

KORG

RK-100S

KEYTAR

RK-100S Sound Editor Owner's Manual

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Table of contents

■ Introduction	3
What is RK-100S Sound Editor?.....	3
Caution.....	3
Operating requirements	4
■ Installation	5
Installation for Windows users	5
Installation for Mac OS X users	5
■ Quick start	6
Settings in RK-100S Sound Editor	6
Editing a program	6
Writing a program to the RK-100S.....	6
■ Windows and functions in RK-100S Sound Editor	7
Library window	7
Program edit window.....	8
Synth Edit window	9
Timbre EQ Edit window.....	9
Arpeggiator Edit window	10
Master Effect Edit window	10
Vocoder Edit window.....	11
Log window	11
MIDI Monitor window	11
■ Basic operations in the editor windows	12
Knobs.....	12
Sliders	12
Switches and buttons	13
Parameters.....	13
Dragging and dropping.....	13
Renaming.....	13
■ Library management	14
Screen items and their function	14
Loading library data.....	14
Saving library data.....	14
Copying library data	15
■ Program management	16
Screen items and their function	16
Receiving programs from the RK-100S	17
Writing programs to the RK-100S.....	17
Selecting a program	17
Moving a program	17
Exchanging programs	19
Copying a program	19
Editing program information	19
Initializing a program	19
Saving a program to a file.....	19
Loading a program from a file.....	19
Restoring a program	20

Storing a favorite program.....	20
Exchanging favorite programs.....	20
■ Global data management.....	21
Screen items and their function	21
Receiving global data from the RK-100S.....	22
Writing global data to the RK-100S	22
Saving global data to a file	22
Loading global data from a file	22
■ Preference settings.....	23
MIDI ports	23
Operations.....	23
Background color.....	23
Other	24
■ Menus	25
RK-100S Sound Editor (Mac OS X only)	25
File	25
Edit.....	25
Communication.....	26
Settings	26
Window	26
Help (Windows only).....	26
■ Shortcut keys	27
Menu items	27
Library window	27

Introduction

Thank you for purchasing the Korg RK-100S KEYTAR. In order to take full advantage of your new instrument, please read this manual and use the product as directed.

What is RK-100S Sound Editor?

RK-100S Sound Editor is software that takes advantage of your computer's large screen to let you edit and manage the RK-100S's programs and global data with ease and convenience.



Caution

- ⚠ Do not disconnect the RK-100S or power-off the RK-100S while RK-100S Sound Editor is running.
- ⚠ Do not operate the RK-100S or RK-100S Sound Editor while data is being transmitted or received.

Operating requirements

A computer that satisfies OS requirements and a USB cable are necessary to use the RK-100S Sound Editor.

Mac

Operating system: Mac OS X 10.6 or later.

Windows

Operating system: Windows 7 SP1 (32bit, 64bit), Windows 8.1 (32bit, 64bit).

- ⚠ Operation with touch panel is not supported when running Windows 8.1.
- ⚠ Full functionality is not guaranteed with all computers that satisfy these system requirements.

Installation

Installation for Windows users

Proceed as follows to install the software in Windows.

1. Double-click “Setup_E.exe” to start the installation process.
2. The RK-100S Sound Editor installer will start up. Follow the on-screen directions to install the software.



Installation for Mac OS X users

Proceed as follows to install the software in Mac OS X.

1. Copy the “RK-100S Editor” folder to the “Applications” folder.

Quick start

Settings in RK-100S Sound Editor



-  In order to use RK-100S Sound Editor, you must download the Korg USB-MIDI Driver from the Korg website and install it as directed by the accompanying documentation. (<http://www.korg.com/>)
- 1. Using a USB cable, connect the RK-100S to your computer.
- 2. Move to the "RK-100S" folder, and start up "RK-100S Sound Editor."
 - Windows The "RK-100S" folder is located in the taskbar's "Start" - "All Programs" - "KORG."
 - Mac OS X The "RK-100S" folder is located in the "Applications" folder.
- 3. The library window will open automatically, and all data will be received from the RK-100S.
-  Do not operate the RK-100S or RK-100S Sound Editor while data is being transmitted or received.

Editing a program

Go ahead and try editing a program in RK-100S Sound Editor. In the Library window, click the [PROGRAM] button to access the program page. From the program list in the Program page, select the program that you want to edit and click the [EDIT] button to open the Program Edit window. Use the knobs and buttons to edit the sound. For details on how to operate the knobs and buttons, refer to "Basic operations in the editor windows."

Writing a program to the RK-100S

In order for the parameters that you've edited in the RK-100S Sound Editor to be stored into the memory of your RK-100S, you'll need to write the edited data from the RK-100S Sound Editor into the RK-100S.

1. In the Library window, click the [PROGRAM] button to access the Program page.
 2. From the "Communication" menu, choose "Write all data."
 3. A dialog box will ask you to confirm the Write operation, so click [OK].
-  Do not operate the RK-100S or RK-100S Sound Editor while data is being transmitted or received.
 -  When you execute this operation, all 200 programs of the RK-100S will be overwritten (replaced) by the programs from RK-100S Sound Editor. If you want to keep the programs currently in the RK-100S, you must back them up beforehand.

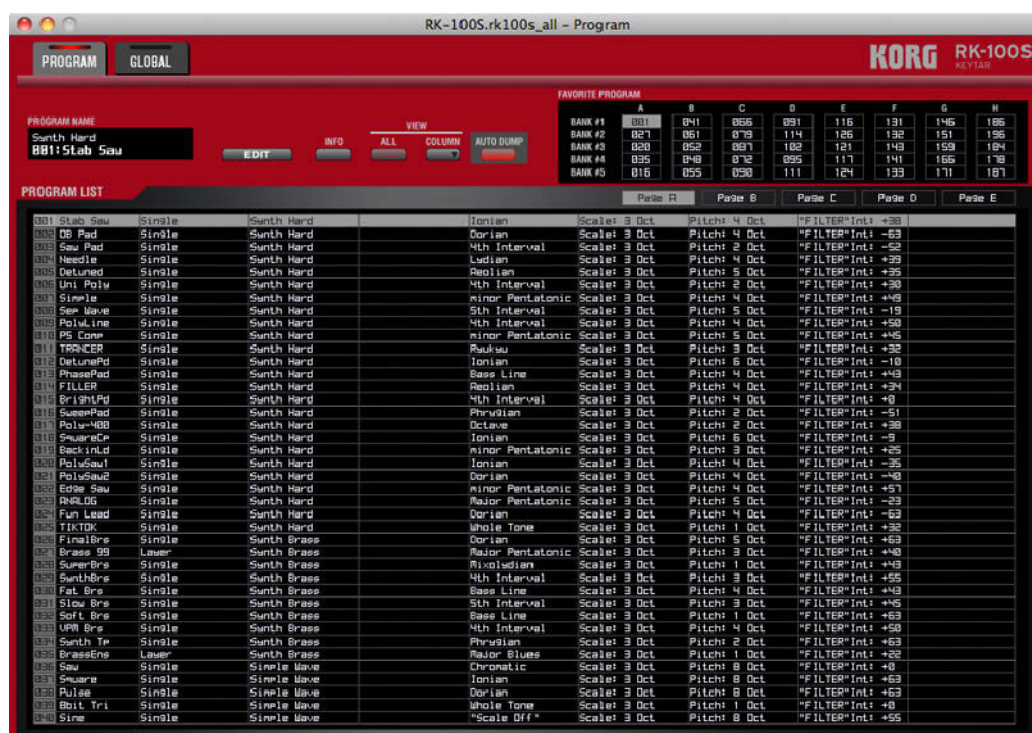
Windows and functions in RK-100S Sound Editor

This section provides a brief explanation of the functionality in each window of RK-100S Sound Editor.

note For details on each parameter, refer to the RK-100S parameter guide. The RK-100S parameter guide can be downloaded from our web site (www.korg.com).

Library window

In the Library window you can manage programs and edit global data.



The Library window is divided into the following two pages. To move between pages, click the page select buttons located at the top of the screen.

Program page

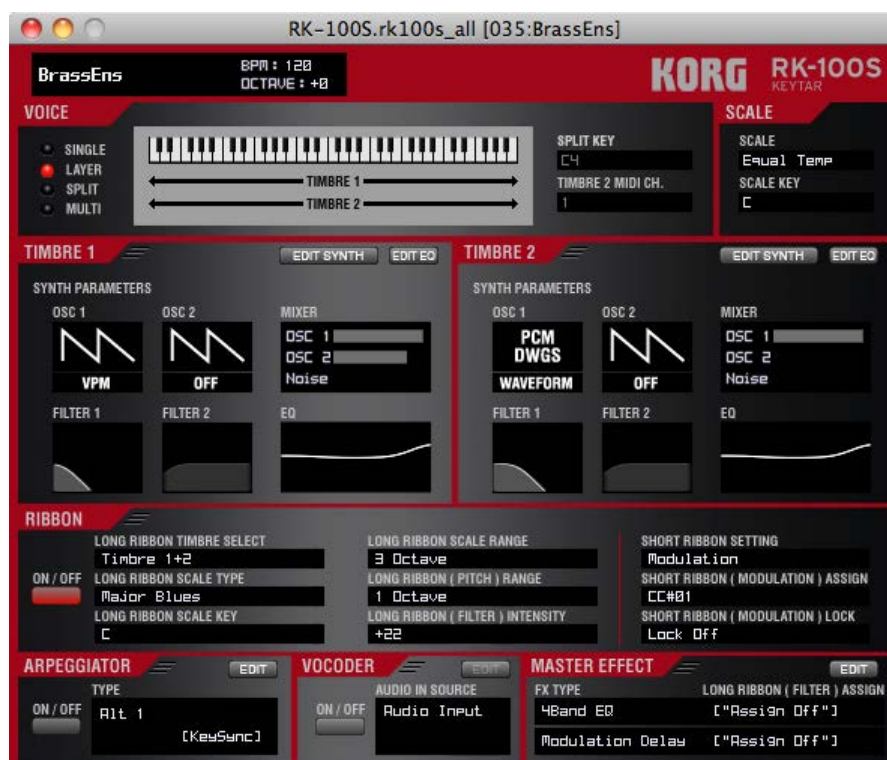
In the Program page you can select a program to edit, transmit and receive programs to or from the RK-100S, edit the program name or comment, and copy or rearrange programs. (→ p.16 “Program management”)

Global page

In the Global page you can edit global data, and transmit and receive global data to or from the RK-100S. (→ p.21 “Global data management”)

Program edit window

Here you can make settings that affect the entire program, such as the program name and the voice mode. From this window you can also open edit windows for Synth or Arpeggiator settings.



[SYNTH EDIT] button

Opens the Synth Edit window for each timbre.

[EQ EDIT] button

Opens the Timbre EQ Edit window for each timbre.

Arpeggiator [EDIT] button

Opens the Arpeggiator Edit window.



Vocoder [EDIT] button

Opens the Vocoder Edit window.

Master Effect [EDIT] button

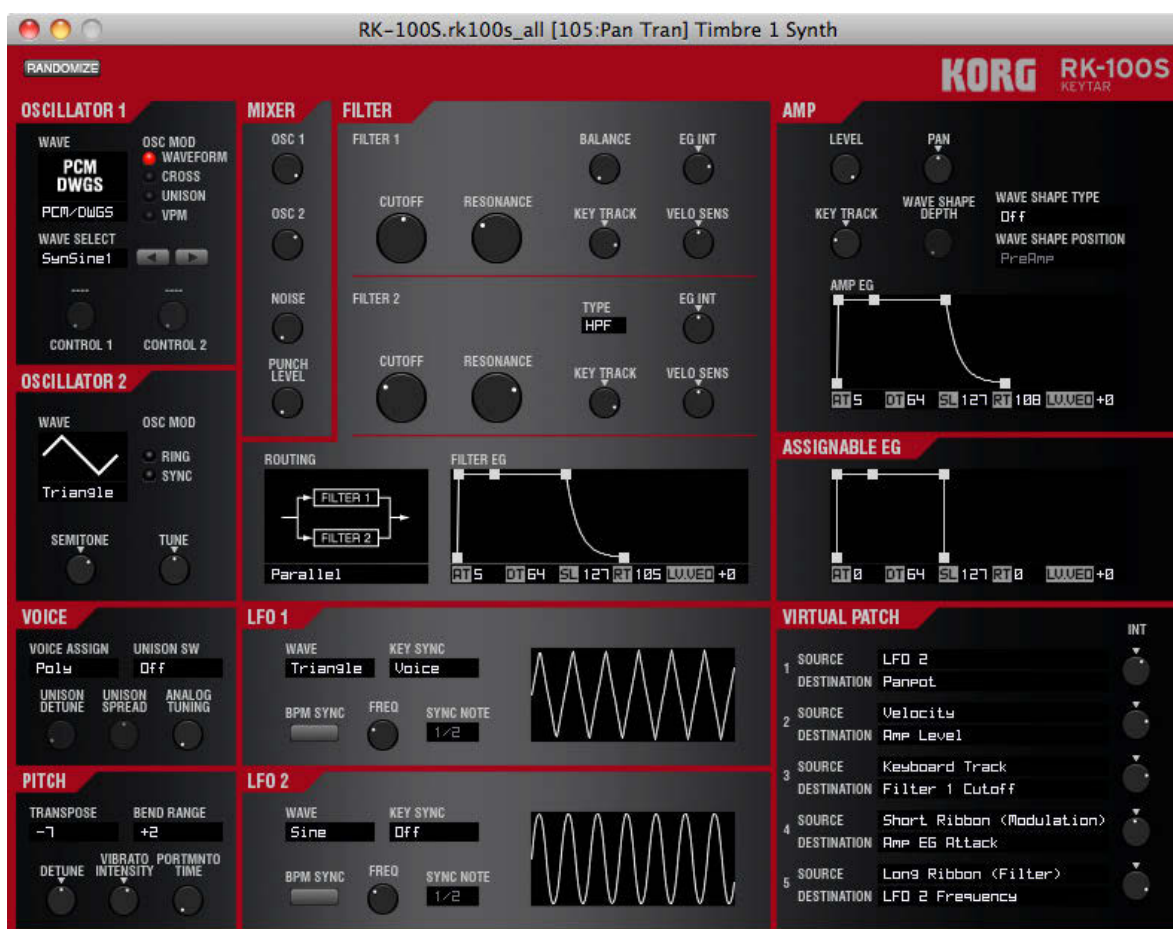
Opens the Master Effect Edit window.

Copying or exchanging parameters

The drag mark  for the ribbon, arpeggiator, vocoder, and master effect can be dragged and dropped to copy the parameters to a different program. The drag mark  for the timbre parameters can be dragged and dropped to exchange timbres 1 and 2. You can copy the timbre parameters by dragging and dropping while you hold down the [Ctrl] key (Windows) or the [option] key (Mac OS X).

Synth Edit window

Here you can edit each timbre's synth parameters such as oscillator, filter, and amp.



[RANDOMIZE] button

This sets the synth parameters to random values.

Timbre EQ Edit window

Here you can edit each timbre's equalizer.



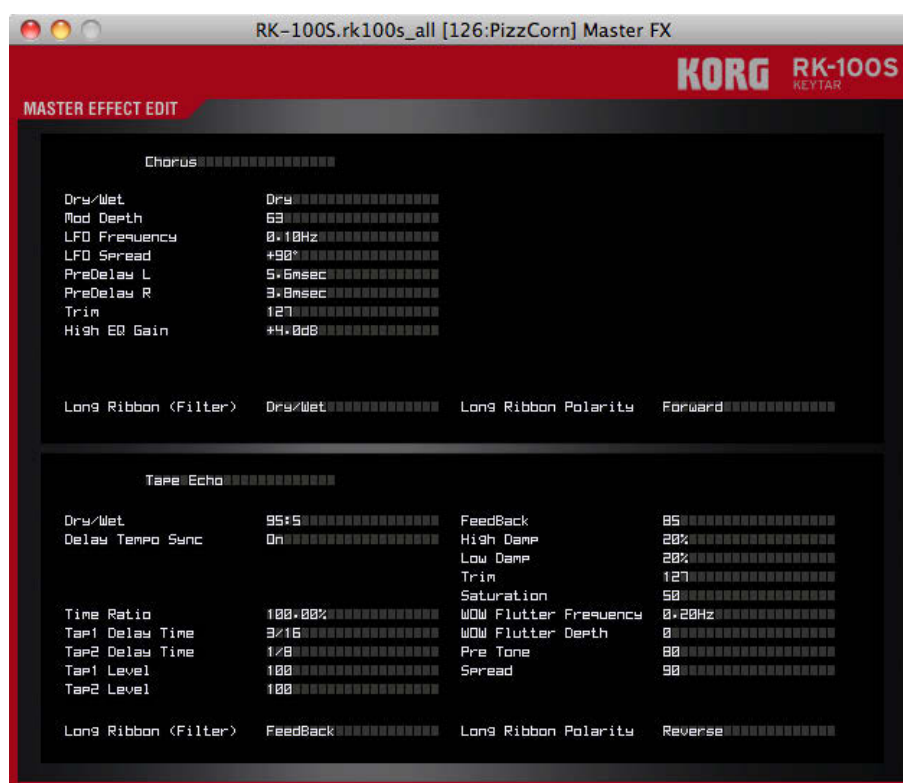
Arpeggiator Edit window

Here you can select the arpeggiator's arpeggio type, and make settings for each step.



Master Effect Edit window

Here you can select the effect type for the master effects, and edit the various parameters.

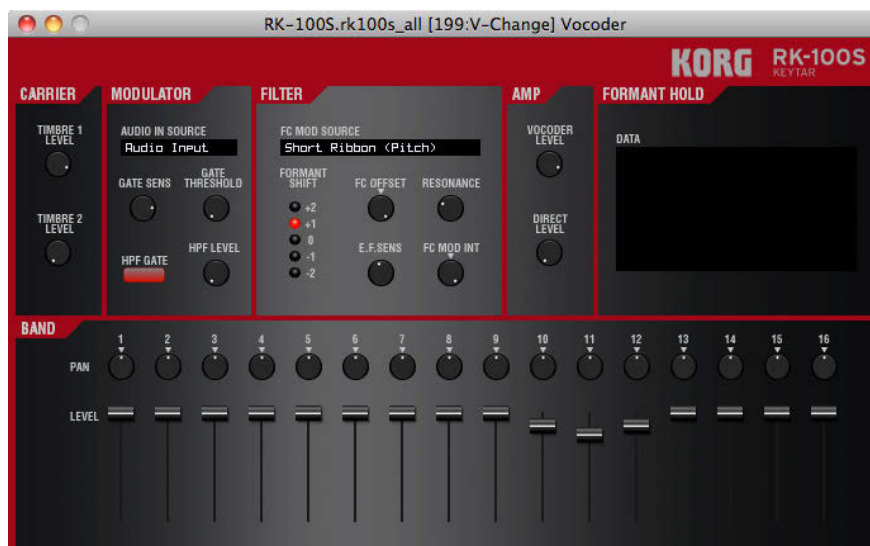


Copying or exchanging parameters

Master effects 1 and 2 can be dragged and dropped to exchange them. You can copy the parameter values by dragging and dropping while you hold down the [Ctrl] key (Windows) or the [option] key (Mac OS X).

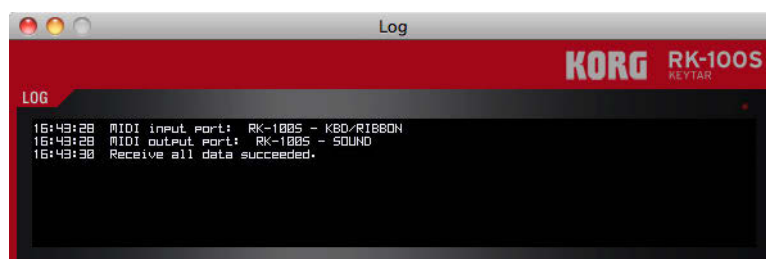
Vocoder Edit window

Here you can edit the vocoder parameters.



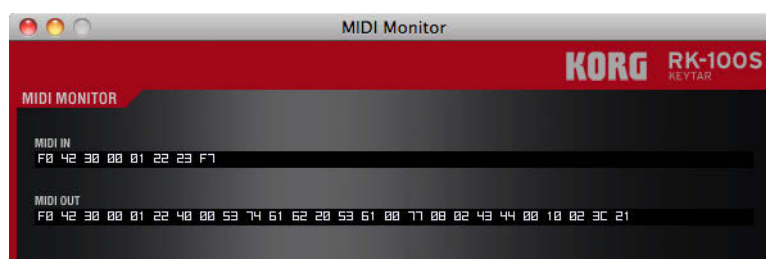
Log window

This window displays the times when files were saved/loaded, the history of communication with the RK-100S, the accessed content, and error information.



MIDI Monitor window

This window displays the MIDI messages transmitted by RK-100S Sound Editor and the MIDI messages received from the RK-100S.



Basic operations in the editor windows

Here's how to operate the knobs and switches shown in the edit windows, and how to edit the parameters.

Knobs

Move the mouse pointer to the desired knob. The operation of the knobs will depend on the System setting “Knob Operation” (→ p.23 “Preference settings”).

note You can adjust the value more finely by dragging while you hold down your computer's [Shift] key.

When “Knob Operation” is set to Circular

Move the mouse pointer to the knob index (the mark that indicates the value), and edit the value by dragging the knob in a circle as though you were turning it. You can also jump immediately to a desired value by clicking the corresponding location.



When “Knob Operation” is set to Relative Circular

Edit the value by dragging the knob in a circle as though you were turning it. You cannot edit the value by clicking, as you can with the “Circular” setting.



When “Knob Operation” is set to Linear

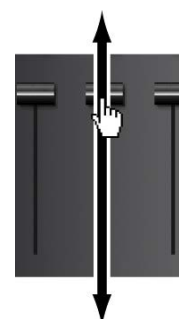
Drag upward to turn the knob right (clockwise). Drag downward to turn the knob left (counter-clockwise).



Sliders

Move the mouse pointer to the desired slider, and drag it up or down. You can also edit the value by moving the mouse pointer to the desired parameter and moving the mouse wheel.

note You can adjust the value more finely by dragging while you hold down your computer's [Shift] key.



Switches and buttons

Move the mouse pointer to the desired switch or button, and click.



Parameters

Parameters that you set by dragging

Move the mouse pointer to the desired parameter. Drag upward to increase the value, or downward to decrease the value. You can also edit the value by moving the mouse pointer to the desired parameter and moving the mouse wheel.

note You can adjust the value more finely by dragging while you hold down your computer's [Shift] key.




Parameters that you set from a popup menu

A menu will appear when you click the desired parameter. From the menu, choose the desired value. You can also specify a value by moving the mouse pointer to the desired parameter and moving the mouse wheel.



Dragging and dropping

The drag marks  in the edit screens allow you to copy or exchange parameters by dragging and dropping. You can exchange timbres or master effects, or copy parameters to a different program.

Renaming

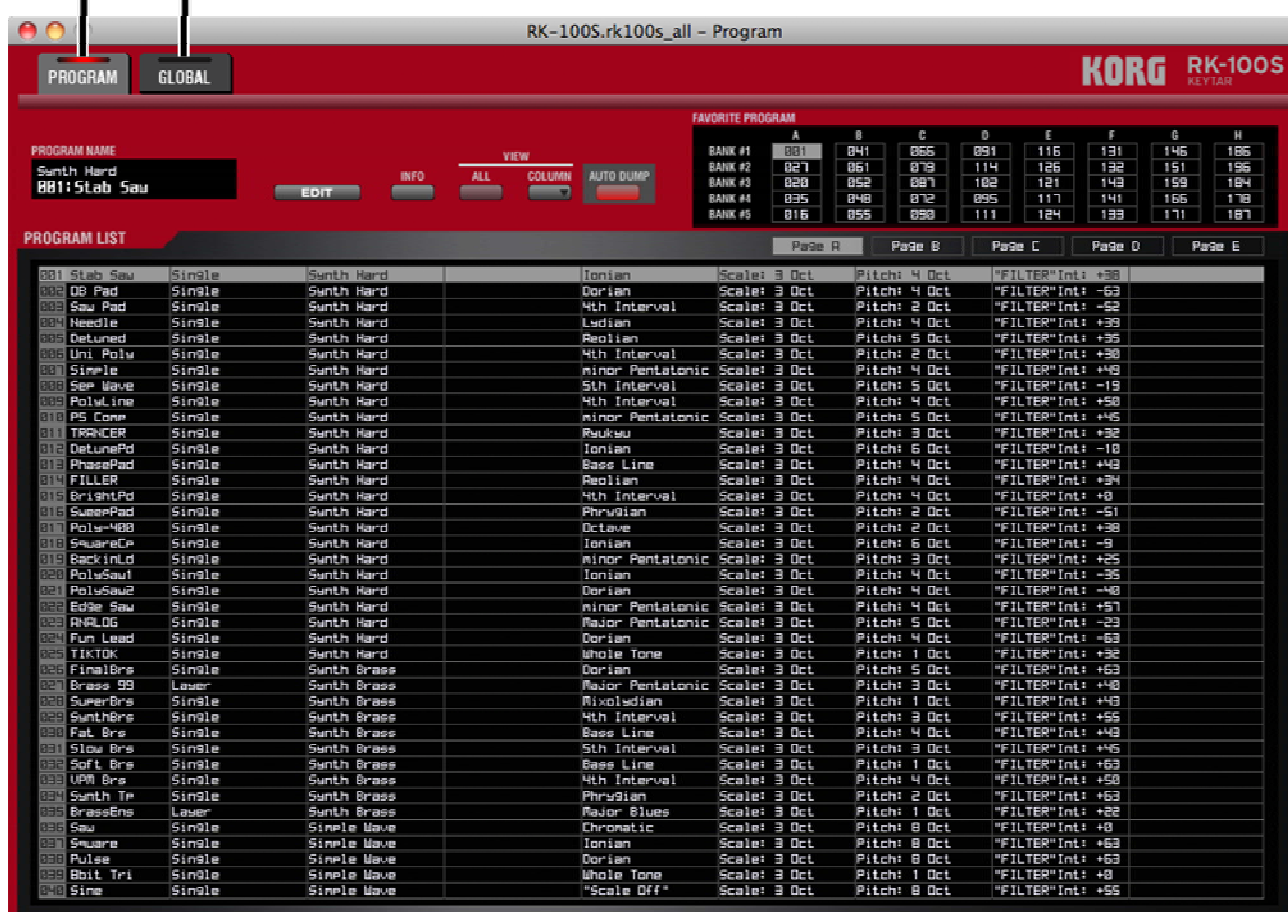
You can rename a program (edit its name). When you've edited a program, it's helpful to assign a name that reflects the sound of that program. When you double-click the program name, it will be highlighted, and can be edited. Type the desired name from your computer keyboard, and press the [Enter] key to complete the operation. If you decide not to rename the program, press your computer's [Esc] key, or click the mouse on some other location; the program name will revert to its original state.

Library management

Screen items and their function

[PROGRAM] button

[GLOBAL] button



[PROGRAM] button

This displays the Program page.

[GLOBAL] button

This displays the Global page.

Loading library data

From the menu, choose “File”-”Open” to access the “Open” dialog box. Select the desired library data file and click the [Open] button. A new library window will open, and the library data will be loaded.

Saving library data

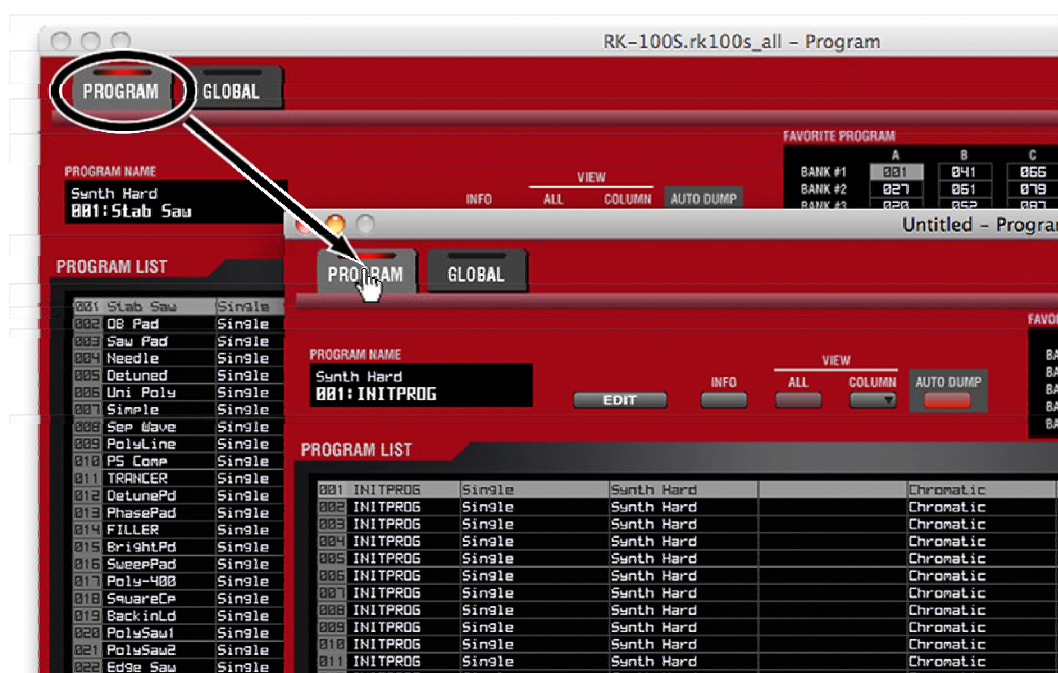
From the “File” menu, choose “Save”; the currently-open library data file will be saved by overwriting it

onto the existing version of that file. If the file is new, the “Save As” dialog box will appear. Specify the location in which you want to save the file, enter the desired file name, and click the [Save] button to save the library data.

Copying library data

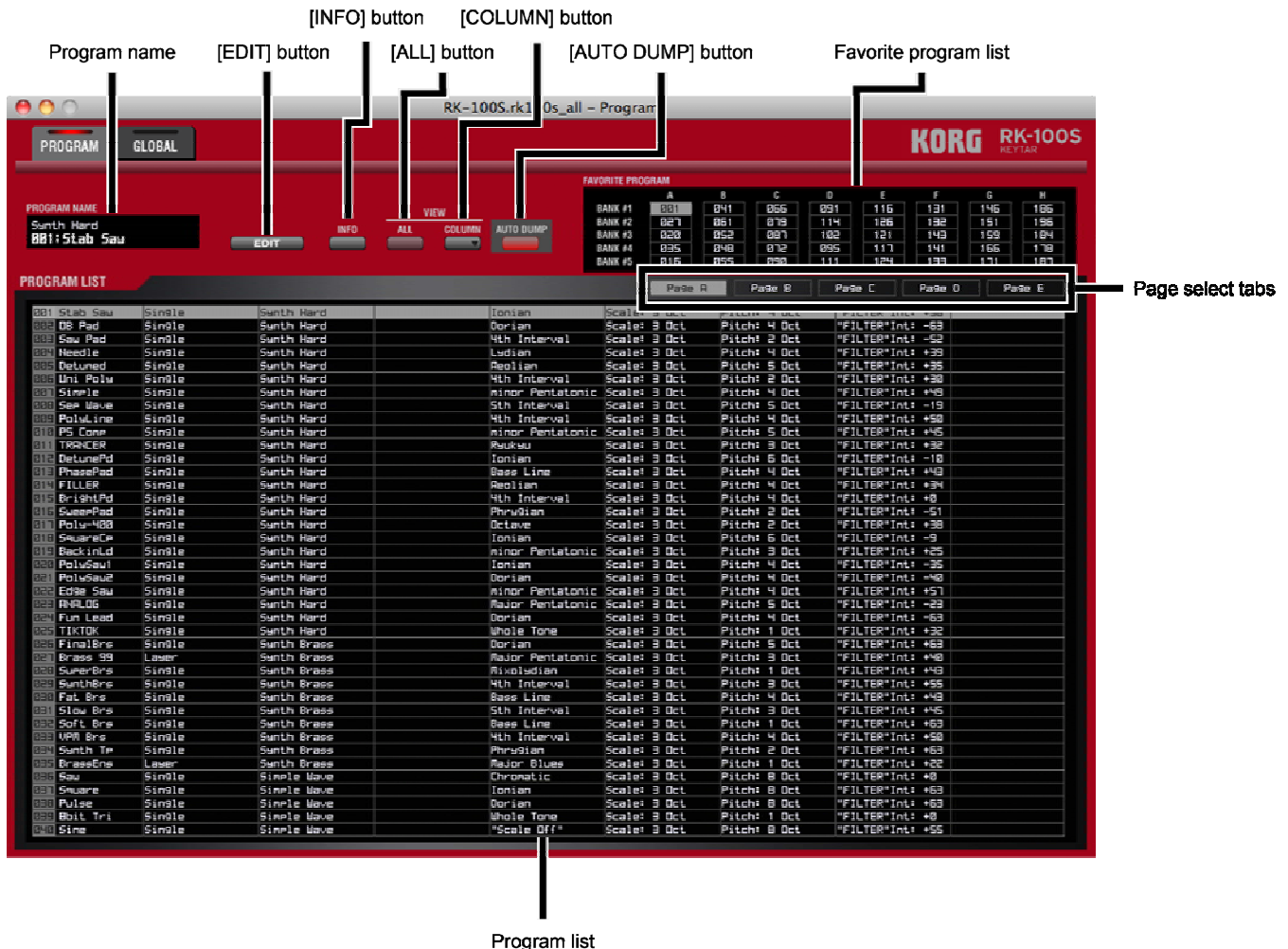
You can copy program or global data to another library file. Drag the [PROGRAM] button or [GLOBAL] button and drop it on the [PROGRAM] or [GLOBAL] button of the desired copy-destination library window.

Favorite program data can be copied by dragging and dropping it on the [GLOBAL] button.



Program management

Screen items and their function



Program name

This indicates the name of the currently selected program.

[EDIT] button

This opens the Edit screen for the currently selected program.

[INFO] button

This displays a dialog box that lets you edit the name or comment of the currently selected program.

[ALL] button

This switches between showing all 200 programs or 40 programs at a time in the program list. If the [ALL] button is clicked to turn it off, the number of programs that can be displayed is reduced, but even more program information can be shown.

[COLUMN] button

This switches the contents shown in the program list.

[AUTO DUMP] button

This turns the Auto Dump function on/off. If the Auto Dump function is on, selecting a program in the program list will automatically transmit that program to the RK-100S.

Program list

This shows the currently loaded 200 programs. You can use the [ALL] button, and [COLUMN] button to switch the displayed content. To select the program you want to edit, click a program in the list. Click the page select tabs to switch pages.

Page select tabs

If the [ALL] button is clicked to turn it off, the 200 programs will be displayed 40 at a time divided onto five pages. Click these tabs to switch between pages.

Favorite program

This shows the programs assigned to the favorites buttons of the RK-100S.

Receiving programs from the RK-100S

From the "Communication" menu, choose "Receive all programs" to load all programs from the RK-100S into the program list.

- ⚠ Do not operate the RK-100S or RK-100S Sound Editor while data is being transmitted or received.
- ⚠ With this operation, favorite program information will not be received from the RK-100S. Choose "Receive all data." or "Receive global data" to receive global data from the RK-100S.

Writing programs to the RK-100S

From the "Communication" menu, choose "Write all programs" to transmit all programs in the program list into the RK-100S and write them into memory.

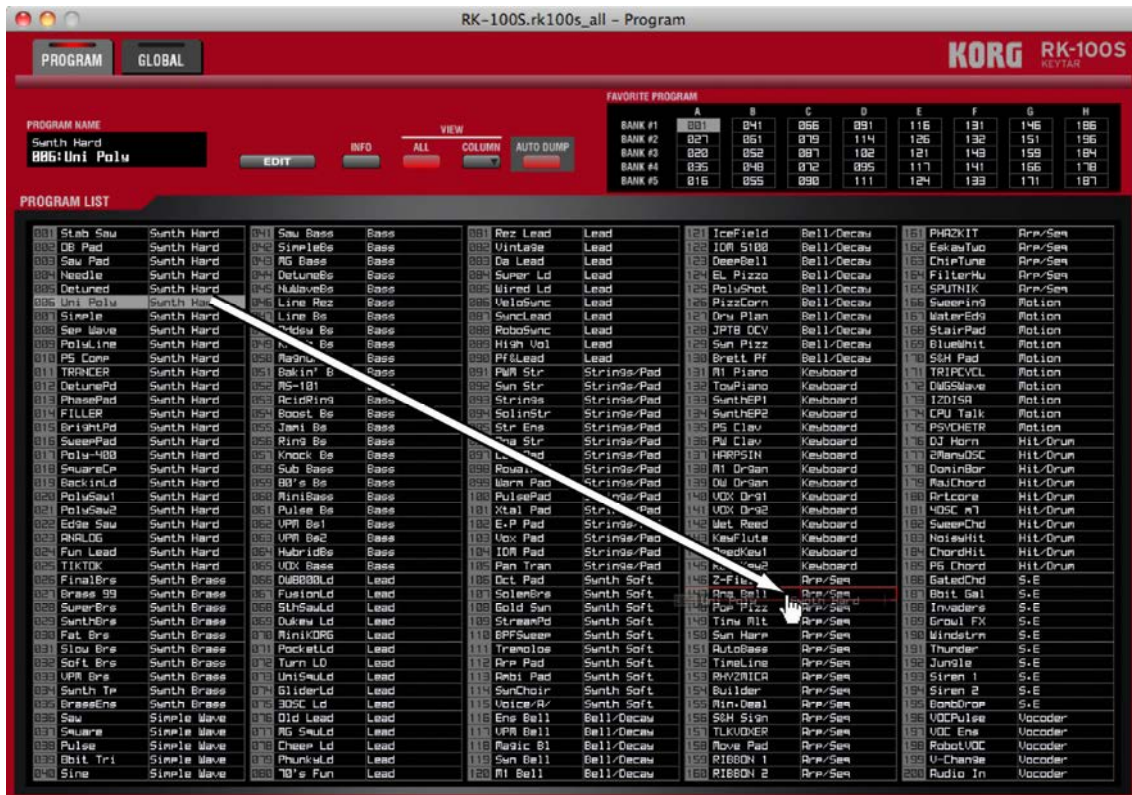
- ⚠ Do not operate the RK-100S or RK-100S Sound Editor while data is being transmitted or received.
- ⚠ With this operation, favorite program information will not be transmitted to the RK-100S. Choose "Write all data." or "Write global data" to transmit global data to the RK-100S.

Selecting a program

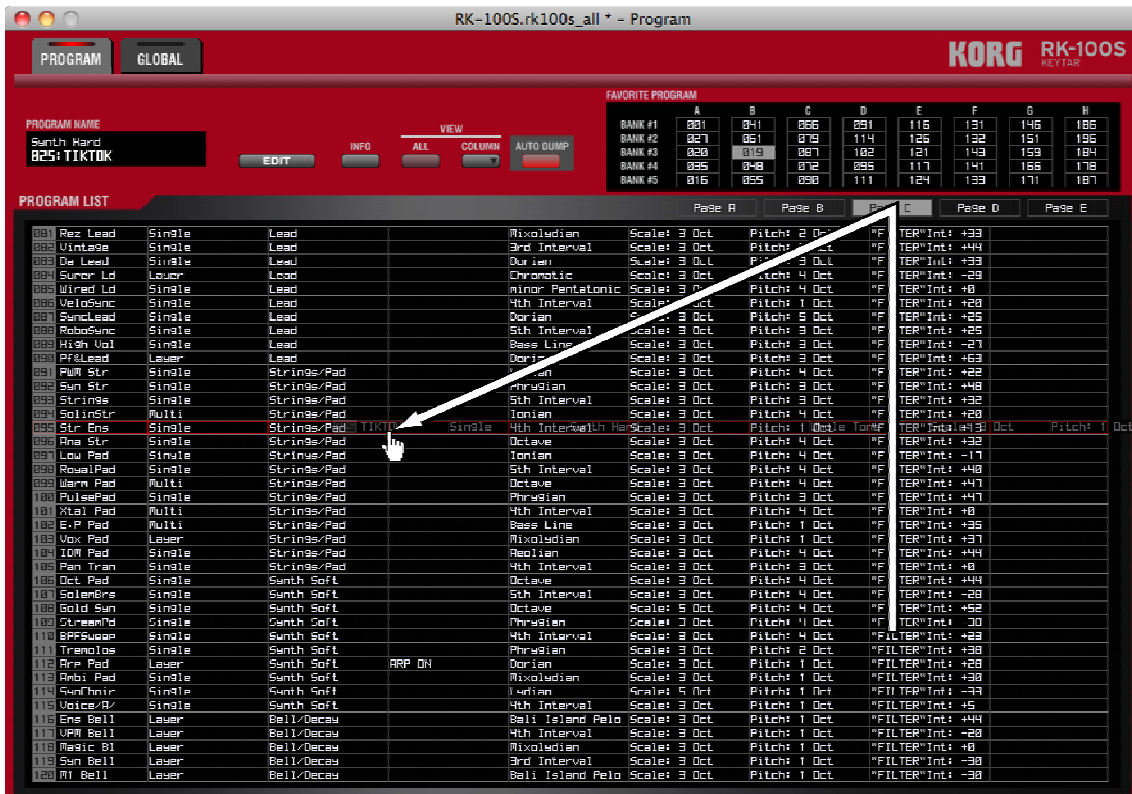
Click a program shown in the program list to select it. You can also select a program by using your computer's cursor keys. You can select multiple programs by clicking while you hold down the [Ctrl] key (Windows) or [command] key (Mac OS X). You can select a contiguous range of programs by clicking while you hold down the [Shift] key.

Moving a program

You can move a program to a different location. Simply drag and drop the selected program onto the desired location.



You can also move a program to a page that is not currently displayed. Drag the program to the page select tab of the desired destination page; the page will switch, and you can then drop the program onto the desired location in the newly displayed page.



Exchanging programs

You can exchange the location of two programs by dragging and dropping one of the two programs while holding down the [Alt] key (Windows) or [command] key (Mac OS X). As when moving a program, you can exchange programs located in different pages by dragging one of the programs to the page select tab of the other page.

Copying a program

Copying a program by dragging and dropping


To copy a program, drag the selected program and drop it onto the desired copy-destination while holding down the [Ctrl] key (Windows) or [option] key (Mac OS X). The program formerly at that destination will be overwritten. As when moving or exchanging programs, you can copy a program to a different page by dragging the program to a page select tab.

Copying a program via the menu

1. Select the copy-source program, and from the "Edit" menu choose "Copy."
2. Select the copy-destination program, and from the "Edit" menu choose "Paste." A duplicate program will be overwritten onto the copy-destination.

Editing program information

When you select a program and click the [INFO] button, the program information editing dialog box will appear. Edit the program name or comment, and click the [OK] button. If you decide to cancel the changes you made, click the [Cancel] button.

-  "Creator" and "Comment" information is not written into the RK-100S. If a program containing "Creator" and "Comment" data is written to the RK-100S and then received back into RK-100S Sound Editor, the "Creator" and "Comment" data will be lost.

Initializing a program

Select the program, and from the "Edit" menu, choose "Initialize." That program will be initialized to the initial program.

Saving a program to a file

You can save the selected program to your computer as a program data file. Select the program that you want to save, right-click (in Mac OS X, [control]-click) to display the popup menu, and choose "Save" to access the "Save program" dialog box. Specify the desired save location, enter a file name, and click the [Save] button.

Loading a program from a file

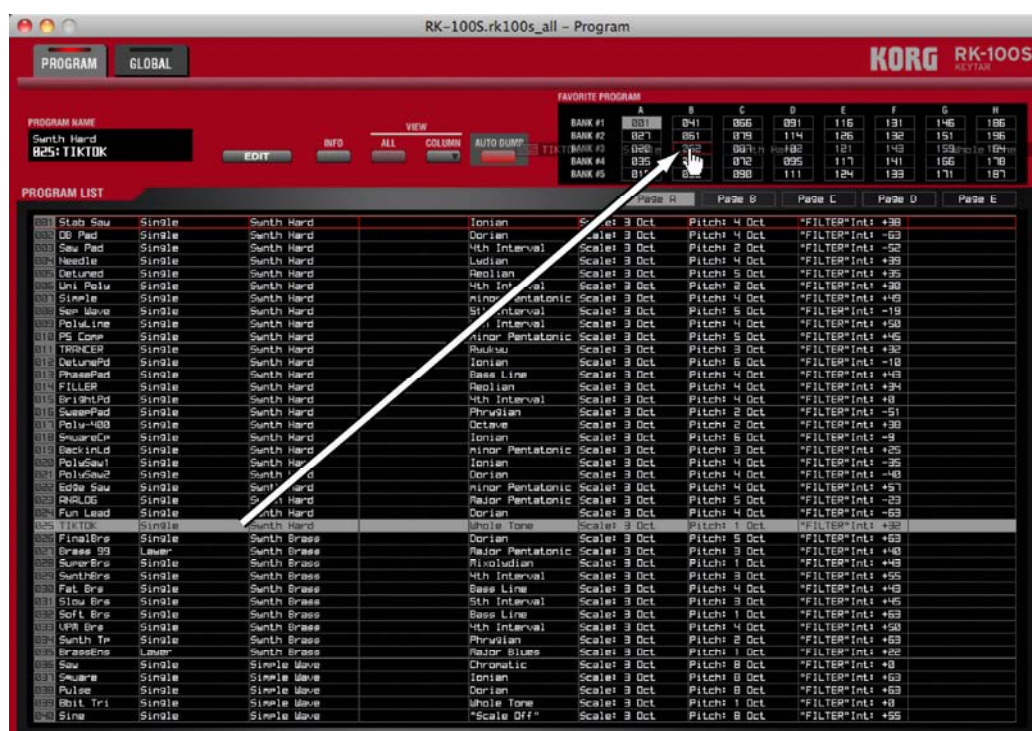
Select the program into which you want to load the file, right-click (in Mac OS X, [control]-click) to display the popup menu, and choose "Open" to access the "Load program" dialog box. Select the program data file that you want to load, and click the [Open] button.

Restoring a program

You can restore the selected program to the state in which it was prior to editing (i.e., the state saved in the file). From the "Edit" menu, choose "Revert to saved data," and the selected program will be restored to the state prior to editing.

Storing a favorite program

Drag the selected program and drop it into the favorite program list to store the program at the favorite program location where it was dropped. The favorite program formerly at that location will be overwritten.



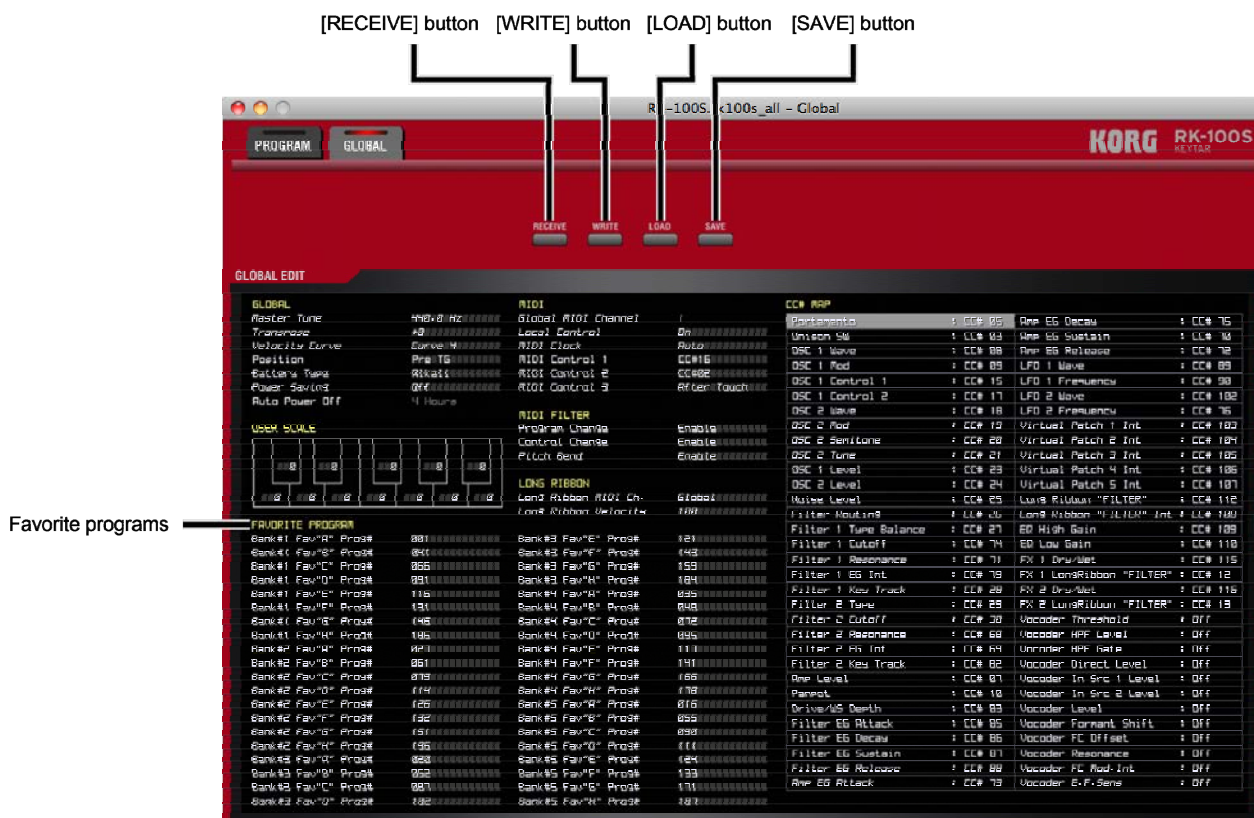
Exchanging favorite programs

Drag the selected favorite program and drop it at the desired destination to exchange it with the program at the favorite program location where it was dropped.

note The stored favorite program information will also be applied to the favorite programs in the global data.

Global data management

Screen items and their function



[RECEIVE] button

This loads the RK-100S's global data into RK-100S Sound Editor.

 Do not operate the RK-100S or RK-100S Sound Editor while data is being transmitted or received.

[WRITE] button

This transmits the global data from RK-100S Sound Editor to the RK-100S and writes it.

 Do not operate the RK-100S or RK-100S Sound Editor while data is being transmitted or received.

[LOAD] button

This loads global data from a global data file saved on your computer.

[SAVE] button

This saves global data to your computer as a global data file.

Favorite program

This shows the programs assigned to the favorites buttons of the RK-100S.

Receiving global data from the RK-100S

When you click the [RECEIVE] button or choose the "Communication" menu item "Receive global data," the global data from the RK-100S will be received into RK-100S Sound Editor.

 Do not operate the RK-100S or RK-100S Sound Editor while data is being transmitted or received.

Writing global data to the RK-100S

When you click the [WRITE] button or choose the "Communication" menu item "Write global data," the global data in RK-100S Sound Editor will be transmitted to the RK-100S and written.

 Do not operate the RK-100S or RK-100S Sound Editor while data is being transmitted or received.

Saving global data to a file

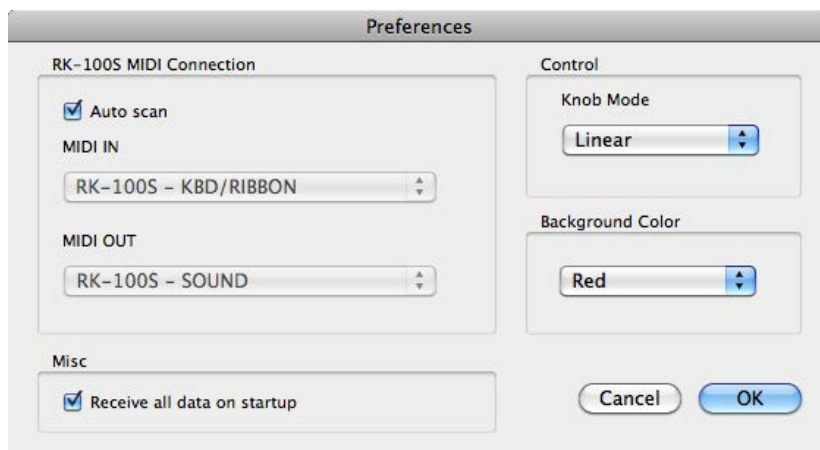
You can save global to your computer as a file. Click the [SAVE] button to access the "Save global data" dialog box. Specify the save-location, enter a file name, and click the [Save] button.

Loading global data from a file

Click the [LOAD] button to access the "Load global data" dialog box. Select a global data file and click the [Open].

Preference settings

From the Options menu, choose "Preferences..." to open the Preferences dialog box.



MIDI ports

Find devices automatically

If this setting is on, the port to which the RK-100S is connected will be found and specified automatically. If this is off, use the MIDI IN/OUT port settings to specify the ports to which the RK-100S is connected.

MIDI IN

This specifies the MIDI IN port to which the RK-100S is connected. You should normally set this to "RK-100S 1 KBD/RIBBON" in Windows, or "RK-100S - KBD/RIBBON" in Mac OS X.

MIDI OUT

This specifies the MIDI OUT port to which the RK-100S is connected. You should normally set this to "RK-100S 1 SOUND" in Windows, or "RK-100S - SOUND" in Mac OS X.

Operations

Knob operation

This specifies how the knobs shown in the editing screens will operate. For details on each type of operation, refer to "Basic operation in the editor windows."

For details on each type of operation, refer to "Basic operations in the editor windows."

Background color

This specifies the background color of screens. Select the desired RK-100S software color variation from the three available ("Red", "Black" and "White").

⚠ The new background color will be applied after the application is restarted.

Other

Receive all data at start-up

If this setting is on, all data will be received from the connected RK-100S when RK-100S Sound Editor starts up.

Menus

RK-100S Sound Editor (Mac OS X only)

About RK-100S Sound Editor

Displays version information for RK-100S Sound Editor.

Preferences

Displays the Preferences dialog box (→ p.23 "Preference settings").

Exit

Exits RK-100S Sound Editor.

File

New

Creates new library data.

New From Preset Data

Creates new library data using preset data for RK-100S.

Open

Loads library data from a library data file saved on your computer.

Save

Saves the currently edited library data to a library data file on your computer by overwriting the existing version of that file.

Save As

Saves the currently edited library data to a library data file on your computer with the name you specify.

Import microKORG XL Library Data

Reads the library data file (file extension “.mkxl_all”) for microKORG XL Sound Editor and creates new library data.

Import microKORG XL+ Library Data

Reads the library data file (file extension “.mkxlp_all”) for microKORG XL+ Sound Editor and creates new library data.

Exit (Windows only)

Exits RK-100S Sound Editor.

Edit

Cut

Cuts the selected program.

Copy

Copies the selected program.

Paste

Pastes the cut or copied content into the selected program.

Initialize

Initializes the selected program.

Revert to saved data

Reverts the selected program to the state in which it was saved to the file.

Communication

Receive all data

Loads all programs and global data from the RK-100S into RK-100S Sound Editor.

Write all data

Transmits all programs and global data from RK-100S Sound Editor to the RK-100S and writes it.

Receive all programs / Receive global data

Depending on the page shown in the library window, this command reads all programs or global data from the RK-100S into RK-100S Sound Editor.

Write all programs / Write global data

Depending on the page shown in the library window, this command transmits all programs or global data from RK-100S Sound Editor to the RK-100S and writes the data.

Receive current program

Reads the program currently selected on the RK-100S into RK-100S Sound Editor.

Send to current program

Transmits the program currently selected in RK-100S Sound Editor to the RK-100S. This operation does not write the data into the RK-100S.

Settings

Show parameter values

Shows the values of the knobs and sliders in the edit window.

Preferences

Opens the Preferences dialog box (→ p.23 "Preference settings").

Window

Open MIDI monitor window

Opens the MIDI monitor window

Open log window

Opens the log window.

Previous program

Edits the previous program.

Next program

Edits the next program.

Close window

Closes the window that is currently in the foreground.

Help (Windows only)

About RK-100S Sound Editor (Windows only)

Displays version information for RK-100S Sound Editor.

Shortcut keys

Menu items

Menu item	Windows	Mac OS X
New	Ctrl + N	command + N
Open	Ctrl + O	command + O
Save	Ctrl + S	command + S
Save As	Ctrl + Shift + S	command + shift + S
Cut	Ctrl + X	command + X
Copy	Ctrl + C	command + C
Paste	Ctrl + V	command + V
Receive current program	Ctrl + L	command + L
Send to current program	Ctrl + T	command + T
Close window	Ctrl + W	command + W

Library window

Item	Windows	Mac OS X
Show information editing dialog	i	i
Show edit window	Enter	return
Initialize selected program	Delete	delete