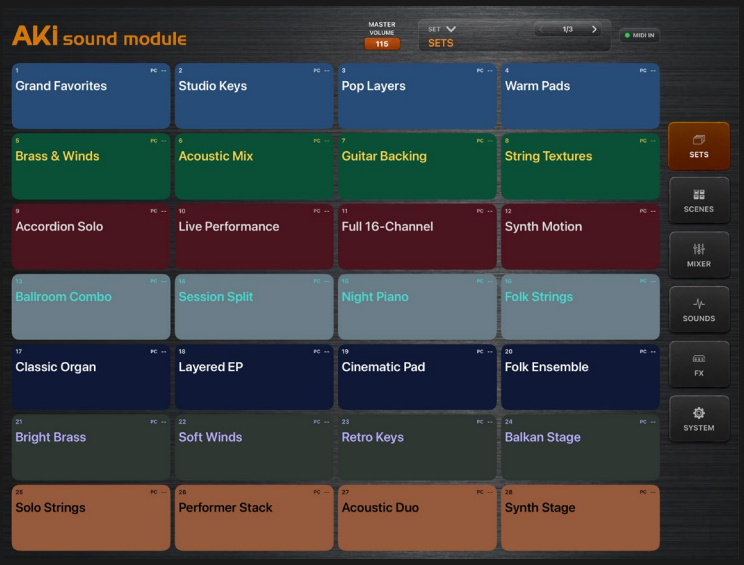
USER GUIDE



AKi
sound module

AKi muzika

Aki Sound Module Overview

AKI Sound Module puts your sound library on your iPhone and iPad. Import WAV samples, SF2 soundfonts, and Korg-compatible sound libraries. Build multisamples, splits, layers, and custom key mappings, assign sounds across MIDI channels, and control them with velocity, aftertouch, mod wheel, expression, pitch bend, sustain, and Program Change. Save complete performance setups with single-tap recall, live or in the studio.

Features:

SOUND IMPORT

- Import individual WAV samples (root note assignable for correct pitch)
- Import SF2 Soundfonts (Select any or all presets from a single file)
- Import supported sounds (from a list of sounds) directly from Korg SET files (PCG sounds with internal ROM waveforms are not imported)
- Import KMP / KSF sounds
- Import supported PCG sounds from Kronos and Triton (PCG sounds with internal ROM waveforms are not imported)
- Create a multi-sampled instrument from a folder of numbered WAV files (Each sample mapped across its own keyboard zone automatically)

SOUNDS

- Organize, rename, and delete imported sounds
- Customize sound categories with icons, rename, delete, apply
- Custom icons for your own sounds
- Factory sounds to get started
- Restore Factory Sounds at any time
- Backup and import your whole library

SETS

- Custom live-performance library with instant recall
- Fast one-tap recall of a saved performance
- Quick access via Program Change assignment/display
- Custom set names
- Custom card and background colors
- Custom text colors
- User-defined ordering of Sets
- Large touch-friendly cards

SCENES

- Save full sound assignments and performance settings as a scene
- Create, recall, rename, duplicate and delete scenes
- Stores part levels, pan, transpose, key ranges, mute, solo and enabled states
- Assign incoming Program Changes to scenes for MIDI recall
- Customize the performance tiles for every scene
- Choose which track each tile shows
- Show only the parts you need right now
- Custom tile names and instrument icons
- Different layouts for different songs, instruments or setups

PARTS

- 16 independent parts
- Assign a different sound on each part
- Assign multiple parts to the same MIDI channel for instant layers
- Per-part volume, pan, transpose, mute, solo and enable
- Enable or disable MIDI reception per part
- Change sounds remotely with MIDI Program Change

MIXING & EFFECTS

- Per-part volume and stereo pan
- Per-part EQ, drive, delay, chorus and reverb
- Independent effect sends
- Master EQ and drive
- Master volume and output limiting
- Effect and mixer settings saved with the scene

MIDI & CONNECTIVITY

- 16-channel MIDI input
- Bluetooth MIDI
- Virtual MIDI
- Automatic MIDI device detection
- Multiple controllers at once
- Program Change and Control Change
- Background audio

PERFORMANCE CONTROL

- Velocity-sensitive playback
- Pitch bend - Configurable pitch-bend range
- Mod wheel
- Channel aftertouch
- Expression
- Sustain pedal
- Breath controller support
- Foot controller support
- Mono and polyphonic playback
- Portamento

REQUIREMENTS

- iPhone and iPad
- iOS 16 or later

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Track Number
Tap to bring up Part Edit

Assigned Sound
- Double tap to assign a new sound

Track Icon
- Double tap to assign a new icon

Track Transpose

Track Mute

Track Name

Track Volume Fader

Track Pan

Track Solo

Sets
Tap to access the SETS screen

Scene
Tap to access the SCENE screen

Mixer
- Tap to access the Mixer screen

Sounds
- Tap to access the SOUNDS screen

FX
- Tap to access the FX screen

System
- Tap to access the SYSTEMS screen

Track Volume Display

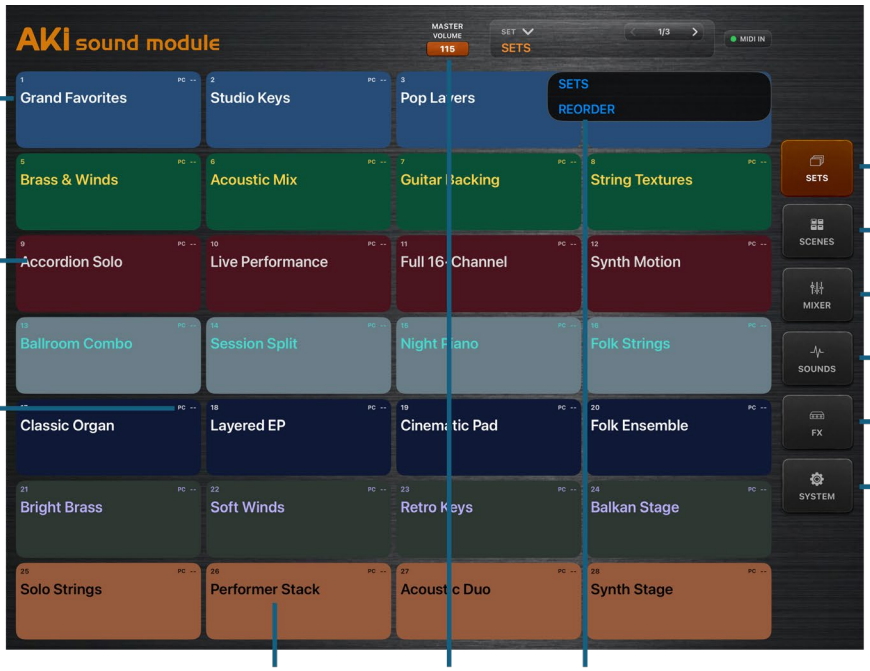
Track MIDI activity indicator

Master Volume Display
Tap to adjust

Scenes
Tap to enter Scene Library

Track Group
- Tap to display next group of tacks

MIDI indicator



Custom Set name

Custom text color

Program Change assignment/display

Sets
Tap to access the SETS screen

Scene
Tap to access the SCENE screen

Mixer
- Tap to access the Mixer screen

Sounds
- Tap to access the SOUNDS screen

FX
- Tap to access the FX screen

System
- Tap to access the SYSTEMS screen

Custom card background color

Master Volume Display
Tap to adjust

User defined ordering of Sets

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Track Number
Tap to bring up Part Edit

Master Effects
- Adjusts Master Effects levels for the track
- Changing track Master Effect types is done through the Part Edit screen

Track Transpose

Track Pan

Track Volume Fader

Track Icon
- Double tap to assign a new icon

Sets
Tap to access the SETS screen

Scene
Tap to access the SCENE screen

Mixer
- Tap to access the Mixer screen

Sounds
- Tap to access the SOUNDS screen

FX
- Tap to access the FX screen

System
- Tap to access the SYSTEMS screen

Track Mute

Track Solo

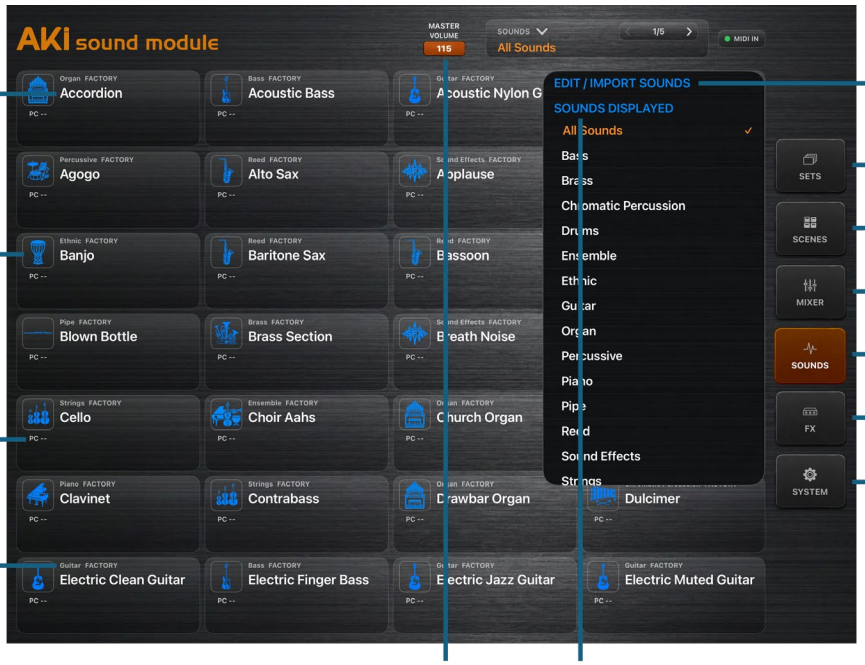
Track Volume Display

Master Volume Display
Tap to adjust

Track MIDI activity indicator

Track Group
Tap to display next group of tacks

MIDI indicator



Sound Name

Sound Category Icon

Sound Program Change Number

Sound Category Type

EDIT/IMPORT SOUNDS
- Tap to access Sound Import and Sound Library

Sets
- Tap to access the SETS screen

Scene
- Tap to access the SCENE screen

Mixer
- Tap to access the Mixer screen

Sounds
- Tap to access the SOUNDS screen

FX
- Tap to access the FX screen

System
- Tap to access the SYSTEMS screen

Master Volume Display
Tap to adjust

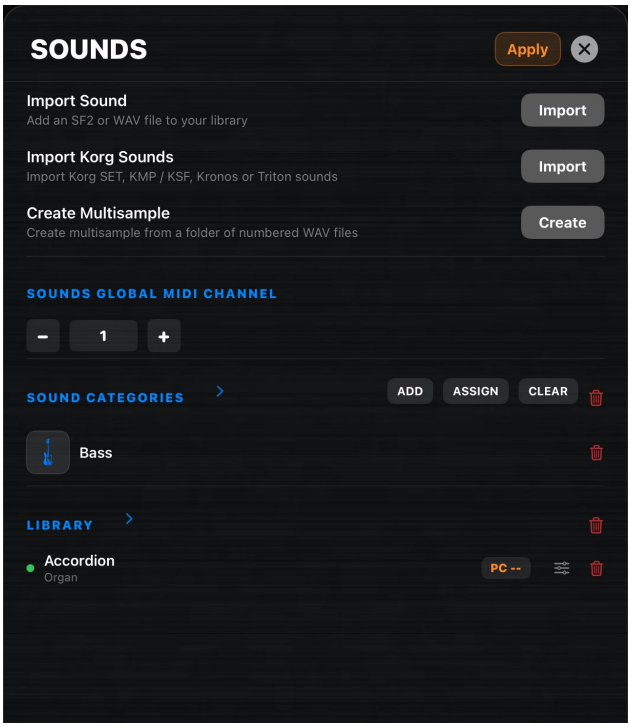
Defines what sounds are displayed

Aki Sound Module User Guide

SOUND IMPORT

Here you can:

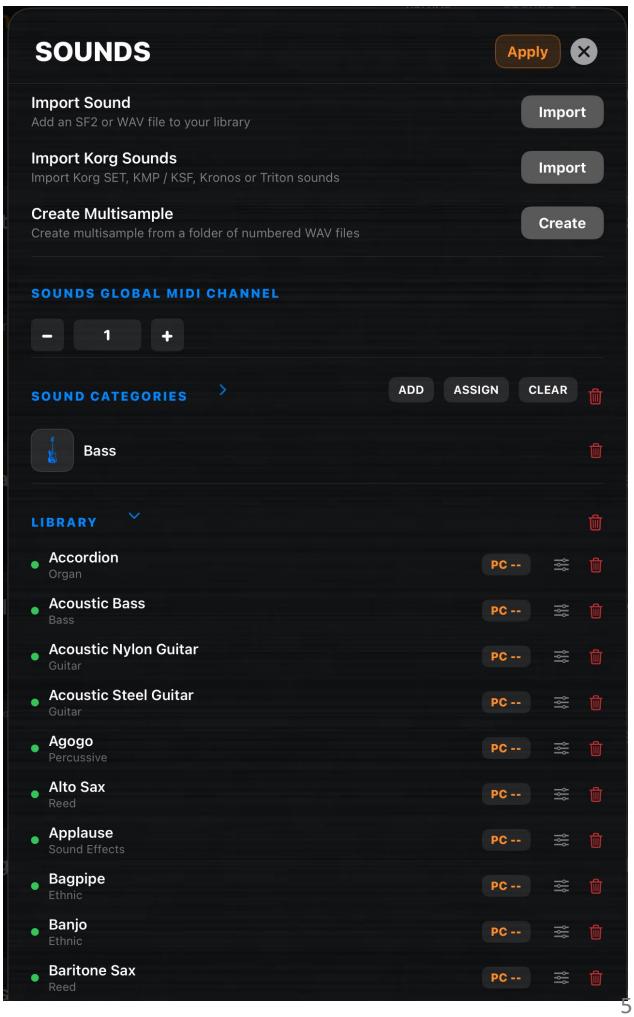
- Import individual WAV samples
  - Assign the root note for correct pitch
- Import SF2 SoundFonts
  - Select any or all presets from one SF2 file
- Import supported Sounds directly from Korg SET files
  - Select which supported Sounds to import
  - PCG Sounds using internal ROM waveforms are not imported
- Import KMP / KSF Sounds
- Import supported Kronos and Triton PCG Sounds
  - PCG Sounds using internal ROM waveforms are not imported
- Create a multisampled instrument from a folder of numbered WAV files
  - Samples are automatically mapped across keyboard zones
- Imported Sounds are converted and saved in ASM's native .akisound multi-zone format



SOUND LIBRARY

- Manage the Sound Library
  - View installed Sounds
  - See each Sound's category
  - See each Sound's Program Change assignment
  - Open Sound Edit with the sliders button
  - Delete an individual Sound
  - FACTORY label for factory Sounds
- Set the Sounds Global MIDI Channel
  - Decrease channel with –
  - Increase channel with +
  - View the currently selected MIDI channel
- Manage Sound Categories
  - Add a category
  - Assign Sounds to a category
  - Clear category assignments
  - View category name and icon
  - Delete a category

- Expand/collapse the Library section
- Apply changes with Apply
- Close with X



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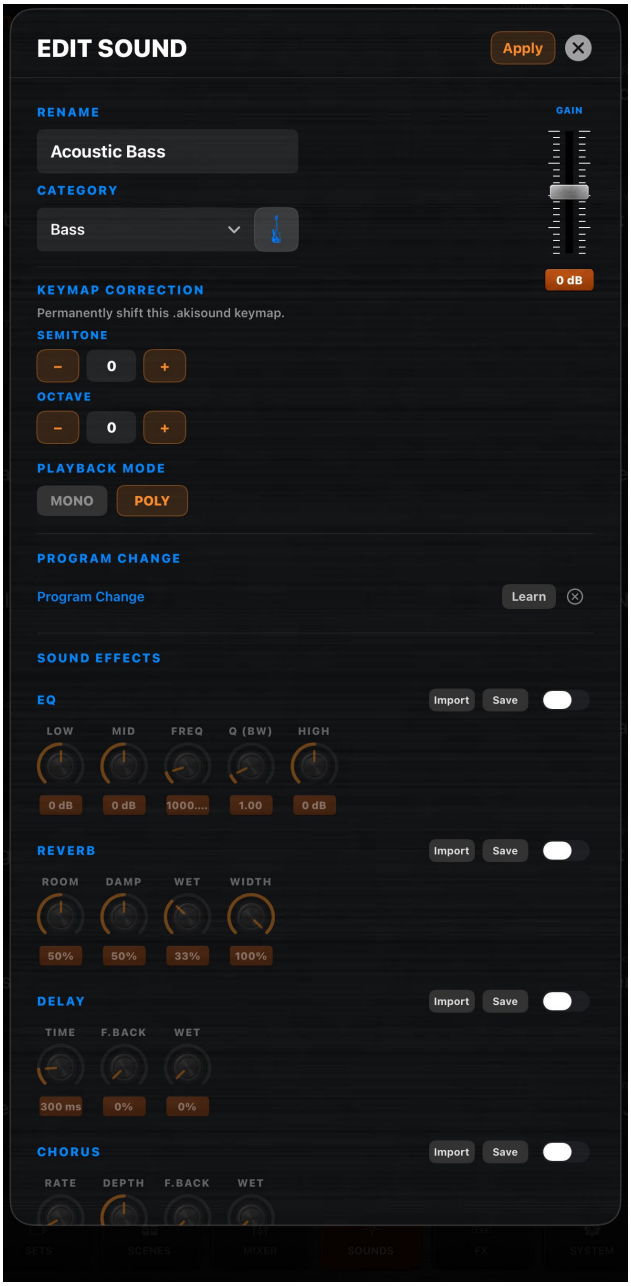
SOUND EDIT

Here you can:

- Rename the Sound
- Assign or change the Sound Category
  - Choose from existing categories
  - Assign/change the category icon
- Correct the Sound keymap
  - Shift by semitones
  - Shift by octaves
  - Available for .akisound Sounds
- Adjust Sound Gain
  - Range: −24 dB to +24 dB
  - Drag the gain fader
  - Double tap the value for manual entry
- Set Playback Mode
  - Mono
  - Poly
- Assign a Program Change
  - Set the Program Change number
  - Clear the Program Change assignment
- Edit Sound Effects
  - EQ: Low, Mid, Mid Frequency, Q / Bandwidth, High
  - Reverb: Room, Damp, Wet, Width
  - Delay: Time, Feedback, Wet
  - Chorus: Rate, Depth, Feedback, Wet
  - Drive: Amount, Mix, Trim
- Turn each effect on or off
- Save individual FX settings as presets
- Import saved FX presets
  - Rename saved FX presets
  - Delete saved FX presets
- Double tap an FX value for manual entry
- Save Sound changes with Apply
- Close Sound Edit with X or Close



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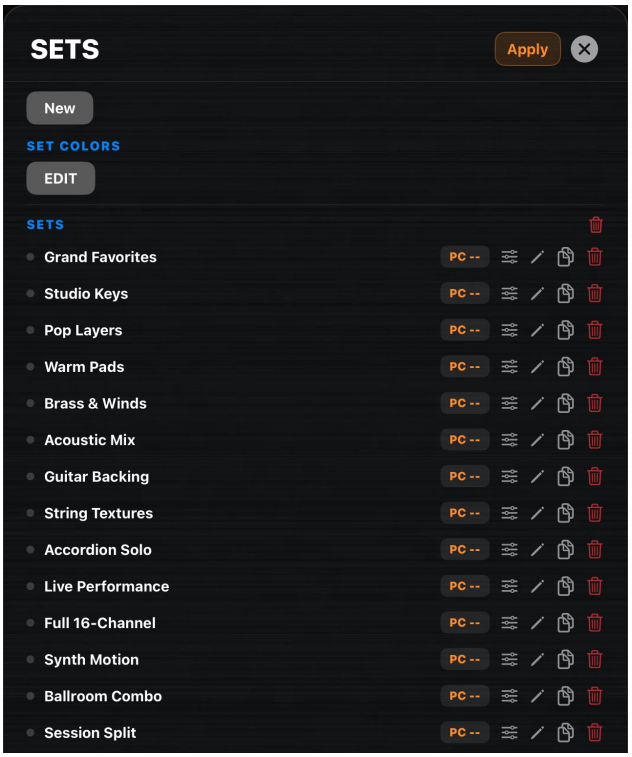
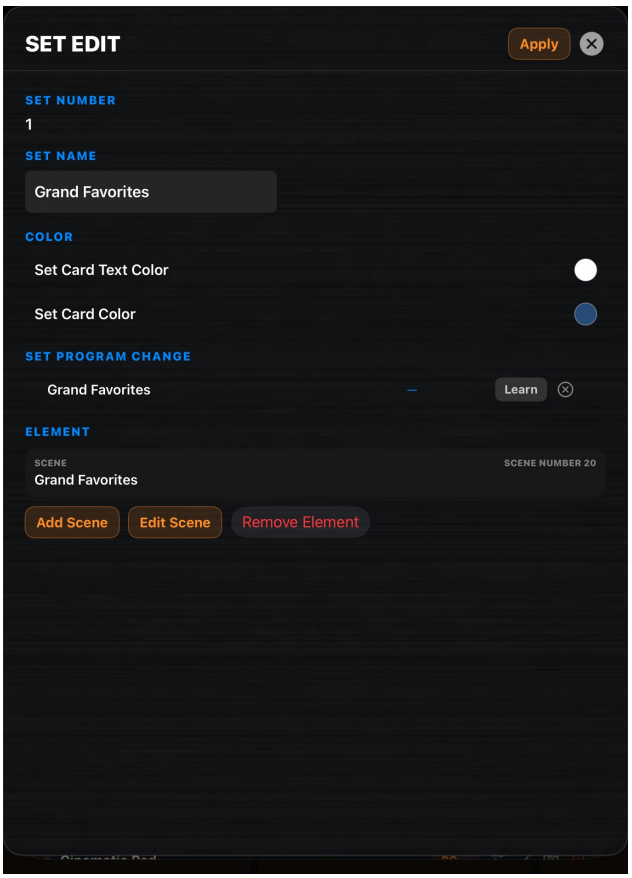
SETS LIBRARY



- Create New Set
- Activate/play a Set by tapping its name
- See which Set is currently active
- See each Set's Program Change number (PC -- if none)
- Open Set Edit with the sliders button
- Rename a Set
- Duplicate a Set
- Delete an individual Set
  - Active Set cannot be deleted
- Delete All Sets from the trash icon on the SETS heading
- Edit Set colors in bulk
  - Select individual Sets
  - Select All
  - Deselect All
  - Set Text Color
  - Set Card Color
  - Clear Text Color
  - Clear Card Color
  - Apply changes
- Close the Sets Library with X
- Tapping outside also closes i

SET EDIT



- View the **Set number**
- Rename the **Set**
- Change **Set card text color**
- Change **Set card/background color**
- Assign a **Program Change** to the Set
  - MIDI channel **1–16**
  - Program **0–127**
  - Enter it manually
  - MIDI **Learn** a Program Change
  - Clear the Program Change assignment
- Assign a **Scene** as the Set element
  - Choose/change the Scene
  - Jump directly into **Edit Scene**
  - Remove the Scene from the Set
  - Shows Scene number and name
  - Shows if the referenced Scene is missing
- Assign a **Sound** as the Set element
  - Choose/change the Sound
  - Set its playback **MIDI channel 1–16**
  - Jump directly into **Edit Sound**
  - Remove the Sound from the Set
  - Shows the Sound name
  - Shows if the referenced Sound is missing
- Switch the Set element between a **Scene or Sound**
- Leave the Set with **no element assigned**
- **Apply** and save the Set edits
- Close without applying using the **X** or by tapping outside the overlay
- Displays **"Set edits saved."** after a successful Apply

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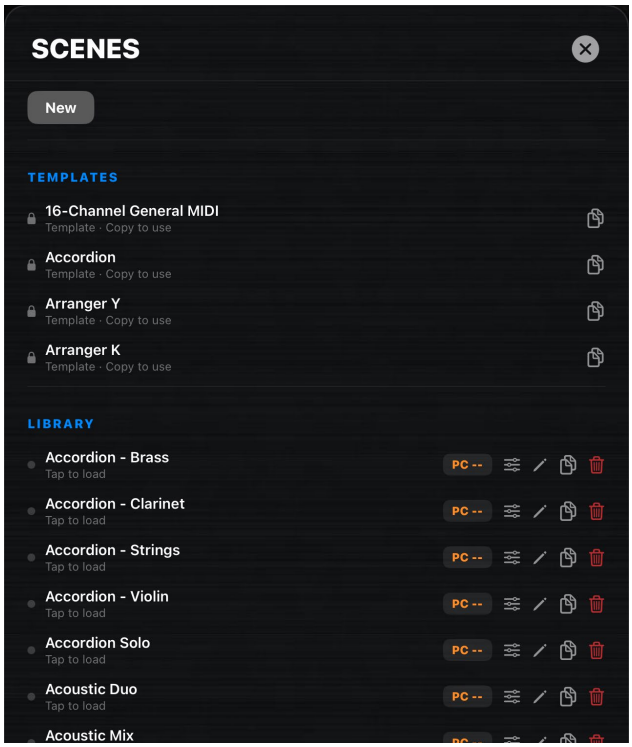
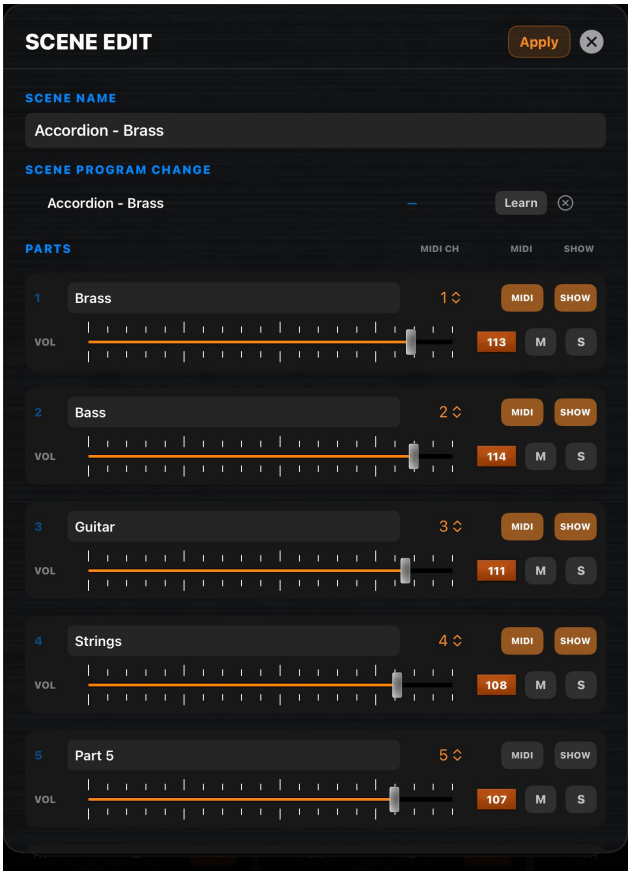
SCENES LIBRARY



- Create a new Scene
- Use built-in Scene Templates
  - Templates are locked
  - Duplicate a Template to create an editable Scene
- View saved Scenes in the Library
- See which Scene is currently active
- Tap a Scene to load/activate it
- See each Scene's Program Change assignment
  - Displays PC number
  - Displays PC -- when none is assigned
- See external-library status for Scenes that use external sounds
  - EXT indicates the external library is connected
  - Reconnect a missing external library
- Open Scene Edit with the sliders button
- Rename a Scene
- Duplicate a Scene
  - Creates a copy of the Scene
- Delete an individual Scene
  - The active Scene cannot be deleted
  - Warns when the Scene is used by a Set
  - A Set referencing a deleted Scene will show Missing
- Close the Scenes Library with X
- Tapping outside also closes it

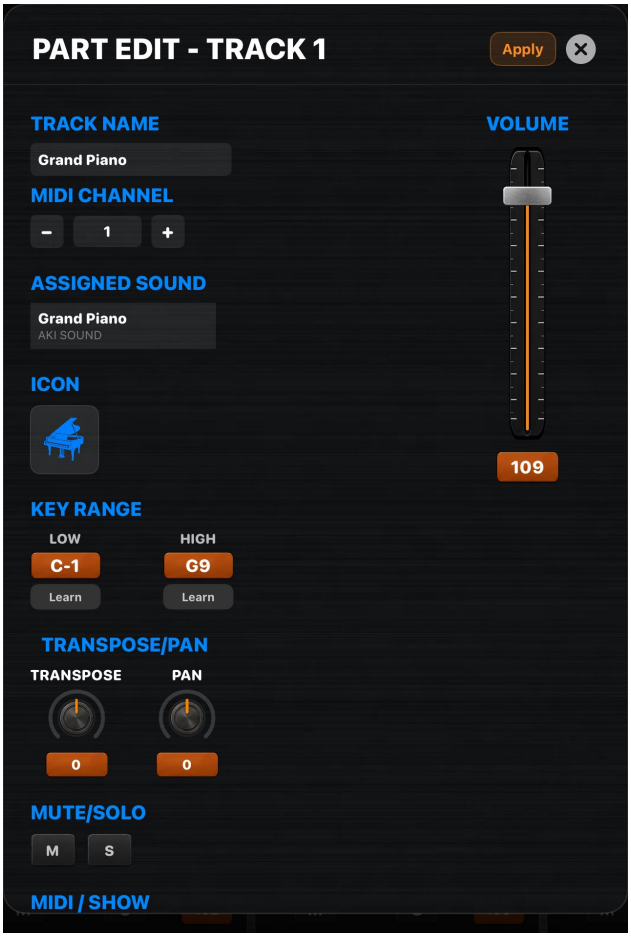
SCENE EDIT



- Rename the Scene
- Assign a Scene Program Change
  - Set MIDI channel 1–16
  - Set Program Change 0–127
  - Learn a Program Change from MIDI
  - Clear the Program Change assignment
- Edit each Scene Part
  - Rename the Part
  - Set MIDI channel 1–16
  - Turn MIDI input on or off
  - Show or hide the Part
  - Adjust Part volume
  - Mute the Part
  - Solo the Part
  - Open Part Edit by tapping the Part number
- Save Scene changes with Apply
- Close Scene Edit with X
- Tapping outside closes Scene Edit

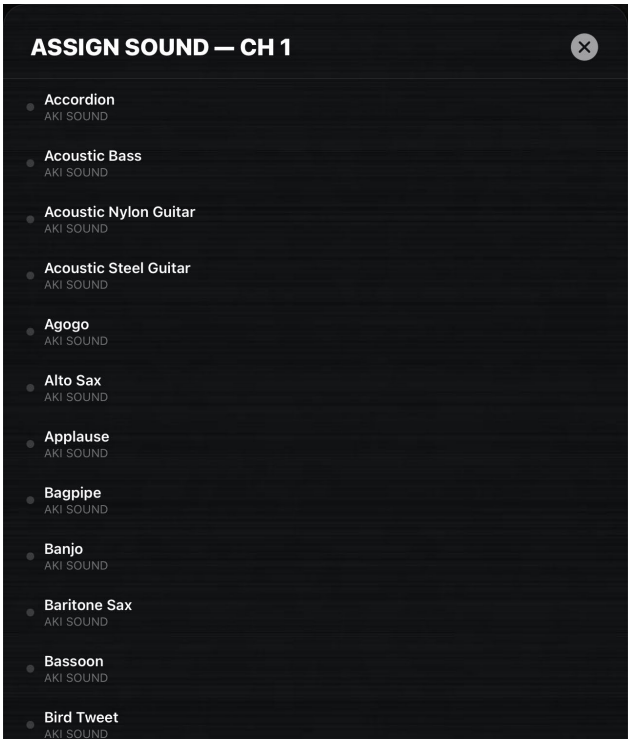
SCENES PART EDIT

- Edit Track Name
- Set MIDI Channel
  - Channels 1–16
- Assign or change the Sound
- Assign or change the Part Icon
- Set Key Range
  - Low note
  - High note
  - Learn Low note from MIDI
  - Learn High note from MIDI
- Transpose the Part
  - Range: −24 to +24 semitones
- Adjust Pan
- Adjust Part Volume
- Mute the Part
- Solo the Part
- Turn MIDI input on or off
- Show or hide the Part
- Assign MIDI Control
  - Volume
  - Mute
  - Solo
- Edit Master Effects sends
  - Select effect destination for each of 3 effect slots
  - Adjust effect amount 0–100
- Import Part Elements
- Export Part Elements
- Double tap supported values for manual entry
- Save changes with Apply
- Close Part Edit with X



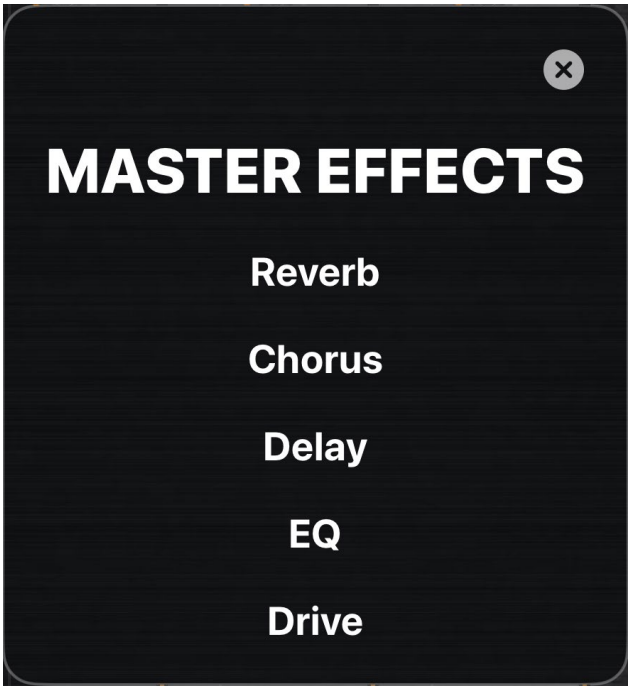
SCENE ASSIGN SOUND

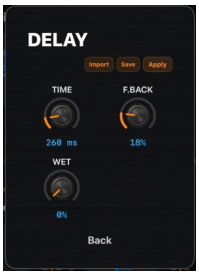
- Browse available Sounds
- Select a Sound to assign to the Scene Part
- See the currently selected Sound
- Confirm the Sound assignment
- Close without changing the assignment



EFFECTS

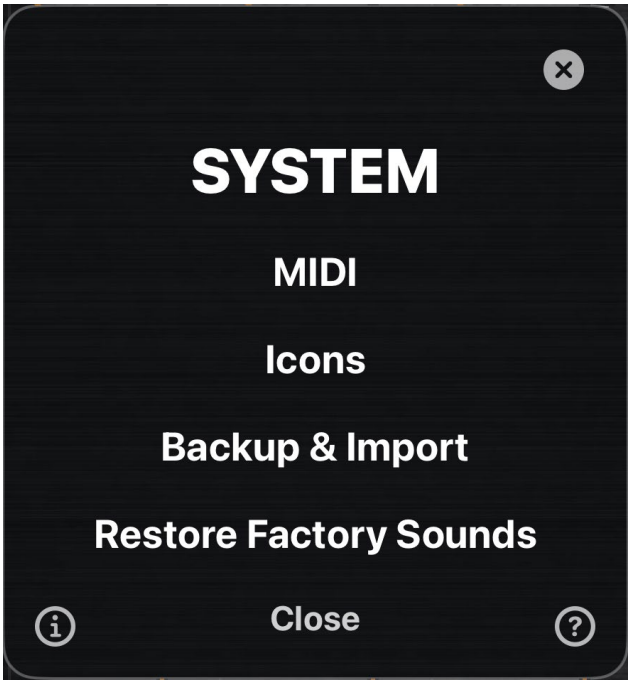
- Select a Master Effect
  - Reverb
  - Chorus
  - Delay
  - EQ
  - Drive
- Adjust the controls for the selected effect
- Double tap supported values for manual entry
- Save effect settings as a preset
- Import a saved effect preset
  - Rename saved presets
  - Delete saved presets
- Apply effect changes
- Return to Master Effects with Back
- Close with X





SYSTEM

- Access MIDI settings
- Manage custom Icons
- Open Backup & Import
- Restore Factory Sounds
  - Requires confirmation before restoring
- View app information and support links
- Close with Close or X



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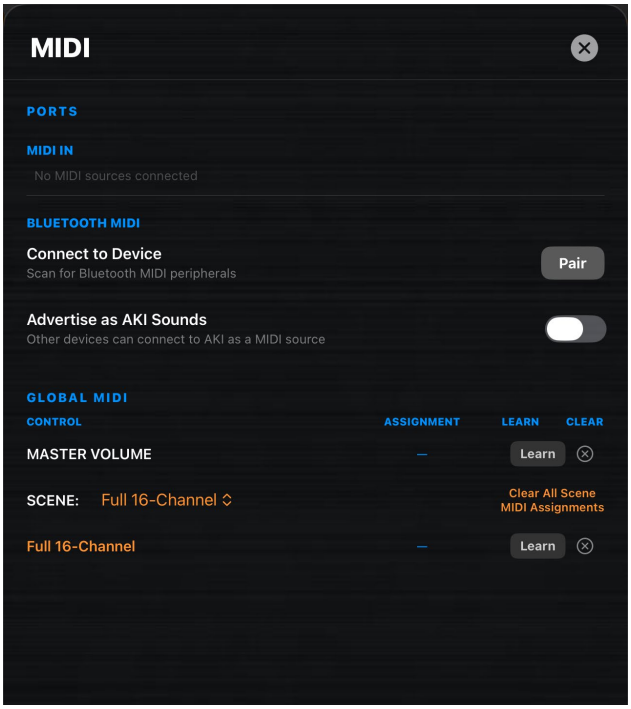
MIDI

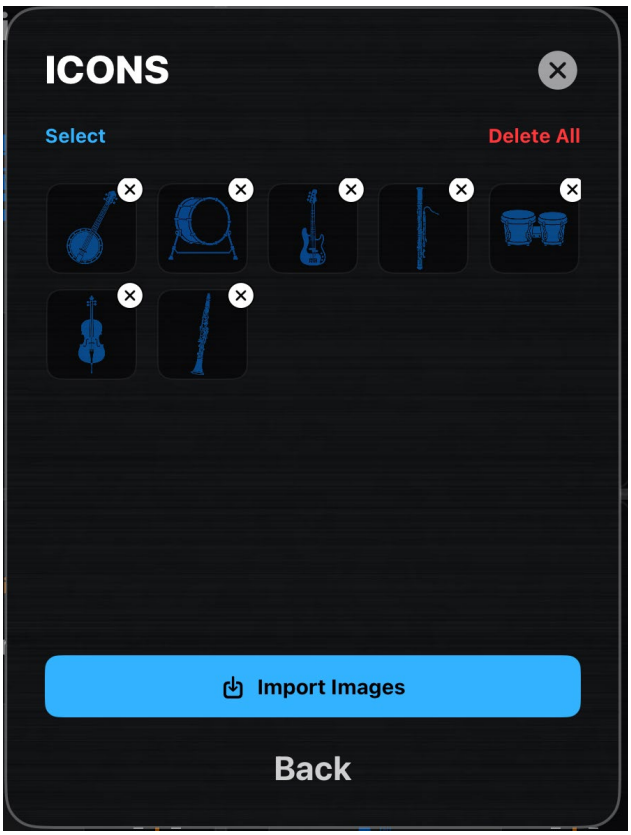
- View connected MIDI input devices
- Pair with Bluetooth MIDI devices
- Advertise AKI Sounds as a Bluetooth MIDI source
- Assign MIDI messages to Scene controls
  - Assign manually or use MIDI Learn
  - Clear individual assignments
  - Clear all Scene MIDI assignments
- Assign MIDI control to Master Volume
- Select which Scene's MIDI assignments to edit
- Import MIDI Part assignments from another Scene
- Export MIDI Part assignments to another Scene
- Close Bluetooth pairing with Close
- Close MIDI with X



ICONS

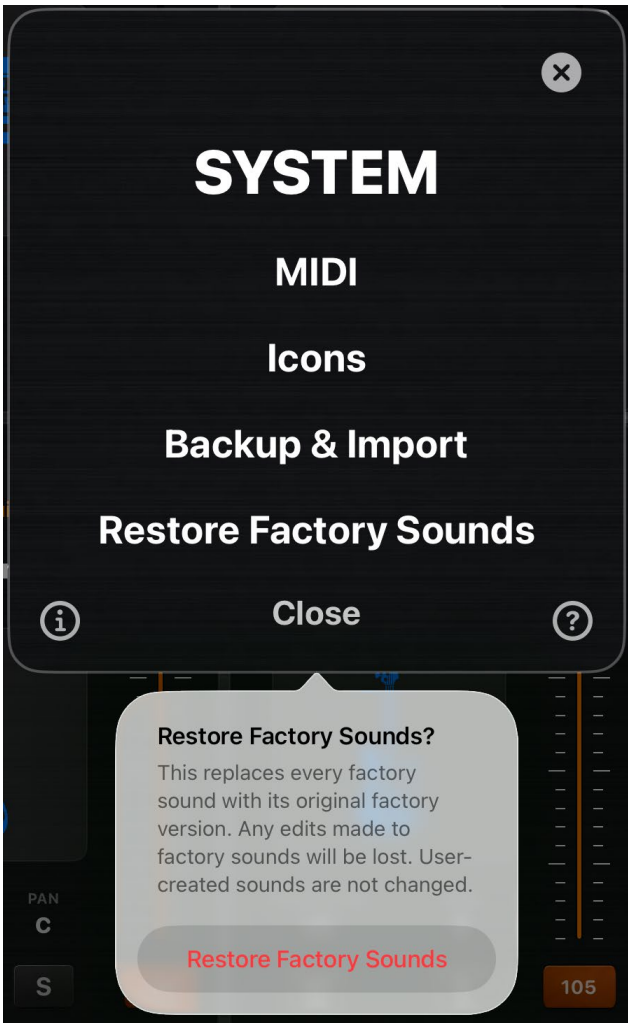
- View all imported custom icons
- Import one or multiple images
  - PNG
  - JPEG
  - HEIC
  - Other supported image files
- Delete an individual imported icon
- Select multiple imported icons
  - Delete selected icons
- Delete all imported icons
- Return to System with Back
- Close System with X

Not all screen sizes and orientations have icons.



BACKUP & IMPORT

- Create a complete ASM backup
  - Sounds, Icons, FX Presets, Scenes, Sets and MIDI Maps
- Create a Sounds Only backup
  - Sounds, Icons and FX Presets
- Save backup files using the iPad Files picker
- Import a complete ASM backup
  - Restores all backed-up ASM data
- Import a Sounds Only backup
  - Restores Sounds and related data only
- Any edits made to factory Sounds will be lost
- ASM verifies backup files before importing
- ASM checks available storage
- View backup/import progress and completion messages
- Return to System with Back
- Close with X

RESTORE FACTORY SOUNDS

- Restore all factory Sounds to the Sounds Library
- Restore factory Sounds that were deleted
- Factory Sounds return from the bundled originals
- User-created Sounds are not changed
- Confirm before restoring
- Cancel without making changes
- Close with X.