

## How to Create a Scene Set in the Editor/Librarian – padKONTROL

Next time you find yourself setting up for a gig or utilizing a number of different soft-synths in your favorite host, you might find that you need to create a scene set with your Editor/Librarian. Scene sets are great for giving yourself quick access to up to 16 different customized mappings of your padKONTROL. In the following steps, we'll take you through the process of creating a scene set with the bundled Editor/Librarian software and transferring it over to your padKONTROL.

**Let's get started!**

1. If you haven't already, make sure that you've downloaded and installed the latest USB-MIDI drivers from [www.korg.com](http://www.korg.com)
2. Connect your padKONTROL via USB to your computer and switch it to USB on the back
3. Load up the Editor/Librarian software
4. First, let's set up our MIDI preferences. On a PC, access your **MIDI** drop down menu and select **Preferences**. On a Mac, from your **padKONTROL Editor Librarian** drop down menu, select **Preferences**
5. For your MIDI In selection, choose padKONTROL – PORT A. For MIDI Out, padKONTROL – CTRL.

**Now that we've got the software properly configured, let's create our own custom scene set.**

1. Click and highlight "Scene #1" on the left-hand side of the screen. From the "File" drop down menu, choose "Load Scene Data". Now, choose either one of the bundled padKONTROL scenes or one of your own

*Note: You can also load scenes individually by right clicking (MAC - CTRL+Click) and choosing "Load".*

2. Repeat this step for Scene #2-#16
3. When you are done selecting your scenes, from the "File" drop down menu, choose "Save Scene Set"
4. Name the scene set whatever you'd like. Just remember where it was saved for easy access in the future

**You've now created your first scene set! To transmit the scene set to the padKONTROL:**

1. Click the "Transmit" button
2. When asked "Are you sure you want to transmit?", click "Yes"

**The scene set has been transferred to the padKONTROL.**