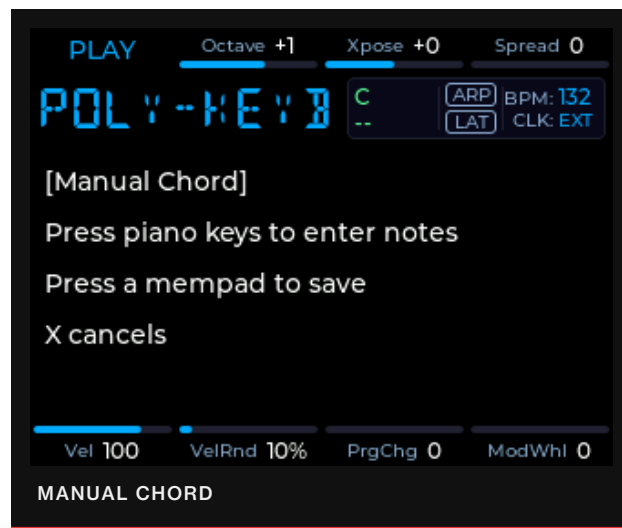
The editor saves each change to the pad immediately.

MANUAL CHORD

Use Manual Chord (Poly Keyboard mode) to store any set of notes.

1. Select **Manual Chord** and push E1.
2. Press piano keys to add or remove notes. You can use up to 8 notes.
3. Press a pad to store the chord.

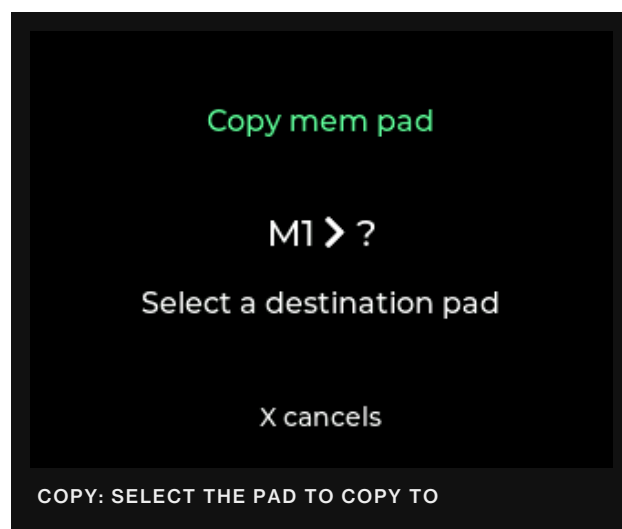
To cancel, press X.



COPY AND MOVE

1. Select **Copy** or **Move** and push E1.
2. Press the source pad, then press the destination pad.
3. If that pad has a chord, press Tick to replace it.

Move clears the chord from the source pad. Press X at any step to cancel.



SECTION 05

05BANKS AND THE CHORD LIBRARY

A **bank** is a set of 12 mem pads. You can load a bank from the chord library or from the SD card. You can save the pads as a bank on the SD card.

Select **Load/Save Bank** in the Diatonic, Key+Mod or Poly Keyboard menu.

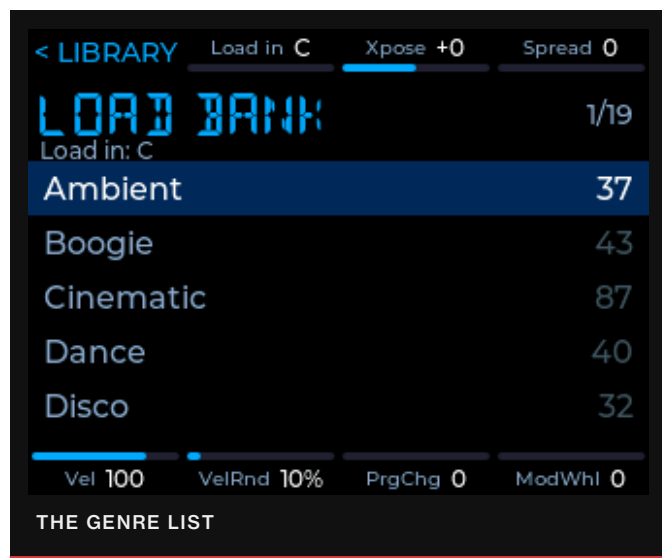


ROW	USE
New Bank (Clear)	Deletes all 12 pads. A prompt asks you to confirm.
Load Bank	Opens the chord library or your banks.
Save Bank (name)	Saves over the bank that you loaded or saved last. Shows only after a load or save.
Save Bank As	Saves the pads with a new name.

THE CHORD LIBRARY

Select Load Bank > Internal (library).

The library has more than 700 banks in 19 genres. The genres and the banks show in alphabetical order.



SD EXPANSION PACK

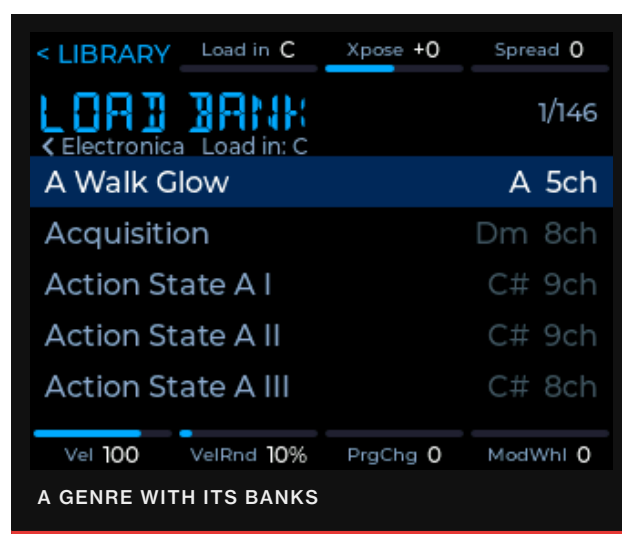
The expansion pack adds more than 1,300 banks. It is a separate download. To install it, copy its kbexp folder to the SD card.

The expansion banks show in the library genres, in alphabetical order with the built-in banks. They look the same as the built-in banks. If you remove the card, they go from the list.

Thanks to Musician Paradise for providing their chord-bank content. Many more fantastic chord packs are available to their Patreon supporters, fully compatible with KordBot.

patreon.com/musicianparadise

1. Turn E1 to select a genre. Push E1 to open it.
2. Turn E1 to go through the banks. Each bank loads into the pads immediately, so you can play it.
3. Turn E2 to change the key. The top line shows **Load in:** and the key.
4. Press Tick (or push E1) to keep the bank. The KordBot goes back to your play page.

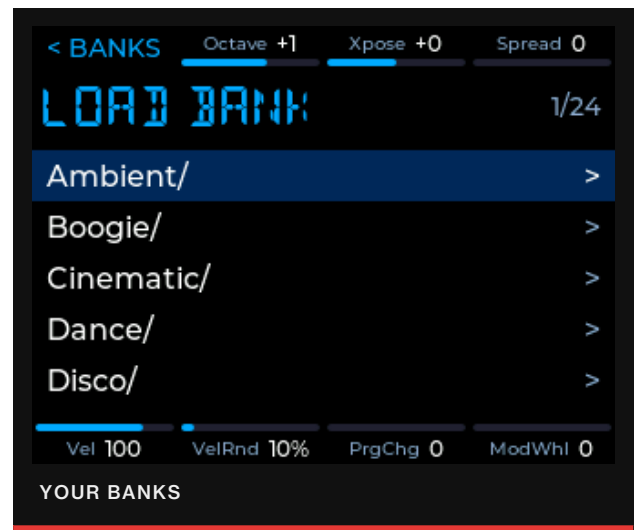


Press X to cancel and restore the chords previously stored in the pads. The Tick and X keys flash until you keep or cancel.

Each bank shows its key and the number of chords. The other encoders stay active, so you can change Velocity or Spread while you listen.

YOUR BANKS

Select **Load Bank > User (SD /banks)**. The list shows the bank files in the /banks folder of the SD card.



Folders show first, with / after the name. Push E1 to open a folder. Press X to go back.

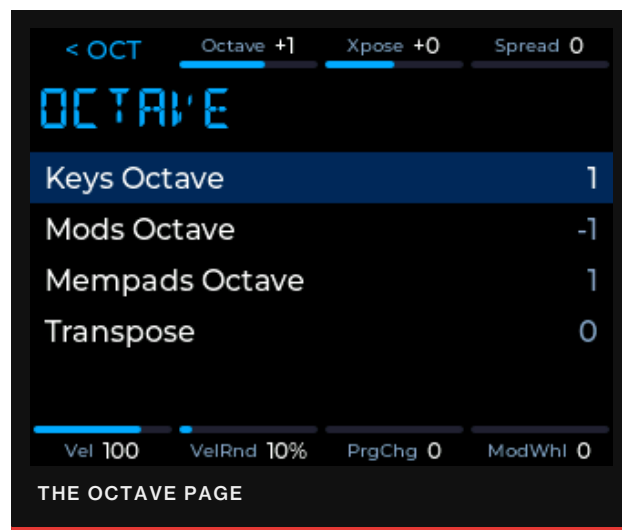
Push E1 on a bank to load it. The KordBot goes back to your play page.

A long list shows in pages of 28. Select **Page 2** to go to the next page.

SECTION 06

06 OCTAVES AND TRANSPOSE

Hold **ALT** and press < or > to open the **Octave** page.



ROW	RANGE	DEFAULT	CHANGES
Keys Octave	-4 to +4	0	The piano keys
Mods Octave	-4 to +4	+1	The Diatonic chords
Mempads Octave	-4 to +4	+2	The mem pads
Transpose	-12 to +12	0	All play-mode notes, in semitones

In the sequencer, this page shows **Track Octave** for the selected track, and **Transpose**.

< and > change the Keys Octave.

E2 (**Octave**) changes the Keys Octave.

E3 (**Xpose**) changes Transpose.

Base Octave (Setup > MIDI Settings) sets the range of the keyboard.

Pads that play from incoming MIDI do not use Transpose.

SECTION 07

07 ENCODERS

E1 moves through menus. E2–E8 each control one function. The strips show the function name and the value.

DEFAULT FUNCTIONS

ENCODER	DIATONIC, KEY+MOD, POLY KEYBOARD	SEQUENCER	ARP PAGE
E2	Octave	BPM	Rate
E3	Transpose	Swing	Gate
E4	Spread	Spread	Oct Range
E5	Velocity	Lane 1 (Volume)	Swing
E6	Vel Rnd	Lane 2 (Filter)	Velocity
E7	Prog	Lane 3 (Atk)	BPM
E8	CC	Lane 4 (Rel)	Vel Rnd

FUNCTION	RANGE	USE
Velocity	1–127	The velocity of all notes that you play, the arpeggiator and strums. The default is 100.
Vel Rnd	0–100%	Random velocity changes.
Spread	0–16	Adds more chord tones in higher octaves.
Prog	0–127	Sends a program change.
BPM	30–300	The tempo.
Swing	50–75%	Delays every second note.

CHANGE THE FUNCTION OF AN ENCODER

1. Hold the encoder (E2–E8) for about one second. The **Assign** list opens.
2. Turn the encoder to select a function.
3. Push the encoder or press Tick.

The KordBot saves the functions separately for the play modes, the sequencer and the arpeggiator.

SEND A MIDI CC

1. Select **MIDI CC** in the Assign list.
2. Turn the encoder to select the CC number. The list shows common CC names.
3. Press X to confirm.

The encoder then sends that CC on the play channel.

ENCODER SETTINGS

Magnify Values (Setup > Appearance) shows a large value when you turn an encoder.

Encoder Acceleration (Setup > Hardware) makes fast turns change values more quickly.

Reverse Encoders (Setup > Hardware) changes the direction. It also makes each click move one step in a list.

SECTION 08

08 TOUCH STRIP

Hold **ALT** and touch the strip to open the **Touch Strip** page. Press X to go back.

ROW	VALUES
Function	Off, Strum, CC, Pitch, Mod, Velocity
Strum Mode	Single, Double, Chord, Spread, Octave, Full, Reverse, Mirror, Segment, Guitar 6, Guitar 12
Octaves	1–4. The range of the strum.
Dynamics	Fixed: the Velocity value. Speed: a faster movement plays louder.
Arm Chords	On: chords do not play until you strum.
CC Number	0–127
Polarity	Unipolar or Bipolar
Return	Left 0, Center or Last. The value when you release the strip.

Some rows show only for some functions.

Strum plays the notes of the chord that you hold.

Pitch sends pitch bend. **Mod** sends CC 1.

Velocity sets the Velocity value.

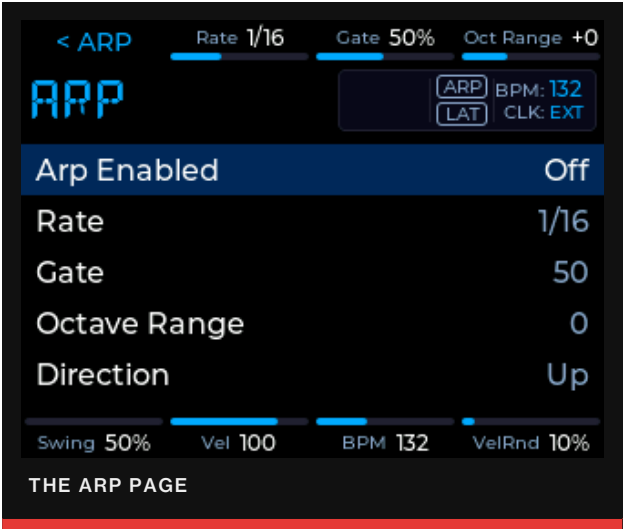
With **Arm Chords** on, the keys of the chord come on, and the header shows the chord name. The chord plays only when you strum.

In the sequencer, the strip follows the track type. Refer to Sequencer in depth. On a mixer page, the strip moves the selected fader.

SECTION 09

09ARPEGGIATOR

Use the **Arp** and **Latch** rows in the play-mode menu. To open all the settings, select **Arp Settings**.



ROW	VALUES
Arp Enabled	On or Off
Rate	1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64, 1/64T
Gate	1–100%
Octave Range	–2 to +4
Direction	Up, Down, Up-Down, Down-Up, Up-Down 2, Down-Up 2, Up-Down 3, Down-Up 3, Random, As Played
Velocity	1–127. The same value as the Velocity encoder.
Swing	50–75%. The same value as the sequencer Swing.
Vel Rnd	0–100%
BPM	30–300
Latch	On or Off
Note Pattern	Ascending, Step Alt, Skip, Reverse Skip, Bass Emphasis, Bounce, Climbing 3rds, Spread, Wave, Random
Vel Pattern	Flat, Cresc-Decresc, Gradual Cresc, Off-beat Accent, Down-beat Accent, Alt Dynamics, Every 3rd, Building, Strong-Weak, Triplet
Vel Depth	0–100%. The strength of the Vel Pattern.

The arpeggiator does not restart when you change a setting or play a new chord.

Latch keeps the chord playing after you release the keys. To stop it, set Latch to Off, or hold **SHIFT** and press **X**.

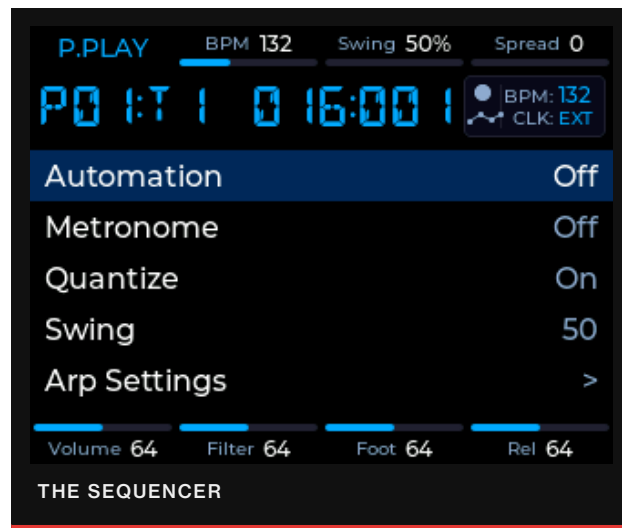
With an external MIDI clock, the arpeggiator follows the clock. It starts on the clock only when you hold or latch a chord.

The KordBot remembers Arp and Latch when you restart it.

SECTION 10

10 SEQUENCER BASICS

Press **F2** to open the sequencer. Press **F1** to go back to the play modes. **F1** stops the sequencer.



The sequencer has:

32 patterns. Each mod key is one pattern.

6 tracks. Mem pads M1–M6 are the tracks.

Up to 128 steps in each pattern. The default is 16.

4 automation lanes in each track.

THE HEADER

P01:T1 shows the pattern and the track. A dot after it means that there are changes that you did not save.

The step counter shows the pattern length and the current step.

The red dot shows that recording is on.

The automation icon shows the automation mode: dim is Off, green is Read, red is Write.

PLAY AND RECORD

TO	DO THIS
Start or stop	Press Tick .
Turn recording on or off	Hold SHIFT and press Tick (Pattern Editor only).
Select the next or previous track	Press > or < .
Select a track	Hold SHIFT and press M1–M6.

When the sequencer starts, it sends MIDI Start. When it stops, it sends MIDI Stop and turns all notes off.

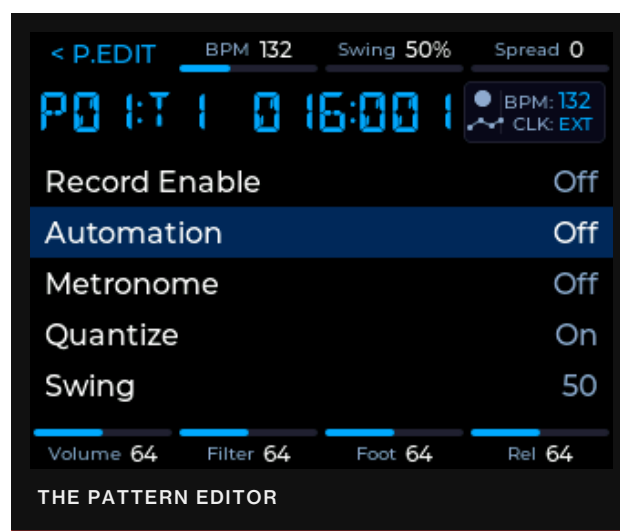
THE TWO VIEWS

The sequencer has two views: **Pattern Play** (E1 shows **P.PLAY**) and **Pattern Editor** (**P.EDIT**).

PATTERN PLAY

DO THIS	RESULT
Press a mod key	Play that pattern. If the sequencer plays, the new pattern starts at the end of the current pattern.
SHIFT + mod key	Edit that pattern in the Pattern Editor.
ALT + mod key	Pattern settings.
X + mod key	Clear the pattern. A prompt asks you to confirm.
M1-M6	Solo a track.
M7-M12	Mute tracks 1-6.
ALT + M1-M6	Track settings.
X + M1-M6	Clear the track in this pattern.

PATTERN EDITOR



DO THIS	RESULT
Press a mod key	Select a step.
ALT + mod key	Open the step editor.
X + mod key	Clear the step.
SHIFT + mod key	Edit a different pattern.
A mem pad	Play the pad. If recording is on, record it.
Piano keys	Play notes. If recording is on, record them.
X	Go back to Pattern Play.

The mem pads that have a chord show their lights.

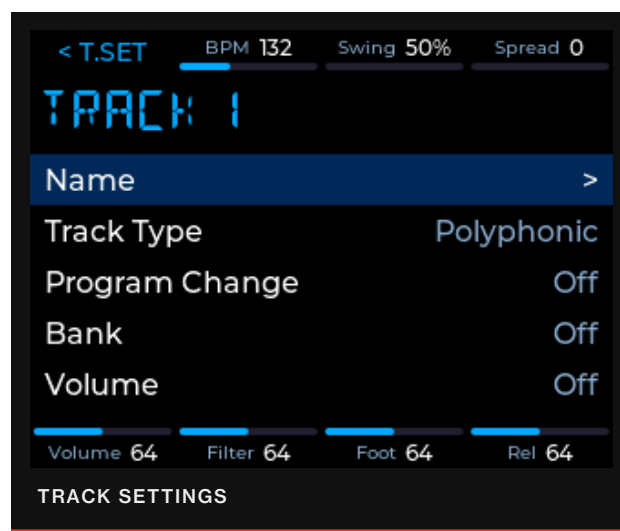
TRACK TYPES

TYPE	RECORDS
Polyphonic	Notes and chords. The default type.
Mono	One note at a time.
ChordMem	Mem pads. The pad chords play from the pads.
Drum	Drum hits. The 12 mem pads are 12 drum sounds.
Chord Strum	Chords that you strum on the touch strip.

A song can have only one ChordMem track and one Drum track. If you change the type, the KordBot keeps the recorded data.

TRACK SETTINGS

Hold ALT and press M1–M6.

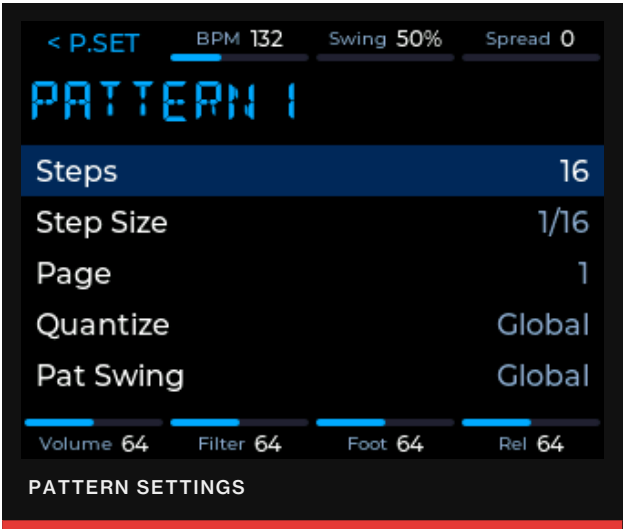


ROW	VALUES
Name	The track name.
Track Type	Refer to the table above.
Drum Kit	The notes of the 12 drum pads. Drum tracks only.
Program Change	Off or 0–127
Bank	Off or 0–127
Volume	Off or 0–127
Channel	1–16. The default is the track number.
USB Out, DIN Out, BLE Out	The ports for this track.
Octave	–4 to +4
Copy Track	Copies the track to other patterns or tracks.

The sequencer sends Program Change, Bank and Volume each time it starts, if they are not Off. Press > or < to go to the next or previous track.

PATTERN SETTINGS

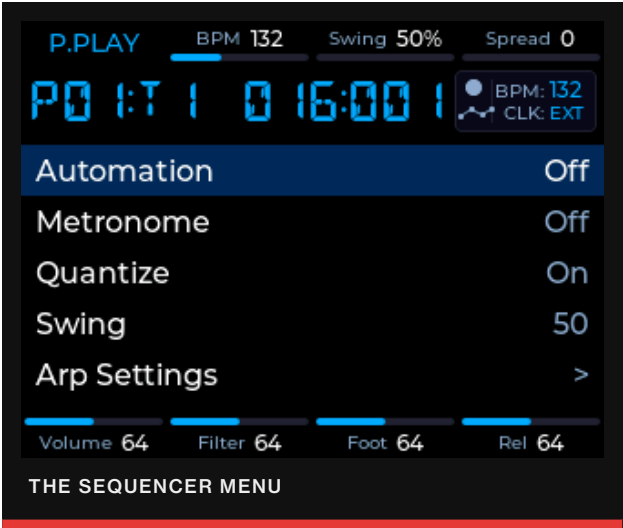
Hold **ALT** and press a mod key in Pattern Play.



ROW	VALUES
Steps	1-128
Step Size	1/8, 1/16, 1/32, 1/64
Page	1-4. Each page has 32 steps.
Quantize	Global, Off, 1/16, 1/32, 1/64
Pat Swing	Global, 50-75%
Copy Pattern	Copies the pattern to empty patterns.

Press **>** or **<** to go to the next or previous pattern.

THE SEQUENCER MENU



ROW	USE
Record Enable	Turns recording on or off. Pattern Editor only.
Automation	Off, Read or Write. Refer to Lanes.
Metronome	On or Off. Set the sound in Setup > Metronome Settings.
Quantize	Moves recorded notes to the nearest 1/16 step.
Swing	50–75%
Arp Settings	The Arp page.
Load/Save Seq	Refer to Sequences.
Load/Save Project	Refer to Projects.

In the sequencer, push E1 to use a row. Tick starts and stops the sequencer.

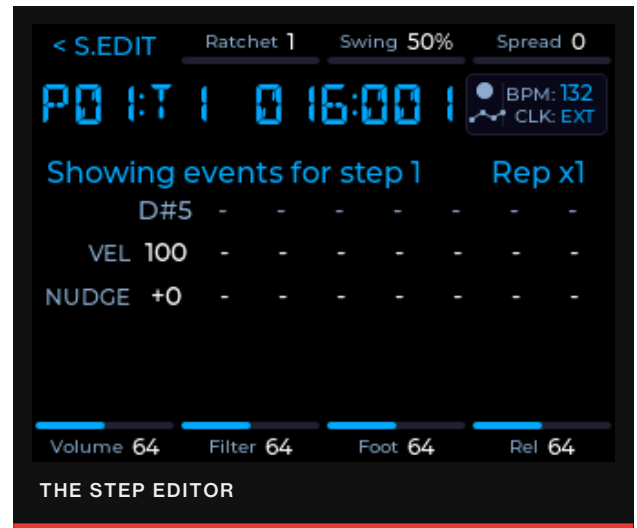
If the metronome is on and recording is on, the **Pre-roll** setting gives a count-in.

SECTION 11

11 SEQUENCER IN DEPTH

THE STEP EDITOR

In the Pattern Editor, hold **ALT** and press a mod key.



E2 sets **Ratchet**: the step plays 1–8 times.

The touch strip moves the step earlier or later (**Nudge**).

For a step with notes, turn **E1** to select a note. Then use the touch strip to change its velocity or nudge.

LANES

Each track has 4 lanes. Encoders E5–E8 control the lanes of the selected track. The default lanes are:

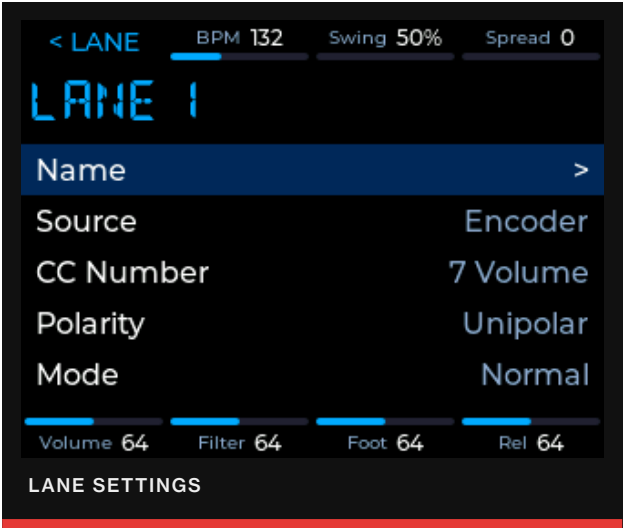
LANE	NAME	CC
1	Volume	7
2	Filter	74
3	Atk	73
4	Rel	72

Turn the encoder to send the CC. If **Automation** is **Write**, the sequencer records the movement.

If **Automation** is **Read**, the sequencer plays the recorded movement.

To clear a lane, hold **X** and turn or push the encoder.

To open the lane settings, hold **ALT** and push the encoder.



ROW	VALUES
Name	The lane name.
Source	Encoder or Touchstrip. One lane in each track can use the touch strip.
CC Number	0–127
Polarity	Unipolar or Bipolar
Mode	Normal or Ducking. Ducking lowers the value on each note, then brings it back.
Duck Atk, Duck Rel	0–96. The speed of the ducking.

GROOVE

The sequencer menu sets Quantize and Swing for all patterns. Pattern settings can change them for one pattern.

COPY

Copy Pattern (Pattern settings): press the empty patterns to copy to, then press Tick.

Copy Track (Track settings): press the patterns, then press Tick. Press the tracks (M1–M6), then press Tick. If the tracks have data, press Tick to replace it.

Press **X** to cancel.

DRUM KIT

Select **Track settings > Drum Kit**. Set the MIDI note of each pad M1–M12. When you change a note, the KordBot plays it.

MIXERS

Press **F3** to open the mixer.



TRACK MIXER

Turn E1 to select a track. The touch strip sets the volume (CC 7).

M1–M6 solo tracks. M7–M12 mute tracks.

Drum mixer: press F3 again. This needs a Drum track.



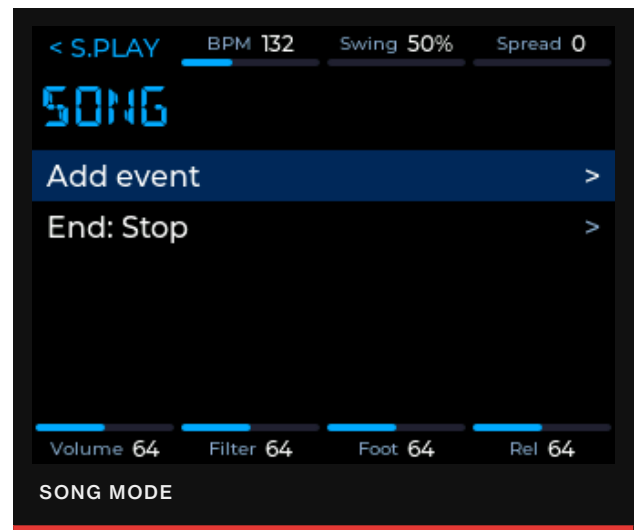
Press a pad to select it. The touch strip sets its level.

Hold **SHIFT** and press a pad to mute it. Hold **ALT** and press a pad to solo it.

On both mixers, E2–E8 control lanes of any track. Hold an encoder for one second to select the lane.

SONG MODE

Press **F2** in the sequencer to open **Song** mode. A song is a list of events that play in order.



1. Select **Add event** and push E1.
2. Turn E1 to select **Play Pattern**, **Mute**, **Solo** or **Reset**. Push E1.
3. For Play Pattern, set the pattern and the number of times (1–99).

End sets what happens at the end: **Stop** or **Replay**.

Hold **X** on an event for one second to delete it.

Press **Tick** to start or stop the song.

A song can have 64 events.

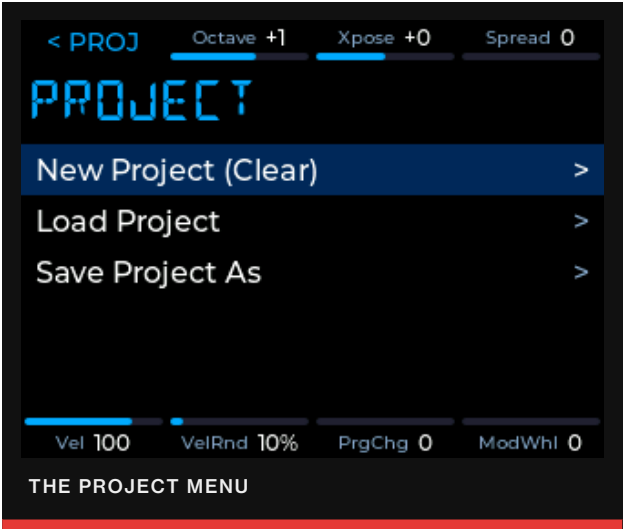
SECTION 12

12 PROJECTS, SEQUENCES AND THE SD CARD

PROJECTS

A **project** saves everything that you play with: the play mode, the mem pads, the arpeggiator, the touch strip, the Diatonic rows, the tempo and the sequence. It does not save the Setup settings.

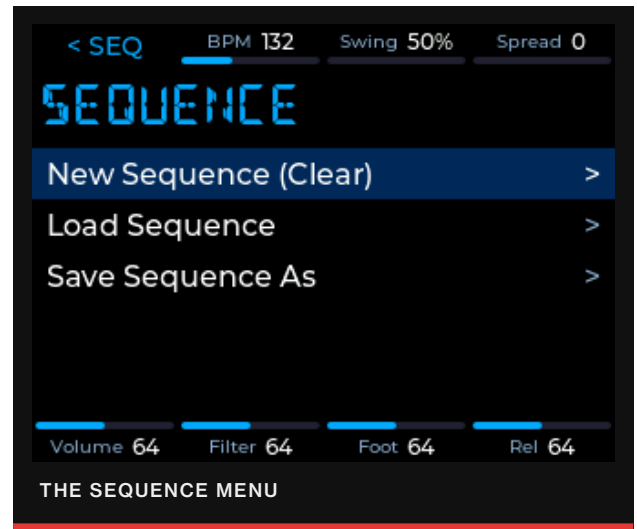
Select **Load/Save Project** in a play-mode menu or in the sequencer menu.



ROW	USE
New Project (Clear)	Clears the sequencer, the mem pads and the project settings. A prompt asks you to confirm.
Load Project	Loads a project. The project pads replace your pads.
Save Project (name)	Saves over the project that you loaded or saved last.
Save Project As	Saves with a new name.

SEQUENCES

A **sequence** saves only the sequencer: patterns, tracks and the song. Select **Load/Save Seq** in the sequencer menu. It has the same rows as the Project menu.



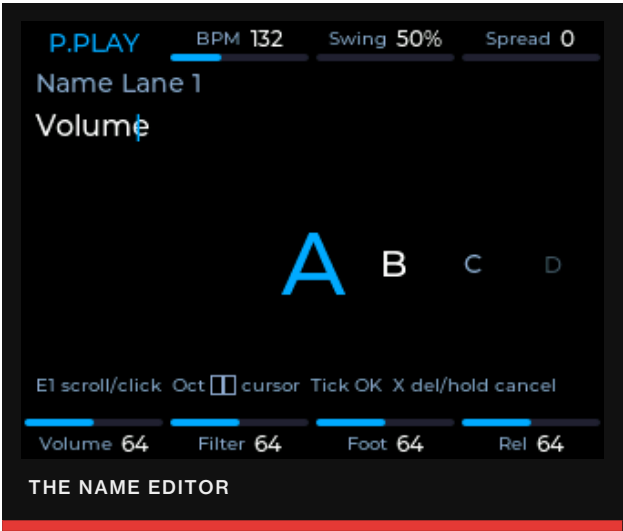
When you load a sequence, it uses the pads that you saved with it. Your own pads come back when you restart.

AUTOMATIC SAVES

The KordBot saves your settings, your pads and the sequencer automatically. When you restart, it opens in the same state. To keep a sequence or project for a long time, save it with a name.

NAMES

When you save with a new name, the name editor opens.

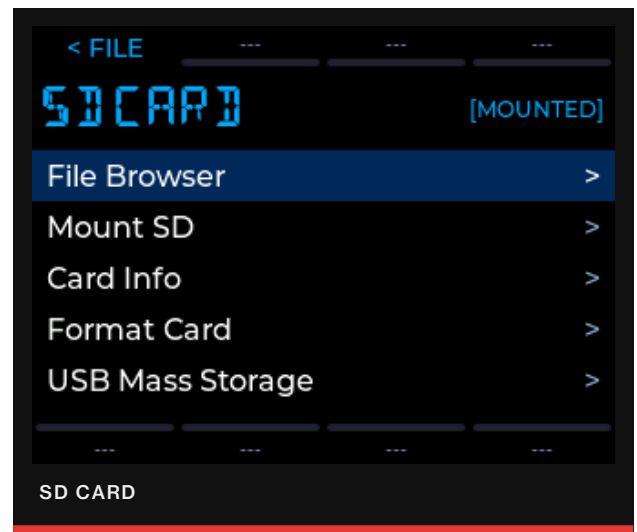


CONTROL	USE
Turn E1	Select a character.
Push E1	Add the character.
< and >	Move the cursor.
X	Delete the last character.
Hold X	Cancel.
Tick	Save.

A name can have 16 characters.

THE SD CARD

Select **Setup > SD Card**. The status shows at the top right.



ROW	USE
File Browser	Shows the files on the card.
Mount SD	Mounts the card again. The KordBot also mounts a card automatically when you put it in.
Card Info	Shows the size and free space.
Format Card	Deletes everything on the card. A prompt asks you to confirm.
USB Mass Storage	The card shows on your computer as a USB drive.

To use USB Mass Storage:

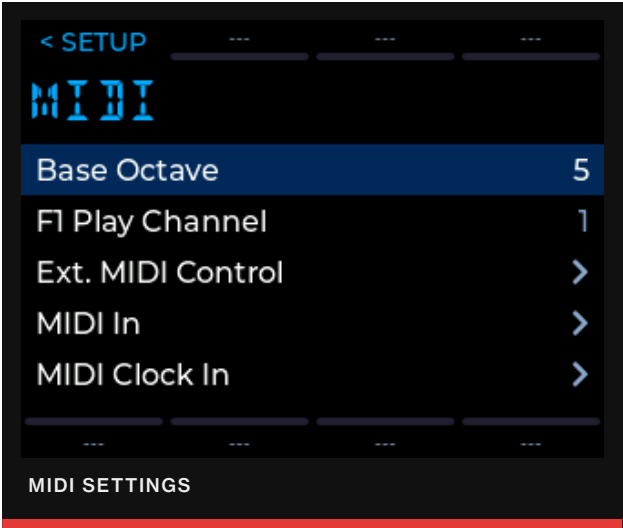
1. Connect the KordBot to your computer with USB.
2. Select **USB Mass Storage**.
3. Copy files to or from the card on your computer.
4. Eject the drive on your computer, or press X.

FOLDER	CONTENTS
/banks	Your banks
/kbexp	The expansion pack
/projects	Projects
/sequences	Sequences
/midi	Files for MIDI Tools
/settings, /state	Automatic saves. Do not change these files.

SECTION 13

13MIDI

Select **Setup > MIDI Settings**.

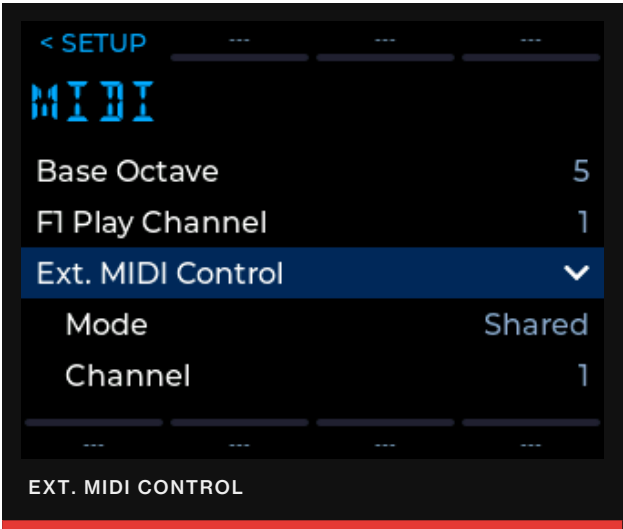


ROW	VALUES
Base Octave	2–6. The range of the keyboard. The default is 5.
F1 Play Channel	1–16. The MIDI channel of the play modes.
Ext. MIDI Control	Controls the KordBot from an external keyboard. Refer to the next section.
MIDI In	USB, DIN, BLE and MIDI Thru.
MIDI Clock In	Source: Internal, DIN or USB.
MIDI Out	USB, DIN and BLE. A port that is off sends nothing.
MIDI Clock Out	USB, DIN and BLE, and Out Mode: Free-run (always) or On Play (only when the sequencer plays).

MIDI Thru sends all incoming MIDI to the other ports.

EXTERNAL MIDI CONTROL

You can play the mem pads and the keyboard from an external MIDI keyboard.



MODE	HOW IT WORKS
Shared	One channel. The notes in the Ext Pad Octave play M1–M12. All other notes play as keyboard notes.
Split	Two channels. The Mempad Channel plays M1–M12 from any octave. The Keyboard Channel plays keyboard notes.

A pad from MIDI plays its chord, and the pad goes dark while the note is held.

In Key+Mod, a keyboard note plays the selected chord shape at that note.

In the other play modes, keyboard notes go to the play channel.

In the sequencer, the notes act as if you pressed the pads and keys.

Pitch bend, CC and channel aftertouch go to the play channel.

MIDI CLOCK

When the clock source is DIN or USB, the sequencer and the arpeggiator follow the external clock. If the clock stops for more than half a second, the KordBot uses its internal clock.

SECTION 14

14 MIDI TOOLS

Select **Setup > MIDI Tools**. The list shows the files in the /midi folder of the SD card: .mid, .midi, .rpc (Ripchord), .xml (Scaler) and .progression (MPC).

Play a MIDI file: select a .mid file and press **F1**. Press F1 again to stop. E2 sets the tempo. E3 transposes.

Import chords: select a file and push E1. The KordBot finds the chords in the file.

To import chords:

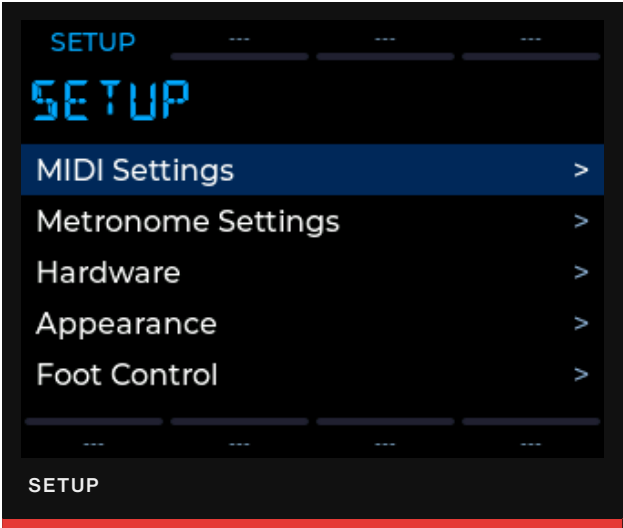
1. Turn E1 to go through the chords. Each chord plays.
2. Press an empty pad to put the chord on it.
3. Turn **E4** to change how similar chords must be to count as the same chord (0–5).
4. Select **Save Memory Bank** to save the pads as a bank in /banks.
5. Press X when you finish.

A file can be up to 48 KB.

SECTION 15

15SETUP

Press F4.



ROW	CONTENTS
MIDI Settings	Refer to MIDI.
Metronome Settings	MIDI Channel, Downbeat Note, Beat Note, Velocity, Pre-roll (Off, 1 Bar, 2 Bars).
Hardware	Encoder Acceleration, Reverse Encoders, Mempad Sensitivity, Hardware Test, Pad Test.
Appearance	Theme (32 themes), Brightness, Magnify Values, LCD Ghost.
Foot Control	Enable, FootSW CC, FootSW Invert, Expression CC.
Save Settings	Saves the settings now.
MIDI Tools	Refer to MIDI Tools.
SD Card	Refer to The SD card.
Reboot	Restarts the KordBot. It saves your work first.
About	The firmware version and credits.

Foot Control: the footswitch sends the **FootSW CC** (default 64, sustain) on the play channel. In the sequencer, it records sustain.

Mempad Sensitivity makes the pads more sensitive.

LCD Ghost shows dim segments behind the large page titles.