

# OS Version 2.0

Overview and Guided Tour

**TRITON**  
STUDIO  
MUSIC WORKSTATION/SAMPLER

**KORG**



## TRITON STUDIO O.S. Version 2.0 Features

- HD Audio Recording
- Auto Sampling / HD Audio Setup
- New WAVE Edit Commands
- Bounce All Tracks to New Song
- Swing Quantize
- Tap Tempo
- Improved “Compare” Feature
- “One-Touch” Recording
- Realtime Recording/Playback of MIDI Exclusive Messages
- “Tone Adjust” Sequencer Settings
- System Exclusive Sequencer Recording
- Copy Program Command
- Advanced Conversion Load for Improved AKAI Sample Loading
- Collect Audio Track Command
- Load PCG (RAM) and Samples
- SCSI Target Mode
- “Optimize Media” Command
- “Start/Stop Footswitch Control in Song Play Mode
- TRITON Le and Karma Song and Sound Data Compatibility

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## **TRITON STUDIO V2 - Guided Tour**

***Before you begin this guided tour, make sure to follow the OS Version 2.0 installation instructions on the PDF document which comes with the OS upgrade files!***

In this tour we will go through some of the main new functions of V2! Get ready to explore even MORE great features to make your TRITON STUDIO truly the most powerful workstation on the planet! Hurray, TRITON STUDIO! (And you thought it was just all “Crazy Talk”)

After the Guided Tour, please see the 2.0 manual for in-depth instructions on all of the new features so you can upgrade yourself to “TRITON STUDIO Madman” status.

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***We’ve created this Guided Tour to do exactly that – take you on a “tour” of the new V2 functions. And this means that you’ll need to follow each section from start to finish. Don’t worry – it’s easy! We’ll have you up and “V2’d” in no time at all!***

**\*\*Important:** Please reload the FACTORY PRELOAD data (PRELOAD.PCG only) from the internal hard drive, before beginning this Guided Tour.

### ***Load a Template Song and a drum pattern, and then work with the Tap Tempo function:***

***Please power off and restart the TRITON STUDIO before beginning. And once the TRITON STUDIO powers up...***

1. Press [SEQ] and then press the upper right ▼ popup in the display → From the menu, press “Load Template Song”.
2. Press the ► popup next to “P00: Pop/Ballade”, press the scroll bar, and from the menu select “P14: Hip Hop/Rap” → Press to check the box next to “Copy Pattern to Track too?”, and then press “OK”.
3. Using the numeric keypad, press “124”, and then press the [ENTER] key → Press “OK” 4x, to copy the pattern selected to Track 1 for a total of 32 measures → Press “Exit”.
4. **Change the tempo using the new Tap Tempo function:** Press SEQUENCER [START/STOP], and then “tap” on the [ENTER] key to set the desired tempo. *You must tap at least three beats for the tempo to change. The new tempo is indicated in the upper-right of the display* → Highlight the “Tempo” indicator in the display and set the tempo back to “90”.
5. Press [START/STOP] to stop playback, and then press [LOCATE] to reset to the song beginning.

### **Try the new Swing Quantize function:**

*The Hip Hop pattern you loaded needs a more natural feel – let's make it really "swing"...*

1. Press the [MENU] key → Press "P5: Track Edit" → Press the upper right ▼ popup and select "Quantize" → Make the following settings: "From Measure:"001 → "To Measure "032 → "Resolution": 16th note → "Intensity": "100" → Now set "Swing:" to "+110%" and press the [ENTER] key → Press "OK".

**TIP:** *In the last step, you set the Resolution to 16<sup>th</sup> notes as above, but TRITON STUDIO V2's Swing Quantize function can swing any note division desired! You won't find this feature on many other workstations, or even on many software-based applications!*

2. Press [START/STOP] to hear the new swing percentage applied → Press [START/STOP] to stop playback, followed by the [LOCATE] key to reset to the song beginning.

**TIPS:** - *Try different Swing percentage settings, using the COMPARE key as you go, to toggle between the original and new values.*

- *You can "get inside" the recorded elements of a track, and apply swing to single notes or specific note ranges! (In Track Edit, Quantize page, select "Kind" as "Note" data, and set the "Bottom" and "Top" note range) This means that you can set resolution and swing percentage independently for hi-hats versus the kick and snare – the best swing quantize results are often made by NOT quantizing the whole track!*

### **Explore the new Realtime Recording/Playback of System Exclusive Messages:**

1. **First you'll need to make sure System Exclusive is enabled in GLOBAL mode.** Press [GLOBAL] → Press [MENU] → Press "P1: MIDI", and in the "MIDI Filter" field, check the box next to "Enable Exclusive".
2. **Now you'll need to setup Overdub Recording so you don't erase the current track info.** Press [SEQ], then press the [EXIT] key to return to "P0:Play/Rec" page → Press the "Preference" tab → In the "Recording Setup" field, press the "Over Dub" radio button.

**Try recording some of the new Tone Adjust parameters:**

3. Press [MENU], and then press "P5: Track Edit" → Press the "Tone1.2 1-8" tab → In the "Tone Adjust 1" field for track 1, press to highlight "+00" (just below ► LPF Fc) → Use the [VALUE] slider to raise and lower the value as you re-strike the keyboard to trigger drum sounds. (You're changing the Low Pass Filter Cutoff - currently assigned to Tone Adjust 1).

*Once you're satisfied with the setting, it will remain throughout the song unless you overdub a realtime change. This allows you to tweak program parameters in sequence mode, without having to jump back to program mode to make the changes! The Tone Adjust changes that you make in sequence mode do not affect the program itself – they only pertain to the song that you are working on.*

**Now to record the tone adjust changes in realtime:**

4. Press [REC/WRITE] and then press [START/STOP] to start recording, and over dub your tone adjust changes with the [VALUE] slider in realtime. Try recording the slider movements in rhythm as the song plays → Press [START/STOP] when finished recording.
5. Playback the song to hear (and see) and the recorded changes → Press [START/STOP] to stop playback, and [LOCATE] to reset to the song beginning.

***And now for some extreme fun...***

6. Press the popup ► for Track 1 in the “Tone Adjust 2” field of the display (ResoHPF), and check out the the list of 25 available tone adjust parameters! → Press the scroll bar to move through the list, and select the “Reverse” parameter (last one in the list).
7. Below “Rev”, press to highlight the “PRG” parameter ► Press [REC/WRITE], then press [START/STOP], and overdub the new Tone Adjust changes with the [VALUE] slider in realtime. Move the slider all the way up to “On”, and then all the way down to “Off”, to record the Reverse function on /off for the drum track → Press [START/STOP] when finished. ***You’ve just recorded a tone adjust parameter which reverses the playback of the drum samples in the program assigned to track 1!***
8. Playback the song to hear (and see) and the recorded changes! Press [START/STOP], then [LOCATE] again.

***More fun? How about adding a bass track and exploring another Exclusive Message trick?...***

1. Press [EXIT], and then press the “Prog.1-8” tab → Press the ► popup next to “Track 1: Drums”, and press to select “Track 2: Bass”.
2. Press [MENU], and then press “P7: Arpeggiator” → Press the “Setup 1-8” tab, and in the “Arpeggiator Assign” field, press the ► popup in the “Bass” column (Track 2), and press “Off” and select “A”.
3. Press the “Arpegg. A” tab, press to highlight “P000:UP” in the Pattern select field, and using the numeric keypad, press “38”, followed by the [ENTER] key, to select arpeggio pattern “U038” for the bass track.

***Now to record a “one-note” arpeggiated bass track...***

4. Press the ARPEGGIATOR [ON/OFF] key (lit) to turn on the Arpeggiator → Be sure to reset to the song beginning, and then press [REC/WRITE], then [START/STOP] → **Hold down** a key in the lower range of the keyboard during the 2-measure precount – this will assure that the arp pattern will sync to the first beat recorded. Once recording begins, the arp pattern will start. Continue to **hold down** the key for **four** measures, and then press [START/STOP] → Press the ARPEGGIATOR [ON/OFF] key to turn it off (unlit).
5. Press [MENU], then press “P2: Track Edit” → Press the “Pitch 1-8” tab, and in the “Transpose” field for the “Bass” track (2), press to highlight “+00”.
6. Press [LOCATE] to reset to the song beginning, and then press [REC/WRITE], followed by [START/STOP] → Don’t play the keyboard at this time, but keep time with the song, and as recording reaches a point just before measure “003:01:000”, use the numeric keypad to input “2”, followed by pressing [ENTER]. *You’ve just recorded an exclusive message to transpose the bass track at a specific point in the song.*
7. Press [START/STOP], and [LOCATE] to reset to the song beginning → Now to set a play loop for the bass track: Press [EXIT], and then press the “Play Loop1-8” tab → Press the “checkbox” in the “Track Play Loop” “Bass” column, and then, in the “Loop End Measure” field, press to highlight “001” and set this value to “004”, so that the bass track will independently loop for four measures.

- TIPS:**
- ***Remember that there are 6 Tone Adjust settings simultaneously available for each track, each with your choice of 25 parameters!***
  - ***Still need more fun? Just record some additional recorded tracks, and at any point in the song, overdub tone adjust, transpose, detune, or virtually any track parameter changes in realtime while the sequence records!***

## **Powerful Ways to Work with TRITON STUDIO V2 Effects:**

***With the new feature of realtime recording and playback of exclusive messages, you can change the routing of a track through different effects, turn effects off and on, change effect parameters, and even insert new effects into tracks!***

### ***Record and Playback Effect Routing Changes:***

1. Continue by using the previous song example: Press the [MENU] key, and then press “P8: Insert Effect” → Press the “Routing 1-8” tab.
2. In the Track 2 “IFX/Indiv.BUS Select” field, press to highlight “IFX2” → Press [REC/WRITE] and then press [START/STOP], and overdub Insert Effect routing changes by using the [VALUE KEYS] → Press [START/STOP] when finished, and then playback your song to see and hear the recorded changes.

### ***Record and Playback Effect ON/OFF Status:***

1. Press the “Insert FX” tab, and note that all five assigned effect’s status is set to “ON”.
2. Press [REC/WRITE] and then press [START/STOP] to start recording, and just press one or more of the Insert Effect “ON” buttons to toggle between ON and OFF status. The status for each Insert Effect is recorded as exclusive messages → Press [START/STOP] when finished.

### ***Record and Playback Effect Parameter Changes:***

1. Press the upper left ► popup next to “Track 2: Bass”, and select “Track 1: Drums” ► Press the [Insert FX] tab at the bottom of the display.
2. Press the IFX1 ► popup next to “002 Stereo Compressor” → Press the “ER/Delay” tab on the left side of the display → Press “051 Sequence Delay”, and then press “OK”.
3. Press the “IFX1” tab at the bottom of the display → In the “Wet/Dry” field at the bottom of the display, press to highlight “Wet”, and set the value to “20:80”.
4. Press to highlight the “Rhythm Pattern” field, just below “MIDI” in the display → Press [REC/WRITE] and then press [START/STOP] to overdub resolution changes by using the [VALUE KEYS] → Press [START/STOP] when finished. Playback the song to hear and see the effect parameter changes. *Note that you can continue to overdub additional effect parameter changes as needed – for the current, or any assigned insert of master effects!*

**TIPS:** - *Insert Effect Chain status can also be recorded/played back, in addition to Pan, Bus Select and Master Effect Send!*  
 - *Effect ON/OFF exclusive messages, type and parameter values can be recorded/played back for Master Effects too!*

### ***Inserting New Effects into Tracks:***

TRITON STUDIO V2 also provides the ability to insert new effects into tracks! This means that the track-assigned effects themselves can be set to change at multiple points in a song. For example, a guitar track's assigned effect could change from chorus to a BPM-based delay.

*Putting these effect settings to tracks requires a number of exclusive messages to be read and processed, and so it can take a little time for the effect to change. You may need to adjust the point within a measure (beat/tick) where the effect change takes place – moving it earlier or later by a number of ticks to make playback smooth. You can use the COMPARE feature to return to the previous state and try another setting. For more information, see the OS 2.0 Owner's Manual, page 37.*

## **HD Audio Recording**

With TRITON STUDIO V2, you can record one stereo track (from a stereo source) or record two mono tracks, one at a time. You can record up to 80 minutes of audio, in sync with your MIDI and Master Tracks! The audio tracks are recorded as WAVE files onto the internal hard drive, and can be edited extensively on the TRITON STUDIO, using the new "Edit WAVE" function.

***For this example you'll record a mono track and then overdub a second mono track – Make connections:***

1. Make sure the MAIN L and R outputs and the INDIV.1/2 OUT outputs are connected to your mixer to allow monitoring of both the audio signal being recorded and playback.
2. Connect a mono source such as a microphone or guitar (or the left output of another synth ) to the [AUDIO INPUT 1] jack on the rear panel. Be sure the MIC/LINE switch is set for the proper choice, and set the rear panel LEVEL control to the 11-12 o'clock position.

**Note:** *If you're using a guitar with passive pickups for this exercise, you'll need to connect it to a preamp or effect unit (PX4, etc) to boost the signal, before connecting to the TRITON STUDIO.*

***Next, you'll need to create a directory for the audio to be recorded to. It's always a good idea to keep all of your files for a song in one directory, because it will make it easier to backup your data and also prevent "misplacing" files. Please see the 2.0 Owner's Manual for details on file management issues.***

3. Press the [DISK] button → Press the "Drive Select" ► popup and select "HDD: INTERNAL HD" → Press the "Utility" tab → Press the upper right ▼ popup and select "Create Directory".
4. Rename the Directory by pressing the  button next to "NEW\_DIR" → Press "Clear" and rename it "TOUR" → Press "OK" 2X. This folder is for your song.

***Now to make a folder specifically for the songs audio files:***

5. Press "Open" to open the TOUR folder → Press the upper right ▼ popup and select "Create Directory" → Rename the Directory by pressing the  button next to "NEW\_DIR" → Press "Clear" and rename it "AUDIO" → Press "OK" 2X.


**Next you'll use the new Auto Sampling/HD Audio Setup function. This command automatically makes optimal settings for the various sampling and audio recording operations making things easier than ever...**

6. Press the [SEQ] button → Press the "Sampling/HD Audio" tab → Press the upper right ▼ popup and select "Auto Sampling/HD Audio Setup" → Select "HD Audio Track REC". For "Source Audio" leave the selection of "Analog". Press the ► popup next to "Stereo" and select "Mono-1" → Leave the selection of "Audio Track 1" for the destination and press "OK".
7. Press the upper right ▼ popup and select "Sel Dir/WAVE(Audio Track)" → Using the scroll bar, locate and select the "TOUR" folder you created earlier, and press "Open" → Select the "AUDIO" folder and press "Open" → Press "Done".

**Now you're ready to record. If you need to rehearse first, just press [START/STOP] and play (Or sing) along with the song. Let's record:**

8. Press the SEQUENCER [REC/WRITE] key (check your levels and adjust if needed) and then [START/STOP] to start recording. When you're finished, press [START/STOP]. Press [LOCATE] and [START/STOP] to hear your new audio track.
9. Ready to overdub another track? Set playback the Pan: of the Input 1 to R127 Press the "Preference" tab Press the ► popup next to Audio Track 1: TAKEO01 and select Audio Track 2: TAKEO01
10. Press [REC/WRITE] and [START/STOP] to overdub a second track. When finished, Press [START/STOP].
11. Press the "Sampling/HD Audio" tab and add some effects to your audio tracks. Under "Audio 1" adjust the send level for MFX1 and 2 (S1: Stereo Compressor and S2: Reverb Room) and set the PAN and LEVEL to the desired settings.

**Let's assume that your song is complete. You can now bounce all sixteen MIDI tracks and two audio tracks to a New Song using the new Bounce All Tracks To Song command! After the bounce, polyphony and effects are "freed up" and we can add 16 more MIDI tracks. And if you've got the EXB-MOSS option, this function lets you reuse its polyphony again and again! You can also Mix your song down to the internal hard drive now and burn a CD. But here's a great use of this new command- Bounce your tracks to a New Song and "Master" It!**

12. Press the "Sampling/HD Audio" tab Press the upper right ▼ popup and select "Bounce All Tracks To Song" → Select S002: NEW SONG from the ► popup → Set Length to 016 → When prompted "Are you sure?", press "OK".
13. Rename the WAVE by pressing the  button → Press "Clear" and rename it "TOURMIX" → Press "OK" 2X. This process will be done in realtime → At the end of the 16 measures (or when your song is over) press [START/STOP].

**Now you can use the wonderful world-class effects of the TRITON STUDIO to "Master" your song. Maybe add Multiband Limiter, Compression, or St. Graphic 7EQ! When you're finished, just record your mixdown to the internal hard drive using the "AutoSampling/HD Audio Setup" command again and choose "2ch Mix to Disk"!**

## **Edit WAVE Command**

**This new function allows you to edit WAVE files located on the internal hard drive. Before V2, any large WAVE files had to be edited on an external computer. Now all WAVE file editing can be done on the TRITON STUDIO! These edited WAVE files can then be reused as your audio tracks, or even be automatically sliced into 16 MB segments and loaded into Sample RAM. Take a quick look at the EDIT WAVE Command page:**

1. Press [DISK] select any of the .wav files that you created in the previous exercise. Press the "Edit WAVE" tab. You can access editing commands by pressing the upper right ▼ popup.

## **Additional V2 Functions**

### **Auto Song Setup:**

*In Program and Combi modes, you can instantly setup to record! This is a great feature – when you're playing and inspiration strikes, you want to be able to instantly record, and retain all the effect and other settings from the sound you were playing. That's exactly what this new function provides! Try it out in Combi mode:*

1. Press the [COMBI] key, and then select Combination "A051 Getcha Pimpin On".
2. Press and hold the [ENTER] key, and then press the [REC/WRITE] key → When the display prompts, "Setup to Record – Are you sure"?, press OK → Make sure that the ARPEGGIATOR [ON/OFF] key is still lit (on).
3. The metronome will automatically start, and at this point the sequencer is in standby-record status. That's how easy it is to start recording!
4. Press the [REC/WRITE] key to stop the metronome and leave standby recording mode.

### **Copy from Program Command:**

*The new Copy Program command makes it easy to copy a Program into the sequencer (or into a Combination) along with all of its effect and arpeggiator settings. Although you won't be using this command at this point in the guide, we'll show you where to find it:*

1. Continue with the previous song example: On the "P0: Play/Rec" page, press the upper right ▼ popup, and then press "Copy from Program".

*On this page, you can select the program, track destination, and decide if you want to copy the program's effects and Arpeggiator A or B. Nice!*

### **SCSI Target Mode**

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

### **Important Version 2.0 Owner's Manual References**

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