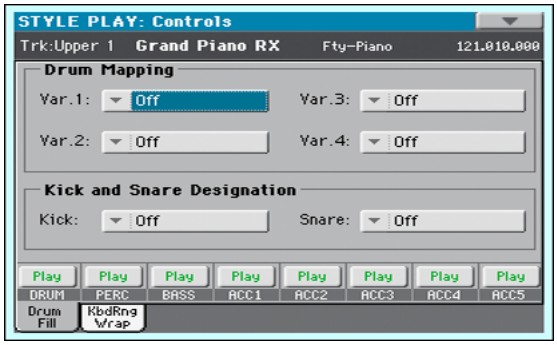
Style Controls: Drum Map

In this page you can select various general parameters for the Style.



Drum Mapping (Var.1…Var.4)

The Drum Mapping lets you select an alternative arrangement of percussive instruments for the selected Drum Kit, without any additional programming. Just select a Drum Map, and some percussive instruments will be replaced with different instruments.

Off — Standard mapping.

Drum Mapping 1…7 — Drum Map number. Mapping 1 is "soft-sounding", while mapping 7 is "loud-sounding".

Kick and Snare Designation

The Kick Designation replaces the original Kick (Bass Drum) sound with a different Kick of the same Drum Kit, while the Snare Designation replaces the original Snare Drum sound with a different Snare of the same Drum Kit.

Hint: *Select different Designations while listening to the Style, and see how they affect the Style. When you like the result, save your setting to a Performance or Style Settings.*

Off — Original Kick or Snare.

Type 1…3 — Kick or Snare replacing the original one.

Track status

Track play/mute status. Touch these icons to change it.

Play status. The track can be heard.

Mute status. The track cannot be heard.

Style Controls: Keyboard Range On/Off / Wrap Around

In this page you can program the Wrap Around point, and turn on/off the Keyboard Range included in each Style tracks.

Keyboard Range On/Off

This parameter is an on/off switch for the Key Range parameter memorized inside each Style Element track.

On — The Keyboard Range is considered (see "Style Element Track Controls: Keyboard Range" on page 220 in Style Record mode). When a track goes over the lower or higher Keyboard Range point, it is automatically transposed, to stay in the programmed range.

Off — No Keyboard Range used.

Wrap Around

The wrap-around point is the highest key range limit for the backing track. The accompaniment patterns will be transposed according to the detected chord. If the chord is too high, the Style tracks might play in a range that is too high, and therefore unnatural. If, however, it reaches the wrap-around point, it will be automatically transposed an octave lower.

The wrap-around point can be individually set for each track in semitone steps up to a maximum of 12 semitones, relative to the chord root set in Style Record mode (see "Key/Chord" on page 201).

It is advisable to set different Wrap Around points for each track, to avoid all tracks "jump" to a different octave at the same time. We suggest to consider the actual range of the real instrument.

1…12 — Maximum transposition (in semitones) of the track, referred to the original key of the Style pattern.

Play/Mute icon

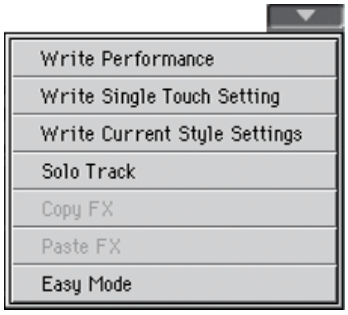
Track's play/mute status.

Play status. The track can be heard.

Mute status. The track cannot be heard.

Page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.



Write Performance

Select this command to open the Write Performance dialog box, and save most of the current control panel settings to a Performance.

See "Write Performance dialog box" on page 109 for more information.

Write Single Touch Setting

Select this command to open the Write Single Touch Setting (STS) dialog box, and save Keyboard track settings to one of the Single Touch Settings (STS) of the current Style.

See "Write Single Touch Setting dialog box" on page 109 for more information.

Write Current Style Settings

Select this command to open the Write Current Style Settings dialog box, and save Style track settings to the current Style.

See "Write Single Touch Setting dialog box" on page 109 for more information.

Solo Track

Select the track to be soloed, and check this item. You will hear only the selected track, and the 'Solo' warning will flash on the page header.

Uncheck this item to exit the Solo function.

The Solo function works in a slightly different way, depending on the selected track:

• ***Keyboard track:*** The selected Keyboard track is the only track you can hear when playing on the keyboard. All other Keyboard tracks are muted. The status of the Style tracks is unaffected.

• ***Style track:*** The selected track is the only Style track you can hear. All other Style tracks are muted. The status of the Keyboard tracks is unaffected.

• ***Grouped Style tracks:*** *The Solo function does not work on these special tracks.*

SHIFT Keep the SHIFT button pressed and touch one of the tracks to solo it. Do the same on a soloed track to deactivate the Solo function.

Copy/Paste FX

You can copy a single effect (Master 1, Master 2), or both effects of an FX group (A or B). You can copy them between different elements (for example, between Styles and Performances, or STSs and Songs).

Note: *This operation only copies the parameters of the "Effects" section. Parameters contained in other sections, like "Dry" or "FX Send", are not copied. Please note that these parameters are relevant in the overall sound of the effect, so please fine-tune them.*

To copy a single effect:

1. Select the source Performance, STS, Style or Song.
2. Choose the source FX group (A or B) by touching the corresponding side tab.
3. Go to the page of the single effect you want to copy (Master 1, Master 2).
4. Choose the "Copy FX" command from the page menu.
5. Select the target Performance, STS, Style or Song,
6. Choose the same FX group (A or B) as the target by touching the corresponding side tab.
7. Go to the page of the single effect you want to paste (Master 1, Master 2).
8. Choose the "Paste FX" command from the page menu.

To copy all the effects in an FX group:

1. Select the source Performance, STS, Style or Song, then go to the Effects > A/B FX Config page, to copy all the effects.
2. Choose the source FX group (A or B) by touching the corresponding side tab.
3. Choose the "Copy FX" command from the page menu.
4. Select the target Performance, STS, Style or Song, then go to the page of the Effects > A/B FX Config page.
5. Choose the FX group (A or B) as the target by touching the corresponding side tab.
6. Choose the "Paste FX" command from the page menu.

Easy Mode

Easy Mode allows you to use the Style Play and Song Play modes with an easier-to-use user interface. It is recommended to beginners, and to professionals alike that do not want to deal with the extra parameters of the Advanced mode.

At any time, you can manually turn the Easy Mode on/off with the Easy Mode command in the page menu of the Style Play and Song Play modes.

Write Performance dialog box

Open this window by keeping one of the PERFORMANCE buttons pressed for about one second, or by choosing the Write Performance item from the page menu. Here, you can save all track settings, the selected Style, and various Style settings to a Performance.

Name

Name of the Performance to be saved. Touch the T (Text Edit) button next to the name to open the Text Edit window.

Perf Bank

Target bank of Performances. Each bank corresponds to one of the PERFORMANCE buttons. Use the VALUE DIAL to select a different bank.

Performance

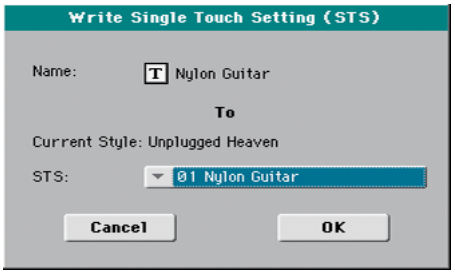
Target Performance location in the selected bank. Use the VALUE DIAL to select a different location.

Select... button

Touch this button to open the Performance Select window, and select a target location.

Write Single Touch Setting dialog box

Open this window by keeping one of the STS buttons pressed for about one second, or by choosing the Write Single Touch Setting item from the page menu. Here, you can save the Keyboard track settings to one of the four single Touch Settings (STS) belonging to the current Style.



Note: *When the "Factory Style and Pad Protect" option is checked in the Global > Mode Preferences > Media page, you cannot write an STS over a Factory Style. The "Write Single Touch Setting" command in the page menu is greyed out and cannot be selected. All original settings of the Factory Styles will be left untouched.*

Name

Name of the STS to be saved. Touch the T (Text Edit) button next to the name to open the Text Edit window.

Current Style

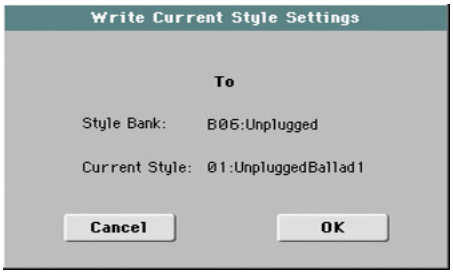
Non editable. Settings are saved in one of the four STSs belonging to the current Style. This parameter displays the name of the "parent" Style.

STS

Target STS location. The name of the STS currently saved at the target location is shown. Use the VALUE DIAL to select a different location.

Write Current Style Settings dialog box

Open this window by keeping the STYLE button in the SELECTION section pressed for about one second, or by selecting the Write Style Settings item from the page menu. Here, you can save Style track settings to the Style Settings of the current Style.



Note: *When the "Factory Style and Pad Protect" option is checked in the Global > Mode Preferences > Media page, you cannot write any Style Settings onto Factory Styles. The "Write Current Style Settings" command in the page menu is greyed out and cannot be selected. All original settings of the Factory Styles will be left untouched.*

Style bank

Non editable. Bank of Styles the current Style belongs to.

Current Style

Non editable. Name of the current Style.

The Favorite banks

You can create a custom set of Styles, made of up to eight Favorite banks. You can assign a different name to the tabs that appear in the Style Select window, in order to add musical genres not included among the Factory Styles.

The Favorite Styles are contained in eight files, automatically created by the Pa300 inside the Style folder in the SYS area of the internal storage memory. Even if different bank names can appear in the display, these files have fixed names:

File Name	FAVORITE Banks
FAVORITE01…8.STY	Bank 1…8

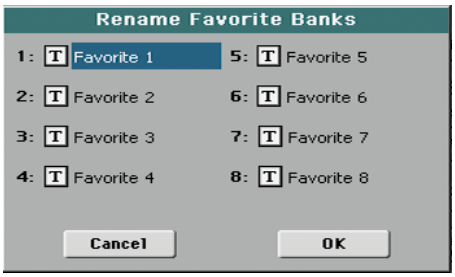
Creating the Favorite banks

There are various ways to create the Favorite banks:

- While in Style Play mode, you can copy & paste any Style into the Favorite banks, as an alternative to the User Style banks. See the "Selecting" chapter for more information on the Copy & Paste operations.
- While in Style Record mode, you can write the new or edited Style in the Favorite banks, as an alternative to the User Style banks. See the "Style Record" chapter for more information on saving a Style.
- While in Media mode, you can load any Style into the Favorite banks, as an alternative to the User Style banks. See the "Media" chapter for more information on the Load operations.

Renaming the Favorite banks

While the Style Select window is in the display, you can choose the "Rename Favorite" command from the page menu, and assign the Favorite Style tabs any name you like.



The assigned name can be spanned over two lines, by separating them with the paragraph character (¶). For example, to write "World Music" on two lines, enter "World¶Music".

Be careful not to write words exceeding the width of the side tabs of the Style Select window.

Song Play

The Song Play operating mode is where you can listen to Songs, while reading Lyrics and Chords (where available). An automatically-generated Score can also be seen for Standard MIDI Files.

Songs can be in Standard MIDI File, Karaoke™ or MP3 format. The MP3+G format is also supported.

You can play along with the Song with up to four Keyboard tracks (Upper 1-3, Lower) and four Pads. You can select different Sounds and Effects for Keyboard tracks by selecting Performances and STSs.

While in Song Play mode, you can use the SongBook to automatically select Songs for a desired music genre. With each Song entry in the SongBook, up to four STSs are also made available.

Song Play mode can also be used in Easy Mode.

MIDI Clock

In Song Play mode the MIDI Clock is always generated by the internal Player, even if the Clock parameter is set to External USB mode in the Global > MIDI > General Controls page (see "Clock Source" on page 159). While in this mode, Pa300 cannot receive MIDI Clock messages from the USB port.

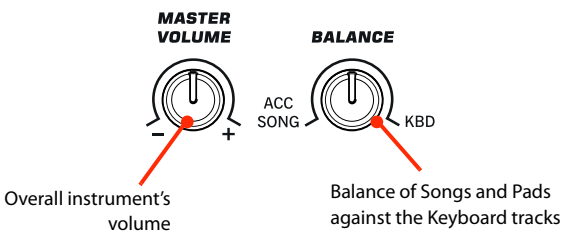
Pa300 only transmits to the USB port the MIDI Clock messages generated by the Player. For MIDI Clock messages to be sent, the "Clock Send" parameter must be activated in the Global > MIDI > General Controls page (see "Clock Send" on page 158).

Tempo Lock

If you don't want the Tempo value to change when selecting a new Song, turn on the Tempo Lock function by using the TEMPO LOCK button on the control panel. When this button's LED is turned on, you can still manually change the Tempo with the TEMPO +/– buttons, or by touching the Tempo field and using the VALUE DIAL.

Master Volume, Balance

While the MASTER VOLUME knob controls the general volume of the instrument, you can use the BALANCE knob to balance the Song and Pad tracks against the Keyboard tracks.



Track parameters

Changes to Keyboard tracks can be saved to a Performance. You can then recall different settings by just selecting a single Performance.

Settings for Song tracks, like Pan, Volume and FX Sends, depend on each individual Standard MIDI File. Changes to Song tracks made in Song Play mode cannot be saved to a Standard MIDI File, and are only intended for realtime control.

To make permanent changes Song tracks, edit and save the Standard MIDI File in Sequencer mode.

Standard MIDI Files and Sounds

The native Song file format of Pa300 is the Standard MIDI File (SMF), an universal standard set by all manufacturers. Filename extension is .MID, but Pa300 can also read files with the .KAR extension. You can read these files with any musical instrument or computer.

Even if the Standard MIDI File format is standard, differences may appear in sounds when playing the various files. If you recorded a Song on the Pa300 in Sequencer mode using only General MIDI sounds (i.e., those of the "GM" type), you can be confident you can play the same Song on virtually any other musical instrument or computer. If you used Korg native sounds, you may not find the same sounds on instruments from other manufacturers.

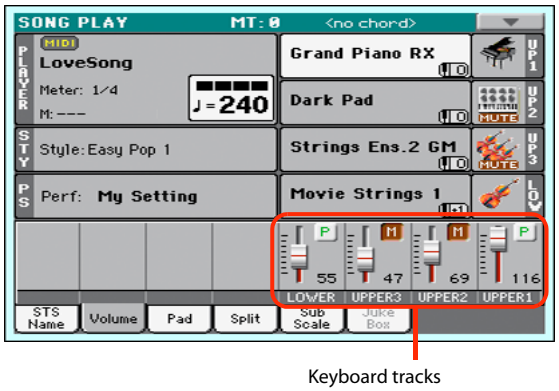
When you read Standard MIDI Files in Song Play mode, there is no problem reading files made using only General MIDI sounds. Sounds could be different when playing a Song made on a different instrument: despite the wide compatibility of Pa300 with other standards (like GS or XG), differences may arise.

Should this happen, load the Standard MIDI File in Sequencer mode, then manually reassign the non-matching Sounds, replacing them with similar Sounds on the Pa300. Finally, save the Standard MIDI File again, and you will be able to play it in Song Play mode with the correct Sounds.

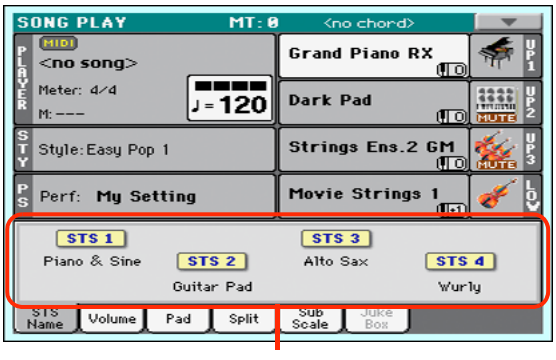
Keyboard, Pad and Player tracks

Pa300 is equipped with a Player that can play up to a maximum of 16 Song tracks. In addition, you can play the keyboard with four additional Keyboard tracks (Upper 1-3 and Lower).

When the Volume panel is shown in the main page of the Song Play mode (see illustration below), you can adjust the Volume and Play/Mute status of these tracks, but please keep in mind that these changes will not be saved in the Standard MIDI File.



While in Song Play mode, you can select Performances or STSs. STSs are from the latest selected Style; choose a different Style to select a different set of STSs. You can see the name of the available STSs when the STS Name panel is shown in the main page of the Song Play mode (see illustration):



Selecting a different Style or SongBook Entry may also change the Pads.

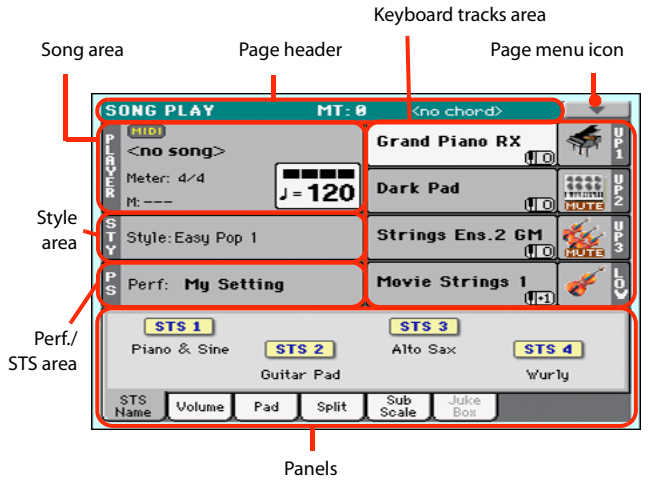
When entering Song Play mode from the Style Play mode, Keyboard and Pad tracks remain the same they were in Style Play mode.

Main page (Normal view)

Press the SONG PLAY button to access this page from another operating mode.

Note: *When switching from Style Play to Song Play mode, various track parameters and settings may change.*

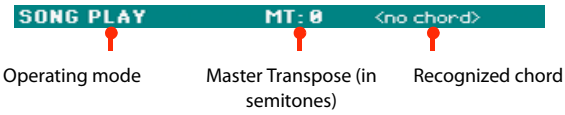
To return to this page from one of the Song Play edit pages, press the EXIT or SONG PLAY button.



Details on individual tracks can be seen by touching the Volume tab. To switch between Keyboard tracks (Normal view) and Song tracks (Song Tracks views), use the TRACK SELECT button. Pressed a first time, you will see tracks 1-8; a second press will show tracks 9-16; pressed again will go back to Keyboard tracks.

Page header

This line shows the current operating mode, transposition and recognized chord.



Operating mode name

Name of the current operating mode.

Master Transpose

Master Transpose value in semitones. This value can be changed using the TRANSPOSE buttons on the control panel.

Note: *You can also transpose MP3 files. Keep in mind, however, that transposition always remains inside the -5…+6 semitones range. This is enough to cover all keys, while avoiding excessive audio degradation. Any further transposing will be reversed to fit the range. So, you might see a +7 transpose value (Just Fifth Up) shown in the display, but the MP3 will actually play 5 semitones lower (Just Fourth Down).*

Note: *Transpose may automatically change when selecting a different Performance. It may also change when loading a Standard MIDI File generated with an instrument of the Korg Pa-Series.*

To avoid transposing, "lock" the Master Transpose parameter in the Global (see "General Controls: Lock" on page 149).

Recognized chord

This displays the recognized chord when you play a chord on the keyboard.

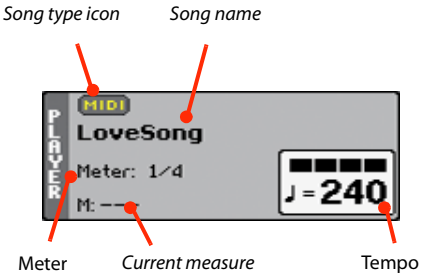
Page menu icon

Touch the page menu icon to open the menu. See “Page menu” on page 121 for more information.

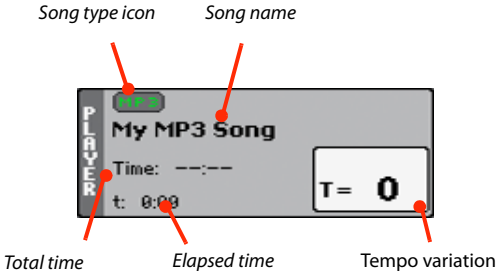
Song area

This is where the Song name is shown, together with parameters depending on the selected type of Song.

This is how a Song’s area appears when a ***Standard MIDI File*** or ***Karaoke*** file has been selected:



And this is how it appears when an ***MP3 File*** has been selected:



Song type icon

Songs of different types can be assigned to the Player. This icon shows the file type.

MIDI — Standard MIDI File, often abbreviated as SMF (file extension: *.MID or *.KAR). The SMF (*.MID) is the industry standard song format, used by Pa300 as its basic Song format when recording a new Song. A MIDI Karaoke File (*.KAR) is an extension of the SMF format.

MP3 — MPEG Layer-3 format, or MP3 (file extension: *.MP3). This is a compressed audio file, that may be generated on any personal computer, or by the Pa300 itself.

JBX — A Jukebox file (file extension: *.JBX) can be assigned to the Player, but its name will not be shown in this area. The JBX icon will appear instead, together with the name of the currently selected Song, in the Jukebox list.

Note: *To create or edit a Jukebox file, go to the Jukebox Edit page (see page 120).*

Song name

Displays the name of the Song assigned to the Player.

Touch the Song name to open the Song Select window. When the Song Select window appears, you can select a single Song or a Jukebox file (see “Song Select window” on page 85).

If you select another Song while a Song is playing, the previous Song will stop, and the new Song will be selected and be ready to play.

To select a Song, you can also press the SONG button in the SELECTION section of the control panel. Press it a second time to select a Song by dialing in its ID number (see “Selecting a Song by its ID number” on page 86).

Meter

This parameter only appears when a Standard MIDI File or Karaoke file has been selected.

Current Song’s meter (time signature).

Measure number

This parameter only appears when a Standard MIDI File or Karaoke file has been selected.

Current measure number.

Tempo

This parameter only appears when a Standard MIDI File or Karaoke file has been selected.

Metronome Tempo. Select this parameter and use the TEMPO+ and TEMPO– buttons to change the Tempo. As an alternative, touch this parameter and drag with your finger.

Total time

This parameter only appears when an MP3 file has been selected.

Total length (in minutes:seconds) of the selected MP3 file.

Elapsed time

This parameter only appears when an MP3 file has been selected.

Elapsed time (in minutes:seconds) of the MP3 file currently in play.

Tempo variation

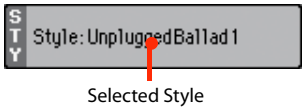
This parameter only appears when an MP3 file has been selected.

Variation of the original MP3 file’s tempo, inside a range of ±30% of the original tempo. When Tempo is changed, MP3 files are smoothly accelerated or slowed down (inside a range of ±30% of the original tempo). This may seem trivial, but it is really rocket-science instead, and it is made possible by Korg sophisticated time-stretching algorithms.

Style area

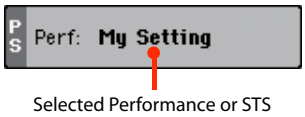
Currently selected Style. You can select a Style while playing Songs, to have it ready when switching to Style Play mode. Also, this lets you change the Pads and STSs (both are recalled by selecting a Style).

Touch the Style name to open the Style Select window. As an alternative, use the STYLE button in the SELECTION section of the control panel.



Performance/STS area

This is where the Performance or STS name is shown.



Selected Performance or STS

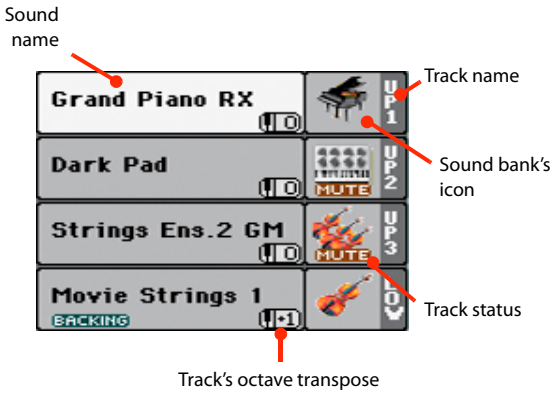
This is the latest selected Performance or Single Touch Setting.

Touch the name to open the Performance Select window. As an alternative, use the PERFORMANCE section to select a different Performance.

To select a different STS from the latest selected Style, use the four STS buttons under the display.

Keyboard tracks area

This is where Keyboard tracks are shown.



Sound name

Name of the Sound assigned to the corresponding Keyboard track.

• If the track is already selected (white background), touch the Sound name to open the Sound Select window.

• If the track is not selected (dark background), first select it, then touch the Sound name to open the Sound Select window.

For more information about the Sound Select window, see “Sound Select window” on page 83.

Keyboard track octave transpose

Non editable. Octave transpose of the corresponding track. To individually edit the octave transpose for each track, go to the “Mixer/Tuning: Tuning” edit page of the Song Play mode (see “Mixer/Tuning: Tuning” on page 98 for more details).

You can also transpose all Upper tracks by using the UPPER OCTAVE buttons on the control panel.

Keyboard track name

Non editable. Name of the corresponding track:

Abbreviation	Track	Hand
UP1	Upper 1	Right hand
UP2	Upper 2	
UP3	Upper 3	
LOW	Lower	Left hand

Sound bank's icon

This icon shows the bank the current Sound belongs to.

Keyboard track status

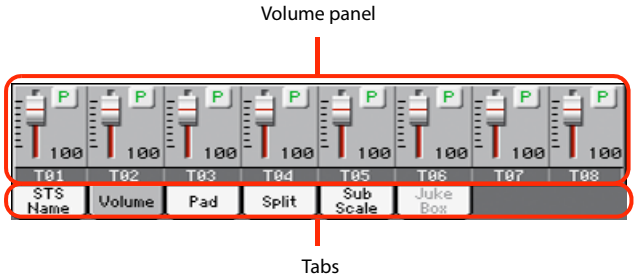
Play/mute status of the current track. Touch this icon to change the status.

No icon — Play status. The track can be heard.

MUTE — Mute status. The track cannot be heard.

Panels

The lower half of the main page contains the various panels, you can select by touching the corresponding tabs. See more information in the relevant sections, starting from page 115.



STS Name panel

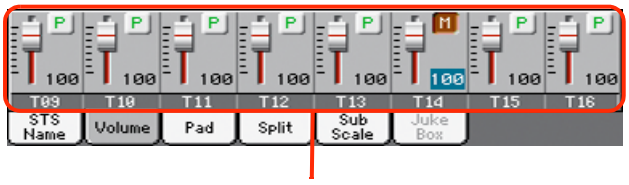
Select this panel to see the name of the four available STSs. See “STS Name panel” on page 91 for details.

Volume panel

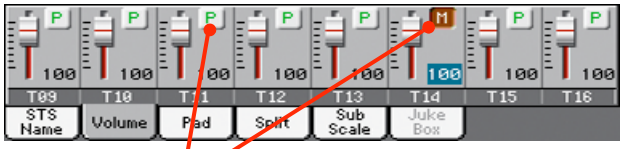
Touch the Volume tab to select this panel. This is where you can set the volume of each track, and mute/unmute tracks.

Changing the tracks’ volume and play/mute status

You can change the volume and play/mute status of each track in the same way seen for the Style (see “Volume panel” on page 91 for details).



Virtual sliders



Track status icons

Saving the tracks’ volume and play/mute status

Each set of tracks can be saved into a different structure. This allows for a great flexibility when mixing Keyboard and Song tracks through the use of Performances, STSs and Standard MIDI Files.

- The status of ***Keyboard tracks*** can be saved to a Performance or STS (see “Write Performance” on page 108 and “Write Single Touch Setting” on page 108).
- The status of the ***Song tracks*** can saved as a general setting in the Global > Mode Preferences > Song & Sequencer page (see “Save Trk & FX” on page 154).

This allows for leaving the track status unchanged even when playing a different Standard MIDI File. You can leave, for example, the bass track in mute, and let your bassist play it live for the whole show.

However, an exception to the above is when reading a Standard MIDI File created with a Pa-Series instrument. These files do include special commands to force the Play/Mute status of each track.

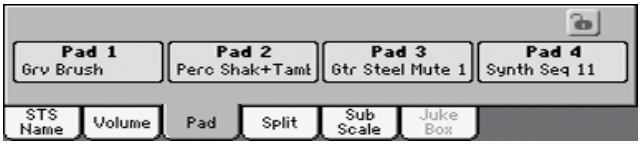
Track names

Under the sliders, a label for each track is shown. Use the TRACK SELECT button to switch between the ***Keyboard Traks*** and the ***Song Tracks 1-8*** and ***Song Tracks 9-16*** views.

Abbreviation	Track
UPPER1…3	Upper tracks. *Volume and play/mute status memorized into a Performance or STS.*
LOWER	Lower track. *Volume and play/mute status memorized into a Performance or STS.*
T01…T16	Song tracks. *Volume memorized into a Standard MIDI File. Play/mute status memorized as a general setting.*

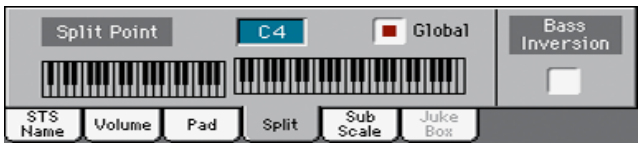
Pad panel

Select this panel to see which Hit or Sequence Pads are assigned to the four Pads. See “Pad panel” on page 93 for details.



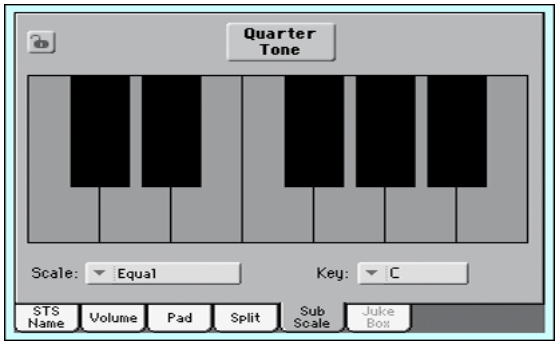
Split panel

Select this panel to adjust the split point for the Keyboard tracks. See “Split panel” on page 94 for details.



Sub-Scale panel

Select this panel to select a secondary scale for the Keyboard tracks. See “Mixer/Tuning: Sub Scale” on page 98 for details.



Jukebox panel

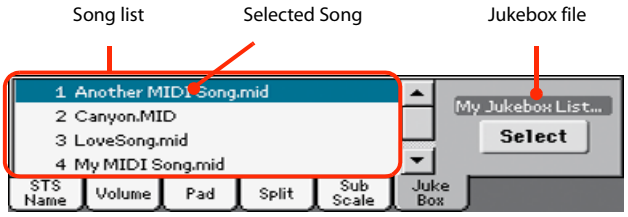
When a Jukebox (JBX) file is assigned to the Player, you can use the list shown in this panel to browse the Jukebox list, and touch the Select button in the display to select a Song to play. This way, you can select any Song in the list as your starting Song, and manually change the order of the Songs to play.

Note: *This panel is only available after loading a Jukebox file.*

Hint: *To create or edit a Jukebox file, go to the Jukebox Edit page (see page 120). A quick way to create a Jukebox list is to touch the “Play All” button in the Song Select window (see page 86).*

Warning: *If you delete a Song included in the Jukebox list currently in play, the Player will stop, and the “No Song” message will appear. At this point, you can select the JukeBox tab to open the Jukebox panel, and select a different Song.*

As an alternative, you can select the next Song by pressing SHIFT + >> (FAST FORWARD) in the PLAYER section of the control panel, then press ▶/■ (START/STOP) in the PLAYER section again.



Song list

Use this list to browse through the Songs in the Jukebox list. Use the scrollbar to scroll the list.

Selected Song

Name of the Song currently in play. You can select a different Song from the list, and touch the Select button in the display to select it for playback.

Select button

Touch this button to select the Song highlighted in the list, and assign it to the player. If a Song is already playing, it will be stopped, and the selected Song will start playing back.

Jukebox file

Name of the selected Jukebox file. To edit this file, see “Jukebox Editor” on page 120.

Transport controls for the Jukebox

When you select a Jukebox file, the Player’s transport controls behave in a slightly different way than with single Songs.

<< and >> Pressed alone, these buttons are the Rewind and Fast Forward commands.

SHIFT Keep the SHIFT button pressed, and press these buttons to scroll to the previous or next Song in the Jukebox list.

|◀ **(HOME)** Returns to measure 1 of the current Song.

▶/■ (START/STOP)

Starts or stops the current Song. When you stop the Song, it is stopped at the current position. Press HOME to go back to measure 1 of the current Song.

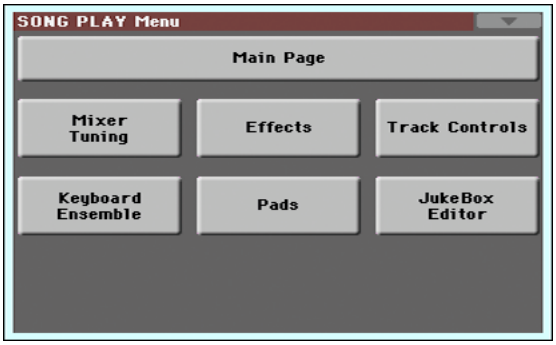
If the Jukebox panel is open, you can select the Song from which to start. See “Jukebox panel” above.

Edit menu

From any page, press the MENU button to open the Song Play edit menu. This menu gives access to the various Song Play edit sections.

When in the menu, select an edit section, or press EXIT or SONG PLAY to exit the menu.

When in an edit page, press the EXIT or SONG PLAY button to go back to the main page of the Song Play operating mode.



Each item in this menu corresponds to an edit section. Each edit section groups various edit pages, that may be selected by touching the corresponding tab on the lower part of the display.

Note: *Some of the edit parameters are only meant for realtime use. As a general rule, Keyboard track parameters can be saved to a Performance or SongBook STS, while Song track's Play/Mute status and FX settings can be saved as a general setting in the Global > Mode Preferences > Song & Sequencer page (see "Save Trk & FX" on page 154).*

Edit page structure

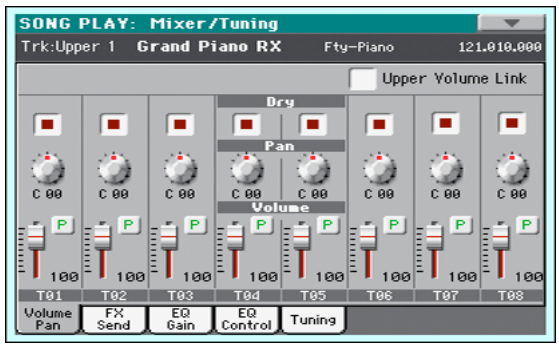
All edit pages share some basic elements, already described for the Style Play mode (see "Edit page structure" on page 95 for details).

Mixer/Tuning: Volume/Pan

This page lets you set the volume and pan for each of the Keyboard or Song tracks.

Note: *The play/mute status of a Song track may be reset when selecting a Song created on a Pa-Series instrument.*

Use the TRACK SELECT button to switch from the Keyboard to the Song tracks, and vice versa.



Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Mixer/Tuning: Volume/Pan" on page 95 for details.

Mixer/Tuning: FX Send

Pa300 is equipped with two groups of effect processors (A and B). In Song Play mode, these groups can be used to process Keyboard, Pad and MIDI tracks.

- Keyboard tracks always use the effects of the FX B group.
- Pad tracks always use the effects of the FX A group.
- Standard MIDI Files and Karaoke files can only use the effects of the FX A group.
- Standard MIDI Files created on a Pa-Series instrument (in Sequencer mode) can use effects of the FX A and B groups.

Choosing and editing the effects is done in the dedicated Effect section (see "Effects: A/B FX Configuration" on page 119).

In case you do not want to hear the direct signal, just set the Dry parameter to Off (see the "Dry" parameter above).

You can assign to the Master FXs any kind of available effects, but we suggest you assign the effects based on this scheme:

A-Master 1	Reverb processor for the Song tracks.
A-Master 2	Modulating FX processor for the Song tracks.
B-Master 1	Reverb processor for the Keyboard tracks.
B-Master 2	Modulating FX processor for the Keyboard tracks.

Use the TRACK SELECT button to switch from Keyboard to Song tracks, and vice-versa.

Note: *When you stop, then start the Song again, or select a different Song, the default Song track settings are selected again. You can, however, pause the Song, change the effects, then exit from pause and start the Song again. Edit the Song in Sequencer mode to permanently change the effects.*

Note: *Track FX setting can be saved as a general setting in the Global > Mode Preferences > Song & Sequencer page (see "Save Trk & FX" on page 154). This will help adapting the Pa300's sound to personal taste for any Standard MIDI File (excluding those saved by a Pa-Series instrument, that may override the general preferences).*

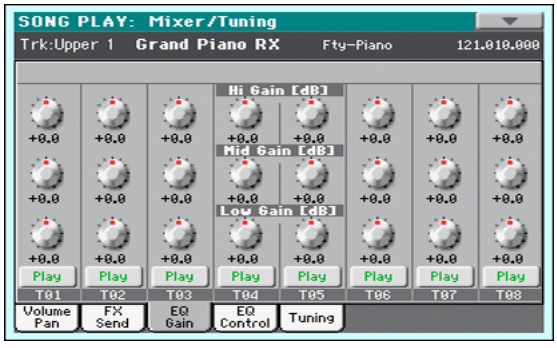
Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Mixer/Tuning: FX Send" on page 96 for details.

Mixer/Tuning: EQ Gain

In this page you can set the three-band equalization (EQ) for each individual track.

Use the TRACK SELECT button to switch from the Keyboard to the Song tracks, and vice-versa.



Hint: *Track EQ can be saved as a general setting in the Global > Mode Preferences > Song & Sequencer page (see "Save Trk & FX" on page 154). This will help adapting the Pa300's sound to personal taste for any Standard MIDI File you will ever play (excluding those saved by a Pa-Series instrument, that may override the general preferences). Need a lighter Bass track? Save the right equalization, and the Bass will stay light with all the subsequent Songs.*

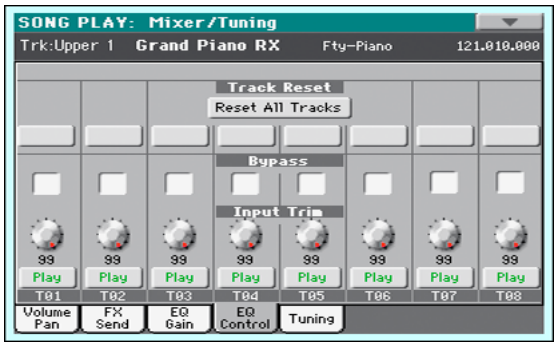
Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Mixer/Tuning: EQ Gain" on page 97 for details.

Mixer/Tuning: EQ Control

This page lets you reset or bypass track equalization, programmed in the previous page.

Use the TRACK SELECT button to switch from the Keyboard to the Song tracks, and vice-versa.



Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Mixer/Tuning: EQ Control" on page 97 for details.

Mixer/Tuning: Tuning

Parameters in this page let you set various tuning settings. All parameters in this page are the same found in Global mode. See "Mixer/Tuning: Tuning" on page 98 for details.

Parameters

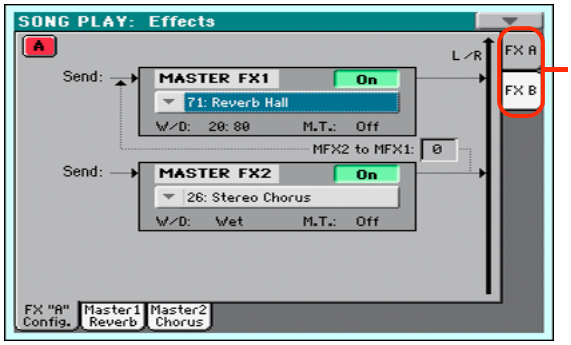
The parameters shown in this page are the same already seen for the Style Play mode. See "Mixer/Tuning: Tuning" on page 98 for details.

Note: *Song track values edited in this page are not saved, and are only intended for realtime use.*

Effects: A/B FX Configuration

This page allows you to select the effects for the A (Song) and B (Keyboard) FX groups. You can use the "FX A" and "FX B" side tabs to switch from one group to the other one. (Songs created in Sequencer mode on a Pa-Series instrument can also use the B FX group).

The effect types and the FX matrix are the same seen for the Style Play mode (see "Effects: A/B FX Configuration" on page 100),



Note: *The default effect settings can be saved as a general setting in the Global > Mode Preferences > Song & Sequencer page (see "Save Trk & FX" on page 154).*

Note: *When you stop the Song, or select a different Song, the default effects are selected again. You can, however, stop the Song, change the effects, then start the Song again with the new effects. Edit the Song in Sequencer mode to permanently change the effects.*

Parameters

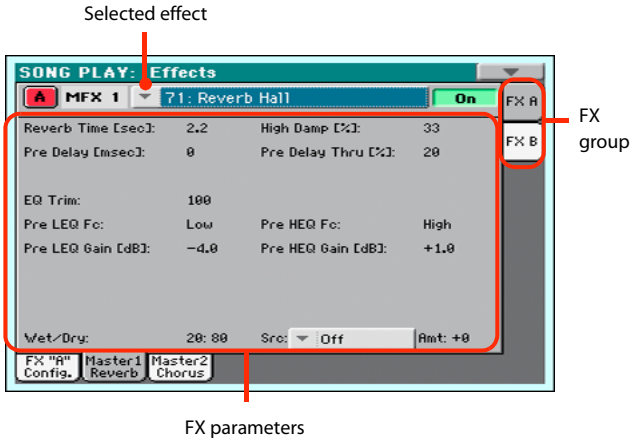
The parameters shown in this page are the same already seen for the Style Play mode. See "Effects: A/B FX Configuration" on page 100 for details.

M.T. (Modulating Track)

Source track for modulating MIDI messages. You can modulate an effect parameter with a MIDI message generated by an internal physical controller, or a MIDI message coming from a Song track.

Effects: Master 1, 2

These pages contain the editing parameters for the effect processors. Here is an example of the FX A page, with the Reverb Hall effect assigned.



Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Effects: Master 1, 2" on page 101 for details.

Track Controls: Mode

These parameters let you set the Internal/External, and the Poly/Mono status of Song tracks.

Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Track Controls: Mode" on page 101 for details.

Note: *These parameters can be saved as a general setting in the Global > Mode Preferences > Song & Sequencer page (see "Save Trk & FX" on page 154).*

Track Controls: Drum Edit

These parameters let you adjust the volume and edit the main parameters for each percussive instrument family.

Drum Edit parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Track Controls: Drum Edit" on page 102 for details.

Note: *Song track values edited in this page are not saved, and are only intended for realtime use.*

Track Controls: Easy Edit

These parameters let you "fine-tune" edit parameters for Sounds assigned to the tracks.

Easy Sound Edit parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Track Controls: Easy Edit" on page 103 for details.

Note: *Song track values edited in this page are not saved, and are only intended for realtime use.*

Keyboard/Ensemble: Key/Velocity Range

These parameters let you select a note and velocity range for the Keyboard tracks.

Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Keyboard/Ensemble: Key/Velocity Range" on page 104 for details.

Keyboard/Ensemble: Ensemble

This page lets you program the Ensemble function.

Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Keyboard/Ensemble: Ensemble" on page 105 for details.

Keyboard/Ensemble: Keyboard Control

These parameters let you set parameters for the Keyboard tracks.

Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Keyboard/Ensemble: Keyboard Control" on page 106 for details.

Pads: Pad

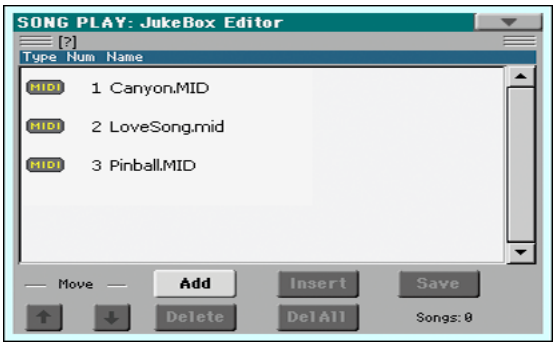
This page lets you select a different hit sound or sequence for each of the four PAD buttons.

Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Pads: Pad" on page 106 for details.

Jukebox Editor

The Jukebox function lets you play a list of Songs (127 max), at the touch of a button. You can play a Jukebox file by assigning it to the Player, after having selected it in the Song Select page, just as if it was an ordinary Song (see "Jukebox panel" on page 116).



In this page you can create, edit and save a Jukebox file. A Jukebox list can contain Standard MIDI Files, Karaoke™ files, and MP3 files.

If a Jukebox file is already selected, you will enter this page with that file ready to be edited. Otherwise, you will enter this page with an empty list.

To create a new Jukebox file, touch Del All to remove all Songs from the current list. Add new Songs, then touch Save and enter a different name before confirming. A new Jukebox file will be saved to the storage device.

Move Up/Down

Use these button to move the selected item up or down in the list.

Add

Adds a Song at the end of the current list. You can add up to 127 Songs to a list. When this button is pressed, a standard file selector opens up in the display.

Note: *A Jukebox list can include only Songs contained in the same folder.*

Hint: *Instead of a single Song, you can select a Jukebox file, and add its whole content to the current Jukebox list.*

Insert

Inserts a Song at the current position (i.e., between the selected item and the preceding one). All subsequent Songs are moved to the next higher-numbered slot. You can add up to 127 Songs to a list.

Note: *A Jukebox list can include only Songs contained in the same folder.*

Hint: *Instead of a single Song, you can select a Jukebox file, and insert its whole content to the current Jukebox list.*

Delete

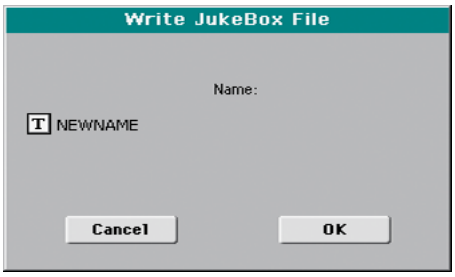
This command lets you delete the selected Song from the list.

Del All

Select this command to delete the whole Jukebox list.

Save

Touch this button to save the Jukebox file. The Save Jukebox File dialog box appears, allowing you to edit the name and save your file.



Touch the T (Text Edit) button to open the Text Edit window, and edit the name.

If you are editing an existing list, and do not change its name, the old file is overwritten. If you change it, a new file will be created in the storage device.

If you are saving a new list, the "NEWNAME.JBX" name is automatically assigned, and you can edit it.

Note: *You can save your ".JBX" file only in the same folder as the Song files included in the list.*

Page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.

Write Performance

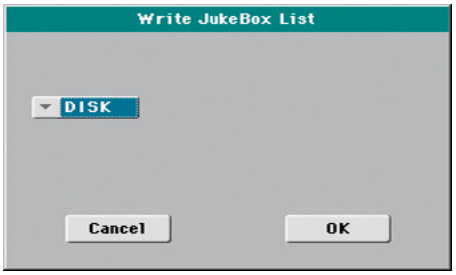
Select this command to open the Write Performance dialog box, and save most of the current control panel settings to a Performance.

See "Write Performance dialog box" on page 109 for more information.

Export Jukebox List

Only available when a Jukebox list is selected. Select this command to save the current Jukebox list as a text file to a storage device. Here is how it works.

1. While a Jukebox file is assigned to the player, select the Export Jukebox List command from the page menu.
2. A dialog box will appear, asking you to select either the internal memory or a storage device connected to the USB Host port.



3. Select an option, and touch OK to confirm.

Note: *When saved, the text file will be named after the selected Jukebox file. For example, a Jukebox file named "Dummy.jbx" will generate a "Dummy.txt" file. A new, unnamed Jukebox file will generate a "New_name.txt" file. If a file with the same name already exists on the target device, it will be overwritten without waiting for any confirmation.*

The list will include the progressive number assigned to each Song, the file names, the total number of files in the list.

For the correct display and printing of the list on a personal computer, use a fixed size (i.e., non-proportional) character in your text editor.

Solo Track

Select the track to be soloed, and check this item. You will hear only the selected track, and the 'Solo' warning will flash on the page header.

Uncheck this item to exit the Solo function.

The Solo functions works in a slightly different way, depending on the selected track:

• ***Keyboard track:*** The selected Keyboard track is the only track you can hear when playing on the keyboard. All other Keyboard tracks are muted. Song tracks are left in play status.

• ***Song track:*** The selected track is the only Song track you can hear. All other Song tracks are muted. Keyboard tracks are left in play status.

SHIFT Keep the SHIFT button pressed and touch one of the tracks to solo it. Do the same on a soloed track to deactivate the Solo function.

Copy/Paste FX

Use this command to copy a single effect, or both effects of an FX group (A or B). See “Copy/Paste FX” on page 108 for detailed instructions.

Easy Mode

Easy Mode allows you to use the Style Play and Song Play modes with an easier-to-use user interface. It is recommended to beginners, and to professionals alike that do not want to deal with the extra parameters of the Advanced mode.

At any time, you can manually turn the Easy Mode on/off with the Easy Mode command in the page menu of the Style Play and Song Play modes.

Sequencer

The Sequencer operating mode is the full-featured onboard sequencer, where you can create a Song from scratch, or edit it. You can also use this mode to edit the initial parameters of a Standard MIDI File, either made with an external sequencer or with Pa300's own sequencer.

You can save the new or edited Song as a Standard MIDI File (SMF, i.e., a file with the ".MID" extension), and play it back either in Song Play or Sequencer mode – or on any external sequencer.

Standard MIDI Files and MP3

The Songs and the Standard MIDI File format

The native Song format for Pa300 is the Standard MIDI File (".MID" file).

When saving a Song as a SMF, a setup measure is automatically inserted at the beginning of the Song. This measure contains various Song initialization parameters.

When an SMF is loaded, the setup measure is automatically skipped.

Sequencer mode and the MP3

While in Sequencer mode, you cannot load nor record MP3 files. This mode only allows for editing of the Standard MIDI Files.

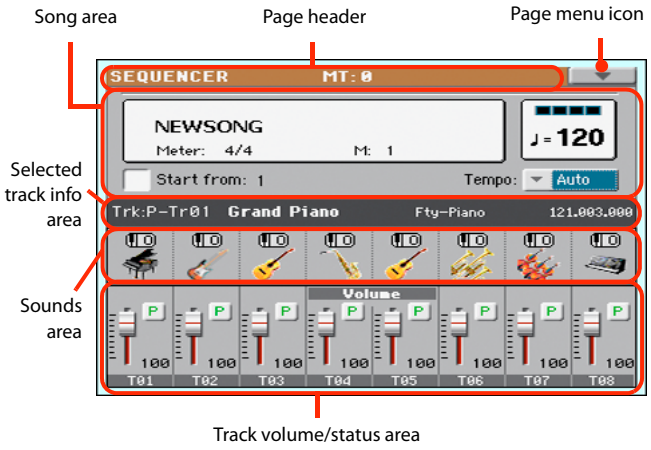
Sequencer Play - Main page

Press the SEQUENCER button to access this page from another operating mode. In this page you can load a Song, and play it back using the PLAYER transport controls.

Note: *When switching from Style Play to Sequencer mode, the Sequencer Setup is automatically selected, and various track parameters may change.*

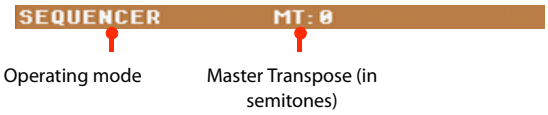
To return to this page from any of the Sequencer edit pages, press the EXIT or SEQUENCER button.

To switch between Song tracks 1-8 and 9-16, use the TRACK SELECT button.



Page header

This line shows the current operating mode and transposition.



Operating mode name

Name of the current operating mode.

Master Transpose

Master transpose value in semitones. This value can be changed using the TRANSPOSE buttons on the control panel.

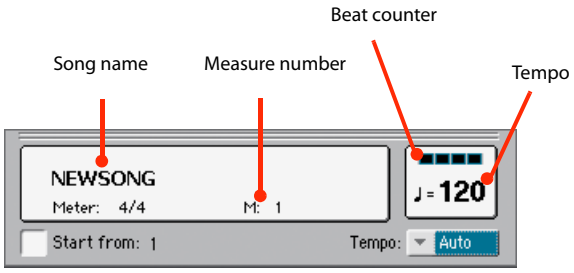
Note: *Transpose may be automatically changed when loading a Standard MIDI File generated with an instrument of the Korg Pa-Series.*

Page menu icon

Touch the page menu icon to open the menu. See "Page menu" on page 144 for more information.

Song area

This is where the Song name is shown, together with its tempo and meter (time signature) parameters, and the current measure.



Song name

Displays the name of the selected Song. "NEWSONG" means that a new (blank) Song is selected, and you can record it.

Touch the Song name to make the Song Select window appear, allowing for selection of a different Song (see "Song Select window" on page 85).

To select a Song, you can also press the SONG button in the SELECTION section of the control panel. Press it a second time to select a Song by dialing in its ID number (see "Selecting a Song by its ID number" on page 86).

Note: *Only Standard MIDI Files can be loaded. MP3 files cannot be loaded in Sequencer mode.*

Meter

Current meter (time signature).

Measure number

Current measure number.

Tempo

Metronome Tempo. Select this parameter and use the TEMPO buttons to change Tempo. As an alternative, when a different parameter is selected, or you are in a different page, keep the SHIFT button pressed and use the DIAL to change Tempo for the sequencer.

Start from

When checked, the measure shown by this parameter is a temporary start point of the song, instead of measure 1. When you press the |◀ (HOME) button, or use the << (REWIND) button to go back to the beginning, the Song returns to this point.

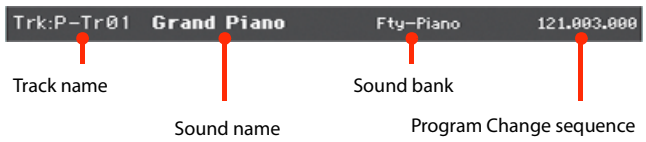
Tempo (Tempo mode)

Use this menu to select the Tempo change mode.

Manual	In this mode, you can change Tempo by using the TEMPO buttons. The Song will be played back using the manually selected tempo.
Auto	Tempo recorded in the Song will be used.

Selected track info area

This line lets you see the Sound assigned to the selected track. Not only it is shown on the main page, but also in several edit pages.



Track name

Name of the selected track.

Sound name

Sound assigned to the selected track. Touch anywhere in this area to open the Sound Select window, and select a different Sound.

Sound bank

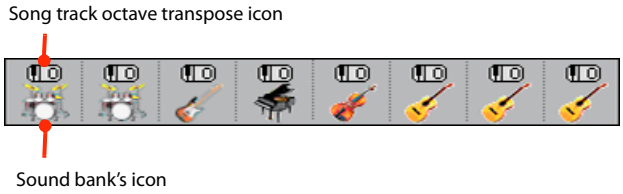
Bank the selected Sound belongs to.

Program Change

Program Change number sequence (Bank Select MSB, Bank Select LSB, Program Change).

Sounds area

This area lets you see Sounds and octave transposition for the eight tracks currently displayed.



Song track octave transpose

Non editable. Octave transpose of the corresponding track. To edit the octave transpose, go to the "Mixer/Tuning: Tuning" edit page (see page 98 for programming information).

Sound bank's icon

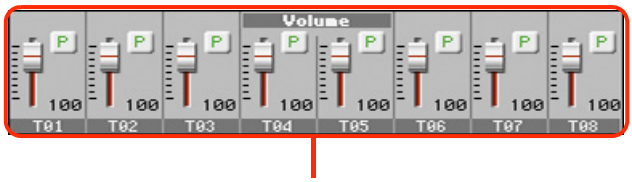
This picture illustrates the bank the current Sound belongs to. Touch an icon a first time to select the corresponding track (detailed information are shown on the Selected Track Info area, see above). Touch it a second time to open the Sound Select window.

Track volume/status area

This area is where you can set the volume of each Song track, and mute/unmute tracks.

Volume and virtual sliders

Each track's volume is memorized into the Standard MIDI File. Drag the sliders to adjust the volume of the corresponding tracks. You can also change the volume by touching a slider and using the VALUE DIAL.



Virtual sliders

Use the TRACK SELECT button to switch between ***Song Tracks 1-8*** and ***Song Tracks 9-16***,

Track status icon

The Play/Mute status of each track is memorized into the Standard MIDI File. Select the track, then touch this area to change the track status. The status of Song tracks is saved when saving the Song.

Play status. The track can be heard.

Mute status. The track cannot be heard.

Track names

Under the sliders, a label for each track is shown. Use the TRACK SELECT button to switch between tracks 1-8 and 9-16.

Entering Record mode

To enter Record mode, press the RECORD button while you are in Sequencer mode. The following dialog box will appear:

Select one of the three available recording options and touch OK (or Cancel if you don't want to enter Record mode).

Multitrack Sequencer

Full-featured sequencer. Select this option for classic multitrack recording. (See "Record mode: Multitrack Sequencer page" on page 126).

Backing Sequence (Quick Record)

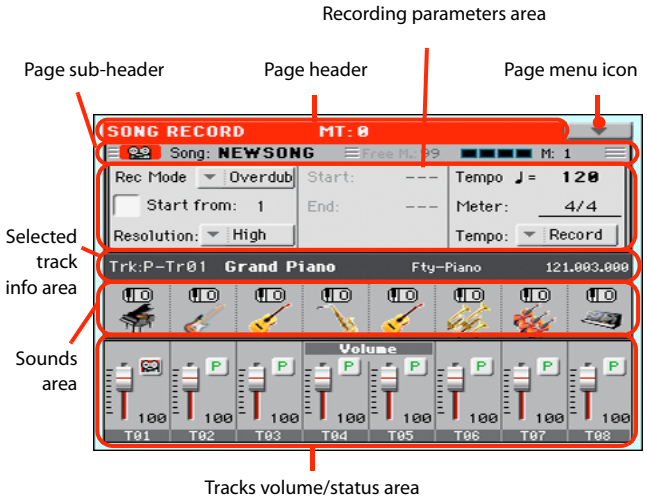
Easy way of recording. Just play with Styles, and record your performance.

Step Backing Sequence

Step-record. Edit chords and controls for the Style. Very useful if you are not a keyboard player.

Record mode: Multitrack Sequencer page

While in Sequencer mode, press the RECORD button and select the "Multitrack Sequencer" option. The Multitrack Sequencer page appears.



See "Multitrack recording procedure" on page 127 for information on the record procedure.

Page header

See "Page header" on page 123.

Page menu icon

See "Page menu icon" on page 123.

Page sub-header

This area shows some performing info on the Song.

Song name

Name of the Song in record.

Free memory %

Percentage of remaining memory available for recording.

Beat counter

This indicator shows the current beat inside the current measure.

Measure number

Current measure you are recording.

Recording parameters area

Rec mode (Recording mode)

Set this parameter before starting record, to select a recording mode.

Overdub	The newly recorded events will be mixed to any existing events.
Overwrite	The newly recorded events will replace any existing events.
Auto Punch	Recording will automatically begin at the "Start" position, and stop at the "End" position. ***Note:*** *The Auto Punch function will not work on an empty Song. At least one track must already be recorded.*
PedalPunch	Recording will begin when pressing a pedal set to the "Punch In/Out" function, and will finish when pressing the same pedal again. ***Note:*** *The Pedal Punch function will not work on an empty Song. At least one track must already be recorded.*

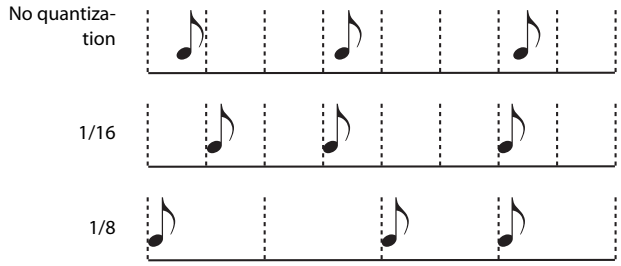
Start from

When checked, the measure shown by this parameter is a temporary start point of the song, instead of measure 1. When you press the ▶/■ (START/STOP) button to stop recording, or use the << (REWIND) button to go back to the beginning, the Song returns to this point.

Resolution

Use this parameter to set the quantization during recording. Quantization is a way of correcting timing errors; notes played too soon or too late are moved to the nearest axis of a rhythmic "grid", set with this parameter, thus playing perfectly in time.

High	No quantization applied.
𝅘𝅥𝅯 (1/32)… 𝅘𝅥𝅮 (1/8)	Grid resolution, in musical values. For example, when you select 1/16, all notes are moved to the nearest 1/16 division. When you select 1/8, all notes are moved to the nearest 1/8 division.



Start/End

Start and End locators. These parameters area available only when the "Auto Punch" recording mode is selected. They set the starting and ending points of the Punch recording.

Tempo

Select this parameter, and use the TEMPO controls to set the Tempo value.

Meter

This is the basic meter (or time signature) of the Song. You can edit this parameter only when the Song is empty, i.e., before you begin recording anything. To insert a meter change in the middle of the Song, use the "Insert Measure" function (see page 142).

Tempo (Tempo mode)

This parameter sets the way tempo events are read or recorded.

Manual	Manual reading. The latest manual Tempo setting (made using the TEMPO buttons) is considered the current Tempo value. No Tempo change events will be recorded. This is very useful when you want to record the Song at a much slower speed than the actual Tempo.
Auto	Auto reading. The Sequencer plays back all recorded Tempo events. No Tempo change events are recorded.
Record	All Tempo changes made during recording will be recorded to the Master Track.

Note: *Tempo is always recorded in overwrite mode (old data is replaced by the new data).*

Selected track info area

This line lets you see the Sound assigned to the selected track. See "Selected track info area" on page 124 for more information.

Sounds area

This area lets you see Sounds and octave transposition for the eight tracks currently displayed. See "Sounds area" on page 124 for more information.

Track volume/status area

This area is where you can set the volume of each Song track, and change track status. See "Track volume/status area" on page 125.

Track status icons

Play/mute/record status of the current track. Select the track, then touch this area to change its status.

	Play status. The track can be heard.
	Mute status. The track cannot be heard.
	Record status. After pressing ▶/■ (START/STOP) to start recording, the track will receive notes from the keyboard and the USB Device connector.

Multitrack recording procedure

Here is the general procedure to follow for the Multitrack Recording.

1. Press the SEQUENCER button to enter Sequence mode.
2. Press the RECORD button, and select the "Multitrack Sequencer" option to enter the Multitrack Record mode. Now you can prepare your recording parameters. (For more details, see "Record mode: Multitrack Sequencer page" on page 126).
3. Be sure the Overdub or Overwrite recording options is selected (see "Rec mode (Recording mode)" on page 126).
4. Set the Tempo. There are two ways of changing Tempo:
   - Use the TEMPO buttons to change the tempo
   - Touch the "Tempo" parameter, and use the VALUE DIAL to change Tempo.
5. Use the TRACK SELECT button to switch between Song Tracks 1-8 and Song Tracks 9-16, and assign the desired Sound to each track (see "Sound bank's icon" on page 124).
6. Select the track to be recorded. Its status icon will automatically change to Record (see "Track status icons" above).
7. If this is a second-pass recording, use the "Start from" parameter to enter a measure where you want to start recording.
8. Press the METRO button to turn the metronome on, and start practicing.
9. Press ▶/■ (START/STOP) to start recording. After a 1-bar precount, the recording actually begins. After the precount, play freely.
   - If you selected the Auto Punch recording mode, the recording will begin only when reaching the Start point.
   - If you selected the Pedal Punch recording mode, press the pedal when you want to begin recording. Press it again to finish recording.

   Note: *The Punch functions will not work on an empty Song. At least one track must already be recorded.*
10. When finished recording, press ▶/■ (START/STOP) to stop the sequencer. Select a different track, and go on recording the whole Song.
11. When finished recording the new Song, either press the RECORD button, or select the "Exit from Record" command from the page menu (see page 145).

    Warning: *Save the Song to a storage device, to avoid losing it when the instrument enters standby.*

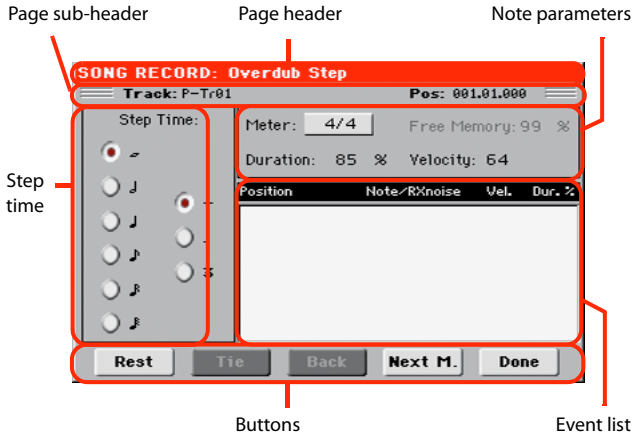
    Note: *When exiting the Record mode, the Octave Transpose is automatically reset to "0".*
12. If you wish, edit the new Song, by pressing the MENU button, and selecting the various edit pages.

Record mode: Step Record page

The Step Record allows you to create a new Song by entering single notes or chords to each track. This is very useful when transcribing an existing score, or needing a higher grade of detail, and is particularly suitable to create drum and percussion tracks.

To access this page, select the "Overdub Step Recording" or "Overwrite Step Recording" command from the page menu.

In Overdub Step Recording mode you will add to existing events, while in Overwrite Step Recording mode you will overwrite all existing events.



See "Step Record procedure" below, for information on the record procedure.

Page header

This line shows the current operating mode.

Page sub-header

Track

Name of the selected track in record.

Tr01…Tr16 Song track.

Pos (Position)

This is the position of the event (note, rest or chord) to be inserted.

Step Time area

Step Time

Length of the event to be inserted.

… Note value.

Standard (–) Standard value of the selected note.

Dot (.) Augments the selected note length by one half of its value.

Triplet (3) Triplet value of the selected note.

Note parameter area

Meter

Meter (Time Signature) of the current measure. This parameter cannot be edited. You can set a Meter change by using the Insert function of the Edit menu, and inserting a new series of measures with a different Meter (see "Song Edit: Cut/Insert Measures" on page 142).

Free Memory

Available memory for recording.

Duration

Relative duration of the inserted note. The percentage is always referred to the step value.

50% Staccato.

85% Ordinary articulation.

100% Legato.

Velocity

Set this parameter before entering a note or chord. This will be the playing strength (i.e., velocity value) of the event to be inserted.

Kbd Keyboard. You can select this parameter, by turning the VALUE DIAL all counter-clockwise. When this option is selected, the playing strength of the note played on the keyboard is recognized and recorded.

1…127 Velocity value. The event will be inserted with this velocity value, and the actual playing strength of the note played on the keyboard will be ignored.

Event list area

List of inserted events

Previously inserted events. You may delete the last of these events, and make it ready for a new event, by touching the Back button in the display.

Position Position where the event has been inserted. The value is shown in the "measure.beat.tick" format.

Note/RX Noise

Name of the inserted Note or RX Noise. When entering a chord, a series of dots is shown after the name of the root note.

Vel. Velocity of the inserted event.

Dur.% Percentage duration of the inserted event.

Buttons

Rest

Touch this button to insert a rest.

Tie

Touch this button to tie the note to be inserted to the previous one. A note with the same pitch, and the specified length, will be created, and tied to the previous one.

Back

Goes to the previous step, erasing the inserted event.

Next M. (Next Measure)

Goes to the next measure, and fills the remaining space with rests.

Done

Exits the Step Record mode.

Step Record procedure

Here is the general procedure to follow for the Step Recording.

1. Press the SEQUENCER button to enter Sequencer mode.
2. Press the RECORD button, and select the "Multitrack Sequencer" option to enter the Multitrack Record mode. From the page menu, select the "Overdub Step Recording" or "Overwrite Step Recording" mode. At this point, the Step Record window will appear in the display.
3. The next event will be entered at the position shown by the Pos indicator in the upper right corner of the display.

   • If you don't want to insert a note at this position, insert a rest instead, as shown in step 5.

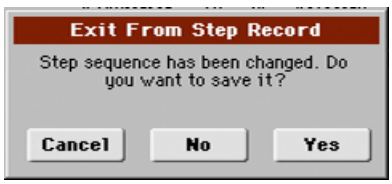
   • To jump to the next measure, filling the remaining beats with rests, touch the Next M. button in the display.
4. To change the step value, use the Step Time parameters.
5. Insert a note, rest or chord at the current position.

   • To insert a single note, just play it on the keyboard. The inserted note length will match the step length. You may change the velocity and relative duration of the note, by editing the Velocity and Duration parameters. See "Velocity" and "Duration" on page 128.

   • To insert a rest, just touch the Rest button in the display. Its length will match the step value.

   • To tie the note to be inserted to the previous one, touch the Tie button in the display. A note will be inserted, tied to the previous one, with exactly the same pitch. You don't need to play it on the keyboard again.

   • To insert a chord or a second voice, see "Chords and second voices in Step Record mode" on page 129.
6. After inserting a new event, you may go back by touching the Back button in the display. This will delete the previously inserted event, and set the step in edit again.
7. When finished recording, touch the Done button in the display. A dialog box appears, asking you to either cancel, discard or save the changes.



If you touch Cancel, exit is canceled, and you can continue editing. If you choose No, changes are not saved, and the Step Record window is closed. If you choose Yes, changes are saved, and the Step Record window is closed.

8. From the main page of the Multitrack Recording mode, either select the "Exit from Record" command from the page menu, or press the RECORD button to exit the Record mode.
9. While in the main page of the Sequencer mode, you may press the ▶/■ (START/STOP) button in the PLAYER section to listen to the Song, or select the Save Song command from the page menu to save the Song to a storage device (see "Save Song window" on page 145).

Chords and second voices in Step Record mode

You are not obliged to insert single notes in a track. There are several ways to insert chords and double voices. Lets look at some.

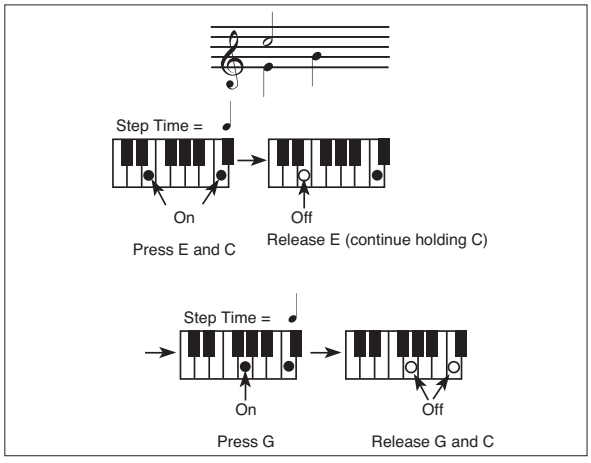
Entering a chord. Simply play a chord instead of a single note. The event name will be the first note of the chord you pressed, followed by the "…" abbreviation.

Entering a chord made of notes with different velocity values. You can make the upper or lower note of a chord, for example, louder than the remaining ones, to let the most important stand out from the chord. Here is how to insert a three-note chord:

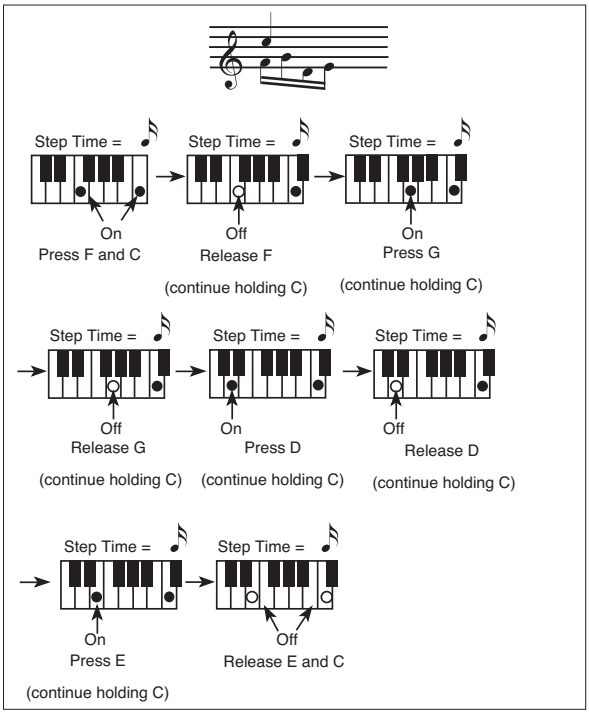
1. Edit the first note's Velocity value.
2. Press the first note and keep it pressed.
3. Edit the second note's Velocity value.
4. Press the second note and keep it pressed.
5. Edit the third note's Velocity value.
6. Press the third note, then release all notes.

Entering a second voice. You can insert passages where one note is kept pressed, while another voice moves freely.

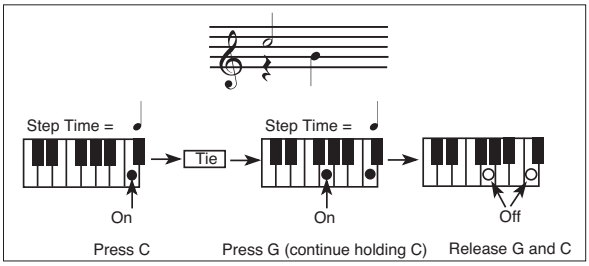
Ex. 1:



Ex.2:



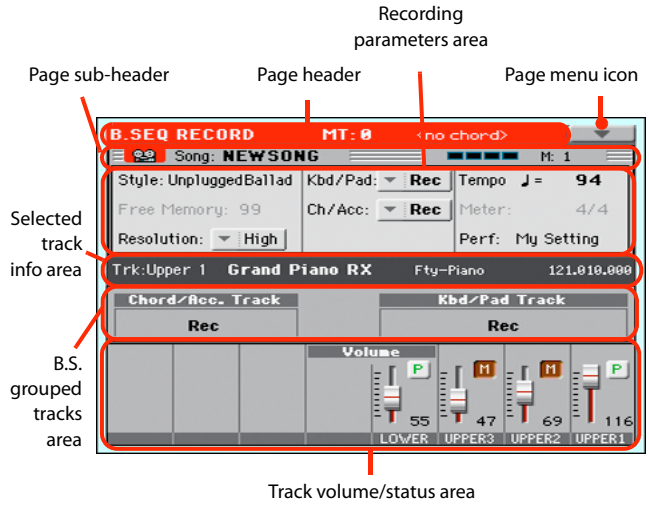
Ex.3:



Record mode: Backing Sequence (Quick Record) page

Backing Sequence (Quick Record) mode allows you to quickly record your live performance with the backing of the Styles. To make things easier, just two grouped tracks are provided: ***Kbd/Pad*** (Keyboard and Pads) to record keyboard and pads, and ***Ch/Acc*** (Chords/Accompaniment) to record chords and the accompaniment provided by the Style.

While in Sequencer mode, press the RECORD button and select the "Backing Sequence (Quick Record)" option. The Backing Sequence (Quick Record) page appears.



See "Backing Sequence (Quick Record) recording procedure" on page 132 for information on the record procedure.

Page header

See "Page header" on page 123. Here, this line also shows the recognized chord.

Page menu icon

See "Page menu icon" on page 123.

Page sub-header

See "Page sub-header" on page 126.

Recording parameters area

Style

This parameter shows the selected Style. Either touch it, or press the STYLE button in the SELECTION section to open the Style Select window and select a different Style (see "Style Select window" on page 82).

Free memory

Percentage of remaining memory for recording.

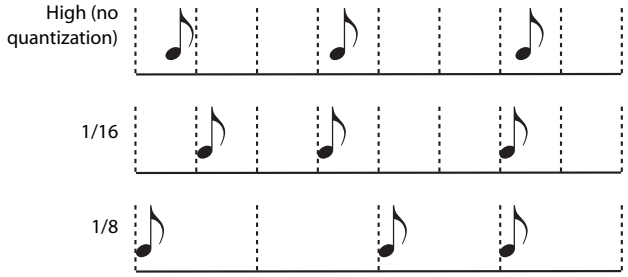
Resolution

Use this parameter to set the quantization during recording. Quantization is a way of correcting timing errors; notes played too soon or too late are moved to the nearest axis of a rhythmic "grid", set with this parameter, thus playing perfectly in time.

High — No quantization applied.

(1/32)… (1/8)

Grid resolution, in musical values. For example, when you select 1/8, all notes are moved to the nearest 1/8 division. When you select 1/4, all notes are moved to the nearest 1/4 division.



Chord/Acc Track, Kbd/Pad Track

These parameters let you define grouped track status during recording. This status is reflected by the big status indicator above the track sliders.

Play — The Backing Sequence track is set to play. If there are recorded data, they will be heard while recording the other Backing Sequence track.

Mute — The Backing Sequence track is muted. If this tracks has already been recorded, it will not be heard during recording of the other Backing Sequence track.

Rec — The Backing Sequence track is in record. All previously recorded data will be deleted. After pressing ▶/■ (START/STOP) to start recording, the track will receive notes from the keyboard or the USB Device connector.

Chord/Acc: This Backing Sequence track groups all Style tracks, together with recognized chords and Style controls and Style Elements selection. After finishing recording, they will be saved as Song tracks 9-16, as in the following table:.

Chord/Acc track	Song track/Channel
Bass	9
Drum	10
Percussion	11
Accompaniment 1	12
Accompaniment 2	13
Accompaniment 3	14
Accompaniment 4	15
Accompaniment 5	16

Kbd/Pad: This Backing Sequence track includes the four Keyboard tracks and the four Pads. After finishing recording, they will be saved as Song tracks 1-8, as in the following table:

Kbd/Pad track	Song track/Channel
Upper 1	1
Upper 2	2
Upper 3	3
Lower	4
Pad 1	5
Pad 2	6
Pad 3	7
Pad 4	8

Tempo

Metronome Tempo. Select this parameter and use the VALUE DIAL to change Tempo. You can always change Tempo using the TEMPO buttons.

Meter

(Non Editable). This parameter shows the meter (or time signature) of the selected Style for reference.

PERF or STS (Performance or STS)

This parameter shows the selected Performance or STS (depending on the latest item selected).

To select a Performance, either touch it, or press one of the PERFORMANCE buttons to open the Performance Select window and select a different Performance (see "Performance Select window" on page 84).

To select an STS (Single Touch Setting), use the four STS buttons under the display.

Backing Sequence tracks area

Backing Sequence tracks status indicators

The grouped track indicators show the status of the Backing Sequence tracks. They reflect the status of the Kbd/Pad and Ch/Acc parameters (see "Chord/Acc Track, Kbd/Pad Track" above).

Selected track info area

This line lets you see the Sound assigned to the selected track. See "Selected track info area" on page 124 for more information.

Track volume/status area

This area is where you can set the volume and mute/play status of each single Keyboard track.

Sliders (track volume)

Graphical display of each track's volume.

Individual track status icons

While you can use the Kbd/Pad Backing Sequence track to change the status of all Keyboard tracks at once, you can also change the status of each separate track. Touch this icon to change the status of the corresponding individual track.

Play status. The track can be heard.

Mute status. The track cannot be heard.

Track names

Under the sliders, a label for each track is shown.

Abbreviation	Track
UPPER1…3	Upper tracks.
LOWER	Lower track.

Backing Sequence (Quick Record) recording procedure

Here is the general procedure to follow for the Backing Sequence (Quick) Recording.

1. Press the SEQUENCER button to enter the Song mode.
2. Press the RECORD button, and select the "Backing Sequence (Quick Record)" option to enter the Backing Sequence (Quick Record) mode. Now you can prepare your recording parameters. (For more details, see "Record mode: Backing Sequence (Quick Record) page" on page 130).
3. The latest selected Style is currently selected. If it is not the right one, select a different Style to start recording with. (See "Style Select window" on page 82).
4. The latest selected Performance or STS is currently selected. If you prefer, select a different Performance or STS. (See "Performance Select window" on page 84, and "STS Select" on page 85).
5. Select the status of the Backing Sequence tracks, by using the Kbd/Pad and Ch/Acc parameters. (Kbd/Pad stays for Keyboard and Pads; Ch/Acc stays for Chord and Accompaniment, i.e. the Style tracks). To record all you play on the keyboard, plus the automatic accompaniment, leave their status to Rec (see "Track status icons" on page 127).

   Warning: *Tracks set to REC are automatically overwritten when starting recording. Set a track to the PLAY or MUTE status, when you don't want to delete it. For example, if you are recording a keyboard part on an existing Style track, set the Ch/Acc parameter to PLAY, and the Kbd/Pad track to REC.*
6. Start recording by pressing the START/STOP button.

   Since you can use any Style control, you could start with the usual combinations (INTRO, ENDING…).

   Note: *While in Backing Sequence mode, you can't record the SYNCHRO, TAP TEMPO/RESET, MANUAL BASS, BALANCE controls.*
7. Play your music. While recording you can even change the Style.
8. When finished recording your performance, press the START/STOP button or one of the ENDING buttons. You will go back to the Sequencer Play Main page (see "Sequencer Play - Main page" on page 123).

   At this point, you may press the ▶/■ (START/STOP) button in the PLAYER section to listen to the new Song.

   You may also edit the Song by pressing the MENU button (see "Edit menu" on page 135).
9. Save the song to a storage device (see "Save Song window" on page 145).

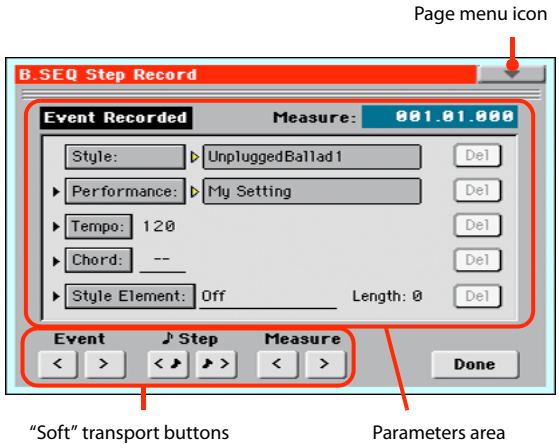
   Warning: *The recorded Song will be deleted when the instrument enters standby, switching to the Style Play or Song Play mode, or entering Record again. If you wish to preserve it, save the Song to a storage device.*

Record mode: Step Backing Sequence page

The Step Backing Sequence mode allows you to enter single chords, to create or edit the Style (Chord/Acc) part of a Song. This mode lets you enter chords even if you are not a keyboard player, or fix any error made playing chords or selecting Style controls, during a Backing Sequence (Quick Record) recording.

In this mode, you can only edit Songs created using the Backing Sequence (Quick Record) recording mode. When saving a Song created using the Backing Sequence (Quick Record) recording mode, all Chord/Acc data is preserved, and can be loaded later, to be edited again by using the Step Backing Sequence mode.

While in Sequencer mode, press the RECORD button and select the "Step Backing Sequence" option. The Step Backing Sequence window appears.



See "Step Backing Sequence procedure" on page 135 for information on the record procedure.

Page menu icon

Touch the page menu icon to open the menu. See "Step Backing Sequence page menu" on page 134 for more information.

Parameters area

Side arrow (▸)

The small arrow next to a parameter means that its value is effective at the current position. For example, if you are at the "003.01.000" position, and an arrow lights up next to the Chord parameter, this means that a chord change happens at the "003.01.000" position.

Measure

This parameter shows the current position of the Step Editor. To go to a different position within the Song, use one of the following systems:

- Select this parameter, then use the VALUE DIAL to go to a different measure.
- Use the Measure buttons in the display to move to a different measure. Use the Step buttons in the display to move in steps of 1/8 (192 ticks). Use the Event buttons in the display to jump to the next event.

The locator value is shown in the "measure.beat.tick" format.

Measure	Measure or bar number.
Beat	Divider in the Time Signature ratio (e.g., a quarter in a 3/4 time).
Tick	Smallest position value. The internal Player feature a resolution of 384 ticks per quarter.

Style

This is the latest selected Style. To insert a Style change at the current position, touch the Style name to open the Style Select window, or follow the standard selecting procedure using the STYLE button in the SELECTION section.

Note: *Any Style Change inserted after the beginning of the measure (i.e., to a position other than Mxxx.01.000) will be effective at the following measure. For example, if a Style Change event has been inserted at M004.03.000, the selected Style will be effectively selected at M005.01.000. (This works exactly as in Style Play mode).*

Note: *When inserting a Style Change, you may also insert a Tempo Change at the same position. A Style Change will not automatically insert the Style's Tempo.*

Performance

This is the latest selected Performance. Select a Performance to recall the Style it links to. To insert a Performance change at the current position, touch the Performance name to open the Performance Select window, or follow the standard selecting procedure using the PERFORMANCE section.

Tempo

This is the Tempo Change parameter. To insert a Tempo Change event at the current position, select this parameter and use the VALUE DIAL to change its value.

Chord

The chord parameter is divided in four separate parts:

Select one of the parts, then use the VALUE DIAL to modify it. As an alternative, you can play a chord, and it will be automatically recognized. While recognizing a chord, the status of the Bass Inversion parameter will be considered.

The lack of a chord (--) means that the accompaniment will not play at the current position (apart for the Drum and Percussion tracks). To select the "--" option, select the Name part of the Chord parameter, then use VALUE DIAL to select the very last value (C…B, Off).

Note: *If you replace a chord with a different one, please remember that the Lower track (if recorded) will not be automatically changed, and may cause a dissonance against the accompaniment.*

Style Element

This is the Style Element (i.e., a Variation, Fill, Intro, or Ending). The length of the selected Style Element is always shown by the "Length" parameter (see below).

"Off" means that the accompaniment will not play at the selected position – only Keyboard and Pad tracks will play.

Hint: *Insert a Style Element Off event exactly where the automatic accompaniment must stop (at the end of the Song).*

Length

This parameter will let you know where to place the following Style Element Change. For example, if you inserted an Intro event lasting for 4 measures, you can insert 4 empty measure after this event, and a Variation event at the end of the Intro, beginning at the 4th empty measure.

Del (Delete) button

When a side arrow (▶) is shown next to a parameter, there is an event at the current position. You can touch the Del button next to it, to delete the event at the current position.

Hint: *To delete all events starting from the current position, select the "Delete All from Selected" command from the page menu (see below).*

"Soft" transport buttons

Previous or Next Event

Use these buttons to move to the previous or next recorded event.

Previous or Next Step

Use these buttons to go to the previous or next step (1/8, or 192 ticks). If an event is located before the previous or next step, the locator stops on that event. For example, if you are positioned on M001.01.000, and no event exists before M001.01.192, the > button moves to the M001.01.192 location. If an event exists on M001.01.010, the > button stops to the M001.01.010 location.

These commands are effective even if the Measure parameter is not selected.

Previous or Next Measure

Use these buttons to move to the previous or following measure. These commands are effective even if the Measure parameter is not selected.

Done button

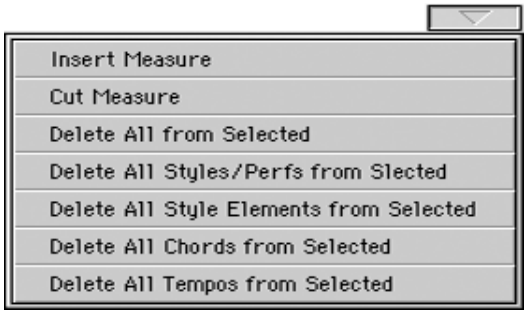
Done

Touch this button to exit the Step Backing Sequence mode. All changes will be saved to memory.

Hint: *Save the Song to a storage device, by selecting the "Save Song" command from the page menu, to avoid losing it when the instrument enters standby.*

Step Backing Sequence page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.



Insert Measure

Use this command to insert an empty measure starting from the current measure. All Chord/Acc events contained in the current measure will be moved to the following measure. The event at the Mxxx.01.000 position (i.e., exactly at the beginning of the measure, like a Time Signature or Style change) will not be moved.

Cut Measure

Use this command to delete the current measure. All Chord/Acc event contained in the following measures will be moved one measure back.

Delete All from Selected

Use this command to delete events of all types, starting from the current position.

Note: *All events on the very first tick (M001.01.000), like Perf, Style, Tempo, Chord, Style Element selection, cannot be deleted.*

Delete All Styles/Perfs from Selected
Delete All Styles Elements from Selected
Delete All Chords from Selected
Delete All Tempos from Selected

Select one of these commands to delete all events of the corresponding type, starting from the current position to the end of the Song. **To delete all events of the same type from the whole Song**, go back to the M001.01.000 position, and select one of these commands.

Note: *All events on the very first tick (M001.01.000), like Perf, Style, Tempo, Chord, Style Element selection, cannot be deleted.*

Step Backing Sequence procedure

Here is the general Step Backing Sequence recording procedure.

Hint: *Before entering Step Backing Sequence mode to edit an existing Song, select the "Save Song" command from the page menu, and save the Song to a storage device. This way, you will have a copy of the Song, in case you don't like the results of your editing.*

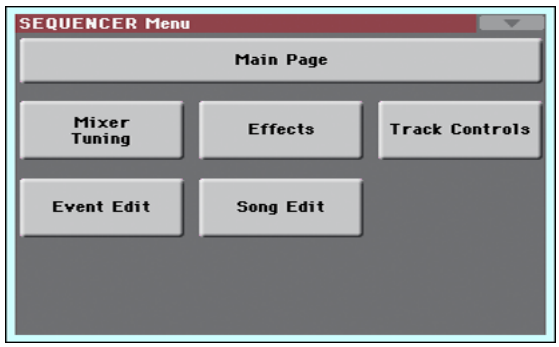
1. While in Sequencer mode, press the RECORD button, and choose the "Step Backing Sequence" recording option.
2. Select the Measure parameter, and go to the desired position in the Song, by using the VALUE DIAL. Alternatively, you can move the locator using the "soft" transport buttons in the display. See ""Soft" transport buttons" on page 134.
3. Select the parameter type (Style, Performance, Tempo…) to insert, edit or delete at the current position. If an arrow (▶) appears next to a parameter, the shown event has been inserted at the current position.
4. Use the VALUE DIAL to modify the selected event. Delete it by touching the Del button next to the event. When editing a parameter without the arrow (▶) next to it, a new event is inserted at the current position.
5. Exit the Step Backing Sequence recording mode, by touching the Done button in the display.
6. Press ▶/■ (START/STOP) in the PLAYER section to listen to the result of your editing. If it is fine, save the Song to a storage device.

Edit menu

From any page, press the MENU button to open the Sequencer edit menu. This menu gives access to the various Sequencer edit sections.

When in the menu, select an edit section, or press EXIT to exit the menu.

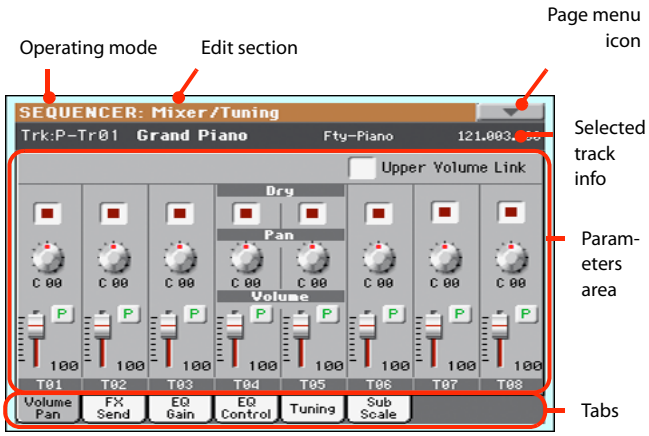
When in an edit page, press EXIT or the SEQUENCER button to go back to the main page of the Sequencer operating mode.



Each item in this menu corresponds to an edit section. Each edit section groups various edit pages, that may be selected by touching the corresponding tab on the lower part of the display.

Edit page structure

All edit pages share some basic elements.



Operating mode

This indicates that the instrument is in Sequencer mode.

Edit section

This identifies the current edit section, corresponding to one of the items of the edit menu (see "Edit menu" on page 135).

Page menu icon

Touch this icon to open the page menu (see "Page menu" on page 144).

Parameters area

Each page contains various parameters. Use the tabs to select one of the pages. For detailed information on the various types of parameters, see sections starting below.

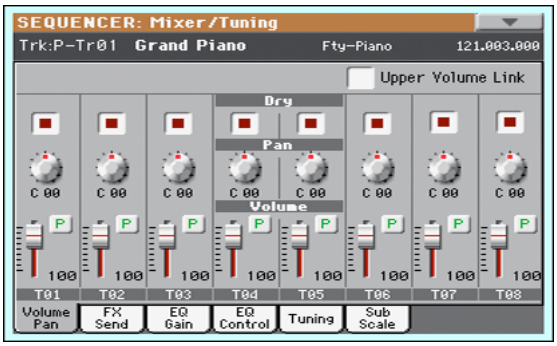
Tabs

Use tabs to select one of the edit pages of the current edit section.

Mixer/Tuning: Volume/Pan

This page lets you set the volume and pan for each Song track.

Use the TRACK SELECT button to switch between Song tracks 1-8 and 9-16.



Parameters

All parameters in this page are the same found in the same page of the Song Play mode (see “Mixer/Tuning: Volume/Pan” on page 117).

Mixer/Tuning: FX Send

This page lets you set the level of the track’s direct (uneffected) signal going to the Internal FX processors.

Use the TRACK SELECT button to switch between Song tracks 1-8 and 9-16, and vice-versa.

FX Groups

Use this pop-up menu to select one of the two FX groups (A or B).

Pa300 includes two groups of effects (FX A and FX B). While in Song Play mode, the A group is reserved to the Song and Pad tracks, the B group to the Keyboard tracks.

However, Songs created in Sequencer mode could also assign the B group to the Song tracks.

Parameters

All parameters in this page are the same found in the same page of the Style Play mode (see “Mixer/Tuning: FX Send” on page 117).

Mixer/Tuning: EQ Gain

In this page you can set the three-band equalization (EQ) for each individual track.

Use the TRACK SELECT button to switch between Song tracks 1-8 and 9-16, and vice-versa.

Parameters

All parameters in this page are the same found in the same page of the Song Play mode (see “Mixer/Tuning: EQ Gain” on page 118).

Mixer/Tuning: EQ Control

This page lets you reset or bypass track equalization, programmed in the previous page.

Use the TRACK SELECT button to switch between Song tracks 1-8 and 9-16, and vice-versa.

Parameters

All parameters in this page are the same found in the same page of the Song Play mode (see “Mixer/Tuning: EQ Control” on page 118).

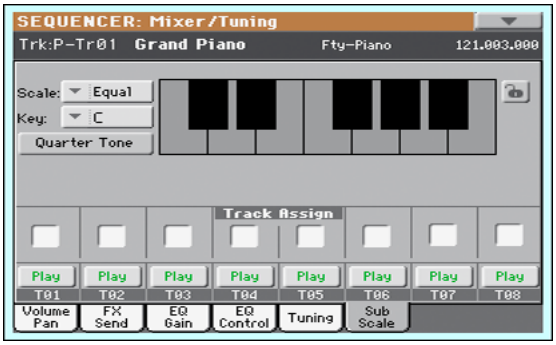
Mixer/Tuning: Tuning

Parameters

All parameters in this page are the same found in Global mode. See “Mixer/Tuning: Tuning” on page 98).

Mixer/Tuning: Sub Scale

This page lets you program an alternative scale for the selected tracks (via the “Track Assign” parameter). The remaining tracks (if any) use the basic scale set in Global mode (see “Main Scale” on page 157).



Note: *Quarter Tone selection and activation of the Sub-Scale on each track of a Song, can be received by MIDI (i.e., by an external sequencer or controller). Conversely, selection of Quarter Tone settings, or activation of the Sub-Scale on each track of the Song, can be sent by the Pa300 to an external MIDI recorder as System Exclusive data.*

Parameters

All parameters in this page are the same found in Global mode. See “Mixer/Tuning: Sub Scale” on page 98.

Track Assign

Check the parameter corresponding to each track where the Sub-Scale must be used.

Play/Mute icon

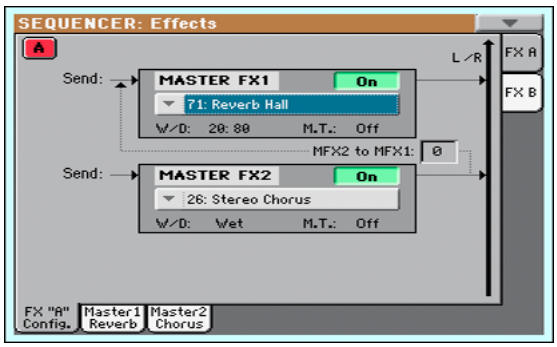
Track’s play/mute status.

Play	Play status. The track can be heard.
Mute	Mute status. The track cannot be heard.

Effects: A/B FX Configuration

This page allows you to select the effects for the A (Song) and B (Keyboard) FX groups. You can use the “FX A” and “FX B” side tabs to switch from one group to the other one. Songs created in Sequencer mode on a Pa-Series instrument can also use the B FX group.

The effect types and the FX matrix are the same seen for the Style Play mode (see “Effects: A/B FX Configuration” on page 100).



Note: *When you stop the Song, or select a different Song, the default effects are selected again. You can, however, stop the Song, change the effects, then start the Song again. Save the Song to permanently change the effects.*

FX Group

Use these side tabs to choose the FX group (A or B) for the corresponding track.

Pa300 includes two groups of effects (FX A and FX B). While in Song Play mode, the A group is reserved to the Song and Pad tracks, the B group to the Keyboard tracks.

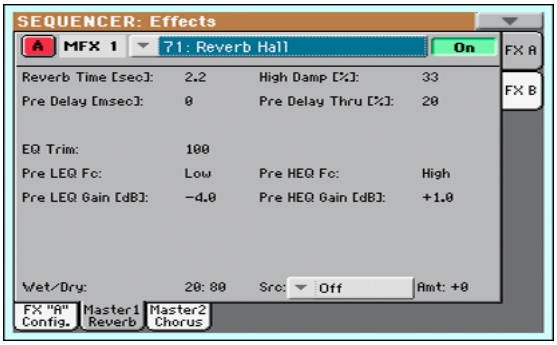
However, Songs created in Sequencer mode could also assign the B group to the Song tracks.

Parameters

All parameters in this page are the same found in the same page of the Song Play mode (see “Effects: A/B FX Configuration” on page 119).

Effects: Master 1, 2

These pages contain the editing parameters for the effect processors. Here is an example of the FX A page, with the Reverb Hall effect assigned.



Selected effect

Select one of the available effects from this pop-up menu. This is equivalent to the "FX Group" parameters found in the "Effects: A/B FX Configuration" page (see above).

Parameters

The parameters shown in this page are the same already seen for the Style Play mode. See "Effects: Master 1, 2" on page 101 for details.

Track Controls: Mode

Parameter

See "Track Controls: Mode" on page 101.

Track Controls: Drum Edit

Parameter

See "Track Controls: Drum Edit" on page 102.

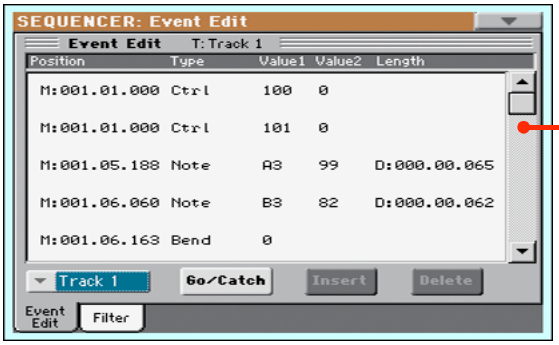
Track Controls: Easy Edit

Parameter

See "Track Controls: Easy Edit" on page 103.

Event Edit: Event Edit

The Event Edit is the page where you can edit each single MIDI event of the selected track. You can, for example, replace a note with a different one, or change its playing strength. See also "Event Edit procedure" on page 139 for more information on the event editing procedure.



Position

Position of the event, expressed in the form 'aaa.bb.ccc':

- 'aaa' is the measure
- 'bb' is the beat
- 'ccc' is the tick (each quarter beat = 384 ticks)

You can edit this parameter to move the event to a different position. You can edit a position in either of the following ways:

(a) select the parameter, and use the VALUE DIAL to change the value, or

(b) select the parameter, then touch it again; the numeric keypad will appear. Enter the new position by dialing in the three parts of the number, separated by a dot. Zeroes at the beginning can be omitted, as well as the least important parts of the number. For example, to enter position 002.02.193, dial "2.2.193"; to enter position 002.04.000 dial "2.4"; to enter position 002.01.000, simply dial "2".

Type

Type of the event shown in the display. To edit it, select the parameter and use the VALUE DIAL to change its value.

This parameter also shows the (non editable) "End Of Track" marking, when the end of the track is reached.

Value 1 and 2

Values of the event shown in the display. Depending on the selected event, the meaning may change.

Here are the events contained in ordinary tracks (1-16).

Type	First value	Second value
Note	Note name	Velocity
RX Noise	Note name	Velocity
Prog	Program Change number	–
Ctrl	Control Change number	Control Change value
Bend	Bending value	–
Aftt	Mono (Channel) Aftertouch value	–
PAft	Note to which the Aftertouch is applied	Poly Aftertouch value

And here are the events contained in the Master track.

Type	First value	Second value
Tempo	Tempo change	–
Volume	Master Volume value	–
Meter	Meter (time signature) change(*)	–
KeySign	Key Signature(†)	–
Scale	One of the available preset Scales	Root note for the selected Scale
UScale (User Scale)	Altered note	Note alteration(‡)
QT (Quarter Tone)	Altered note	Note alteration (0, 50)(b)
QT Clear (Quarter Tone Clearing)	Reset of all Quarter Tone (QT) changes	–

(*). Meter changes can't be edited or inserted separately from a measure. To insert a Meter change, use the Insert function in the Edit section and insert a series of measures with the new meter. Existing data can then be copied or entered to these measures
(†). This is the key signature shown in the Score. If this event is missing, the Score will be shown as if it was in the key of C Major.
(‡). To edit User Scale and Quarter Tone settings, select the first value, then select the scale's degree to edit. Edit the second value to change the tuning of the selected note of the scale.

To edit the event Type and Values, select the parameter and use the VALUE DIAL to change their value. In case of numeric values, you can also press them twice to open the numeric keypad.

Length

Length of the selected Note event. The value format is the same as the Position value. Edit it in the same way.

Note: *If you change a length of "000.00.000" to a different value, you can't go back to the original value. This rather uncommon zero-length value may be found in the drum and percussion tracks of Songs made in Backing Sequence mode.*

Track

Use this pop-up menu to select the track to edit.

Track 1…16 One of the ordinary tracks of the Song. These tracks contains musical data, like notes and controllers.

Master This is a special track, containing Tempo changes, Meter changes, Scale and Transpose data, and the effect parameters.

Scrollbar

Use the scrollbar to browse the event through the list. You can also scroll by using the SHIFT + DIAL combination.

Go/Catch

This is a dual-function command.

• While the sequencer is not running, it works as a Go to Measure command. Touch it to open the Go to Measure dialog box:

When in this dialog box, select a target measure, and touch OK. The first event available in the target measure will be selected.

• While the sequencer is running, it works as a Catch Locator command. Touch it to show the event that is currently playing.

Insert

Touch the Insert button in the display to insert a new event at the current shown Position. The default values are Type = Note, Pitch = C4, Velocity = 100, Length = 192.

Note: *You can't insert new events in an empty, non-recorded Song. To insert an event, you must first insert some empty measures by using the Insert Measure function (see "Song Edit: Cut/Insert Measures" on page 142).*

Delete

Touch the Delete button in the display to delete the event selected in the display.

Note: *The "End of Track" event cannot be deleted.*

Event Edit procedure

Here is the general event editing procedure.

1. While in the Event Edit page, press ▶/■ (START/STOP) in the PLAYER section to listen to the Song. Press it again to stop the Song.
2. Select the Filter page, and turn "Off" the filter for the event types you wish to see in the display (see "Event Edit: Filter" on page 140 for more information).
3. Return to the Event Edit page.
4. Use the "Track" pop-up menu to select the track to edit. The list of events contained in the selected track will appear in the display.

   For more information on the event types and their values, see above.
5. Select the "Position" parameter. Use the VALUE DIAL (or touch the parameter again to open the numeric keypad) to change the event's position.
6. Select the "Type" parameter and use the VALUE DIAL to change the event type. Select the "Value 1 and 2" parameters and use the VALUE DIAL (or touch the parameter again to open the numeric keypad) to modify the selected value.

7. In the case of a Note event, select the Length parameter, and use the VALUE DIAL (or touch the parameter again to open the numeric keypad) to change the event's length.

   • While the sequencer is not running, you may touch the Go/Catch button in the display to go to a different measure (see "Go/Catch" above)

   • While the sequencer is running, you may use the Go/Catch button in the display to see the currently playing event in the display (see "Go/Catch" above).

   • Use the PLAYER transport controls to listen to the Song.

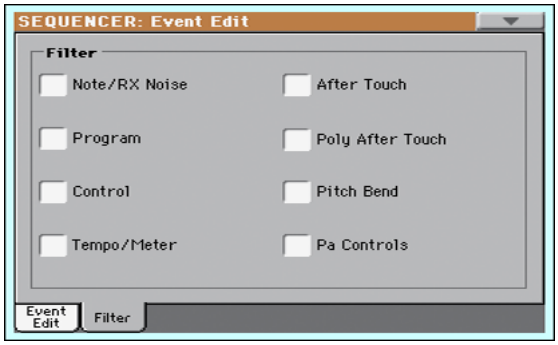
8. Touch the Insert button in the display to insert an event at the Position shown in the display (a Note event with default values will be inserted). Touch the Delete button in the display to delete the selected event.

9. When the editing is complete, you may select a different track (go to step 4).

10. When finished editing the whole Song, select the Save Song command from the page menu to save the Song to a storage device. See "Save Song window" on page 145 for more information on saving a Song.

Event Edit: Filter

This page is where you can select the event types to be shown in the Event Edit page.



Turn On the filter for all event types you do not wish to see in the Event Edit page.

Note/RX Noise	Notes and RX Noises.
Program	Program Change events.
Control	Control Change events.
Tempo/Meter	Tempo and Meter (time signature) changes (Master Track only).
After Touch	Mono (Channel) Aftertouch events.
Poly After Touch	Poly Aftertouch events.
Pitch Bend	Pitch Bend events.
Pa Controls	Controls exclusive to Pa300, like the Scale settings. These controls are recorded to the Master Track, and saved as System Exclusive data.

Song Edit: Quantize

The quantize function corrects any rhythm error after recording.

After setting the various parameters, touch Execute to start the operation.

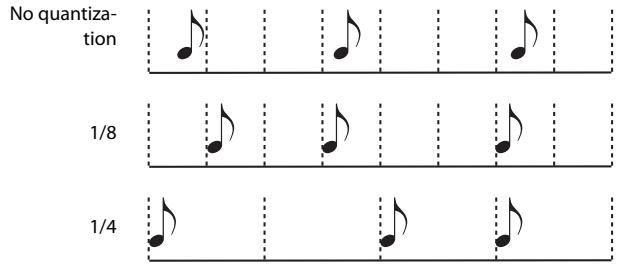
Track

Use this parameter to select a track.

All	Quantize will apply to all tracks.
Track 1…16	Quantize will apply only to the selected track.

Resolution

This parameter sets the quantization value. For example, when you select a 1/8-note, all notes are moved to the nearest 1/8 division. When you select 1/4, all notes are moved to the nearest 1/4 division.



(1/32)… (1/4)

Grid resolution, in musical values. A "b…f" character added after the value means swing-quantization. A "3" means triplet.

Start / End Tick

Use these parameters to set the starting and ending points of the range to be quantized.

If you wish to select a four-measure sequence starting at the beginning of the Song, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top note of the keyboard range to quantize. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum track.

Note: *These parameters are available only when a Drum track is selected.*

Song Edit: Transpose

Here you can transpose the Song, a track or a part of a track.

After setting the various parameters, touch Execute to start the operation.

Track

Use this parameter to select a track.

All	All tracks selected (apart for Drum tracks).
Track 1…16	Selected track.

Value

Transpose value (±127 semitones).

Start / End Tick

Use these parameters to set the starting and ending points of the range to transpose.

If you wish to select a four-measure sequence starting at the beginning of the Song, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to transpose. If you select the same note as the Bottom and Top parameters, you can select a single note, or a single percussive instrument in a Drum track.

Song Edit: Velocity

Here you can change the Velocity value for the notes. An Advanced mode is available, allowing you to select a velocity curve for the selected range. This is useful to create fade-ins or fade-outs.

After setting the various parameters, touch Execute to start the operation.

Track

Use this parameter to select a track.

All	All tracks selected.
Track 1…16	Selected track.

Value

Velocity change value.

Start / End Tick

Use these parameters to set the starting and ending points of the range to edit.

If you wish to select a four-measure sequence starting at the beginning of the Song, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to edit. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum track.

Advanced

When this checkbox is checked, the “Intensity”, “Curve”, “Start Velocity Value” and “End Velocity Value” parameters can be edited.

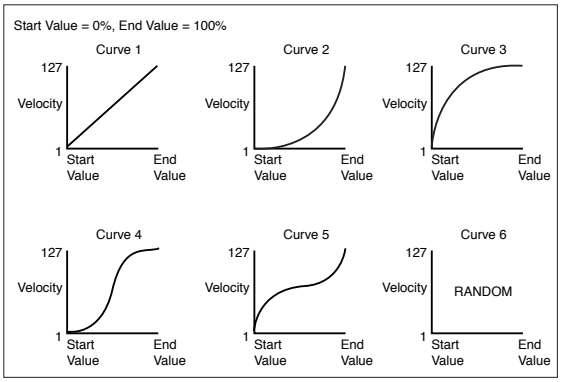
Intensity

(Only available in Advanced mode). Use this parameter to specify the degree to which the velocity data will be adjusted toward the curve you specify in “Curve”.

0…100%	Intensity value. With a setting of 0 [%], the velocity will not change. With a setting of 100 [%], the velocity will be changed the most.

Curve

(Only available in Advanced mode). Use this parameter to select one of the six curves, and to specify how the velocity will change over time.



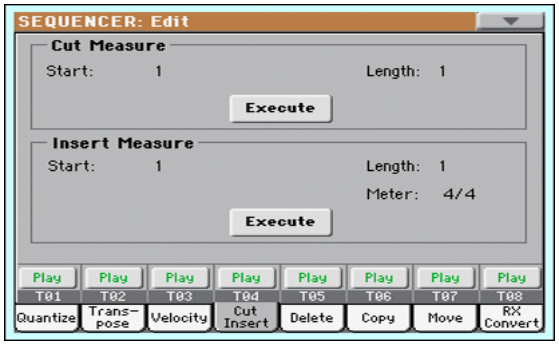
Start / End Vel. Value

(Only available in Advanced mode). Velocity change at the starting and ending ticks of the selected range.

0…100 Velocity change in percentage.

Song Edit: Cut/Insert Measures

In this page you can cut or insert measures from the Song.



After selecting the Start and Length parameters, touch Execute to start the operation.

After the Cut, the following measures are moved back, to fill the cut measures.

After the Insert, the following measures are pushed forward to accommodate the inserted measures.

Start

First measure where to begin cutting/inserting.

Length

Number of measures to be cut/inserted.

Meter

Meter (time signature) of the measures to be inserted.

Song Edit: Delete

This page is where you can delete MIDI events from the Song.

After setting the various parameters, touch Execute to start the operation.

Track

Use this parameter to select a track.

All All tracks selected.

Track 1…16 Selected track.

Master Master track. This is where the Tempo, Scale and Effect events are recorded.

Event

Type of MIDI event to delete.

All All events. Measures will not be removed from the Song, and will remain empty.

Note All notes in the selected range.

Dup.Note All duplicate notes. When two notes with the same pitch are encountered on the same tick, the one with the lowest velocity is deleted.

After Touch After Touch events.

Pitch Bend Pitch Bend events.

Prog.Change Program Change events, excluding the bundled Control Change #00 (Bank Select MSB) and #32 (Bank Select LSB).

Ctl.Change All Control Change events, for example Bank Select, Modulation, Damper, Soft Pedal…

CC00/32…CC127
Single Control Change events. Double Control Change numbers (like 00/32) are MSB/LSB bundles.

Start / End Tick

Use these parameters to set the starting and ending points of the range to edit.

If you wish to select a four-measure sequence starting at the beginning of the Song, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to delete. If you select the same note as the Bottom and

Top parameters, you can select a single note, or a single percussive instrument in a Drum track.

Note: *These parameters are available only when the All or Note options are selected.*

Song Edit: Copy

Here you can copy tracks or phrases.

After setting the various parameters, touch Execute to start the operation.

Note: *If you copy too many events on the same "tick", the "Too many events!" message appears, and the copy operation is aborted.*

Mode

Use this parameter to select the Copy mode.

Merge — Copied data are merged with the data at the target position.

Overwrite — Copied data replace all data at the target position.

Warning: *Deleted data cannot be recovered!*

From Track… To Track

Use these parameters to select the source and target track to copy.

All — All tracks. The target track cannot be selected.

Track 1…16 — Selected source and target tracks.

Start Measure… End Measure

These parameters are the starting and ending measure to copy. For example, if From Measure=1 and To Measure=4, the first four measures are copied.

To Measure

This parameter is the first of the target measures.

Repeat Times

Number of times the copy must be executed. Copies will be consecutive.

Song Edit: Move

Here you can shift a track forward or backward by just a few ticks or whole measures.

After setting the various parameters, touch Execute to complete the operation.

Track

Use these parameters to select the track you want to move.

Track 1…16 — Selected track.

Start / End Tick

These parameters set the starting and ending point of the range to move.

To Tick

This parameter allows you to set the target starting point of the moved track.

Song Edit: RX Convert

You can use the RX Convert page to convert notes of the Standard MIDI File into RX Noises, and vice-versa. This will help programming Songs on an external sequencer.

After having chosen a track to convert, touch Execute to complete the operation.

Track

Use these parameters to select the track containing the notes or RX Noises you want to convert.

RX Note Velocity

Use this parameter to adjust the volume level of the RX Noises in the selected track(s).

Add RX Noises to Guitar track

Use this parameter to automatically analyze the Standard MIDI File, and add RX Noises to Guitar tracks. This command scans a single track or the whole Standard MIDI File, looking for guitar strumming played by nylon, steel or electric guitars.

After scanning, a suitable Guitar sound will be automatically assigned to the relevant tracks, and RX Noises automatically added where needed.

Convert RX Noises to MIDI Notes

Use this parameter to convert the RX Noises contained in the selected track to ordinary MIDI Notes.

Convert MIDI Notes to RX Noises

With Sounds containing Use this parameter to convert all the relevant MIDI Notes in the selected track to RX Noises.

Page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.

Load Song

Select this command to open the Song Select window, and load a Song to the sequencer. (See “Song Select window” on page 145).

Save Song

Select this command to save the new or edited Song to a storage device as a Standard MIDI File. The file is automatically added the “.MID” extension. After selecting this command, the Save Song page appears (see “Save Song window” on page 145).

Warning: *Turning the instrument off will delete the Song from memory. Save your Song to a storage device to avoid losing it.*

Warning: *The Song is also lost when switching from Sequencer to Style Play or Song Play mode, without previously saving the Song to a storage device.*

Undo

When selecting this command, the latest operation is canceled, and data are reverted to the previous situation.

Overdub Step Recording

Only available in Record mode. Select this command to enter Overdub Step Record mode. This recording mode lets you enter events one at a time, adding events to the existing events. (See “Record mode: Step Record page” on page 128).

Overwrite Step Recording

Only available in Record mode. Select this command to enter Overwrite Step Record mode. This recording mode lets you enter events one at a time, overwriting all existing events. (See “Record mode: Step Record page” on page 128).

Delete Song

Select this command to delete the Song and create a new, blank Song.

Delete Current Track

Select this command to delete the track currently selected in the Track area (see "Track volume/status area" on page 127).

Solo Track

Select the track to be soloed, and check this item. You will hear only the selected track, and the 'Solo' warning will flash on the page header.

Uncheck this item to exit the Solo function.

SHIFT Keep the SHIFT button pressed and touch one of the tracks to solo it. Do the same on a soloed track to deactivate the Solo function.

Copy/Paste FX

Use this command to copy a single effect, or both effects of an FX group (A or B). See "Copy/Paste FX" on page 108 for detailed instructions.

Exit from Record

Only available in Record mode. Select this command to exit the Record mode, and go back to the Main page of the Sequencer Play mode (see "Sequencer Play - Main page" on page 123).

Song Select window

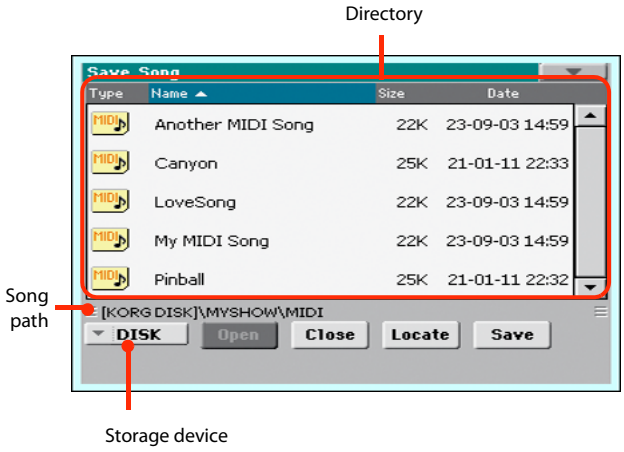
This window appears when you select the "Load Song" command from the page menu, or press the SONG button in the SELECTION section of the control panel. See "Song Select window" on page 85 for details.

Save Song window

The recorded Song is lost when the instrument enters standby. **The Song is also lost when you overwrite it in Record mode, or if you confirm the warning message when switching to the Style Play or Song Play mode.** You must save to a storage device any Song you wish to preserve.

This window appears when you select the "Save Song" command from the page menu.

Press EXIT to cancel saving and go back to the main page of the Sequencer operating mode.

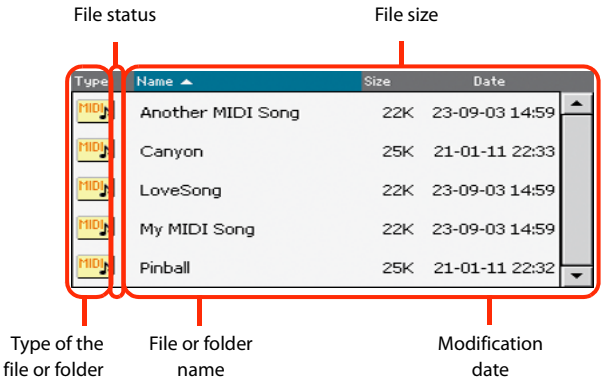


Song path

This line shows the path of the location where you are saving the Song.

Directory

This is the list of the selected device's content.



Detailed information about this type of page can be read in "Song Select window" on page 85.

Storage device

Use this menu to select one of the available storage devices.

Device	Type
DISK	Internal memory
USB	Optional device connected to the USB Host port

The actual name (label) of the device appears within square brackets ([]).

Open

Opens the selected folder (item whose icon looks like this:).

Close

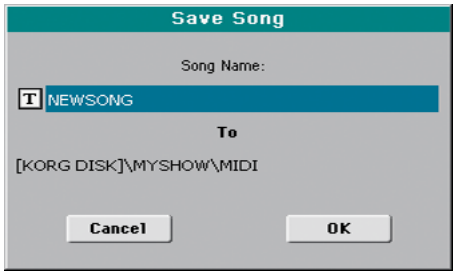
Closes the current folder, returning to the parent ("upper") folder.

Locate

Touch this button to see the Song assigned to the Sequencer. This is useful to quickly locate it, after you have browsed through long directories and "dug" into different folders.

Save

Touch this button to open the Save Song dialog box, and save the Song to the current directory.



• If no file has been selected in the display, prior to touching Save, the "NewSong" default name will be automatically assigned to the Song.

Note: *If a file is selected, just touch the storage device name to deselect it.*

• If a file has been selected in the display, prior to touching Save, the name of the selected file will be automatically assigned to the Song.

In any of the above situations, touch the T (Text Edit) button to edit the Song name.

Warning: *If a file with the same name is already in the current directory, a message will warn you. If you confirm, the existing file will be overwritten. Select a file before saving only if you want to overwrite it (i.e., in case you are saving changes to an existing file).*

Empty measure at the beginning of the Standard MIDI File

When saving a Song as a Standard MIDI File, an empty measure is automatically inserted to the beginning of the Song. This measure contains various Song initialization parameters.

Play/Mute status saved with the Song

When saving a Song, the Play/Mute status is saved with the Song. This status is preserved also when playing back the same Song in Song Play mode.

Master Transpose saved with the Song

When saving a Song, the Master Transpose value is saved with the Song. Since this value is saved as System Exclusive data, it is preserved also when playing back the Song in Song Play mode.

Hint: *Since the Master Transpose is a global parameter, loading a Song with a non-standard transposition may result in unwanted transposing when loading other Songs that do not contain their own transposition data. To transpose a Song it is advisable to use the Transpose function in the Edit section of the Sequencer mode (see "Song Edit: Transpose" on page 141).*

You may also lock the Master Transpose, to avoid unwanted transposition. See "General Controls: Lock" on page 149 of the Global chapter.

As a general rule, you should use the Master Transpose (TRANSPOSE buttons on the control panel) when you need to transpose Keyboard tracks together with the Song. You should use the Edit mode Transpose function (see "Song Edit: Transpose" on page 141) when only the Song has to be transposed.

Note: *The Master Transpose value is always shown on the page header:*

Save Song procedure

1. If you are in Record mode, stop the sequencer and exit from the Record mode. Then go back to the main page of the Sequencer Play mode (see "Sequencer Play - Main page" on page 123).
2. Select the Save Song command from the page menu. The Save Song page appears.
3. Select the folder where you want to save the Song into. Use the Open and Close commands to browse open or close folders. Use the scrollbar to browse through the files.
4. When you are in the directory where you want to save your Song to, touch the Save button in the display.

   • To **overwrite** an existing file, select it before touching Save.

   • To **create** a new file, do not select any file before touching Save. The "NewSong" ("NEWSONG.MID" on a storage device) name will be automatically assigned to the Song.
5. After touching the Save button, the Save Song dialog box will appear.
6. If you like, touch the T (Text Edit) button to edit the name.
7. Touch OK to confirm saving, or Cancel to stop the Save operation.

Global

The Global mode is where you can set global functions. This mode overlaps the current operating mode (Style Play, Song Play, Sequencer).

Overview on the Global mode

The Global mostly contains a series of global parameters applied to the whole instrument (or to each separate operating mode) as a whole, that are automatically written to memory after editing. Examples of global parameters are the Master Tuning or the Power Management.

Global mode also contains parameters that are applied to the instrument as a whole, but can be saved as a "preset", that can later be loaded to change all parameters at once. Examples of this kind of parameters are the MIDI channel assignment, saved into the MIDI Presets, or the Master EQ settings, saved into the Master EQ Presets.

Parameters in the Global mode, either automatically memorized or saved to a preset, are opposed to "local" parameters that you can access in the other operating modes. Examples of local parameters are the Sounds assigned to a track or the Easy Edit values, both saved into a Performance or STS (two types of preset containing musical data relevant to the selected operating mode).

Note: *Saving or loading a ".SET" folder may also save or load the Global file. Parameter changing may be avoided by turning the Lock on for any single parameter (or groups of parameters in the Lock page of the Global mode, see "General Controls: Lock" on page 149).*

Main page

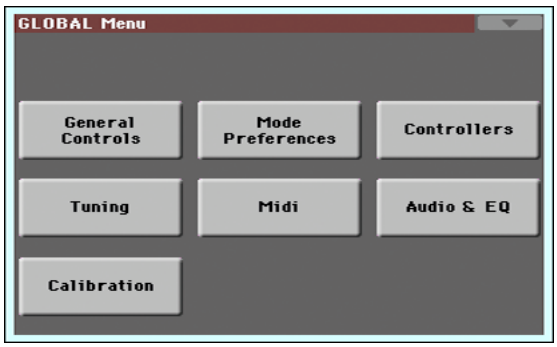
There is no main page in the Global edit mode. When pressing EXIT, you exit the Global mode, and the underlying operating mode in the background is recalled.

Edit menu

From any page of the Global mode, press the MENU button to open the Global edit menu. This menu gives access to the various Global edit sections.

When in the menu, select an edit section, or press EXIT to exit the Global mode.

When in a page, press EXIT to go back to current operating mode in the background (Style Play, Song Play, Sequencer).

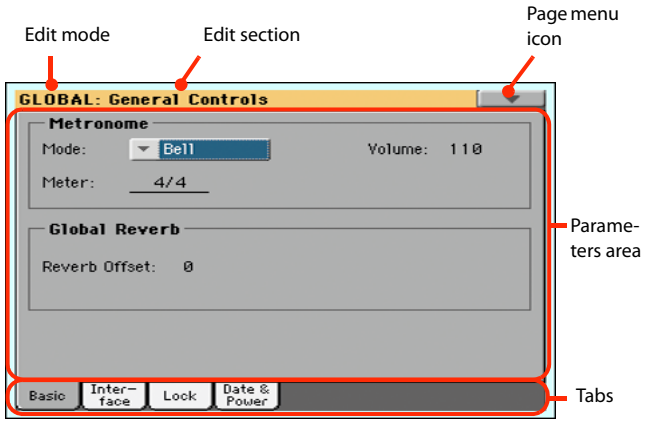


Each item in this menu corresponds to an edit section. Each edit section groups various edit pages, that may be selected by touching the corresponding tab on the lower part of the display.

Note: *The Global mode is not available while in Song Record mode.*

Edit page structure

All editing pages share some basic elements.



Edit mode

This indicates that the instrument is in Global mode.

Edit section

This identifies the current edit section, corresponding to one of the items of the edit menu (see below).

Page menu icon

Touch this icon to open the page menu (see below).

Parameters area

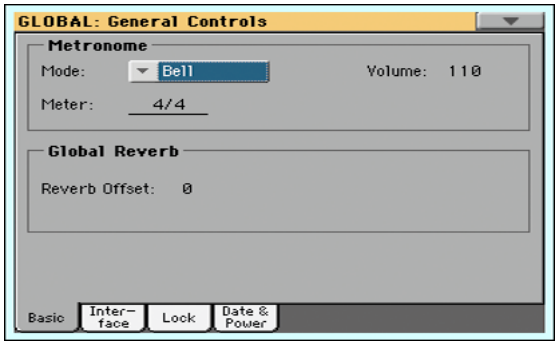
Each page contains various parameters. Use the tabs to select one of the available pages. For detailed information on the various types of parameters, see sections starting below.

Tabs

Use tabs to select one of the edit pages of the current edit section.

General Controls: Basic

This page contains various general parameters concerning the Metronome and Reverb.



Metronome

Mode

Use this parameter to activate the metronome's type of accent.

Normal	No accent can be heard.
Accent	The first beat of each measure is accented.
Bell	A bell sound is heard at the first beat of each measure.

Volume

Use this parameter to set the volume of the metronome.

0…127	Volume level.

Meter

Use this parameter to choose the meter (time signature) of the Metronome.

1/1…16/16	Selected Meter.

Global Reverb

Reverb Offset

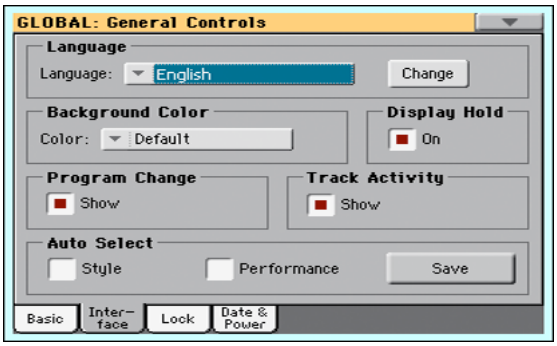
This is the master offset for all reverbs. Use it to adjust reverb tails to the room where you are playing. Use negative values when you are in a very reverberant room, positive values if the room is too dry.

By using this global control, you are not obliged to change the reverb time in each single Performance, STS, Style Settings, or Song.

-50	Less reverb.
0	Standard reverb.
+50	More reverb.

General Controls: Interface

This page contains parameters related to user interface.



Language

Language

Use this pop-up menu to select one of the available languages for the on-screen keyboard.

Note: *Some of the characters can only be used when editing Song-Book Entry names.*

Change button

To apply the selected language to the onscreen keyboard, touch this button and restart the instrument as described below.

How to select a language

1. Since Pa300 must be restarted at the end of this procedure, be sure to first save all unsaved data.
2. While in this page, select a language from the pop-up menu.
3. The "Change" word will start flashing. Touch it.
4. A message will ask you to reboot the Pa300. Touch OK to close the message window.
5. Set Pa300 to standby, then turn it on again.

Background Color

Color

Use this parameter to choose a different color scheme for the display.

Display Hold

On/Off

When this parameter is checked, if you open a temporary windows (like the Sound Select window), it remains in the display until you press EXIT or an operating mode button. When it is not checked, any temporary window closes after a certain time.

Program Change

Show

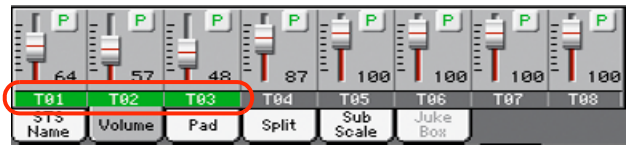
Check this parameter to show Program Change numbers next to Sound names in the Sound Select window. By default, this parameter is turned on.

Note: *Program Change numbers are always shown in the various Track Info areas.*

Track Activity

Show

Use this parameter to turn on/off the Track Activity display. When it is turned on, you can monitor MIDI events coming from the tracks or the USB Device port. Incoming events are shown by the color changing on each track's label.



Auto Select

Style

When this parameter is checked, the latest selected Style is immediately selected when touching the name of a bank in the Style Select window.

Performance

When this parameter is checked, the latest selected Performance selected in a bank is immediately selected when pressing the PERFORMANCE button corresponding to the bank.

This way, you can assign your preferred Performance to each control panel's button, and select it just with a single press.

However, the Performance Select window still appears when you press one of the PERFORMANCE buttons corresponding to the bank, so you can select a different item if desired.

Save

Touch this button to save the current Style and Performance assignment. You will find the saved assignment when turning the instrument on again.

General Controls: Lock

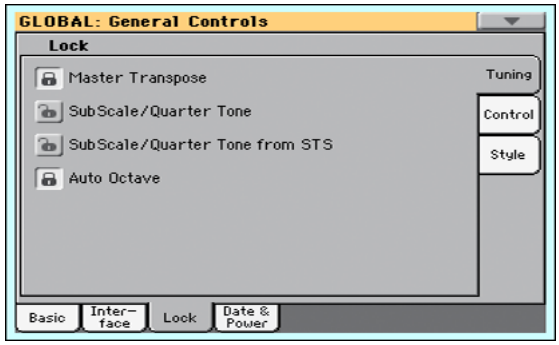
This page, split in more panes that can be selected by means of the corresponding side tabs, contains all the available locks. Locks prevent parameter values to be changed when choosing a different Performance, Style or STS.

Locks

All the available locks, listed below. Lock them to prevent changes due to selecting different elements. These locks are also found in various other pages, next to the locked parameter.

Hint: *To save the status of parameters that have to remain unchanged, set them and save the MY SETTING Performance (automatically selected when turning the instrument on). After having saved the startup Performance, go to these pages and lock the parameters that must remain unchanged.*

Tuning pane



Master Transpose

When this lock is closed, Master Transpose is not automatically changed when selecting a different Performance or Style, or a different SongBook Entry. Also, this lock prevents a Standard MIDI File generated with an instrument of the Korg Pa-Series to change the Master Transpose.

(See "Master transpose" on page 89).

Sub Scale/Quarter Tone

When locked, selecting a Performance or STS, or a SongBook Entry, will not change the Sub-Scale or Quarter Tone value.

(See "Sub-Scale panel" on page 94).

SubScale/Quarter Tone from STS

When locked, selecting an STS will not change the Sub-Scale or Quarter Tone settings. The STS will change sounds and effects but not the scale.

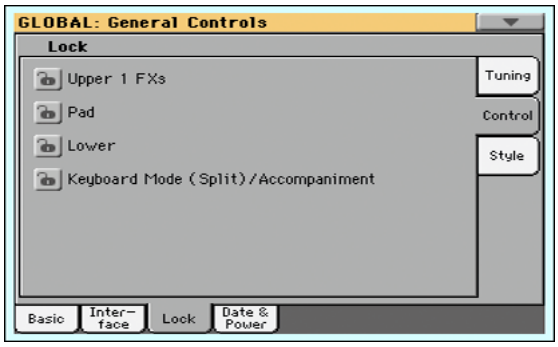
(See "Sub-Scale panel" on page 94).

Auto Octave Depending on the status of this lock, the Upper tracks can be automatically transposed when turning the SPLIT on and off.

- If locked, turning the SPLIT on or off will not change the Upper tracks transposition.
- If unlocked, when turning the SPLIT button off (Full keyboard mode) the Upper tracks Octave Transpose will be automatically set to "0". When

turning the SPLIT button on (Split keyboard mode) the Upper tracks Octave Transpose will be automatically set to "-1".

Control pane



Upper 1 FXs — When you assign a new Sound to the Upper 1 track, the FX B settings and Master FX send levels saved with that Sound can be automatically selected, overriding Performance/STS settings for this track. Whether Sound or Performance/STS effect parameters will be considered, it depends on the status of this lock.

- If the Upper 1 FX Lock is turned on, when assigning a new Sound to the Upper 1 track, Performance/STS parameters are left untouched; selected effects, and FX Send values, are not changed.
- If the Upper 1 FX Lock is turned off, when assigning a new Sound to the Upper 1 track, Sound parameters are considered; selected effects, and FX Send values, are changed according to the Sound's stored data.

Note: *If the effects associated to the selected Sound are not compatible with the effects already assigned to the FX B block, the Master FX Send values on the other Keyboard tracks will be automatically set to zero.*

For example, assume a chorus effect is assigned to the Master 2 FX processor. If the new Sound assigns a distortion effect to the Master 2 FX processor, the Master 2 FX Send value on the Upper 2, Upper 3, and Lower tracks will be set to zero, to avoid these tracks sound in the wrong way. This way, the Upper 1 track (usually the most important one for solo playing) will sound with the needed effect, while the other Keyboard tracks will just sound dry.

Pad — When locked, selecting a Style or SongBook Entry will not change the Pad assignment.

(See "Pads: Pad" on page 106).

Lower — When this lock is closed, the Lower track remains unchanged when a different Style, Performance or STS is selected.

This is useful if, for example, you prefer to always play with the left hand muted and reserved only to the chords.

Hint: *If you want the same Lower settings to be used during all your shows, save your preferred Lower settings to the MY SETTING Performance (automatically selected on startup).*

Keyboard Mode (Split)/Accompaniment

When this lock is closed, the status of the SPLIT button (therefore of the keyboard mode) and the ACCOMP. button remains unchanged when a different Performance or STS is selected.

This is useful if, for example, you prefer to always play in Full Keyboard, with chords recognized on the whole keyboard range.

Hint: *If you want the same Keyboard Mode and Lower Scanning settings to be used during all your shows, save your preferred settings to the MY SETTING Performance (automatically selected on startup), then close this lock.*

Style pane

Style Tracks Volume

When this lock is closed, the Style tracks' volume do not change when a different Style is selected.

Style Tracks Play/Mute Lock

When this lock is closed, selecting a Style does not cause the Play/Mute status of the Style tracks to be changed. This way, you can, for example, turn the bass track off during a whole show, to allow your bassist to play the part live. Also, you could mute all Acc tracks, to only play with the Drum and Bass tracks.

Style Element When this lock is closed, the selected Style Element (Variation, Intro…) will not change when choosing a different Style.

This lock has no effect on the Styles automatically selected when choosing a SongBook Entry. The Style Element memorized in the SongBook Entry is always selected.

Bass Inversion

When locked, selecting a Performance or STS will not change the Bass Inversion status. Bass Inversion can also be assigned to a footswitch.

(See "Bass Inversion" on page 94).

Manual Bass When locked, selecting a Performance or STS will not change the Manual Bass status.

General Controls: Date & Power

This page is where you can set a time stamp and turn the Auto Power function on or off.

Set Date & Time for Save

This function lets you specify a date to be recorded as the date stamp for the files being saved. This is useful for keeping track of when you created and saved your data.

File date stamps are shown when you use the Media functions, or when reading data with a personal computer.

Since Pa300 does not include an internal clock, the date is not automatically updated. If it's important for your files to be stamped with the correct date, be sure to check this setting at the start of every programming session.

Note: *When you edit a resource file (Performances, Styles...), all items in the same bank have their modification date changed. For example, if you edit a single Style in the "Pop" bank, all Styles in that bank will take the new modification date.*

Month

Use this pop-up menu to choose a month.

Day

Use this numeric field to input the day of the month.

Year

Use this numeric field to input the year.

Time

Use these numeric fields to input the time, in the "hour:minute:second" format.

Apply

After having edited all calendar and time fields, touch this button to apply the changes.

Auto Power Off

Pa300 can automatically enter standby after two hours of being unused, to save power and help preserving the environment.

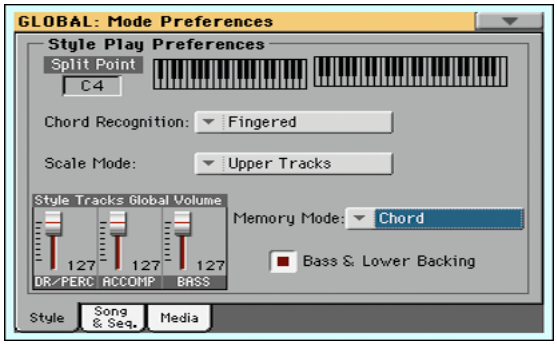
On

When this parameter is checked, a few minutes before automatic standby a message will warn you that the instrument is going to be put in standby. All unsaved data currently in editing or recording will be lost.

At this message, you can let the instrument enter standby, or you can touch the display, press any button on the display, or play the keyboard to leave it turned on and continue using it.

Mode Preferences: Style

In this page you can set various general parameters for the Style Play mode.



Split Point

Use this parameter to select the global split point. This point is independent of any Performance or STS.

See “Split panel” on page 94 for more information.

Chord Recognition

This parameter defines how chords are recognized by the auto-accompaniment engine.

Depending on the status of the SPLIT LED, the Chord Recognition mode is automatically set as in the following table:

Chord Recognition Mode	
SPLIT LED On	***SPLIT LED Off***
One Finger	Fingered (3 Notes)
Fingered (1 Note)	Fingered (3 Notes)
Fingered (3 Notes)	Fingered (3 Notes)
Expert	Expert

One Finger

You can compose a chord using a simplified chord playing technique:

- Play a single note for a Major chord to be recognized.
- Play the root note, plus a white key on the left, for a 7th. For example, play C3 + B2 for a C7.
- Play the root note, plus a black key on the left, for a Minor chord. For example, play C3 + Bb2 for a C minor.
- Play the root note, plus a white and a black key on the left, for a Minor 7th. For example, play C3 + B2 + Bb2 for a C min 7.

Fingered (1 Note)

When in Split mode, play one or more notes to compose a chord. A full Major chord will be recognized when a single note is played.

When in Full Keyboard mode, play at least three notes to compose a chord.

Fingered (3 Notes)

Always play three or more notes for a chord to be recognized.

Expert — When in Split mode, play two or more notes for a chord to be recognized. When in Full Keyboard mode, play at least three notes.

If you play just one note, a unison will be played. If you play a fifth, a "root+5th" chord will be played.

With this mode, you can play rootless and slashed chords, often used in jazz, fusion, modern pop and light music. This type of chord recognition is very useful to play piano chords typical of jazz piano players. You don't always need to play the root note, doubling the note already played by the bass track.

Scale Mode

This parameter defines which tracks are affected by the selected alternative scale (see "Scales" on page 373).

Keyboard Tracks

The scale will affect all Keyboard tracks.

Upper Tracks — The scale will only affect Upper 1-3 Keyboard tracks.

All Tracks — The scale will affect all tracks (Keyboard, Style, Pads).

Memory Mode

This parameter sets the way the MEMORY button works.

Chord — When the MEMORY LED is on, recognized chords are kept in memory even when raising your hand from the keyboard. When the LED is off, chords are reset when raising your hand.

Chord + Lower

When the MEMORY LED is on, recognized chords are kept in memory, and the Lower sound is held until the next note or chord is played. When the LED is off, both the chord (and therefore the accompaniment) and Lower sound are cut when raising the hand from the keyboard.

Fixed Arr. + Lower

When the MEMORY LED is on, recognized chords are kept in memory, and the Lower sound is held until the next note or chord is played.

When the MEMORY LED is off, the Lower sound is cut when raising the hand from the keyboard; on the contrary, the chord is kept in memory (so that the accompaniment can continue to play).

Bass & Lower Backing

With this function, you can play a simple accompaniment with your left hand. For this to work, the SPLIT LED must be turned on, and the Style must not be running. By default, this function is turned on.

On — When the Style is not running, and you play a chord with your left hand, the chord is played by the Lower Sound (even if it is muted), while the chord root is played by the Bass Sound. When you start the Style, the normal behavior is restored.

When the Bass & Lower Backing function is active, the Backing icon appears in the Lower track Sound's area.

Off — No Bass Sound is added when the Style is not running. The Lower track can be heard only if it is not muted.

Style Tracks Global Volume

In Style Play mode, the volume of the grouped Style tracks is a global offset of the values memorized in the Style. When you choose a different Style, this offset will not change, and the average volume of the Style tracks remains the same.

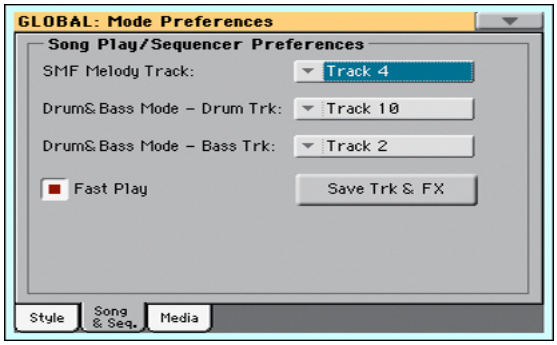
These controls allows you to globally set the balance between the Drum/Percussion, Bass and Accompaniment tracks. For example, if you prefer Drums and Bass to be prominent to make them have more 'punch', you can lower the grouped Accompaniment tracks.

Changes are not memorized to a Performance or to the current Style Settings. Instead, they are memorized as a global parameter.

0…127 — Volume level.

Mode Preferences: Song & Sequencer

In this page, you can set various general parameters for the Song Play and Sequencer modes.



SMF Melody Track

This parameter lets you select the Song's Melody track for Standard MIDI Files. This track can then be muted by using the "Song Melody - Mute" function, assignable to the footswitch.

Drum & Bass Mode - Drum

This parameter lets you select the Song's Drum track. This track is left set to play (together with the Bass track) when selecting the "Drum&Bass" function, assignable to the footswitch.

Drum & Bass Mode - Bass

This parameter selects the Song's Bass track. This track is left set to play (together with the Drum track) when selecting the "Drum&Bass" function, assignable to the footswitch.

Fast Play

When checked, this function allows to skip any empty setup beats at the beginning of a Standard MIDI File, and immediately start from the first note. While the beats are skipped, setup data they may contain are read and considered.

Please note that, being audio data, any empty space at the beginning of an MP3 file cannot be skipped.

Save Trk & FX

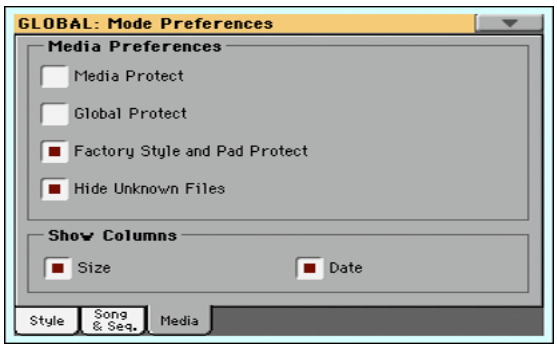
Touch this button to save the global parameters for the Song Play mode.

When touching this button, you are saving the following parameters:

- Play/Mute status of the Song tracks
- Default effect settings
- EQ settings for the Song tracks
- Internal/External status of the Song tracks

Mode Preferences: Media

This page includes various settings for the Media mode.



Media Preferences

Media Protect

When on, this parameter protects the internal "KORG [KORG DISK]" disk unit from writing.

Global Protect

When on, this parameter protects the global parameters from changes when loading data from disk.

Note: *Global data from other Pa-Series models are not loaded even without protection.*

Factory Style and Pad Protect

When On, this parameter protects the Factory Styles and Factory Pads (named "Hit", "Sequence" and "Local" in the Pad Select window) from being overwritten when loading data from a device. In addition, you cannot access these banks when saving data.

Also, when this option is checked, you cannot write any STS (Single Touch Setting) or Style Settings onto the Factory Styles. The "Write Single Touch Setting" and "Write Current Style Settings" command in the page menu are greyed out and cannot be selected. All original settings of the Factory Styles will be left untouched.

When Off, you can load User Styles or Pads into the Factory Style banks and Factory Pad banks. This way, you can customize your Factory Style and Pad banks. A Save All procedure also saves the Favorite and User Style, and the User Pad banks.

Note: *This parameter is automatically set to On when the instrument enters standby.*

Note: *Should you accidentally delete some Factory Data, reload the Backup data or use the Factory Restore procedure (Media > Utility).*

Hide Unknown Files

When this option is checked, non-proprietary files are hidden when using Media operations, therefore making browsing directories easier.

Show Columns

Size

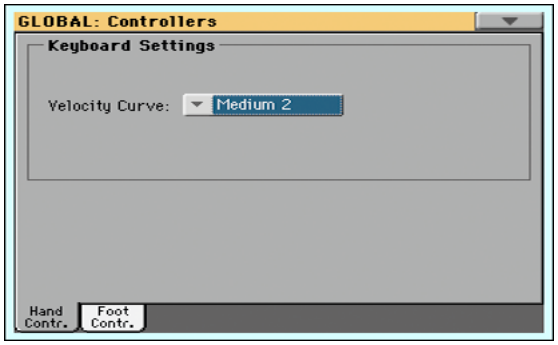
When checked, the Size column is shown in the File Selector when using Media operations.

Date

When checked, the Date column is shown in the File Selector when using Media operations.

Controllers: Hand Controllers

In this page you can program the keyboard's velocity curve.



Keyboard Settings

Velocity Curve

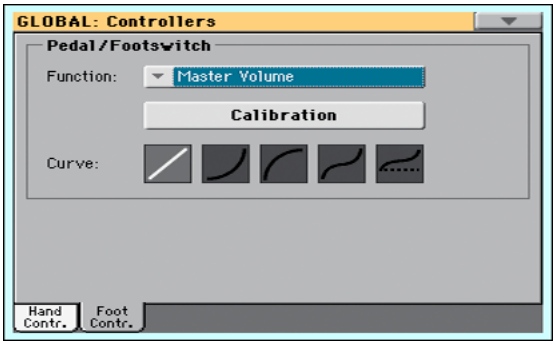
This parameter sets the sensitivity of the keyboard to your touch.

Fixed — No dynamic control available. Dynamic values are fixed, as in classic organs. When this option is chosen, you can set the fixed velocity value:

Soft1 … Hard3 — Curves, from the lightest one to the hardest one.

Controllers: Foot Controllers

This page lets you select a function to the Pedal/Footswitch, and select its polarity and calibrate its action.



The following (optional) Korg pedals are compatible with Pa300:

Type	Model
Continuous (Volume/Expression)	EXP2, XVP10, VOX V860
Switch	PS1, PS3
Damper	DS1H

Pedal/Footswitch

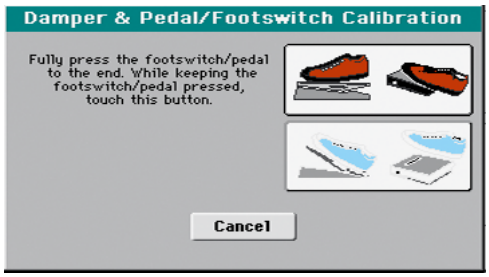
Function

Function assigned to a continuous (i.e., volume/expression) pedal, or to a footswitch, connected to the PEDAL/DAMPER connector. See page 372 for a list of the assignable functions. The first functions are switch-type functions, while the remaining (starting from Master Volume) are continuous-like functions.

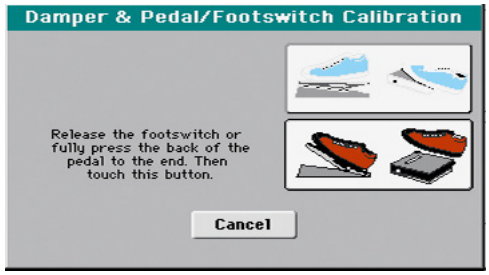
Calibration

Use this button to calibrate and choose the polarity of the pedal/footswitch.

1. Connect the pedal or footswitch to the PEDAL/DAMPER connector on the back of the instrument.
2. Go to this page, and touch the "Calibration" button in the display. The following dialog box appears:



3. You are asked to set the pedal to the maximum value. Press the footswitch, or press the pedal to the maximum position (usually front pressed).
4. Touch the "Push" button in the display to confirm the maximum value. The following dialog box appears:



5. You are now asked to set the pedal to the minimum value. Release the footswitch, or press the pedal to the minimum position (usually back pressed).
6. Touch the "Push" button in the display to confirm the minimum value.
7. Check if the pedal or footswitch is working properly, and assign it a function.

Note: *After loading a new Operating System, an older Global file, a "SET" folder containing a Global file, or a Backup file, you might need to re-calibrate the pedal/footswitch.*

Curve

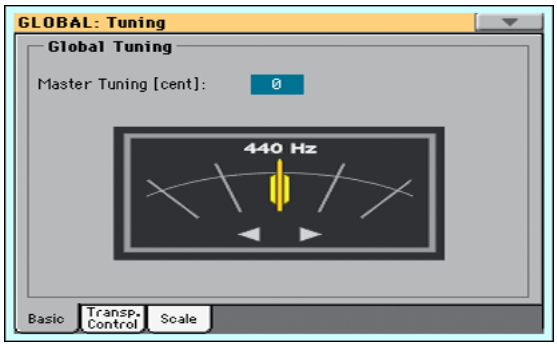
With some functions assigned to a volume/expression pedal, you can choose a curve, shaping how the pedal will affect the function. When a curve can't be applied, the curve diagrams will appear dimmed.

1. Be sure to have connected an expression pedal, calibrated it, and selected a function. Curve presets can only be selected with some functions.
2. Touch one of the "Curve" buttons to select a curve preset.

Curve	Meaning
	Linear response.
	Exponential response. The function value will change faster toward the top of the pedal range.
	Logarithmic response. The function value will change slower toward the top of the pedal range.
	S-shaped response. The function value will change faster toward the bottom and the top of the pedal range, and will be smoother in the middle.
	S-shaped with offset response. As the previous one, but starting from a value higher than zero.

Tuning: Basic

This is the general tuning of the instrument.



Global Tuning

Master Tuning

This is the master tuning of the instrument (in cents of a semitone). Use it to adapt your keyboard tuning to an acoustic instrument, for example an acoustic piano.

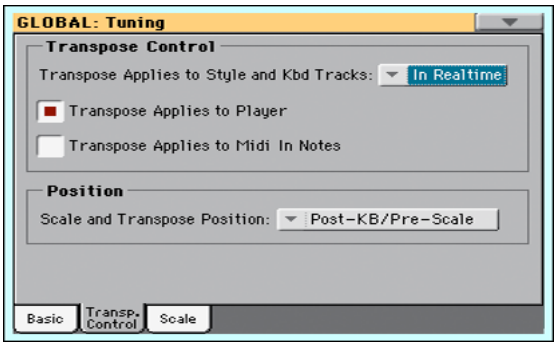
-100 Lowest pitch (half-semitone down).

0 Standard pitch (A4=440Hz).

+100 Highest pitch (half-semitone up).

Tuning: Transpose Control

This page is where you can select to which tracks the Master Transpose is applied to, and adjust some related parameter.



Transpose Control

Transpose applies to Style and Kbd tracks

Use this parameter to turn the Master Transpose on or off, and define the way it is applied, to Style and Keyboard tracks.

Off No Master Transpose is applied to Style and Keyboard tracks. Chords shown in the Lyrics page are, however, transposed.

In Sync When you press either the TRANSPOSE [♭] or [♯] buttons, the new transpose setting will not take effect until the first beat of the next measure is reached.

In Realtime

When you press either the TRANSPOSE [♭] or [♯] buttons, the new transpose setting will occur when the next note is played for both the Style and Keyboard tracks individually.

The next key or chord you press will sound with the new transpose setting applied. (Note that if you play a Keyboard track prior to a new chord, the Keyboard track will play in the new key as the Style will continue to play in the old key until a new chord is entered).

Transpose applies to Player

This checkbox lets you turn the Master Transpose on or off for the onboard Player.

Transpose applies to Midi In notes

This checkbox lets you turn the Master Transpose on or off for Note messages received from the USB Device port.

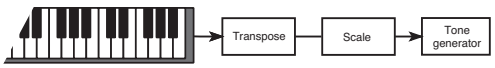
Position

Scale and Transpose position

The Scale and Transpose Position allows you to define the relation between the Scale and the Master Transpose.

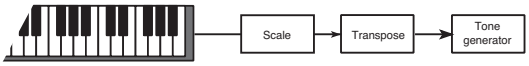
Post-KB/Pre-Scale

When this option is selected, notes will be transposed immediately after they leave the keyboard. The Scale will be applied to the transposed notes. For example, if you altered an E, and then set the Master Transpose to +1, the E key will play F, and the altered key will be E ♭ (that will play an altered E).



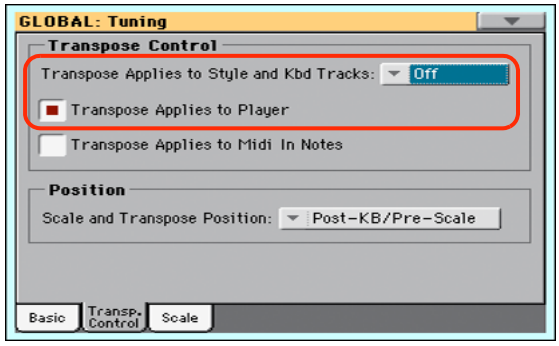
Post-KB & Scale

When this option is selected, all notes are transposed immediately before they enter the internal tone generator, or are sent to the USB Device port, but after the Scale. For example, if you altered an E, and set the Master Transpose to +1, the altered key will still be E (that will play an altered F).



Standard MIDI File and chord transpose

When changing the Master Transpose, chord abbreviations contained in a Standard MIDI File are transposed and correctly shown in the display. Master Transpose must be activated on the Player, but not on the Keyboard.



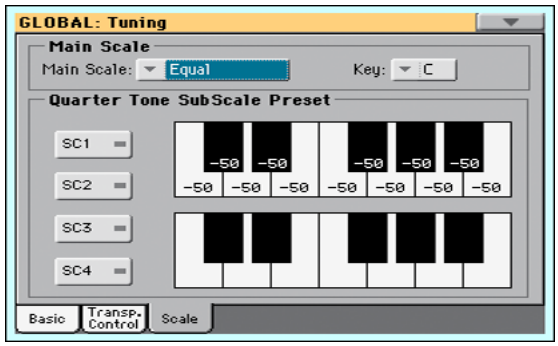
Note: *Chords contained in a linked TXT file or shown when loading a CDG file are not transposed.*

Drum Kits and transpose

Drum Kits are never transposed. If you want that any Sound is not transposed as well, assign them to a track set to the Drum mode in Style Play/Song Play > Track Control > Mode (see “Type” on page 102).

Tuning: Scale

This page lets you select the main scale of the instrument.



Main Scale

Main Scale

This parameter lets you set the main scale for the whole instrument, apart for those tracks where a different sub-scale has been selected by a Performance or STS (see “Scale” on page 98, Style Play mode).

See “Scales” on page 373 for a list of the available scales.

Note: *You cannot select a User scale in Global mode.*

Key

This parameter is needed by some scales to set the preferred key.

User Quarter Tone SubScale

This section is where you can program the Quarter Tone scale, and save up to four Quarter Tone Scale (SC) Presets.

SC Preset buttons

Touch these buttons to recall the corresponding presets. Each preset contains a custom detuning of each note of the scale (shown in the upper scale diagram). It also memorizes the selected degree(s) of the scale (shown in the lower scale diagram).

When no preset is selected, the default scale is automatically recalled. This scale assigns a -50 cent value to all notes, and turns all scale degrees off.

You can also select an SC Preset by assigning the relevant function to the footswitch.

To save the current scale programming to a preset, while in this page choose the "Write Quarter Tone SC Preset" command from the page menu, then select one of the preset locations where to save the current settings (see "Write Quarter Tone SC Preset" on page 164).

Upper scale diagram

Use this diagram to set the detuning of each note of the scale.

-99…0…+99 Note detuning in cents. Zero is no detuning, ±50 is a full quarter tone up or down, ±99 is nearly one whole semitone up or down.

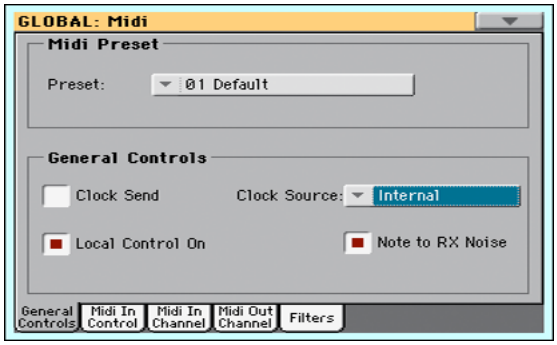
Lower scale diagram

Use this scale to turn detuning on or off. Applied detuning will depend on the programming set with the Upper scale diagram, or recalled by selecting one of the SC Presets.

When a note is detuned, a black dot appears in the corresponding note of the diagram.

MIDI: General Controls

This page allows you to select a MIDI Preset and set global parameters for the MIDI communication.



MIDI Preset

Preset

MIDI channels can be automatically configured by selecting a MIDI Preset. Each of them lets you automatically assign a value to various MIDI parameters, to allow an easier connection with a particular device.

For detailed information about the preloaded MIDI Presets, see "MIDI Presets" on page 379.

After selecting a MIDI Preset, you can apply any changes to each channel's settings. To store the changes in memory, select the "Write Midi Preset" command in the page menu to save it to memory (see "Write Midi Preset dialog box" on page 164).

Hint: *You can restore the original MIDI Presets by using the "Factory Restore" command and choosing the "Global" option (page "Utility" of the Media mode, see page 180). Please consider this will reset all the Global data.*

General Controls

Use these parameters to set MIDI Clock and Local Off.

Clock Send

Use this parameter to turn the clock information on the USB Device port on or off.

Note: *This parameter is automatically set to On when the instrument enters standby.*

Off The Pa300 does not send the MIDI Clock signal. You cannot slave another instrument to the Pa300, even when connected to the USB Device port.

On The Pa300 sends the MIDI Clock signal. You can slave another instrument to the Pa300 Tempo and Start/Stop commands. Connect the other instrument to the Pa300 USB Device port.

Clock Source

This parameter selects the MIDI Clock source for the Style Play and Sequencer modes.

Note: *In Song Play mode, the Internal clock is always used.*

Note: *This parameter is always set to "Internal" when the instrument enters standby.*

Internal — Internal, i.e. the clock generated by the Pa300 Arranger and Player internal metronome.

External USB — External from the USB Device port. In Style Play or Sequencer mode, the Pa300 is slaved to an external device connected to its USB Device port. The Start/Stop command, as well as the metronome tempo, cannot be selected from the control panel of the Pa300. Use the external device to set the tempo and start or stop the sequencer or arranger.

See "Installing the Korg USB MIDI Driver" on page 380 for information on how to configure your computer for MIDI Over USB communication.

Local Control On

The Local parameter turns the keyboard on or off.

Note: *This parameter is automatically set to On when the instrument enters standby.*

On — When you play the keyboard, MIDI data is sent to the internal sound generator. If tracks are assigned to a MIDI OUT channel, data is also sent to the USB Device port.

Off — The keyboard is connected to the USB Device port, but cannot play the internal sound generator.

This is very useful when working with an external sequencer, to send notes and various MIDI messages from the integrated keyboard and controllers to the external sequencer, and then let the sequencer send them back to the sound generator, without overlapping. See the "MIDI" chapter.

Note to RX Noise

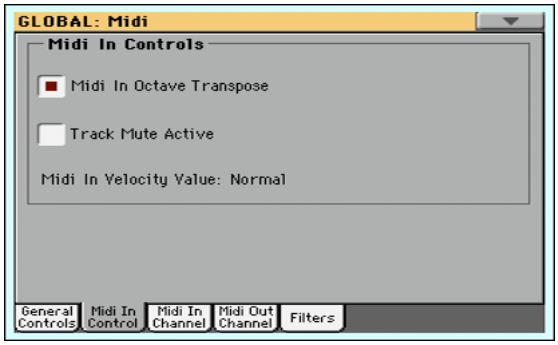
RX Noises are special sounds that allow Sounds to be more realistic. They are usually located above C7, depending on the Sound.

When this parameter is turned on, notes received from the USB Device port, or performed by the internal Player, in the RX Noises range, are recognized and converted to RX Noises. When off, notes are not recognized.

Note: *This parameter is automatically turned on when the instrument is set to standby.*

MIDI: MIDI In Controls

This page lets you program parameters for the USB Device port. All these parameters can be saved into a MIDI Preset.



Midi In Controls

Midi In Octave Transpose

Use this parameter to determine if notes received on the USB Device ports have to be transposed.

On — Notes received on the USB Device port are transposed according to the Octave Transpose setting for each track.

Off — Data received on the USB Device port are not transposed.

Track Mute Active

Use this parameter to determine if data received on the USB Device port can be played by muted tracks.

On — No data received on the USB Device port can play on a muted track.

Off — Data received on the USB Device port can play on a muted track.

Midi In Velocity Value

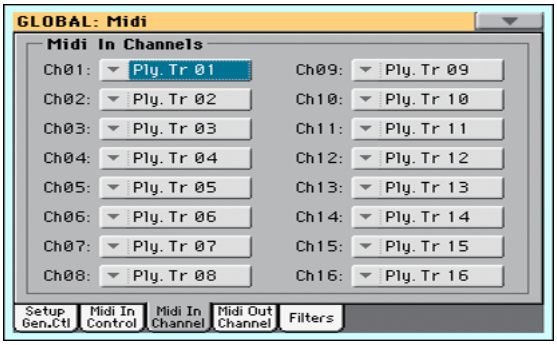
Use this parameter to set a fixed velocity (dynamics) value for all received MIDI notes. This is useful when playing the Pa300 with an organ or a MIDI Accordion.

Normal — Received velocity values are left unchanged.

40…127 — All received velocity values are converted to the selected value.

MIDI: MIDI In Channels

In this page, you can assign Pa300 tracks to any of the MIDI channels received on the USB Device port. All these parameters can be saved into a MIDI Preset.



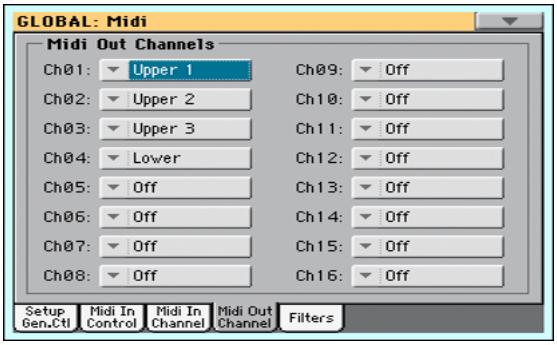
Channels

You can assign to each channel one of the following tracks:

Off	No track assigned.
Lower	Keyboard's Lower track.
Upper 1…3	One of the Keyboard's Upper tracks.
Pad 1…4	One of the Pad tracks.
Drum	Style's Drum track.
Percussion	Style's Percussion track.
Bass	Style's Bass track.
Acc 1…5	One of the Style's Auto-accompaniment tracks.
Ply Tr 01…16	One of the Player tracks.
Global	Special channel to simulate the Pa300's integrated controls (keyboard, pedals, joystick) with an external keyboard or controller. MIDI messages coming on this channel are seen as if they were generated by Pa300's integrated controllers.
Control	On this special channel, the Pa300 receives MIDI messages to remotely select Styles, Performances, STS, Style Elements and SongBook Entries. See tables on page 376 and following for more information on the received data.

MIDI: MIDI Out Channels

In this page, you can assign Pa300 tracks to any of the MIDI channels sent to the USB Device port. All these parameters can be saved into a MIDI Preset.



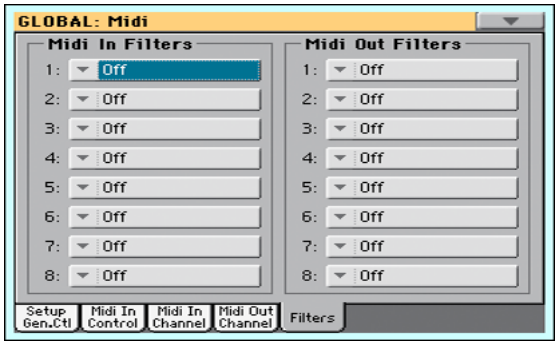
Channels

You can assign to each channel one of the following tracks:

Off	No track assigned.
Lower	Keyboard's Lower track.
Upper 1…3	One of the Keyboard's Upper tracks.
Pad 1…4	One of the Pad tracks.
Drum	Style's Drum track.
Percussion	Style's Percussion track.
Bass	Style's Bass track.
Acc 1…5	One of the Style's Auto-accompaniment tracks.
Ply Tr 01…16	One of the Player tracks.
Chord	Use this channel to send notes recognized by the Chord Recognition engine to the USB Device port. This is useful, for example, to control an external Harmonizer from the Pa300, using the Lower track to play chords, even if the track is muted.
Control	On this special channel, the Pa300 sends messages corresponding to the selected SongBook Entry.

MIDI: Filters

Use this page to set up to 8 filters for the MIDI data received or sent by the Pa300 on the USB Device port. All these parameters can be saved into a MIDI Preset.



Midi In Filters

Selected MIDI IN filters. Filters are applied to all MIDI channels at the same time.

Off	No filter.
Pitch Bend	Pitch Bend.
MonoTouch	Mono (or Channel) After Touch.
PolyTouch	Poly After Touch.
PrgChange	Program Change.
SysExcl	System Exclusive.
All CC	All Control Change messages.
0…127	Control Change message #0…127. See "MIDI Data" on page 376 for a list of available Control Change messages.
Notes	Note events.

Midi Out Filters

Selected MIDI OUT filters. See above for information on each filter type.

Audio & EQ: MP3 / Speakers

This page lets you define various parameters for the MP3 player and outputs.

MP3 Player

Volume

Use this parameter to set the maximum volume for the MP3 Player. This control lets you balance MP3 files against SMF Songs and Styles.

0…100	Max volume in percentage.

Phones/Audio Out

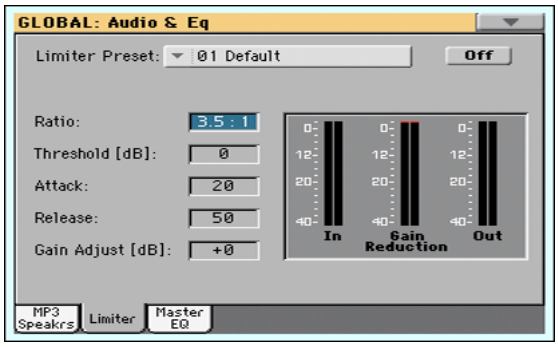
Level

Use this parameter to choose the output level of the PHONES/AUDIO OUT connector on the back panel.

Headphones	Choose this option to connect headphones. Do not connect line-level devices whit this option selected, or the audio signal will be distorted.
Line Out	Choose this option to connect a line-level audio device, like an audio recorder, a mixer or a pair or powered audio monitors.

Audio & EQ: Limiter

The Limiter allows for an increased loudness of the Sounds (Keyboard, Styles and MIDI Songs), by compressing the signal exceeding a defined threshold. MP3 files are not affected by the Limiter (since they are usually already 'produced', and do not need to pass through the Limiter again).



Limiter Preset

Use this pop-up menu to choose one of the available Limiter Presets, and automatically reconfigure the parameters.

On/Off

Use the On/Off switch to turn the Limiter on or off.

Editing the Limiter

You can edit the Limiter parameters, to adapt to your own style of playing.

Limiter Parameter	Meaning	Value
Ratio	Sets the signal compression ratio. Compression is applied only when the signal level exceeds the Threshold value. 1.0:1 means no compression.	Inf:1 … 1.0:1
Threshold	Sets the level above which compression is ap- plied. 0dB means no signal processed.	-40 … 0
Attack	Sets the attack time. A higher attack time will cause the compres- sion to be applied more slow- ly, and not react fast enough for notes with faster transients.	1 … 100
Release	Sets the release time. A higher release time will cause the com- pression to be released more slowly; this may help sustaining longer notes.	1 … 100
Gain Adjust	Sets the output gain. Use it to compensate for the gain loss caused by compression.	-Inf … +24

Checking the Limiter action

You can use the bargraph meters to check the level of the audio entering and going out of the Limiter.

• If the input level is too high, decrease the level of the Sounds, Styles and/or Songs that are playing.

• If the output level is too high, decrease the level of the Gain Adjust control.

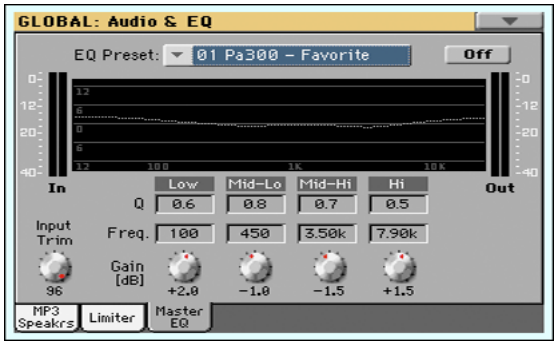
Look at the gain reduction indicator, to understand the amount of limiting going on. Excessive limiting may dramatically change the quality of the musical program.

Audio & EQ: Master EQ

In this page you can access the fully parametric Master EQ. This EQ is placed at the end of the audio path, just before the audio outputs. Both MIDI tracks (Styles and Songs) and MP3 files are equalized.

This is a full spectrum frequency equalization, positioned at the end of the signal chain, just before the Left & Right audio outputs. It gives you the power to design EQ curves and shape your sound. Master EQ features four fully programmable bands with fully adjustable gain, frequency, and Q parameters.

All these parameters can be saved into a Master EQ Preset.



EQ Preset

Use this pop-up menu to choose one of the available EQ Presets, and automatically reconfigure the EQ parameters.

On/Off

This is the on/off switch for the EQ section.

Diagram

Use these indicators to check the EQ curve, and the level of the audio entering and coming out of the Master EQ.

• If the input level is too high, decrease the level of the "Input Trim" parameter.

• If the output level is too high, decrease the level of the "Gain" controls.

• Keep in mind that boosting the Gain is not always the best way of making your sound appear louder; cutting the Gain of some band may make the other bands appear louder.

Input Trim

Use this knob to adjust the level of the signal entering the EQ. Excessive amount of signal may cause distortion when boosting the EQ bands.

Q

'Quality' of the EQ filter; higher values correspond to narrower, more accurate filters. Use higher values for near-surgical correction on isolated frequencies, lower values for more musical, softer equalization.

Band	Value
All Bands	0.5…10

Freq

Center frequency of the corresponding band. Center it on the problematic frequency, or the harmonics you want to emphasize or attenuate.

Band	Type	Value
Low	Low-shelf	20Hz…1kHz
Mid-Low	Bell	50Hz…10kHz
Mid-High	Bell	300Hz…10kHz
High	High-shelf	500Hz…20kHz

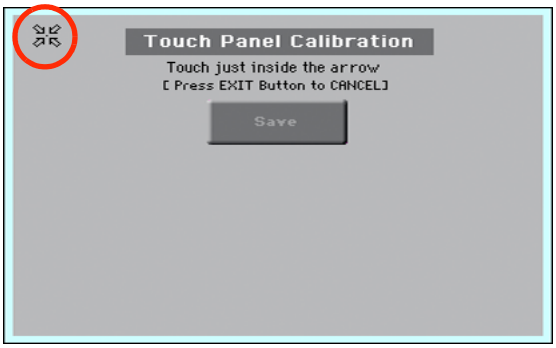
Gain

Gain of the corresponding band. Use it to make the frequencies stronger or weaker.

Band	Value
All Bands	-18…0…+18dB

Touch Panel Calibration

From time to time (for example, after loading a new operating system), calibrating your Color TouchView™ display may be necessary to make pointing more precise. If so, use this page.



1. When in this page, first touch exactly inside the set of arrows in the upper left corner of the display.

   Hint: *To be more accurate, you can use a pen cap or a tablet stylus.* ***Do not use anything sharp (like a pencil), or you will risk to damage the display!***

2. The arrows will subsequently move to the other corners of the display. Touch exactly inside them.

3. Finally, touch Save to confirm the new calibration.

- In case you want to exit and cancel the calibration, press EXIT before completing the procedure.

Hint: *To quickly reach this page from any other page, keep the GLOBAL button pressed until this page appears.*

Page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.

Note: *In each Global page, the only available Write Global options from the page menu are the ones relevant to the content of the current page. All other Write Global options are greyed out.*

Write Quarter Tone SC Preset

Choose this command to open the Write SC Preset dialog box, and save the current scale settings in one of the four available SC Presets.

See "Write Quarter Tone SC Preset dialog box" on page 164 for more information.

Write Midi Preset

Select this command to open the Write Midi Preset dialog box, and save the current MIDI settings into one of the available MIDI Presets.

See "Write Midi Preset dialog box" on page 164 for more information.

Write Limiter Preset

Choose this command to save the Limiter settings to one of the available Limiter Presets.

See "Write Limiter Preset dialog box" on page 165 for more information.

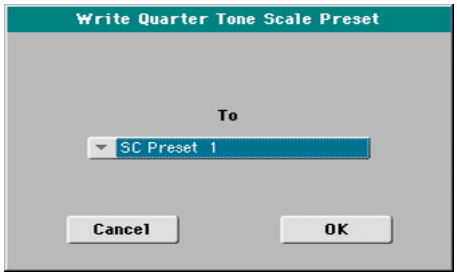
Write Master EQ Preset

Choose this command to save the Master EQ settings to one of the available Master EQ Presets.

See "Write Master EQ Preset dialog box" on page 165 for more information.

Write Quarter Tone SC Preset dialog box

Open this dialog box by selecting the Write Quarter Tone SC Preset item from the page menu. Here, you can save the current scale settings in one of the four available SC Presets.

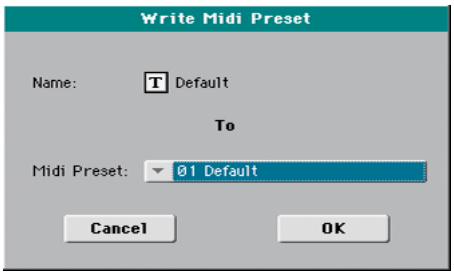


To

One of the four available SC Preset locations, where to save current scale settings.

Write Midi Preset dialog box

Open this dialog box by selecting the Write Midi Preset item from the page menu. Here, you can save all MIDI settings to a MIDI Preset.



Name

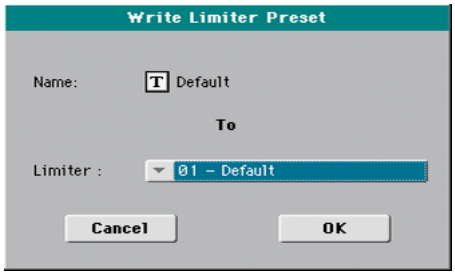
Name of the MIDI Preset to be saved. Touch the T (Text Edit) button next to the name to open the Text Edit window and modify the name.

Midi Preset

One of the available MIDI Preset locations, where to save current MIDI settings.

Write Limiter Preset dialog box

Open this dialog box by selecting the Write Limiter Preset item from the page menu. Here, you can save current settings for the Limiter edit section (see starting from page 162).



Name

Name of the Limiter Preset to be saved. Touch the T (Text Edit) button next to the name to open the Text Edit window and modify the name.

Limiter Preset

One of the available locations, where to save current Limiter settings.

Write Master EQ Preset dialog box

Open this dialog box by selecting the Write Master EQ Preset item from the page menu. Here, you can save current settings for the Master EQ edit section (see starting from page 162).

Name

Name of the Master EQ Preset to be saved. Touch the T (Text Edit) button next to the name to open the Text Edit window and modify the name.

Master EQ Preset

One of the available locations, where to save current Master EQ settings.

Media

The Media mode is where you can manage files. This mode overlaps the current operating mode (Style Play, Song Play, Sequencer).

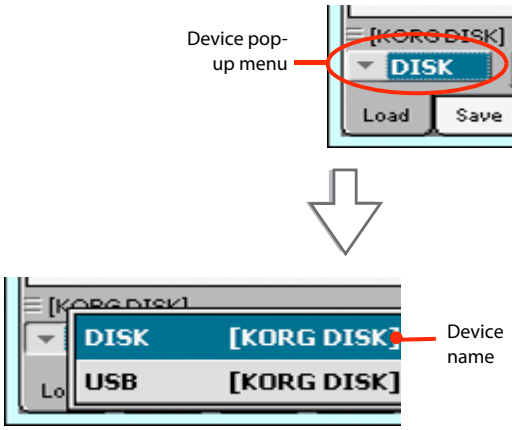
Storage devices and internal memory

User-accessible storage devices

During a Media operation, files are usually exchanged between a storage device and the internal memory. You can access the following mass storage device types:

Name	Media type
DISK [KORG DISK]	User-accessible area of the internal memory. This is where you can store Songs and other files.
USB	USB memory device (for example, a memory stick) connected to the USB Host port.

A device can be selected by using the Device pop-up menu, shown in the lower left corner of most Media pages:



Supported device

Pa300 supports external devices, like hard disks or USB memory sticks, formatted in FAT16 or FAT32 with long file names. NTSF (Windows NT/2000/XP/Vista/7/8), HFS (Mac OS 9) and HFS+ (Mac OS X) formats are not supported.

Selecting and deselecting files

While a file list is shown in the display, you can select any item by touching it. The selected item is highlighted.

You can deselect all items in any of the following ways:

- Touch an empty area in the file list (if available).
- Touch the Device pop-up icon, and select the current device again.

Searching files

By using the Search function, you can search files and musical resources in all internal and external devices. For more information, see the relevant chapter.

Preferences

You can change some global preferences of the Media mode in the Global > Mode Preferences > Media page (see page 154).

File types

The following tables describe all the file and folder types the Pa300 can manage. Here are the files you can read or write with the Pa300.

Extension	File/folder type
SET	All the User data. (This is a folder containing other folders)
BKP	Backup file, created with the "Full Resource Backup" function of the Media > Utility page
GBL	Global Setup
QTP	Quarter Tone Scale Presets
MPR	MIDI Presets
AUD	Master EQ Presets
PRF	Performance
PCG	Sound (Korg Pa-Series)
STY	Style
PAD	Pad
SBD	SongBook
SBL	SongBook's Custom List
JBX	Jukebox
MID	Standard MIDI File, SMF
MP3	MP3 file
TXT	Plain text file

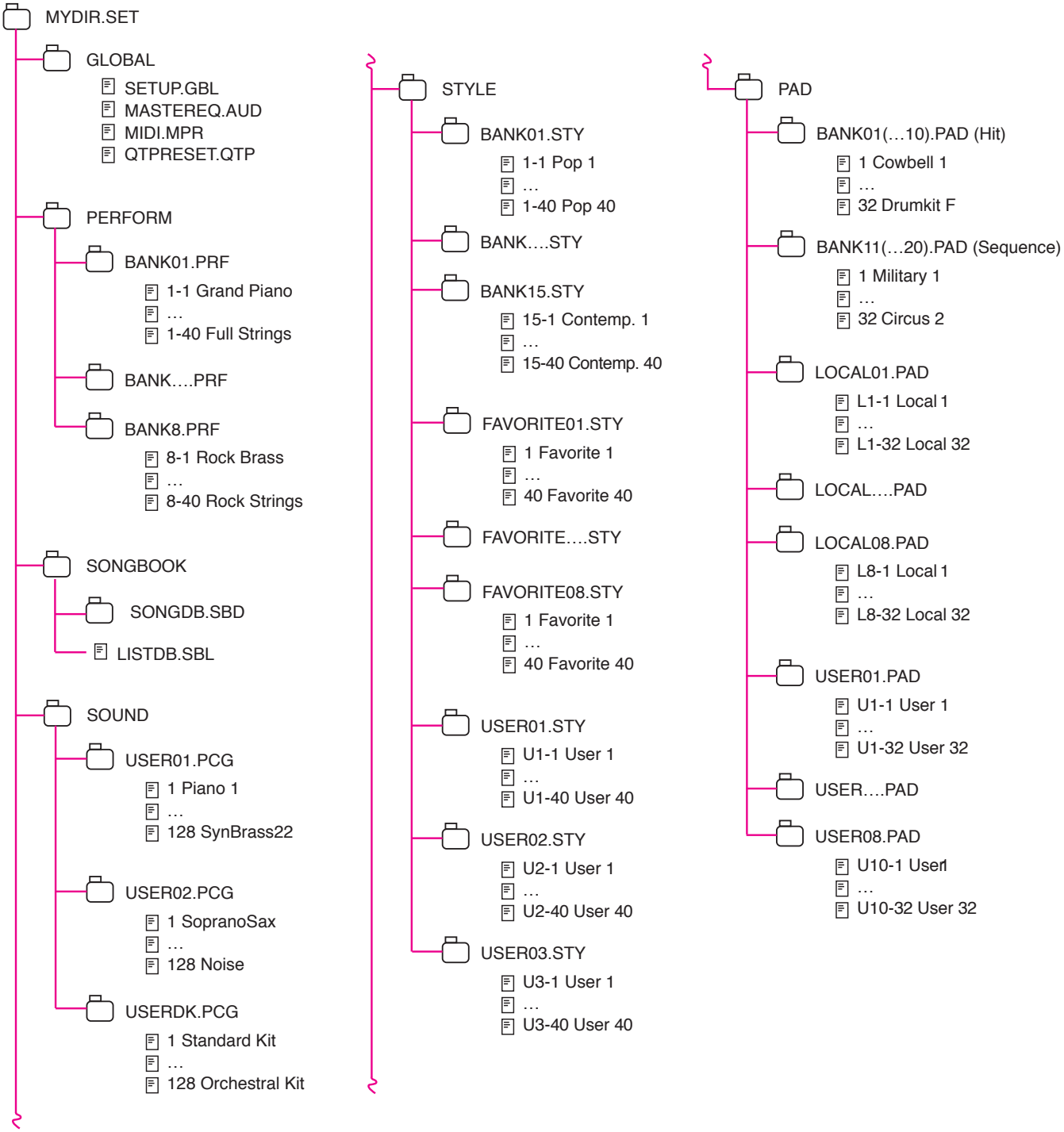
Pa300 can also read (but not write) the following types of data.

Extension	File type
PKG	Operating System and Musical Resource files
KAR	Karaoke file
CDG	CD+Graphics file
PCG	Korg Triton Programs

Media structure

Each device (and the internal memory) can contain files and folders. Data in the Pa300 is slightly more rigidly structured than in a computer, due to the pre-configured type of data inside the instrument's memory. The diagram below shows the global structure of a Pa300 device.

Note: *Factory Styles and Pads can be seen in Media mode only when the "Factory Style and Pad Protect" parameter is set to Off (see page 154), and only when loading or saving a single Style bank, or when erasing something.*

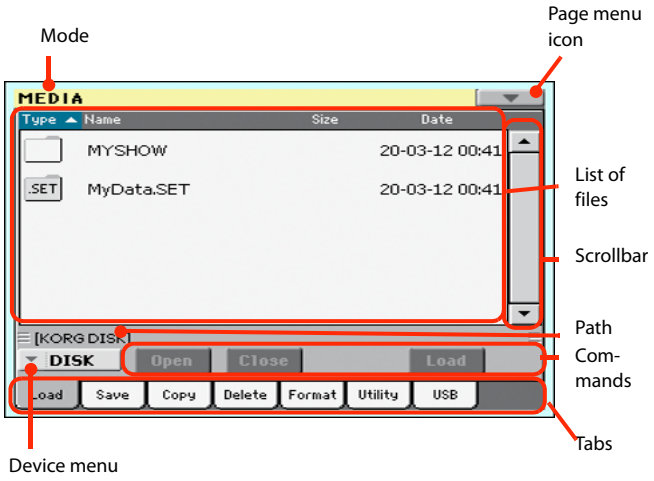


Main page

There is no main page in the Media mode. When pressing EXIT, you exit the Media mode, and the underlying operating mode in the background is recalled.

Page structure

All pages share some basic elements.



Mode

This indicates that the instrument is in Media mode.

Page menu icon

Touch this icon to open the page menu (see "Page menu" on page 182).

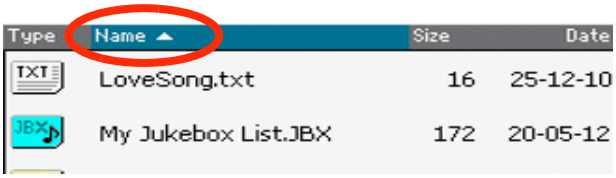
Path

Full path of the directory currently shown in the display.

List of files

This area shows the files and folder contained in the selected device.

You can touch one of the heading labels above the list to change the order in which files are shown. For example, by touching the "Name" label, the list is alphabetically re-ordered according to the file names. The selected label appears highlighted, showing the currently selected ordering.



If you touch the highlighted label again, the alphabetic order changes from ascending to descending, or vice-versa. The small arrow next to the label name shows the selected order.

Scrollbar

Use the scrollbar to scroll the list. Touching the arrows will scroll one step at a time, while touching the bar will scroll one page at a time.

Touching the arrows while SHIFT is kept pressed jumps to the previous or next alphabetical section, or file/folder type (depending on the selected display order).

Device pop-up menu

Use this menu to select one of the available storage devices.

Commands

Commands may be different depending on the shown page. They are detailed in each relevant section.

Tabs

Use tabs to select one of the pages of the current section.

Navigation tools

When in a Media page, you can use any of the following commands to browse through the files and folders.

Scrollbar

See "Scrollbar" above.

VALUE DIAL

Use the VALUE DIAL to scroll the list up or down.

Device pop-up menu

See "Device pop-up menu" above.

Load/Save/Copy/Delete button

Executes the media operation.

Open button

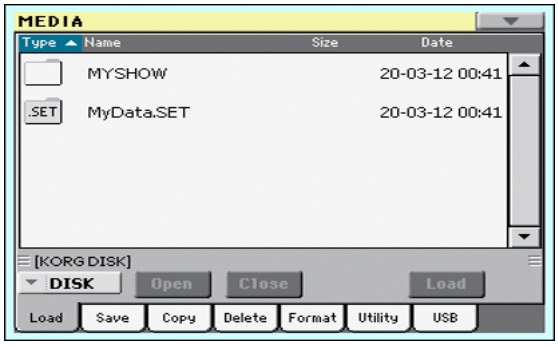
Opens the selected folder or directory (whose name begins with the "  " icon).

Close button

Closes the current folder or directory, returning to the parent ("upper") level.

Load

In this page you can load User data files (Performances, User Sounds, User Styles, the SongBook, the Global) from an internal or external storage device to the internal memory.



Note: *While in this page, only data allowed for loading are shown. All other files are hidden.*

Merging data

When loading all User data, or all data of a specified type, most data loaded from a storage device are merged with data already existing in memory. For example, if there is data in all three USER Style banks in memory (USER01, USER02, USER03), and there is only the USER01 Style bank in the storage device, the USER01 bank will be overwritten, while USER02 and USER03 banks will be left unchanged.

As a result, there will be a STYLE folder in memory containing the USER01 bank you just loaded, and the old USER02 and USER03 banks.

Loading all the User data

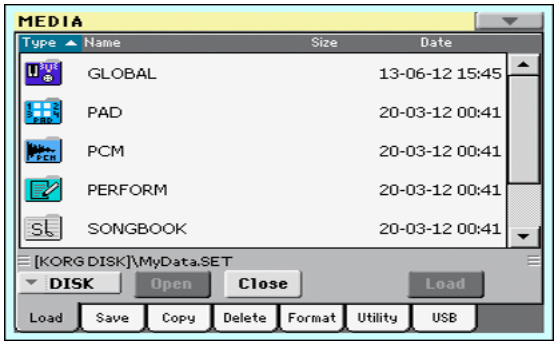
You can load all the User data with a single operation.

1. If loading from an external device, connect the device to the USB Host port.
2. Use the Device pop-up menu to select the source device. When the device is selected, its content will appear in the display.
3. If the folder you are looking for is inside another folder, select this latter and touch the Open button to open it. Touch the Close button to go back to the parent folder.
4. Select the ".SET" folder containing the data you wish to load, and touch Load to confirm the selection.

Loading all data of a specified type

You can load all data of a specified type with a single operation.

1. If loading from an external device, connect the device to the USB Host port.
2. Use the Device pop-up menu to select the source device. When the device is selected, its content will appear in the display.
3. If the folder you are looking for is inside another folder, select the latter and touch the Open button to open it. Touch the Close button to go back to the parent folder.
4. Select the ".SET" folder containing the data you wish to load, and touch Open to open the ".SET" folder. A list of User data appears (Global, Performance, SongBook, Sounds, Style…).

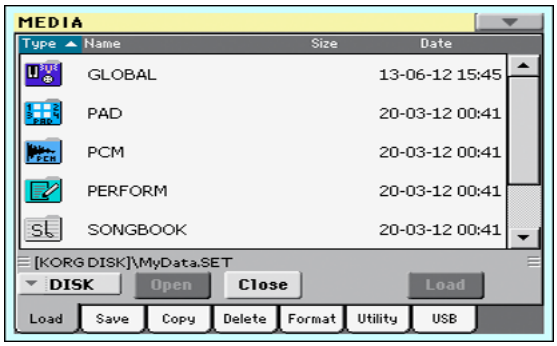


5. Select the folder containing the type of data you are looking for, and touch Load to confirm your selection.

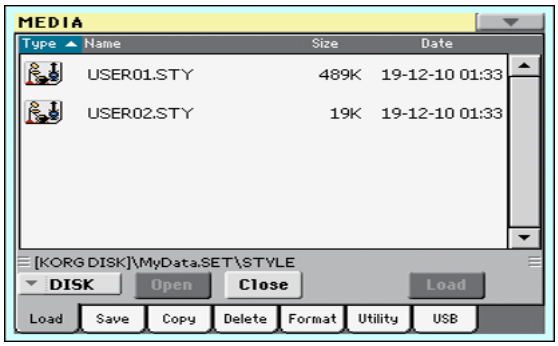
Loading a single bank

You can load a single bank of data (Sounds, Styles, Performances) with a single operation. Each bank corresponds to each of the side tabs in the various Select windows (Style Select, Performance Select…).

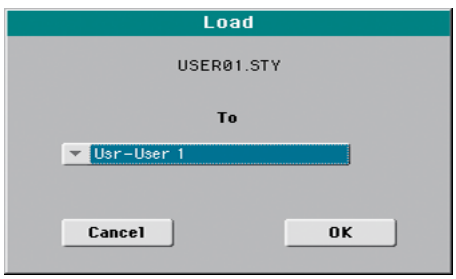
1. If loading from an external device, connect the device to the USB Host port.
2. Use the Device pop-up menu to select the source device. When the device is selected, its content will appear in the display.
3. If the folder you are looking for is inside another folder, select this latter and touch the Open button to open it. Touch the Close button to go back to the parent folder.
4. Select the ".SET" folder containing the data you wish to load, and touch Open to open the ".SET" folder. A list of User data appears (Global, Performance, SongBook, Sounds, Style…).



5. Select the folder containing the type of data you are looking for, and touch Open to open the selected folder. A list of Favorite/User banks appears.



6. Select the bank file you are looking for, and touch Load to confirm the selection. A dialog box appears, asking you to select one of the available User (or Favorite/User Style) banks in memory.



In the example above, the previously selected Style bank will be loaded into the bank USER 1 in memory. The Styles already existing in memory will be deleted and overwritten.

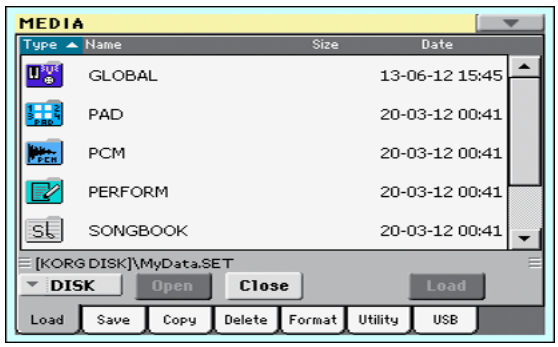
7. Select the target bank, and touch OK to load the source bank.

   Warning: *After confirming, all User data contained in memory are deleted.*

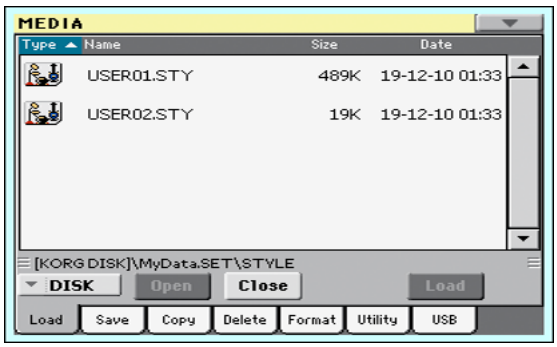
Loading a single item

You can load a single item with a single operation.

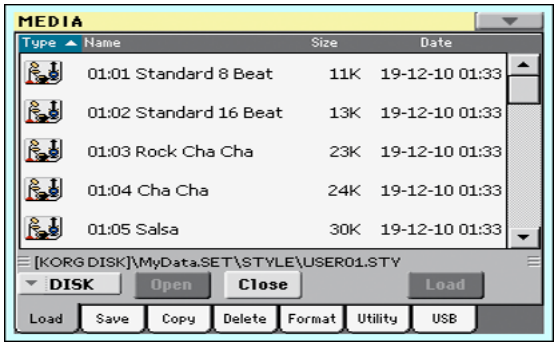
1. If loading from an external device, connect the device to the USB Host port.
2. Use the Device pop-up menu to select the source device. When the device is selected, its content will appear in the display.
3. If the folder you are looking for is inside another folder, select this latter and touch the Open button to open it. Touch the Close button to go back to the parent folder.
4. Select the ".SET" folder containing the data you wish to load, and touch Open to open the ".SET" folder. A list of User data appears (Global, Performance, SongBook, Sounds, Style…).



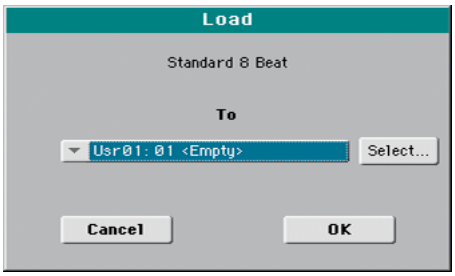
5. Select the folder containing the type of data you are looking for, and touch Open to open the selected folder. A list of banks appears.



6. Select the bank file you are looking for, and touch Open to open it. A list of items appears.



7. Select the item you are looking for, and touch Load to confirm the load. A dialog box appears, asking you to select one of the available locations in memory.



   In the dialog box above, the Style you select from disk will be loaded into location 01 of the bank Usr01 in memory. Any existing Style at the same location will be deleted and overwritten.

   Empty locations are named "- - - ".

8. Select the target location, and touch OK to load the source file.

   Warning: *After confirming, the item you are overwriting in memory will be deleted.*

Loading User Sounds based on User Samples

Pa300 includes a 32 MB User Sample memory, allowing to load User Sounds and Drum Kits based on User Samples in the KORG Pa-Series format. Compressed Samples are loaded, but will not sound. Please check the User Sounds after loading.

You can load all the Samples contained in a SET folder. In case not all the Samples can fit in memory, just load single Sounds with their associated Samples.

User Samples are automatically reloaded when turning the instrument on. As a consequence, startup times will increase slightly.

Loading Global data from other Pa-Series instruments

Global data (Global, EQ, etc.) cannot be loaded from other Pa-Series instruments.

Loading Pa3X data

You can load Pa3X data exactly as if they were Pa300 data, apart for the Global data. Sounds and Effects can be a bit different. User Sounds based on User Samples will not be loaded. Due to the different order in memory, Styles must be reassigned to SongBook Entries by using the SongBook Editor software (freely available on www.korg.com).

Loading Pa900/Pa600 data

You can load Pa900/Pa600 data exactly as if they were Pa300 data, apart for the Global data. User Sounds based on User Samples will not be loaded. Due to the different order in memory, Styles must be reassigned to SongBook Entries by using the SongBook Editor software (freely available on www.korg.com).

Loading Pa2X, Pa800, Pa1X, Pa800, Pa588 data

You can load Pa2X/Pa800 data exactly as if they were Pa300 data, apart for the Global data. User Sounds based on User Samples will not be loaded. Due to the different order in memory, Styles must be reassigned to SongBook Entries by using the SongBook Editor software (freely available on www.korg.com).

It is not possible to load Pa300 data into a Pa2X, Pa800, Pa1X, Pa500 or Pa588.

Loading Pa80/60/50/50SD data

You can load Pa80/60/50/50SD data exactly as if they were Pa300 data, apart for the Global data. The only difference is that the "SOUND" folder of Pa300 is called "PROGRAM" in the Pa80/60/50/50SD. Therefore, to load Sounds from Pa80/60/50/50SD disks, you must accomplish one of the following operations, either:

- Rename the "PROGRAM" folder "SOUND" (by using a personal computer) before loading a ".SET" folder; *or*
- First load the ".SET" folder, then separately load the ".PCG" file from the "PROGRAM" folder.

Loading i-Series data

Pa300 is compatible with the Styles of the older i-Series instruments. You can load them as if they were ordinary Pa300 data.

1. Copy the old i-Series data into an USB device, or transfer them to the internal storage memory of the Pa300.
2. Press MEDIA to go to the Media mode. Select the Load page if needed.
3. While in the Load page, select the device containing the i-Series data from the Device pop-up menu.
4. If you are reading an i30 file, select the ".SET" folder and touch the Open button in the display.
5. Select the ".STY" folder.
6. At this point, you can load the whole ".STY" folder, or open it and select a single Style.

   • To load the whole folder, touch the Load button in the display. If it contains more than 40 Styles, they will be loaded into the USER banks sequentially, otherwise you will be prompted to select one of the USER Style banks or the FAVORITE Style banks in memory. Once the target bank is selected, touch Load to load the bank. The "Are you sure?" message will appear. Touch OK to confirm, or Cancel to abort.

   • To load a single Style, touch Open in the display to open the ".STY" folder. Since a conversion will be started at this point, please wait some seconds for the operation to be completed.

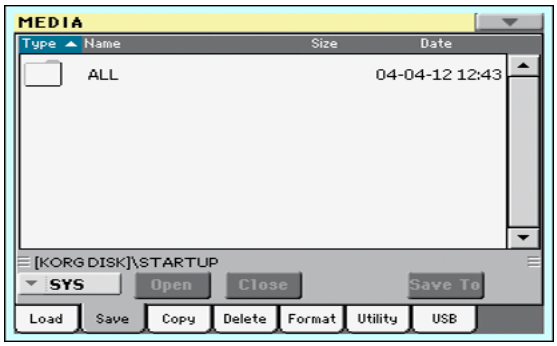
   Select the Style to load, then touch Load. You will be prompted to select a target location in memory. Once the target location is selected, touch Load to load the Style. The "Are you sure?" message will appear. Touch OK to confirm, or Cancel to abort.

   Note: *Loading a whole ".SET" folder from an i30 file may take some time due to format conversion.*

7. Go to the Style Play mode, and select (one of) the loaded Style. Adjust the Tempo value, then select the "Write Current Style Settings" to write changes. Touch OK twice to confirm.
8. Due to the difference in Sounds, you will probably want to make some adjustments to the old Styles, once they are loaded in Pa300 (changing the Sound, Volume, Pan, Tempo, Drum Mapping, Wrap Around…).
9. To make the Sound assignment to the Style tracks effective, be sure the "Original Style Sounds" parameter is not checked (see page 92).
10. Save the Style Settings again. Select the "Write Current Style Settings" to write changes. Touch OK to confirm.

Save

In this page, you can save User data from the internal memory to a mass storage device (like an hard disk or an USB memory stick). You can save single files, banks, or all the User and Favorite Style files of the internal memory.



Note: *While in this page, only data allowed for saving are shown. All other files are hidden.*

Here are the various types of files contained in the internal memory:

The file/folder type…	**…contains…**	**…and will create on the target device…**
All	All the User data in memory	A .SET folder
Style	The FAVORITE 01-08 Styles and the USER 01-03 Styles	A STYLE folder inside a .SET folder
Sound	The USER Sounds and Drum Kits	A SOUND folder inside a .SET folder
Pad	The USER Pads	A PAD folder inside the .SET folder
Perform (Performances)	The Performances	A PERFORM folder inside a .SET folder
SongBook	The SongBook database	A SONGBOOK folder inside a .SET folder
Global	All global parameters. MIDI Presets, SC Presets, Master EQ Presets are also saved.	A GLOBAL folder inside a .SET folder. Inside the GLOBAL folder other folders will be created, to contain the MIDI, SC, Master EQ Presets.

Creating a new ".SET" folder

Pa300 proprietary data must be saved in special folders with the ".SET" extension. These special folders can be saved inside ordinary folders.

When saving, you can save onto existing ".SET" folders, or you can create a new folder of this type. Here is how to do it.

1. When the directory of the target device is shown in the display, the "New SET" button appears among the buttons below the file list.

2. Touch the New SET button. A dialog box appears, asking you to enter a name for the new ".SET" folder.

3. Touch the T (Text Edit) button to open the Text Edit window. Enter the name, then touch OK to confirm and close the Text Edit window. ***Note:*** *The ".SET" file name extension is added automatically.*

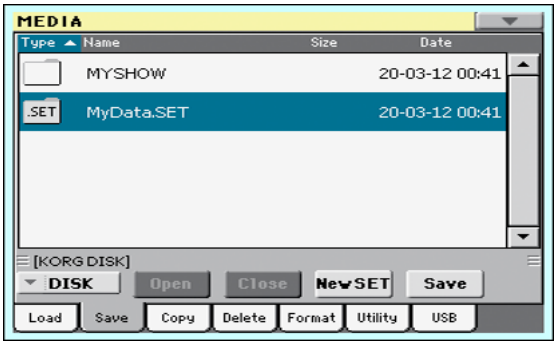
4. Touch OK to create the new folder and exit the dialog box.

Saving the full memory content

You can save the full memory content with a single operation. Depending on the status of the "Factory Style and Pad Protect" parameter, you may or may not see the Factory Style and Pad banks (see "Factory Style and Pad Protect" on page 154).

1. If saving to an external device, connect the device to the USB Host port.

2. The full content ("All") of the internal memory is already shown. Select it, and touch Save to confirm the selection. The list of files in the target device is shown.



3. If needed, use the Device pop-up menu to select a different target device. When the target device is selected, its content will appear in the display.

4. At this point, you can:

   • Touch the New SET button and create a new ".SET" folder (see "Creating a new ".SET" folder" on page 174), *or*

   • Select an existing ".SET" folder.

5. Touch Save to confirm. A dialog box appears, asking you to select the type of data to save:

Save All dialog with the Factory Style and Pad Protect option turned on

Save All dialog with the Factory Style and Pad Protect option turned off

In the dialog box above, check all data type you wish to save to a storage device.

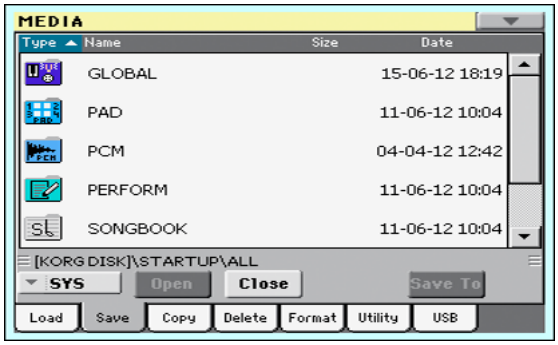
6. Touch OK to confirm, or Cancel to abort.

Warning: *After confirming, all data of the selected type in the target folder is deleted.*

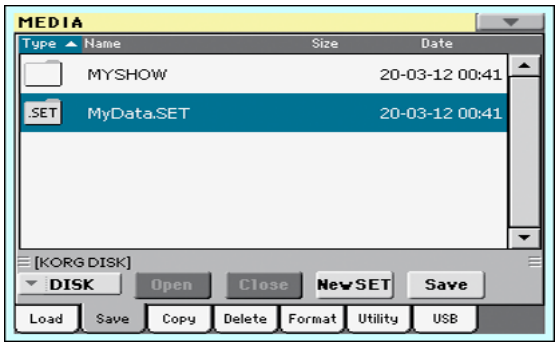
Saving all data of a specified type

In addition to the above, you can save all data of a specified type by selecting the corresponding folder.

1. If saving to an external device, connect the device to the USB Host port.
2. The full content ("All") of the internal memory is already shown. Select it, and touch Open to open it. A list of User data types appear (each type is a separate folder).



3. Select the folder containing the type of data you wish to save, and touch Save To to confirm the selection. The list of files of the target device is shown.



4. If needed, use the Device pop-up menu to select a different target device. When the target device is selected, its content will appear in the display.
5. At this point, you can:

   • Touch the New SET button and create a new ".SET" folder (see "Creating a new ".SET" folder" on page 174), or

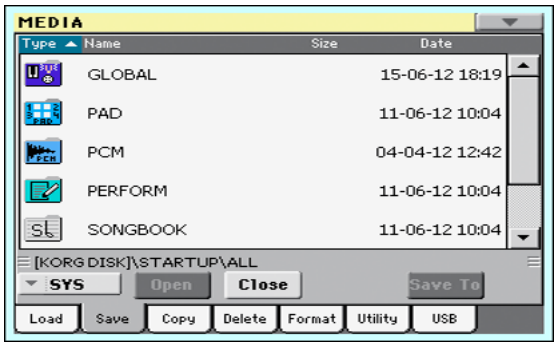
   • Select an existing ".SET" folder, and touch Save to confirm.

   Warning: *After confirming, all data of the selected type in the target folder is deleted.*

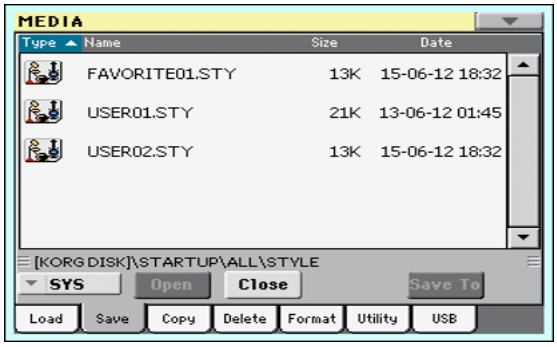
Saving a single bank

You can save a single User bank with a single operation. Each bank corresponds to each of the side tabs in the various Select windows (Style Select, Performance Select…).

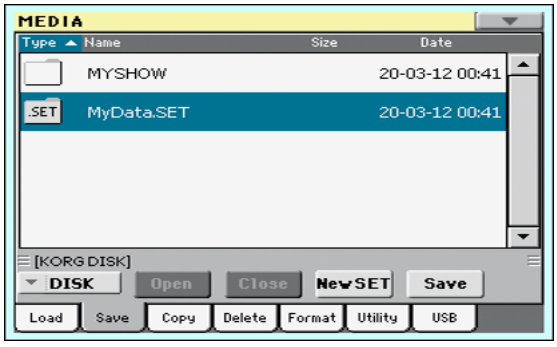
1. If saving to an external device, connect the device to the USB Host port.
2. The full content ("All") of the internal memory is already shown. Select it, and touch Open to open it. A list of User data types appear (each type is a separate folder).



3. Select the folder containing the type of data you wish to save, and touch Open to open it. The list of contained bank files is shown.



4. Select the bank file to be saved, and touch Save To to confirm the selection. The list of files of the target device is shown.

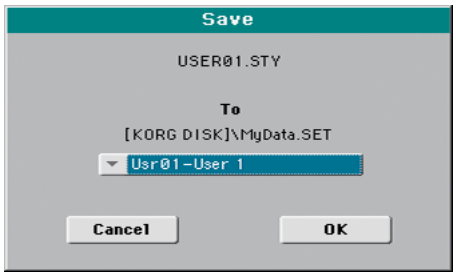


5. If needed, use the Device pop-up menu to select a different target device. When the target device is selected, its content will appear in the display.
6. At this point, you can:

   • Touch the New SET button and create a new ".SET" folder (see "Creating a new ".SET" folder" on page 174), or

   • Select an existing ".SET" folder, and touch Save to confirm.

7. A dialog box appears, asking you to select one of the available User (or Favorite/User Style) locations inside the folder:



In the above dialog box, the previously selected bank of Styles will be saved to bank User 01 inside the selected folder. Three User banks are available.

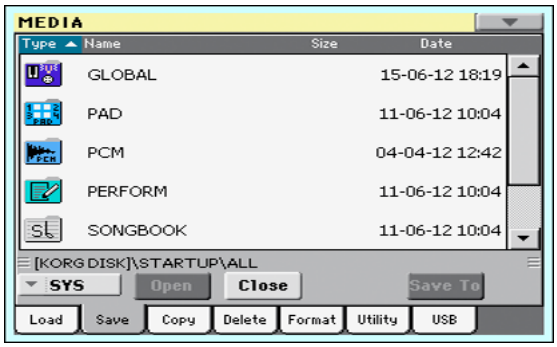
8. Touch OK to confirm, or Cancel to abort.

Warning: *After confirming, the same bank in the target folder is deleted.*

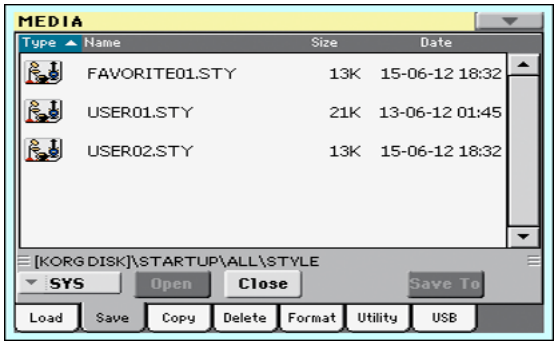
Saving a single item

You can save a single User item with a single operation.

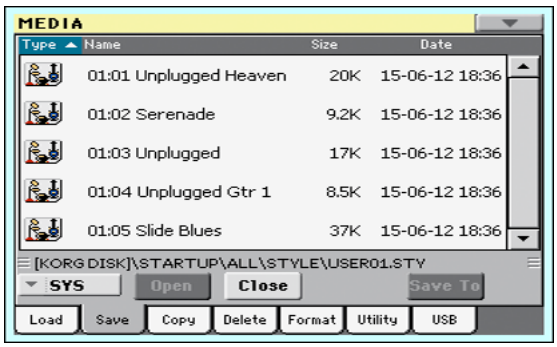
1. If saving to an external device, connect the device to the USB Host port.
2. The full content ("All") of the internal memory is already shown. Select it, and touch Open to open it. A list of User data types appear (each type is a separate folder).



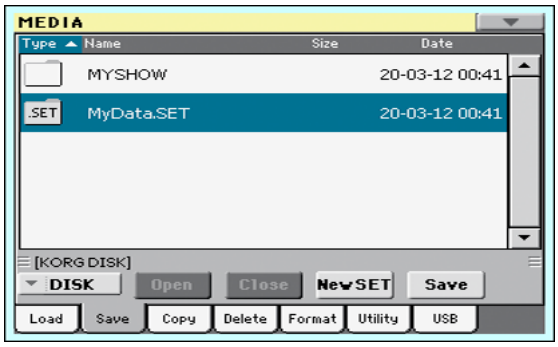
3. Select the folder containing the type of data you wish to save, and touch Open to open it. The list of contained bank files is shown.



4. Select the desired bank file, and touch Open to gain access to the single items.



5. Once you have selected the file that you want to save, touch Save To to confirm the selection. The list of files of the target device is shown.



6. If needed, use the Device pop-up menu to select a different target device. When the target device is selected, its content will appear in the display.
7. At this point, you can:

   • Touch the New SET button and create a new ".SET" folder (see "Creating a new ".SET" folder" on page 174), or

   • Select an existing ".SET" folder, and touch Save to confirm.

8. A dialog box appears, asking you to select one of the available User (or Favorite Style) locations inside the selected folder.

In the above dialog box, the previously selected Style will be saved to location 01 inside the bank Usr01 inside the selected folder.

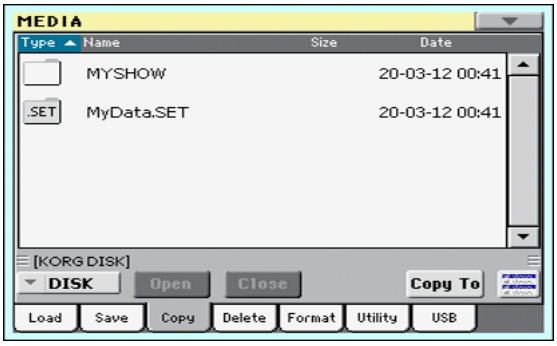
9. Touch OK to confirm, or Cancel to abort.

Warning: *After confirming, the same item in the target folder is deleted.*

Copy

In this page you can copy files and folders. Folders can be generic or ".SET" folders. In addition, you can copy the content of the generic folder you are in. You can copy inside the same device, or from a device to a different one (both devices must be connected to the Pa300 during the copy operation).

To preserve data structure integrity, during Copy operations you can't open ".SET" folders and copy only one of the files it contains. You can only open and go inside generic folders.



Contrary to the Load and Save pages, in this page you may see all types of files, and not only Pa-Series supported files (assuming the "Hide Unknown Files" option is turned off, see page 154).

Copying a folder's content

If nothing is selected while a folder is open in the display, you can copy the folder's content, without copying the folder itself.

Note: *During the Copy procedure, you can't open a ".SET" folder. You can, however, open any generic folder.*

1. If copying from or to an external device, connect the device to the USB Host port.
2. Select the source device, by using the Device pop-up menu.
3. If the folder you are looking for is inside another folder, select this latter and touch the Open button to open it. Touch the Close button to go back to the parent folder.
4. To copy the current folder's content, without copying the folder itself, do not select anything in the display.
5. Touch Copy To to confirm. The target device appears.

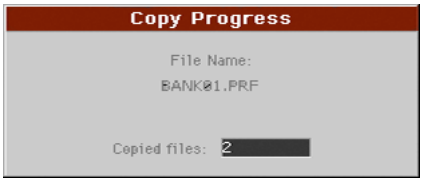
   Note: *If the selected device is not available, the "Device not found, or unknown format" message will appear. A different device will be automatically selected.*
6. If needed, select the target device, by using the Device pop-up menu.
7. If you want to select a different folder, use the Open and Close buttons to move through the directories.

   • To copy into an existing generic folder (not a ".SET" folder), select that folder.

   • To copy into the current folder, do not select anything.
8. Once the target is selected, touch Copy.

   If a file or folder with the same name of the source data already exists at the target location, the "Overwrite" dialog box will appear (see "Overwriting existing files or folders" on page 178).

During Copy, a dialog box shows the progress of the operation.



Copying a single file or folder

You can copy a single file or folder, from the root or a generic folder to a different one. You can't copy single files or folders from inside a ".SET" folder.

1. If copying from or to an external device, connect the device to the USB Host port.
2. Select the source device, by using the Device pop-up menu.
3. Select the folder containing the file or folder you wish to copy. If it is contained in another folder, touch the Open button to open it. Touch Close to go back to the previous hierarchic level.
4. Touch Open to open the folder containing the file or folder to be copied.
5. Select the file or folder to be copied, then touch Copy To to confirm its selection. The target device appears.

   Note: *If the selected device is not available, the "Device not found, or unknown format" message will appear. A different device will be automatically selected.*
6. If needed, select the target device, by using the Device pop-up menu.
7. When the target device content appears in the display, select the target folder. Touch Open to open a folder, or Close to close it.
8. Once the target is selected, touch Copy.

   If a file or folder with the same name of the source data already exists at the target location, the "Overwrite" dialog box will appear (see "Overwriting existing files or folders" below).

Multiple file selection

While in the Copy and Delete pages of the Media mode, you can select several files or folders at the same time before executing the operation. Files or folders can be selected consecutively (i.e., in a row), or discontinuously (i.e., with other files or folders in the middle).

To choose either to select files in a consecutive or discontinue way, use the Mode button on the right of the page command buttons, to choose an option for the SHIFT button:

Choose this option to select files or folders consecutively (i.e., in a row).

Choose this option to select files or folders discontinuously (i.e., with other files or folders in the middle).

To select more files or folders consecutively:

1. Touch the Mode button to choose the option for the SHIFT button.
2. Select the first file or folder to be selected.
3. Press and keep the SHIFT button pressed.
4. Select the last file or folder to be selected.
5. Release the SHIFT button.

To select more files or folders discontinuously:

1. Touch the Mode button to choose the option for the SHIFT button.
2. Select the first file or folder to be selected.
3. Press and keep the SHIFT button pressed.
4. Select a second file or folder to be selected.
5. While keeping the SHIFT button pressed, continue selecting the other files or folders to be selected.
6. Release the SHIFT button.

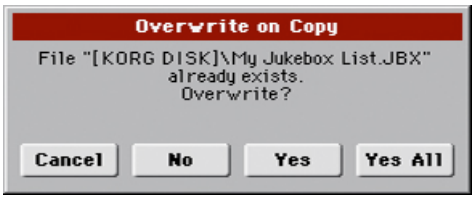
To deselect the files or folders:

- To deselect one or more file or folder, without deselecting everything, keep SHIFT pressed and touch the file or folder to be deselected.
- To deselect everything, select any other file or folder. All selected files and folders will be deselected.

Overwriting existing files or folders

When copying files, a file or folder with the same name of a source element might be found in the target device. In this case, Pa300 asks you if you want to overwrite it.

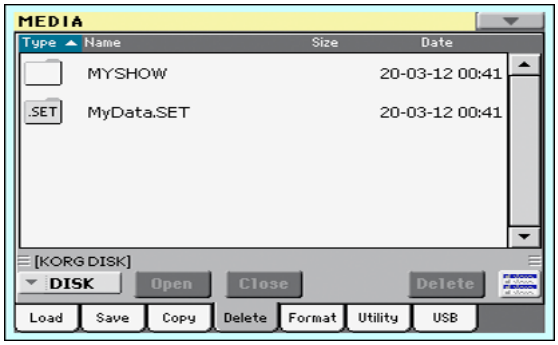
When a duplicate file or folder is met, the following dialog box appears:



Cancel	The procedure is interrupted.
No	The file or folder is not overwritten. The source file or folder is not copied. The procedure will continue with the other files and folders.
Yes	The file or folder is overwritten. The procedure will continue with the other files and folders.
Yes (to) All	The file or folder is overwritten. Any following duplicate file or folders will be overwritten as well, without this dialog box appearing again. The procedure will continue with the other files and folders.

Delete

The Delete function lets you delete files and folders from the devices.



Contrary to the Load and Save pages, in this page you may see all types of files, and not only Pa-Series supported files (assuming the "Hide Unknown Files" option is turned off, see page 154).

Delete procedure

1. If erasing from an external device, connect the device to one of the USB Host ports.
2. If needed, select a different device, by using the Device pop-up menu.
3. If the file or folder you are looking for is inside another folder, select this latter and touch the Open button to open it. Touch the Close button to go back to the parent folder.
4. Select the file or folder to erase.
5. Touch Delete to delete the selected item.

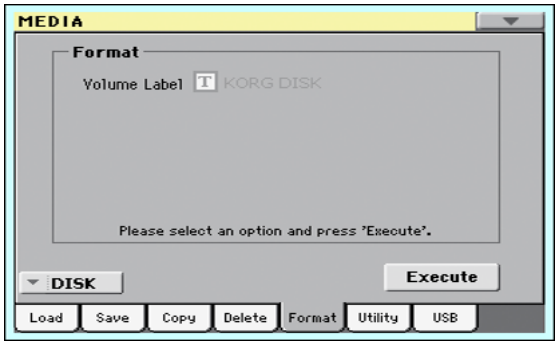
   During erase, a dialog box shows the progress of the operation.

Multiple file selection

See "Multiple file selection" on page 177 for information on how to select more files or folders to be erased at the same time.

Format

The Format function lets you initialize a device. Pa300 uses a PC-compliant device format (DOS FAT16 and FAT32):



Warning: *When formatting a device, all data it contains is lost forever!*

Volume Label

Use this parameter to assign a name to an external device to be formatted.

Note: *You cannot rename the label (name) of the internal volume. When formatting the internal disk, the label cannot be edited.*

Touch the T (Text Edit) button to open the Text Edit window. Enter the name, then touch OK to confirm and close the Text Edit window.

Note: *When changing the name to a device containing Standard MIDI Files or MP3 files used in the SongBook, the links are broken. We suggest to give the device the same name it had before formatting. In case you changed the name, please use SongBook Editor (freely available on www.korg.com) to edit the links.*

Warning: *It is not possible to change the label (name) of the internal disk when Pa300 is connected to a PC through the USB port. If you try to do it, the original name is restored by Pa300.*

Execute button

Touch this button, after having assigned a name to the volume, to execute the Format command.

Format procedure

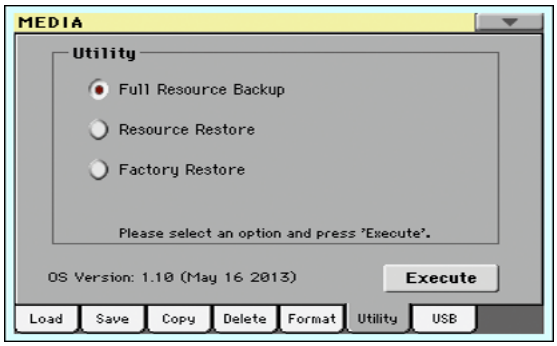
Here is how to format a device.

1. If formatting an external device, connect the device to the USB Host port.
2. Choose the device to be formatted by using the Device pop-up menu in the lower-left corner of the display.
3. Touch the Execute button in the display to confirm formatting.
4. The "If you confirm, all data in the media will be lost. Are you sure?" message appears in the display. Touch Yes to confirm, or No to cancel.

   Note: *When formatting the internal memory or an external USB device, an additional warning appears, to avoid accidental data loss.*

Utility

This page includes a set of backup and restore utilities. The Backup command should be used for archiving purpose only, since you will not be able to load individual data from a backup file. To save data that must remain accessible with the normal Media > Load operations, for example to load User data after updating the Musical Resources, use the Media > Save operations instead.



Full Resource Backup

This command allows you to make a full backup of all the internal data on a target device. A ".BKP" file will be created.

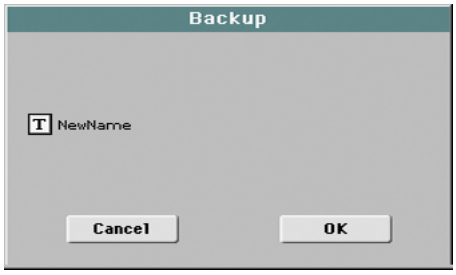
Hint: *This command cannot be used to save single items (like a single Style, a bank of Performances…). To do that, use the Save operations instead.*

1. In case you are making the backup on an external USB device, connect the device to one of the USB Host ports.

   Be sure there is enough free space in your target device, or the Backup procedure will not be completed.
2. Select the "Full Resource Backup" command, then touch the Execute button in the display. The target device appears.

3. If needed, select a different device, by using the Device pop-up menu.
4. If you wish to save data inside another folder, select this latter and touch the Open button to open it. Touch the Close button to go back to the parent folder.
5. Select the folder where to save data, and touch Backup to save it. If nothing is selected, data will be saved to the current directory.

After touching Backup, a dialog box will appear, asking you to assign a name to the backup file.



Touch the T (Text Edit) button to open the Text Edit window. Enter the name, and confirm by touching OK.

6. Touch OK to start the backup.
7. When finished, save the (removable) storage device in a safe place.

Resource Restore

This command restores data from a backup of the internal Factory and User data, created with the "Full Resource Backup" command.

Hint: *This command cannot be used to load single items (like a single Style, a bank of Performances…). You can only load all data, or full data types. Backups are compact archives, that can only be restored as a full package.*

Note: *Loading a backup file created with other Pa-Series and i-Series instruments is not allowed.*

Warning: *Don't play the keyboard while restoring data, and stay in the Media mode. Wait until the "Wait" message disappears.*

1. In case you are restoring from an external USB device, connect the device to the USB Host port.
2. Select the Restore Resources command, then touch Execute. The source device appears.
3. If needed, select a different device, by using the Device pop-up menu.
4. Browse through the files to find the backup file.
5. When the backup file (".BKP" file) is in the display, select it and touch the Restore command.
6. A dialog box will appear, with a list of types of data to be restored. Only check the types of data you want to restore.

Warning: *This command will delete from the internal memory all types of data selected in this dialog box (including your custom data).*

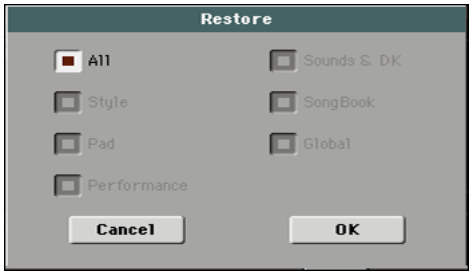
7. When done, a message appears asking you to restart the instrument ("Data Restored. Please switch off"). Set the instrument to standby mode, then turn it on again.

Factory Restore

In case you want to erase all changes to your Factory and User data, and restore your Pa300 to the same condition it was when it was new, you can use the Factory Restore procedure.

Warning: *This command deletes all data from memory (including your custom data).*

1. Select the Factory Restore command, then touch Execute.
2. A dialog box will appear, with a list of types of data to be restored. Only check the types of data you want to restore.



Warning: *This command will delete from the internal memory all types of data selected in this dialog box (including your custom data).*

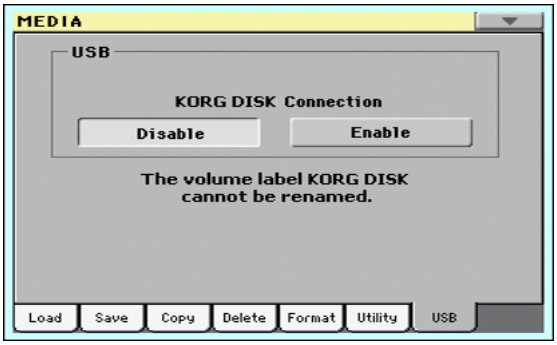
3. When done, a message appears asking you to restart the instrument ("Data Restored. Please switch off"). Set the instrument to standby mode, then turn it on again.

OS Version Number

This line shows the installed Operating System version. From time to time, check our web site (www.korg.com), to see if a newer, free version has been released.

USB

Use this page to enable or disable the USB Device port for file transfer.



The USB Device port allows you to access the internal storage memory from a personal computer, by just connecting the Pa300 to the computer's USB interface. This way, you can exchange files between the user-accessible area of the internal storage memory of the Pa300 (DISK device) and a personal computer.

Note: *The drivers supplied in the Accessory Disc are only for MIDI Over USB connection.*

Note: *While USB file transfer is enabled, you cannot access other functions on the Pa300. MIDI Over USB is also disabled.*

Warning: *It is not possible to change the label (name) of the internal disk when Pa300 is connected to a PC through the USB port. If you try to do it, the original name is restored by Pa300.*

KORG DISK Connection

Usually, the USB Device port is not enabled for file transfer on the Pa300 (it is always on, however, for MIDI connection). Touch the Enable button to turn it on, or the Disable button (with all the caveats) to turn it off.

1. Connect Pa300 to a personal computer by using a standard USB cable
2. Touch the "Enable" button to enable file transfer. Pa300 becomes the B USB device (called *Device* or *Slave*), while the personal computer becomes the A USB device (called the *Host* or *Master*).

   When finished, the icon of the internal memory of Pa300 will appear among the other storage devices connected to the computer.

   Caveat: *Do not modify the structure of the ".SET" folders, or you will no longer be able to use them on the Pa300. Only use the USB connection for data exchange purpose, or to modify ordinary folders.*

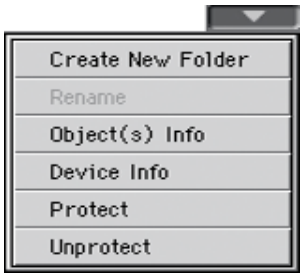
   Note: *After starting the USB connection, accessing Pa300 data from the computer may take some time, depending on the size of the internal memory and the data it contains.*
3. When all data has been transferred, disconnect USB communication from the computer. On a PC, you usually select the dedicated command by clicking on the USB device icon with the right mouse button. On the Mac, select the USB device icon, then select the Eject command or drag it to the eject icon in the Dock.
4. When the Pa300 icon disappears from the computer's desktop, touch the "Disable" button on the display of Pa300.

   Caveat: *Do not disconnect the USB communication before the personal computer has really finished transferring files. Sometimes, the on-screen indicator tells the procedure has been completed BEFORE it has really finished.*

   Disconnecting USB communication (or disconnecting the USB cable) before data transfer has been completed may cause data loss.

Page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.



Create New Folder

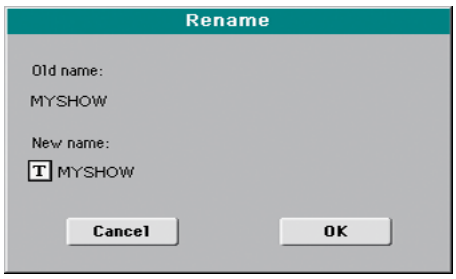
This command lets you create a new generic folder. You can't create a ".SET" folder with this command, since this type of folder is reserved to the Save operations (and can be created with the New SET button in any Save page).

By touching the T (Text Edit) button you can open the Text Edit window. Enter the name, then touch OK to confirm and close the Text Edit window.

Rename

Available only when an item is selected in a file list.

Use this function to change the name of an existing generic file or folder. To preserve consistency through the data structure, you cannot rename folders and files inside a ".SET" folder. Also, you cannot change the 3-character extension of files and ".SET" folders, since they are used to identify the type of file or folder.

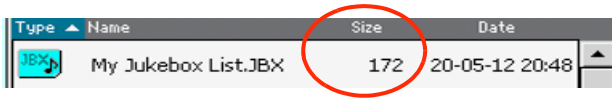


Touch the T (Text Edit) button to open the Text Edit window. Enter the new name, then touch OK to confirm and close the Text Edit window.

Object(s) info

Select this command to see the size of any selected file or folder. Also, the number of files and directories (folders) it contains are shown.

Note: *The* ***single file*** *size is always shown to the right of the file name in any file list (assuming the "Size" parameter is turned on, see page 154):*



Device Info

Select this command to see various info on the selected device. To select a different device, use the Device pop-up menu on the lower left corner of most Media pages.

By touching the T (Text Edit) button you can open the Text Edit window. Enter the name (label) of the selected device, then touch OK to confirm and close the Text Edit window.

Warning: *If you change the name of a device connected to the USB Host port, and it contains files used by some SongBook Entries, these entries will no longer be able to find the linked resources contained in the device. In this case, either restore the original device name, or use the SongBook Editor software (freely available on www.korg.com) to edit the links.*

Note: *You cannot change the name of the internal storage memory.*

Protect

Select this command to protect the selected file or folder from writing/erasing. The lock icon will appear next to the file or folder name.

Unprotect

Select this command to unprotect the selected file or folder – if protected.

Care of mass storage devices

The Pa300 can save most of the data contained in memory to the internal memory, or to external devices (like hard drives or USB memory sticks) connected to the USB Host port. Here are some precautions when handling these devices.

Internal memory write protection

You can protect your internal memory from writing, by using the software protection found in Global mode (see "Media Protect" on page 154).

Precautions

- Do not remove a device or move the instrument while the device is operating.
- In order to avoid losing data in case of damage, make a backup copy of the data contained in a device. You can backup your data to a personal computer, and from there to a backup unit. You can transfer data from the internal memory of Pa300 (DISK unit) to a personal computer by using the USB Device connection.
- Do not leave an USB device connected to the USB ports while carrying the instrument, or it may be damaged.
- Keep the memory devices or the instrument away from sources of magnetic fields, for example televisions, refrigerators, computers, monitors, speakers, cellular phones and transformers. Magnetic fields can alter the contents of the devices.
- Do not keep memory devices in very hot or wet places, do not expose them to direct sunlight and do not store them without use in dusty or dirty places.
- Do not place heavy objects on top of the devices.
- Regular care is recommended with your devices. Defragmenting and repairing internal devices can be made with any computer utility while the Pa300 is connected via USB.

Possible problems

- Magnetic fields, dirt, humidity and usage can damage data in a device. You can try to recover the data with disk repair utilities for personal computers. It is, however, advisable to always make a backup copy of your data.

A note about localized data

In some Countries, localized Sound and Style data could be released by the Korg Distributor. These data can be loaded into Pa300 for a more personalized experience. This type of data could be protected, and exchanging with other Pa300s would not be allowed. Please contact your distributor or visit their web site for further information about the availability of localized data.

SongBook

The SongBook is a musical database that allows you to organize songs and automatically recall the associated "musical resources" (Style, Standard MIDI Files, KAR files, and MP3 files).

The SongBook overlaps the Style Play and Song Play operating modes. When you select an entry from the full database or a custom list, the Style Play or Song Play mode is automatically selected, depending on the type of file associated with the entry.

In addition to helping you organize your shows, the SongBook allows you to associate four Pads, and up to four STSs to each Style, Standard MIDI File or MP3 file, to recall a complete set of Keyboard tracks for playing over a Song. You can also link a separate text file containing lyrics to an entry.

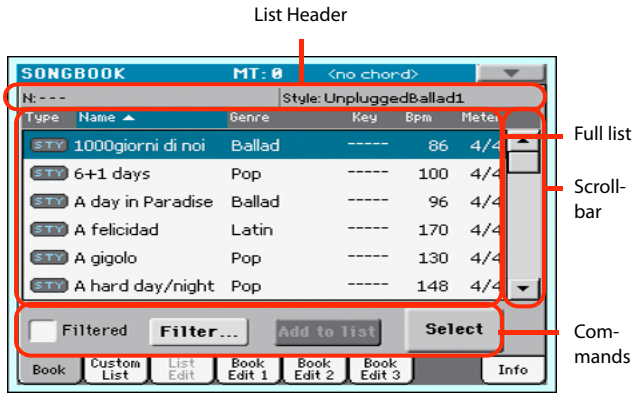
Note: *SongBook Entries do not include actual data; they are just pointers to a Style, a Standard MIDI File an MP3 or a TXT file. When you copy a SongBook file, referenced files are not copied with it.*

Hint: *Use the SongBook Editor software (freely available from our web site, www.korg.com) to edit your SongBook on a PC.*

Warning: *If you load a SongBook file from a storage device, the existing one in memory (including the custom lists) is deleted. Save your old SongBook file before loading a new one.*

Book

The Book page contains the full database of song entries. While in this page, you can select an entry, and touch the Select button in the display to load it. Then, press the PLAY/START button to start the Song or Style.



Each entry of this database may include the song's author, name, genre, original key, tempo and meter (time signature). When selecting one of the entries, the associated Style, Standard MIDI File or MP3 file is automatically recalled, together with any TXT lined to the entry. Also, the STSs and Pads may be recalled.

List Header

The List Header shows the selected entry's name on the left ("N:"), and the associated Style, Standard MIDI File or MP3 file on the right ("Style:" or "Player:"):

Note: *If you select a different Style or Standard MIDI File or MP3 file, the entry's name field ("N:") returns blank (---), meaning the entry has been modified.*

Full list

This is the full list of the SongBook database. Use the scrollbar (or the VALUE DIAL) to browse through the list.

You can touch one of the heading labels above the list to change the order in which entries are shown. For example, by touching the "Name" label, the list is alphabetically re-ordered according to the entry names. The selected label become highlighted, showing the currently selected ordering.

By touching the label again, the order of the files switches between ascending and descending. The small arrow next to the label name shows the selected order.

Scrollbar

Use the scrollbar (or the VALUE DIAL) to scroll the entries. You can keep the SHIFT button pressed while touching the scrollbar, to quickly jump to the next/previous section.

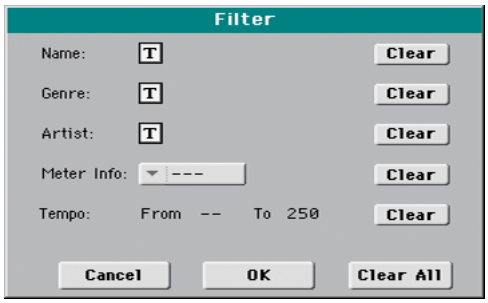
Commands

Filtered

When this box is checked, only entries matching the selected filter criteria are shown in the full list. The box is automatically checked when you exit from the Filter dialog box by touching OK (see below).

Filter...

Touch this button to open the Filter dialog box, and select one or more filter criteria, to show a restricted set of entries in the main list.



Touch the T (Text Edit) button next to the search criteria you want to edit (Name, Genre, or Artist). You can also select a Meter, or a range of Tempo values.

Touch the Clear button next to the search criterion you want to delete or set to a default value.

Touch Clear All to reset all search criteria.

Note: *You can also find items in the SongBook database by pressing the SEARCH button, and using the Search function. However, the Filter function allow for a more refined search.*

Add to list

If the "Enable List Edit" command is selected in the page menu, the "Add to list" button becomes available, to let you add entries to the selected Custom List.

Select an entry, then touch this button to add the selected entry to the current Custom List (see "Custom List" on page 187).

Select

Touch this button to confirm selection of the highlighted entry in the full list. After touching this button, the name of the selected entry appears in the left upper side of the display ("N:").

When you highlight a song in any of the SongBook lists, its name appears in reversed text, over a green-blue background. While in this situation, the song is highlighted, but not yet loaded.

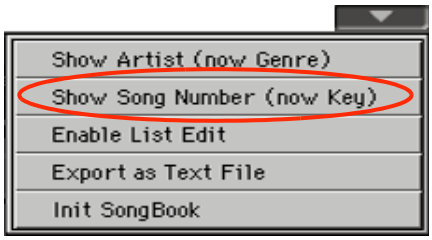
When you touch the Select button in the display, the song will be loaded. The background turns to light green, and the text is turned to boldface, to show the Song has been loaded and ready to play.

To start playback of the Song or Style, press the PLAY/START button.

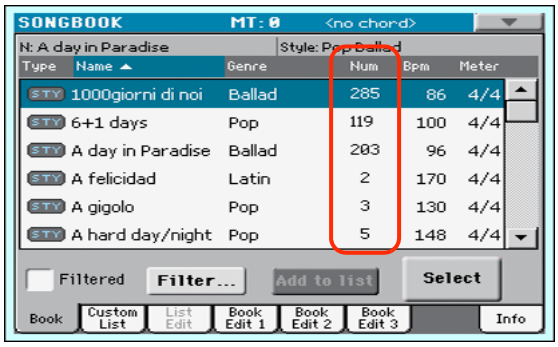
Numeric selection of entries

When in SongBook mode, you can select a SongBook Entry by means of an unique number. Numbers associated with each entry can be programmed in the Book Edit 2 page (see "Book Edit 3" on page 190).

To see the numbers while in the Book page, select the "Show Song Numbers (now Key)" command from the page menu:



After you select this command, the "Num" column appears:



To see the "Key" column again, select the "Show Key (now Song Numbers)" command from the page menu.

To select a SongBook Entry by entering its number, press the SONGBOOK button again while you are in any page of the SongBook mode. The numeric keypad will appear, allowing you to enter the number corresponding to the desired entry.

Hint: *You can export a list of SongBook Entries as a TXT file, including the assigned selection number. You can print this list on paper as a memo. (See "Export as text file" on page 192).*

Selecting SongBook Entries via MIDI

SongBook Entries can be selected via MIDI messages (through the special Control channel), by using the dedicated NRPN Control Change messages #99 (MSB, with value 2) and #98 (LSB, with value 64). See "Selecting SongBook Entries via MIDI" on next page.

Setting the special Control MIDI IN channel

A special MIDI channel used as the "Control" channel is needed to send MIDI messages to select the SongBook Entries.

First of all, choose a MIDI Preset to quickly configure the Control channel. Go to the Global > MIDI > General Controls page and choose a MIDI Preset where to save your settings.

Then, choose a MIDI channel as the "Control" channel. Go to the Global > MIDI > Midi In Channel page, and assign the Control option to one of the sixteen available MIDI channels (usually one of the higher-numbered ones, for example 16).

When done, save this setting to the current MIDI Preset by choosing the "Write Midi Preset" command from the page menu.

Selecting SongBook Entries via MIDI

When you are ready to remotely select SongBook Entries, switch to the Style Play or Song Play mode.

At this point, Pa300 must receive on the special Control channel the NRPN Control Change messages #99 (MSB, with value 2) and #98 (LSB, with value 64) in fast succession, as an initialization string. This string must be sent only once, unless another NRPN control is sent on the same MIDI channel before selecting a different SongBook Entry.

After the initialization string has been sent, you must send the selection string, made of two Control Change messages: CC#06 (Data Entry MSB) for the thousands and hundreds, and CC#38 (Data Entry LSB) for the tens and units. The range of the Data Entry controls, in this case, is 0~99 (instead of the typical 0~127).

The following examples show some typical situations.

- Send the following string to select SongBook Entry #77:

Data 1	Data 2	
NRPN MSB	2	*Initialization string (CC#99, 98)*
NRPN LSB	64	
DataEnt MSB	0	*Thousands and hundreds (00xx)*
DataEnt LSB	77	*Tens and units (xx77)*

- Send the following string to select SongBook Entry #100:

Data 1	Data 2	
NRPN MSB	2	*Initialization string (CC#99, 98)*
NRPN LSB	64	
DataEnt MSB	1	*Thousands and hundreds (01xx)*
DataEnt LSB	0	*Tens and units (xx00)*

- Send the following string to select SongBook Entry #2563:

Data 1	Data 2	
NRPN MSB	2	*Initialization string (CC#99, 98)*
NRPN LSB	64	
DataEnt MSB	25	*Thousands and hundreds (25xx)*
DataEnt LSB	63	*Tens and units (xx63)*

MIDI messages sent when selecting SongBook Entries

When a SongBook Entry is selected, a set of corresponding MIDI messages can be sent through the special "Control" channel.

Setting the special Control MIDI OUT channel

A special MIDI channel used as the "Control" channel is needed to send MIDI messages when selecting the SongBook Entries.

First of all, choose a MIDI Preset to quickly configure the Control channel. Go to the Global > MIDI > General Controls page and choose a MIDI Preset where to save your settings.

Then, choose a MIDI channel as the "Control" channel. Go to the Global > MIDI > Midi Out Channel page, and assign the Control option to one of the sixteen available MIDI channels (usually one of the higher-numbered ones, for example 16).

When done, save this setting to the current MIDI Preset by choosing the "Write Midi Preset" command from the page menu.

Sending MIDI messages when selecting SongBook Entries

When this special "Control" channel is assigned to one of the MIDI OUT channels, MIDI messages are sent on this channel when choosing a SongBook Entry.

The messages sent when selecting a SongBook Entry are the following:

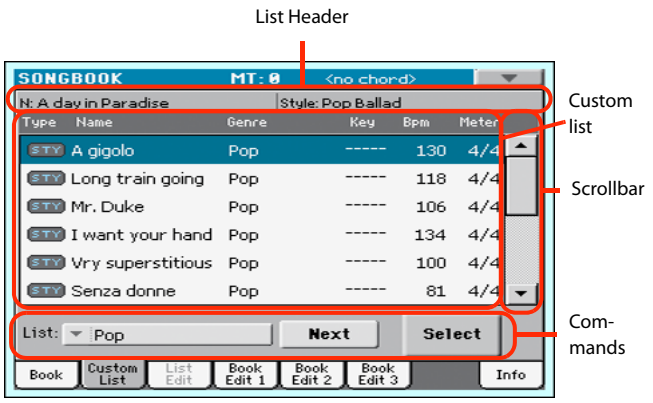
• An initialization strings, made of the NRPN Control Change messages #99 (MSB, with value 2) and #98 (LSB, with value 64) in fast succession.

• A selection string, made of the two Control Change messages CC#06 (Data Entry MSB) for the thousands and hundreds, and CC#38 (Data Entry LSB) for the tens and units. The range of the Data Entry controls, in this case, is 0~99 (instead of the typical 0~127).

This type of data can be used by external editors to receive informations from the SongBook.

Custom List

Use this page to select and use one of the available Custom Lists. Custom Lists are lists made of entries extracted from the full SongBook list (as seen in the Book page). They allow the use of smaller, customized SongBook lists, suitable for a single gig or your own music tastes.



Hint: *You can jump to this page by keeping SHIFT pressed, and pressing the SONGBOOK button.*

List header

See "List Header" on page 184.

Custom list

List of files contained in the selected Custom List. Use the scrollbar to browse through the list. As an alternative, use the VALUE DIAL.

Scrollbar

Use the scrollbar (or the VALUE DIAL) to scroll the entries.

Commands

List pop-up menu

Use this pop-up menu to select one of the available lists.

Next

Touch this button to select the next entry in the list.

Hint: *You can assign this command to the footswitch.*

Select

Touch this button to confirm selection of the highlighted entry in the list. After touching this button, the name of the selected entry appears on the left upper side of the display ("N:").

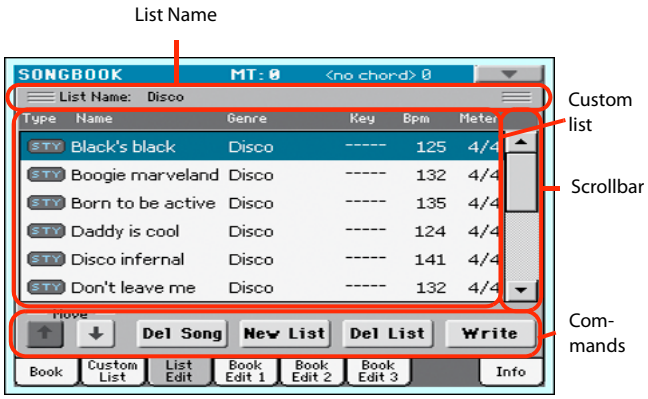
Hint: *This command is useful to browse through the list, and select an entry different than the one following in the list.*

List Edit

This page is only available after checking the "Enable List Edit" command in the page menu (see page 192).

Use this page to edit the available Custom Lists. A Custom List is a set of SongBook Entries, created by selecting items from the full list in the Book page.

To add entries to a Custom List, first create or select the list to be edited in this page. Then, go to the Book page, select the entry to be added, and touch the "Add to list" button. When finished adding entries, return to this page and edit the selected list.



List Name

Name of the selected list. To select a Custom List, go to the "Custom List" page and use the List pop-up menu.

Custom list

List of songs contained in the selected Custom List. Use the scrollbar or the VALUE DIAL to browse through the list.

Scrollbar

Use the scrollbar (or the VALUE DIAL) to scroll the entries.

Commands

Move

Use these buttons to move the selected song entry up or down in the list.

Del Song

Touch this button to delete the selected song entry from the list.

New List

Touch this button to create a new, empty Custom List.

Note: *The maximum number of Custom Lists in a SongBook file is 256 lists.*

Warning: *Any unsaved Custom List is lost when creating a new list using this command.*

Del List

Touch this button to delete the current list.

Write

Touch this button to save changes to the selected Custom List.

To assign a different name to the selected list, touch the T (Text Edit) button to open the Text Edit window.

Select an option to save the edited Custom List:

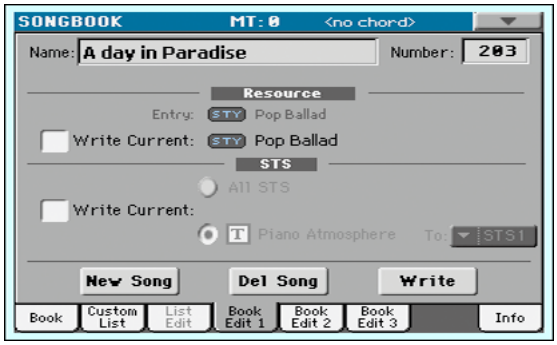
- Select Rename/Overwrite to overwrite an existing list, optionally changing its name. ***Warning:*** *The older list will be deleted!*
- Select New List to save a new Custom List in memory. This list will be available in the "Custom List" page.

Book Edit 1

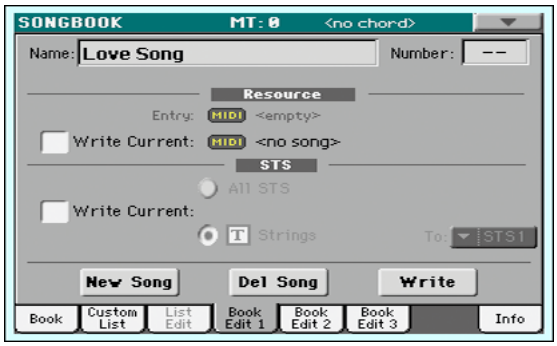
The Book Edit 1 page is where you link a "musical resource" (Style or Song) to the SongBook Entry, and choose to save STSs to the Entry.

Hint: *Use the Filter in the Book page, to quickly find an entry to be edited.*

The Book Edit 1 page with a Style-based entry:



The Book Edit 1 page with a Song-based entry:



Header

Name

Name of the selected entry. The name is assigned after you touch the Write button to save the entry to the SongBook list.

Number (Song Selection Number)

Here you can select a unique number (up to 9,999) to be associated to the current SongBook Entry. By typing this number (by using the Numeric Keypad) after pressing the SONGBOOK button again, you will be able to quickly recall an entry from the Book page (see "Numeric selection of entries" on page 185).

Assigning a number is not mandatory, but may help you to organize your entries. For example, you can use the different 100s to create a different way of categorizing your entries by genre or age.

Resource

Entry

Style, Standard MIDI File or MP3 file associated with the saved entry.

Warning: *If you replace this resource with a different one, using the same Style location number or Song file path, the SongBook*

Entry will no longer point to the right data. Be careful not to delete or move a Style or a file associated with a SongBook Entry from the original location.

Write Current

When checked, the currently selected musical resource (whose type and name is shown on the right) is saved to the entry.

You can select a different resource by returning to the Style Play or Song Play mode, and selecting a different Style or Song from there. Then, press the SONGBOOK button to return to the Book Edit 1 page.

What is saved when touching Write depends on the type of associated resource:

- When you are saving a Style-based entry, a reference to the latest selected Style, whose name is shown on the right of this parameter, is saved.

  A reference to the selected Pads (whose name you can see by touching the Pad tab in the main page of the Style Play mode) is also saved. Unless changed, Pads are contained into the selected Style.

  The Style Settings and the Pad Settings for the referenced Style and Pads are saved. If you edited these Settings (by changing Sounds, Effects, Transpose…), the modified data will be saved instead of the original.
- When you are saving a Song-based entry, a reference to the MID, KAR or MP3 file assigned to the Player, whose name is shown on the right of this parameter, is saved.

  A reference to the selected Pads (whose name you can see by touching the Pad tab in the main page of the Song Play mode) is also saved.

  The Pad Settings for the referenced Pads are saved. If you edited these Settings, the modified data will be saved instead of the original.

When this parameter is left unchecked, no new resource will be saved with the entry. The original resources associated with the entry will be preserved when touching Write.

When touching New Song, or keeping the SONGBOOK button pressed for about one second to create a new entry, this parameter is automatically checked and cannot be modified. A reference to the associated resource will be saved with the new entry.

STS

Write Current

When saving a SongBook Entry, and this parameter is checked, you can save the STSs of the associated Style into the entry, or the current Keyboard track settings into a new STS.

All STS — All four STSs are saved to the current SongBook Entry. The source STSs are those contained in the Style currently selected in Style Play mode. If you selected a Performance, its Keyboard track settings will be saved as STS #1.

When you touch Write and choose the Rename/Overwrite option, all STSs are overwritten at once.

Single STS — The current Keyboard track settings are saved to the chosen SongBook STS.

When you touch Write and choose the Rename/Overwrite option, only the new STS is overwritten, while the others are left untouched.

• ***STS Name:*** Name of the current STS. Touch the T (Text Edit) button to open the Text Edit window, and modify the name.

• ***To STS Location:*** One of the four STS available for each entry, where you can save the current Keyboard track settings.

Buttons

New Song

Touch this button to create a new entry with the current settings. Settings are copied from the selected Style, Standard MIDI File or MP3 file. Also, the selected Pads, STSs and Split Point will be saved. The current Keyboard track settings will be saved as STS #1. Any TXT file loaded in the Lyrics pages will be saved as a linked file.

Del Song

Touch this button to delete the current entry.

Write

Touch this button to open the Write Song dialog box, and save the current entry to the main list of the SongBook.

Note: *The maximum number of entries in a SongBook file is 3,000 entries.*

To assign a different name to the entry, touch the T (Text Edit) button to open the Text Edit window.

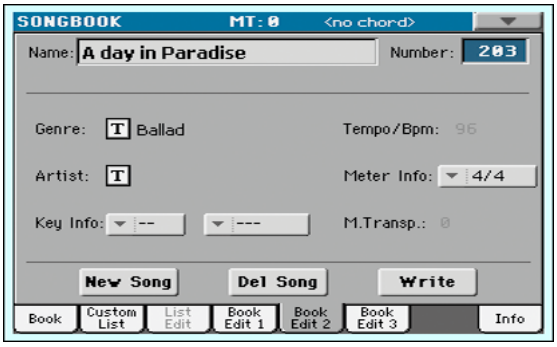
Select an option to add the new entry to the SongBook:

- Select ***Rename/Overwrite*** to overwrite an existing entry, optionally changing its name. ***Warning:*** *The older entry will be deleted!*
- Select ***New Song*** to save a new entry to the SongBook database.

Book Edit 2

The Book Edit 2 page is where you enter information on the Genre, Artist, Key, etc. to the SongBook Entry.

The Book Edit 2 page with a Style-based entry:



The Book Edit 2 page with a Song-based entry:

Header

This area includes the same Name, Number and Entry Resource fields found in the "Book Edit 1" page (see above).

Database

Genre

Music genre associated with the entry.

Artist

Name of the artist of the song associated with the entry.

Key Info

Original key of the entry. The first field is the key name, the second one is the mode (major or minor).

Tempo/BPM

Basic tempo of the Style, or starting tempo of the Standard MIDI File associated with the entry. This may change, if a Tempo Change event is included with the associated resource.

You can change this value by using the TEMPO buttons on the control panel. Any change will be shown after saving the Entry.

Note: *The starting value of a Standard MIDI Files is always considered, and overrides this value.*

Note: *You can edit this value even if an MP3 is associated to the SongBook Entry. However, this is just an indicative value.*

Meter Info

Basic meter (time signature) of the Style, or starting meter of the Standard MIDI File associated with the entry. This may change, if a Meter Change event is included with the associated resource.

M.Transp. (Master Transpose)

Master Transpose. When the entry is selected, the Master Transpose of the whole instrument is automatically changed. The Master Transpose value saved in the SongBook Entry overrides any Master Transpose setting contained in the referenced Song.

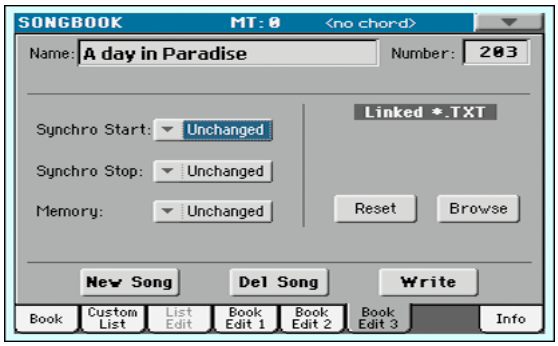
You can change this value by using the TRANSPOSE buttons on the control panel. Any change will be shown after saving the Entry.

Note: *If the Master Transpose is locked (Global > General Controls > Lock), the Master Transpose will not change.*

Book Edit 3

This page is where you select the Synchro and Memory options to be memorized, link a ".TXT" file.

The Book Edit 3 page with a Style-based entry:



The Book Edit 3 page with a Song-based entry:

Synchro Start / Synchro Stop / Memory

The status of these functions can be memorized in a SongBook Entry.

Note: *If the SongBook Entry is based on a Song, Synchro Start and Synchro Stop are greyed out and cannot be modified, since they have no effect on a Song.*

Unchanged — When selecting this SongBook Entry, the status of the corresponding function is left unchanged.

Off — When selecting this SongBook Entry, the status of the corresponding function is turned off.

On — When selecting this SongBook Entry, the status of the corresponding function is turned on.

Linked .TXT

You can select a text (.TXT) file, and link it to the Style or Song associated with the current SongBook Entry. When you select this entry, the text file will be automatically loaded.

Text files can be seen on the display. Since there is no automatic synchronization between this kind of lyrics and the associated songs, you must scroll them manually. This can be accomplished in either of two ways:

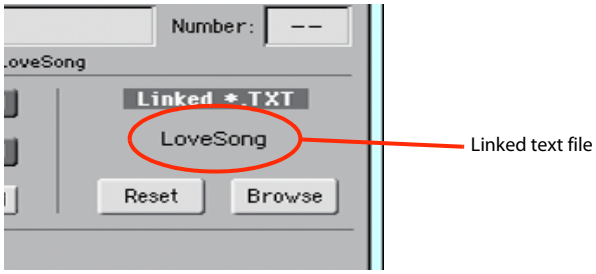
- When a ".TXT" file is selected, a special vertical scrollbar appears in the "Lyrics" page. Touch it to scroll through the text during the performance. See the "Lyrics, Score" chapter on page 193.
- Scrolling is also possible by means of the Text Page Down/Up command, that can be assigned to the footswitch.

This section of the Book Edit 3 page contains two buttons:

Reset — Touch this buttons to unlink the text file from the entry.

Browse — Touch this button to open a standard File Selector, and select a ".TXT" file to be linked to the current SongBook Entry.

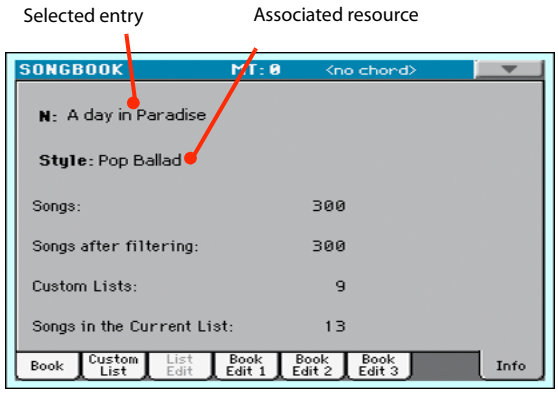
After selection, the name of the linked text file appears above the two buttons.



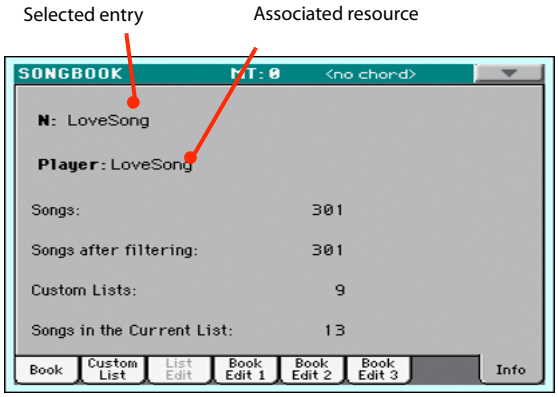
Info

Use the Info page to see the name of the selected entry, the associated resource(s), the total number of Songs in the SongBook, the number of filtered entries, the number of available Custom Lists, and the number of Songs in the current list.

- In case of an entry based on a Style:



- In case of an entry based on a Song in Standard MIDI File or MP3 format:



Selected entry

This parameter shows the currently selected entry. If it is blank (---), the latest selected entry has been modified, or no entry has been selected.

Associated resource

Style, Standard MIDI File or MP3 file associated to the selected entry.

Songs

Total number of entries in the SongBook list.

Songs after filtering

This parameter shows the number of entries shown in the "Book" page, after applying the selected filter. If no filter is selected, this matches the total number of entries in the SongBook list (see previous parameter).

Custom Lists

This parameter shows the number of available Custom Lists.

Songs in the Current List

Number of entries in the selected Custom List.

Page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.

Show Artist/Genre

Select this command to toggle between the Artist and Genre column on the SongBook list, appearing in the "Book" and "Custom List" pages.

Show Number/Key

Select this command to toggle between the Number and Key column on the SongBook list, appearing in the "Book" and "Custom List" pages.

Enable List Edit

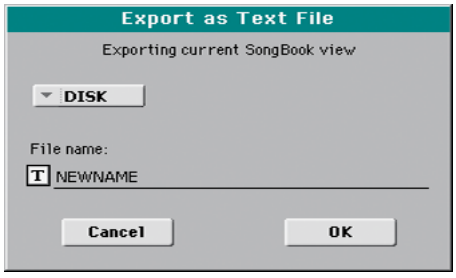
Select this command, and make the checkmark appear, to make the List Edit page available.

Export as text file

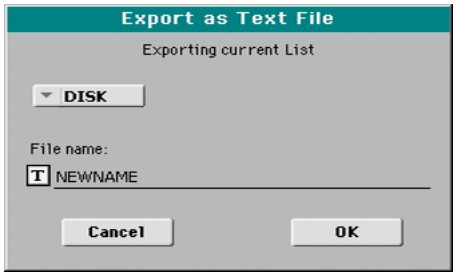
Only available when the Book or Custom List pages are selected. Select this command to open the Export dialog box, and save the SongBook or Custom List as a text file. The selected filtering will be applied to the exported list, assuming the Filter button is checked.

The dialog box is a little different, depending on the page where you selected this command.

- Selected from the "Book" page:



- Selected from the "Custom List" page:



Touch the T (Text Edit) button to open the Text Edit window and assign a name to the text file to be saved to a storage device.

Then, select either the internal storage memory to save the file.

- Touch OK to confirm.

Init SongBook

Select this command to erase the SongBook list and start with a new, blank list.

Warning: *Before initializing the SongBook list, save the older one with one of the Media > Save operations.*

Lyrics, Score

By pressing the LYRICS/SCORE button a first time, you can see the song's lyrics in Style Play mode, lyrics and chord abbreviations in the Style Play and Song Play modes. By pressing it a second time, you can see a traditional score in the Song Play mode.

Lyrics page

Open the Lyrics page by pressing the LYRICS/SCORE button once. This page shows the lyrics in Style Play mode, lyrics and chord abbreviations in the Song Play mode.

Viewing lyrics and chords with Songs

You can see the following types of lyrics and chords:

- Lyrics contained in a Standard MIDI File or Karaoke™ file as Lyrics events, or in an MP3 file with Lyrics (in ID3 format – see www.id3.org).
- Lyrics contained in a ".CDG" file, loaded with an MP3 file with the same name. When a ".CDG" file exists in the same directory as an MP3 file, and shares exactly the same name, it will be loaded with the "MP3" file.
- Lyrics contained in a ".TXT" file, loaded with a Standard MIDI File, Karaoke or MP3 file with the same name. When a ".TXT" file exists in the same directory as a Standard MIDI File or MP3 file, and shares exactly the same name, it is loaded with the ".MID" or "MP3" file (see "Text files loaded with Standard MIDI Files and MP3 files" on page 194).
- Lyrics contained in a ".TXT" file linked to the latest-selected SongBook Entry (see "Linked .TXT" on page 191).
- When no lyrics data is contained in the Song, or linked to a SongBook Entry, you can see lyrics contained in a ".TXT" file loaded at any time after selecting a Song (see "On-the-fly TXT loading" below).

This is the priority of lyrics data shown in the display:

i) CDG file contained in the same folder as the MP3 file, *overriding…*

ii) TXT file linked to a SongBook Entry, *overriding…*

iii) TXT file contained in the same folder as the Standard MIDI File or MP3 file, recalled by a SongBook Entry, *overriding…*

iv) Lyrics events contained in the Standard MIDI File or MP3 file.

Hint: *If you do not want to see the TXT file or the CDG file, and prefer to see the Lyrics data, rename or delete the TXT or CDG file, or move it to a different folder.*

Viewing lyrics with the Styles

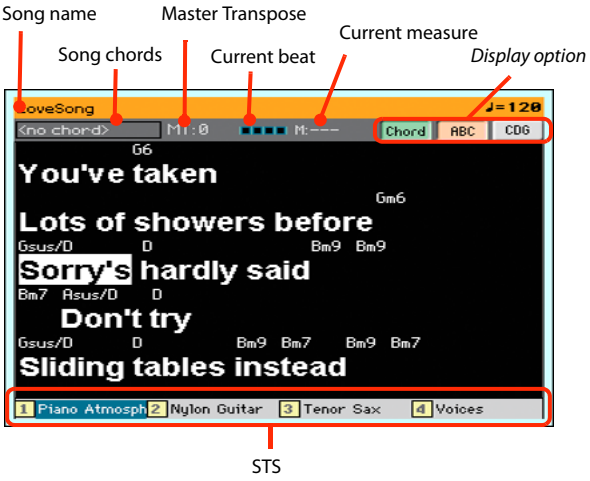
Lyrics can be associated to a Style as a ".TXT" file. When in this page, you can see:

• Lyrics contained in a ".TXT" file linked to the latest-selected Style-based SongBook Entry (see "Linked .TXT" on page 191).

• Lyrics contained in a ".TXT" file loaded after selecting a Style (see "On-the-fly TXT loading" below).

The Lyrics page in detail

Lyrics will be shown only if they are compatible with a standard format that Pa300 can understand.



While the Song is playing, Lyrics contained in a Standard MIDI File or MP3 file scroll in the display. Chord abbreviations (if any) will appear above the lyrics, in time with the music (depending on the status of the "Chord" button). Lyrics at the current position are highlighted.

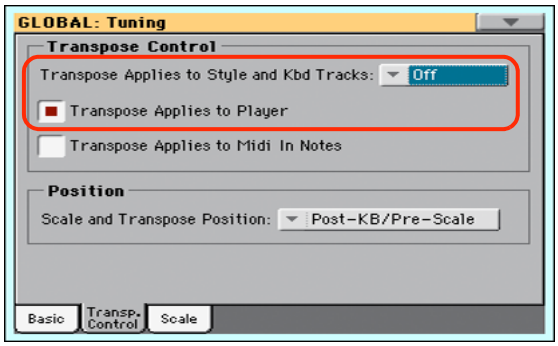
If the text has been loaded as a ".TXT' file, it will not scroll automatically while the Song is playing back. You must scroll it with the VALUE DIAL or the vertical scrollbar. As an alternative, you can use the footswitch, with the Text Page Up or Text Page Down functions assigned, to scroll (respectively) to the previous or next text page.

To exit from this page, either press the LYRICS/SCORE button two times, or press the EXIT button.

Song chords

Chords contained in the Standard MIDI File (if any). This indicator may be easier to read than chords shown within the lyrics.

When changing the Master Transpose, chord abbreviations contained in a Standard MIDI File are transposed, and correctly shown in the display. Master Transpose must be activated on the Player, but not on the Keyboard (this can be done in the Global > Tuning > Transpose Control page).



Master Transpose

Master transpose value in semitones. This value can be changed using the TRANSPOSE buttons on the control panel.

Current beat

Standard MIDI Files only. Currently playing beat.

Current measure

Standard MIDI Files only. Current measure number.

STS

Name of the four selected Single Touch Settings (STS). Touch one of them to select it.

Chord

If this button is depressed, chords are shown above lyrics in the display – provided the Standard MIDI File contains them.

ABC

Size of the fonts. You can choose between a smaller and a bigger font.

CGD

Touch this button to show the lyrics contained in the associated CDG file.

Text in MP3+CGD files

When a ".CDG" file with the same name exists in the same directory as an MP3 file, it will be loaded with the "MP3" file, and can be seen in the Lyrics page.

As an example, if the file "MYSONG.CDG" exists in the same directory as the "MYSONG.MP3" file, it is loaded together with the matching ".MP3" file.

Text will scroll automatically while the Song is playing back.

Note: *When a ".CDG" file is loaded with the Song, it overrides any included Lyrics data.*

Text files loaded with Standard MIDI Files and MP3 files

When a ".TXT" file with the same name exists in the same directory as a Standard MIDI File or MP3 file, it will be loaded with the ".MID" or "MP3" file, and can be seen in the Lyrics page.

As an example, if the file "MYSONG.TXT" exists in the same directory as the "MYSONG.MID" or "MYSONG.MP3" file, it is loaded together with the matching ".MID" or ".MP3" file.

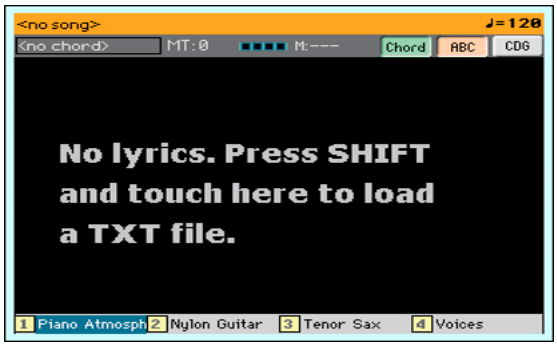
However, unlike ordinary Lyrics, the text will not scroll automatically while the Song is playing back. You must scroll it with the scrollbar or the VALUE DIAL. As an alternative, you can use the footswitch, with the Text Page Up or Text Page Down functions assigned, to scroll (respectively) to the previous or next text page. You can also mix between advancing with the pedal and going back with the scrollbar.

Text files must be formatted with non-proportional fonts (like Courier, Courier New, Monaco, or any other "monospaced" font). Up to 24 characters can fit a single line of text when using the bigger font size, 41 when using the smaller font size (see "ABC" above).

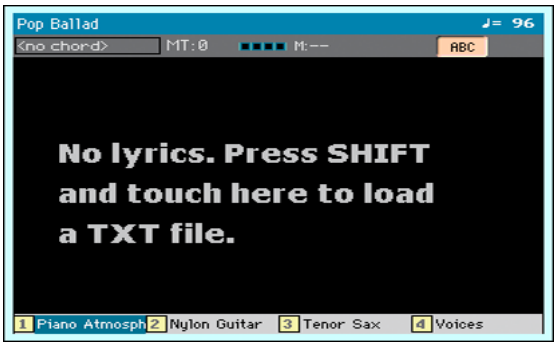
Note: *When a ".TXT" file is loaded with the Song, it overrides any included Lyrics data.*

On-the-fly TXT loading

When a Song does not contain any Lyrics metadata or isn't linked to any ".TXT" file, the "No lyrics. Press SHIFT and touch here to load a TXT file" message appears in the display when you press the LYRICS button.



The same happens while in Style Play mode.

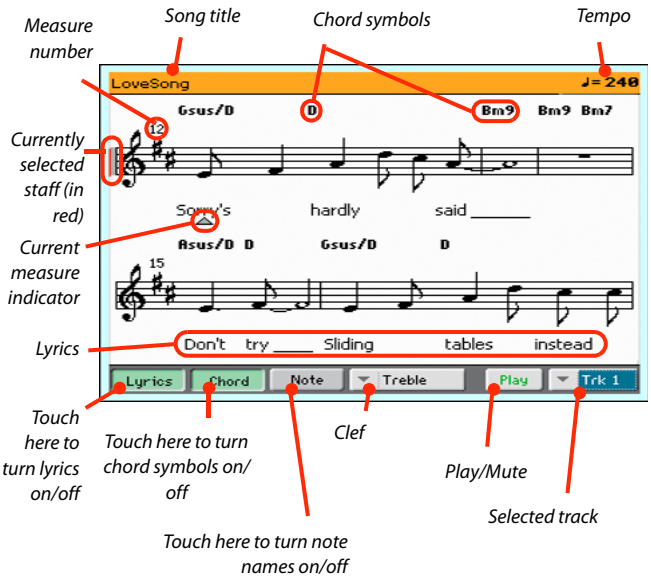


When this message appears, and you want to load a ".TXT" file, keep the SHIFT button pressed and touch the center of the display. A standard file selector will appear, and will let you look for a ".TXT" file to be loaded.

Hint: *You can use the Search function to search a ".TXT" file in the various storage devices. See the relevant chapter.*

Score page

When you are in Song Play mode, and you are playing a Standard MIDI File, you can open the Score page by pressing the LYRICS/SCORE button a second time.



To exit from this page, press either the LYRICS/SCORE or the EXIT button.

Note: *Master or Track Transpose do not affect the Score display.*

Song title

Name of the Song.

Tempo

Current Tempo of the Song (in BPM, Beats Per Minute).

Staff

The selected track is shown as traditional music notation. Depending on the content of the track, either notes or chords are shown. Pa300 takes care for you of 'cleaning-up' the score, so that it is always easy to read.

Several automatic operations are carried on to clean-up the score: Pa300 automatically quantizes to 1/16 notes, detects triplets, avoids note overlaps, correctly notates syncopation, and draws beams according to the time signature. In addition, spacing and measure length are dynamic, and single, double and end measure bars are automatically added.

If a KeySign (Key Signature) event is found at position '001.01.000' of the Song's Master track, the correct key signature is also shown.

Currently selected staff marker

This red vertical line shows the approximate position of the playback, by indicating the current staff in play.

Current measure indicator

This red triangle shows the current measure in play.

Lyrics button

Touch this button to make the lyrics (if available) appear or disappear.

Chord button

Touch this button to make the chord symbols (if available) appear or disappear. Chords are shown either according to the English ("A-B-C") or Italian ("Do-Re-Mi") system, depending on the selected language (see "General Controls: Interface" on page 148).

Note button

Touch this button to make the note name appear or disappear next to each note. Note names are shown either according to the English ("A-B-C") or Italian ("Do-Re-Mi") system, depending on the selected language (see "General Controls: Interface" on page 148).

Clef

Touch here to open a pop-up menu, where to choose a clef from. Available clefs are:

Treble	Standard Treble clef (𝄞).
Treble+8	Treble clef with transposition one octave upper.
Treble-8	Treble clef with transposition one octave lower.
Bass	Standard Bass clef (𝄢).
Bass-8	Bass clef with transposition one octave lower.

Play/Mute

Use this button to let the selected track play, or to mute it. If the track is muted, the score is still shown, so that you can play or sing it.

Hint: *The "Melody Mute" function, that can be assigned to the footswitch, allows for muting the melody track of a Song (default: Track 4, see "SMF Melody Track" on page 153). If your song has the melody part assigned to the same track, you can mute or unmute it by using the footswitch.*

Selected track

Touch here to open a pop-up menu where to chose the track to be shown from.

Hint: *The backing vocals are often assigned to Track 5.*

Style/Pad Record

By entering the Style/Pad Record mode, you can create your own Styles or Pads, or edit an existing Style or Pad.

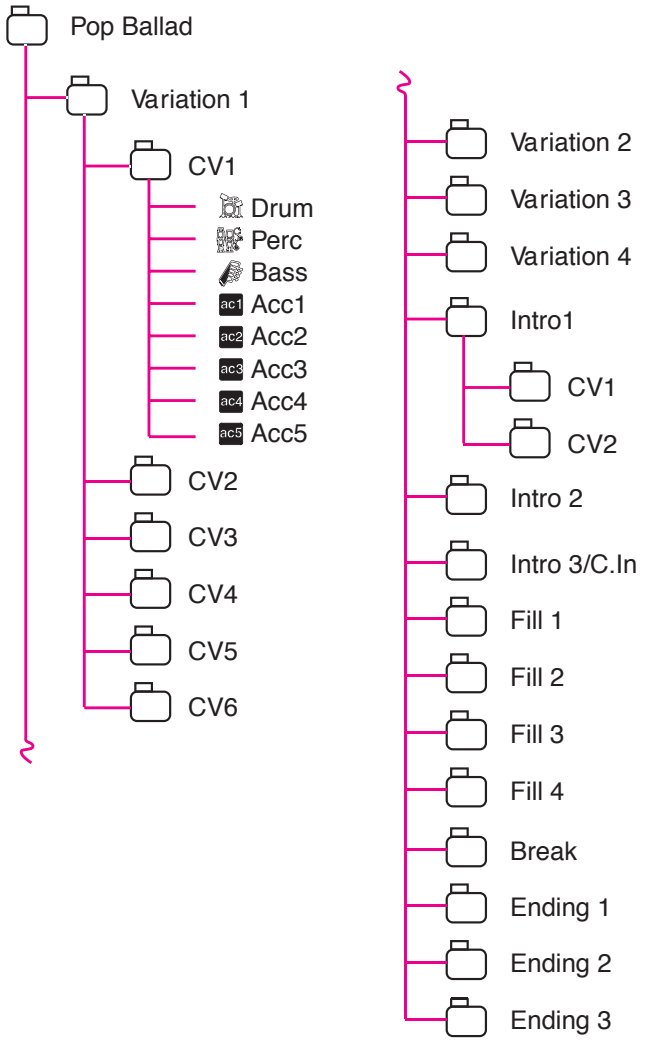
Recording Styles and Pads

Styles and Pads share most of the same structure and recording/editing operations. Here is how they are made.

The Style's structure

The term "Style" relates with music sequences automatically played by the arranger of the Pa300. A Style consists of a predefined number of **Style Elements (E)** (Pa300 features fifteen different Style Elements: Variation 1-4, Intro 1-3, Fill 1-4, Break, Ending 1-3). When playing, most of these Style Elements can be directly selected by using the corresponding buttons on the control panel.

To explain the Style structure, we can use a tree structure, as shown in the following diagram:



Each Style Element is made up of smaller units, called **Chord Variations (CV),** but not all of them have the same number of CVs. Variations 1-4 have up to 6 CVs each, while the other Style Elements have only up to 2 CVs.

When you play in the chord recognition area (Lower or Full, depending on the On or Off status of the SPLIT button), the arranger scans the keyboard and determines which chord you are playing. Then, depending on the selected Style Element, it determines which Chord Variation (CV) should be played for the scanned chord. Which Chord Variation corresponds to each scanned chord is a setting of the Style: the **Chord Variation Table**. Each Style Element contains a Chord Variation Table, whose prototype is the following:

Chord	Chord Variations (CVs)	
	Variation 1-4	Intro 1-2, Count-In, Fill 1-4, Break, Ending 1-3
Major	CV1 – CV6	CV1 – CV2
6		
M7		
M7(b5)		
sus		
sus2		
M7sus		
m		
m6		
m7		
m7(b5)		
m((M7)		
7		
7(b5)		
7sus4		
dim		
dim(M7)		
#5		
7(#5)		
M7(#5)		
1+5		
1+8		
b5		
dim7		

After deciding what CV to play, the arranger triggers the right sequence for each track. Since each sequence is written in a particular key (for example, CMajor, GMajor or Emin), the arranger transposes it according to the scanned chord. Notes in the sequence are carefully transposed, to make them work fine with all recognized chords.

Going deeper into the Style structure, we can see that each Chord Variation is made up of **Track Sequences,** and the Pa300 supports 8 different tracks. DRUM and PERC are used for drum and percussion sequences, BASS for bass and ACC1-5 are for

accompaniment sequences (string, guitar, piano or other accompaniment instruments).

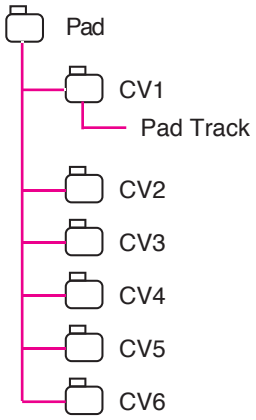
Just to summarize, when you play a chord on the chord recognition area, the arranger determines which Style Element is used, then determines which Chord Variation should be used for the played chord, then Style sequences for every track of that Chord Variation are transposed from the original chord to the recognized chord, and so on every time you play a chord.

The Pad's structure

A Pad is basically a single-track Style. Most of what applies to Style recording also applies to Pad recording.

There are two different categories of Pads:

- "Hit" Pads. While they are mostly used as non-transposing events, they can also be transposing notes or chords. Basically, they are single-note or single-chord Sequences (see below).
- "Sequence" Pads, i.e., complex single-track patterns, that can be transposed by playing different chords on the keyboard – exactly as a Style track. They are roughly equivalent to single-element, single-track, multi-chord variation Styles (see illustration).



Each Pad is made up of up to six smaller units, called **Chord Variations (CV)**. Each Chord Variation is made of a single track (the Pad track).

Exactly as with the Styles, when playing a chord in the chord recognition area, the corresponding Chord Variation is recalled. Recognized chords are associated to a Chord Variation by means of the **Chord Variation Table**. Each Pad contains a Chord Variation Table.

As with the Styles, the **Note Transposition Tables (NTT)** applies to the Pads.

The same differences between the different types of tracks applies (see "Track Type" on page 221).

Ordinary, Guitar and Drum tracks

There are different types of tracks (see "Track Type" on page 222), and each of them is treated in a different way by the arranger;

- Acc (Accompaniment) and Bass tracks: When a chord is recognized, the programmed chord notes are transposed to a suitable scale, according to the **Note Transposition Tables (NTT)** The NTT allows you to record just some Chord Variations, and have all the notes play in the right place, avoiding dissonances and transposing the pattern notes to the notes of the recognized chord.
- Drum & and Perc (Percussion) tracks: No transposition is applied.The original pattern plays always.
- Gtr (Guitar) tracks: When a chord is recognized, the arranger triggers single notes, strumming and arpeggios on a "virtual guitar", keeping care of the way notes are played on the guitar keyboard. Note that inside a Guitar track you can also have some parts typical of an Acc track - a useful addition for short "free-form" passages.

What to record in a Style

Recording a Style means recording tracks, inside a series of Chord Variations, inside a series of Style Elements, inside the Style itself.

You don't have to record all Chord Variations for all Style Elements. It is often only needed to record a single Chord Variation for each Style Element. Exceptions are the Intro 1 and Ending 1, where we suggest to record both a Major and minor Chord Variations.

What to record in a Pad

Recording a Pad is a matter of recording a single track, inside a series of Chord Variations, inside the Pad itself.

You don't need to record all Chord Variations. It is often only needed to record just a Chord Variation.

Pattern data vs. track data

While the Style/Pad Record mode is where you can create or edit the music patterns, track parameters (like Volume, Pan, Octave Transpose, FX settings…) are to be edited in Style Play mode.

- After having created or edited music patterns in Style/Pad Record mode, save them by selecting the "Write Style" or "Write Pad" command from the page menu of the Style Record mode (see "Write Style/Pad dialog box" on page 228).
- After having edited track parameters in Style Play mode, save them to the Style Settings by selecting the "Write Current Style Settings" command from the page menu of the Style Play mode (see "Write Current Style Settings dialog box" on page 109).

Sounds

There are two ways of assigning Sounds to the Style tracks.

- While in Style Record mode you can assign different Sounds to each Style Element in the "Style Element Track Controls: Sound/Expression" page (see "Sounds area" on page 203). You can assign a Sound to the Pad in the same page of the Pad Record mode.
- While in Style Play mode, you can assign a single Sound to the Style Settings (together with the other track parameters), that remains the same for all Style Elements.

Which Sounds are used by the Style tracks depends on the status of the "Original Style Sounds" parameter (see page 92).

Note: *When assigning a Sound in Style Play mode, the "Original Style Sounds" parameter is automatically turned off.*

Style/Pad Import/Export

As an alternative to creating Styles on Pa300, you can import a Standard MIDI Files (SMF) from your computer to a Pa300's Style. See "Import: Import SMF" on page 223 and "Export SMF" on page 226.

Entering the Style/Pad Record mode

While in the Style Play operating mode, press the RECORD button. The following page will appear in the display:

You can edit Factory Styles or Pads, assuming the status of the "Factory Style and Pad Protect" parameter in the Global > Mode Preferences > Media page is set to Off (see page 154)

- Select **Record/Edit Current Style** to edit the current Style.
- Select **Record New Style** to start from a new, empty Style. Default Style Settings will be recalled. When finished recording, you will save the new Style onto a Favorite or User Style location. (Styles may also be saved onto Factory Style locations only when the "Factory Style and Pad Protect" parameter is set to Off).
- Select **Record/Edit Pad** to select an existing Pad to edit.
- Select **Record New Pad** to start from a new, empty Pad. When finished recording, you will save the new Pad into a User Pad location. (Pads can be saved into Factory Pad locations only when the "Factory Style and Pad Protect" parameter is set to Off).

After having edited the Style or Pad, please save it (see "Exit by saving or deleting changes" below) and exit the Style/Pad Record mode.

Then, edit the Style or Pad track settings.

• *With a Style:* Go to the Style Play mode, edit the Style Settings to adjust track settings (Tempo, Volume, Pan, FX Send… see page 95 and following in the "Style Play" chapter) and save it by selecting the "Write Current Style Settings" from the page menu (see "Write Current Style Settings dialog box" on page 109).

• *With a Pad:* Go to the Pad page of the Style Play or Song Play mode, assign the new Hit or Sequence to a Pad button, and adjust the various Pad settings (Volume, Pan, and FX Send… see "Pads: Pad" on page 106). Finally, save the Pad settings by selecting the "Write Current Style Settings" command from the page menu.

Note: *After a record or edit operation, the memory is automatically reorganized. Therefore, when you press START/STOP there is a delay before you can actually listen to the Style. This delay is higher with a Style containing more MIDI events.*

Note: *While in Record mode, the footswitch is disabled. On the contrary, volume/expression-type pedals can be used.*

Exit by saving or deleting changes

When finished editing, you can save your Style or Pad in memory, or abort any change.

• To save changes, select the "Write Style/Pad" command from the page menu (see "Write Style/Pad dialog box" on page 228).

• To abort all changes, select the "Exit from Record" command from the page menu, or press the RECORD button, to exit from record and return to the main page of the Style Play mode.

Hint: *Save often while recording, to avoid accidentally losing your changes to the Style/Pad.*

Listening to the Style while in Edit mode

While you are in Style/Pad Record mode, you can listen to the selected Chord Variation or to the whole Style or Pad, depending on the page you are in.

To select a Chord Variation, go to the Main page of the Record/Edit mode. For more details, see "Element (Style Element)" and "Chord Var (Chord Variation)" on page 200.

- When you are in the Main, Event Edit, Quantize, Transpose, Velocity, or Delete pages, you can listen to the selected Chord Variation. Press START/STOP to check how it works. Press START/STOP again to stop the playback.
- When you are in the Sounds/Expression, Keyboard Range, Chord Table, Trigger/Tension, Delete All, Copy, Style/Pad Element Controls or Style/Pad Control pages, you can listen to the whole Style or Pad. Press START/STOP and play some chords to do your tests. Select any Style/Pad Element using the control panel buttons (VARIATION 1-4, INTRO 1-3, AUTO FILL, BREAK, ENDING 1-3). Press START/STOP again to stop the playback.
- When you are in the Guitar Mode page, you can listen to the pattern you are programming, played in the selected Key.

Note: *When entering Style Record mode, the Chord Recognition mode changes according to the mode that was selected while in Style Play mode. For a chord to be recognized, a minimum of three notes must be played.*

Chord Recognition Mode		
Style Play mode	***Style Record mode***	***Notes (min.)***
One Finger	Fingered	3
Fingered	Fingered	3
Expert	Expert	3

Note: *In this mode, the pattern is always played back in loop, even if the "Pad Type" parameter is set to "One Shot" (see page 221).*

List of recorded events

The Style/Pad Record mode filters out some events that may cause wrong operation of the Style or Pad. Here are the recorded events.

Control function	CC#
Allowed	
Note On	
RX Noise On	
Pitch Bend	
Channel After Touch	
Modulation	1
Breath	2
Pan	10
Expression	11
CC#12	12
CC#13	13
Ribbon Controller	16
Damper (Hold 1)	64
Filter Resonance (Harmonic Content)	71
Low Pass Filter Cutoff (Brightness)	74
CC#80 (General Purpose #5)	80
CC#81 (General Purpose #6)	81
CC#82 (General Purpose #7)	82

Note: *Some Control Change messages cannot be recorded directly by using the integrated controls of Pa300.*

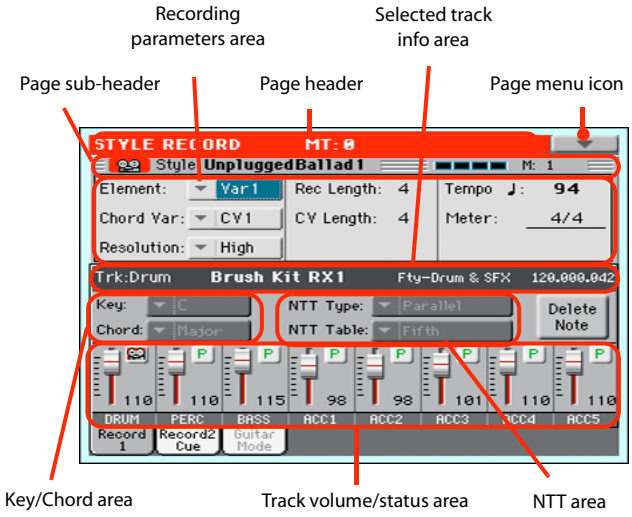
All allowed controllers can be assigned to an Assignable Pedal/Slider/Switch.

MIDI Control Change messaged inserted by using a software on an external computer are imported when using the Import function (“Import: Import SMF” on page 223).

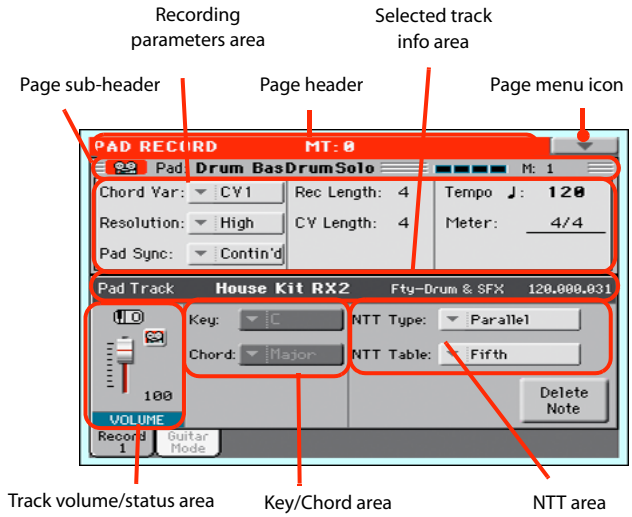
Some controllers are reset at the end of the pattern.

Main page - Record 1

After having pressed the RECORD button, and having chosen whether you want to edit an existing Style or create a new one, the main page of the Style Record mode appears, with the tab “Record 1” selected.



Style Record



Pad Record

Page header

This line shows the current operating mode and transposition.

Operating mode name

Name of the current operating mode.

Master Transpose

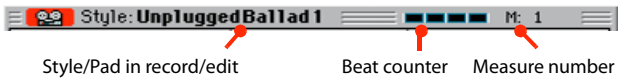
Master Transpose value in semitones. This value can be changed using the TRANSPOSE buttons on the control panel.

Page menu icon

Touch this icon to open the page menu. See "Page menu" on page 227.

Page sub-header

This area shows some performing info on the Style/Pad.



Style in record/edit

Name of the Style currently in edit or record.

Beat counter

This indicator shows the current beat.

Measure number

Current measure you are recording.

Recording parameters area

Element (Style Element)

(Style only) This parameter lets you select a Style Element for editing. Each Style Element corresponds to a button on the control panel carrying the same name. After selecting a Style Element, select a Chord Variation for actual editing (see below).

Var1…End3 This is the selected Style Element

Chord Var (Chord Variation)

This parameter lets you select a Chord Variation for editing (inside the selected Style Element or Pad).

Note: *When this parameter and the assigned value is in small letters (cv1…cv6), the Chord Variation is empty; when it is in capitals (CV1…CV6), it is already recorded.*

• If the Style Element is Var1, Var2, Var 3 or Var4, you can select one of 6 Chord Variations to edit.

• If the Style Element is Intro1, Intro2, Intro3, Fill1, Fill2, Fill3, Fill4, Ending1, Ending2 or Ending3, you can select one of 2 Chord Variations to edit.

• With a Pad you can choose one of the six available Chord Variations (CV1 … CV6).

Resolution

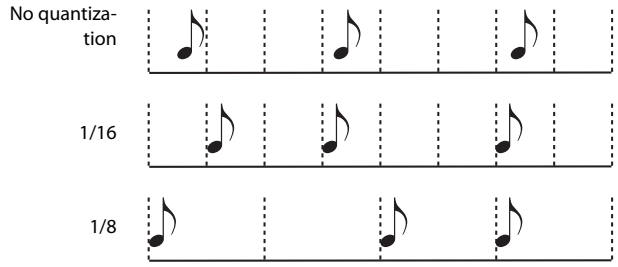
Use this parameter to set the quantization during recording. Quantization is a way of correcting timing errors; notes played too soon or too later are moved to the nearest axis of a rhythmic "grid", set with this parameter, thus playing perfectly in time.

Note: *To quantize after recording, use the Quantize function in the Edit section (see "Style/Pad Edit: Quantize" on page 214).*

High No quantization applied.

(1/32)… (1/8)

Grid resolution, in musical values. For example, when you select 1/16, all notes are moved to the nearest 1/16 division. When you select 1/8, all notes are moved to the nearest 1/8 division. A '3' after the quantization value means triplet.



Pad Sync

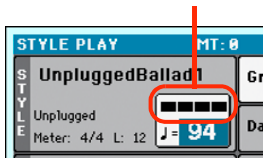
(Pad only) This parameter allows you to set a synchronization mode for the Pad's pattern.

Off No synchronization. The sequence will start as soon as you press the PAD button.

Continued The pattern will start immediately, in sync with the arranger's or active player's tempo. Depending on the current position of the beat counter, it might not start from its very beginning; instead, it will continue from the current position.

For example, if the arranger's or player's beat counter shows the third beat, and is playing tick 91, the Pad will start from its third beat, at tick 91.

The beat counter



This works exactly as if it was a Fill.

Beat The sequence will start at the next beat, in sync with the arranger's or player's tempo. It will start from its very beginning (i.e., tick 1 or measure 1).

Rec Length (Recording Length)

This parameter sets the recording length (in measures) of the selected track. Its value is always equal to, or a divider of, the Chord Variation Length (see next parameter).

This is not the total length of the Chord Variation, but just of the current track. For example, you may have a Chord Variation eight measures long, with a drum pattern repeating each two measures. If so, set the CV Length parameter to "8", and the Rec Length parameter to "2" before starting recording the Drum track. When playing back the Style, saving it or executing any edit operation on the Style, the 2-measures pattern will be extended to the full 8-measures length of the Chord Variation.

Warning: *If you assign a value lower than Rec Length to CV Length, the value of Rec Length is not immediately updated in the display. Therefore, you are still free of changing the value of CV Length, before the measures exceeding its value are deleted. For more details, see the warning in "CV Length (Chord Variation Length)" below.*

However, if you press START/STOP to begin recording, the real Rec Length value is changed to the new one, even if the display still shows the old value.

For example, you may have CV Length = 4 and Rec Length = 4. If you set CV Length to 2, and press START/STOP to begin recording, Rec Length is still shown as 4, but it is in reality set to 2, and recording will cycle for just 2 measures. After you press START/STOP to stop recording, Rec Length is updated to 2, and all measures after the second measure are deleted.

CV Length (Chord Variation Length)

This parameter sets the total length (up to 32 measures) for the selected Chord Variation. When playing a Style, this will be the length of the accompaniment pattern, when the chord corresponding to the Chord Variation is recognized on the keyboard.

Warning: *If you reduce the Chord Variation Length after recording, any measure after the selected length will be deleted. Be very careful when setting the CV Length to a lower value after recording! If it happens, we suggest to exit from record without saving (see "Exit from Record" on page 227).*

Tempo

Select this parameter to use the TEMPO controls to set the Tempo value.

Hint: *You can always change the Tempo, when other parameters are selected, by keeping the SHIFT button pressed, and rotating the DIAL.*

Note: *When recording Tempo, old data is always replaced by the new data.*

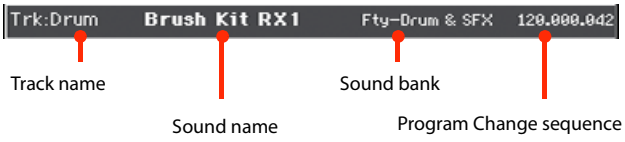
Note: *The actual Tempo of the Style will be the one shown when saving the Style Settings in Style Play mode (see "Current Tempo" on page 89).*

Meter

This is the meter (time signature) of the Style Element or the Pad Sequence. You can edit this parameter only when the Style Element or Pad is empty, i.e. before you begin recording anything.

Selected track info area

This line lets you see the Sound assigned to the selected track.



Track name

Name of the selected track.

Drum…Acc5 Style track.

Sound name

Sound assigned to the selected track. You can touch the name to open the Sound Select window, and select a different Sound.

Sound bank

Bank the selected Sound belongs to.

Program Change

Program Change number sequence (Bank Select MSB, Bank Select LSB, Program Change).

Key/Chord area

Key/Chord

This parameter pair allows you to define the track's original key and chord type, for the current Chord Variation. When playing the pattern back, this chord will be played back exactly as it was recorded, without any NTT processing (see above).

Note: *To conform to Korg specifications, it is advisable to record both the "Major" and "minor" Chord Variations for the Intro 1 and Ending 1 Style Elements.*

When you select a track, the original key/chord assigned to the selected track will be shown. All recorded tracks will play back on that key/chord. For example, if the original key/chord for the Acc1 track is A7th, when selecting the Acc1 track all the remaining tracks will play on the A7th key/chord.

In the example above, you will record the Acc1 track in the AMajor key, with notes pertaining to the A7th scale. This exact pattern will be recalled, when an A7th chord will be recognized.

Note: *This does not apply to Guitar Mode, relying on a different rule. See "Main page - Guitar Mode" on page 204 for more information.*

NTT Area

NTT Type/Table

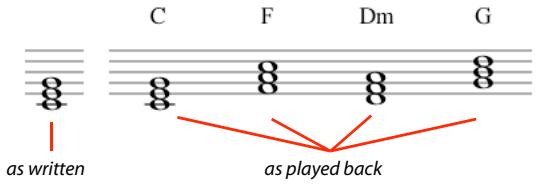
NTTs (Note Transposition Tables) are the sophisticated algorithms that allow Korg arrangers to convert recognized chords into musical patterns. The Note Transposition Table (NTT) determines how the arranger will transpose pattern notes, when a chord is recognized that does not exactly match the original chord of a Chord Variation. For example, if you only recorded a Chord Variation for the CMaj chord, when a CMaj7 is recognized on the keyboard the arranger must transpose some notes to create the missing 7th.

Note: *These parameters cannot be selected with Drum or Percussion tracks, and are therefore greyed out.*

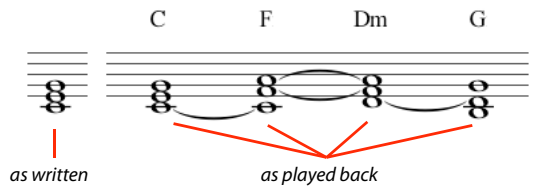
Note: *NTT parameters are separately programmed for each track of the Style Element.*

There are two general types of NTTs:

• When ***Parallel*** types are selected, notes are transposed inside the area set by the Wrap Around parameter. These tables are ideally suited to melody parts.



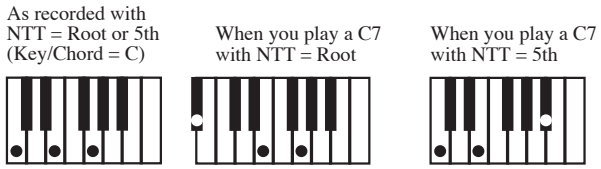
• When ***Fixed*** types are selected, the arranger moves as few notes as possible, making legato lines and chord changes more natural. They are ideally suited to chord tracks (strings, piano etc…).



Note: *To conform to Korg specifications, it is advisable to set the NTT to "No Transpose" on the Intro 1 and Ending 1.*

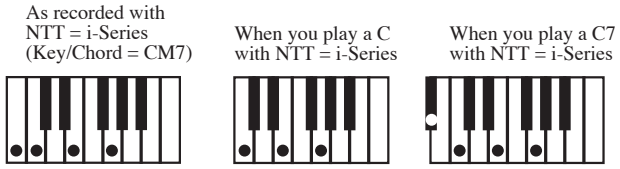
Parallel/Root The root note (in CMaj = C) is transposed to the missing notes.

Parallel/Fifth The 5th note (in CMaj = G) is transposed to the missing notes.



Parallel/i-Series

All original patterns must be programmed on the "Maj7" or "min7" chords. When loading old Korg i-Series Styles, this option is automatically selected.



Parallel/No Transpose

The chord is not modified, and is moved to the new key unchanged. The pattern plays exactly the recorded notes, and is moved to the new key as is. This is the standard setting of Intro 1 and Ending 1 in Korg's original Styles (where a chord progression is usually recorded, and should remain unchanged in any key).

Fixed/Chord This table moves as few notes as possible, making legato lines and chord changes more natural. It is ideally suited to chord tracks (strings, piano etc…). Contrary to the Parallel mode, the programmed chord is not transposed according to the Wrap Around parameter, but always stays around its original position, looking for common notes between the chords.

Fixed/No Transpose

The programmed notes can only be transposed by the Master Transpose. They are never transposed when chords are changed.

Delete Note button

Use this command to delete a single note or a single percussive instrument from a track. For example, to delete a snare, keep the D2 note (corresponding to the snare) pressed.

1. Select a track.
2. Touch the "Delete Note" button, and keep it pressed.
3. Press START/STOP to start the Style.
4. When you reach the passage containing the note to be deleted, play the note on the keyboard. Keep it pressed, up to the last note to be deleted.
5. When finished, release the Delete button and the note to be deleted, and press START/STOP again to stop the Style.

   Note: *If the note is at the beginning of the pattern, press the note before starting the Style.*

Tracks volume/status area

Virtual slider(s)

Drag a virtual sliders on the display to change the volume of the corresponding track.

As an alternative, touch a track to select it, and use VALUE DIAL to change the value.

Track status icons

Status of tracks. Touch this icon to change the status.

Play status. The track can be heard.

Mute status. The track cannot be heard.

Record status. After starting recording, the track will receive notes from the keyboard and the MIDI IN connector.

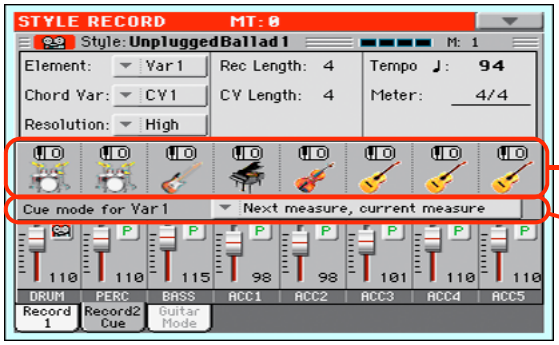
Track names

(Style only) Under the sliders, a label for each track is shown.

Drum…Acc5 Shown Style tracks.

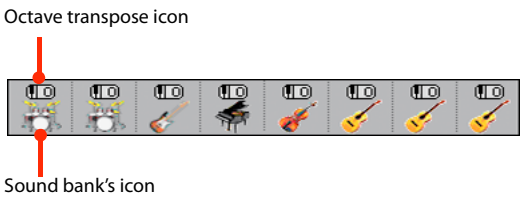
Main page - Record 2/Cue

(Style only) While in the main page, touch the "Record 2/Cue" tab to see this page. Most parameters in this page are the same as in "Main page - Record 1". In addition, here you can see and select Sounds for each Style track, and the Cue mode for the Style Element.



Sounds area

This area lets you see Sounds and octave transposition for the eight Style tracks.



Octave transpose icon

Non editable. This indicator shows the track's octave transposition. Tracks will be recorded with the selected octave transposition. To change this value, use the UPPER OCTAVE buttons, or go to the "Mixer/Tuning: Tuning" edit page in the Style Play mode (see page 98). Save this value to the Style Settings.

Sound bank's icon

This picture illustrates the bank the current Sound belongs to. Touch an icon a first time to select the corresponding track (detailed information are shown on the Selected Track Info area, see the "Main page - Record 1" page above). Touch it a second time to open the Sound Select window.

Note: *These Sounds can be replaced by Sounds selected by a Performance, provided the "Original Style Sounds" parameter is left unchecked in Style Play mode (see page 92).*

Cue area

Cue mode for [Style element]

This parameter lets you decide how the current Style Element will enter after it has been selected. This setting is only available for the 'Variation' and 'Fill' Style Elements.

Immediate, first measure

The Style Element enters immediately, and begins from the first measure. *Only available on Fills.*

Immediate, current measure

The Style Element enters immediately, and begins from the current measure. *Only available on Fills.*

Next measure, first measure

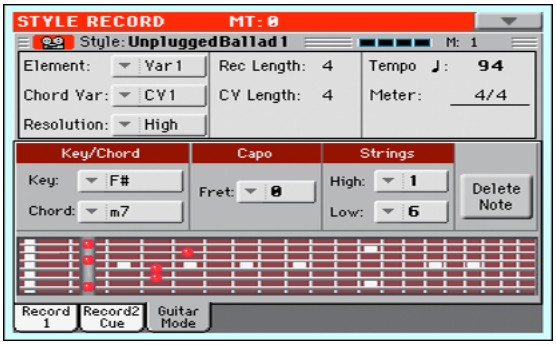
The Style Element enters at the beginning of the next measure, and begins from the first measure of the new pattern. *Available on both Fills and Variations.*

Next measure, current measure

The Style Element enters at the beginning of the next measure, and begins from the current measure. *Only available on Variations.*

Main page - Guitar Mode

While in the main page, and a Guitar track has been selected, touch the "Guitar Mode" tab to see this page. This is where you can access Guitar Mode programming:



Note: *To access this page, a Guitar track must first be selected (see "Track Type" on page 222). The Pad track must be of Guitar type (Pad Track Controls > Sound/Expression page, see "Track Type" on page 221). Otherwise, the Guitar Mode tab will remain grey (not selectable).*

Note: *When programming a Guitar track from an external sequencer, you must be sure the Guitar tracks is associated to the right channel. Go to the Global > MIDI > MIDI IN Channels page, and assign the corresponding Style track (usually Acc1 ~ Acc5) to the same channel of the Guitar track on the external sequencer. Then, go to the Style Record > Style Track Controls > Type/Tension/Trigger page, and set the track as a track of type "Gtr" (see "Track Type" on page 222).*

Guitar Mode allows for easy creation of realistic rhythm guitar parts, without the artificial, unmusical playing typical of MIDI programming of guitar parts. Just record a few measures, and you will end up with realistic rhythm guitar tracks, where each chord is played according to its real position on the guitar, and not generated by simply transposing a written pattern.

Recording overview

Recording a Guitar track is unlike recording the other tracks, where you play exactly all the notes of a melody line or all the chords of an accompaniment part. With Guitar tracks you can:

a) play the keys corresponding to the strumming modes,

b) play an arpeggio using the six keys corresponding to the six guitar strings (and the special keys corresponding to the root and fifth notes),

c) play RX Noises to add realism to the pattern,

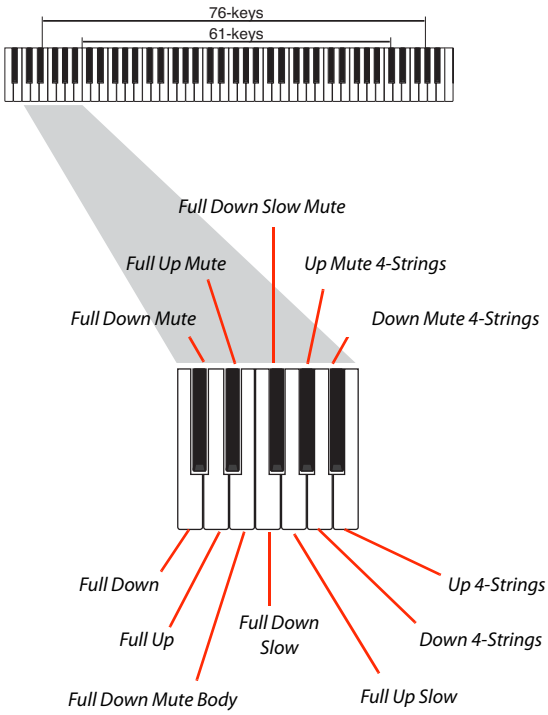
d) add regular patterns, for short melodic passages without wasting an Acc track,

e) use the finest MIDI programming to select Chord Shapes, and recreate any nuance of a guitar performance.

The following sections describe the various control keys available for this guitar simulation.

Recording strumming types

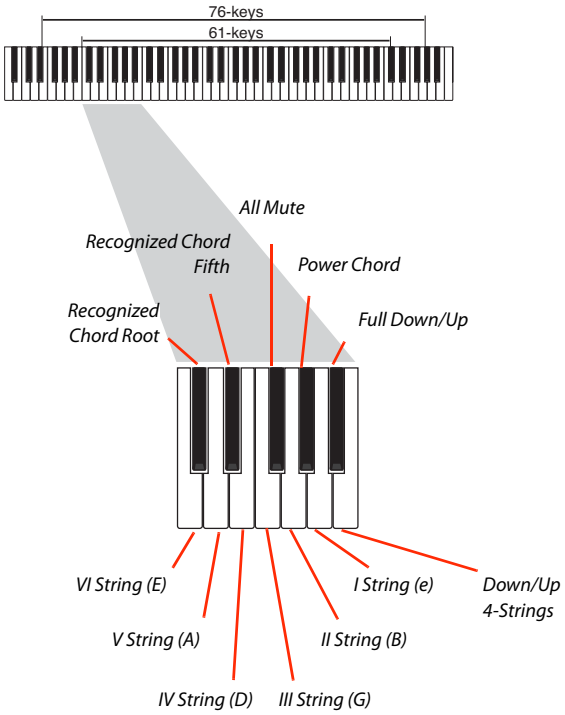
The octave from C1 to B1 is devoted to selecting a ***strumming type.*** By pressing these keys, you play fast strumming samples:



Recording single strings

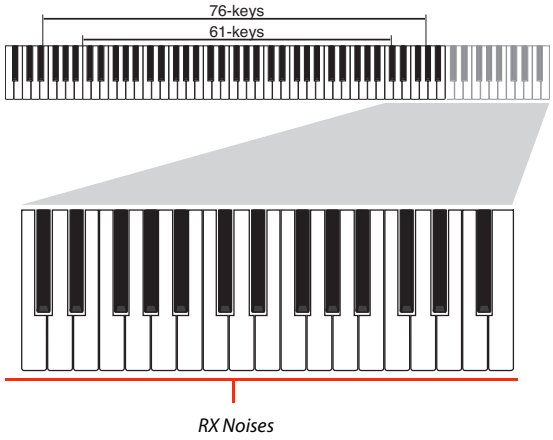
The octave from C2 to B2 is devoted to selecting a *single string* (or more than one) for playing arpeggios or power chords. You can either play a free arpeggio with the six guitar chords assigned to the C~A keys, or play one of the faster sampled arpeggios on the higher keys. The root note is always available on the C# key, while the fifth note is always assigned to the D# key; with them, you can always play the lowest notes of an arpeggio.

This octave also includes an 'all mute' key (F#):



Recording RX Noises

Further on, the upper octaves are used to trigger ***RX Noises:***



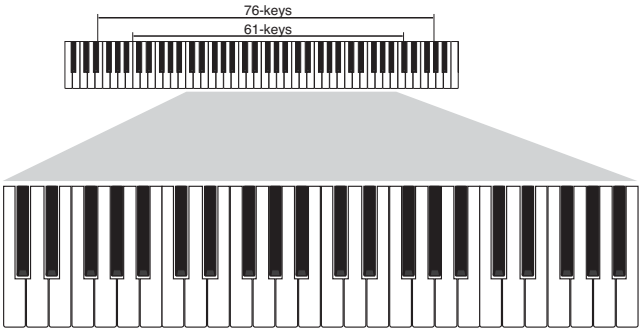
Selecting a Capo

Together with strumming types, single strings and RX Noises, you can choose a Capo ("capotasto"). Note that this might prevent some single strings to sound, depending on the composed chord. You can always see which strings are playing and which are not, as described in "Diagram" on page 207.

Recording a regular pattern

Together with strums and arpeggios, you can record regular patterns, exactly as if the track was of Acc type (see "Track Type" on page 222). This will save an Accompaniment track, when all you need is just to record some short melodic passages (for example, the closing of a strumming pattern).

You can record the pattern by playing it in the range shown by the diagram.



Recording a Chord Shape

You can finely choose Chord Shapes by using MIDI messages. When you play a C0 note with the velocity value shown in the following table, a chord is played in a particular position and on a certain number of strings.

Vel.	Range	from Str.	to Str.	Position
0	6 Strings	I	VI	0
1	6 Strings	I	VI	0
2	6 Strings	I	VI	1
3	6 Strings	I	VI	2
4	6 Strings	I	VI	3
5	6 Strings	I	VI	4
6	6 Strings	I	VI	5
7	5 Strings Bass	II	VI	0
8	5 Strings Bass	II	VI	1
9	5 Strings Bass	II	VI	2
10	5 Strings Bass	II	VI	3
11	5 Strings Bass	II	VI	4
12	5 Strings Bass	II	VI	5
13	5 Strings Treble	I	V	0
14	5 Strings Treble	I	V	1
15	5 Strings Treble	I	V	2
16	5 Strings Treble	I	V	3
17	5 Strings Treble	I	V	4
18	5 Strings Treble	I	V	5
19	4 Strings Bass	III	VI	0
20	4 Strings Bass	III	VI	1
21	4 Strings Bass	III	VI	2
22	4 Strings Bass	III	VI	3
23	4 Strings Bass	III	VI	4
24	4 Strings Bass	III	VI	5
25	4 Strings Middle	II	V	0
26	4 Strings Middle	II	V	1
27	4 Strings Middle	II	V	2
28	4 Strings Middle	II	V	3
29	4 Strings Middle	II	V	4
30	4 Strings Middle	II	V	5
31	4 Strings Treble	I	IV	0
32	4 Strings Treble	I	IV	1
33	4 Strings Treble	I	IV	2
34	4 Strings Treble	I	IV	3
35	4 Strings Treble	I	IV	4
36	4 Strings Treble	I	IV	5
37	3 Strings Bass	IV	VI	0
38	3 Strings Bass	IV	VI	1
39	3 Strings Bass	IV	VI	2
40	3 Strings Bass	IV	VI	3
41	3 Strings Bass	IV	VI	4
42	3 Strings Bass	IV	VI	5
43	3 Strings MiddleBas	III	V	0
44	3 Strings MiddleBas	III	V	1
45	3 Strings MiddleBas	III	V	2
46	3 Strings MiddleBas	III	V	3
47	3 Strings MiddleBas	III	V	4
48	3 Strings MiddleBas	III	V	5
49	3 Strings MiddleTreble	II	IV	0
50	3 Strings MiddleTreble	II	IV	1
51	3 Strings MiddleTreble	II	IV	2
52	3 Strings MiddleTreble	II	IV	3
53	3 Strings MiddleTreble	II	IV	4
54	3 Strings MiddleTreble	II	IV	5
55	3 Strings Treble	I	III	0
56	3 Strings Treble	I	III	1
57	3 Strings Treble	I	III	2
58	3 Strings Treble	I	III	3
59	3 Strings Treble	I	III	4
60	3 Strings Treble	I	III	5
61	2 Strings Bass	V	VI	0
62	2 Strings Bass	V	VI	1
63	2 Strings Bass	V	VI	2
64	2 Strings Bass	V	VI	3
65	2 Strings Bass	V	VI	4
66	2 Strings Bass	V	VI	5
67	2 Strings MiddleBas	IV	V	0
68	2 Strings MiddleBas	IV	V	1
69	2 Strings MiddleBas	IV	V	2
70	2 Strings MiddleBas	IV	V	3
71	2 Strings MiddleBas	IV	V	4
72	2 Strings MiddleBas	IV	V	5
73	2 Strings Middle	III	IV	0
74	2 Strings Middle	III	IV	1
75	2 Strings Middle	III	IV	2
76	2 Strings Middle	III	IV	3
77	2 Strings Middle	III	IV	4
78	2 Strings Middle	III	IV	5
79	2 Strings MiddleTreble	II	III	0
80	2 Strings MiddleTreble	II	III	1
81	2 Strings MiddleTreble	II	III	2
82	2 Strings MiddleTreble	II	III	3
83	2 Strings MiddleTreble	II	III	4
84	2 Strings MiddleTreble	II	III	5
85	2 Strings Treble	I	II	0
86	2 Strings Treble	I	II	1