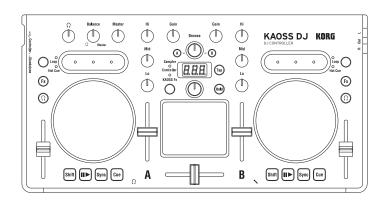
KORG

KAOSS DJ

DJ CONTROLLER



Operation Guide

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Introduction

Thank you for purchasing the Korg KAOSS DJ DJ Controller.

This Operation Guide was created to allow you to make the most of your KORG KAOSS DJ when it is being used to control the Serato DJ Intro DJ Software. To fully enjoy your KAOSS DJ controller and to ensure trouble-free performance, please read this Operation Guide—as well as the Owner's Manual—carefully, and use the product only as directed. Be sure to save both of these documents, and keep them available for future reference.

1. Operating Requirements

Windows

Supported computers:

A computer that meets the operating requirements of Microsoft Windows 7 or later, and is equipped with a USB port (a USB chipset made by Intel is recommended)

Supported operating systems:

Windows 7 SP1 (32-bit, 64-bit) or later, or Windows 8.1 (32-bit, 64-bit) or later

Macintosh

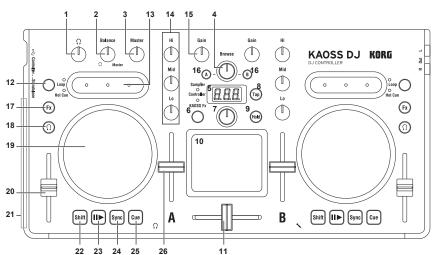
Supported computers:

An Apple Macintosh with an Intel processor that meets the operating requirements of Mac OS X and is equipped with a USB port

Supported operating systems:

Mac OS X 10.6.8 or later

2. Features and Functions



Controller Mode Functions

_				,		
	Controller		Function		Shift Function	
_					(Hold the Shift Button [22] to access)	
1_	Headphone kr	10b	Adjusts the headphone volume level Adjusts the balance between the master mix and		 	
2	Balance knob					
3	Master knob			one monitor mix master volume level	l	
4	Browse knob			ong from the library	Moves between levels	
5	Display			e effect number or parameter	Indicates the key or scale	
_	Бізріау			e touchpad between the Controller,	indicates the key of scale	
6	Touchpad mo	de button		ect, and Sampler modes		
7	Program/value	e knob	Selects an		Selects a key, selects a scale	
Ė	i i ogi ami i u i u i u i		Sets the ter			
8	Tap button			this button to access the auto BPM	Key setting mode	
			function		', ' ' '	
9	Hold button			ables the touchpad's hold function	Scale setting mode	
	Touchpad (Co	ntroller mode)	Controls th	e effects of the DJ software	Adjusts the Beats Multiplier	
10	Touchpad (Ka	oss Effect mode)	Controls the	e KAOSS effect	Adjusts the depth of the KAOSS Effect	
	Touchpad (Sa	mpler mode)	Controls th	e sampler function of the DJ software		
11	Crossfader		Adjusts the	balance between Decks A and B		
12	Touch slider n	node button	Switches be	etween the three touch slider mode		
			Left Side	Nudges (pitch -)		
		Normal mode	l., , , ,		Enables the touch wheel's Scratch	Moves to the specified position in the
			Center	mode	song (slider)	
			Right Side	Nudges (pitch +)		
	Touch slider	Hot Cue mode	Left Side	Sets Hot Cue 1, and moves to Hot Cue 1	Deletes Hot Cue 1	
13			de Center	Sets Hot Cue 2, and moves to Hot		
				Cue 2	Deletes Hot Cue 2	
			Right Side	Sets Hot Cue 3, and moves to Hot	Deletes Hot Cue 3	
		Loop mode		Cue 3		
			Left Side	Auto Loop × 1/2	Sets the Loop In point	
			Center	Auto Loop × 1, Loop on/off	Activates Roll mode	
_				Auto Loop × 2 Cuts the Hi EQ	Sets the Loop Out point	
11	EQ			Cuts the Mid EQ	 	
14	I E Q			Cuts the Lo EQ		
15	Gain knob		Adjusts the			
_	Load button		Loads the song into the selected deck			
-	Fx button		Applies the effect to the selected deck			
-					Switches the function of the level	
18	Headphone cu	ue button	Turns the h	eadphone monitor on/off	meter between Deck A/B and the	
		i iouupiioile oue buttoii		•	Master level	
19	Touch wheel		Scratches or adjusts the pitch		Search function	
20	Pitch fader		Adjusts the pitch			
21	1 Level meter		Indicates the input level to deck A/B or the master			
			level			
22	2 Shift button		Holding this button provides access to the controllers SHIFT functions			
23	3 III button		Starts/pauses the song		Key Lock On/Off	
_	4 Sync button		Synchronizes the tempo of Deck A and Deck B		Cancels tempo synchronization	
-	5 Cue button		Sets the cue point or moves to the cue point		Returns to the beginning of the song.	
	Level fader			level of deck A/B		
	,		,,			

^{*} Items 12-26 are repeated for Deck A and for Deck B.

Preparations

The KAOSS DJ Controller can quickly connect to your computer using a single USB cable. Once connected, the KAOSS DJ can be used as both a custom control surface for effectively using the Serato DJ Intro software, and as an integrated USB digital audio interface. The sliders, buttons, touch wheels, and the dual-axis X-Y touchpad offer effortless performance software control, as well as the ability to apply KAOSS effects directly to the software audio. To get started, you will need to download and install the Serato DJ Intro software.

Downloading and Installing the Korg ASIO Audio Driver

If you use the audio driver that is built into Windows, you might notice some latency, or delay, in the audio output. To improve the audio response time, you can use "Korg 4ch Audio driver," a low-latency ASIO driver.

Downloading and installing the driver

Download the Korg 4-Channel Audio Driver installer from the Korg website. The downloaded file will include the installation instructions.

2. Downloading and Installing Serato DJ Intro

In order to use Serato DJ Intro, download the software from the Serato Corporation website and install it. Serato DJ Intro is DJ software made by the Serato Audio Research.

Installing Serato DJ Intro (Windows)

- Access the download page (https://serato.com/dj-intro/downloads) and click "Download Serato DJ Intro."
- 2. If you already have a Serato.com ID, enter your email address and password to log on, and then proceed to step 5.
- 3. If you do not yet have a Serato.com ID, enter your email address and click Continue to proceed to the registration screen. Once you have entered the necessary information as directed, please and click Continue, an email will be sent to the address you have entered.
- 4. In the email you receive, click "Verify" to complete your Serato.com registration.
- Select "KORG KAOSS DJ" as the controller that you're using, and then click Continue to automatically download a Zip file containing the installer. (If the download does not start automatically, click "start the download manually.")
- **6.** Decompress the downloaded Zip file, and start the installer. Proceed as directed to install Serato DJ Intro.

Installing Serato DJ Intro (Mac)

- Access the download page (https://serato.com/dj-intro/downloads) and click "Download Serato DJ Intro."
- 2. If you already have a Serato.com ID, enter your email address and password to log on, and then proceed to step 5.
- 3. If you do not yet have a Serato.com ID, enter your email address and click Continue to proceed to the registration screen. Once you have entered the necessary information as directed, please and click Continue, an email will be sent to the address you have entered.
- 4. In the email you receive, click "Verify" to complete your Serato.com registration.
- 5. Select "KORG KAOSS DJ" as the controller that you're using, and then click Continue to automatically download a DMG file containing the installer. (If the download does not start automatically, click "start the download manually.")
- **6.** Open the downloaded DMG file, and then drag and drop the Serato DJ Intro icon onto the Applications folder icon.



3. Preparing the KAOSS DJ to control the Serato DJ Intro software

Starting the KAOSS DJ

Set the start mode select switch to the controller position, and then connect the KAOSS DJ to your computer.

Starting Serato DJ Intro

Windows

From the Start menu, click All Programs > Serato > Serato DJ Intro > Serato DJ Intro

Macintosh

Application folder > Serato DJ Intro

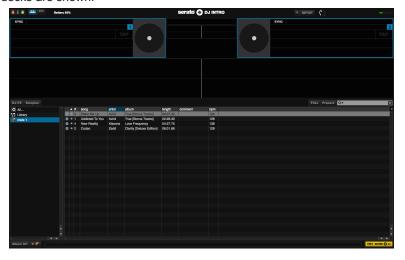
Start the application that's in the above folder.

Checking that the KAOSS DJ is recognized

Start Serato DJ Intro which you installed, and check whether the KAOSS DJ is recognized by your computer.

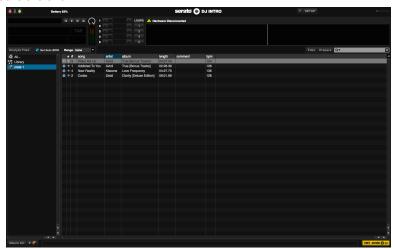
If it is recognized

Two decks are shown.



If it is not recognized

No decks are shown.



Controlling Serato DJ Intro

This section will cover how to use the KAOSS DJ to control the Serato DJ Intro software installed on your computer. For details on the functions of Serato DJ Intro software itself, please refer to the Serato DJ Intro owner's manual.

1. Loading and mixing songs

Loading and Playing a Song Using the KAOSS DJ

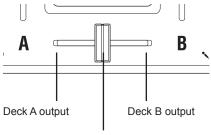
Song data from the computer where you installed Serato DJ Intro can be loaded into either of the two decks and controlled by the KAOSS DJ.

- Turn the Browse knob to select a file.
 By holding down the Shift button while you turn the Browse knob, you can change to a different folder level.
- 2. Press the Load A button or Load B button to load a track into the chosen deck.
- 3. Press the Play button to play back the track.

Controlling the Playback Mix

The playback level and the mix between the two decks are controlled by the Gain knobs, the Level faders, and the Crossfader.

- 1. Use the Gain knobs and Level faders to adjust the audio output level of each deck.
- 2. Use the Crossfader to control and set the mix level between the two decks.



Use the crossfader to control the mix between the two decks

- 3. Turn the Master knob to adjust the audio output level.
- **TIP** Be sure to properly adjust the levels of the power amp that's connected to the KAOSS DJ Out L/R jacks to achieve the best audio response.

Adjusting the monitor output

- 1. Use the headphone Cue button to turn the monitor on/off for each deck A and B.
- 2. Use the monitor Balance knob to adjust the output balance between the master out level and the monitor out level.

- 3. Use the Headphone knob to adjust the volume of the headphones.
- **TIP** By holding down the Shift button and pressing the headphone cue button, you can switch the function of the level meter to display the Monitor level.

2. Changing the Tempo of the Song

The playback speed of each deck can be controlled manually, or the two decks can be sync'd automatically. Normally, speeding up the tempo will also increase the pitch. However, the Key Lock function can be used to keep the pitch constant, regardless of tempo.

Key Lock function

This function keeps the pitch unchanged when you changing the tempo. Hold down the Shift button and press the Play button to turn Key Lock on/off.

Changing the Tempo Automatically

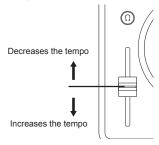
Sync function

Pressing the Sync button will instantly match the tempo of the two songs playing in Deck A and Deck B. so that the beats will match.

Changing the Tempo Manually

Large changes

Use the pitch faders to adjust the playback speed / pitch of the selected Deck.



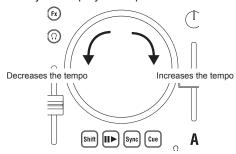
Fine Tempo adjustments

You can use the touch wheel or the touch slider to make fine adjustments to the playback tempo /pitch, to correct any beat mismatch between the two decks, for example.

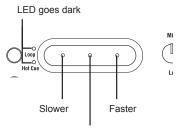
1. Press the touch slider mode button to set the touch slider to normal mode; then press the center of the touch slider to turn off touch wheel scratch mode.

KAOSS DJ

2. Use the touch wheel to adjust the playback speed.



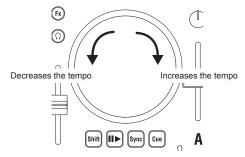
3. You can make fine adjustments in the playback speed by pressing the right or left end of the touch slider.



Turns off the Touch wheel scratch mode

Scratching and searching

- 1. Press the touch slider mode button to set the touch slider to normal mode; then press the center of the touch slider to turn on touch wheel scratch mode.
- 2. Use the touch wheel to adjust the playback position. This lets you create an effect similar to scratching the record forward or backward.
- **3.** You can make large adjustments in the playback position by holding down the Shift button and using the touch wheel.



3. Cue Points and Loops

KAOSS DJ allows you to set up a series of cue points and hot cues that allow the playback to instantly begin from a pre-specified point in the song. In addition, any section of a song can be used to create a loop that will continually repeat the playback of that part of the song.

Operation Guide

Cue Points

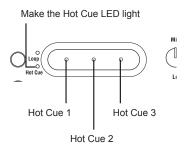
Setting a Cue point allows you to specify a location in the song from where playback will begin, and to instantly access that location.

- **1.** Pause at the desired cue location, and press the Cue button. The cue point is set at the location where you paused.
- **2.** During playback, press and hold the Cue button; playback returns to the cue point and continues from there.
- **3.** When you stop pressing the Cue button, you return to the cue point and playback stops. *TIP If you hold down the Shift button and press the Cue button, the song plays from the beginning.*

Hot Cues

In addition, the KAOSS DJ lets you specify three Hot Cue locations for each track. You can instantly begin playback from a Hot Cue location. These Hot Cues are accessed using the left, center, and right positions on the touch slider.

- 1. Press the touch slider mode button to make the Hot Cue LED light; the touch slider is in Hot Cue mode.
- 2. During playback or while paused, press the right, left, or center of the touch slider to assign a Hot Cue point.

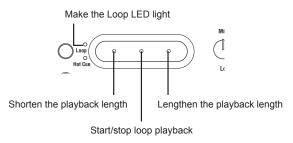


- **3.** Playback starts from the assigned Hot Cue point that corresponds to the right, left or center of the touch slider.
- **4.** You can erase an assigned Hot Cue point by holding down the Shift button and pressing the right, left or center of the touch slider.

Auto Looping

The KAOSS DJ can automatically create a loop in the current song, based on the number of beats selected.

- **1.** Press the touch slider mode button to make the Loop LED light; the touch slider is in Loop mode.
- Specify the length (in beats) of the loop playback by pressing the right or left end of the touch slider.



3. To start loop playback, press the center of the touch slider.

Manual Looping

If you prefer, you can also set up a loop manually using the touch slider

- 1. Press the touch slider mode button to make the Loop LED light; the touch slider is in Loop mode.
- **2.** During playback, hold down the Shift button and press the left of the touch slider to specify the Loop In point.
- **3.** Hold down the Shift button and press the right of the touch slider to specify the Loop Out point.
 - When you have specified the Loop In and Loop Out points, playback starts repeating between the two points.
- 4. During loop playback, press the center of the touch slider to stop loop playback.
- **TIP** During loop playback, hold down the Shift button and press the left or right of the touch slider to move the screen to the Loop In point or Out point. At this time, you can use the touch wheel to make fine adjustments to the location of each point.

About the touch slider

When the touch slider mode is Normal, you can hold down the Shift button and touch the touch slider to move to a specific position in the song. The length of the touch slider corresponds to the overall length of the loaded song.

TIP This function is not supported by Serato DJ Intro.

4. Effects

Both the Serato DJ Intro effects and the Korg KAOSS DJ effects can be controlled in real time by running your finger across the dual-axis X-Y touchpad to independently change the value of two parameters at the same time. Simply switch the touchpad mode to choose which effects will be controlled.

Controlling the Serato DJ Intro Effects

You can use the touchpad to control the effects that are built into Serato DJ Intro.

- Press the touchpad mode button to make the Controller LED light; the touchpad is in Controller mode.
- 2. Use the Fx button to select which deck the effect will be applied to.
- 3. While holding down the Shift button of deck A or deck B, turn the program/value knob to select the effect type for each deck.
- 4. You can use the touchpad to control the effects.
- TIP For details on how to use the effects, refer to the Serato DJ Intro owner's manual.
- ⚠ Do not use a hard or pointed object. Do not operate the touchpad with anything other than an ungloved fingertip.
- **TIP** If you hold down the Hold button and touch the touchpad, the effect remains on even when you release your finger. Hold is defeated when you press the Hold button once again.

5. Controlling the KAOSS Effects

The KAOSS DJ features its own internal effects that can be applied to the mix output as a Master Effect.

Turning the Kaoss effect on/off

Press the touchpad mode button to make the Kaoss Fx LED light; the touchpad is in Kaoss Fx mode.

In Kaoss Fx mode, the effect on/off setting is applied only to the master out.

TIP You can't apply separate effects to decks A and B.

Applying the effect to the selected deck(s)

Press the Fx buttons (the button will light) to apply the KAOSS DJ Effect to Deck A, Deck B, or both. If both decks are selected, the effect is applied to the master outputs after Deck A and Deck B have been mixed using the crossfader. If you turn off the effect for both decks, the sound unprocessed by the effect is output. If no deck is selected, the effect will not be applied.

Selecting an effect program

Turn the program/value knob to select one of the KAOSS DJ internal effects.

TIP For details on the effect programs, refer to the program list.

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Using the touchpad to apply the effect

The touchpad allows you to control and manipulate the effect in real time using just your finger.

- ▲ Do not use a hard or pointed object. Do not operate the touchpad with anything other than an ungloved fingertip.
- 1. The effect is applied when you touch the touchpad.
- 2. The effect disappears when you release your finger from the touchpad.
- **TIP** If you press the Hold button to turn it on, the effect immediately prior to when you released your finger is held.

Adjusting the effect depth

Hold down the Shift button and then move your finger to left or right on the touchpad to adjust the effect depth (FX DEPTH).

6. KAOSS Effect Settings

In order to tailor the effect to work with the music, the KAOSS DJ offers control of certain parameters such as BPM Tempo, the musical scale, and the root note. In addition, there is an independent 3-band equalizer available to control the tone of each deck.

TIP The availability of each parameter depends on the program. Refer to the effect program list.

Setting the BPM (tempo)

There are three ways to set the temp of the effect when using the KOASS DJ Effects.

Manual

- 1. Press the Tap button; the display will indicate the current BPM.
- 2. Use the program/value knob to edit the value.

Tap tempo

- 1. Press the Tap button; the display will indicate the current BPM.
- 2. Press the Tap button several times at the desired tempo to set the BPM.

Auto BPM

The KAOSS DJ can automatically detect the tempo of the song being played by either deck.

- **1.** Select a deck by pressing that deck's FX button.
- While the song is playing, long-press the Tap button.The beat of the song is detected, and the BPM is changed.
- **3.** To exit Auto BPM, long-press the Tap button once again. The last Auto BPM tempo detected will become the current tempo.
- TIP If the BPM cannot be detected, press the Tap button several times in synchronization with the beat of the song; the BPM is automatically detected with that beat as a guideline. Due to the nature of the Auto BPM function, the detected value might be 1/2 or 2/3 of the correct BPM, or there might be slight inaccuracies; in such cases, use the Tap button to assist the Auto BPM function.

- TIP The BPM cannot be detected if the music does not have a clear sense of beat. The detectable tempo range is 80–160 BPM
- **TIP** If the BPM cannot be detected, such as when there is no audio input, you'll return to the program select screen even if you have not exited the Auto BPM function. If you want to see the BPM indication again, press the Tap button.

Selecting the Key and Scale

Certain KAOSS DJ Effect programs fall into the synth category. These programs allow you to change the pitch of the program using the X-axis, and to affect a second synth parameter (tone, filter, vibrato, etc.) using the Y-axis. The ability to choose the correct scale and musical key allows these programs to be used in a musically useful way.

Choosing the Scale:

- **1.** Hold down the Shift button and press the Hold button; the abbreviated name of the currently specified scale appears in the display.
- 2. Turn the program/value knob to change the scale.
- **3.** When a certain length of time has elapsed after making the change, the program indication reappears.
- TIP By pressing the Shift button you can immediately return to the program indication.

Choosing the key (tonic)

Here's how to specify the basic pitch of the scale used for a synth program.

- **1.** Hold down the Shift button and press the Tap button; the currently specified key appears in the display.
- 2. Turn the program/value knob to change the key.
- **3.** When a certain length of time has elapsed after making the change, the program indication reappears.
- TIP By pressing the Shift button you can immediately return to the program indication.
- Depending on the settings, there might be no sound, or noise might be produced.

7. Equalizer

The onboard equalizers—one for each deck—allow you to control the playback tone of each deck.

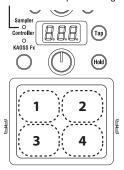
EQ Hi knob: Cuts or boosts the hi-frequencies EQ Mid knob: Cuts or boosts the mid-frequencies EQ Lo knob: Cuts or boosts the low-frequencies KAOSS DJ Operation Guide

8. Using the Sampler Function

You can use the KAOSS DJ touchpad to control the sampler built into the Serato DJ Intro software.

- 1. Long-press the touchpad mode button to switch the touchpad into the Sampler mode.
- 2. When you tap the touchpad, the sampler plays. Samples 1 4 are assigned to the following areas of the touchpad.

Make the Sampler LED ligit



TIP Assigning audio data to the sampler and recording sample data requires using the corresponding operations found within Serato DJ Intro.

9. About the Startup Modes

The KAOSS DJ provides two additional Startup modes that expand the operation of the unit to match specific applications.

Audioless mode

The KAOSS DJ can be used as an expansive USB MIDI control surface when using an external audio interface. To operate the KAOSS DJ in this audioless mode, simultaneously hold down the touch slider mode button (Deck B) + headphone cue button (Deck B), and plug in the USB cable to start the unit.

TIP The audio interface of the KAOSS DJ will be unavailable. Audio is not output from the KAOSS DJ's out L/R.

TIP MIDI messages are output from all controllers.

TIP Serato DJ Intro does not support audioless mode.

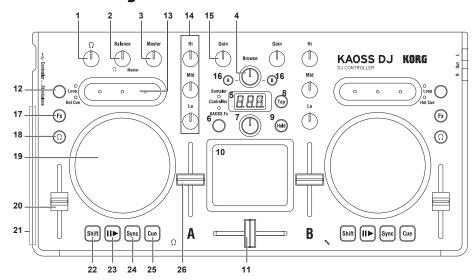
Audio Return mode

In the Audio Return mode, the audio output (Out L/R) signal is sent to the computer as a digital audio signal via USB so that you can record the output of the KAOSS DJ. Normally, it is the Mic/Line in A audio signal that is being sent to the computer via USB. To operate the KAOSS DJ in the Audio Return mode, simultaneously hold down the touch slider mode button (Deck B) + FX button (Deck B), and plug in the USB cable to start the unit.

TIP Normally, the audio of Mic/Line In A is returned.

Appendix

1. MIDI Message List



		-		MIDI Channel				
No.	Controller			Number Commo		Deck-A	Deck-B	LED
1	Headphone knob		Audioless Mode Only	CC:20	7	-	-	0
2	Balance knob	1	Audioless Mode Only	CC:21	7	-	-	0
3	Master knob		Audioless Mode Only	CC:22	7	-	-	0
4	Browse knob			CC:30	7	-	-	
6	Touchpad mo	do hutton			-	-	-	<u> -</u>
	Touchpau IIIo	ue button	Hold	Note:34(A#1)	7	-	-	<u> -</u>
7	Program/valu	e knob		CC:31	7	-	-	<u> -</u>
8	Tap button			Note:11(B-1)	7	-	-	0
<u> </u>	Tap button		Hold	Note:33(A1)	7	-	-	0
9	Hold button			-	-	-	-	0
				Note:32(G1)	7	-	-	-
10	Touchpad		X	CC:12	7	-	-	-
			Υ	CC:13	7	-	-	-
11	Crossfader			CC:23	7	-	-	-
12	Touch slider r	node button			-	-	-	-
			Left button (Pitch-)	Note:21(A0)	-	8	9	0
		Normal mode	Center button (Search)	Note:22(Bb0)	-	8	9	0
			Right button (Pitch+)	Note:23(B0)	-	8	9	0
	Touch slider			CC:33	-	8	9	-
		Loop mode Hot Cue mode	Left button (Loop In)	Note:15(D#0)	-	8	9	0
13			Center button (Loop On/Off)	Note:16(E0)	-	8	9	0
			Right button (Loop Out)	Note:17(F0)	-	8	9	0
			Left button (Hot Cue1)	Note:18(F#0)	-	8	9	0
			Center button (Hot Cue2)	Note:19(G0)	-	8	9	0
			Right button (Hot Cue3)	Note:20(G#0)	-	8	9	0
		•	Hi	CC:27	-	8	9	0
14	EQ		Mid	CC:28	-	8	9	0
			Lo	CC:29	-	8	9	0
15	Gain knob		•	CC:26	-	8	9	0
				Note:14(D0)	-	8	9	-
16	Load button		Hold	Note:35(B1)	-	8	9	-
17	Fx button			Note:24(C1)	-	8	9	0
18	Headphone co	ue button		Note:25(C#1)	-	8	9	0
			On/Off	Note:31(F#1)	-	8	9	-
19	Touch wheel		XY	CC:14	-	8	9	-
20	Pitch fader		•	CC:25	1-	8	9	-
	Level meter		Receive	NOTE:60(C4)- 67(G4)	1-	8	9	0
	Shift button		1	Note:26(D1)	<u> -</u>	8	9	0
	II ▶ button			Note:27(D#1)	1-	8	9	0
	Sync button	-		Note:29(E1)	 -	8	9	0
	Cue button			Note:30(F1)	1.	8	9	0
	Level fader	-		CC:24	+	8	9	Ť

^{*} LED lights when MIDI messages the same as the Controller will be transmitted. (On:value = 127 / Off:value = 0)

2. Effect Program List

KAOSS Effects List

No. Program Name		777 2111 4 4 4 7 115						
High Pass Filter	No.	Program Name	Category	X Axis	Y Axis	Fx Release	BPM Sync	Scale
3 Band Pass Filter	1	Low Pass Filter	Filter	Cutoff	Resonance	0	х	х
A		High Pass Filter	Filter	Cutoff	Resonance	0	х	х
5 Morphing Filter Filter 1 st & 2nd Formant 0 x x 6 Vowel Filter Filter 1 st & 2nd Formant 0 x x 8 Isolator Filter Cutoff Resonance 0 x x 8 Isolator Filter Low - MidLo - MidHi - HI Distrotion 0 x x 10 Center Cancel Filter Low - MidLo - MidHi - HI Distortion 0 x x 11 Radio Filter Tone Level 0 x x 12 Telephone Filter Tone SteroMono 0 x x 13 Reverb Filter Filter Cutoff Resonance 0 x x 14 Vinyl Break Modulation Stop Speed Scratch x x x 15 Brask Reverb Modulation Cutoff Resonance 0 x x 16 <	3	Band Pass Filter	Filter	Cutoff	Resonance	0	х	х
Section	4	72dB/oct LPF	Filter	Cutoff	Resonance	o	х	х
Temporary Temp	5	Morphing Filter	Filter	Cutoff	Resonance	0	х	х
Society	6	Vowel Filter	Filter	1st & 2nd Formant	1st & 2nd Formant	0	х	х
Society	7	Mid Cut Filter	Filter	Cutoff	Resonance	О	X	х
10	8		Filter	Low – MidLo – MidHi – Hi	Level	0	х	х
11	9	Dist Isolator	Filter	Low – MidLo – MidHi – Hi	Distortion	0	х	х
Telephone	10	Center Cancel	Filter	Cutoff	Resonance	0	х	х
Reverb Filter	11	Radio	Filter	Tone	Level	0	х	х
14	12	Telephone	Filter	Tone	Stereo – Mono	О	X	х
15	13	Reverb Filter	Filter	Cutoff	Resonance	0	х	х
Total Det Modulation Tone (Delay Time) Feedback December Namous Phaser Modulation Cutoff Resonance December Namous Phaser Namous Phaser LFO LFO Speed LFO Depth De Data Namous Phaser LFO LFO Speed LFO Depth De Data Namous Phaser LFO LFO Speed Resonance December	14	Vinyl Break	Modulation	Stop Speed	Scratch	х	х	х
Table Tabl	15	Break Reverb	Modulation	Stop Speed	Scratch	х	х	х
Talk Filter	16	Jet	Modulation	Tone (Delay Time)	Feedback	o	х	х
Talk Filter	17	Manual Phaser	Modulation	Cutoff	Resonance	o	х	х
Decimator Modulation Cutoff Sampling Rate & Bit Depth O	18	Talk Filter	Modulation	1st Formant		х	0	х
Fuzz Distortion Modulation Tone Distortion O	19		1			0	х	х
Fuzz Distortion Modulation Tone Distortion O	20	Decimator	Modulation	Cutoff	Sampling Rate & Bit Depth	o	х	х
22 Bass Distortion Modulation Distortion Low Boost O	-	Fuzz Distortion	Modulation	Tone		0	х	х
Ring Mod HPF Modulation Ring Mod Frequency Cutoff O	-		i 			i 	i	
24 Pitch Shift HPF Modulation Pitch Cutoff o x x 25 Mid Pitch Shift Modulation Pitch Pitch Shift Depth o x x 26 Ducking Comp Dynamics Ratio Threshold o x x 27 LowBoost Comp Dynamics Attack Nuance o x x 28 Hard Limiter Dynamics Attack Nuance Threshold o x x 29 LFO LPF LFO LFO Speed Resonance o o x x 30 LFO LPF LFO LFO Speed Resonance o o x 31 Infinite Filter LFO LFO Speed LFO Speed o o x 32 Jag Filter LFO LFO Speed LFO Shape o o x 33 Yoi Voi LFO LFO Speed Feedback o o x 34 Flanger Filter LFO LFO Speed Geedback o o x		<u> </u>		i		1	i	†
25 Mid Pitch Shifft Modulation Pitch Pitch Pitch Shifft Depth O	-		·			 	i	
26 Ducking Comp Dynamics Ratio Threshold 0 x x 27 LowBoost Comp Dynamics Comp Sensitivity Attack Nuance 0 x x 28 Hard Limiter Dynamics Attack Nuance Threshold 0 x x 29 LFO LFO LFO LFO Speed Resonance 0 0 x 30 LFO HPF LFO LFO Speed Resonance 0 0 x 31 Infinite Filter LFO LFO Speed Resonance 0 0 x 32 Jag Filter LFO LFO Speed LFO Shape 0 0 x 33 Yoi Voi LFO LFO Speed Yoi Level 0 0 x 34 Flanger LFO LFO Speed Feedback 0 0 x 34 Flanger Filter LFO LFO Speed Gutoff 0 0 x 35 Flanger Filter LFO LFO Speed Gutoff 0 0 x						 	i	†
27LowBoost CompDynamicsComp SensitivityAttack Nuanceox28Hard LimiterDynamicsAttack NuanceThresholdoxx29LFO LFPLFOLFO SpeedResonanceooox30LFO HPFLFOLFO SpeedResonanceooox31Infinite FilterLFOLFO SpeedLFO Depthoox32Jag FilterLFOLFO SpeedLFO Speedoox33Yoi YoiLFOLFO SpeedYoi Leveloox34FlangerLFOLFO SpeedFeedbackooox35Flanger FilterLFOLFO SpeedFeedbackooox36Infinite FlangerLFOLFO SpeedFeedbackooox37PhaserLFOLFO SpeedResonanceooox38Mid PhaserLFOLFO SpeedResonanceooox40Auto PanLFOLFO SpeedAuto Pan Depthoox41Mid Auto PanLFOLFO SpeedAuto Pan Depthoox42SlicerLFOLFO SpeedSlicer Depthoox43Mid SlicerLFOLFO SpeedSlicer Depthoox44LPF SlicerLFOLFO Speed			i			-		_
28 Hard Limiter Dynamics Attack Nuance Threshold o x x 29 LFO LPF LFO LFO Speed Resonance o o x 30 LFO HPF LFO LFO Speed Resonance o o x 31 Infinite Filter LFO LFO Speed LFO Depth o o x 31 Infinite Filter LFO LFO Speed LFO Speed o o x 32 Jag Filter LFO LFO Speed LFO Speed o o x 33 Yoi Yoi LFO LFO Speed Feedback o o x 34 Flanger LFO LFO Speed Feedback o o x 35 Flanger Filter LFO LFO Speed Feedback o o x 36 Infinite Flanger LFO LFO Speed Feedback o o x 37 Phaser LFO LFO Speed Resonance o o x						i 		
29 LFO LPF LFO LFO Speed Resonance 0 0 x 30 LFO HPF LFO LFO Speed Resonance 0 0 x 31 Infinite Filter LFO LFO Speed LFO Depth 0 0 x 32 Jag Filter LFO LFO Speed LFO Shape 0 0 x 32 Jag Filter LFO LFO Speed Yoi Level 0 0 x 34 Flanger LFO LFO Speed Feedback 0 0 x 34 Flanger Filter LFO LFO Speed Feedback 0 0 x 36 Infinite Flanger LFO LFO Speed Resonance 0 0 x 37 Phaser LFO LFO Speed Resonance 0 0 x 38 Mid Phaser LFO LFO Speed Resonance 0 0 x 40 Auto Pan LFO Cutoff Resonance 0 0 x 41	-	· -				 	 	
Solution Speed S								
Second Price Seco						i –	i	1
32 Jag Filter LFO LFO Speed LFO Shape o o x 33 Yoi Yoi LFO LFO Speed Yoi Level o o x 34 Flanger LFO LFO Speed Feedback o o x 35 Flanger Filter LFO LFO Speed Cutoff o o x 36 Infinite Flanger LFO LFO Speed Feedback o o x 37 Phaser LFO LFO Speed Resonance o o x 38 Mid Phaser LFO LFO Speed Resonance o o x 39 Step Phaser LFO Cutoff Resonance o o x 40 Auto Pan LFO LFO Speed Auto Pan Depth o o x 41 Mid Auto Pan LFO LFO Speed Auto Pan Depth o o x 42 Slicer LFO LFO Speed Slicer Depth o o x 43 Mid Slicer LFO LFO Speed Slicer Depth o o x 44 LPF Slicer LFO LFO Speed </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>_</td>								_
33 You You 34 Flanger LFO LF								
34 Flanger LFO LFO Speed Feedback o o x 35 Flanger Filter LFO LFO Speed Cutoff o o x 36 Infinite Flanger LFO LFO Speed Feedback o o x 37 Phaser LFO LFO Speed Resonance o o x 38 Mid Phaser LFO LFO Speed Resonance o o x 39 Step Phaser LFO Cutoff Resonance o o x 40 Auto Pan LFO LFO Speed Auto Pan Depth o o x 41 Mid Auto Pan LFO LFO Speed Auto Pan Depth o o x 42 Slicer LFO LFO Speed Slicer Depth o o x 43 Mid Slicer LFO LFO Speed Cutoff o o x 44 LPF Slicer<	-					 	1	
35 Flanger Filter LFO LFO Speed Cutoff o o x 36 Infinite Flanger LFO LFO Speed Feedback o o x 37 Phaser LFO LFO Speed Resonance o o x 38 Mid Phaser LFO LFO Speed Resonance o o x 39 Step Phaser LFO Cutoff Resonance o o x 40 Auto Pan LFO LFO Speed Auto Pan Depth o o x 41 Mid Auto Pan LFO LFO Speed Auto Pan Depth o o x 42 Slicer LFO LFO Speed Slicer Depth o o x 43 Mid Slicer LFO LFO Speed Slicer Depth o o x 44 LPF Slicer LFO LFO Speed Cutoff o o x 45 HPF							i	
36 Infinite Flanger LFO LFO Speed Feedback o o x 37 Phaser LFO LFO Speed Resonance o o x 38 Mid Phaser LFO LFO Speed Resonance o o x 39 Step Phaser LFO Cutoff Resonance o o x 40 Auto Pan LFO LFO Speed Auto Pan Depth o o x 41 Mid Auto Pan LFO LFO Speed Auto Pan Depth o o x 42 Slicer LFO LFO Speed Slicer Depth o o x 43 Mid Slicer LFO LFO Speed Slicer Depth o o x 44 LPF Slicer LFO LFO Speed Cutoff o o x 45 HPF Slicer LFO LFO Speed Cutoff o o x 46 Delay <td></td> <td></td> <td>·</td> <td></td> <td></td> <td></td> <td>i</td> <td></td>			·				i	
37 Phaser LFO LFO Speed Resonance o o x 38 Mid Phaser LFO LFO Speed Resonance o o x 39 Step Phaser LFO Cutoff Resonance o o x 40 Auto Pan LFO LFO Speed Auto Pan Depth o o x 41 Mid Auto Pan LFO LFO Speed Auto Pan Depth o o x 42 Slicer LFO LFO Speed Slicer Depth o o x 43 Mid Slicer LFO LFO Speed Slicer Depth o o x 44 LPF Slicer LFO LFO Speed Cutoff o o x 45 HPF Slicer LFO LFO Speed Cutoff o o x 46 Delay Delay Time Feedback Level x o x 47 One Delay Delay<	-					 		
38 Mid Phaser LFO LFO Speed Resonance o o x 39 Step Phaser LFO Cutoff Resonance o o x 40 Auto Pan LFO LFO Speed Auto Pan Depth o o x 41 Mid Auto Pan LFO LFO Speed Auto Pan Depth o o x 42 Slicer LFO LFO Speed Slicer Depth o o x 43 Mid Slicer LFO LFO Speed Slicer Depth o o x 44 LPF Slicer LFO LFO Speed Cutoff o o x 45 HPF Slicer LFO LFO Speed Cutoff o o x 46 Delay Delay Time Feedback Level x o x 47 One Delay Delay Delay Time Feedback Level x o x 48 Ping Pong Delay								
39 Step Phaser LFO Cutoff Resonance o o x 40 Auto Pan LFO LFO Speed Auto Pan Depth o o x 41 Mid Auto Pan LFO LFO Speed Auto Pan Depth o o x 42 Slicer LFO LFO Speed Slicer Depth o o x 43 Mid Slicer LFO LFO Speed Slicer Depth o o x 44 LPF Slicer LFO LFO Speed Cutoff o o x 45 HPF Slicer LFO LFO Speed Cutoff o o x 45 HPF Slicer LFO LFO Speed Cutoff o o x 45 HPF Slicer LFO LFO Speed Cutoff o o x 46 Delay Delay Time Feedback Level x o x 47 One Delay Delay Ti	-							_
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41 Mid Auto Pan LFO LFO Speed Auto Pan Depth o o x 42 Slicer LFO LFO Speed Slicer Depth o o x 43 Mid Slicer LFO LFO Speed Slicer Depth o o x 44 LPF Slicer LFO LFO Speed Cutoff o o x 45 HPF Slicer LFO LFO Speed Cutoff o o x 46 Delay Delay Delay Time Feedback Level x o x 47 One Delay Delay Delay Time Delay Tone x o x 48 Ping Pong Delay Delay Delay Time Feedback Level x x x 49 Multi Tap Delay Delay Delay Time Feedback Level x x x 50 Modulation Delay Delay Delay Time Feedback Level x x x <							i	
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43 Mid Slicer LFO LFO Speed Slicer Depth o o x 44 LPF Slicer LFO LFO Speed Cutoff o o x 45 HPF Slicer LFO LFO Speed Cutoff o o x 46 Delay Delay Delay Time Feedback Level x o x 47 One Delay Delay Delay Time Delay Tone x o x 48 Ping Pong Delay Delay Delay Time Feedback Level x o x 49 Multi Tap Delay Delay Delay Tone Feedback Level x x x x 50 Modulation Delay Delay Delay Time Feedback Level x x x 51 Tape Echo Delay Delay Time Feedback Level x o x 52 Dub Echo Delay Delay Time Feedback Level x o								i
44 LPF Slicer LFO LFO Speed Cutoff o o x 45 HPF Slicer LFO LFO Speed Cutoff o o x 46 Delay Delay Time Feedback Level x o x 47 One Delay Delay Time Delay Tone x o x 48 Ping Pong Delay Delay Time Feedback Level x o x 49 Multi Tap Delay Delay Delay Tone Feedback Level x x x 50 Modulation Delay Delay Delay Time Feedback Level x x x 51 Tape Echo Delay Delay Time Feedback Level x o x 52 Dub Echo Delay Delay Time Feedback Level x o x	-			-		-		_
45 HPF Slicer LFO LFO Speed Cutoff o o x 46 Delay Delay Delay Time Feedback Level x o x 47 One Delay Delay Delay Time Delay Tone x o x 48 Ping Pong Delay Delay Time Feedback Level x o x 49 Multi Tap Delay Delay Delay Tone Feedback Level x x x 50 Modulation Delay Delay Delay Time Feedback Level x x x 51 Tape Echo Delay Delay Time Feedback Level x o x 52 Dub Echo Delay Delay Time Feedback Level x o x						1	i	
46 Delay Delay Time Feedback Level x o x 47 One Delay Delay Time Delay Tone x o x 48 Ping Pong Delay Delay Delay Time Feedback Level x o x 49 Multi Tap Delay Delay Delay Tone Feedback Level x x x 50 Modulation Delay Delay Delay Time Feedback Level x x x 51 Tape Echo Delay Delay Time Feedback Level x o x 52 Dub Echo Delay Delay Time Feedback Level x o x	-					-	i —	_
47 One Delay Delay Delay Time Delay Tone x o x 48 Ping Pong Delay Delay Delay Time Feedback Level x o x 49 Multi Tap Delay Delay Delay Tone Feedback Level x x x 50 Modulation Delay Delay Delay Time Feedback Level x x x 51 Tape Echo Delay Delay Time Feedback Level x o x 52 Dub Echo Delay Delay Time Feedback Level x o x	-					1		
48 Ping Pong Delay Delay Delay Time Feedback Level x o x 49 Multi Tap Delay Delay Delay Tone Feedback Level x x x 50 Modulation Delay Delay Delay Time Feedback Level x x x 51 Tape Echo Delay Delay Time Feedback Level x o x 52 Dub Echo Delay Delay Time Feedback Level x o x						1		
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50 Modulation Delay Delay Delay Time Feedback Level x x x 51 Tape Echo Delay Delay Time Feedback Level x o x 52 Dub Echo Delay Delay Time Feedback Level x o x						i 	i	
51 Tape Echo Delay Delay Time Feedback Level x o x 52 Dub Echo Delay Delay Time Feedback Level x o x	-					i 	 	
52 Dub Echo Delay Delay Time Feedback Level x o x							i –	
						i 	i	
OS Feedback Level X O X	_					-	 	X
	133	reedback Echo	Delay	Delay Time	reeddack Level	ĮX.	Į0	ĮΧ

No.	Program Name	Category	X Axis	Y Axis	Fx Release	BPM Sync	Scale
54	LPF Delay	Delay	Delay Time	Cutoff	х	0	х
55	HPF Delay	Delay	Delay Time	Cutoff	х	0	х
56	Dharan Dalan	Dalan	Dalau Tima	Resonance & Feedback	Ī	_	
90	Phaser Delay	Delay	Delay Time	Level	x	0	x
	E. D.		D. T.	Resonance & Feedback			
57	Flanger Delay	Delay	Delay Time	Level	x	0	x
58	Hall Reverb	Reverb	Reverb Time	Reverb Depth	х	х	х
59	Room Reverb	Reverb	Reverb Time	Reverb Depth	х	х	х
60	Spring Reverb	Reverb	Reverb Time	Reverb Depth	х	0	х
61	Pump Reverb	Reverb	Reverb Tone	Pump Depth	x	0	х
62	Freeze Reverb	Reverb	Reverb Tone	Mix Balance	0	х	х
63	Grain Shifter	Grain	Buffer Update Interval	Duration	0	х	х
64	Mid Grain	Grain	Buffer Update Interval	Duration	0	0	х
65	Mix Grain	Grain	Duration	Mix Balance	0	0	x
66	KP2 Looper	Looper	Loop Length	Cutoff	0	0	х
67	LPF Looper	Looper	Loop Length	Cutoff	0	0	x
68	HPF Looper	Looper	Loop Length	Cutoff	0	0	х
69	High Looper	Looper	Loop Length	Lo Range Balance	0	0	x
70	Iso Looper	Looper	Loop Length	Low – MidLo – MidHi – Hi	0	0	х
71	Freeze Looper	Looper	Loop Length	Cutoff	0	0	x
72	Phaser Looper	Looper	Loop Length	Cutoff	0	0	x
73	Flanger Looper	Looper	Loop Length	Flanger Tone (Delay Time)	0	0	x
74	Deci Looper	Looper	Loop Length	Sampling Rate & Cutoff	0	0	х
75	Slice Looper	Looper	Loop Length	Slice Position	0	0	x
76	F/R Looper	Looper	Loop Length	Reverse – Forward	0	0	x
77	KP3 Looper	Looper	Loop Length	Reverse – Forward	0	0	x
78	Backing Looper	Looper	Loop Length	Reverse – Forward	0	0	x
79	Shuttle Looper	Looper	Loop Length	Cutoff	0	0	x
80	RwDelay Looper	Looper	Loop Length	Cutoff	0	0	x
81	OverDub Looper	Looper	Loop Length	Loop – Overdub	0	0	x
82	Break Looper	Looper	Loop Length	Stop Speed	0	0	x
83	KP3 RwLooper	Looper	Loop Length	Pitch	0	0	x
84	Pitch Looper	Looper	Loop Length	Pitch	0	0	x
85	Weird Looper	Looper	Loop Length	Pitch	0	0	x
86	Looper & Noise	Looper	Loop Length	Noise Level	0	0	x
87	Unison Saw	Lead	Note	Reverb Depth	0	x	0
88	KP3 Unison Saw	Lead	Note	Cutoff, Resonance	x	0	0
89	Unison Lead	Lead	Note	Cutoff	0	0	0
90	Pulse Verb	Lead	Note	Cutoff	0	0	0
91	Paz Square	Lead	Note	Pitch EG Time	0	x	0
92	8bit Square	Lead	Note	Octave	0	X	0
92 93	Ring Flutter	Lead	Note	Mod Detune Width	0	0	0
93 94		Lead	Note	Formant & Vibrato Depth	0	0	0
94 95	Say Yay Synth	Lead	Note	Decay & Release Time	0	0	_
	Air Spectrum	 		' '	 	+	0
96	Ray EP	Acoustic Acoustic	Note Note	Velocity	0	0	0
97	Didgeridoo	Bass	Note	LFO Speed		x	_
98	Slap Bass			Decay Time (Mute)	0	-	0
99	Unison Squ Bass	Bass	Note	Cutoff, Resonance	x	X	0
a0	Hoover Bass	Bass	Note	Octave	0	X	0
<u>a1</u>	Bad Bass	Bass	Note 150 Carrel	LFO Depth	0	0	0
a2	Wobble Bass	Bass	Note, LFO Speed	Cutoff	0	0	0
<u>a3</u>	Fall Bass	Bass	Note	Cutoff, Drive	0	х	0
a4	Pulse Code	Chord	Note	Cutoff, Resonance	0	0	0

KAOSS DJ Operation Guide

No.	Program Name	Category	X Axis	Y Axis	Fx Release	BPM Sync	Scale
a5	Pump Chord	Chord	Note	Chord (Min – Maj)	o	0	0
a6	Scale Chord	Chord	Note	Reverb Depth	0	X	0
a7	Sine Chord	Chord	Note	Octave	О	0	0
a8	Pad Chord	Chord	Note	Filter Attack Time & EG Int.	0	х	o
a9	Noise Filter	Sound Effect	Cutoff	Resonance	О	0	х
b0	Pump Noise	Sound Effect	Cutoff	Pump Depth	o	0	х
b1	Bubble SFX	Sound Effect	LFO Speed	LFO Depth	х	0	х
b2	Resonator	Sound Effect	Cutoff	LFO Depth & Speed	o	0	х
b3	Itch Noiz	Sound Effect	Note	LFO Speed & Pitch Mod Int.	0	0	o
b4	Ring Mod SFX	Sound Effect	Pitch	Mod LFO Intensity	0	0	х
b5	Beam Saber	Sound Effect	Mod Pitch	Mod Depth	0	х	х
b6	Kaoss Drone	Sound Effect	Cutoff	Feedback	o	х	х
b7	Sync Random	Sound Effect	Note	Random Pitch Width	0	0	o
b8	Disco Siren	Sound Effect	LFO Speed	Sound Character	0	0	х
b9	Rise/Fall	Sound Effect	Pitch	Rise – Fall	0	0	х
c0	Sweep	Sound Effect	Pitch, Pan	LFO Speed	0	x	x

3. Scale List

	Scale Name	Scale [Key C]
1	Chromatic	C, D ^j , D, E ^j , E, F, G ^j , G, A ^j , A, B ^j , B
2	Ionian	C, D, E, F, G, A, B
3	Dorian	C, D, E, F, G, A, B
4	Phrygian	C, D, E, F, G, A, B
5	Lydian	C, D, E, F [#] , G, A, B
6	Mixolydian	C, D, E, F, G, A, B
7	Aeolian	C, D, E, F, G, A, B
8	Locrian	$C, D^{\downarrow}, E^{\downarrow}, F, G^{\downarrow}, A^{\downarrow}, B^{\downarrow}$
9	Harmonic minor	$C, D, E^{\downarrow}, F, G, A^{\downarrow}, B$
10	Melodic minor	C, D, E [,] , F, G, A, B
11	Major Blues	C, D, E ^b , E, G, A
12	minor Blues	$C, E^{\downarrow}, F, G^{\downarrow}, G, B^{\downarrow}$
13	Diminished	C, D, E , F, F [‡] , G [‡] , A, B
14	Combination Diminished	$C, D^{\downarrow}, E^{\downarrow}, E, F^{\sharp}, G, A, B^{\downarrow}$
15	Major Pentatonic	C, D, E, G, A
16	minor Pentatonic	C, E ^b , F, G, B ^b
17	Raga Bhairav	C, D ^l , E, F, G, A ^l , B
18	Raga Gamanasrama	C, D ¹ , E, F [#] , G, A, B
19	Raga Todi	C, D, E, F#, G, A, B
20	Arabian	$C, D, E, F, G^{\downarrow}, A^{\downarrow}, B^{\downarrow}$
21	Spanish	$[C, D^{\downarrow}, E^{\downarrow}, E, F, G, A^{\downarrow}, B^{\downarrow}]$
22	Gypsy	C, D, E ¹ , F [#] , G, A ¹ , B
23	Egyptian	C, D, F, G, B
24	Hawaiian	C, D, E, G, A
25	Bali Island Pelog	$[C, D^{\downarrow}, E^{\downarrow}, G, A^{\downarrow}]$
26	Japanese Miyakobushi	C, D ^l , F, G, A ^l
27	Ryukyu	C, E, F, G, B
28	Chinese	C, E, F [‡] , G, B
29	Bass Line	C, G, B
30	Whole Tone	$C, D, E, G^{\downarrow}, A^{\downarrow}, B^{\downarrow}$
31	minor 3rd Interval	C, E ^l , G ^l , A
32	Major 3rd Interval	C, E, A ^b
	4th Interval	C, F, B
-	5th Interval	C, G
35	Octave	C

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