

**M3 FAQs**

How do I Load and Save Sequencer Data?

How do I select a sound, adjust the tempo, record a track?

How do I use the cue list feature?

How do I edit drum programs and kits?

How do I use a sample in the sequencer?

How do I record a sample?

How do I route insert effects and individual outputs?

How do I sample audio into the sequencer?

## Saving and Loading Sequences – Triton EX/ Studio/ Classic/ OASYS/ M3 Series

Here's how to save and load your sequences in your Korg Workstation\*\*

**\*\*Note - Triton Extreme models require the presence of either a compatible Compact Flash card or compatible USB drive or memory stick to be able to save data. M3 series products require the presence of a compatible USB drive or memory stick to save data. The Triton Classic requires the presence of a floppy disk to save data.**

*Triton Studio and OASYS products come with an internal hard drive and require no additional devices to save.*

1. Press the MEDIA or DISK button (depending on which model you own the button's name varies)
2. Touch the "Save" at the bottom of the screen
3. Touch the arrow at the top right hand side of the screen to access the drop down menu
4. Touch "Save SEQ" (Save Sequencer)
5. Touch the "T" in the box which brings you to an on-screen typewriter
6. Name the file which will house all of the sequences currently within the Sequencer mode
7. Touch "OK" to complete the naming process
8. Touch "OK" once again to commence saving

**A file with the name you provided followed by ".SNG" will appear in the window once the save is completed.**

**Here's how to load them back into the sequencer for audition, editing etc:**

1. Press the MEDIA or DISK button (if not already/still in the DISK/MEDIA mode)
2. Touch the file with the extension ".SNG" that you'd like to load
3. Touch the arrow at the top right hand side of the screen to access the drop down menu
4. Touch "Load Selected"
5. If you have songs that you want to keep in Sequencer mode already, touch the "Append" box – **or** - if you don't currently have songs in Sequencer mode or wish to delete existing songs, touch the "Clear" box instead
6. Touch "OK"

**The song(s) within the .SNG file will be transferred back into to the Sequencer mode.**



## Sequencer Recording Basics – TRITON EX/Studio/Classic/OASYS/M3 Series

Here's a basic sequencing primer for Korg workstation products that feature a touch screen as listed above:

1. Press the SEQ button
2. Touch the program selector (Shown as the default program or "A000") in the track 1 column
3. Using the INC (Increase) or DEC (Decrease) buttons, change the sound that you hear for track 1 to your liking

**When you play the keyboard, you will hear the sound you've selected. This will be the first instrument/track recorded. You can also adjust your tempo to suit your intended recording. You can either touch the tempo indicator at the top right-hand side of the screen directly, or, you can "Tap" tempo with the ENTER button as follows:**

4. Press the REC/Write button. You will hear the tempo (default is 120 Beats Per Minute)
5. Press the ENTER button at the rate/tempo which you would like to record your song at. The Tempo will automatically be adjusted to your taps

**Now we can record the first instrument:**

6. Press the START/STOP button, which will give you an two measure (8 quarter note) count-in to get ready to record. Note no data is being recorded during the count-in
7. Once the count-in is completed, begin playing
8. When finished playing, press the START/STOP button once again to stop the recording process

**To hear what you've recorded:**

9. Press the START/STOP button again
10. Press the START/STOP once you've finished listening to the recorded track
11. Press the LOCATE button to return to the beginning of the song

**To repeat this process, set the track selector to the next available track (in this case, "TRACK 02") and start from step 2. Each track will hold a new instrument, and subsequently a different set of musical data that you record. Experiment with piano, bass, drums, strings, etc, each time adding a new element to your song on a new track. Pretty soon you'll have a full composition!**



### Using the Cue List feature – M3

M3 offers two different types of sequencing:

**Linear sequencing** – With this method, you basically record your arrangement straight through, even if with multiple takes, much like in a studio. This is also called “Real-time recording”.

**Non-linear sequencing** – Here, the idea is to “break” the phrases that make up your song (Verse, Chorus, Bridge, etc) into different song locations within the sequencer. You could then arrange these mini sequences into a full song using the Cue List. Cue List is basically an ordered list of how you want these parts chained, to give you the final arrangement of your data. This is also called “Cue-listing” and this FAQ will cover this method.

You will first need to record your parts in SEQ mode as separate songs. When you have at least 2 songs, with at least 1 measure each recorded, you can begin creating your Cue List. When finished creating your Cue List, you may convert it to one completed Song.

When creating song locations past the default 000 song, you will be asked to set the song’s length in measures. Make sure you set the song length only as long as you need each song location to be.

The first song’s length, which defaults to 64 measures, can be changed by doing the following:

1. Press PAGE SELECT Button
2. Touch “Track Edit” on screen
3. Touch the arrow at the top right hand side of the screen to access the edit menu
4. Touch “Set Song Length”
5. Using the value wheel slider or buttons, select the song length by measure
6. Touch “OK”

Repeat this method for each song you intend to use in your Cue List.

Before you start building your arrangement in the Cue List, create a blank song past the last song that contains data. For example, if you have created sequencers in song locations 0, 1, 2, 3 and 4, create a new song in location 5. This will be the destination for the final product.

Now you’re ready to enter the Cue List and start arranging your sequences:

1. Press the SEQ button to enter the Sequencer Mode
2. Press the PAGE SELECT button
3. Touch “P11 Cue List” on the screen
4. Touch the arrow pointing to the selected song on the screen
5. When the menu appears, select the first song that you wish to play from the list
6. When the song you have selected is on the correct step, touch “Insert” on the bottom of the screen
7. Continue to follow steps 4 through 6 until your songs/sequences are in the correct order

You may notice slight pauses in between each song in the Cue List. This is normal. Once the songs are converted they are “connected”, and the pauses will go away. The reason you experience pauses in the Cue List is because the songs are still in their separate locations, and the sequencer needs time to jump from one location to the next. Past that, if a converted song still seems to have pauses, this may have to do with information not starting exactly at the beginning of a song, which depends on how it’s played. Quantizing these parts should help tighten the gaps.

**Once all your songs are in order and you’re ready to convert them into a finished song:**

8. Touch the arrow at the top right hand side of the screen. A menu will appear
9. Touch “Convert to Song”
10. When the menu appears, select the SONG number that you wish to assign your converted song to (remember, this should be the location that you set up and left blank)
11. Touch “OK”
12. Press the EXIT button to revert back to the original sequencer screen
13. Select the song location which you converted the cue list to
14. Press the sequencer START/STOP button to hear your completed song

**Additional Cue List parameters:**

**The “Load FX” box:** You can decide if the introduction of a new song in the Cue List also introduces that song’s effect settings. In other words, if each of your songs has different effects, checking the “FX” box next to the song will load the effects for that song. But note that this will likely introduce a short delay before the next Song Step plays, while the effects are being loaded, so use the feature only if you have planned for this delay! If you just check the “FX” box for the first song entered in the Cue List, then that song’s effects will be used for all songs to follow.

**The “Repeat” feature:** Next to each song is an area marked “Rep” with a number. You can tell the cue list how many times to repeat the current song until it moves on to the next. This makes it unnecessary to enter the same song over and over again in the Cue List. The range is from once to 99 times, or a setting called FS (footswitch) which will repeat until you press an assigned pedal to move to the next step – great for endless soloing, or “vamping” on a section freely.



### Editing Drum Program/Kit – M3

Drum programs reside in the Program mode just like any other sound. The drum category will give you immediate access to all drum programs. The difference between drum programs and, say, a piano program, is that the data which makes up a drum program can be edited per key. The forum for this type of editing is the Global mode; the data is called a “Kit”. A Kit contains all of the settings that makes up the drum program.

When creating your own drum kit you need to “listen” to it through the effects of an existing Program. As such, you’ll find it much easier to start from a drum program that already has the desired “timbre” (effects, attack, decay, etc.) for your soon to be custom kit.

**We’ll start by selecting the desired drum Program:**

1. Press the PROGRAM button
2. Using the touch screen, cursor arrows and/or value dial, select a Drum Program that you would like to edit

**Accessing the Drum Kit in the Edit Mode:**

3. Press the GLOBAL button
4. Press the PAGE SELECT button
5. Touch “P5-Drum kit”

**You’ve entered the drum kit edit mode. The kit which contains the information for your drum program is already selected note the number location of this kit.**

**You can select the note you wish to have the info displayed for by holding the ENTER button and touching the key you are interested in editing at the same time. At this point, you can change the sample, as well as the pitch, filter and various other parameters for that sample. You can repeat this on any key you like, until your kit is to your satisfaction. Playing the key while editing will let you hear the changes you are making.**

**When all edits are completed, write the changes so they stay:**

6. Touch the arrow at the top right side of the screen
7. Touch “Write Drum Kits”
8. Touch “OK” *twice*
9. Press the PROGRAM button. The drum program is still selected and the new edits will be present

**Simply play and listen to the new version of the kit. This can now be used for sequencing and live playing alike, all with your edits.**



## Getting Samples into the Sequencer – M3

When a sample is recorded it is not immediately available to be used in the sequencer. A series of steps must be taken to enable you to do this. Before we begin with these steps, it is essential that you understand the architecture of a program within the M3:

### **Program Architecture: Sample < Multisample < Program**

The sample is the basic element. The sample can exist by itself or with multiple samples assigned to different keys within what's called a **multisample**. A multisample is then placed in a program. (*Note: The E bank is a blank bank that is dedicated solely to the temporary storage of programs that use RAM samples*). Once the sample has been placed into a program it can be used in the sequencer like any other program.

### **Placing a Sample into a Multisample**

1. Press the SAMPLING button to enter the sampling mode
2. Touch the “recording” tab at the bottom of the screen
3. Touch the field next to the arrow next to “MS” in the upper left part of the screen
4. Using the value slider, buttons, or wheel select a new MS. Choose mono or stereo based on the sample that you are using
5. Touch the field next to the arrow that is halfway down the screen on the left marked Sample
6. Using the value slider, buttons, or wheel select your sample. Original key is the key on the keyboard that the sample starts on. Top key is where the sample extends to

### **Converting the Multisample to a Program**

1. Touch the arrow in the top right corner of the P0 Recording page of the sampling mode
2. Touch “Convert MS to Program” and touch the “T” to name the sample. Then select the area in the E (or preferred) bank where you would like the program to exist

**Now you can select your new sample-based Program for use in the Sequencer! Keep in mind that this newly created program will only exist until the M3 is powered down. So, don't forget to save your sample data!!**



### Recording a Sample – M3

**In order to run audio into the M3, the Audio inputs have to first be turned on. To do this we'll begin by making the proper settings in the Sampling mode:**

1. Press the Sampling button to enter the Sampling mode
2. Press the PAGE SELECT button
3. Touch "P0 – Recording" on the screen
4. Touch the "Audio In Setup" tab on the bottom of the screen
5. Touch the "off" parameter below "Bus Select: >" for Input 1
6. Using the value wheel, slider or buttons, change "off" to "L/R"
7. Touch the "off" parameter below "Bus Select: >" for Input 2
8. Using the value wheel, slider or buttons, change "off" to "L/R"

**At this point you can input your microphone or line signal to the audio input(s). Make sure to set the line/mic switch to whichever one you are using. Now, we can adjust gain and record a sample:**

9. Touch the "Recording" tab on the bottom of the screen to return to the sampling area
10. Press the Sampling REC button
11. Talk into the mic, or play your audio source and look at the level meters on the lower right hand side of the screen

**Make sure the incoming signal's gain isn't too high. If it is, the screen will display "ADC Overload!". If you need to adjust the gain, you can do so with the input gain knob on the back of the M3 near the inputs, or you can also touch the Recording dB level indicator on the bottom right hand side of the screen and adjust it with the value slider, knobs or dial. Once you have desired level:**

12. Press the sampling START/STOP button and play your sound source or speak into the mic
13. When you have finished recording, press the sampling START/STOP button again

**You have just created your first sample. You can hear the sample by touching the "Original Key", "Top key" and all keys in between.**



## Routing Insert Effects and Individual Outputs – M3

The M3's EDS synthesis allows for very simple routing of sounds to any of the 6 outputs in the sequencer mode. In addition, you can choose whether sounds are routed dry or with insert effects. This tutorial will discuss both processes. Please take the time to read both, as the first section will provide insight for the second.

### Tutorial 1 - Assigning Non-Effectuated (Dry) signals to individual outs

1. Press the SEQ button to enter Sequence Mode
2. Press the PAGE SELECT button
3. Touch "P8-1 IFX Route1/1-5 on the bottom of the screen
4. You should be on a screen that reads "Seq P8-1: IFX" at the top of the screen. If not, touch the "Route1 1-8" tab on the bottom of the screen

**On this screen, you'll notice that the first 8 tracks of the sequence are listed, each track is defaulted to "L/R", which means that each track is set to output to the stereo Left and Right jacks on the back of the unit. This can be changed for each track. We'll use track 1 for our example:**

5. Under the "IFX/Indiv. Output select BUS" parameter, Touch the arrow next to ">L/R" for track 1. A screen will appear with various choices
6. On the right side of the menu, you can touch 1, 2, 3, 4, 1/2, 3/4 to route your tracks to that output/pair of outputs. (1 for output 1, 2 for output 2, 3 for output 3, etc...)
7. Repeat for track 2-16 as needed

**Note: You can continue on to tracks 9-16 by touching the "Routing 9-16" tab at the bottom of the screen.**

### Tutorial 2 - Assigning tracks to individual outs with Insert Effects

**Insert effects are effects that can be assigned to specified tracks. Much like our previous example, insert effects can be set to output whatever signal is routed to them to individual outs.**

**First, let's get an insert effect assigned in the Sequencer mode:**

1. Press the SEQ, button to enter the Sequencer Mode
2. Press the PAGE SELECT button
3. Touch "P8-1 IFX Route1/1-5 on the screen
4. Touch the "IFX Setup" tab at the bottom of the screen. This is where you can assign up to 5 insert effects which the 16 tracks can be routed to taste.
5. Using the value slider, buttons or dial, select an effect of your choice for "IFX1"
6. Touch the "Off" tab so that it says "On"

**To the right, you'll notice a box that says "L/R"; very similar to the one in the first tutorial. This is the individual assign for the effect. So, any track that is routed to it will subsequently come out of the output you've specified, with the selected effect.**

7. Under "Bus", Touch the arrow next to ">L/R" for IFX1. A screen will appear with various choices
8. You can touch 1, 2, 3, 4, 1/2, 3/4 to route your tracks to that output/pair of outputs. (1 for output 1, 2 for output 2, 3 for output 3, etc...)

**Now, we can set tracks to use that effect and come out of the selected output. Again, let's use track 1 as our example:**

9. On the bottom of the Screen, Touch the "Route1 1-8" tab
10. Under the **"IFX/Indiv. Output select BUS"** parameter, Touch the arrow next to ">L/R" for track. A screen will appear with various choices
11. Select "IFX 1" as the insert effect bus you route to

**Track 1 is now routed to IFX1, which is set to come out of the output you selected for step.**



### In-Track Sampling – M3

The M3 has the ability to sample in any of three modes, Program, Combination and Sequence. This feature allows the user to sample external audio or the M3's outputs while the sequencer is running. We will assume for the sake of this tutorial that we are sampling from a microphone connected to Input 1- a mono audio source, and there is MIDI data on tracks 1-15 and the sample data would be placed on track 16.

Please note that individual outputs 1 and 2 must be monitored to hear the incoming audio signal.

First we set up the sample's parameters.

1. While in SEQ mode, press the MENU button and select "P0 Play/Rec"
2. Touch the "Sampling Audio In" tab on the bottom right hand corner of the screen, and open the upper right hand corner pull down menu
3. Touch "Select Bank & Smpl No." This opens up a new window where we set up the sample destination parameters
4. Touch the box left of "Auto +12dB On" and left of "Program" to check them
5. Check the program box then select the program location where the newly created sample will 'live.' For this example we will use the next available program location in the I-E Bank, program number "I-E014 InitialProgIE014"
6. Select the multisample (MS) location and original key for the sample to go. For this example we will use "000: NewMS\_\_\_000" and "Orig Key C3"
7. Touch the box left of "Seq Event" to check it and select Track 16
8. Touch "OK"

Next, we set up the recording parameters. (For recording M3's outputs go to step3)

1. Uncheck "Use Global Setting"
2. Touch the "Input" Arrow at the top and set it to "Analog"
3. Set the BUS for Input 1 to outputs 1/2 by touching the "Bus Select" tab. For stereo sampling set Inputs 1 and 2's BUS to outputs 1 and 2 respectively)
4. Set the "Source BUS" to "Indiv. 1/2" (L/R for recording the M3's outputs)
5. Touch the "Trigger" tab to choose what will start sampling. Setting the trigger to "Sampling START SW" triggers sampling by pressing sampling START/STOP button. "Note On" triggers sampling when a note is pressed. "Threshold" triggers sampling when the audio signal crosses a certain dB level and "Sequencer START SW" triggers sampling when the sequencer is started. For this example we will set the trigger to be "Sampling START SW"
6. Set the sampling mode by touching the "Mode" tab and selecting "L-Mono". ("Stereo" for stereo recording.)
7. Press the sampling "REC" button to arm the sampler

8. Adjust the input's level by turning the level knob so that there is a clear and high signal coming into the M3
9. Press the sequencer START/STOP button to start the sequencer
10. Press the sampling START/STOP button to start sampling and again to stop sampling
11. Stop the sequencer

**You now have a perfectly aligned sample on Track 16. Don't forget to save your data!**

