TRINITY - 61 Key Music Workstation FAQs

How can I change the tempo in the middle of the song?

How do I copy a program with effects into the Sequencer?

What are the bank change values?

Copy a program with effects into the seq.?

Can I route sounds to the Individual outputs?

How do I copy the effects from Combi to Seq?

Creating a Tempo Change - Trinity

To change the tempo in the middle of a song:

1. Press the SEQ button to enter the Sequencer mode.
2. Press the P5 button to enter the Track Edit page.
3. Touch the arrow next to "Track".
4. Touch "MTR:". This is the Master control track., which controls tempo.

You will need to set the Start and End measures that the tempo will affect. You can either make a gradual or abrupt tempo change, depending on the "distance" between the Start and End measure that you select. The tempo changes gradually from the original tempo to the new tempo in the time given between the Start and End measure. The closer they are in number, the faster the tempo change will take place. If the Start and End measure are set the same, the tempo change will be instant.

5. Touch the parameter next to "Start Measure".
6. Using the value wheel, slider or buttons, select the measure that the tempo should change on.
7. Touch the parameter next to "End Measure".
8. Using the value wheel, slider or buttons, select the measure that the tempo change should finish taking place on.
9. Touch the arrow on the top right hand side of the screen.
10. Touch "Create Control Data".
11. Touch the parameter under "End Value"
12. Using the value wheel, slider or buttons, select the new tempo value.
13. Touch O.K. The Tempo value change has been placed in the master control track.
14. Touch arrow next to "Manual" near the top left hand side of the screen.
15. Touch "Auto", which will allow the sequencer to see the changes on the tempo track.

Importing the Effects from a Program Into the Sequencer - Trinity

Once you have placed the program on a track in the sequencer:

1. Press the P7 button to enter the Effect Grouping page.
2. You will see the effects status for the first 8 tracks on this page. They will all be set to "OFF". Touch the parameter for track which contains the program that you wish to copy the effects for. In other words, if the program that you wish to copy the effects for is on track 6, touch the "OFF" parameter under the number 6.
3. Using the value slider, wheel or buttons, select the number "4". This will allow for the effects to be copied, as programs use up to 4 effects.
4. You will see a new tab on the bottom of the screen bearing the number of the track followed by "FX". Touch that tab.
5. Once in the effect select screen, touch the arrow on the top right-hand side of the screen.
6. Touch "Copy Insert Effects".
7. Using the value slider, wheel or buttons, select the Program that you wish to copy the effects from.
8. Touch the box next to "All" so that it is checked.
9. Touch "O.K."
10. When asked "Are you sure", touch "O.K.". The effect parameters for the program you previously selected in step 7 have been copied to the track you are currently on.

To copy the Master Effects:

1. Press the SEQ to enter the Sequencer mode.
2. Press the P8 button to enter the Master Effects page.
3. Touch the arrow on the top right-hand side of the screen.
4. Touch "Copy Master Effects".
5. Using the value slider, wheel or buttons, select the Program you wish to obtain the effects from.
6. Touch the circle next to "All" so that it is filled.
7. Touch "O.K."
8. When asked "Are you sure", touch "O.K.". The Master Effect parameters for the Combination selected have been copied to the Sequencer.

Bank Change Messages For Korg Products

Most sequencers have an event edit mode, which allows inputting controller messages. Bank change messages require these events: Beat one, tick one: Controller 0 with its value - Beat one, tick two: Controller 32 with its value - Beat one, tick three: Program change. Make sure that Program Change and Exclusive filters are set to enable (ENA) to receive these commands. <u>Note</u>: These listing covers all possible bank changes in the product lines specified for each chart. Since some models don't have all of the mentioned banks, some messages will not be received.

X Series/N364/264/Trinity Series/ Z1/Z1EX

BANK A		BANK B		BANK C	
Message	*Value*	*Message*	*Value*	*Message*	*Value*
Controller 0	0	Controller 0	0	Controller 0	0
Controller 32	0	Controller 32	1	Controller 32	2
Program Change	0-99 (0-127)	Program Change	0-99 (0-127)	Program Change	0-99 (0-127)

BANK D		BANK S/M (Trinity)		GM BANK (X and N Series)	
Message	*Value*	*Message*	*Value*	*Message*	*Value*
Controller 0	0	Controller 0	0	Controller 0	56
Controller 32	3	Controller 32	4	Controller 32	0
Program Change	0-99 (0-127)	Program Change	0-99 (0-127)	Program Change	1-128

GM DRUM BANK (X and N Series)	
Message	*Value*
Controller 0	62
Controller 32	0
Program Change	*

Triton Classic/Studio/Extreme/Rack/Le/Karma

BANK INT-A			BANK INT-B			BANK INT-C		
Message	*Value*		*Message*	*Value*		*Message*	*Value*	
Bank Map	(GM)	(Korg)	Bank Map	(GM)	(Korg)	Bank Map	(GM)	(Korg)
Controller 0	63	0	Controller 0	63	0	Controller 0	63	0
Controller 32	0	0	Controller 32	1	1	Controller 32	2	2
Program Change	0-127	0-127	Program Change	0-127	0-127	Program Change	0-127	0-127

BANK INT-D			BANK INT-E			BANK INT-F		
Message	*Value*		*Message*	*Value*		*Message*	*Value*	
Bank Map	(GM)	(Korg)	Bank Map	(GM)	(Korg)	Bank Map	(GM)	(Korg)
Controller 0	63	0	Controller 0	63	0	Controller 0	63	0
Controller 32	3	3	Controller 32	4	4	Controller 32	5	5
Program Change	0-127	0-127	Program Change	0-127	0-127	Program Change	0-127	0-127

BANK EXB-A

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	63	0
Controller 32	8	8
Program Change	0-127	0-127

BANK EXB-B

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	63	0
Controller 32	9	9
Program Change	0-127	0-127

BANK EXB-C

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	63	0
Controller 32	10	10
Program Change	0-127	0-127

BANK EXB-D

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	63	0
Controller 32	11	11
Program Change	0-127	0-127

BANK EXB-E

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	63	0
Controller 32	12	12
Program Change	0-127	0-127

BANK EXB-F

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	63	0
Controller 32	13	13
Program Change	0-127	0-127

BANK EXB-G

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	63	0
Controller 32	14	14
Program Change	0-127	0-127

BANK EXB-H

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	63	0
Controller 32	15	15
Program Change	0-127	0-127

GM BANK

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	56 or 121	56 or 121
Controller 32	0	0
Program Change	0-127	0-127

GM DRUM BANK

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	62 or 120	62 or 120
Controller 32	0	0
Program Change	(See GM Drum Program Conversion chart)	

GM2 (Banks 1 through 9)

Message	Value (GM)	Value (Korg)
Bank Map	(GM)	(Korg)
Controller 0	121	121
Controller 32	1-9	1-9
Program Change	0-127	0-127

i-Series (i5, i5M i3, i2, i1, iX300, XC Series)

BANK A/B

Message	Value
Controller 0	0
Controller 32	0
Program Change	0-127
(Numbers: 0-63 = A11-A88, 64-127 = B11-88)	

BANK C/D

Message	Value
Controller 0	0
Controller 32	1
Program Change	0-127
(Numbers: 0-63 = C11-C88, 64-127 = D11-D88)	

BANK E/F,User

Message	Value
Controller 0	0
Controller 32	2
Program Change	0-127
(Numbers: 0-63 = E11-E88, 64-127 = F11-F88)	

DRUMS Dr1-Dr8

Message	Value
Controller 0	0
Controller 32	3
Program Change	0-7
(Numbers: 0-7 = Dr1-Dr8)	

iS-Series/i40M

BANK A/B

Message	Value
Controller 0	0
Controller 32	0
Program Change	0-127
(Numbers: 0-63 = A11-A88, 64-127 = B11-88)	

BANK C/D

Message	Value
Controller 0	0
Controller 32	1
Program Change	0-127
(Numbers: 0-63 = C11-C88, 64-127 = D11-D88)	

BANK E/F User-Drum

Message	Value
Controller 0	0
Controller 32	2
Program Change	0-127
(Numbers: 0-63 = E11-E88, 64-127 = F11-F88)	

I30

BANK A/B

Message	Value
Controller 0	0
Controller 32	0
Program Change	0-127
(Numbers: 0-63 = A11-A88, 64-127 = B11-88)	

BANK C/D

Message	Value
Controller 0	0
Controller 32	1
Program Change	0-127
(Numbers: 0-63 = C11-C88, 64-127 = D11-D88)	

BANK E

Message	Value
Controller 0	0
Controller 32	2
Program Change	0-63
(Numbers: 0-63 = E11-E88)	

BANK F		BANK G		BANK R (Drums)	
Message	*Value*	*Message*	*Value*	*Message*	*Value*
Controller 0	0	Controller 0	0	Controller 0	0
Controller 32	3	Controller 32	3	Controller 32	4
Program Change	0-63	Program Change	64-127	Program Change	0-127
(Numbers: 0-63 = F11-F88)		(Numbers: 64-127 = G11-G88)			

*i30 GM Drum Bank Program Change Conversion

Program Changes		Drum Kits	
00 - 15 --	Dr 11	120 --	Dr 21
16 - 17 --	Dr 12	121 --	Dr 22
25 --	Dr 13	122 --	Dr 23
32 - 39 --	Dr 14	123 --	Dr 24
40 -47 --	Dr 15	124 --	Dr 25
64 - 71 --	Dr 16	125 --	Dr 26
26 - 31 --	Dr 17	126 --	Dr 27
48 - 55 --	Dr 18	127 --	Dr 28

N5EX/N1/N1R/NS5R/NX5R Bank Changes

Bank Name	Bank Select (MSB:LSB)
GM-a	00:00(GS/XG)
	00:01(GS)
r:01	01:xx
r:02	02:xx
r:03	03:xx
r:04	04:xx
r:05	05:xx
r:06	06:xx
r:07	07:xx
r:08	08:xx
r:09	09:xx
r:10	10:xx
r:11	11:xx
r:16	16:xx
r:17	17:xx
r:18	18:xx
r:19	19:xx
r:24	24:xx
r:25	25:xx
r:26	26:xx
r:32	32:xx
r:33	33:xx
r:40	40:xx
r:CM	125:xx
	127:xx(GS)
y:01	00:01(XG)
y:03	0:03
y:06	0:06
y:08	0:08
y:12	00:12
y:14	00:14
y:16	0:16
y:17	0:17
y:18	0:18
y:19	0:19
y:20	0:20

Bank	Bank Select
y:24	0:24
y:25	0:25
y:27	00:27
y:28	00:28
y:32	0:32
y:33	0:33
y:34	0:34
y:35	0:35
y:36	0:36
y:37	0:37
y:38	0:38
y:39	0:39
y:40	0:40
y:41	0:41
y:42	00:42
y:43	00:43
y:45	00:45
y:64	0:64
y:65	0:65
y:66	0:66
y:67	0:67
y:68	0:68
y:69	0:69
y:70	0:70
y:71	0:71
y:72	0:72
y:96	00:96
y:97	00:97
y:98	00:98
y:99	00:99
y100	00:100
y101	00:101
ySFX	64:xx
GM-b	56:00
	57:00(05)
PrgU	80:xx
PrgA	81:xx

Bank Name	Bank Select (MSB:LSB)
PrgB	82:xx
PrgC	83:xx
CmbU	88:xx
CmbA	89:xx
CmbB	90:xx
CmbC	91:xx
yDr1	126:xx
yDr2	127:xx(XG)
	120:xx(XG)
rDrm	61:xx
	120:xx(GS)
kDrm	62:xx
	120:xx(05)
****	63:xx

* (GS) : after GS Reset
* (XG) : after XG System ON
* (05) : 05R/W Ma

N5EX/N1/N1R/NS5R/NX5R Drum Banks

yDr2' Bank (Bank MSB=127) Drum Kit List (Drum Bank)		**'rDrm' Bank** (Bank MSB=61) Drum Kit List (Drum Bank)		**'kDrm' Bank** (BankMSB=62) Drum Kit List (Drum Bank)	
Program No. (PC# xxh)	Drum Kit Name	Program No. (PC# xxh)	Drum Kit Name	Program No. (PC# xxh)	Drum Kit Name
1 (00h)	Standard	1 (00h)	STANDARD	1(00h)...16(0Eh)	GM Kit
2 (01h)	Standard	2 (01h)	STANDARD	17(10h)...24(17h)	Power Kit
9 (08h)	Room	9 (08h)	ROOM	25(18h)	Dance Kit
17 (10h)	Rock	17 (10h)	POWER	26(19h)	Analog Kit
25 (18h)	Electro	25 (18h)	ELECTRONIC	27(1Ah)...32(1Fh)	Dance Kit
26 (19h)	Analog	26 (19h)	ANALOG	33(20h)...40(27h)	Jazz Kit
33 (20h)	Jazz	27 (1Ah)	DANCE	41(28h)...48(2Fh)	Brush Kit
41 (28h)	Brush	33 (20h)	JAZZ	49(30h)...56(37h)	Orch Kit
49 (30h)	Classic	41 (28h)	BRUSH	57(38h)...64(3Fh)	GM Kit
		49 (30h)	ORCHESTRA	65(40h)...72(47h)	Perc Kit
'yDr1' Bank (Bank MSB=126) Drum Kit List (Drum Bank)		50 (31h)	ETHNIC	73(48h)	User Kit 1
Program No. (PC# xxh)	Drum Kit Name	51 (32h)	KICK&SNARE	74(49h)	User Kit 2
1 (00h)	SFX 1	57 (38h)	SFX	75(4Ah)..128(7Fh)	GM Kit
2 (01h)	SFX 2	128 (7Fh)	C/M		

Importing the Effects from a Program Into the Sequencer - Trinity

Once you have placed the program on a track in the sequencer:

1. Press the P7 button to enter the Effect Grouping page.
2. You will see the effects status for the first 8 tracks on this page. They will all be set to "OFF". Touch the parameter for track which contains the program that you wish to copy the effects for. In other words, if the program that you wish to copy the effects for is on track 6, touch the "OFF" parameter under the number 6.
3. Using the value slider, wheel or buttons, select the number "4". This will allow for the effects to be copied, as programs use up to 4 effects.
4. You will see a new tab on the bottom of the screen bearing the number of the track followed by "FX". Touch that tab.
5. Once in the effect select screen, touch the arrow on the top right-hand side of the screen.
6. Touch "Copy Insert Effects".
7. Using the value slider, wheel or buttons, select the Program that you wish to copy the effects from.
8. Touch the box next to "All" so that it is checked.
9. Touch "O.K."
10. When asked "Are you sure", touch "O.K.". The effect parameters for the program you previously selected in step 7 have been copied to the track you are currently on.

To copy the Master Effects:

1. Press the SEQ to enter the Sequencer mode.
2. Press the P8 button to enter the Master Effects page.
3. Touch the arrow on the top right-hand side of the screen.
4. Touch "Copy Master Effects".
5. Using the value slider, wheel or buttons, select the Program you wish to obtain the effects from.
6. Touch the circle next to "All" so that it is filled.
7. Touch "O.K."
8. When asked "Are you sure", touch "O.K.". The Master Effect parameters for the Combination selected have been copied to the Sequencer.

Output Routing - Trinity Series

NOTE: this tutorial is actually in two parts. The method for routing to outputs 3 and 4 varies if a track contains insert effects, which is covered in the latter part of the tutorial. Also note that in order to reroute outputs 3 and 4, all master effects need to be shut off, and returns for those effects both need to be set to 0.

First, you need to separate the 3rd and 4th outputs:

1. Press the SEQ button to enter the sequencer mode.
2. Press the P8 button to enter the Master Effects page.
3. Touch the box labeled "Pan 2".
4. Using the value slider, wheel or buttons, set the parameter in that box to "R".

For a track (tracks) that you wish to reroute to either 3 or 4:

1. Press the P1 button to enter the main sequencer page.
2. Touch the "Pan" icon.
3. Using the value slider, wheel or buttons, set the pan parameter to "Off". This will stop the sound from being heard on the 1st or 2nd output.
4. Touch the "Mix…" tab on the bottom of the screen.

You will see 2 sets of "000" for each track. One represents the value for Send 1 and the other is Send 2. These sends are used to reroute the sound to the 3rd and 4th outputs. Send 1 controls the amount of signal for output 3 and Send 2 controls the amount of signal for output 4.

5. Touch either the "000" for Send 1 or Send 2 (depending on which output you want the sound for that track routed).
6. Using the value slider, wheel or buttons, set the parameter to any number other than "000". The higher you set it, the more volume you will hear.

If the track contains INSERT EFFECTS:

1. Press the SEQ button to enter the Sequencer mode.
2. Follow the first set of directions for separating the 3rd and 4th outputs.

Output Routing for the Trinity Series (Continued)

3. Press the P7 to enter the Effect Grouping page.

For a track (tracks) that you wish to reroute to either 3 or 4:

4. Touch the effect parameters for that track.

5. A new tab labeled "Trk…FX" will be displayed.
6. Touch that tab.
7. Touch the "Pan" icon. If there is more than one insert effect being used, touch the pan icon on the last insert effect on the chain.
8. Using the value slider, wheel or buttons, set the pan parameter to "Off". This will stop the sound from being heard on the 1st or 2nd output.

Sends 1 and 2 are used to reroute the sound to the 3rd and 4th outputs. Send 1 controls the amount of signal for output 3 and Send 2 controls the amount of signal for output 4.

9. Touch either the "000" for Send 1 or Send 2 (depending on which output you want the sound for that track routed). Once again, this is performed on the last insert effect in the chain.
10. Using the value slider, wheel or buttons, set the parameter to any number other than "000". The higher you set it, the more volume you will hear.

Importing the Effects from a Combi Into the Sequencer:
Trinity Series

To copy the Insert Effects:

1. Press the COMBI button to enter the Combination mode.

2. Select the Combination you copied into the Sequencer mode.

3. Press the EDIT button to enter the Combination Edit mode.

4. Press the P7 button to enter the Effect Grouping page. You will notice that each of the 8 timbres has either a number, a letter "T-" with a number, or "OFF" next to it. These are the effects routings for the tracks. Make note of them.

5. Press the SEQ button to enter the Sequencer mode.

6. Press the P7 button to enter the Effect Grouping page. If the Combination was placed on tracks 9- 16, touch the "Trk.9-16" tab, so that you are looking at effect settings for the tracks that the Combination falls on.

7. Using the value slider, wheel or buttons, select the noted variables for the tambre(s) as they appeared in the Combination Edit mode.

Perform the next steps for <u>each</u> of the timbres bearing a <u>number only</u> for the routing:

1. Select the timbre.

2. You will see a new tab on the bottom of the screen bearing the number of the track followed by "FX". Touch that tab.

3. Once in the effect select screen, touch the arrow on the top right-hand side of the screen.

4. Touch "Copy Insert Effects".

5. Touch the arrow next to "From:".

6. Touch "Combination" to specify that you wish to copy the effects from a Combination.

7. On the next line, using the value slider, wheel or buttons, select the Combination you previously copied into the Sequencer.

Importing the Effects from a Combi Into the Sequencer: Trinity Series (Continued)

8. Touch the number next to "Timbre:".

9. Using the value slider, wheel or buttons, select the timbre (1-8) so that it matches the timbre you're currently on.

10. Touch the box next to "All" so that it is checked.

11. Touch "O.K."

12. When asked "Are you sure", touch "O.K.". The effect parameters for the timbre you previously selected in step 9 have been copied to the timbre you are currently on.

13. Remember to repeat these steps for each of the timbres that show a <u>number only</u> for the routing.

To copy the Master Effects:

1. Press the SEQ to enter the Sequencer mode.

2. Press the P8 button to enter the Master Effects page.

3. Touch the arrow on the top right-hand side of the screen.

4. Touch "Copy Master Effects".

5. Touch the arrow next to "From:".

6. Touch "Combination" to specify that you wish to copy the effects from a Combination.

7. On the next line, using the value slider, wheel or buttons, select the Combination you previously copied into the Sequencer.

8. Touch the circle next to "All" so that it is filled.

9. Touch "O.K."

10. When asked "Are you sure", touch "O.K.". The Master Effect parameters for the Combination selected have been copied to the Sequencer.