EasyStart

TRITON STUDIO — MUSIC WORKSTATION/SAMPLER

KORG

TRITON Studio Main Features

- **Incredible sound:** 48MB of waveform ROM (including a 16MB velocity-switched stereo piano sample), expandable to 256 MB with up to seven EXB-PCM expansion boards, plus EXB-MOSS DSP synthesis board. 1280 onboard sounds, expandable to 3584.

- **Blazing fast TouchView graphic interface** makes navigation a breeze - the ultra-powerful processor is 6x faster than TRITON "Classic"!

- **120 notes of polyphony** - plenty for playing sustained passages; for developing complex Combinations and when sequencing!

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- **The most versatile effect system available:** 5 inserts w/102 effects, 2 masters w/89 effects, includes sync-able effects, 3-Band master EQ, send external audio through effects!

- **Dual polyphonic Arpeggiators:** 507 user locations, sync-able to MIDI clock.

- **Open Sampling System provides sampling and resampling in all modes:** 16 MB Sample RAM (expandable to 96 MB), 48kHz sampling rate, with Time Slicing / Stretching, Cross-fade Looping, Sampling/Resampling through all insert and master effects, "Ripping" audio from CD, and resampling entire songs to internal HD as WAV files.

- **Advanced Conversion Load** for AKAI Sample Loading

- **In-Track sampling** allows sampling direct to sequencer as MIDI events. Sample direct to internal hard drive as longer samples for ext. computer editing or audio CD burning!

- **Same powerful TRITON sequencer:** 16 Tracks, 200,000 events, Cue List and RPPR functions, shortcuts like Template Songs, One-Touch Record, preset rhythm patterns, independent track-looping, Swing Quantize, Tone Adjust to tweak sounds inside the sequencer, SysEx Record any realtime parameter changes in a track!

- **HD Audio Recording and .WAV editing:** Two tracks of audio recording direct to internal HD, play/rec. along with the sequencers 16 MIDI tracks. Edit WAVE files on the hard drive.

- **Plenty of storage:** Internal 20GB hard drive, CDRW1x8 drive, floppy drive and SCSI.

- Optional 6-channel EXB-DI ADAT optical output and EXB-mLAN 6-channel digital audio/MIDI I/O

- **6 outputs** allow routing of any sound to any output or stereo pair with any effects!

- **S/PDIF digital I/O:** 48 kHz for connection to DAT, MD or digital multitrack recorders.

EasyStart Contents

Important information: Load the current Operating System!!!

Some of the functions covered in this guide are feature enhancements that are only applicable to the latest Operating System. Before using this guide, please download the latest operating system _and_ the PDF manual addendum from the KORG website at www.korg.com

Making connections

Connect AC power cable, and connect L/R audio outputs to a stereo monitor system (or use headphones) ➔ Press the rear panel POWER SWITCH to power-on the TRITON Studio. *Note that during power-up, the display will indicate the current Operating System as well as any installed SIMM modules and expansion options (if installed).*

Loading the Preload sounds and Demo songs

Note: When you power-**off** the TRITON Studio, loaded demo songs/samples will be erased from memory. The factory sounds and demo songs are backed up on the internal hard drive. Before you continue with this guide, or for sales presentations, **reload the Preload PCG** (Program, Combination and Global data) **and Demo Song** data using the following procedure:

❗ *Make sure to **backup** any of your own internal songs/sounds to the internal hard drive or floppy drive before proceeding!*

1. Press the **DISK** key ➔ Press the **Load** tab in the lower left of the display.

2. Press the **Drive Select ▶** popup button (lower left of the display) and select **HDD: INTERNAL HD** ➔ Press the **PRELOAD** folder and press the **Open** button.

    a. **To load all of the factory data at once:** Press any one of the files named **PRELOAD** ➔ Press the **Load ▼** button in the upper right corner of the display ➔ Press **Load selected** from the popup menu ➔ Check the boxes for the other two **Load PRELOAD** queries ➔ Make sure that the **PCG Contents ▶** popup button (Programs, Combinations, Global data) is set to **All**, and the **Clear** radio buttons are **selected** in answer to "**Select KSC Allocation**" and **"Select SNG Allocation"** ➔ Press the **OK** button.

    b. **To load just the factory demo songs:** Press the file named **PRELOAD.SNG** ➔ Check the box for the **Load PRELOAD.KSC** query ➔ Make sure the **Clear** radio buttons are selected in answer to "**Select KSC Allocation**" and **"Select SNG Allocation"** ➔ Press the **OK** button.

    c. **To load just the factory sounds:** Press the file named **PRELOAD.PCG** ➔ Press the **Load** button on the upper right corner of the display ➔ Press **Load selected** from the popup menu ➔ Press the **OK** button.

Instantly preview Programs from internal or external drives before loading!

1. Select the **PRELOAD.PCG** file (step 2c above) ➔ Press the **Open** button ➔ Press **Program,** and then press **Open** ➔ Select any **Bank 1A-D**, and press **Open**.

2. Press any sound's name and play the keyboard: You can preview any sound from any drive by pressing its file name _**before**_ you load it into memory! Instead of loading an entire bank of Programs before hearing any sounds, this feature allows you to audition, then load just the Programs you like.

Listening to the demo songs

1. After the preload demo songs have been loaded, press the **SEQ** mode key ➔ Press the **SEQUENCER START/STOP** key to play the first song, "Bullet Timing".

2. To select another song, press the **▶** popup left of "S000" ➔ Press a song name ➔ Press the **SEQUENCER START/STOP** key to playback.

To Play the demo Cue List

1. Press the **MENU** key ➔ Press **P1: Cue List (**or press **1** on the numeric keypad) ➔ Press **SEQUENCER START/STOP -** all songs will play in succession as well as endlessly loop from the beginning of the list ➔ Press **START/STOP** anytime to stop playback.

Selecting and playing Programs and Combinations

1. To select Programs, press the **PROG** mode key. To select Combinations, press the **COMBI** mode key.
2. Press one of the **BANK** keys to select a sound bank, followed by using the **DIAL**, ▲/ ▼ keys, or **numeric keypad** to select sounds from within the bank.

Selecting Programs and Combinations by Category

Finding and organizing sounds is easy with TRITON Studio! Preload sounds are grouped in Categories for fast access, and you can even create your own Categories of Programs and Combinations for custom applications!

1. Press the "Category" button above any Program or Combi name ➜ Scroll and press the "name" of any sound in the center menu, and then you can instantly play it on the keyboard ➜ Select another category by pressing one of the "Category" tabs on the left or right side of the center menu ➜ Press the "OK" button when you want to access the play and edit mode pages of the selected sound.

Take a quick tour of some great TRITON Studio sounds:

PROGRAM	Name	Performance Tips
C001	C. Grand Piano	**SW1:** Octave; **Knob1:** Attack; **Ribbon:** Filter
C002	VCF Sample&Hold	**Ribbon:** Filter; **SW2:** Decimator; **Knob1:** Attack
C014	Gating Voice Pad	**Knobs 1&2:** LFO to filter; **Knob 4:** Reverb; **Try with Arp!**
C086	Acid Dist Bass	**Arp:** OFF; **SW1:** OD Off; **SW2:**Filter; **Knob 3:** Wah; **JS-Y:** Filter Envelope
D004	D' n'B Gate Kit	**Arp:** ON!**; Knob3:** Pitch; **SW1:** Ring mod
D043	Da Mute…Joy-Y	**Ribbon:** Mute; **JS-Y:** Un-mute; **Slider:** Pitch
D061	Talkin' Keys	**SW1:** Ring mod amt.; **JS-Y:** Ring mod freq.; **Knob1:** Portamento time

COMBINATION	Name	Performance Tips
A000	Stereo Piano	**SW1:** Octave; **Knob 3:** Chorus ; **Knob 4:** Reverb
A089	Bellacoola	**Ribbon:** Filter; **SW1:** Pitch; **Knob 4:** Chorus & Delay
B025	Song Of Angels	**Ribbon:** filter; **SW1:** Piano octave; **Knob 3:** Delay
B036	Wave Sequencer	**Ribbon:** Filter; **Knob 3:** Chorus; **Knob 4:** Reverb
B092	Arp Factory	**SW2:** Ring mod; **Knobs 1&2:** Auto Wah and St Comp
B100	Stutter Pad	**Arp:** ON!; **Knob 1:** Attack; **Knob 2:** Res; **SW1:** Pitch +4; **JS-Y/SW2:** Lock
C006	Alien Jungle Jam	**SW1:** Decimator; **JS-Y:** Pitch; **Knob 3:** Phaser
C095	Radio Ribbonizer	**Ribbon:** Record noise & Decimator; **Knob 1:** Scratch
D037	Mutant Hop Knbs	**Knob 1:** Cutoff; **Knob 2:** Resonance; **Knob 3:** BPM delay; **Arp:** Gate & Velo

Arpeggiator mode

TRITON Studio has dual polyphonic arpeggiators, fully editable and sync-able to MIDI clock. One program uses one arpeggio pattern - Combi or Sequence modes can use up to two arpeggio patterns at once.
Normal (you choose the notes) and Fixed Note/Drum (always plays the right notes) modes are available, and the arpeggio patterns can be recorded to the sequencer or to patterns to be used with the RPPR (Real Time Pattern Play Record) function.

1. Programs have an arpeggio pattern assigned to them even if the **ARPEGGIATOR ON/OFF** key does not "wake up" in the ON position. **Example:** Select **Program C054, Wah Space Bass** ➜ Press the Arpeggiator **ON/OFF** key (it will light) ➜ Work with the realtime controls: **TEMPO**, **GATE** (overall step length), and **VELOCITY** (loudness of arpeggiated notes) ➜ Press the "Arpeggio" tab at the bottom of the display ➜ Try new "Octave" settings, and change the Resolution ("Reso"), and then repeatedly press the **ENTER** key to use the **TAP TEMPO** function.

2. **View the Arpeggiator grid**: Press the **GLOBAL** key ➔ Press the **MENU** key ➔ Press "P6: User Arpeggio" ➔ Press the "Pattern Edit" tab, play a key to re-trigger the pattern, and view the arpeggiator grid. TRITON Studio's arpeggiator provides up to 12 tones and 48 steps per pattern. To learn more about editing and creating your own arpeggio patterns, see the Owners Manual Basic Guide, pgs. 134-137.

3. Select **COMBI A048, Wine&Cheese** ➔ Press the **ARPEGGIATOR ON/OFF** key (it will light). Play, to trigger the arpeggio patterns, and work with the **ARPEGGIATOR CONTROLS** – note that they affect both arps globally ➔ Press the "Arpegg. A" or "Arpegg. B" tab at the bottom of the screen to work with individual parameters ➔ Select the "Arpegg. A" tab again, press the ▶ popup at the "Pat:" (Pattern) field, and try substituting different arp patterns ➔ Press the **ARPEGGIATOR ON/OFF** key again, to turn off the patterns.

Sequence mode

The TRITON Studio provides an intuitive and powerful 16-track, 200,000 event sequencer with Loop Record, Pattern, Step and Linear recording formats, independent Track Play Loops and more! Also provided are 16 Preset and 16 User Template Songs, which can contain all of your Program and Effect setups for various styles of music – designed to keep your music making fast, easy and creative!

Create a song quickly, using the Template Song function:

1. Press the **SEQ** key ➔ Press the ▶ popup to the left of "S###" (song number) and press to select an empty song location ➔ Press "OK".

2. Press the upper-right ▼ popup, and then press "Load Template Song" ➔ Press the ▶ popup in the "From:" field and press to select your choice from Template Songs "P00" – "P15".

3. Press to check the box "Copy Pattern to Track too?" and then press "OK". Now to load some drum patterns…

4. Make sure that the "Pattern" field is set to "Preset" ➔ Press the popup below "Preset", and select a Pattern in the same style as your Template Song ➔ Press "OK" 2-4 times, to copy the pattern to the track for a number of measures (you can also select a different pattern to copy each time you press "OK") ➔ Press "EXIT" to return to the main Sequence display.

5. Press the ▶ popup to the left of "Track01" and select "Track 02: Bass". (Except for the Orchestral Template, Track 2 is always Bass) ➔ Press the **SEQ REC/WRITE** key, followed by the **START/STOP** key, and then play and record 2-4 measures (you'll get a 2-measure count-in before recording begins) ➔ When finished, press **START/STOP** to stop recording.

Tip: *Quantize as you record, if desired: Before recording, set the "Reso" ▶popup on the "P0" main sequence page to a value (try 16th notes), and then record. If you're not happy with the results, press the COMPARE key and try another value.*

6. Press the "PlyLoop 1-8" tab at the bottom of the display ➔ Press the "Track Play Loop" checkbox for Track 2 (Bass) ➔ Press the "Loop End Measure" and set it to the last measure you played (earlier if desired) ➔ Press **START/STOP** to playback, and again to stop playback.

7. Repeat step 5 to select and record additional tracks ➔ Repeat step 6 to set additional Track Play Loops with various Loop Start and Loop End settings as desired.

Tip: *Change the "Recording Setup" under the "Preference" tab to "Overdub"; go to the "Mixer1-8" tab, and you can record Fader and Pan Automation, one Track at a time!*

Tip: *Create your own User Template Song "from scratch", or based on any Preset Song loaded: Select new Programs on tracks, change effect bus assignments and effect programs, change mixer pan and level settings, etc., and then save your new setup as a User Template Song (press the upper-right ▼ popup and select "Save Template Song").*

One-Touch Recording

This great feature allows the TRITON Studio to capture your inspired moments whenever they happen. The "One-Touch" record feature will instantly set the sequencer to create a new song that preserves all the nuances of your current playing in Program or Combination modes – Effects settings, Arpeggiator, etc.

1. Select any Program or Combi. (Make sure the **ARP ON/OFF** switch is already saved **ON** if you wish to record the Arps as well) To tap in a new tempo if desired, tap the **ENTER** key 3 or more times.

2. While holding the **ENTER** key, press the **SEQUENCER REC/WRITE** key ➜ Press "OK" ➜ Press the **SEQUENCER START/STOP** key to begin the two-bar precount, and if recording arp patterns, hold down keys on the keyboard during the precount to make sure that the patterns sync to measure 1, beat 1 at the beginning of recording ➜ Press the **SEQUENCER START/STOP** key when finished. All sounds, effects, and arps have successfully been recorded in one pass! Press the **SEQUENCER START/STOP** key to playback, and again to stop.

Note: *To add additional tracks after recording a Combination, go to the "Preference" tab, uncheck "Multi REC" in "Recording Setup", and then select a new track for recording. Also, make sure to set Track Status to "INT" (Internal) for any new Tracks that you wish to record (MENU key > P2 Track Param/MIDI Ch T01-08/T09-16") If you want to overdub on an existing track, make sure to change "Over Write" to "Over Dub" in the "Recording Setup".*

SysEx Recording

System Exclusive (SysEx) messages are used to send parameter or sample data between MIDI devices. By recording SysEx messages in the TRITON Studio's sequencer, nearly any function can be adjusted or changed as you record, and will be played back the same way! Changes to parameters such as muting and soloing tracks, transposing a part, changing Tone-Adjust parameters and switching arpeggiator patterns can now be recorded and saved within your sequencer data. This even includes switching effect programs, bus assignments and parameter changes at any location in the song! You can even use the sequencer's Event Edit page to delete or move these Sys Ex messages.

! *To utilize SysEx Recording, make sure that "Enable Exclusive" has been selected in Global mode: Press the **GLOBAL** mode key, and then press the **MENU** key > Press "P1 MIDI" > Check the "Enable Exclusive" box.*

Tone-Adjust

The Tone-Adjust function allows you to choose from 24 available "Tone-Adjust" parameters, and tweak and edit 6 parameters for every Program assigned to a sequencer track. You no longer have to leave Sequencer Mode to make edits so your sounds are exactly the way you want them for your Song – and you can hear your tweaks in context with the music playing! This also leaves the original Program unchanged in memory, so you don't affect Combinations and other Songs.

1. Select and load a Template Song and a few Preset drum patterns as in the previous Template Song section ➜ Press the "Preference" tab, and then select "Over Dub" in the "Recording Setup" field ➜ Press the **MENU** key and press "P5: Track Edit".

2. Press the "Tone1.2 1-8" tab. On the Track 1 drum track, press to highlight "+00" under "LPF Fc" (Tone Adjust 1 - Low Pass Filter Cutoff), and then press the **SEQUENCER START/STOP** key to begin recording: Use the **DIAL** to change the setting to a Studio negative cutoff filter ➜ Press the **SEQUENCER START/STOP** key to stop recording.

3. Press the ►popup next to "ResoHPF" (Tone Adjust 2) on the same drum track ➜ scroll and select the last parameter: "Reverse" ➜ Press to highlight "PRG" below "Rev" ➜ Press the **SEQUENCER START/STOP** key

to begin recording, and then use the **VALUE** keys to change the value from "PRG" to "On" to "Off" during recording ➜ Press the **SEQUENCER START/STOP** key to stop recording, and then press the **SEQUENCER START/STOP** key to playback – you'll hear the Tone Adjust 1's filter cutoff changes, and Tone Adjust 2's newly-recorded reverse setting, which makes all drum waveforms play backwards as recorded!

Tips: *Mute and un-mute tracks as you record: Go to SEQ mode, "P0", and in the "Preference" tab, under "Recording Setup" select "Over Dub", and as you're recording, press the Track "PLAY" buttons to mute and un-mute selected record tracks. Press the "SOLO OFF" button while recording, to solo selected record tracks!*

Resampling

Resampling allows you to digitally re-process your performances over and over, without any loss of fidelity, freeing up effects and polyphony. This means that you can play a Program or Combination, complete with arpeggio patterns, and resample your performance as audio data to sample RAM - or to the internal hard drive! Additionally, complete 16-track songs, or only selected tracks of a song can be resampled as well. In the end, your live performances or songs complete with arp patterns and effects can end up being triggered as single notes in an E-Bank Program! And resampled songs can also be recorded as 2-channel mixes to the hard drive.

1. Press the **COMBI** mode key, and then select **Combi C095, Radio Ribonizer** - The objective here is to sample all this information,(up to 8 Timbres, 7 Effects, and 2 polyphonic Arps) as **a single** new event, freeing up tracks and polyphony in sequencing.

2. Press the upper-right ▼ popup and select "Auto Sampling Setup" ➜ Press the "Resample Combination Play" radio button and then press the "Convert to Program" checkbox ➜ Choose an empty E-Bank destination Program, and then press "OK". *Note that in this exercise, you'll leave "Save to:" set to "RAM" - this is also the popup that allows you to select "DISK" as the destination for new samples.*

3. Press the **SAMPLING REC** key, followed by the **SAMPLING START/STOP** key ➜ Press any key to trigger the arp patterns and begin sampling, and as you record the sample use the **REALTIME CONTROL** knobs, **JOYSTICK** and **RIBBON** to record control changes ➜ Press the **SAMPLING START/STOP** key, followed by pressing the **ARPEGGIATOR ON/OFF** key (OFF).

4. Press the "Perf.Edit" tab, and then select the E-Bank Program that you selected in Step 2 ➜ Play key **C2** and you'll hear your new sample, assigned to a single key! And this new Program can be used in the Sequencer by assigning the new Program to a Track and triggering it when needed.

Tip: *Use the following procedure for resampling a song to be converted to a Program. In Sequence mode: "SAMPLING" tab > "Auto Sampling Setup", select "Resample Sequence Play" > "Convert To Program", and after arming the sampler, resampling will begin when you press the SEQUENCER START/STOP key. Note that you can use the Mute or Solo functions on selected tracks to resample, creating new mixes as desired!*

Sampling mode: Time Slicing

Time Slicing allows you to chop up a sampled audio loop by its transients (attack portions). It allows you to isolate the loops individual elements. In the case of a drum loop, you can separate the kick, snare and hi-hats and then create a new groove based on those elements. Additionally, it allows you to change the tempo of a sampled audio loop without changing its pitch, allowing you to beat match loops that were created at different tempos. In the following exercise, you'll use TRITON Studio's "Grid" function to view and effortlessly-set a perfect sample loop point...

! *Before proceeding, clear the TRITON Studio's sample RAM by powering **OFF**, then **ON**. **HOLD IT!** Remember to save any previously-recorded samples or sequences first!*

1. Press the **PROG** mode key, then select **Program B036, Standard Kit 2**. Press the **ARPEGGIATOR ON/OFF** key to turn it **ON** (lit).

2.   Press the **SAMPLING REC** key, and then press the **SAMPLING START/STOP** key ➔ Play key **C2** on the keyboard to trigger the drum loop and begin sampling ➔ After 2 or 3 measures, press the **SAMPLE START/STOP** key again to stop sampling, and then press the **ARPEGGIATOR ON/OFF** key to stop the pattern from playing after you finish sampling.

3.   Press the **SAMPLING** mode key ➔ Press the popup to the left of "No Assign", and then press to select "0000NewSample_0000L" ➔ Play key **C2** on your keyboard to hear your new sample.

4.   Press the **MENU** button, and then press to select "P2:Loop Edit". You will see your sample waveform in the display ➔ Press to check the "Loop" box to loop the sample ➔ Press the upper-right ▼ popup and select "Grid" ➔ Press "ON" then press "OK". You'll note that Grid marks are now indicated across the sample waveform.

5. *   Press to highlight "120BPM" next to "Grid" ➔ Use the **DIAL** or keypad to change the tempo to "92 BPM" (the original Program tempo) ➔ Highlight "End", and slowly rotate the **DIAL** to the left, to line up the loop end marker with the 4th grid marker ➔ Play key **C2** to trigger the loop. Note that you can set higher Grid resolution ("Reso") for more accuracy when working with sampled loops.*

6.   Press the upper-right ▼ popup and then press to select "Truncate" ➔ Press to check "Overwrite", and then press "OK". The Truncate function deletes unused sample data that falls beyond your loop points, freeing-up valuable sampling memory.

7.   Press the upper-right ▼ popup, and then scroll to the right and select "Time Slice". The display will indicate "Set Sample Tempo". And since you've set a perfect loop using the Grid function, the TRITON Studio will analyse the sample waveform and display "Beat 4 Source BPM 092" ➔ Press "OK".

8.   Below the waveform display, set "Sensitivity" to "30" ➔ Play key **C2** to trigger your original loop, and then play each of the keys above C2 to trigger the individual slices in the loop ➔ Press "SAVE", and set "Times" to 16. This copies the loop 16 times on track 1 of Song000 ➔ Press "SAVE", and then press "EXIT".

9.   Press the **SEQ** mode key ➔ Press the **SEQ START/STOP** key to start the sequence. You will hear you loop playing on Track 1 ➔ Press to highlight the "BPM" tempo indicator in the display, and use the **DIAL** to slowly increase or decrease the tempo. Notice that you loop changes tempo without changing pitch.

Sampling mode: Creating a multisample across Studio's keyboard

The TRITON Studio samples at 48 kHz, 16-bit, in mono or stereo, and provides extensive TouchView graphic editing of waveform data, time slice and time stretching functions, BPM Grid Editing, and much more! With the included 16 MB SIMM module, the TRITON Studio is capable of recording samples of up to 174 seconds @ mono, or 87 seconds @ stereo. Fully expanded with three 32MB SIMM modules (96 MB), it allows about 17.4 mono minutes or 8.6 stereo minutes of sampling.

!   *The correct SIMMS are 72-pin, non-parity, EDO or Fast Page (FPM) DRAM SIMM, 60 ns (nanoseconds) or faster, 11-bit addressing.*

To help you get familiar with another TRITON Studio sampling function, here's a quick and easy tutorial on how to create a multisample…

Recording "one-shot" vocal samples:

!   *Before proceeding, clear the TRITON Studio's sample RAM by powering **OFF**, then **ON**. **HOLD IT!** Remember to save any previously-recorded samples or sequences first!*

1.   Connect a microphone to the **AUDIO INPUT 1** jack on the rear panel, set the **MIC/LINE** switch to **MIC**, and set the **LEVEL** control to the 12 o'clock position.

2.   Press the **SAMPLING** key ➔ Press the "Input Setup" tab ➔ Press the upper-right ▼ popup, and then press the scroll bar to display "Auto Sampling Setup" ➔ Press "REC Audio Input", and then set "Source Audio" to "Analog", "Stereo" to "Mono-1", "Save to" to "RAM" and "IFX" to "Off" ➔ Press "OK". All sampling parameters will now be automatically set up.

3. Now to change the "Trigger" setting, so that sampling will begin when the input audio exceeds the set level: Press the "Trigger" ▶ popup and set this to "Threshold" ➔ Set the "Level" to "-30 dB", and then set "Pre-Trigger" to "005 ms", in order to capture the very beginning of the sample when sampling begins.

4. Set the recording level with the **REAR PANEL LEVEL** knob – speak into the mic and adjust the level as high as possible without allowing the "ADC OVERLOAD !!" warning to appear in the display ➔ Press the **SAMPLING REC** key, and then adjust the "Recording Level" with the **VALUE SLIDER** – set this as high as possible, avoiding the "CLIP!!" warning.

5. With the **SAMPLING REC** key still lit, press the **SAMPLING START/STOP** key, and then speak into the mic, saying the word "**This**" ➔ When finished speaking, press the **SAMPLING START/STOP** key to stop sampling. Press **C2** on the keyboard to hear your new sample.

6. Now to make settings for individual samples across the keyboard (multisample): Press the "Preference" tab and set the "Zone Range" to "1 key" ➔ Un-check the "Auto Loop On" checkbox, and then press the "Recording" tab ➔ Set "OrigKey" and "TopKey" to "C2" - the easiest way to set this is by **holding down** the **ENTER** key and pressing the **C2** key on the keyboard ➔ Press the "Create" button in the display to set a new key index ("C#2").

7. Press the **SAMPLING START/STOP** key and say the word, **"is"** ➔ Press **SAMPLING START/STOP** again to stop sampling, and then press the "Create" button in the display**.** Note that the "keyboard" display moves to the next key after you press "Create".

8. Repeat the previous step 3x, to record three more samples, sampling "**the**", "**Triton**", and finally "**Studio**" …That's it! Now play the keyboard: play each note (half-step) from **C2** to **E2**, and you'll hear the sampled words, **"This is the TRITON Studio"**.

Tip: *You can use the above procedure with any external audio source, such as a drum machine – to create a new multisampled drum kit!*

Continue by sampling through one of the Studio's Insert Effects…

9. Press the "Input Setup" tab ➔ In the "Input 1" field, press the ▶ popup by "BUS(IFX) Select" and choose "IFX1" ➔ Set "Pan" to "C064" (use the **numeric keypad** and enter "64", followed by pressing the **ENTER** key).

10. Press the **MENU** key, and then press **"P8: Insert Efffect"** ➔ Press the "Insert FX" tab, and press to set the "OFF" toggle button in the "IFX1" box "ON" ➔ Press to highlight "000:No Effect", and select "052: Reverb Hall" for IFX1 ➔ Speak into the microphone to hear the effect being applied.

11. Press the **EXIT** key, then press the "Recording" tab ➔ Press the **SAMPLING REC/WRITE** key ➔ Speak into the mic and adjust the recording level as needed.

12. Press the **SAMPLING START/STOP** key, and then speak to sample ➔ Press **SAMPLING START/STOP** to stop sampling. The new sample will playback on key **F2** – the next available index ➔ Press the "Create" button to set a new key index.

In-Track Sampling

The TRITON Studio allows an external audio source (a guitar or mic for example) to be recorded (sampled) at the same time during song playback, to create event data in an empty sequence track. For the following, you can either utilize the microphone used in the previous sampling section, or use another source such as a guitar (if a passive-type guitar is used, send it through a preamp or effect processor first in order to sample at an appropriate level…

1. Clear the Sample RAM, but not your Sequences: To do this, press the **SAMPLING** mode key, press the upper-right ▼ popup and press "Delete MS" ➔ Check both boxes: "All Multisamples" and "Delete samples Too?" ➔ Press "OK".

2. Press the **SEQ** mode key and select the song you created earlier, in the "Sequence mode" section of this guide. ➜ Press the "Sampling" tab in the display. In "Sampling Setup", set "Trigger" to "Threshold".

3. Press the upper-right ▼ popup and select "Auto Sampling Setup" from the menu ➜ Select "In-Track-Sampling ➜ Set "Source Audio" to "Analog" ➜ Set "Mono-1" to "Stereo" (you will be sampling in stereo) ➜ Set "To:" to "Track 16" (or any empty track), and then leave "Program" set to "E000: New MS____" (or any empty E-Bank "New MS____" Program). When sampling is complete, a new multisample will be created, converted to a program and assigned to the track as a MIDI note for triggering the sample ➜ Press "OK", and everything is set for In-Track Sampling…

4. Speak into the mic (or play the guitar), and adjust the REAR PANEL LEVEL knob if the display indicates "ADC OVERLOAD !!" ➜ Press the **SAMPLING REC** key ➜ Speak (or play) again, and if the display indicates "CLIP!!", use the DIAL to adjust the "Recording Level" slider in the display ➜ Press the **SAMPLING REC** key after you've finished making level adjustments.

5. Press the **SAMPLING REC** key, and then the **SAMPLING START/STOP** key to enter record-standby mode ➜ Press the **LOCATE** key to reset to the song beginning ➜ Press the **SEQUENCER START/STOP** key to begin song playback – sing, speak or play, and sampling will begin when the Threshold level is exceeded. When you're finished sampling, press the **SEQUENCER START/STOP** key.

6. Press the **LOCATE** key to reset to the song beginning, and then press the **SEQUENCER START/STOP** key to hear the newly-sampled audio play back with the song!

Resampling a song as a WAV file to the internal hard drive

You can easily resample your songs with the TRITON Studio, (sequence and all in-track samples) as WAV files to the internal hard drive. The WAV files you've re-sampled can then be burned to an audio CD. For the following exercise, use the song you've been working with in the previous In-Track Sampling section…

1. Press the **SEQ** mode key, and then **re-select** the song you created in the steps above (or load one of the demo songs) ➜ Press the "Sampling" tab ➜ Press the upper-right popup and select "Auto Sampling Setup" ➜ Press the "2ch Mix to Disk" radio button then press "OK".

2. Press the **LOCATE** key to return to the beginning of the song ➜ Press the **SAMPLING REC** key, followed by pressing the **SAMPLING START/STOP** key ➜ Press **SEQUENCER START/STOP** to begin resampling the sequence playback, and once again when finished.

3. Press the **DISK** key ➜ Select "TAKENO00.WAV" and press the **SAMPLING START/STOP** key to audition the new WAV file.

Note: *To playback WAV files at a louder level, go to **GLOBAL** mode, press the "System Pref." tab and set "Wave File Play Level" to "High (+12dB)".*

Creating an audio CD from WAV files

1. Press the **DISK** mode key ➜ Press the **Make Audio CD** tab ➜ Press **====End=====** and press **Insert** ➜ Select the Drive and desired WAV file (you can audition it by pressing the **SAMPLING START/STOP** key) and press **Insert**.

2. Insert a blank CD-R or CD-RW into the CDRW-1x8 drive (or connected external CDRW drive) ➜ Press the lower left ▶ popup to select the drive **CDD** ➜ Press the upper right ▼ popup and press **Write to CD** ➜ Specify the writing speed -You can choose to run a test for errors at the selected writing speed ➜ Set **Mode** to **Write** ➜ If this is the only, or final WAV file to be burned to this CD,check **Execute Finalize too** ➜ Press **OK**.

The resulting audio CD, once finalized, can be played by pressing the **Play Audio CD** tab.

Note: *See the TRITON STUDIO Getting Started Guide, pp. 116-117 for more information.*

Ripping audio from a CD

Digital data from an audio CD in the CDRW-1 can be imported as sample data in the digital domain. This process is known as "ripping".

1. Insert an audio CD into the CDRW-1 ➜ Press the **SAMPLING** mode key ➜ In the **Input** Setup tab, check that the **Input ▶** popup is set to **Analog** ➜ Set levels to **127** for both **Inputs 1** and **2** ➜ Set **Pan** of **Input 1** to **L000** and **Pan** of **Input 2** to **R127** ➜ Set **BUS(IFX/Indiv.)** to **L/R** for both **Inputs 1** and **2**.

2. Press the **MENU** key, then press **P.5 Audio CD** ➜ Check that **Drive** is set to **CDD: Audio CD** (or ID# for external CDRW) ➜ Select the CD **Track ▶** that you want to rip ➜ Press the **Volume "slider"** in the display and use the **DIAL** to set CD playback level ➜ Press the **SEQUENCER START/STOP** key to begin playback, and press the **ENTER** key to make markers defining the ripping **Range Start** and **Range End** ➜ Press the **SEQUENCER START/STOP** key to stop playback. *Note that the Range Start and End points can be selected and values changed with the DIAL or numeric keypad. You can then playback, re-entering start to end points to determine the exact range for ripping to occur.*

3. Press the upper right ▼ popup and press **Destination** ➜ Select **RAM** as the destination if you want to place this digital data in sample memory ➜ Press **OK.** Now you can continue to edit the ripped audio sample in Sampling mode.*(Note that selecting **DISK** sets the ripped audio data destination as the internal hard disk)*

SCSI Target Mode

If you use a computer, you may want to get your mixed-down song or new samples into the computer for further processing. You may want to make an MP3 to put on the Internet, or perhaps you want to import files to the TRITON STUDIO V2 from your computer for use in a song. The new <u>SCSI Target Mode</u> allows the TRITON STUDIO'S hard drive to be accessed by your computer - another great feature to make things even easier! (See page 56 of the 2.0 Owner's Manual for details)

The EXB-MOSS Option

This powerful option adds the MOSS DSP tone generator to the TRITON Studio, providing six more voices of polyphony and 13 powerful forms of synthesis, including Analog emulations, Ring Modulation, Resonance, Organ, Reed and Electronic Piano models. You also get another 128 Programs (F Bank), which can also be used in Combination and Sequence modes.

Important Owner's Manual References

Advanced Conversion Load (loading AKAI) — OS 2.0 Guide 48

Open Sampling System — Operation Guide 61

Installing SIMM modules — Parameter Guide 287

Editing Wave files — OS 2.0 Guide 56

Optimize Medium — OS 2.0 Guide 51

RPPR (realtime Pattern Play/Record) — Basic Guide 33/92

For more information...

The TRITON Studio Owner's Manuals provide a wealth of information on sound programming, effects, sequencing, sampling, editing WAV files saved to Disk and much more.

Make sure to visit <u>www.korg.com</u> for the free future TRITON Studio OS updates as well as advanced tutorials and tips and tricks!