IK Multimedia. Musicians First.

iRig® Pads

MIDI groove controller

USER MANUAL

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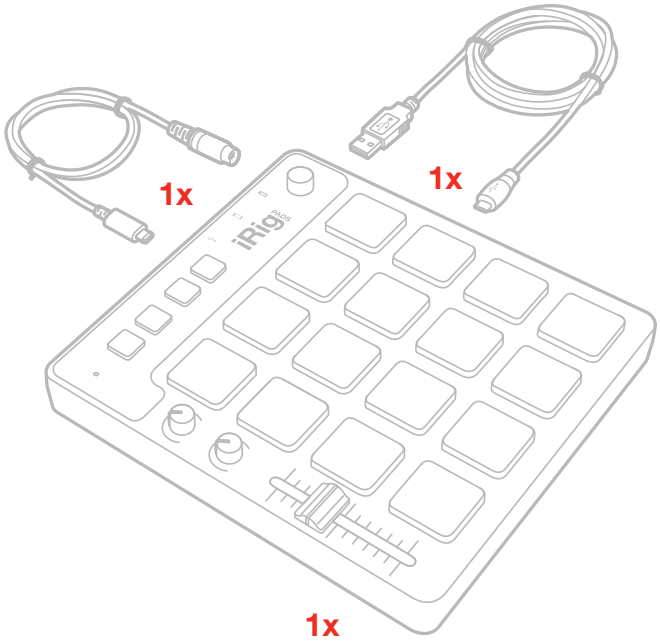
1 iRig Pads

Thank you for purchasing iRig Pads, the ultra-portable MIDI groove controller/ production station for iOS and Mac/PC.

Your package contains

- iRig Pads
- Mini-DIN to Lightning cable
- Micro-USB to USB cable
- Quick Start Guide
- Registration Card



iRig Pads is an ultra-portable MIDI groove controller for iPhone, iPod touch, iPad, Mac and PC. Smaller than an iPad and less than 1” thick, iRig Pads makes it easy to play and control virtual drum, percussion and electronic instruments, anytime and anywhere. Sixteen velocity-sensitive, backlit, multi-colored rubber pads in a standard 4x4 configuration provide the perfect solution for laying down drums, adding percussion, playing electronic instruments and cueing loops. Each pad lights up in three different colors to react to your playing or in response to messages from your apps. iRig Pads is also equipped with two assignable knobs, a push-button rotary encoder, two buttons and a slider - all of which are programmable. iRig Pads is MIDI class-compliant, meaning it requires no drivers to work with hundreds of music creation apps on iOS, Mac and PC. The USB port can supply power when connected to iOS devices for no battery drain.

2 Register your iRig Pads

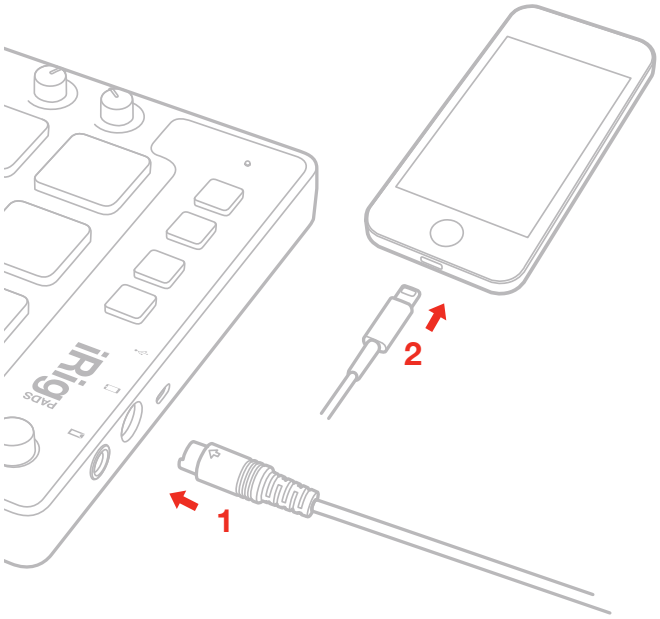
By registering, you can access technical support, activate your warranty and receive free JamPoints™ which will be added to your account. JamPoints™ allow you to obtain discounts on future IK purchases! Registering also keeps you up-to-date with product news and update information.

Register at: **www.ikmultimedia.com/registration**

3 Installation and setup

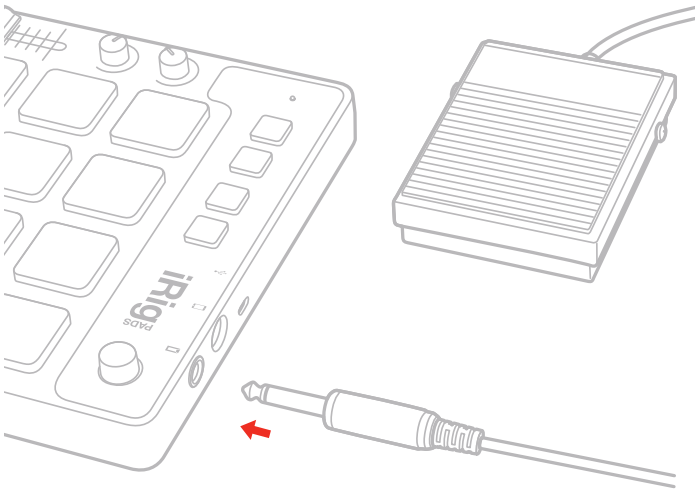
3.1 iOS Devices

1. Connect the included “Mini-DIN to Lightning” cable to the Mini-DIN port on iRig Pads.
2. Connect the Lightning cable to the connector on your iOS device.

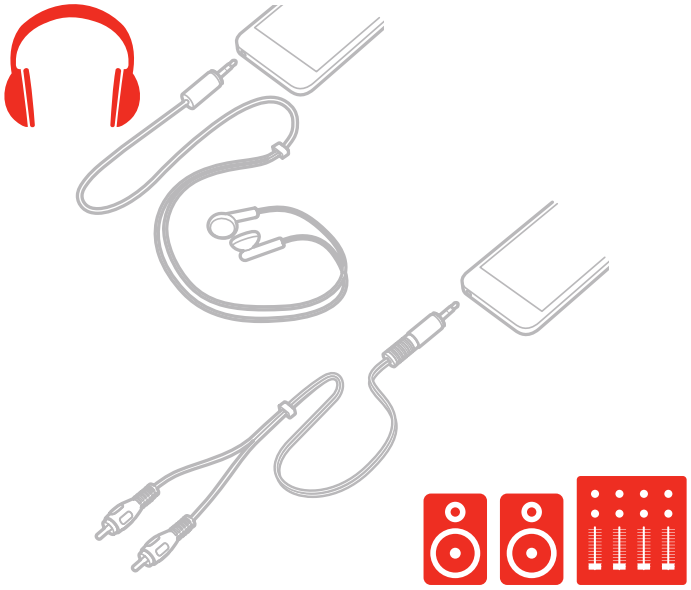


3. Download your preferred audio app - like SampleTank or GrooveMaker 2 - and launch it.

4. If needed, connect a footswitch/expression pedal to the TRS connector on iRig Pads.



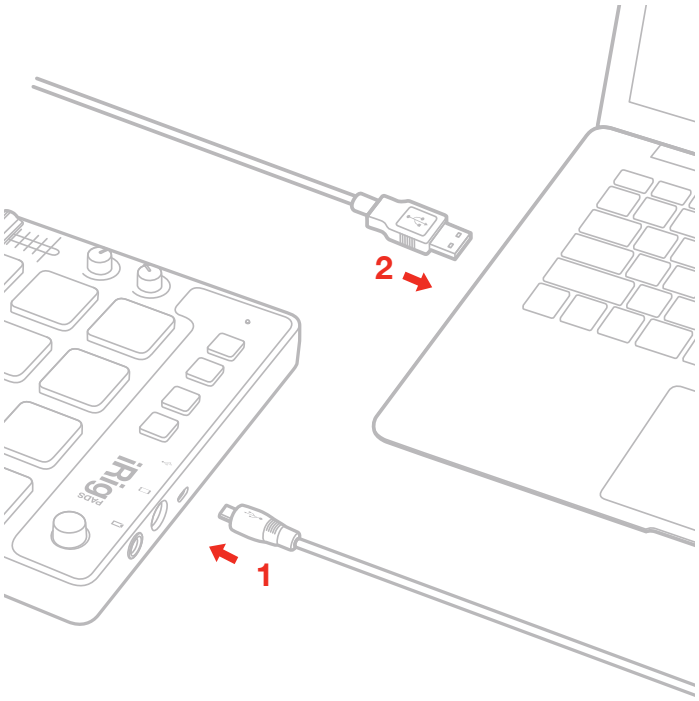
5. Connect your headphones, mixer or powered speakers to the iOS device headphone jack.



WARNING: Permanent hearing loss may occur if earbuds or headphones are used at high volume. You can adapt over time to a higher volume of sound, which may sound normal but can be damaging to your hearing. Set your device volume to a safe level before that happens. If you experience ringing in your ears, reduce the volume or discontinue use of earbuds or headphones with your device.

3.2 Mac/PC

1. Connect the included “Micro-USB to USB” cable to the Micro-USB port on iRig Pads.
2. Connect the USB cable to a free USB port on your MAC/PC.



3. iRig Pads is a Class Compliant MIDI controller so you can use it with your preferred Audio/MIDI Software.
4. Download your preferred audio app - like SampleTank SE - and launch it.
5. If needed, connect a footswitch/expression pedal to the TRS connector on iRig Pads.
6. Connect your headphones, mixer or powered speakers to the headphone output jack on your Mac.
7. Select “iRig Pads” as MIDI Input Device on the preferences or settings of your chosen software.

4 Introduction

iRig Pads is a pad-based MIDI controller that works with both MAC/PC and iOS. It supports Standards MIDI on PC and CoreMIDI on OSX and iOS.

The controller has 16 illuminated and velocity sensitive rubber pads, one endless encoder with pushbutton, two knobs, two buttons and one slider. All these controls are assignable to MIDI Notes, MIDI CCs and Program Change as explained in section “10 Edit Mode” in this manual.

In addition iRig Pads has a PEDAL input (TRS) that allow you to connect either a sustain or expression pedal.

The whole configuration of the unit is stored in 16 “Scenes” that you can recall by pressing the SCENE button as explained in section “8 Scene Editing” in this manual.

iRig Pads sends MIDI data as MIDI Notes as ON and OFF and Control Changes to the host, and it can also receive MIDI data from the host to light up the pads (section “11 External iRig Pads MIDI Control”). This way any application that’s MIDI compatible can provide visual feedback via the illuminated pads.

Each pad is illuminated by a dual color RED/GREEN LED, so the pads backlight can be off, green, red or a mix of these colors.

4.1 Operating Mode

iRig Pads can operate in two modes:

- **Externally Controlled**
- **User/Programmable**

When used in “Externally Controlled” mode iRig Pads is fully controlled by the host Software/App, and all the functionality will be set by the Software/App.

The following pages are focused on the User/Programmable mode.

5 GETTING STARTED

First make sure you have correctly performed the steps in the “Installation and setup” section above.

5.1 Default Scenes

When new, iRig Pads will load Scene 1 at startup. Press the “SCENE” push button and pad 1 (where Scene 1 is stored) will light up orange and pads 2, 5, 6, 7 and 8 will light up green.

For editing and recall of scenes please refer to the “8 Scene Editing” section in this manual.

When the unit is new these scenes are available from the factory:

Pad 1 (Scene1): General MIDI Drum Kit

Pad 2 (Scene2): Chromatic

Pad 3: empty

Pad 4: empty

Pad 5 (Scene5): AKAI MPC Bank A / AKAI iMPC PRO

Pad 6 (Scene6): AKAI MPC Bank B

Pad 7 (Scene7): AKAI MPC Bank C

Pad 8 (Scene8): AKAI MPC Bank D

Pad 9: empty

Pad 10: empty

Pad 11: empty

Pad 12: empty

Pad 13: empty

Pad 14: empty

Pad 15: empty

Pad 16: empty

Scene 1 (General MIDI Drum Kit)

PAD1: B0

PAD2: C1

PAD3: D1

PAD4: E1

PAD5: C#1

PAD6: D#1

PAD7: F#1

PAD8: G#1

PAD9: D2

PAD10: A1

PAD11: F1

PAD12: A#1

PAD13: D#2

PAD14: F2

PAD15: C#2

PAD16: E2

Set as MIDI Channel 1

CC assignments:

Knob 1: CC#10 (pan)

Knob 2: CC#11 (expression)

Slider: CC#1 (mod wheel)

Data Encoder: CC#7 (absolute)

Data Pushbutton: CC#22, temporary

Pushbutton “1”: CC#20, toggle

Pushbutton “2”: CC#21, toggle

Footswitch: CC#64, momentary

Expression Pedal: CC#11 (expression)

Set as MIDI Channel 1

Scenes 2 (Chromatic)

PAD1: C1

PAD2: C#1

PAD3: D1

PAD4: D#1

PAD5: E1

PAD6: F1

PAD7: F#1

PAD8: G1

PAD9: G#1

PAD10: A1

PAD11: A#1

PAD12: B1

PAD13: C2

PAD14: C#2

PAD15: D2

PAD16: D#2

Set as MIDI Channel 1

CC assignments:

Knob 1: CC#10 (pan)

Knob 2: CC#11 (expression)

Slider: CC#1 (mod wheel)

Data Encoder: CC#7 (absolute)

Data Pushbutton: CC#22, temporary

Pushbutton “1”: CC#20, toggle

Pushbutton “2”: CC#21, toggle

Footswitch: CC#64, momentary

Expression Pedal: CC#11 (expression)

Set as MIDI Channel 1

Scene 5 (AKAI BANK A / AKAI iMPC PRO)

PAD1: C#1

PAD2: C1

PAD3: F#1

PAD4: A#4

PAD5: E1

PAD6: D1

PAD7: A#1

PAD8: G#1

PAD9: C2

PAD10: B1

PAD11: A1

PAD12: G1

PAD13: C#2

PAD14: G2

PAD15: D#2

PAD16: F2

Set as MIDI Channel 10

CC assignments:

Knob 1: CC#10 (pan)

Knob 2: CC#11 (expression)

Slider: CC#1 (mod wheel)

Data Encoder: CC#7 (absolute)

Pushbutton “1”: REC, Note G3, temp

Pushbutton “2”: PLAY, Note G#4, temp

Data Pushbutton: iMPC PRO BANK selection, Note C#2, temp

Footswitch: CC#64, momentary

Expression Pedal: CC#11 (expression)

Set as MIDI Channel 1

Scene 6 (AKAI BANK B)

PAD1: E-1

PAD2: F-1

PAD3: F#-1

PAD4: G-1

PAD5: G#-1

PAD6: A-1

PAD7: A#-1

PAD8: B-1

PAD9: C0

PAD10: C#0

PAD11: D0

PAD12: D#0

PAD13: E0

PAD14: F0

PAD15: F#0

PAD16: G0

Set as MIDI Channel 10

CC assignments:

Knob 1: CC#10 (pan)

Knob 2: CC#11 (expression)

Slider: CC#1 (mod wheel)

Data Encoder: CC#7 (absolute)

Data Pushbutton: CC#22, toggle

Pushbutton “1”: CC#20, toggle

Pushbutton “2”: CC#21, toggle

Footswitch: CC#64, momentary

Expression Pedal: CC#11 (expression)

Set as MIDI Channel 1

Scene 7 (AKAI BANK C)

PAD1: G#0

PAD2: A0

PAD3: A#0

PAD4: B0

PAD5: C1

PAD6: C#1

PAD7: D1

PAD8: D#1

PAD9: E1

PAD10: F1

PAD11: F#1

PAD12: G1

PAD13: G#1

PAD14: A1

PAD15: A#1

PAD16: B1

Set as MIDI Channel 10

CC assignments:

Knob 1: CC#10 (pan)

Knob 2: CC#11 (expression)

Slider: CC#1 (mod wheel)

Data Encoder: CC#7 (absolute)

Data Pushbutton: CC#22, toggle

Pushbutton “1”: CC#20, toggle

Pushbutton “2”: CC#21, toggle

Footswitch: CC#64, momentary

Expression Pedal: CC#11 (expression)

Set as MIDI Channel 1

Scene 8 (AKAI BANK D)

PAD1: C2

PAD2: C#2

PAD3: D2

PAD4: D#2

PAD5: E2

PAD6: F2

PAD7: F#2

PAD8: G2

PAD9: G#2

PAD10: A2

PAD11: A#2

PAD12: B2

PAD13: C3

PAD14: C#3

PAD15: D3

PAD16: D#3

Set as MIDI Channel 10

CC assignments:

Knob 1: CC#10 (pan)

Knob 2: CC#11 (expression)

Slider: CC#1 (mod wheel)

Data Encoder: CC#7 (absolute)

Data Pushbutton: CC#22, toggle

Pushbutton “1”: CC#20, toggle

Pushbutton “2”: CC#21, toggle

Footswitch: CC#64, momentary

Expression Pedal: CC#11 (expression)

Set as MIDI Channel 1

6 ADVANCED

This section helps you to go deeper when editing and customizing your iRig Pads.

7 Play Mode

7.1 PADS

All the 16 pads on iRig Pads can send MIDI Note ON and OFF, MIDI CH and MIDI CC messages.

On each pad it's possible to program what kind of message will be sent (Note, CC or MIDI CH) and in which mode it will be sent (temporary or toggle).

Each pad is illuminated by a dual color LED (green/red) and the illumination gives you feedback on the pad status.

7.1.1 Sending Notes

Temporary Mode

When a pad is programmed to work in temporary mode (Temp), Note ON messages will be sent when pressing the pad and Note OFF messages will be sent when releasing the pad.

During the time when a pad is kept pressed, it will illuminate with a color fading from 100% green at velocity 1 to 100% red at velocity 127. Velocity 64 will illuminate the pad 50% green and 50% red. If the pad is pushed and held, Channel After Touch messages are sent.

Toggle Mode

When in Toggle mode Note ON messages are sent when the pad is pressed, releasing the pad will not produce any MIDI message.

A Note OFF message will be sent pressing the same pad again.

When a Note ON message has been sent the pad will illuminate the colors described above until the pad is pressed again to send the Note OFF message.

7.1.2 Sending Control Changes

Pads can send MIDI CCs in two ways:

- ABSOLUTE (ABS)
- RELATIVE (REL)

When a pad is programmed to send Control Changes in ABSOLUTE mode it will send a value of 127 for the selected CC# when the pad is pressed and a value of 0 on the same CC when the pad is released.

As with MIDI Note messages, the pad can be programmed to send CC values in temporary or toggle modes.

After having sent the 127 value the pad will illuminate (RED) and will remain illuminated until the 0 value is sent and then it will turn off. It will also turn off when some other command to control the backlight of that pad is received.

When a pad is programmed to send Control Changes in RELATIVE mode it will send a value between 0 and 127 on the selected MIDI CC#, depending on the velocity.

As with MIDI Note messages, the pad can be programmed to send CC values in temporary or toggle modes.

7.2 Continuous Controls

In addition to the pads, iRig Pads can send MIDI CCs and MIDI CH from three rotary controls and one slider.

7.2.1 Knob 1, Knob 2

These are two knobs that send values from 0 to 127 on the programmed CC, approx 64 at center position. These knobs can also be programmed to send MIDI CH.

7.2.2 Slider

This slider sends values from 0 to 127 (from lower to upper position) on the programmed CC, approx 64 at center position. The Slider can also be programmed to send MIDI CH.

7.2.3 Data encoder

This endless encoder (24 steps) can work in two modes:

- ABSOLUTE (ABS)
- RELATIVE (REL)

When working in ABSOLUTE mode the endless encoder will send values from 0 to 127 on the selected CC (+1 increments per clockwise encoder steps and -1 decrements per counter-clockwise encoder steps).

Once values 0 or 127 are reached they will be continued to be sent if the encoder is rotated in the same direction.

The starting value from which to send +1 or -1 values will always be the last one sent by the encoder the last time it was moved.

When working in RELATIVE mode the encoder will send these values to the selected CC:

Clockwise rotation slow: 1

Clockwise rotation mid: 2

Clockwise rotation mid/fast: 4

Clockwise rotation fast: 6

Clockwise rotation extremely fast: 8

Counter-Clockwise rotation slow: 127

Counter-Clockwise rotation mid: 126

Counter-Clockwise rotation mid/fast: 124

Counter-Clockwise rotation fast: 123

Counter-Clockwise rotation extremely fast: 121

This will allow the host application to browse long lists of elements easily. It also allows for compatibility with applications that already uses this quasi-standard system.

7.3 Pushbuttons

iRig Pads also includes three programmable pushbuttons.

7.3.1 “1” and “2” pushbuttons

These buttons can be programmed similarly to the pads: send MIDI Notes, MIDI CH, PCs or MIDI CCs. The only difference is that they cannot sense velocity.

7.3.2 “PUSH” encoder pushbutton

The rotary encoder knob can be pushed to send MIDI Notes, PCs, MICI CH or CCs. Its functionality is similar to pushbuttons “1” and “2”.

The only difference between the rotary encoder and pushbottons “1” and “2” is that the encoder knob doesn’t have any backlight.

7.4 External Pedal

iRig Pads has an external pedal input that works with both sustain and expression pedals.

The external pedal can be programmed to send CCs, PCs, Notes and MIDI CH.

8 Scene Editing

8.1 SCENE Button

This button lets you load and save scenes. A Scene is a “total recall” snapshot of the entire unit configuration.

NOTE: If no scene has been loaded or a change has been made to the loaded scene, the SCENE button will flash slowly.

8.2 Scene Recall

To recall a scene:

- Press SCENE, the SCENE LED will illuminate steady.
- All pads containing a scene will illuminate GREEN.
- The pad with the in-use scene is illuminated ORANGE.
- Press the pad # relative to the scene you want to recall.
- The pad that has been pressed will quickly flash two times to confirm the scene has been loaded.
- iRig Pads will automatically exit the SCENE mode (SCENE button will go off).

NOTE: Tapping on a empty scene (non-illuminated pads) will not produce any effects and no scene will be recalled.

8.3 Scene Store

To store a scene:

- Press the SCENE button for more than two seconds and the SCENE button will start flashing.
- All pads already containing a scene will illuminate GREEN.
- The backlight on all empty scene will be off.
- The pad with the in-use scene will illuminate ORANGE.
- Press the pad number of the pad you'd like to use to store the scene.
- The pad that has been pressed will quickly flash (RED) two times to confirm the scene has been stored.
- iRig Pads will automatically exit SCENE mode (SCENE button will turn off).

The same operation can be done on both empty or existing scenes. In this case the previous scene will be overwritten. This is also valid for Factory scenes.

8.4 Scene erase

To delete a scene:

- Press SCENE or keep SCENE pressed to enter in the SCENE LOAD or SCENE STORE modes (either modes will let you delete scenes).
- Press and hold the pad that's storing the scene you'd like to delete for more than two seconds.
- The pad will turn off to confirm the scene has been deleted, and the pad light will then go off.
- iRig Pads will NOT automatically exit SCENE mode to allow for further operations (like save or load).

8.5 Factory Restore

Press the SCENE and FIX VEL buttons while powering up iRag Pads to return the device to its factory presets.

NOTE: Be aware that performing a Factory Restore will delete any programming that has been done on all scenes.

9 FIX VEL button

This is a toggle ON-OFF switch that lets all pads send a fixed velocity when enabled.

Pressing FIX VEL will make the button turn RED. In this case, the pads will always send a velocity of 100.

Pressing FIX VEL again will make the button's backlight turn off, and all pads will send a velocity value proportional to the playing velocity on the pads.

10 Edit Mode

Most settings of iRig Pads can be modified and stored in SCENES.

Settings that can be personalized and set are:

- Global transmit MIDI Channel
- Pads Velocity Sensitivity
- Shift Octaves for pads Notes messages
- Transmit a MIDI PC
- Notes, CC and MIDI CH assigned to pads
- Notes, CC, MIDI CH and PC assigned to Pushbuttons
- CC and MIDI CH assigned to Rotary Knobs
- CC and MIDI CH assigned to Slider
- CC, MIDI CH and PC assigned to DATA encoder
- Notes, CC, MIDI CH and PC assigned to the DATA encoder pushbutton
- Notes, CC, MIDI CH and PC assigned to the Footswitch Pedal
- Notes, CC, MICI CH and PC assigned to the Expression Pedal

To enter in EDIT mode:

Enter EDIT MODE by pressing both SCENE and FIX LEVEL buttons.

These pads illuminate:

- 1 (GREEN, ORANGE if soft velocity is selected)
- 2 (GREED, ORANGE if norm velocity is selected)
- 3 (GREEN, ORANGE if hard velocity is selected)
- 11 (GREEN, ORANGE if an active octave down shift is present)
- 12 (GREEN, ORANGE if an active octave up shift is present)
- 13 (RED)
- 14 (RED)
- 15 (RED)

At this point the operations for editing various parameters and controls are different depending on what you need to set.

To exit from EDIT mode at any time press SCENE or FIX VEL button.

At the end of the EDIT procedure press pad 16 (ENTER) to confirm the editing. ENTER will quickly flash RED to confirm the edit has been done and that it is valid.

10.1 EDIT scene global parameters

10.1.1 EDIT Global transmit MIDI Channel

To edit the scene transmit MIDI channel:

- Enter EDIT mode.
- Press pad 14 (MIDI CH).
- All pads between 1 and 9 will light up GREEN.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted, EDIT pushbuttons will flash.
- Press pad 16 (ENTER) to confirm the selection.

10.1.2 Set pads velocity sensitivity

To set pad velocity sensitivity:

- Enter EDIT mode.
- Press pad 1 to set a soft, compressed velocity sensitivity.
- Press pad 2 to set a normal velocity sensitivity.
- Press pad 3 to set a hard, expanded, velocity sensitivity.
- The selected pad will flash red to confirm the selection.
- Press pad 16 (ENTER) to confirm the selection.

10.1.3 Shift octaves for pads notes

To shift octaves for pads notes:

- Enter EDIT mode.
- Press pad 11 to shift down by one octave. The pad will flash a number of times equal to the number of octaves that have been shifted.
- Press pad 12 to shift up by one octave. The pad will flash a number of times equal to the number of octaves that have been shifted.
- When there is an active shift up or down the corresponding pad will illuminate ORANGE (instead of the edit-default GREEN).
- Press pad 16 (ENTER) to confirm the selection.

10.1.4 Transmit a MIDI Program Change

To transmit a MIDI PC:

- Enter EDIT mode.
- Press pad 15 (PC).
- All pads between 1 and 9 will light up GREEN.
- Compose the MIDI PC number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- Press pad 16 (ENTER) to confirm the selection.

10.2 EDIT controls parameters

10.2.1 Assign Notes to pads

To assign a note to a pad:

- Enter EDIT mode.
- Press pad 13 (PADS), meaning that you want to edit a pad.
- All pads will illuminate RED.
- Press the pad you want to edit, this pad will quickly flash.
- Pads 9, 10 and 14 will illuminate.
- Press pad 9 (NOTE).
- Pads 5 (temp) and 6 (toggle) will illuminate RED.
- Press pad 5 or 6 depending if you want the note behavior to be temporary (temp) or latched (toggle). Selected mode will quickly flash to confirm the selection.
- Press pad 1 (C), 2 (C#), 3 (D), 5 (D#), 6 (E), 7 (F), 8 (F#), 9 (G), 10 (G#), 13 (A), 14 (A#), 15 (B) (they will all illuminate RED) to select the note you want to associate with the selected pad. Every time the pads are pressed they flash GREEN and they actually transmit the relative MIDI note.
- Press pads 11 and 12 (Oct down/up) to change the octave for last note selected. The note is actually sent again when the Oct buttons are pressed and the octave is shifted.
- When done press pad 16 (ENTER) to confirm the selection.

10.2.2 Assign CC to pads

To assign a Control Change to a pad:

- Enter EDIT mode.
- Press pad 13 (PADS), meaning that you want to edit a pad.
- All pads illuminate RED.
- Press the pad you want to edit, this pad will quickly flash.
- Pads 9, 10 and 14 will illuminate.
- Press pad 10 (CC).

- Pads 5 (temp) and 6 (toggle) will illuminate RED.
- Press pad 5 or 6 depending on if you want the note behavior to be temporary (temp) or latched (toggle). The selected mode will quickly flash to confirm the selection.
- Pads 7 and 8 will illuminate RED.
- Press pad 7 (ABS) if you want the pad to send only discrete values for the CC: value 0 when the pad is not pressed and value 127 when the pad is pressed.
- Press pad 8 (REL) if you want the pad to send continuously variable values depending on the velocity. The selected mode will quickly flash to confirm the selection.
- Compose the MIDI CC number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted the EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.3 Assign MIDI CH to pads

To assign a MIDI CH to a pad:

- Enter EDIT mode.
- Press pad 13 (PADS), meaning that you want to edit a pad.
- All pads illuminates RED.
- Press the pad you want to edit, this pad will quickly flash.
- Pads 9, 10 and 14 will illuminate.
- Press pad 14 (MIDI CH).
- All pads between 1 and 9 will light up GREEN.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted the EDIT pushbuttons will flash.
- Press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.4 Assign Notes to Pushbuttons

To assign a Note message to a pushbutton:

- Enter EDIT mode.
- Press pushbutton 1 or 2 depending on which one you want to assign the MIDI note to.
- The selected pushbutton will flash RED.
- Pads 9, 10, 14 and 15 will illuminated RED.
- Press pad 9 to assign a NOTE to the pushbutton.
- Pads 5 (temp) and 6 (toggle) will illuminate RED.
- Press pad 5 or 6 depending if you want the note behavior to be temporary (temp) or latched (toggle). The selected mode will quickly flash to confirm the selection.
- Press pad 1 (C), 2 (C#), 3 (D), 5 (D#), 6 (E), 7 (F), 8 (F#), 9 (G), 10 (G#), 13 (A), 14 (A#), 15 (B) (they will all illuminate RED) to select the note you want to associate with the selected pad. Every time the pads are pressed they flash GREEN and they actually transmit the relative MIDI note.
- Press pads 11 and 12 (Oct down/up) to change the octave for last note selected. Also here the note is

actually sent again when the Oct buttons are pressed and the octave is shifted.

- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.5 Assign CC to Pushbuttons

To assign a CC message to a pushbutton:

- Enter EDIT mode.
- Press the pushbutton 1 or 2 depending on which one you want to assign the MIDI CC to.
- Pads 9, 10, 14 and 15 will illuminate.
- Press pad 10 (CC).
- Pads 5 (temp) and 6 (toggle) will illuminate RED.
- Press pad 5 or 6 depending if you want the note behavior to be temporary (temp) or latched (toggle). Selected mode will quickly flash to confirm the selection.
- Compose the MIDI CC number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pusbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.6 Assign PC to Pushbuttons

To assign a PC message to a pushbutton:

- Enter EDIT mode.
- Press the pushbutton 1 or 2 depending on which one you want to assign the MIDI PC to.
- Pads 9, 10, 14 and 15 will illuminate.
- Press pad 15 (PC).
- Compose the MIDI PC number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.7 Assign MIDI CH to Pushbuttons

To assign a MIDI CH to a pushbutton:

- Enter EDIT mode.
- Press the pushbutton 1 or 2 depending on which one you want to assign the MIDI CH to.
- Pads 9, 10, 14 and 15 will illuminate.
- Press pad 14 (MIDI CH).
- All pads between 1 and 9 will light up GREEN.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- Press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.8 Assign CC to Rotary Knobs

To assign a CC message to a Rotary Knob:

- Enter EDIT mode.
- Rotate the Rotary Knob you want to associate the CC to.
- Pads 4, 10 and 14 will illuminate RED.
- Press pad 4 if you want to assign the selected rotary knob a pitch bend control.
- Press pad 10 to assign a CC.
- Compose the MIDI CC number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.9 Assign MIDI CH to Rotary Knobs

To assign a MIDI CH to a Rotary Knob:

- Enter EDIT mode.
- Rotate the Rotary Knob you want to associate the MIDI CH to.
- Pads 4, 10 and 14 will illuminate.
- Press pad 14 (MIDI CH).
- All pads between 1 and 9 will light up GREEN.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- Press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.10 Assign CC to the Slider

To assign a CC message to the Slider:

- Enter EDIT mode.
- Move the Slider.
- Pads 4, 10 and 14 will illuminate RED.
- Press pad 4 if you want to assign to the slider a pitch bend control.
- Press pad 10 to assign a CC.
- Compose the MIDI CC number using the 1-10 pads (10 means 0). At each press the pad will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.11 Assign MIDI CH to the Slider

To assign a MIDI CH to the Slider:

- Enter EDIT mode.
- Move the Slider.
- Pads 4, 10 and 14 will illuminate.
- Press pad 14 (MIDI CH).
- All pads between 1 and 9 will light up GREEN.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- Press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.12 Assign CC to the DATA Knob

To assign a CC message to the DATA knob:

- Enter EDIT mode.
- Move the DATA knob.
- Pads 10, 14 and 15 will illuminate RED.
- Press pad 10 to assign a CC.
- Pads 7 and 8 will illuminate RED.
- Press pad 7 (ABS) if you want the DATA knob to work in Absolute mode sending CC values from 0 to 127 when rotated CW and from 127 to 0 when rotated CCW.
- Press pad 8 (REL) if you want the DATA knob to work in Relative mode (to control list of elements) sending CC values from 0 to 10 (depending on the rotation speed) when moved CW and from 127 to 117 (depending on speed) when moved CCW.
- Compose the MIDI CC number using the 1-10 pads (10 means 0). At each press the pad will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.13 Assign PC to the DATA Knob

To assign a PC message to the DATA knob:

- Enter EDIT mode.
- Move the DATA knob.
- Pads 10, 14 and 15 will illuminate RED.
- Press pad 15 (PC).
- Compose the MIDI PC number using the 1-10 pads (10 means 0). At each press the pad will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.14 Assign MIDI CH to the DATA Knob

To assign a MIDI CH to the DATA Knob:

- Enter EDIT mode.
- Move the DATA knob.
- Pads 10, 14 and 15 will illuminate.
- Press pad 14 (MIDI CH).
- All pads between 1 and 9 will light up GREEN.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- Press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.15 Assign CC to the DATA Pushbutton

To assign a CC message to the DATA pushbutton:

- Enter EDIT mode.
- Press the DATA pushbutton.
- Pad 9, 10, 14 and 15 will illuminate RED.
- Press pad 10 to assign a CC.
- Pads 5 (temp) and 6 (toggle) will illuminate RED.
- Press pad 5 or 6 depending if you want the note behavior to be temporary (temp) or latched (toggle). Selected mode will quickly flash to confirm the selection.
- Compose the MIDI CC number using the 1-10 pads (10 means 0). At each press the pad will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.16 Assign PC to the DATA Pushbutton

To assign a PC message to the DATA pushbutton:

- Enter EDIT mode.
- Press the DATA pushbutton.
- Pads 9, 10, 14 and 15 will illuminate RED.
- Press pad 15 to assign a PC.
- Compose the MIDI PC number using the 1-10 pads (10 means 0). At each press the pad will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.17 Assign Note to the DATA Pushbutton

To assign a Note message to the DATA pushbutton:

- Enter EDIT mode.
- Press the DATA pushbutton.
- Pads 9, 10, 14 and 15 will illuminate RED
- Press pad 9 to assign a Note.
- Pads 5 (temp) and 6 (toggle) will illuminate RED.
- Press pad 5 or 6 depending if you want the note behavior to be temporary (temp) or latched (toggle). Selected mode will quickly flash to confirm the selection.
- Press PADS 1 (C), 2 (C#), 3 (D), 5 (D#), 6 (E), 7 (F), 8 (F#), 9 (G), 10 (G#), 13 (A), 14 (A#), 15 (B) (they will all illuminated RED) to select the note you want to associate with the selected PAD. Every time the PADS are pressed they flash GREEN and they actually transmit the relative MIDI note.
- Press pads 11 and 12 (Oct down/up) to change the octave for last note selected. Also here the note is actually sent again when the Oct buttons are pressed and the octave is shifted.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.18 Assign MIDI CH to the DATA Pushbutton

To assign a MIDI CH to the DATA pushbutton:

- Enter EDIT mode.
- Press the DATA pushbutton.
- Pads 9, 10, 14 and 15 will illuminate.
- Press pad 14 (MIDI CH).
- All pads between 1 and 9 will light up GREEN.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- Press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.19 Assign CC to the Footswitch Pedal

To assign a CC message to the footswitch pedal:

- Enter EDIT mode.
- Press the footswitch.
- Pads 9, 10, 14 and 15 will illuminate RED.
- Press pad 10 to assign a CC.
- Pads 5 (temp) and 6 (toggle) will illuminate RED.
- Compose the MIDI CC number using the 1-10 pads (10 means 0). At each press the pad will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.20 Assign PC to the Footswitch Pedal

To assign a PC message to the footswitch pedal:

- Enter EDIT mode.
- Press the footswitch pedal.
- Pads 9, 10, 14 and 15 will illuminate RED.
- Press pad 15 to assign a PC.
- Compose the MIDI PC number using the 1-10 pads (10 means 0). At each press the pad will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.21 Assign Note to the Footswitch Pedal

To assign a Note message to the footswitch pedal:

- Enter EDIT mode.
- Press the footswitch pedal.
- Pads 9, 10, 14 and 15 will illuminate RED.
- Press pad 9 to assign a Note.
- Pads 5 (temp) and 6 (toggle) will illuminate RED.
- Press pad 5 or 6 depending if you want the note behavior to be temporary (temp) or latched (toggle). Selected mode will quickly flash to confirm the selection.
- Press pad 1 (C), 2 (C#), 3 (D), 5 (D#), 6 (E), 7 (F), 8 (F#), 9 (G), 10 (G#), 13 (A), 14 (A#), 15 (B) (they will all illuminated RED) to select the note you want to associate with the selected pad. Every time the pads are pressed they flash GREEN and they actually transmit the relative MIDI note.
- Press pads 11 and 12 (Oct down/up) to change the octave for last note selected. Also here the note is actually sent again when the Oct buttons are pressed and the octave is shifted.
- When done press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.22 Assign Note to the Footswitch Pedal

To assign a MIDI CH to the footswitch pedal:

- Enter EDIT mode.
- Press the footswitch pedal.
- Pads 9, 10, 14 and 15 will illuminate.
- Press pad 14 (MIDI CH).
- All pads between 1 and 9 will light up GREEN.
- Compose the MIDI CH number using the 1-10 pads (10 means 0). At each press the pads will flash RED. In case a wrong value is inserted EDIT pushbuttons will flash.
- Press pad 16 (ENTER) to confirm the selection and exit the EDIT mode.

10.2.23 Assign CC/PC/Note/MIDI CH to the Expression Pedal

To assign CC, PC, MIDI CH or Note to an expression pedal, please refer to the procedures described above for the footswitch pedal (points “10.2.19”, “10.2.20”, “10.2.21” and “10.2.22”).

11 External iRig Pads MIDI control

iRig Pads can switch scenes and light up pushbuttons and pads via external MIDI control.

iRig Pads receives on MIDI Channel 1.

11.1 Backlight control

Pushbuttons and pads can be illuminated from the host application by sending MIDI Control Changes to iRig Pads:

SCENE Pushbutton: CC (21-20), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

FIX VEL Pushbutton: CC (23-22), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pushbutton 1: CC (25-24), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pushbutton 2: CC (27-26), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 1: CC (95-94), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 2: CC (97-96), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 3: CC (99-98), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 4: CC (101-100), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 5: CC (87-86), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 6: CC (89-88), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 7: CC (91-90), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 8: CC (93-92), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 9: CC (79-78), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 10: CC (81-80), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 11: CC (83-82), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 12: CC (85-84), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 13: CC (71-70), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 14: CC (73-72), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 15: CC (75-74), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

Pad 16: CC (77-76), velocity from 0 to 127 controls the intensity of the LED (RED-GREEN)

11.2 Remote scene switching

iRig Pads will automatically switch scenes when receiving Program Changes from 1 to 16.

12 Specifications

- MIDI Pad controller/groove-production station
- 16 velocity-sensitive pads
- 3 color pad indicators for velocity and incoming MIDI signals
- Two MIDI knobs, one slider and a pushbutton rotary encoder, all programmable
- Expression/Sustain pedal input
- 16 user-programmable scenes, available for instant recall
- Sends and receives MIDI data
- Bus powered: needs no batteries or AC adapter
- Size: 190mm (7.5 in) x 205mm (8.1 in) x 23mm (0.9 in)
- Weight: 547g (1.2 lb)
- 30-pin cable available separately

13 Troubleshooting

I connected iRig Pads to my iOS device, but the device doesn't recognize it, and none of my audio apps work with it.

Remember to always connect the 30-pin or Lightning cable to the iRig Pads **before** connecting it to the iOS device.

I don't get any sound.

In order for iRig Pads to turn on, a Core MIDI-compatible app must first be launched on your iOS device or Mac.

14 Warranty

Please visit:
www.ikmultimedia.com/warranty
for the complete warranty policy.

15 Support and more info

www.ikmultimedia.com/support

www.irigpads.com

Apple is not responsible for the operation of this device or its compliance with safety and regulatory standards.

Registration number for iRig PADS:
MSIP – REM – IK0 – 030900001

B 급 기기
(가정용 방송통신기자재)

Class B Equipment
(For Home Use Broadcasting & Communication Equipment)

이 기기는 가정용 (B 급) 전자파적합기기로서 주로 가정에서 사용하는 것을 목적으로 하며 , 모든 지역에서 사용할 수 있습니다 .

This equipment is home use (Class B) electromagnetic wave suitability equipment and to be used mainly at home and it can be used in all areas.

Made for iPod iPhone iPad

"Made for iPod," "Made for iPhone," and "Made for iPad" mean that an electronic accessory has been designed to connect specifically to iPod, iPhone, or iPad, respectively, and has been certified by the developer to meet Apple performance standards. Apple is not responsible for the operation of this device or its compliance with safety and regulatory standards. Please note that the use of this accessory with iPod, iPhone, or iPad may affect wireless performance.

2014/10/10