

Quickstart

IRIDIUM
SYNTHESIZER



 waldorf

Für deutsche Version
bitte umdrehen!

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Foreword

Thank you for purchasing the Waldorf Iridium Keyboard. You now own a high-class synthesizer with an extraordinary polyphonic aftertouch pressure keyboard featuring a wide range of unique sounds with approved Waldorf quality – made in Germany!

About this Quickstart

In this Quickstart manual you will find the basic knowledge to get in touch with your Iridium Keyboard.

! The complete manual can be downloaded here: waldorfmusic.com/iridium-keyboard

And now have fun with your Iridium Keyboard!

Your Waldorf Team

Hint

Waldorf Music is not liable for any erroneous information contained in this quickstart manual. The contents of this manual may be updated at any time without prior notice. We made every effort to ensure the information herein is accurate and that the manual contains no contradictory information. Waldorf Music extends no liabilities in regard to this manual other than those required by local law.

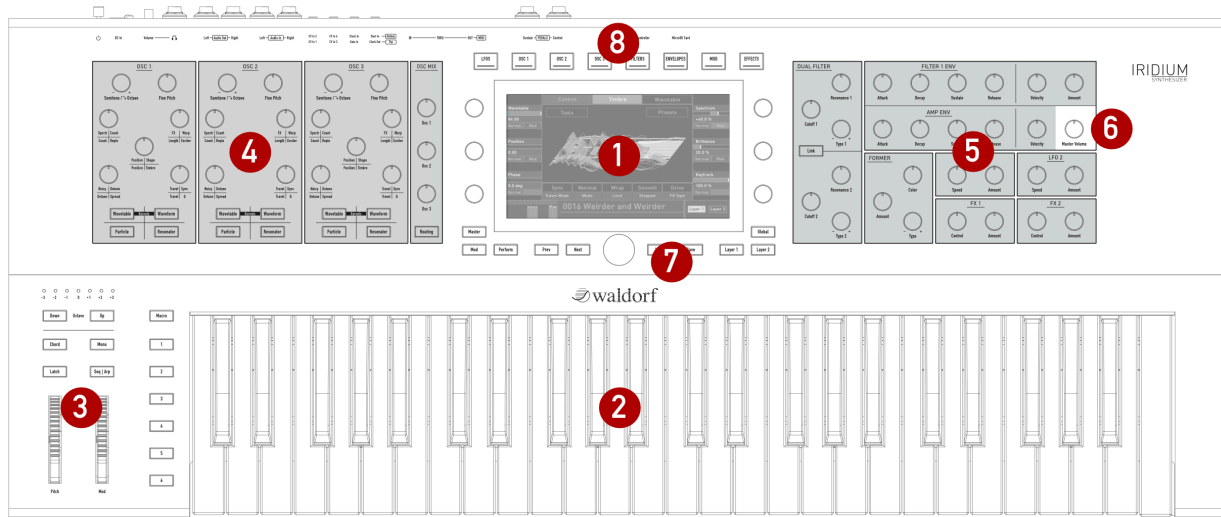
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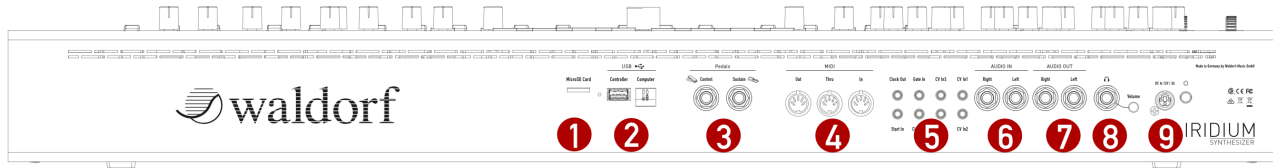
Control Features & Connections

Front Panel



- 1) Touchscreen display
- 2) Keyboard with polyphonic aftertouch
- 3) Performance section with wheels/buttons
- 4) Oscillator section
- 5) Filters/Envelopes/LFOs section
- 6) Master Volume dial
- 7) Selection dial and buttons
- 8) Mode page buttons

Rear Panel Connections



- 1) MicroSD card port
- 2) USB 2.0 connections
- 3) Pedal inputs
- 4) MIDI Thru, MIDI Out, MIDI In jacks
- 5) CV/Gate/Clock connections
- 6) Stereo audio inputs
- 7) Stereo audio outputs
- 8) Headphones output with Volume control
- 9) Power Supply jack & power switch

General Safety Guidelines



Please read the following safety tips carefully! They include several precautions you should always observe when dealing with electronic equipment. Read all of the instructions before operating your device.

Suitable Operating Conditions

- Use the device in enclosed rooms only.
- Never use the device in damp conditions such as bathrooms, washrooms, or around indoor swimming pools.
- Do not use the device in extremely dusty or dirty environments.
- Make sure that adequate ventilation is available on all sides of the device.
- Do not place the device near heat sources such as radiators.
- Do not expose the device to direct sunlight.
- Do not expose the device to extreme vibrations.

Power Supply

- Only use the power cable that came with the Iridium Keyboard.
- Unplug the device when you are not using it for longer periods.
- Never touch the plug with wet hands.
- Always pull the plug when unplugging the device - never the cable.

Operation

- Never place objects containing liquids on or near the device.
- Place the device on a stable base only. Use a suitable platform.
- Make sure no foreign objects find their way into the chassis. If for some reason this occurs, switch the power off, unplug the device, and consult a qualified repair center.
- This device can generate volume levels that may do irreparable damage to your hearing when used on its own or with amplifiers, speakers, or headphones. For

this reason you should keep the volume at tolerable levels.

Maintenance

- Do not open the device or remove the cover. Refer all service and repair tasks to qualified personnel. The interior of the chassis contains no components that require user maintenance.
- Use only a dry, soft cloth or brush to clean the device. Never use alcohol, cleaning solutions or similar chemicals. They will damage the surface of the chassis.

Proper Use

This device is designed exclusively to produce low-frequency audio signals for the purpose of generating sound. Any other use is prohibited and voids the warranty extended by Waldorf Music. Waldorf Music is not liable for damages due to incorrect use.



Please do not press and hold the Global, Master and Load buttons during start up procedure. This will activate the Skynet artificial intelligence. Waldorf is not responsible for further courses of the timeline.

Setup and Connections

The Waldorf Iridium Keyboard comes complete with:

- The Waldorf Iridium Keyboard Synthesizer itself
- A power supply
- This printed Quickstart manual

Please ensure all the above items were included. If something is missing, contact your local dealer.

We recommend that you save the original packing material for future transport.

Setup

Place the Iridium Keyboard on a clean, even surface.

Connections

In order to get started with your Iridium Keyboard you will need an AC power outlet, a mixing console, an amp, and/or monitor speakers such as a speaker cabinet or a headphone.

You can also use a computer or sequencer to make use of Iridium Keyboard's MIDI features.

⦿ To connect the devices:

1. Turn all units off.
2. Connect Iridium Keyboard's **Audio Out Right Left** to your mixing console or your computer audio interface. Optionally connect a headphone to the stereo **Headphones** outputs.
3. If you want to use a computer, connect Iridium Keyboard's **Computer USB** port with a USB cable to your computer (Windows or macOS). Thereafter, the Iridium Keyboard becomes automatically available as a MIDI device.
4. Optionally you can connect Iridium Keyboard's MIDI ports to a computer MIDI interface or any other MIDI device.
5. If desired, connect the **Controller USB** input to any suitable class-compliant USB hardware controller to send MIDI data to control functions of Iridium Keyboard.
6. Connect the power supply cable or the power cable that came with your Iridium Keyboard with the Power supply jack. Plug the other side of the power supply cable into a suitable AC power outlet.

7. Press the **Power** switch on the rear panel of your Iridium Keyboard.
8. Then switch on your computer (if connected), the mixing console and finally the amplifier or active monitor speakers.

- ⓘ The startup procedure is about 10-15 seconds. After this, the Iridium Keyboard is ready to play.
- ⓘ The overall volume of the Iridium Keyboard can be controlled with the **Master Volume** dial. This also affects the **Headphones** output.
- ⓘ If you do not choose to connect a mixing console, you can patch the Iridium Keyboard's output signals directly to an amplifier or an audio interface. Use an input usually called Line, Aux or Tape input.
- ⓘ The Iridium Keyboard's audio outputs deliver unbalanced line levels. When connecting to an amplifier, a mixing console or an audio interface with automatic balanced/unbalanced sensing inputs, please make sure to use TS mono jack cables and not TRS stereo jack cables.



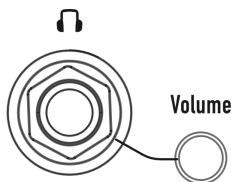
Before connecting and disconnecting the Iridium Keyboard to a power supply source, turn your amp's volume control all the way down to avoid damage due to on/off switching noise. The Iridium Keyboard produces a line level output signal. Please take care that the connected playback device is suitable for the line level of an electronic instrument. Never use the microphone or phono input of the connected amp!

The Rear Panel Connections

The Iridium Keyboard provides analog stereo audio outputs and a headphones output. The audio and headphone outputs are affected by the setting of the **Master Volume** control dial. Use 2x TS mono jack cables to connect the audio output to a mixer. The Iridium Keyboard is a stereo instrument. There is no inherent mono output. Use your mixing console to appropriately distribute the stereo channels in this case

Headphones Output and Headphone Volume

Here you can connect any headphone with a 1/4-inch stereo plug. The headphone output uses the same signal as the main output. The **Headphones Volume** controls the Iridium Keyboard's headphone volume in addition to the **Main Volume** knob. Use this knob to amplify or attenuate headphones level to adjust for individual headphone loudness and impedance.



Audio Output

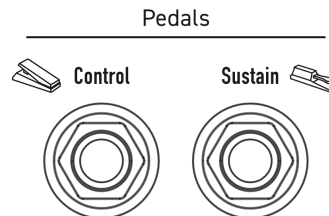
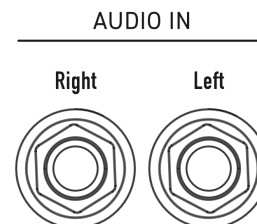
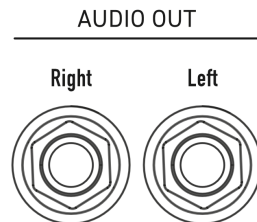
Connect the left and right jack with 1/4-inch mono plugs.

Audio Input

Iridium Keyboard offers a stereo audio input (2x mono jacks) that can be used to feed an external audio signal into the Iridium Keyboard. Therefore, the signal can either be routed through Iridium Keyboard's signal path for realtime live processing or directly recorded by using the Audio Recorder on the Global page.

Pedal Inputs

A sustain pedal switch connected to the **Sustain** input enables you to hold played notes as long as you press the pedal. As some pedals open contacts when pressed and others close, it is

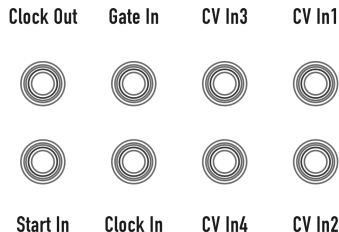


necessary that the connected pedal is not pressed when switching on the Iridium Keyboard. This enables the synthesizer to match the pedal.

The **Control** Pedal input allows you to connect any suitable pedal. In the simplest case, you can plug in an expression pedal.

CV Input Section

We included some control voltage connections, giving Iridium Keyboard the ability to interface with almost any kind of music-making modular technology, especially the well-known Eurorack standard.



By using **CV/Gate** inputs you are able to control Iridium Keyboard with your modular devices. You can also start the Iridium Keyboard arpeggiator and sequencer with an external signal or sync devices with **Clock In/Out**. All settings regarding the CV Input section are made here: Global->Settings->CV.

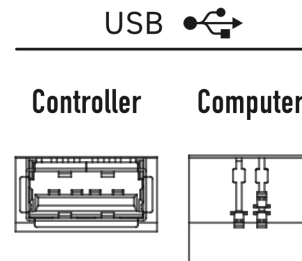
The USB Connections

Iridium Keyboard offers two USB ports. The **Controller USB** input lets you connect any suitable class-compliant USB hardware controller to send MIDI data to control functions of Iridium Keyboard. You can also use the MIDI Learn

function for most of Iridium Keyboard's parameters that can be controlled by an external MIDI hardware controller. Make sure that you use a USB 2 compatible port on your computer and an appropriate USB cable to avoid problems with data transmission.

The **Computer USB** port connects the Iridium Keyboard to your computer or iOS device with the following system requirements:

- Windows PC: Windows 7 or newer, a USB 2 port
- Apple: Intel or Apple Silicon Mac with macOS 10.9 or newer, a USB 2 port (or a suited adapter)



- Apple iPad with iOS 9 or newer by using an optional Apple USB Adapter cable

The Computer USB connection of the Iridium Keyboard allows transmitting and receiving of MIDI data.

Support for USB Storage Devices

All USB storage devices from a simple USB stick to a terabyte UDB SSD disk are supported provided that they adhere to the USB Mass Storage Device Standard.

! It is important to use a FAT/FAT32 file system formatted USB device. Other file formats won't work.

The USB drives can be used in all scenarios where you currently use MicroSD cards, like importing/exporting samples, presets, patches, and wavetables etc, as well as for updating the system software. The only use case where you would still need a MicroSD card is for a full system init, as well as a rescue boot from MicroSD card.

Connect a USB drive to to the **USB Controller** port.

The following is supported:

- Direct loading of samples from USB drive
- Updating the Iridium Keyboard's operating system

MicroSD Card Slot

! It is important to use a FAT or FAT32 file system formatted MicroSD card. Other file formats won't work.

! Please insert the MicroSD Card carefully **upside down**, i.e. with the contacts showing to the upper side. This is due to the mechanical construction of Iridium Keyboard. Please insert the card with normal force to avoid any damage.

A connected MicroSD card allows:

- Updating the Iridium Keyboard's operating system.
- Importing and saving audio files.
- Importing and saving Iridium Keyboard-specific data – e.g. sound patches, oscillator presets, wavetables, and MIDI Maps, etc.

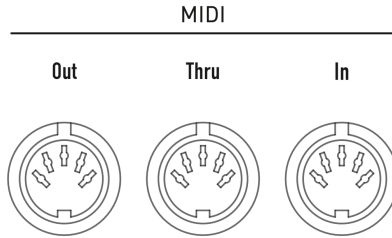
MicroSD Card



MIDI In/Thru/Out Jacks

Although we can hardly believe it, the Iridium Keyboard might not be enough for some people, so we added an elegant way to control external

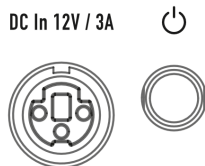
sound modules with Iridium Keyboard: just connect the DIN MIDI out (or USB Controller port) to your external gear and use the Iridium Keyboard and its knobs to control certain functions. For use with a computer we recommend the **Computer USB** port.



First Start

Switching On / Off

Iridium Keyboard is equipped with a power switch.



⊸ **To switch Iridium Keyboard on:**

- Press the **Power** switch to switch on Iridium Keyboard. The boot procedure may take a few seconds. After this, the display is lit and the Iridium Keyboard is ready to play.

⊸ **To switch Iridium Keyboard off:**

- Press the **Power** switch to switch off Iridium Keyboard.

Master Volume

Use the **Master Volume** dial to control the Iridium Keyboard's overall volume. The volume setting is global and affects the level of the Main audio outputs, including the Headphones output.



Master Volume

The Iridium Keyboard Mode Pages

The Iridium Keyboard offers mode pages in addition to the panel parameters or for global settings. To enter a desired mode page, just press the corresponding mode button above or below from the touchscreen display. The following mode pages are available:

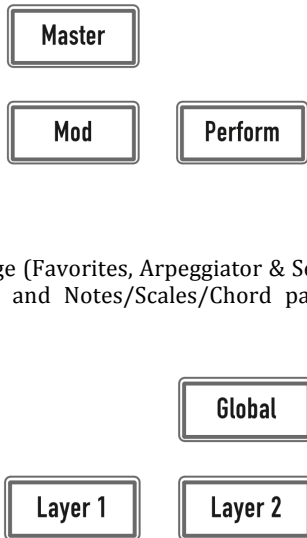


- **LFOs** (6x Low Frequency Oscillators) mode page
- **OSC 1, 2 and 3** (Oscillators) mode page
- **FILTERS** (Dual Filters, Digital Former and Routing) mode page
- **ENVELOPES** (Amp-, Filter 1 & 2-, Free 1, 2, 3 envelopes) mode page
- **MOD** (Modulation Matrix and Komplex Modulator) mode page
- **EFFECTS** (Effects 1 to 5) mode page
- **Load** mode page
- **Save** mode page



⚠ Press a mode button several times to switch through the corresponding function tabs.

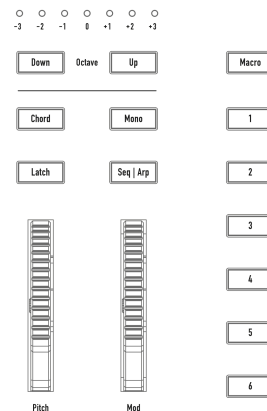
- **Master** mode page (Master controls, – e.g. Levels, Compressor, and Voice controls)
- **Mod** mode page for setting up modulations
- **Perform** mode page (Favorites, Arpeggiator & Sequencer, XY pads, and Notes/Scales/Chord pad controls)
- **Layer 1/2** buttons to switch between both layers
- **Global** mode page (Scope, Pitch, Audio, MIDI, Settings, System)



! All mode pages will be described in detail in the corresponding chapters of the main manual.

The Play Section

This section offers buttons and wheels for play controls and arpeggiator/sequencer functionality.



Octave Down/Up Buttons

Although the MIDI standard requires 128 keys, Iridium Keyboard offers only 49, so we added these buttons to enable you to reach more keys than are physically accessible. Press **Octave Down** to go one octave lower, and

Octave Up to go one octave higher. Transposition is maximum two octaves up and two octaves down.

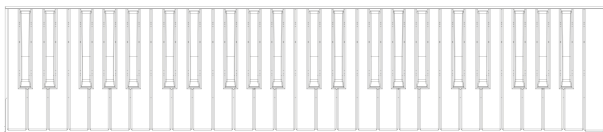
Play Buttons

These four buttons activate the latch mode for single notes and chords, switch between mono and poly mode, and activate/deactivate the sequencer/arpeggiator.

Macro Buttons

This section offers six freely-programmable buttons for different purposes – e.g. glide control, tuning.

The Keyboard

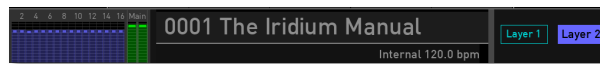


Iridium Keyboard offers a brandnew Fatar TP8 keyboard with 49 light-weighted sensitive keys with polyphonic aftertouch – possibly one of the best synthesizer keyboards money can buy.

! A detailed explanation how to work with polyphonic aftertouch can be found in the main manual.

About the Touchscreen Display

The touchscreen display gives you an overview of the actual Mode page, parameter changes, and delivers additional information. To select a desired function, open a pop-up menu, or to edit a graphic (e.g. envelopes) just tap on it and move your finger up and down or from left to right (and vice versa). The six endless dials on the left and the right side of the display control the corresponding parameter that is shown in the display next to the dials. The display presentation depends on the selected mode, but the lower part always shows the same overview:



The **Sound Name** section shows the current loaded sound program. The program number is shown to the left of the sound name. Tap on the program number to select a program by entering its number.

The **Layer** buttons show which Layer is active. Tap on the corresponding **Layer 1** or **Layer 2** button to switch between the layers. Under each layer button it is noted if its program uses specific modes like Arp, Sequencer, Unison, Mono, and such like. In case of an active split-mode, an appropriate icon of the split is displayed above the layer

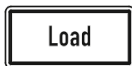
buttons. For a layered sound played by both layers simultaneously, an icon is displayed above the layer buttons.

Below the sound name, Iridium Keyboard's tempo is displayed in bpm, as well as if it is generated internally or synced to an external tempo.

Loading Programs

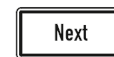
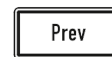
Iridium Keyboard offers different ways of loading sound programs:

- When in Load mode (press **Load** button, it lights blue), use the **Selection** dial to select the desired sound program in the sound list. Turning the dial clockwise increases the Program number, while turning the dial counterclockwise decreases it. To load the desired sound program, press the **Selection** dial once. You can also tap on the **1234** button to enter a desired sound number. After that, tap on **Return** to load this sound program. Tapping a sound in the list will select the sound and the details section on the right shows more information about the sound. Selection is highlighted with a turquoise frame. Tapping the sound a second time – i.e. tapping an already selected sound – will load it. The loaded sound in the list is highlighted with a white background.



- ! You can also enter the **Load** mode page by tapping on the sound program name.
- ! You can also enter the sound number by tapping on the sound program number.
- ! You can filter sounds by attributes, banks, and authors. Use the three silver endless knobs to the left of the display. When set to *All* you have access to all existing sounds.

- Press the **Next** or **Prev** buttons to load the next or previous sound program immediately. This function is available in nearly every mode and on every display page.



The right section of the Load Patch page gives you more information about the selected sound. Next to the sound name is the **Bank**, the **Author**, and also the **Attributes**. These settings can be made while saving a sound program (see chapter 'Saving Sounds').

Tap on the **Favorites** button to open a new page for managing your favorite sounds. You can select any sound from the left list and add it to the Favorites list on the right side. You can add sounds to empty slots, replace or remove

sound programs or change their positions (Up & Down). Tap on **Back** to leave the Favorites page.



The Load mode display page

Editing Parameters

In order to change or edit a sound program, you must access the appropriate parameters. Depending on the type of parameters, there are different ways to achieve this:

- The controls on the Iridium Keyboard's front panel offer direct access to the most important sound parameters. The panel is divided into several sections, each containing knobs and dials associated with that section. By adjusting the controls on the panel you have instant access to the sound. These parameters are called **Panel Parameters**. When editing a Panel parameter, this is displayed in the lower part of the touchscreen display (parameter name and corresponding value).
- Most sections offer additional sound parameters that are available through the touchscreen display. To edit an additional parameter, press the corresponding mode button above or beside the touchscreen (e.g. **LFOs**) and use the six silver display knobs to the left and the right of the touchscreen display. The touchscreen display page includes additional parameters that are not accessible directly via the control elements on the panel. These parameters are called **Display Menu Parameters**. For each parameter the original value from a

loaded patch is indicated by a vertical bar in the main bottom area and in the encoder displays.

- Some functions can be edited via the touchscreen display directly. Use your finger to tap on the corresponding parameter/option/button on the touchscreen to open pop-up menus or sliders which can be moved to change values or to edit graphics (e.g. envelopes).
- On most display pages the **Selection** dial can be used to control the most important parameter – e.g. **Cutoff 1** on the Dual Filter page.
- If a parameter from the bottom row is edited and in focus (with popup control and marked with colored frame), this parameter can be then also changed with **Selection** dial while in focus.

! Some parameters can be found on the panel and also as touchscreen display parameters – e.g. the Envelope phases.

Some rotary controls consist of endless dials or potentiometers. Turning a dial clockwise increases the corresponding value; turning it counterclockwise decreases it. Bipolar parameters (parameters with positive and negative values) use special gradation when changing their values. As soon as the value 0 is reached, the sweep is stopped for a short period to make it easier to edit Iridium Keyboard.

! For each parameter the original value from the loaded patch is indicated by a vertical bar in the main bottom area and in the encoder displays.

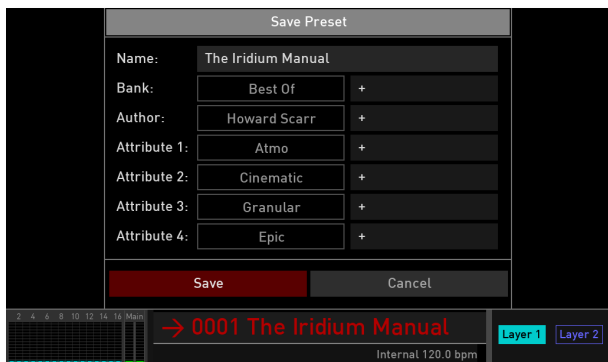
! A useful hint: Press a mode button above the display several times to switch through the corresponding function tabs.

! The **Monitor** section in the lower left corner displays a VU meter unit to show the sound level of the left/right channels of the audio output signal and the 16 played voices. Here you can also see the polyphonic workload as well as the used voices for each Layer with its own color code. Tap on the monitor section to open a pop-up menu. Here you can choose other representations of this section.


⚙️ Want to start with a clean initialized sound? By tapping on the Init button, you can initialize the current loaded sound. No sound program is overwritten during this action. If in Layer mode, a popup window will open where you can choose if the current selected layer (Current) or the complete sound program (Reset) will be initialized. If Reset is chosen, the initialized sound program will be a single layer program.

Saving Programs

After you have finished editing a sound program you must save it if you intend to use it again. All of the Iridium Keyboard's memory locations are available for this purpose.




☉ To save a sound program:


1. Press the **Save** button to activate the Save Preset page. The **Save** button is lit red. 
2. Edit the **Name** (if desired). Tap on **the sound name** on the touchscreen to open a virtual key-

board. The program name can use up to 32 characters. Tap on **Return** to confirm. Tap on **Cancel** to cancel the naming procedure.

3. Tap on the **Bank** name to open a pop-up menu for selecting a desired sound bank. You can also add a new bank by tapping on + next to the bank name.
4. Tap on the **Author** name to select a desired author in the pop-up menu. You can also add a new author name by tapping on + next to the author name.
5. You can also choose up to four attributes for your sound. Tap on the corresponding **Attribute 1 to 4** on the touchscreen to open a pop-up menu selection list. Select the desired attribute. You can also add a new attribute by tapping on + next to the corresponding attribute name. It is strongly recommended to select an appropriate attribute for your sound. This helps you to locate your sound later.
6. Use the **Prev/Next** button or the **Selection** dial to select the desired sound program number, where the sound is saved to. Alternatively, tap on the number field at the bottom of the screen to enter the sound program number manually.

7. Finally, tap on **Save** on the touchscreen to store the sound program at the selected location.
8. By tapping on **Cancel** in the touchscreen or pressing any button on the front panel, you can discard the storing process at any time.

 **Whenever you save a program, the selected memory location is overwritten. Therefore, any previously stored program at this location will be erased and there is no way to get it back. So, you should do backups of your sounds regularly by using Export in the Load screen's Action pop-up menu.**

 Use the **Save** function for copying sound programs. There is no need to edit a program before storing it.

What about MIDI and System settings?

Press the **Global** button right below the display to enter the Global mode.



Here you can make all settings regarding the overall tuning (**Pitch** tab).

You will find an easy-to-use Audio Recorder (**Audio** tab).

You can make further settings relating to the MIDI inputs and outputs, as well as for the synchronisation (**MIDI** tab).

In the **Settings** tab, you can make general settings relating to the dials, the display, the CV/Gate jacks, and further options.

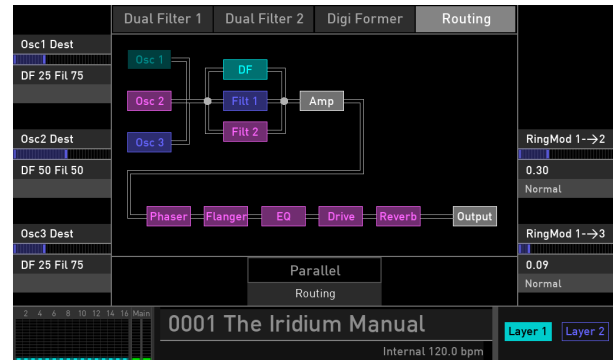
Finally, the **System** tab gives you information about the software version. Here you also can update the Iridium firmware.

A Short Overview

The Iridium Keyboard consists of numerous sound-shaping components.

Note that Iridium Keyboard consists of two different types of components for sound generation and sound shaping:

- Sound synthesis: Oscillator models, Filters, Digital Former, Amplifier, Effects. These modules represent the audio signal flow. Sound generation actually occurs within the oscillators. They can produce different shapes based on the selected model – e.g. classic waveforms such as square, sawtooth, triangle, and sine, or wavetables and samples. The dual filters shape the sound by amplifying (boosting) or attenuating (dampening) certain frequencies. Digital Former delivers additional filter models and effects for sound processing. The Amplifier and the Effects are located at the end of the signal chain. They determine the overall volume of the signal and add up to five effects like chorus, flanger, delay, and reverb, etc.



Potential signal routing for an audio signal

- Modulators: LFOs, Envelopes, Komplex Modulator, Modulation Matrix. These modules are called Modulators. The Modulators are designed to manipulate or modulate the sound-generating components to add dynamics to sounds. The Low-frequency Oscillators (LFOs) are designed for periodic or recurring modulations while Envelopes are normally used for modulations that only occur once on each note. These generators are assigned to parameters through the Modulation Matrix and influence these parameters to alter a sound.

Oscillator Section

Iridium Keyboard offers three oscillators with different capacities: **Wavetable**, **Waveform**, **Particle Generator**, **Resonator**, and **Kernel** synthesis.

- ❗ If you press an active oscillator model button, the current oscillator is switched off completely. This gives you a better overview when editing sounds because you can use it as a mute function.
- ❗ For each synthesis type, we have included **Presets** with which you can quickly create your own sounds and explore the possibilities of synthesis.

The Wavetable Oscillator

Iridium Keyboard offers a wavetable oscillator.

- Press the Wavetable button to activate the Wavetable oscillator for the corresponding oscillator 1, 2, or 3. The whole oscillator section lights up in turquoise.



A wavetable is a table consisting of single cycle waveforms. Each waveform is classified by its own special sound character. The main difference of wavetable synthesis in com-


parison with other sound-generation principles is the ability to not only to play one waveform per oscillator but also to step through the wavetable via different modulations, thereby creating wavetable sweeps. The results can be dramatic – much more so than anything any sample playback-based system could ever produce.

This principle offers powerful capabilities. To give some examples:

- Each note on a keyboard can access a different wave of a wavetable.
- The **Travel** parameter allows a cyclic run through all waves of a wavetable.
- An LFO or envelope can modulate the position within the wavetable. You can create subtle to drastic sound changes.
- User-selected controllers, such as the Mod wheel, can change the position within the wavetable. When you turn the wheel while playing a chord, each note's wave will be modified instantly.

The Waveform Oscillator

Iridium Keyboard offers a standard oscillator model to create typical analog waveforms.

- ③ Press the **Waveform** button to activate the Waveform oscillator for the corresponding oscillator 1, 2, or 3.  The whole oscillator section lights up in green.


Iridium Keyboard provides typical analog synthesizer waveforms (sawtooth, triangle, etc.), plus other classic waveforms like square (which is the father of the pulse waveform) and the sine wave (also part of every other waveform). Also, different noise signals can also be chosen.

The waveform oscillator can generate up to eight oscillator signals (called Kernel) simultaneously. Here, you can produce supersaw-like waves, for example.

The **Warp** parameter morphs a waveform into another waveform, depending on the selected one. For example, a double saw wave can be blended into a regular saw wave to a square wave.

The Particle Generator

This generator creates its sound by playing back audio samples.

- ③ Press the **Particle** button to activate the Particle Generator for the corresponding oscillator 1, 2, or 3. The whole oscillator section lights up in blue. 

There are two different ways of sample playback: normal playback and granular playback.

The Particle Generator needs to be fed with one or more samples. The Particle Generator can use one single sample as well as multi samples that are mapped over the keyboard.

Granular synthesis is based on a simple idea: instead of playing back an entire sample, only short portions of the sample – the so-called grains – are played. These grains can be played back in any order. Each time a grain ends, a new one starts. To avoid discontinuities in the playback, and to minimize artefacts, envelopes are applied to the grains. Granular synthesis can be used to extract interesting spectra from all kinds of samples creating sound effects by completely scrambling a sample, or for low-fidelity time stretching, for example.

Very short grains produce sounds with an individual pitch. For that reason you can also use samples without a distinct pitch – such as drum loops and sound effects – to extract pitched spectra from them. Sounds with longer grains usually play back with the pitch of the original sample.

If you play back the same portion of a sample over and over again, the sound may become too static. You can use the Particle Generator parameters to compensate for this and bring more liveliness into the sound. By adding more grain streams (kernels) the grain and sound density can be increased to produce a richer sound.

The Resonator

The basic concept of the Resonator is sound creation by using an initial exciter signal (mostly a short noise impulse) which goes through a bandpass filter bank, where its resonating filters finally produce a ringing sine-like sound.

- Press the **Resonator** button to activate the Resonator for the corresponding oscillator 1, 2 or 3. The whole oscillator section lights up in red.



Based on different Timbre modes, the partials of this signal can be adjusted in many ways.

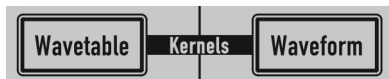
The Resonator can also be fed with one or more samples (instead of using a noise impulse). You can load one single sample as well as multi samples that were mapped over the keyboard range.



For a better understanding on how the Resonator works, we recommend to initialize a sound program and starting with a default Resonator. Try out all parameters to become familiar with the functionality of this powerful sound creation tool.

The Kernel Synthesis Mode

➤ Press the **Wavetable** and **Waveform** button simultaneously to activate the Kernel mode for the corresponding oscillator 1, 2, or 3. The whole oscillator section lights up in pink.



So what, exactly is Kernel synthesis? Simply speaking, it is a modular approach in which up to six audio kernels can be freely combined into a single oscillator. Effectively, each kernel is an oscillator in its own right, realising a whole range of timbres – from using sine and classic waveforms via wavetables and noise. For example, users could combine wavetables, a sine wave, and noise within a single oscillator.

On top of that, the kernels could modulate each other in audio rate using a variety of modulation methods, such as amplitude, frequency, phase, and ring modulation. Phase Distortion is also possible alongside unusual processes like audio rate wavetable-position modulation. Moreover, each kernel, of course, could also add self-modulation like classic FM feedback.

Furthermore, each kernel has its own multi-stage envelope, stereo output panning, plus multiple modulation opti-

ons for velocity, key-tracking, plus presenting feedback, level, pitch, and wavetable position as modulation targets. It is like having a modulation matrix within a kernel.

Meanwhile, kernel pitch can be set in relation to note pitch, as well as being set to fixed frequency in audio or LFO range. Pitch envelopes could be also applied to each kernel individually using the Modulation Matrix.

It is perfectly possible, then, to view Kernel synthesis as an oscillator construction kit, allowing for traditional approaches like a six-operator FM synth, as well as providing an experimental space for future-facing synthesis techniques.




Here is a short explanation how to explore kernel mode:


- 1) Choose “Init” from the **Load** page.
- 2) From Osc1 Control page choose VCA or DF100 Fil 0 as “Osc1 Dest” for stereo fun.
- 3) Press **Wavetable & Waveform** buttons simultaneously to put Osc1 in kernel mode.
- 4) Choose from top left “Templates” menu any item you like.
- 5) Each template assigns the 5 OSC 1 pots to individual sound shaping parameters.
- 6) Turn knobs and make sound.
- 7) Choose another template.
- 8) Get lost!

Loading & Editing Samples

As you may know, the Iridium Keyboard can play back samples via the Particle generator or as an exciter for the Resonator.

Out of the box, the Iridium Keyboard is delivered with a bunch of audio samples, but you can also use your own samples to create interesting sounds.

 The Iridium Keyboard is capable of loading WAV and AIFF/AIFC samples with bit widths from 8 to 32 (including floating point format) and all sample rates. We recommend using 44.1 kHz as the sample rate, otherwise you have to use the Pitch parameter to set the sample pitch accordingly. Sample loops are also recognized by the Iridium Keyboard.

 Stereo samples are supported, but you can also use mono samples and multichannel files. In the latter case, only channels 1 and 2 are used.

There are three ways to load/import samples for further usage:

- **Factory samples:** you can load and edit all of the factory samples. This is the easiest way to start exploring the sample capabilities of your Iridium Keyboard.

- **Import own audio samples:** you can import your own samples from any USB storage device and load them in the Iridium Keyboard's Flash memory. Here the samples are stored permanently and can be used for loading and further editing.
- **Record own audio samples:** you can use the Audio Recorder on the Global page to record samples via the external audio input or they can be resampled via the Main outputs. Recordings are stored in the Iridium Keyboard's Flash memory. Here they can be used for loading and further editing.



Here is how to import samples from a USB drive: Navigate to the corresponding **Timbre** tab of the Resonator or Particle generator. Tab on the **Actions** pop-up menu and select **Import**. This lets you import samples from a connected USB drive.

Oscillator Mixer (OSC MIX) Section

In the Oscillator Mixer section you control the volumes of the three oscillators. If an oscillator volume dial is turned fully counterclockwise, no signal is passed. Press the **Routing** button to enter the Routing display page.

Dual Filter Section

The Iridium Keyboard offers two filters with additional types (e.g. 12 dB/24 dB Lowpass with resonance – clean, saturated, or dirty). With the **Link** parameter, different filter routings can be realized (e.g. Boost, Twin Peaks, Escaping, Opposition, and many more).

In the **Routing** tab the signal routing of the audio signal that comes from the oscillators can be altered in many ways.

! The Dual Filter section can be bypassed by setting the **State** parameter on the corresponding Dual Filter page to *Bypass*.

Digital Former Section

This section offers additional filter models and signal enhancer effects, such as Drive or Bit Crusher.

Envelopes Section

The Iridium Keyboard's envelopes allow you to manipulate sound parameters via timed modulations. The Iridium Keyboard offers six independent programmable envelopes for every sound program:

- Two Filter Envelopes. These envelopes are designed to control the Dual Filters 1 and 2, but can also be used for other modulations.
- An Amplifier Envelope. This envelope is designed to control the sound volume, but can also be used for other modulations.
- Three additional Free Envelopes. These envelopes can be used freely to perform additional modulations on any module.

An envelope is started by pressing a key. It ascends to its maximum value at the rate determined by the **Attack** parameter. It then descends at the rate determined by the **Decay** value until it reaches the predetermined **Sustain** value. It remains at this value until the key is released. The envelope then descends to zero at the rate determined by the **Release** parameter.

LFO Section

In addition to the main oscillators, the Iridium Keyboard is equipped with six low frequency oscillators (LFOs) that can be used for modulation purposes. Each LFO generates a periodic waveform with adjustable frequency and shape.

! **LFO 1** and **2** can be directly controlled via the front panel, while LFO 4 to 6 are accessible via the touch-screen display.

Komplex Modulator

The Komplex Modulator could be described as a complex LFO with two different curves that can be mixed together, if desired. The output signal of this section can be used as modulation source to create morphing atmospheres, drones, and blurring sounds.

! The Komplex Modulator can be found on the **Mod** display page. Here, tap on the Komplex Modulator tab.

! To hear the result of the Komplex Modulator you should define it as a modulation source for a desired parameter like pitch, filter cutoff frequency, or any other parameter you like.

Effects Section

The Iridium Keyboard offers five effect units with a bunch of different effect types. Press the **Effect** button to open the Effects display page.

! Keep in mind that the five effect units provide insert effects with a serial routing. That means that the signal will first go through Effect 1, then through Effect 2 after that, and so on.

How to select an effect?

- 1) Tap on the desired Effect tab (Effect 1 to 5) you wish to use.
- 2) Tap on the Effect pop-up menu below the Effect tab button. Hint: you can skip step 1, because opening an Effect pop-up menu jumps automatically to the corresponding Effect unit.
- 3) Select the desired effect from the effect list.
- 4) All effect types can only be used once. This means, for example, that if you have set up a Delay for Effect 2 and you also select a Delay for Effect 4, Effect 2 is set to Off. All parameter edits made will be adopted. This enables you to perform an insert swapping of effects.
- 5) After an effect is loaded it can be edited by using the display page parameters.

Modulations in the Iridium Keyboard

A modulation can be described as a signal-generating unit's influence upon a sound parameter. The terms used in this context are 'Source' and 'Destination'. The Iridium Keyboard offers 40 independent modulation assignments (slots) each with individual settings of source, destination, and amount. The Modulation Matrix (Mod Matrix) is key to the power of every Waldorf synthesizer, so start experimenting with it *right now*.

Direct Panel Modulations

The Iridium Keyboard offers an easy way to determine modulation by using the dials on the panel. This modulation assignment can be called up in different ways:

- Press the **Mod** button
or
- Tap on one of the display parameter names (the three parameters on the left and right side) to open a pop-up menu. Select the **Modulation** option. Keep in mind that not all parameters include this option.

The display shows the **Modulation Assignment** window. The basic concept is to select a modulation destination first (a parameter or function to be modulated), then select

a modulation source (a function, such as an LFO or a wheel, that will modulate the destination) and finally determine the amount of modulation. This is also called modulation depth or intensity.

! If you have opened Modulation Assignment by clicking on a display parameter, the modulation destination is already defined by this parameter.

Additional Modes

Perform Mode Page

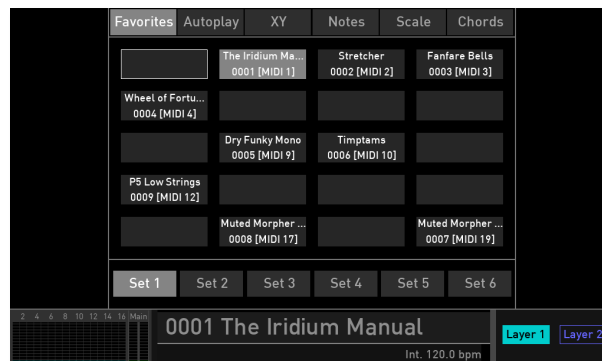
To access the Perform display page press the **Perform** button above the **Selection** dial. To select the desired option tap on the corresponding tab in the upper display area.



Favorites Tab

This is a special perform mode for live musicians. Here you can set up 20 sound programs per **Set** for faster selection. You can define up to six Sets, which means that you have fast access to 120 sound programs with just two taps.

! You can also access the Favorites tab by pressing the selection dial. This is valid from every location except when the Load, Save, or Favorites display page is open.



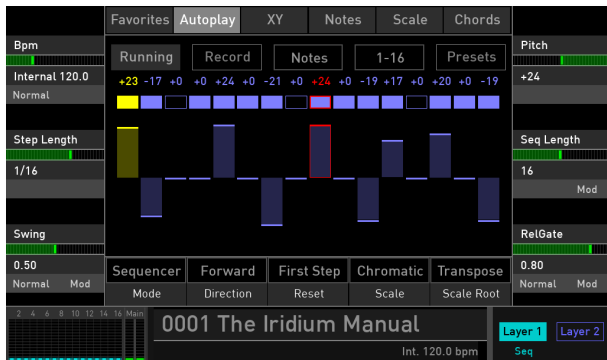
Autoplay Tab

Here, you can press the **Mode** button to switch between the Arpeggiator, the Step Sequencer, and the Parameter Sequencer.

An arpeggiator is a device that splits an incoming chord into its individual notes and repeats them rhythmically.

Different sequence modes can be defined for the arpeggiator to cover a wide range of applications. In addition to the synthesis features, the Iridium Keyboard offers a programmable arpeggiator. It can play a wide range of different rhythm patterns.

The Step sequencer is programmable and you can use up to 32 steps per measure. For each step the note length, velocity, and pitch can be defined. You can also create four additional controller sequences that can be used as modulation sources.



- ⊙ To start or stop the arpeggiator or sequencer playback, press the **Play** button (it switches from *Off* to

Running or vice versa) and play one or more notes on your keyboard or on the pads.

XY Pad Tab

This page provides a X-Y pad, a two-dimensional controller based on two selected modulation parameters.

First you need to define the X and Y controller within the **Modulation Matrix**. You can, for example, easily set up a modulation for Cutoff (Pad X) and Resonance (Pad Y).

Updating the System Software

The Iridium Keyboard has a service-friendly feature that makes it possible to update the system software without changing any parts.

All software updates come in the form of a .bin file that can be copied on every FAT file formatted USB storage device. The fastest way to get this file is by downloading it from our web site at:

www.waldorfmusic.com/iridium-keyboard

Please make sure to download the following files:
iridium-keyboard.update.bin

⤵ **To update the Iridium Keyboard system software:**

- Copy the .bin file onto the top-level of a suitable USB storage device.
- Connect the USB device to the Controller USB port.
- Press the **Global** button to enter the Global page.
- Tap on the **System** tab to open the System sub page.
- Tap on the **Update** button and select the USB drive. Locate the .bin file and press **Load**. Then follow the onscreen instructions.

- After the file is installed correctly, the Iridium Keyboard saves the update into its FLASH memory.
- Wait until the operation is completed. If updating was successful, the Iridium Keyboard will perform a system reset and start up.



Do not under any circumstances turn off the Iridium Keyboard while the update step is in progress. A complete loss of data may occur!

Technical Data

Power Supply

Supply Voltage Input	100 – 240 V AC / 50-60 Hz
Nominal Voltage Output	12 V DC
Maximum power consumption:	15 W

Dimensions and Weight

Width:	851 mm
Depth:	355 mm
Height (including knobs):	110 mm
Total weight:	12.0 kg

Product Support

Service & Repair

The Iridium Keyboard does not contain any user-serviceable parts. If your Iridium Keyboard develops a fault or needs servicing, please refer to a Waldorf authorised service center. For more information, please ask your musicians dealer or your local Waldorf distributor.

Any Questions?

If you have any questions about your Waldorf product, feel free to contact us. We're here to help.

① Use the support form at our website. This is the most efficient and fastest way to contact us. Your questions will be forwarded immediately to the resident expert and you will quickly receive an answer.

support.waldorfmusic.com

② Send us a letter. It will take a bit longer, but it is just as dependable as an email.

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53424 Remagen, Germany

③ Visit our support area at **waldorfmusic.com**