

KARMA

MUSIC WORKSTATION

Getting Started Guide

KORG

Table Of Contents

Features and Benefits:	3
Loading the Factory Data	6
Listening to the Demo Songs	6
Selecting and Playing Programs and Combinations	6
 KARMA basics:	
Working with the KARMA Realtime Controls in Program and Combi Modes	7
A Selection of Programs and Combinations to Try	7
 Working with more KARMA Functions:	
Assigning New CHORD TRIGGERS	8
GE's (Generated Effects)	8
Selecting and Assigning New GE's by Category	9
Copying KARMA Modules and Control Settings	9
 Combi Mode: Tour of KARMA Functions:	
Working with a KARMA Combination	10
Tour the KARMA Tabs and Edit Pages	10
Editing Sounds and KARMA Functions in a Combination	11
Recording a Combi with KARMA functions to the Sequencer	12

Korg	Workstation	Karma Music Workstation
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Feature	Benefit
<p>1792 total sound locations! 768 Programs* (384 preloaded) 768 Combinations* (384 preloaded) * with both PCM and MOSS expansions installed</p> <p>Includes a 256 program GM level 2 soundset! 64 User drumkits available (16 preloaded) plus 9 ROM GM level 2 drumkits</p>	<p>All sounds are in RAM* so you can tweak or replace them to guarantee that you have the group of sounds that you want.</p> <p>Everyone is looking for a large variety of sounds and the Karma Music Workstation delivers one the largest selections of great Korg sounds ever! <i>*Except GM</i></p>
<p>Compatible with TRITON Sounds* *except for arpeggiator and KARMA GE data</p>	<p>The Karma Music Workstation can share sound data with the TRITON series workstations.</p>
<p>32 MB PCM ROM expandable to 64 MB with optional PCM expansion boards</p>	<p>This is a huge memory area, giving the user a full gamut of imitative and synthetic wave data. Contains 425 multisamples and 413 drumsamples.</p>
<p>Hyper Integrated (HI) synth architecture 48 kHz playback Multi-mode resonant filters AMS modulation and more!</p>	<p>Karma's Hyper Integrated (HI) synth engine combines PCM ROM and optional MOSS synth engines with rich filters, complex modulation routings and the most versatile effects system in a synth today.</p>
<p>62-note polyphony</p>	<p>Increased polyphony helps when playing sustained piano passages, when developing complex KARMA-infused Combinations, and of course when sequencing.</p>
<p>61-note synth action w/Velocity&Aftertouch</p>	<p>Great feeling synth action!</p>
<p>Up to 7 effects at a time plus EQ! 5 Insert Effects with 102 effects 2 Master Effects with 89 effects Includes 32 dual mono in/out chains! 3-band Master EQ Dynamic effects</p>	<p>KARMA offers the most versatile effects system of any synth on the market. This means that your Sequences and sounds can have many "custom" effects per sound, so each instrument sounds right. The majority of the effects can be used in any location (Insert or Master) offering you the most flexibility possible.</p>
<p>AMS and Dynamic Modulation Controllers 4-way joystick 4 assignable knobs 2 assignable switches Assignable value slider, pedal and switch</p>	<p>KARMA's AMS modulation system takes full advantage of these many controllers so you can add plenty of nuance to your performances and recordings. The 4 Real-time control knobs offer two settings - preset and programmable, so they function as 8 knobs!</p>

Feature	Benefit
<p>KARMA Variable Performance Modeler</p> <ul style="list-style-type: none"> ➤ Multi-module MIDI generating technology ➤ 1190 GE's (Generated Effects) in memory ➤ Create and control your music in a whole new way ➤ Syncs to MIDI clock or internal sequencer ➤ Programs can use 1 GE ➤ Combinations, Sequences and Song Play mode can use up to 4 GE's ➤ 8 assignable Real Time Control knobs and 2 switches, plus 2 Scenes for every Program, Combi and Sequence 	<p>A totally new concept in music production and performance.</p> <p>This revolutionary technology generates amazing phrases, grooves and other musical effects that can be altered and randomized in real-time.</p> <p>Each GE contains over 400 parameters, and up to 16 of them are available for every Program or Combination, for editing or assignment to the 10 KARMA Realtime Controls.</p> <p>Assign and control GE parameters such as harmony, scale, humanize, randomization and complexity of rhythm, MIDI control changes, chord control, and much more! A far greater variety of parameters than any previous music generating function (like arpeggiators or phrase sequencers)!</p> <p>For live performance, and when recorded to the internal, or external sequencers, and even used in conjunction with the RPPR and Song Play functions!</p> <p>For intricate melodic phrases, drum grooves and more.</p> <p>For split, layer, velocity switch and per track assignment of multiple GE phrases and patterns!</p> <p>By operating the KARMA Realtime Control knobs and switches, you have complete control over your performance, in any mode!</p>
<p>16-track sequencer (same as the TRITON!)</p> <ul style="list-style-type: none"> ➤ 200,000 event, 200 song memory ➤ 150 preset drum patterns (plus 100 user patterns) ➤ Extensive editing (bar/beat/tick resolution) ➤ SMF compatible (w/direct play from disk) ➤ 4 KARMA modules per Song ➤ Record all controller movements including KARMA MIDI! ➤ Loopable tracks ➤ 32 Song Templates (16 Preset/16 User) ➤ 20 Cue Lists (100 Songs per Cue) ➤ Compatible with TRITON .SNG files 	<p>A full-function sequencer with extensive recording, editing and mixing capabilities. Combined with the KARMA real-time control and awesome multi-effects power, this is the perfect tool for "ready-to-master" music!</p> <p>Loopable tracks and the innovative Cue List let users work the way they like, creating their music in short segments to be chained together, as long linear performances, or any method in-between.</p> <p>Song Templates, preset patterns and the unique RPPR function make it easy to get started writing a song.</p>
<p>Innovative RPPR (Realtime Pattern Play and Record) function</p> <p>Each Song can hold an RPPR set</p> <p>Up to 72 Patterns per set</p> <p>Patterns can play manually, once, or loop endlessly</p> <p>The KARMA function can be used in conjunction with RPPR!</p>	<p>RPPR lets you assign musical phrases to be triggered in real-time from the keyboard. It's great for live performance and as a musical way to play parts into the sequencer. And the RPPR data goes out via MIDI so it can be used to trigger other external MIDI gear as well!</p>

Feature	Benefit
EXB-PCM and EXB-MOSS expansion boards (all user-installable!)	<i>You can configure the KARMA to be the musical tool that you need it to be.</i>
Optional 6-voice DSP synth engine (EXB-MOSS Z1 board) 128 MOSS programs 13 digital synthesis and physical modeling algorithms 6-part multi-timbral	<p>Add the cutting-edge sound of analog and digital synthesis plus accurate physical models of brass, reed, electric piano, organ, bowed and plucked string instruments.</p> <p>Multiple MOSS timbres in Combinations and sequences sound amazing!</p>
32 MB of PCM expansion 2 front panel-accessible slots, each can hold 16 MB of PCM 5 boards available (more coming!): EXB-PCM01 Pianos/Classic Keyboards EXB-PCM02 Studio Essentials EXB-PCM03 Future Loop Construction EXB-PCM04 Dance Extreme EXB-PCM05 Vintage Archives	<p>PCM expansion guarantees that KARMA will always be able to become the instrument you need - simply add the types of sounds you need for a given project.</p> <p>Quick user-installation and front panel loading for EXB-PCM makes swapping boards for various projects easy and fast!</p>
4 outputs w/ easy routing! L/R Main outputs 2 Individual outputs	<p>Multiple outputs are essential for isolating different sounds (like drums, or bass) for critical mixing situations. KARMA can route any sound to any output or stereo pair, with any effects routing desired.</p>

KARMA

MUSIC WORKSTATION

Loading the Factory Data

1. Insert the factory **KMFD-00P** disk in the disk drive.
2. Press the **[DISK]** key.

To load the factory sounds:

3. Press the **Cursor ▲** or **▼** key (below the **DIAL**) to highlight “**PRELOAD.PCG**”.
4. Press the **[F8]** key (below “**UTILITY**”) and **Cursor** to highlight “**Load selected**”.
5. Press **[F8]** (below “**OK**”) to load the factory sounds.

To load the factory demo songs:

6. Press the **Cursor ▲** or **▼** key (below the **DIAL**) to highlight “**PRELOAD.SNG**”.
7. Press the **[F8]** key (below “**UTILITY**”) and **Cursor** to highlight “**Load selected**”.
8. Press **[F8]** (below “**OK**”) to load the demo songs.

To load all of the factory data at once:

9. When you select either “**PRELOAD.PCG**” or “**PRELOAD.SNG**”, and press **[F8]** (see previous steps), the display will prompt “**Load PRELOAD.PCG too**” or “**Load PRELOAD.SNG too**”.
10. Rotate the **DIAL** to put a check in the highlighted box, and then press **[F8]** to load all of the factory data at once.

Listening to the Demo Songs

1. Press the **[SEQ]** key ↗ Press the **[F1]** key, then **Cursor** to highlight the song name field (“**000: Planet KARMA**”, “**001: K Logik**” etc.)
2. Select a song using the **VALUE ▲** or **▼** keys to the left of the display.
3. Press the **[START/STOP]** key (in the SEQUENCER control section) to begin playback ↗ Press the **[START/STOP]** key again to stop playback.

Selecting and playing Programs and Combinations

1. To select Programs, press the **[PROG]** key. To select Combinations, press the **[COMBI]** key.
2. Then press the **BANK** keys to select a desired sound bank, followed by pressing the **VALUE** keys, **DIAL**, or **keypad** to select sounds within a bank.

Note: Programs and Combinations are located in Banks A, B and E. Banks C and D are left available for loading in the EXB-PCM Expansion Board data.

To select Programs and Combinations by Category:

3. After selecting Program or Combi mode, press the **[F8]** key.
4. Press the **Cursor ▼** key to highlight “**Select by Category**”, and then press **[F8]** again to confirm “**OK**”.
5. Make your **category** selection (**Cat:**) using the **VALUE** keys or the **DIAL**, and use the **Cursor ▲** or **▼** keys to select and play through the categorized sounds. (There are 16 categories available in both Program and Combi modes).

Note: The **Select by Category** function can also be accessed (in normal play modes) by pressing the **./HOLD** key **1x**. (The left side of the display will indicate “**Cat:HOLD**”) ↗ Use the **VALUE** keys or the **DIAL** to select sounds by the category of the sound that

was previously selected. When you first access this function, make sure not to press the **.HOLD** key 2x, or sounds will change in increments of 10, and not by category. To **exit** the “Cat. HOLD” function, press the **.HOLD** key 2x (“Cat. HOLD” will disappear from the display).

Tip: Make sure to try the **CHORD TRIGGERS** when selecting Programs and Combinations. Whether the KARMA function is on or off, these keys provide pre-programmed chords for quick sound auditioning!

Working with the Realtime Controllers

As you play, try working with the Realtime Control knobs, Joystick and Switches 1&2 (far-left of the front panel). They're all programmable for every sound, and just like the KARMA controls, any changes you make to these knobs can be sequenced!

Working with the KARMA function in Programs and Combinations

1. While in either **Program** or **Combi** mode, select a sound, and then press the **[F5]** key to view the **K.RTC** tab (KARMA Realtime Controls).
2. Confirm that the **KARMA ON/OFF** key is **ON** (lit). (It's located next to the **VOLUME** Slider).
3. Try the four **CHORD TRIGGERS**. They all have chords pre-programmed by the KARMA voicing team.
4. Turn one of the eight **KARMA REALTIME CONTROL** knobs; The display shows the parameters that you can control.
5. Press the **[SCENE]** key, and play or use the CHORD TRIGGERS to hear another pre-programmed setting of the KARMA controls. The SCENE key lets you store two complete settings for each sound.
6. Try varying the other KARMA knobs and switches. Note that the **LATCH** key, when lit, will continue to play the assigned pattern(s) after you release your hand from the keyboard or CHORD TRIGGERS.
7. Select a few more Programs and Combinations, and try the KARMA functions as you audition each sound.
 - *To return a knob to its original value, hold the **[ENTER]** key and rotate the knob.*
 - *To return a Scene to its original status, hold the **[ENTER]** key and press the **[SCENE]** key.*

A Selection of Programs and Combis to Try

The following chart contains suggested sounds from each category for you to work with. Included with each sound are “pointers” to help you discover the amazing Realtime control you get with KARMA. In order to view the assigned KARMA control parameters as you go through the listing of sounds, press the **[F5]** key (K.RTC tab), and then begin selecting and auditioning these sounds, using the **BANK** keys and **keypad**... **Enjoy!**

Category	PROGRAM	Name	Try these KARMA Realtime Controls:
0 KEYBOARD	A001	Acoustic PianoAT	Aftertouch, Knobs 5,6 as you play
1 ORGAN	B119	Church Pipes	Chord Triggers & Scene 1&2 / Knobs 7-8
2 BELL / MALLET	A015	Monkey Skulls	Chord Triggers & Scene 1&2 / Knobs 1,3,4,5,8
3 STRINGS	B019	String Quartet	Play full range, then SW1 and play again/Scene
4 VOCAL / AIRY	A027	Choir Of Light	Play w/ KARMA Off, then on / Chord Triggers / Scene 1&2
5 BRASS	B057	Horns & Ensemble	Chord Triggers / Knobs 3-7 / SW2 / Scene 1&2
6 WOOD / REED	B115	Harmonica	Hold note in low range and change Scene 1&2
7 GUIT / PLUCK	E004	Spanish Gtr C6->	Hold chord midrange, control ManAdvance w/upper keys
8 BASS	A038	30303 Mega Bass	Knobs 1,4,5-8 / Scene 1&2
9 SLOW SYNTH	E062	MellowMoviePad	Chord Triggers / Scene 1&2 / AllKnobs, SW1
10 FAST SYNTH	A080	Cosmic Furnace	Play, Scene 1&2 / Knobs 5-8
11 LEAD SYNTH	A076	Old & Analog	Scene 1&2 / All knobs/SW 1&2
12 MOTION SYNTH	A078	Aqua Phonics	Scene 1&2 / Knobs 1,5,6 alter "wavesequene" effects
13 SE	B088	Dark Night	Scene 1&2 / Knobs 1, 5-8
14 HIT/ARP	A034	Arp Angeles	Chord Triggers / Knobs 1,3, 6-8 / Scene 1&2
15 DRUMS	A052	Psycho Kit	Chord Triggers / Scene 1&2/ AllKnobs, SW1&2

Category	COMBI	Name	Try these KARMA Realtime Controls:
0 KEYBOARD	A017	D&B Piano Pad	All knobs to vary drum grooves / Scene 1&2
1 ORGAN	A104	Old Tubes	Knobs 1,3,4,5,6 / Scene 1&2
2 BELL / MALLET	A092	Song Of Africa	All knobs to vary drum grooves / Scene 1&2
3 STRINGS	E013	Orchestral String	Hold low note & work with all knobs /Scene 1&2
4 BRAS/REED	E099	French Brass	Knobs 1,7,8 /SW 1&2 / Scene 1&2
5 ORCHESTRAL	A018	Heroic Scene	Play, then turn KARMA ON / Chord Triggers /Knobs 1, 5,6 / Scenes
6 WORLD	A073	Beyond Nepal	Knobs 1,3,7,8 /Scene 1&2
7 GUIT / PLUCK	E039	Alchemy Layer	Hold chord -Knobs 5-8 /Scene 1&2
8 PADS	A010	UniversalOrchestra	CHORD TRIGGERS -Knobs 5-8 /Scene 1&2
9 MOTION S	A004	Vocoderhythm	Chord Triggers -Knobs 3-8 /SW1 /Scene 1&2
10 SYNTH	A107	4 GateCyc SW1	Scene 1&2 / SW1 / Knobs 1,4,8
11 LEAD SPLIT	B014	Pad/MelRpt1	Chord Triggers / Scene 1&2/JS +/-Y =Melodic Repeat
12 BASS SPLIT	A025	Konga Land	Chord Triggers, then JS +/-Y with both Scenes
13 COMPLEX	A047	Alpha Mega Synth	Chord Triggers - then Knob 8 /Scene 1&2
14 FAVORITE	A000	Voice Of KARMA	All Knobs / SW1&2 /Scene 1&2
14 "	A002	KARMA Orches	Chord Triggers / All Knobs / Scene 1&2
14 "	A003	From Satellite-Y	Chord Triggers / All Knobs / Scene 1&2 /JS -Y
14 "	A014	Magic Flute	ChangeChords in LH & Play RH Flute gliss/Knobs 1-3 Flute, Knobs 5-8 Guitars
14 "	A051	West Side Jam	Chord Triggers /SW2, then Knob3/Scene 1&2 /RH Brass lines
15 DRUMS / HITS	B038	Crazy Hit Tricks	Knobs 1,3,4-8 /Scene 1&2

Tour of KARMA Functions

Assign new CHORD TRIGGERS to a Program:

1. Select Program **A005 Acoustic Guitar**, and then try the pre-programmed **CHORD TRIGGERS** for this sound.
2. Press the KARMA **ON/OFF** key to turn the KARMA function **OFF** (unlit).
3. Play a chord on the keyboard, and then press the KARMA **ASSIGN** key, followed by pressing **CHORD TRIGGER 1**.
4. Repeat the previous step, but assign new chords to **CHORD TRIGGERS 2-4**.
5. Now play each of the **CHORD TRIGGER** keys to hear your assigned chords.
6. Press the KARMA **ON/OFF** key to turn the KARMA function **ON** (lit), and then play each of the **CHORD TRIGGERS** again.
7. Press the **[F6]** key (Note tab), and as you press the new CHORD TRIGGERS, note that the keyboard graphic indicates where the CHORD TRIGGERS are assigned. Also note that the lower left of the display will show the actual chords assigned as you trigger them.

Note: Alternatively, you can assign new chords to the CHORD TRIGGERS by first pressing the **ASSIGN** key, followed by playing a chord on the keyboard, and finally pressing one of the **CHORD TRIGGER** keys. When using this method, to assign notes that are farther apart than you can play comfortably, or are difficult to play simultaneously, hold down the first note and then add additional notes one by one with the other hand. As long as you are holding the first note, the other notes (up to 7 more) can be assigned without holding them down. When you are finished pressing all desired notes, release the first note and press the CHORD TRIGGER key. Note that the velocity with which you play the *last* note is the velocity assigned to the entire chord.

GE's (Generated Effects)

The phrases and patterns produced by a KARMA module are generated by a **GE (Generated Effect)**. There are 1190 GE's in memory, organized in 16 different categories. In Program mode, one GE can be used. In Combi, Song and Song Play modes, up to four GE's can be used. More in-depth information on the various GE parameters will be provided in subsequent training manuals. For now, let's get you started on the basics...

Continue working with Program A005 Acoustic Guitar:

8. Press the **[F4]** key (KARMA tab). This tab lets you view the assigned GE for this Program.
9. Try adjusting the tempo using the TEMPO knob.
10. Press the **Cursor ▼** key **1x** to highlight GE “**0465: GuitarStrum 04/A05**”.
11. Press the **[F8]** key [UTILITY], and then press the **Cursor ▼** key to highlight “**Select by Category**” ♦ Press the **[F8]** key again. The Select by Category page will appear in the display.
12. Press the **Cursor ▼** key **2x** to highlight “**0467: GuitarStrum 06/A05**”, and play the keyboard or **CHORD TRIGGERS** to try this new GE.
13. Press the **COMPARE** key (in the keypad area) to recall the original settings for this Program.

Note: Selecting GE's by category on this page works the same way as Select by Category for Programs and Combinations. The 16 categories can be accessed in the bottom center of the display, and GE's within the selected category can be changed with the **Cursor ▲** and **▼** keys, or by cursoring left to “Index:”, and then using the **VALUE ▲** and **▼** keys. Also note that you need to highlight the GE (step 3 above) in order to access the Select by Category page for GE's.

Special Note: We recommend ALWAYS turning OFF the KARMA function before selecting new GEs. Since a GE can be sending a lot of controller information to a sound, changing GEs while KARMA is running can result in sounds being left in an edited/modulated state, which means the new GE may not sound right.

Selecting and assigning new GE's by Category:

1. Select Program **E096 Thin AnaLead**, and then turn the KARMA function **ON**.
2. Press one of the **CHORD TRIGGERS** to start the GE playing.
3. Now that you've heard how it was programmed, let's explore some of the cool arpeggiator GEs included in the Karma Music Workstation. Turn **OFF** the KARMA function.
4. Press **[F4]** (KARMA tab), **Cursor** to highlight “**Init K.RTC (KARMA Realtime Controls)**”, and turn it on using the **Value ▲** key. This guarantees that as you select new GEs that they will be loaded with all their correct values (overriding the current positions of the KARMA Realtime Controls).
5. **Cursor** to highlight the **GE** assigned to this Program, and type **0 + ENTER** on the numeric keypad to select **Arp Model 01 Up/Dn**.
6. Turn **ON** the KARMA function and press a **CHORD TRIGGER** to hear this cool arpeggio GE.
7. Press **[F8]** (UTILITY) and **Cursor** to highlight **Select by Category**, followed by pressing **[F8]** again to confirm **OK**.
8. Use the **Cursor ▲** and **▼** keys to try new arpeggio-based GE's for this Program. Be sure to turn **OFF** KARMA before selecting a new GE and then re-starting it. This way the sound and GE will be restored before you start a new performance.-Tip: There are 33 dedicated arpeggiator model GEs, and they are arranged consecutively as GEs 0-32. You can also just increment the GE number using the **Value ▲** and **▼** keys at step 5.

To see what the eight knobs and 2 switches are doing for each GE you must go into Edit mode, since the RT Parameter page will still be showing the Name assignments stored with the program.

9. Press **[F8]** to accept the current GE.
10. Press **MENU** and then press **[F6]** until **KGE (KARMA GE)** is highlighted. Press **[F8]** to open the page.
11. Press **[F1]** through **[F4]** to view the GE parameters and their assignments to the knobs and switches. Move the knobs and switches as desired to listen to the effect they have over the GE.
12. Press **EXIT** to return to Step 4 and continue as desired.

Copying KARMA modules and Control settings in Program mode:

1. Select Program **A006 Nasty Bass** using the **keypad**, and then play some low notes to hear this bass GE. Be sure to try the two Scenes and the KARMA Realtime Controls.
2. Turn **OFF** the KARMA function and press **[F4]** (KARMA tab).
3. Press the **MENU** key, and then press **[F6]** to highlight “**KARM**” ♦ Press **[F8]** (Open), and then press **[F8]** (UTILITY) once again ♦ **Cursor** to highlight “**Copy KARMA Module**”, and then press **[F8]** to confirm **OK**.

4. **Cursor** to highlight the top line, and make sure that the display indicates “From: **Program**”.
5. **Cursor ▼ 1x** and highlight the Program name field, and using the **keypad**, press **38**, then press **ENTER** to select Program **A038: Mega Bass** as the copy source Program.
6. **Cursor ▼ 1x** and highlight “**KARMA RT&Panel Settings**”, and then rotate the **DIAL** to check the “box”.
7. Press **[F8]** to confirm **OK**. The source GE and associated parameters / Realtime Controls are now copied to Program A006. The synth parameters remain as they were originally; only the KARMA parameters have been copied.

Note: As you learn more about KARMA, you’ll find many sounds and KARMA setups that can be “interchanged” in this way, with some new and unique results.

Combi Mode: Tour of KARMA functions

Up to four GE’s can be assigned in a Combination; split, layered and velocity switched, for any or all of the eight timbres available. With up to four KARMA GE’s at your control, you can create and perform with Combinations like drum patterns triggered with bass patterns and guitar strumming phrases, and still use any area of the keyboard you like to play live parts! And best of all, your Combi can be quickly copied and recorded, with all the KARMA control movements, to the internal or external sequencer!

Working with a KARMA Combination:

1. Press the **COMBI** mode key, and then select Combination **E001 Bass&WhirlySplit**.
2. To get an idea of how this Combi sounds, trigger the KARMA function by using the **CHORD TRIGGERS** or keyboard, then press the **SCENE** key to hear how the KARMA Realtime controls have been programmed for Scene 2.
3. Press **[F5]** to display the KARMA **K.RTC tab** ♦ As you play, work with the KARMA Realtime controls to vary parameters like Rhythm Complexity, Swing, Kick and Snare Level and Sound, etc. After you’ve spent some time working with the KARMA controls, reset the edited Scene by **holding** the **ENTER** key and pressing the **SCENE** key.
4. Turn **OFF** the KARMA function for now.

Tour the KARMA tabs and edit pages in this Combination:

Note: Although we won’t cover all of the pages and parameters accessible in this section, you should find the following brief descriptions helpful in understanding the KARMA functions. For more information, see the great KARMA Owner’s Manuals, and stay tuned for upcoming tutorials and tips!

KARMA Play mode tabs:

1. Press **[F4]** (KARMA) to view the **KARMA tab**. Here, you can view and assign new GE’s to the four KARMA modules (A-D), as well as setting **Run** and **Solo** status for each module. **GE Select by Category** is also available via the **[F8]** (UTILITY) popup menu. Note by the **Run** status shown, that this Combi is only using one KARMA module.

Note: In certain Programs and Combinations the Run Status will be “greyed” out This means that a controller is being routed to turn on and off the GE using Dynamic MIDI control. Most times this will be the joystick, so try the X and Y axis’s to hear this cool effect!

2. Press **[F6]** (Note) to view the **Note Activity tab**. Here you can see a graphic representation of KARMA modules A-D zone and note indicators, and when KARMA is running, you’ll see the actual chords as they are played or CHORD TRIGGERED. As in all play mode KARMA tabs, the programmed Tempo can be viewed and accessed as well.

KARMA Edit Pages:

1. Press the **MENU** key ♦ Press **[F6] 1x** to highlight **KARMA**, and then press **[F8]** ♦ Press **[F1]** (Setup). This tab once again indicates the GE setup and Run/Solo status for each module A-D, but in this edit page, you can now access the **Copy** and **Init KARMA Module** parameters (located within **UTILITY/ [F8]**).
2. Press **[F2]** (MIDI I/O) to view the **MIDI Input/Output** settings for this Combi. Note the left column **A-D** modules, and the MIDI Input and Output Channel assignments. Also note that for this Combi, module **A** is set for **Gch** (Global Channel 1) as the **Input Channel**, and **Channel 2** has been assigned as the **Output Channel**, and the graphic indicates that **Timbre 4** is the destination timbre for this assignment. The **Timbre Thru** boxes let you set each module

so that the timbres assigned will sound when the KARMA function is OFF. In other words, if module **A**'s Timbre Thru box were checked, the drums would sound from the keyboard when KARMA was OFF.

3. Press **[F3]** (KeyZ). This page is used to set zone ranges for each of the KARMA modules, like when you want a split keyboard with a GE playing a bass line, while your RH can play an different GE-driven synth sound. Note the keyboard graphic; when you set key zones, this graphic is helpful for viewing each module's zone.
4. Press **[F4]** (Key T). This page allows you to determine the Thru status for each KARMA module when KARMA is ON. When **In** is checked the sound will be heard on the keyboard along with the GE-driven data. When **Out** is checked the sound will be live on the keyboard in ranges beyond, or outside of the GE range you defined on the KeyZ page.
5. Press **[F5]** (RxFltr). This page lets you filter out different controllers from each GE zone. This is useful to avoid controller conflicts between what the GE is doing and how the original Program was set up.
6. Press **[F6]** (TxFltr). This is a CRITICAL page when trying out GEs on different types of sounds than the GE was originally created for. Here you disable some of the fancier aspects of a GE individually, like the CC patterns and the three envelopes. If you call up a GE and it sounds a little bit "funny" on a sound be sure to come to this page and try unchecking some or all of these parameters to "tame" the GE's behavior a bit.
7. Press the **MENU** key, and then press **[F6]** to highlight "**KMdl**" ♦ Press **[F8]** (Open). In this page there are two tabs available, for setting **KARMA Module Parameters**, **Trigger/Latch**, and **Clock Advance** settings. Quantize Trig (Parm1 tab) is an important parameter to know. If you find a GE not responding to your changing of chords or notes it's likely that this parameter is ON, so your input triggering is being quantized. Try turning it off and see if it "feels" better. To scroll to each of the four modules, press the **[F6]** and **[F7]** keys below "**M↓**" and "**M↑**".
8. Press the **MENU** key, and then press **[F6]** to highlight "**K GE**" ♦ Press **[F8]** (Open). This page is for assigning **Value** and **KARMA Knob** and **Switch Assignments**, plus **Polarity** settings to the **16** assigned GE parameters for each of the four modules. The parameters can be accessed by pressing the **[F1-4]** keys.
9. Press the **MENU** key, and then press **[F6]** to highlight "**KRT**" ♦ Press **[F8]** (Open). The first two tabs (**[F1]** and **[F2]**), are where you can make settings for the **KARMA RT Parm**s (Realtime Parameters). These allow you to take realtime control of the previous parameters we've looked at, so you can change settings dynamically using the 8 knobs, 2 switches and something called Dynamic MIDI.

By setting up Dynamic MIDI (**[F3]**) you can use controllers like the Joystick, pedals, keys or velocity to affect many of the KARMA settings. An example of this that is used quite often is to use the Joystick -Y to re-trigger a KARMA module.

The Name tabs (**[F4]** and **[F5]**) are where you select the best descriptive **NAMES** for what you have assigned to the eight knobs and two switches. Also on this page are settings for various **Random Seed** parameters, which have to do with how one KARMA module randomly interacts with another, based on Rhythm, Velocity and other available parameters.

Editing sounds and KARMA functions in a Combination:

The following exercise will help you to understand how to assign new sounds and KARMA GE's to a Combination. It begins by auditioning a drum Program and its assigned GE, and then assigning the Program to a timbre in the previous Combination, followed by copying the Program's GE and KARMA Realtime Control setup.

1. Press the **PROG** mode key, and then select and trigger the KARMA function for Program **B36 Standard Kit 2**, to get an idea of how it sounds ♦ Note the **TEMPO** setting "**90**" in the upper-right of the display.
2. Press the **COMBI** mode key, and select Combination **E001 Bass&WhirlySplit**, and then trigger the KARMA function for this Combi.
3. Press **[F2]** (Prog tab) ♦ **Cursor** to highlight "**Timbre 4 Drum: A004**", and then use the **BANK** key and **keypad** to enter Program **B036** for this timbre ♦ Continue to let the GE play.
4. **Cursor** to the **TEMPO** indicator "**86**" (upper-right) and set the tempo to "**90**".
5. Press the **MENU** key, and then press **[F6]** to highlight "**KARM**"
6. Press **[F8]** (Open), and then press **[F1]** to view the **Setup** tab. This is the Edit KARMA Setup tab, for assigning new GE's to the four KARMA modules, and setting **Run** and **Solo** status for each GE.
7. Press **[F8]** (UTILITY), and then **Cursor** to "**Copy KARMA Module**" ♦ Press **[F8]** again to confirm **OK**.
8. From the popup menu that appears, **Cursor** to and select **Program B036 Standard Kit 2**
9. **Cursor** to "**KARMA RT&Panel Setting**" and rotate the **DIAL** to check the **box**.
10. **Cursor** to and select "**To: Module: A**", and then press **[F8]** to confirm **OK**.

11. Turn **ON** and trigger the KARMA function again

Note: When you play, the drum sounds are now being triggered across the whole keyboard. This is because of the original settings copied from the drum Program

12. Press **[F4]** (KeyT), and view the settings for **KeyThru**, where you can set each KARMA module to sound or not sound, from **IN**, or **OUT** of its assigned **Zone**.

13. **Cursor** to and highlight Module **"A In"** (left side of display), and then rotate the **DIAL** to un-check the **box**. This sets KARMA so that the drum notes will not play as you strike the keys. Try playing in the lower range of the keyboard now, as the KARMA module runs. The drum pattern will play, and you'll only hear the Bass timbre.

14. Press **[F8]** (UTILITY), and then **Cursor** to **"Write Combination"**

15. Press **[F8]** again, and use the **BANK** key and **keypad** to select destination Combi **C001 InitialCombi**

16. Press **[F5]** (Name), and then press **[F1]** (Clear) to clear the name field

17. Using the **[F]** keys, enter **Split2** as the new name, and then press **[F8] 2x** to write the edited Combi to **C001**.

Note: For more information, see the KARMA Owner's Manuals: Combi and Edit KARMA sections, and stay tuned for more tips!

Advanced Tip: If you would like the drum Program assigned to contain the same insert effects as its original Program, just press the **MENU** key, navigate to the **BUS** page above **INS** (Insert), press **[F7]** (Route), and check the bus for timbre **4**. Then press **[F8]** and **Copy Insert Effect(s)** from the source Program to the selected Combi, making sure to set the destination **IFX** settings to the same as timbre 4's bus (in this example, IFX1/2).

Recording a KARMA Combination to the Sequencer

1. Select and audition Combination **E025 Gig Split**. This Combi contains four active KARMA GE's (Module D is controlled by Dynamic MIDI), ready to be quickly copied and recorded, along with KARMA Realtime controls, to the KARMA sequencer.
2. Press the **SEQ** key, and then enter **10** (an empty song location) on the **keypad**. A popup menu will appear: **"Create new song..."** ▶ Press **[F8]** to confirm **OK**. (If no factory demos are loaded, you do not have to select a new song in this way)
3. Press **[F8]** (UTILITY)
4. **Cursor** to **"Copy From Combi"**, and then press **[F8]** again.
5. Enter **E025** with the **BANK** key and **keypad**, and then **Cursor** to highlight **"with Effects"** ▶ Rotate the **DIAL** to check the **box** ▶ Press **[F8]** to confirm **OK**.
6. Press **[F6]** (Pref.) and **Cursor** to highlight **"Multi REC"** ▶ Rotate the **DIAL** to check the **box**.
7. Press **[F7]** (K.RTC tab) so that the KARMA Realtime controls are shown in the display.
8. Press the **REC/WRITE** key, and then press the **START/STOP** key. During the precount after pressing START/STOP, make sure to press and hold one of the **CHORD TRIGGERS**, or play a chord on the keyboard, so that the beginning of recording is in sync with the KARMA patterns to be generated! Don't worry if you can't hear the pattern start at this point; it will start, in sync, as soon as recording begins.
9. As you are recording and playing the keyboard or **CHORD TRIGGERS**, work with the **KARMA Realtime Controls** in the same way as you would when playing a Combination. Change **Scenes**, press **Switch 1** and **2**, and make changes any of the **eight knobs**. Everything you do will be recorded to the sequencer.
10. When you are finished, press **START/STOP**, and then press **START/STOP** again, to playback your sequence.

Advanced Combi-Recording Tips

Since we are not actually using all sixteen tracks of the sequencer it's best to not leave them all enabled for recording. By using only the number of tracks you actually need you'll have more note memory available per track. So here's the more detailed steps to ensure you maximize your available note memory.

1. After Step 6 from above, do the following before Step 7:
2. Press **[F2]** (Prog 8) and **Cursor** to highlight **"REC"** on Track 5. ▶ Press the **Value ▲** key to set it to **"PLAY"**.
3. Repeat this process for tracks 6-8, and then press **[F3]** (Prog 16) and repeat to set tracks 9-16 to **"PLAY"**.

Tip: When setting track status for REC/PLAY, you can move to each track quickly by **holding** the **TIMBRE/TRACK** key and pressing the **F1-F8** keys, to highlight each track

4. For other Combis, you determine which tracks you need to record on by pressing the **MENU** key, and then pressing **[F6]** to highlight "**KARM**".
5. Press **[F8]** (Open), and then press **[F2]** to view the **MIDI I/O** tab. Look to see which output MIDI channels are being used - these are the Tracks that need to be set to "**REC**" on the main Sequencer page.

Note: If a GE is transmitting to more than one track you don't need to record-enable them both, only the first one is needed.

Note: If none of the Output tracks are set to MIDI channel 1 (the Input channel) then when you go back to the main sequencer page be sure that you select the first track that IS on MIDI channel 1 to be your current recording track. To do this, exit from the Menu and then press **[F1]** (Play.REC). **Cursor** to T01 and use the **Data Entry** controls to select the track needed.

Try sequencing with Combi **B053 Ministry of Dance** to experiment with a setup that requires these steps. It requires Tracks 1,3 and 4 to be record-enabled, and the current recording track to be Track 5. Note that Track 5 doesn't need to be record-enabled since no data is being output to MIDI channel 1, but it is the correct track to send MIDI into the KARMA GE's. Got it?