# Sampultu user guide

Sampultu is a companion app for the KORG volca sample 2. It connects to the instrument over USB, so you can back it up, refill its 200 sample slots, edit its 16 patterns and build chops for it. This guide covers the setup, every screen, and what to do when something doesn't work.

This guide is for Sampultu 1.0.4. To see your version, open the **SUPPORT** tab and read **VERSION** at the top of the screen. Sampultu 1.0.4 is on the Mac App Store and on Google Play for Android. It is not on the App Store for iPhone or iPad yet.

## Contents


1. **Before you start**
2. **Connecting the volca**
3. **What the volca must be set to**
4. **Finding your way around**
5. **The 200 slots**
6. **Editing a sample**
7. **Adding sounds**
8. **Patterns**
9. **Banks**
10. **Chopping a sound**
11. **SKINNY CHOP**
12. **Separating stems**
13. **Snapshots and backups**
14. **Getting sounds off the volca**
15. **Settings**
16. **Menus and keyboard**
17. **Glossary**
18. **Troubleshooting**

# Before you start

Sampultu does nothing on its own as an instrument. The samples and patterns live on the volca, and the app reads and writes them over a USB cable. It works with the KORG volca sample 2 only. The original volca sample is not supported.

## What you need

- **A KORG volca sample 2**, switched on and running from batteries or a 9 V adapter.
- **A USB data cable** for the volca's micro-USB port. A charge-only cable won't work, because the app talks to the volca over this cable.
- **A Mac**, or **an Android phone or tablet** that supports MIDI and can host a USB device. Google Play only offers Sampultu to devices with MIDI support.
- **On Android, usually a USB-OTG adapter or cable** between the phone and the volca's cable.

Sampultu is free, and nothing in it is locked. The **SUPPORT** tab has optional one-off tips and a link to leave a review. You don't need an account, and your samples stay on your device and your volca unless you export them.

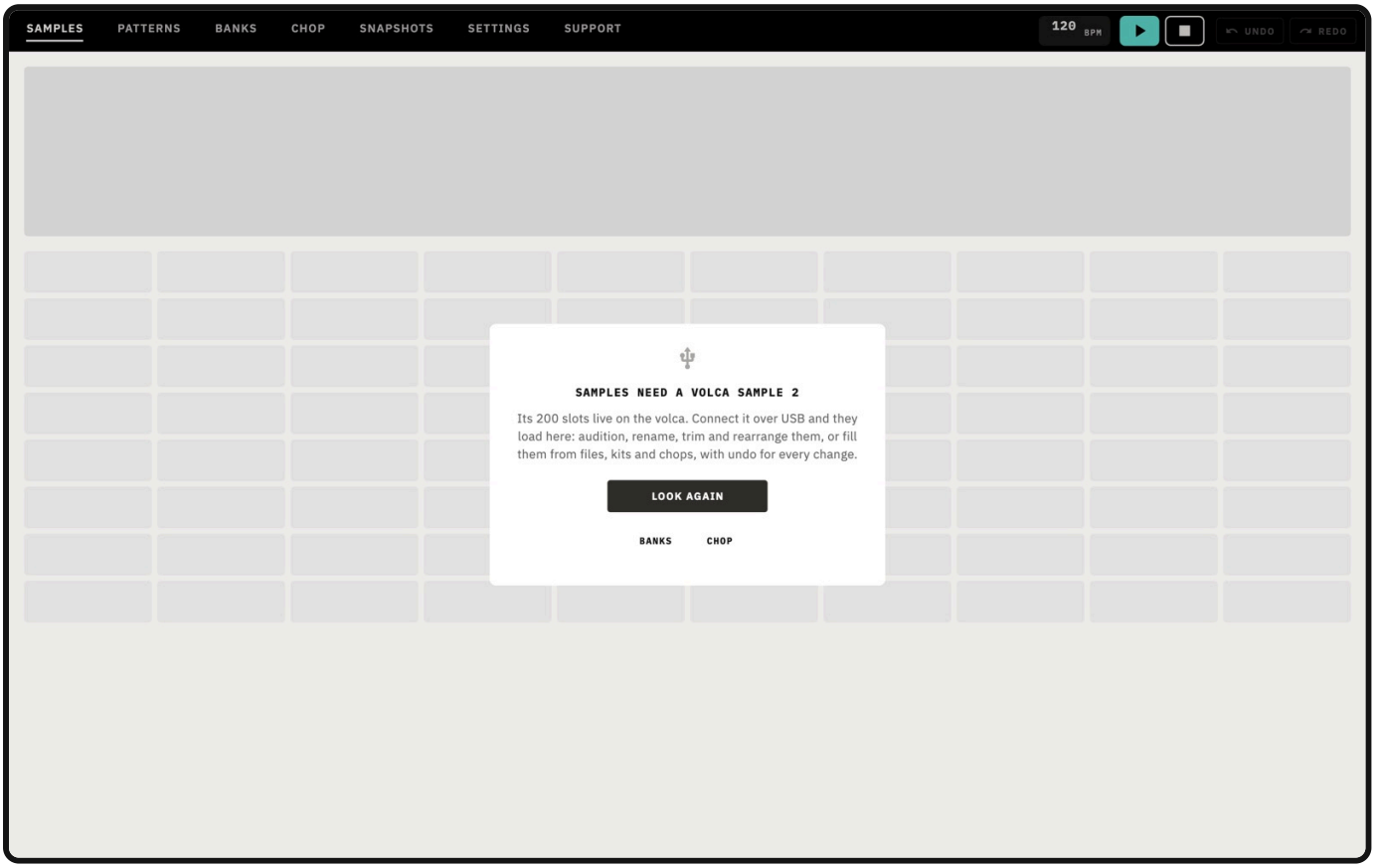
## What works without a volca

| Tab | With no volca connected |
|---|---|
| **SAMPLES, PATTERNS** | These need the volca. They show what to do and a **LOOK AGAIN** button. If you have a snapshot, SAMPLES also shows when you last captured the device. |
| **BANKS** | You can browse, name, color and edit banks. Capturing, assigning samples, previewing and applying need the volca. |
| **CHOP** | Everything works except sending to the volca. You can open a file, slice it, listen, separate stems and export a kit. |
| **SNAPSHOTS** | You can browse, import, export and duplicate snapshots. Capturing and restoring need the volca. |
| **SETTINGS, SUPPORT** | Both work. |

# Connecting the volca

1. Switch on the volca.

2. Connect it to your Mac or Android device with the USB cable.
3. Open Sampultu. It starts on **SAMPLES** and looks for the volca by itself. There is no device list to choose from: it connects to the first MIDI port with "volca sample" in its name.
4. Wait while the app reads the 200 slots, which takes about twenty seconds. The pads fill in and the memory gauge appears.
5. The app then reads the audio of every filled slot. The **SAMPLES** toolbar stays grey until that's done, so a full volca takes longer.




SAMPLES with no volca connected.

If the app can't find the volca, **SAMPLES** and **PATTERNS** say so and offer **LOOK AGAIN**. The app also notices when you plug in or unplug, so you usually don't need the button. Other tabs show a banner with the same button.

### On a Mac

Connect the cable directly to the Mac first. If the volca isn't found, choose **Device › Look Again** in the menu bar.

### On Android

Connect the OTG adapter to the phone, then the volca's cable to the adapter. Android may ask whether to open Sampultu for the USB device. Say yes, and tick the box to remember the

choice if it offers one.

### One program at a time

KORG's volca sample 2 Librarian holds the MIDI port while it is open. Quit it before you use Sampultu.

> Long transfers run over MIDI, one at a time. Leave the cable alone until the strip at the top of the screen stops moving. The app keeps the screen awake during long transfers.

## What the volca must be set to

The app uses two kinds of MIDI message, and the difference explains most problems.

| Kind | Used for | Depends on the volca's settings? |
|---|---|---|
| **System exclusive** | Reading and writing samples, patterns and snapshots | No |
| **Short messages** | Sounding a sample on the volca, previewing bank pads, applying a bank | Yes |

So a volca that won't take short messages can still be backed up and refilled, but it won't play from the app and banks won't apply. Two of the volca's global settings matter here. You set them on the volca by holding **FUNC** while you switch it on. KORG's owner's manual has the full procedure. The app can't read or change these settings, so it tests the volca each time it connects and reports what it found in **SETTINGS**.




The readouts on SETTINGS with a volca connected.

| Readout | What it tells you |
|---|---|
| **VOLCA** | **CONNECTED**, **CONNECTING** or **DISCONNECTED**. |
| **CHANNEL MODE** | **MULTI**, where each part has its own MIDI channel, or **SINGLE**, where the whole volca listens on one. MULTI is KORG's factory default, and the app works with either. **UNKNOWN** means the test got no answer. The firmware version the volca reports is shown below this. |
| **SHORT MESSAGES** | **ON** means the volca responded. **OFF** means it didn't. |
| **SEND CHANNEL** | The channel the app sends on in SINGLE mode. |

### If SHORT MESSAGES says OFF

1. Check **Send channel** in **SETTINGS**. It should be **AUTO**. A channel set by hand that differs from the volca's is ignored by the volca.
2. The readout's hint points to **Step 7** on the volca, which is the global setting for receiving short messages. Switch it on, using the owner's manual.
3. Tap **REDETECT** in **SETTINGS**. On a Mac, **Device › Redetect MIDI** does the same. Both need a connected volca.

## Finding your way around

### The tabs

| Tab | What it's for |
|---|---|
| **SAMPLES** | The 200 slots on the volca. |
| **PATTERNS** | The 16 patterns on the volca. |
| **BANKS** | Sets of ten parts, kept in the app. |
| **CHOP** | Slicing a sound and preparing it for the slots. |
| **SNAPSHOTS** | Whole-device backups, kept in the app. |
| **SETTINGS** | What the app found on the volca, and your preferences. |
| **SUPPORT** | Your version, help, tips and reviews. |

On a narrow screen the tabs scroll sideways.

### The transport

The top bar has the same controls on every tab.

- **BPM** is the tempo for playback in the app, from 20 to 300. It doesn't set the volca's tempo, and it doesn't follow it.
- The **play button** starts the tab in view. On **SAMPLES** and **CHOP** it plays the selected pad. On **PATTERNS** it plays in the app or starts the volca's sequencer, depending on **Sound destination**. On **BANKS** it starts the volca's sequencer only. It is grey on the other tabs.
- The **stop button** stops everything, from any tab.
- The **continue button**, with two arrows, resumes the volca's sequencer from where it stopped. It appears only with a volca connected.

### Undo

**UNDO** and **REDO** cover changes to slots, patterns and settings. Undo takes you to the tab it is about to change, then writes the old version back to the volca. On a smaller window the two buttons show as arrows.

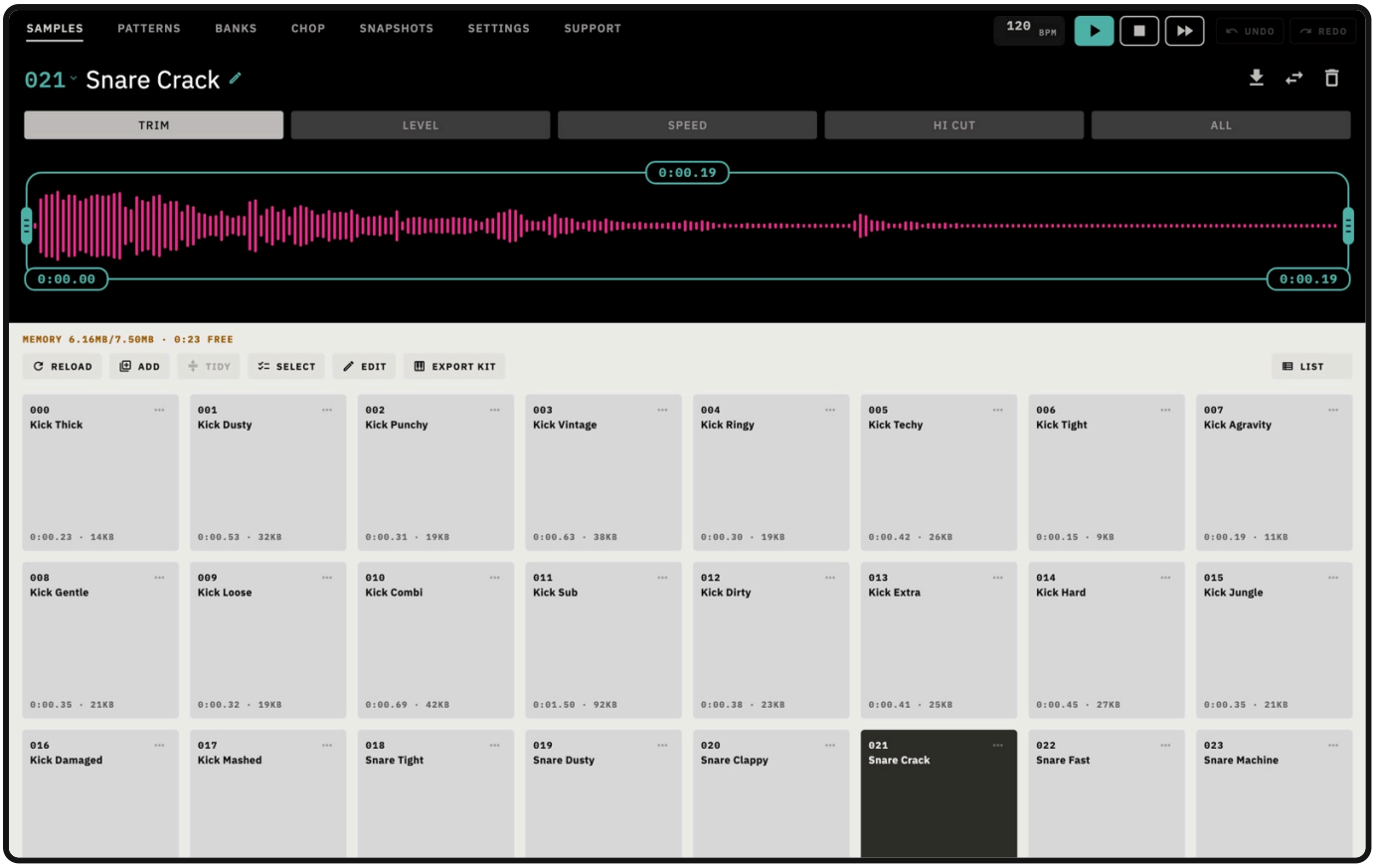
Sampultu keeps up to 12 steps, and fewer if they hold a lot of audio. Device history is cleared when the volca disconnects and after a snapshot is restored. Changes to banks aren't covered.




Your version is at the top of SUPPORT.

## The 200 slots

**SAMPLES** shows every slot on the volca, numbered 000 to 199. Each filled pad shows its name, length and size. The dark panel at the top shows the selected sample.




SAMPLES with a sample selected.

## Sample memory

The **MEMORY** line shows how much of the volca's sample memory is used and how much time is free. The volca stores 31,250 Hz, 16-bit, mono audio, so a full memory of about 7.5 MB holds a little over two minutes. The slots share that memory, so you can run out of memory before you run out of slots.

## Hearing a sample

- **Tap a pad** to select it and hear it.
- **Hold a pad** to loop it, and let go to stop.

Where you hear it depends on **Sound destination** in **SETTINGS**. **APP** is the default and plays through your Mac or phone. **VOLCA** plays on the instrument, and **BOTH** does both. The app's playback is an approximation, so use **VOLCA** to hear a sample as it really sounds.

The volca has no command to play a slot directly, so the app borrows one part for previews, part 10 unless you change it. Your other parts are not touched. The app hands the part back when you switch to **APP**. If you pull the cable first it can't, and that part keeps the last sample you previewed.

### The toolbar

| Button | What it does |
|---|---|
| **RELOAD** | Reads every slot from the volca again. |
| **ADD** | Fills the empty slots. See Adding sounds. |
| **TIDY** | Moves samples forward to close every gap. Each move is a full upload, so it can take a while. |
| **SELECT** | Picks several samples, then **DOWNLOAD** or **DELETE** them. |
| **EDIT** | Drag a pad onto another to swap them, or onto an empty pad to move it. ✕ deletes a sample. |
| **EXPORT KIT** | Saves the samples as a sampler instrument. See Getting sounds off the volca. |
| **LIST / GRID** | Switches between pads and a list you can sort by **SLOT**, **NAME**, **LENGTH** or **SIZE**. |

### The menu on each pad

The **…** on a filled pad offers:

- **ASSIGN TO BANK** puts the sample and its sound settings on a pad in a bank.
- **DUPLICATE** copies the sample into the nearest free slot. If there's no room beside it, the app offers to shift other samples over, and each shift is a full upload.
- **REPLACE** overwrites the slot from a file.
- **DOWNLOAD** saves the sample as a WAV.
- **CLEAR** erases the slot.

The **+** on an empty pad offers **FILES** and **RECORD**.

## Editing a sample

Select a pad and use the tabs in the dark panel. Each change is applied by itself a moment after you stop moving the control, and **UNDO** takes it back.

| Tab | What it does |
| --- | --- |
| **TRIM** | Drag the handles to set the start and end, or tap a time to type it. The app moves your cut to a nearby zero crossing and adds a tiny fade so it doesn't click. |
| **LEVEL** | Sets the sample's stored level. |
| **SPEED** | Sets the sample's stored speed, up to 24 semitones up or down. This also changes its length when played. |
| **HI CUT** | Filters the top end out of the audio. |
| **ALL** | Shows every control as a list, including the sound settings below. |

## What happens to the audio

**LEVEL** and **SPEED** are stored with the sample, so the audio doesn't change. The volca has no such fields for **TRIM** and **HI CUT**, so those rewrite the audio in the slot. Before the first rewrite the app keeps the original on your device. Later edits start again from that copy, so you can widen a trim back out, and a filter doesn't stack on itself.

That copy stays with this device and this version of the sample. If the slot is changed any other way, or you use another device, the app works from what's on the volca.

Every edit that writes to a slot sends the sample over MIDI again, so the wait depends on its length.

## Renaming

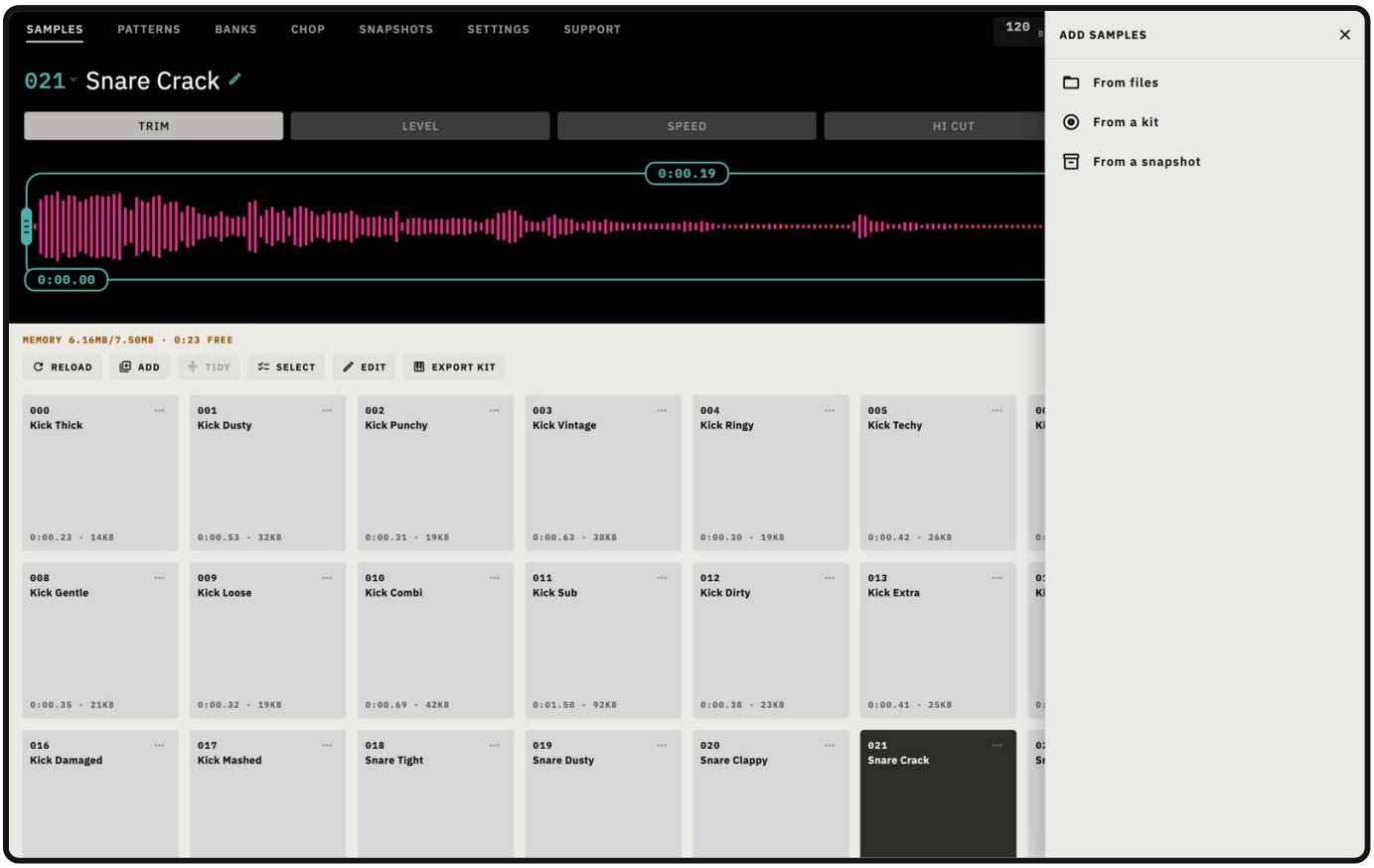
Tap the pencil beside the name in the dark panel. Names can be up to 24 characters.

## Sound settings in ALL

Below the sample controls, **ALL** lists **PAN**, **AMPLITUDE ATTACK**, **AMPLITUDE DECAY**, **PITCH INTENSITY**, **PITCH ATTACK**, **PITCH DECAY**, **TRIGGER DELAY**, **LOOP**, **REVERB** and **REVERSE**. On the volca these belong to a part, not to a sample. The app keeps them on your device as a profile for the sample, uses them when it previews on the volca, and copies them to a bank pad when you choose **ASSIGN TO BANK**.

## Adding sounds

Tap **ADD** on **SAMPLES** to fill the empty slots from one of three sources. To fill one particular slot, select the empty pad and use its panel.




The Add samples panel.

- **From files** opens your files.
- **From a kit** lists free kits from outside publishers such as drumkito.com and musicradar.com. The app doesn't download them for you. It opens the publisher's page, you download the zip there, and then you bring the zip back to the app and choose samples from it.
- **From a snapshot** copies samples out of a snapshot you already have.

New samples go into empty slots only. If there isn't room for everything, the app says how many were skipped. On a Mac you can also drag audio, a video or a kit's zip onto the screen, and dragging onto a filled pad asks before replacing it.

### File formats

Sampultu reads WAV and AIFF itself. Other files go to your Mac's or Android device's own decoder, so what opens depends on that device. MP3, M4A and FLAC are the usual ones, and

for a video file the app uses the sound. Stereo is mixed down to mono and everything is converted to the volca's 31,250 Hz, 16-bit format on the way in.

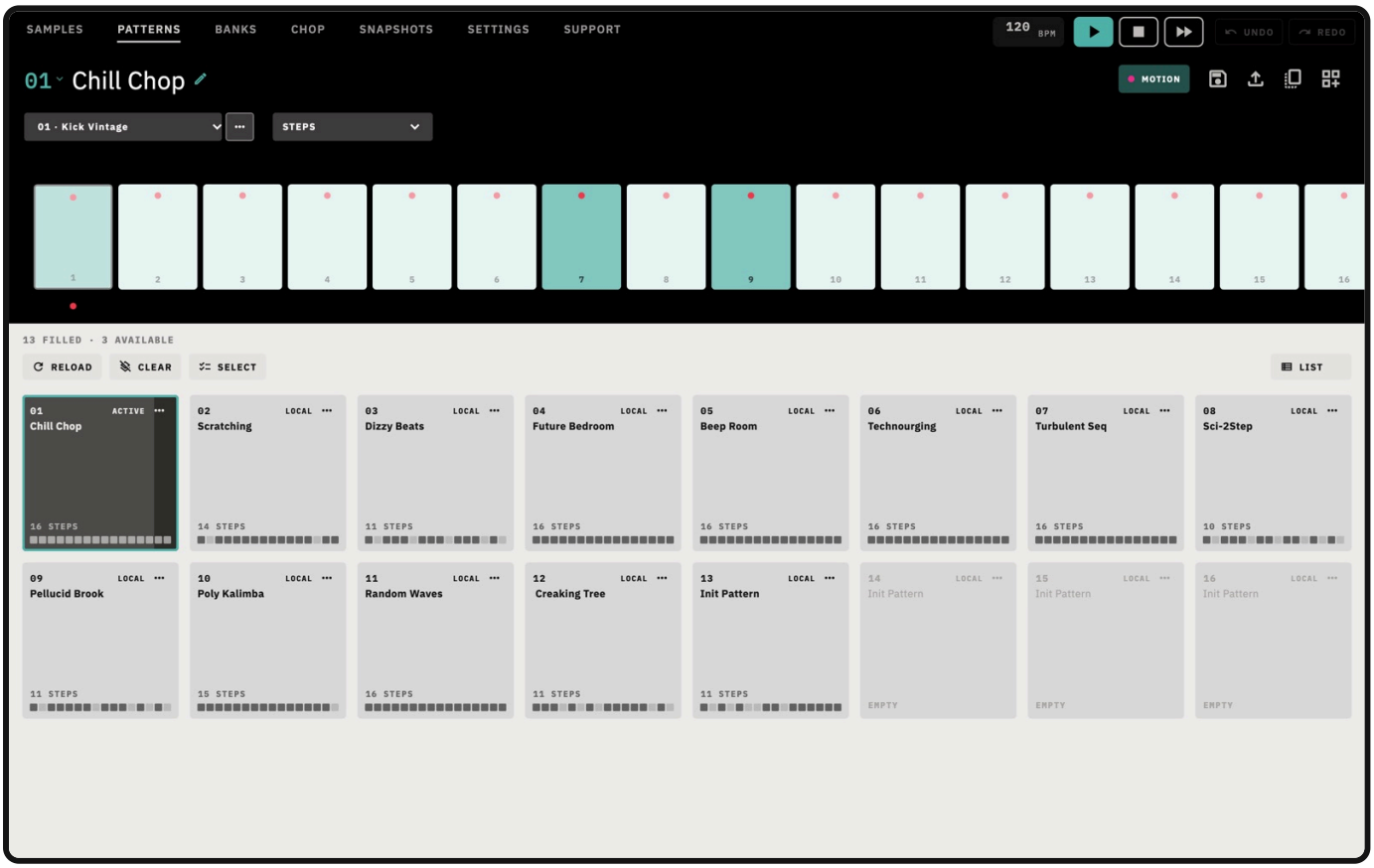
### Recording

1. Select an empty pad. If you don't, the recording goes to the first empty slot.
2. Tap ● **RECORD** and tap ▪ **STOP** when you're done, or hold the button and let go.

The first time, allow microphone access. Recording uses your Mac's or phone's microphone, not the volca's inputs. It stops by itself when the sample memory is full, and the new sample is named after its slot, such as `REC 012`.

## Patterns

**PATTERNS** reads the volca's 16 patterns the first time you open it. Each card shows the pattern's number, name and steps, and whether it is **LOCAL**, **ACTIVE** or waiting for the **NEXT LOOP**.




A pattern open on PATTERNS.

### Stored patterns and the panel

The volca keeps 16 stored patterns and one pattern on its panel, which is the one you are playing and editing. Tapping a card loads that pattern onto the panel. This replaces whatever

was there, so if you have unsaved work on the volca, save it first or use the panel button described below.

## Loading and playing

| Sound destination | When you tap a card |
|---|---|
| **APP** | The pattern loads onto the panel and loops in the app, built from the volca's samples at the **BPM** in the top bar. Tap it again to stop. |
| **VOLCA** | The pattern loads onto the panel. Press the play button in the app, or **PLAY** on the volca. |
| **BOTH** | The same, and the app plays along at the volca's tempo while its sequencer runs. Use **Sync offset** in **SETTINGS** to line the two up. |

If the volca's sequencer is running and the app has seen it start, a new pattern waits and changes at the end of the loop. The card shows **NEXT LOOP** until then.

## Editing steps

1. Open a pattern and choose a part in the first dropdown. It lists parts 1 to 10 with their samples.
2. With **STEPS** in the second dropdown, tap the tiles to switch steps on and off.
3. Use the **...** beside the part to **ASSIGN SAMPLE**, **REPLACE SAMPLE** or **CLEAR** it. Wait for the slots on **SAMPLES** to finish reading first.

Edits are written to the stored pattern on the volca straight away, and to the panel too if that pattern is the one loaded. **UNDO** puts them back.

## Motion

The second dropdown also lists the motion lanes: **LEVEL**, **PAN**, **SPEED**, **AMPLITUDE ATTACK**, **AMPLITUDE DECAY**, **PITCH INTENSITY**, **PITCH ATTACK**, **PITCH DECAY**, **START POSITION**, **SAMPLE LENGTH** and **HIGH CUT**. Choose one and drag a step to redraw it, or tap the number to type a value. The **MOTION** button at the top switches motion on or off for all ten parts. Switching it off keeps the recorded motion, so you can switch it back on.

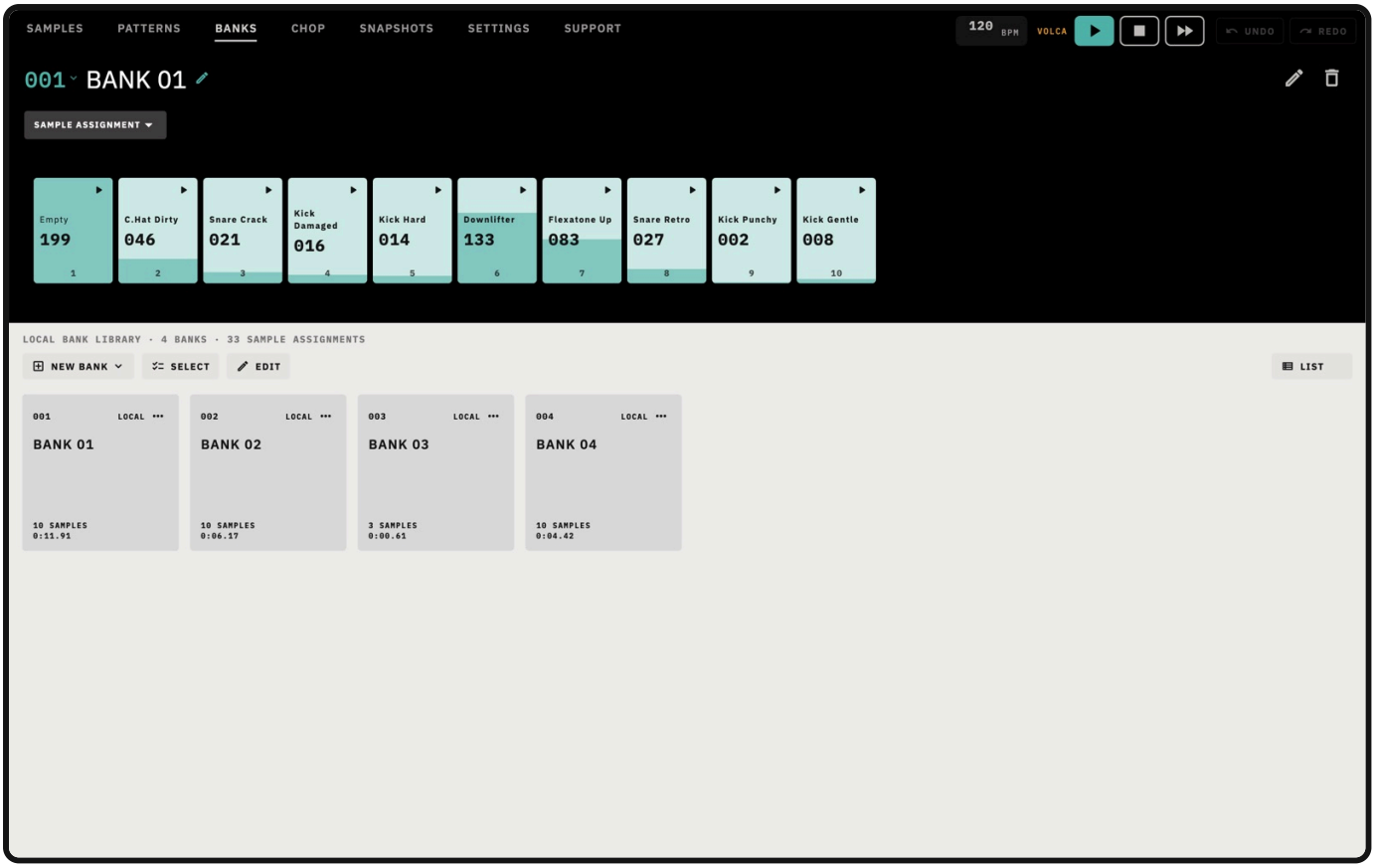
### Saving, copying and clearing

| Control | What it does |
|---|---|
| **Save icon** | Saves the open pattern to a `.vlcsplpattb` file. |
| **Upload icon** | Replaces the open pattern from a file, after asking. |
| **Copy icon** | Copies the open pattern onto another. |
| **Panel icon** | Saves the pattern on the volca's panel to a file, including edits you haven't stored. |
| **Number** | Tap the pattern's number to swap it with another. |
| **CLEAR** | Blanks the open pattern: every step goes off and the name clears. |
| **SELECT** | Picks several patterns, then **BACK UP** saves them to a folder or **CLEAR** blanks them. |
| **RELOAD** | Reads all 16 from the volca again. |

The **…** on a card offers **EXPORT**, **REPLACE**, **COPY TO…** and **CLEAR**.

## Banks

The volca has ten parts. A bank is a saved setting for all ten: a sample for each, plus its level, pan, speed, envelopes, loop, reverse and reverb. Banks are kept in the app on this device, not on the volca, and they aren't part of a snapshot.




A bank open on BANKS.

## Making a bank

- **NEW BANK › EMPTY BANK** starts with nothing assigned.
- **NEW BANK › CAPTURE FROM VOLCA** copies the ten parts as they are on the panel now. Wait for the slots on **SAMPLES** to finish reading first.
- **ASSIGN TO BANK** on a pad in **SAMPLES** sends a sample and its sound settings to a pad in a bank.

## Editing a bank

Tap a bank, then choose a setting from the dropdown above the pads, starting with **SAMPLE ASSIGNMENT**. Each pad becomes a fader for that setting. The pencil turns on pad editing. The play button on a pad previews it on the volca through the reserved part, and it needs short messages.

## Applying a bank

Tap a bank's card with a volca connected. The app sends the ten parts to the volca as short messages, so **SHORT MESSAGES** must read **ON**. A pad with no sample is silenced for that bank. If the sequencer is running and the app has seen it start, the bank waits for the end of the loop and the card shows **NEXT LOOP**. Otherwise it applies at once and the card shows **LIVE**.

A bank points at slot numbers, not at audio. If a slot it needs has been emptied, the app asks you to assign another sample. Applying a bank changes the parts on the panel, and the app doesn't store that into a pattern.

> Banks can't be exported or moved to another device in this version.

### Keeping banks tidy

**SELECT** picks several banks to recolor or delete. **EDIT** lets you drag them into order. The **...** on a card offers **DUPLICATE**, **CHANGE COLOR** and **DELETE**. Deleting a bank doesn't change the samples on the volca.

## Chopping a sound

**CHOP** prepares a sound for the volca's slots. It works with nothing connected: only sending the results needs the volca.

### Opening a sound

Tap **OPEN A SAMPLE** and choose a source:

- **From a file** opens audio or a video's sound. On a Mac you can drag a file in instead.
- **From a sample on the volca** reads one from a slot. Open **SAMPLES** first so the slots have been read.
- **From a snapshot** takes one from a snapshot you have.

**CHOP** works at the volca's own format, so you hear what the volca will play. Its file picker lists fewer formats than **SAMPLES**: WAV, AIFF, MP3, M4A, AAC, FLAC, CAF, MP4, MOV, M4V, MKV and WebM, as far as your device can decode them.




CHOP in BPM mode.

## The four modes

| Mode | How it cuts |
|---|---|
| **BPM** | Evenly by tempo. Set **BPM**, **BARS** and the **CUT** size. |
| **SPIKES** | At the attacks it finds. **SENSITIVITY** sets how many. |
| **MANUAL** | By hand. Pick chops in another mode first, then select a pad and drag its handles on the wave. |
| **SKINNY CHOP** | Into 4 to 128 equal chops of one slot. See SKINNY CHOP. |

Tap a pad to hear a chop. The loop button repeats it, and you can zoom the wave with the buttons or by pinching.

## Sending chops to the volca

1. Tap **SELECT** and tap the pads you want. **ALL THAT FIT** picks from the first chop until the volca is full.
2. The readout shows the slots and memory the picks will use.

3. Tap **SEND**. Each chop goes to a free slot, and **UNDO** takes them back.

The ⋮ on a pad offers **Save to samples** for one chop, **Download .wav...** and **Rename...**. **EXPORT KIT** saves the chops as a kit. See Getting sounds off the volca.

## SKINNY CHOP

Sixteen chops would normally take sixteen slots. SKINNY CHOP uses one. The volca plays the same sample on every step, from a different **START** and **LENGTH** each time.

The volca's **START** control doesn't reach the very end of a sample, so the app adds silence to the end of the loop. That makes the control's values land evenly across your audio. Each pad shows the **START** value for that chop.




SKINNY CHOP, with the padded silence shaded at the end of the wave.

1. Open a loop in **CHOP** and choose **SKINNY CHOP**.
2. Choose the number of **CHOPS**. A pattern has 16 steps, so hearing it as a pattern or building it needs 16 chops or fewer.
3. Tap **HEAR PATTERN** to hear it in the app. This works with no volca connected.
4. With the volca connected, tap **BUILD ON VOLCA** and choose a pattern.

5. When it's done, choose that pattern on the volca and press **PLAY**.

The build puts the padded loop into the first free slot and rewrites part 1 of the pattern you chose: its steps, its sample, and its START and LENGTH motion. The other nine parts stay as they are. It needs one free slot and enough memory for the loop and its silence. **UNDO** puts the pattern back.

The technique is adapted, with thanks, from the video credited in the app.

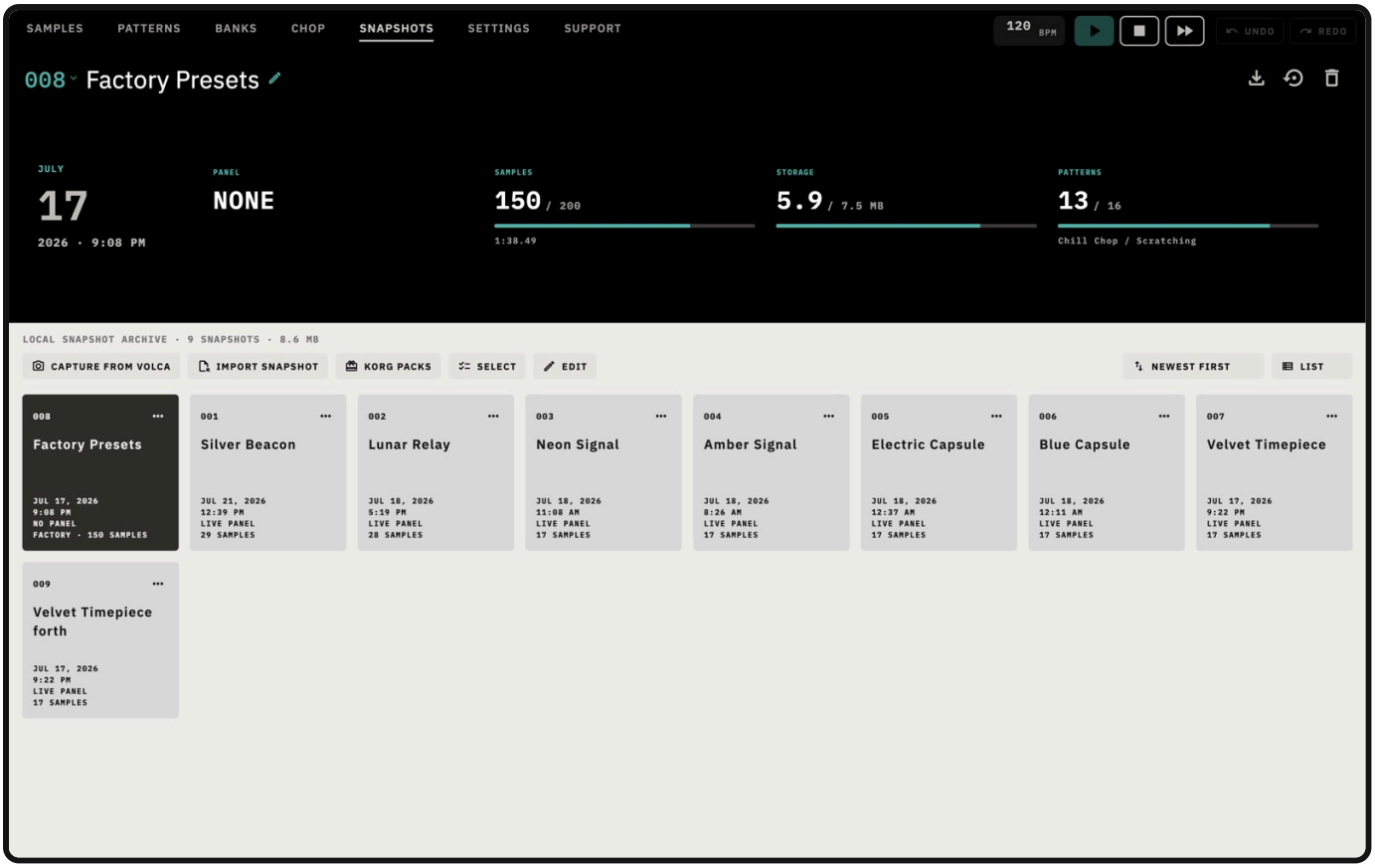
## Separating stems

Tap **SEPARATE STEMS** under the wave in **CHOP** to split a track into **DRUMS**, **BASS**, **VOCALS** and **OTHER**. Then choose a stem, or **ORIGINAL MIX**, and chop inside it.

- **It runs on your device.** Your audio isn't uploaded.
- **It needs a one-time download** of about 75 MB, which the app asks about first. After that it works offline.
- **It needs the original file.** A sample read from the volca or from a snapshot is already mono at 31,250 Hz, so the app asks you to open the audio it came from.
- **The file must be under thirty minutes.** Separating takes a while, and longer on a slower device.

## Snapshots and backups

A snapshot is a backup of the whole instrument, kept on this device: every sample, all 16 patterns and the pattern on the panel. It doesn't include banks or the volca's global settings.




The SNAPSHOTS tab.

## Capturing

Tap **CAPTURE FROM VOLCA**. Wait for **SAMPLES** to finish reading first. A full read takes a few minutes. By default the app also offers a snapshot the first time it sees a volca in each session. You can change that with **Snapshot on connect** in **SETTINGS**.

## Restoring

Choose **SEND TO VOLCA** from a snapshot's **...** menu and confirm with **RESTORE EVERYTHING**. This replaces every slot, all 16 stored patterns and the panel pattern. It takes several minutes and must not be interrupted, and it clears the undo history.

If the snapshot and what's on the volca both fit in memory, the app writes the new sounds first and clears the old ones last, so an interruption leaves a playable volca. If they don't both fit, it has to clear the volca first.

## Files

| Action | What you get |
| --- | --- |
| **EXPORT** | A `.volca-snapshot` file, with everything in the snapshot. |

| Action | What you get |
|---|---|
| **EXPORT FOR KORG LIBRARIAN** | A `.vlcspllib` file. That format has no place for the panel pattern, so it's left out. |
| **IMPORT SNAPSHOT** | Adds a `.volca-snapshot`, a `.vlcspllib` or `.ivlcsplpreset` file from KORG's Librarian, or a KORG bonus pack zip. |
| **KORG PACKS** | Opens KORG's page for each free bonus pack. Download the zip there and bring it in with **IMPORT SNAPSHOT**. |

The **Korg factory default** card has an **IMPORT** button for KORG's factory preset file from its Librarian. Sampultu doesn't include the factory sounds.

**SELECT** picks several snapshots to delete, and **EDIT** lets you reorder them. Deleting a snapshot doesn't change the volca.

## Getting sounds off the volca

- **One sample: DOWNLOAD** in a pad's **…** menu saves a WAV.
- **Several samples: SELECT**, pick pads, then **DOWNLOAD**.
- **A playable kit: EXPORT KIT** on **SAMPLES** saves every sample. On a Mac, **File › Export Kit…** saves only the selected samples if you use it in **SELECT**. **EXPORT KIT** on **CHOP** saves the picked chops, or all of them, and needs no volca.

A kit can be plain WAV files, an SFZ instrument, or a Decent Sampler `.dslibrary`. Pads land on one note each, chromatically from C1, and the audio stays at the volca's 31,250 Hz. A kit holds up to 128 samples.

On a Mac you choose where to save. On Android the system share sheet opens, and you choose an app or a location there.

## Settings

The readouts at the top are explained in What the volca must be set to. These settings change the app only. Sampultu doesn't rewrite the volca's global settings.




The default settings.

| Setting | What it does |
|---|---|
| **Sound destination** | **APP**, **VOLCA** or **BOTH**. **VOLCA** and **BOTH** fall back to the app when the volca can't receive short messages. In **BOTH** the two can sound slightly apart. |
| **Reserved audition part** | The part borrowed for previews on the volca. Part 10 is the default. |
| **Sync offset** | Plays the app's pattern playback earlier, up to 250 ms in 5 ms steps, so it lands on the volca's beat in **BOTH**. Adjust it while a pattern loops. |
| **Send channel** | **AUTO** follows the channel the volca reports. Leave it there unless you have a reason. It isn't used in MULTI. |
| **Snapshot on connect** | **ASK** offers a capture, **AUTO** takes one, and **OFF** never does. It applies the first time a volca is seen in a session, once its samples have loaded. |

## Menus and keyboard

The menu bar is on the Mac only.

| Menu | Items |
|---|---|
| **File** | Open in Chopper..., Add Samples..., New Bank, Capture Snapshot, Export Kit..., Export Chops... |
| **Edit** | Undo and Redo, named after the change they will make. |

| Menu | Items |
| --- | --- |
| **View** | The seven tabs. |
| **Device** | Look Again, Redetect MIDI, Start, Continue, Stop. |

| Key | What it does |
| --- | --- |
| Space | Stops whatever is sounding, or starts the tab in view. |
| ↑ ↓ | Step through pads or patterns. |
| ← → | Nudge the selected trim or chop edge. |
| E | On **PATTERNS**, switches hit shaping on or off. It adds the amp envelope and **HIGH CUT** to playback in the app. |
| ⌘ 1 **to** ⌘ 7 | Mac: go to a tab. |
| ⌘ , | Mac: **SETTINGS**. |
| ⌘ 0 | Mac: Add Samples. |
| ⇧ ⌘ E | Mac: Export Kit. |
| ⌘ Z, ⇧ ⌘ Z | Mac: Undo, Redo. |

## Glossary

| | |
|---|---|
| **Slot** | One of the volca's 200 places for a sample, numbered 000 to 199 in the app. |
| **Part** | One of the volca's ten sound channels. Each part has one assigned sample and its own settings. |
| **Pattern** | A 16-step sequence for the ten parts. The volca stores 16. |
| **Panel** | The pattern currently loaded on the volca. The app also calls it the edit buffer. |
| **Motion** | A value recorded per step, such as a level or a start point, so a part changes as the pattern plays. |
| **Bank** | A saved setting for all ten parts, kept in the app. |
| **Snapshot** | A backup of the whole volca, kept in the app. |
| **Chop** | A slice of a longer sound. |
| **Stem** | One layer of a track, such as the drums. |
| **Short messages** | Ordinary MIDI such as notes and controllers, which the volca can be set to ignore. |
| **System exclusive** | The MIDI messages that carry samples and patterns. The app also calls this SysEx. |
| **Reserved audition part** | The part the app borrows to play previews on the volca. |

## Troubleshooting

### The app says no volca is connected

Check that the volca is on and that the cable carries data, then tap **LOOK AGAIN**. Try a direct port instead of a hub. On Android, check the OTG adapter, and make sure the device can host USB.

### "No reply" from the volca

The app found the port but the volca didn't answer. Switch the volca off and on, then tap **LOOK AGAIN**.

### COULDN'T READ THE SAMPLES

KORG's Librarian holds the MIDI port while it is open. Quit it and tap **TRY AGAIN**.

### Nothing plays on the volca

Check that **Sound destination** isn't **APP**, then check **SHORT MESSAGES**. See What the volca must be set to. The app falls back to its own playback when the volca won't respond, so you may hear sound from the wrong place instead of silence. Check the volca's own volume and outputs too.

### "The Volca is not accepting realtime MIDI messages."

A bank or a bank preview needs short messages. See What the volca must be set to.

### "Wait for the SAMPLES slot scan"

Some actions need the slot list. Open **SAMPLES** and let it finish reading.

### There's no room for a sample

You've run out of empty slots or of sample memory. Clear something on **SAMPLES**, or trim long samples, because a trim frees memory.

### A long transfer stops

Large samples travel as one long MIDI message. If the volca stops responding, switch it off and on, let the app reconnect, tap **RELOAD**, and try again.

### Undo has gone

Device history is cleared when the volca disconnects and after a snapshot is restored.

### Recording does nothing

Allow microphone access in your system settings. Recording also needs an empty slot and free memory.

### A file won't open

WAV and AIFF always work. Other formats depend on your device's decoder. Convert the file to WAV and try again.

### "Nothing to separate yet"

The sound came from the volca or a snapshot. Open the original file on **CHOP**.

### Android says the app isn't available for my device

Google Play only offers Sampultu to devices with MIDI support.

## Still stuck

Open **SUPPORT** and tap **EMAIL US**. With the volca connected, the email includes your app version, the volca's firmware and its MIDI mode, which saves a round of questions. You can also read the support page.

Sampultu is an independent app and is not affiliated with, sponsored or endorsed by KORG Inc. KORG and volca sample 2 are used only to identify compatible hardware. For problems with the instrument itself, contact KORG or your retailer.

Sampultu is an independent app and is not affiliated with, sponsored or endorsed by KORG Inc. KORG and volca sample 2 are used only to identify compatible hardware.