

**KORRG**

**Pa5X**

**NEW FEA**

**TURES**

**1.0 > 1.3**



# Introduction

# Installing the new operating system

If new, your instrument might already include the new operating system. You can see which version of the operating system is installed in your Pa5X by going to the **File** pages, and choosing the **System Info** command from the **page menu** (☰).

To install the new operating system, please read the “Pa5X – OS Update” instructions supplied with the installation package in our web site ([www.korg.com](http://www.korg.com)).

**Note:** By loading the new operating system, you also load all the features added by the previous updates.

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## ■ Be sure to save all your custom data

This OS update will overwrite all the Factory and User data. Please save all your custom data by using a **File > Save All** operation. See the chapter dedicated to the file management in the User Manual for more information.

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## ■ Reload your custom data

After the OS Update operation, during which you were asked to touch the **Format & Reset** button in the update dialog, please reload your custom data by using a **File > Load All** operation. See the chapter dedicated to the file management in the User Manual for more information.



# Overview

## New features of OS Version 1.3

Where	New features	Page
Home page	Modified to include the KAOSS tab	9
User Sounds and Drum Kits	Increased number of User Sound and Drum Kit locations.	8
Matrix	Different Matrix Presets can be selected over the basic four.	10
	Different Matrix Presets can be assigned to the Matrix Preset buttons.	11
	Chord Sequences can be triggered by the Matrix Pads.	12
	SongBook Songs can be selected from the Matrix Pads.	15
KAOSS	The KAOSS effects have been added.	18
SongBook	Set List order can be rearranged.	29
Lyrics	CDG / MP3+Lyrics file format now supported.	30
Scale	Keyboard Set Scale and Global Scale programming are now synchronized.	32
Tracks and Sounds	Program Change messages can now be manually sent from any part/track set to External mode.	33
User Interface	Notes can now be show in the International/English A-G system, the German A-G system, or the Solfège Do-Re-Mi system.	35
	Empty User data locations can be shown/hidden.	36
MIDI OUT	Both Players can send data to the same MIDI channels.	37
Audio Out	MP3 Songs can be routed to the Finalizer.	38
Style/Pad Edit	To make rehearsing before recording easier, Style/Pad tracks have to be armed before recording.	39
	Delete Note command added to the Style/Pad Edit Main page.	42
	Chord Variation length can be changed after recording.	43
	The same Chord Variations number can be assigned to all the tracks of the Style Element.	46
	Empty Chord Variations can be selected to mute a track.	47
	All the Expression values can be changed with Shift+sliders.	48
	Tempo is now shown as an absolute value, instead of percentage.	49
	Undo command added (including Undo History).	49
Settings can now be copied between Style tracks.	50	

Where	New features	Page
Chord Sequence	Chord Sequences can now be edited.	51
Sound Edit	Drum Layers have been increased to sixteen.	55
	Drum Sample levels (including round-robins) can be checked in a dedicated page, to make adjusting the Velocity Switch easier.	56
Sample Edit	Sample playback position shown in Sample Edit.	58
	Sample names increased to 34 characters.	58
	Stereo samples can now be imported.	58
	The maximum number of Samples in memory has been increased.	58
	The Sample Preload Buffer size has been increased.	58
	Multiple samples can be deleted at once.	59
Importing Sounds, Multisamples, Samples	New import and export pages have been added.	60
	The TX file formats have been added.	61
	You can now batch-import a folder of samples.	63
Exporting Multisamples, Samples	Samples from a multisample can now be exported as KSF, WAV or TX files.	65
Support for TX16Wx data	Sounds and Drum Kits can be edited with the third-party TX16Wx sample editor.	68
Effects for the Sounds	Detailed images have been added to more effect editing pages.	69
Musical Resources	New Styles have been added.	70
Various	Improvements and bug fixes.	71

## New features of OS Version 1.2

Where	New features	Page
Add-Ons	Add-On musical resources are now supported.	74
Pa4X Data	More extensive support for Pa4X data has been added.	80
SongBook	Assigning Pads to SongBook Entries is now faster and easier.	90
Songs	Songs can now be saved everywhere from the Home page. As in Song Edit mode, you are no longer limited to overwriting them.	91
Styles	Styles can now be saved everywhere from the Home page. As in Style Edit mode, you are no longer limited to overwriting them.	92
Pads	Saving Pads into a Style is now faster and easier.	93
Chord Sequences	Saving Chord Sequences into a Style is now faster and easier.	96
Style/Pad Edit > Main	Multiple meters are now supported.	98
	Ending 3 now supports different cue modes.	99
Style > Chords	A new Chords track contains Key Signature and Chord data.	100
	Eighty-six new chord types have been added to the Chords track (formerly, only available for the Guitar Mode).	100
	Chord progressions for the Intros and Endings can now be entered as intuitive chord abbreviations in the Pa5X's Event Edit page.	104
	Chord progressions for the Intros and Endings can be programmed on an external sequencer, and can be listened on a connected Pa5X.	105
	The Chords track is now imported and exported, and the chord progressions for the Intros and Endings are automatically converted when importing or exporting a Styles from an external sequencer.	112
Style/Pad Edit > Edit	Full editing has been added to the Style/Pad Edit mode, including Quantize, Transpose, Edit Velocity, Delete Events, Cut/Insert Measures.	113
Sample Edit	The Time Slice procedure has been revised.	122
	MIDI Grooves can now be imported into Styles or Pads, with Drum Kits or Sounds generated by Time Slicing automatically assigned.	125
	Sliced Audio Groove can be assigned to other Sounds or Drum Kits.	126
Effects	The 'Use IFX/MFX' parameters are now automatically saved.	128
Controllers	Settings > Menu > Controllers > Hand page.	128
Musical Resources	New Keyboard Sets, Sounds, Styles and Pads have been added.	129
Various	Improvements and bug fixes.	134

## New features of OS Version 1.1

Where	New features	Page
User Interface	List View mode added to the Tile View.	138
Controls	You can now choose between the Catch and Jump behavior for the sliders or pedals.	140
	Changed some Control > Main functions.	141
	Separate controls for the Mic Processor's Delay and Reverb Level parameters.	141
Main page	Added MP3 Volume control.	141
	Pads can be selected from the Home > Main page.	142
Players	Added Mixer pane in the Home page.	142
	Second Player starting in sync with the first one.	144
Drum Edit	Drum Edit moved to a separate section.	145
Effects	Insert and Master FX automatically selected by the Upper 1 Sound.	146
Style Edit	Scale Tuning page added to the Style Edit mode.	147
File Management	microSD cards up to 1TB of capacity can now be formatted and used.	148
Musical Resources	New Pads have been added.	149
Various	Improvements and bug fixes.	150

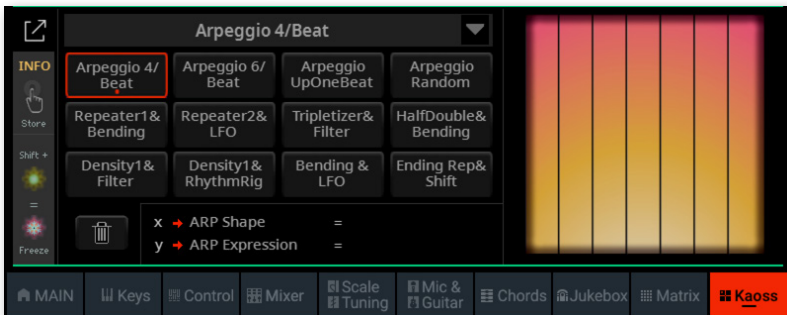
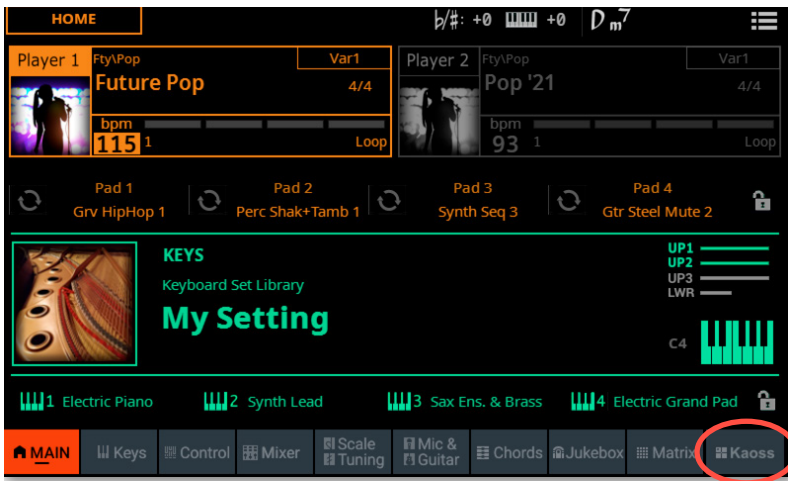
**Pa5X**  
**Operating**  
**System**  
**Version 1.3**

# New features

## Home page

### Modified Home page

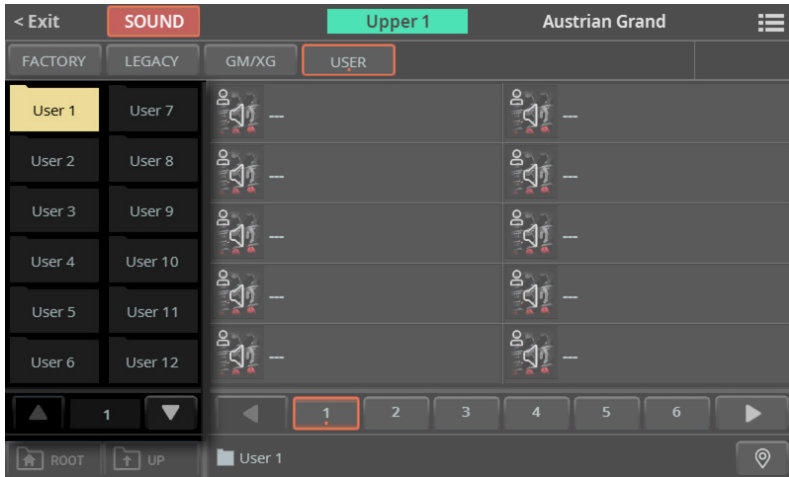
The **Home** page now includes the **Kaoss** tab. Touch it to see the **Kaoss** pane.



# User Sounds and Drum Kits

## Increased User Sound and Drum Kit locations

The locations where to load or save User Sounds and Drum Kits have been doubled. There are now twelve User Sound and six User Drum Kit categories.



# The Matrix

## Choosing a Matrix Preset from the menu

While there are only four **Matrix Preset** buttons on the control panel, you can have more **Matrix Presets**. A Matrix Preset can assign to the **Matrix Pads** different Pads, Mute commands, Chord Sequences or songs from a Set List.

- 1 Go to the **Home > Matrix** pane.



- 2 Use the **Matrix Preset** pop-up menu to choose one of the available **Matrix Presets**.

The chosen items are assigned to the **Matrix Pads**. The following table shows the available sets.

Matrix Preset	Description
Pad 1...3	Sets of Pads
Mute	Set of Track Mutes
Chord Sequence	Set of Chord Sequences
Set List	Songs from the currently selected Set List



## Assigning a Matrix Preset to a Matrix Preset button

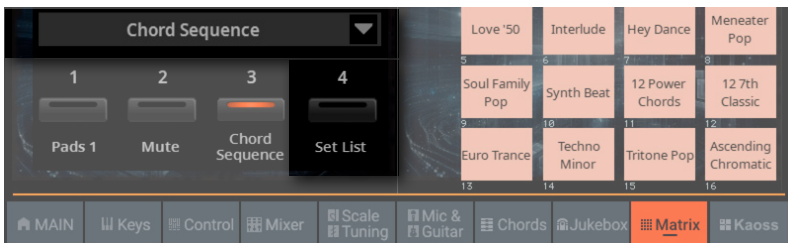
You can assign any of the Matrix Presets to any of the **Matrix Preset** buttons at the bottom of the **MATRIX** section.

- 1 Go to the **Home > Matrix** pane.



- 2 Use the **Matrix Preset** pop-up menu to choose one of the available **Matrix Presets**.

- 3 Keep one of the **Matrix Preset** buttons pressed, until the name of the assigned preset appears under the button in the **Matrix** pane. You can press either a physical button on the control panel, or a soft button on the display.



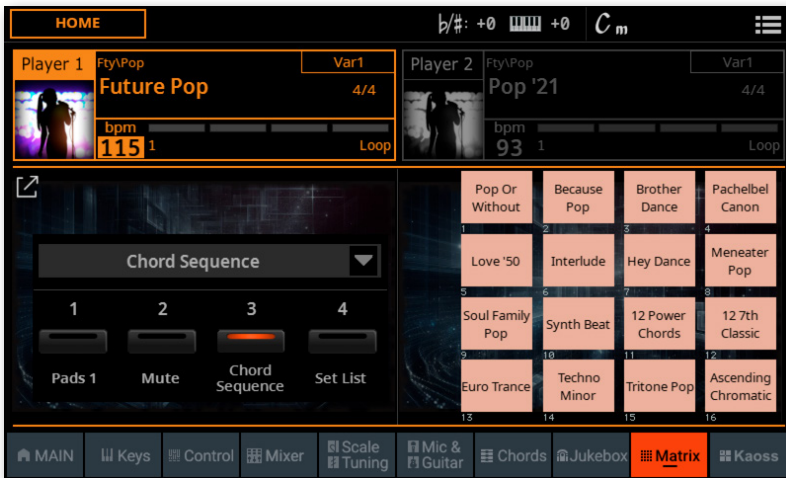
## Triggering Chord Sequences with the Matrix

When a Chord Sequence preset is assigned to the Matrix (see [Assigning a Matrix Preset to a Matrix Preset](#) button above), you can select Chord Sequences with the **Matrix Pads**. You can assign short, unrelated sequences, or play entire songs from the Matrix.

Chord Sequences assigned to the Matrix don't change when choosing different Styles or SongBook Entries. This allows for having a set of Chord Sequences that are always available, for example for recurring breaks or jingles.

### ■ Set the Matrix pane for playing the Chord Sequences

- 1 Go to the **Home > Matrix** pane.
- 2 Choose the **Chord Sequence Matrix Preset**.



- 3 To see all the options, touch the **Expand** (↖) button to enlarge the pane.



- 4 Use the **Loop All** checkbox to make a single Chord Sequence loop, or let all the Chord Sequences in the list be played back one after the other.

#### Loop All

#### Meaning

On

All the Chord Sequences in the list will play one after the other. When the last one has ended, the first one in the list will start playing again. The one that is playing is shown with a steady light, the pre-selected one is flashing.

Off

The selected Chord Sequence will continue to loop, until stopped, or another one is selected.

- 5 When you have done setting the Chord Sequence playback, you can make the pane go back to the reduced size by touching the **Collapse** (↗) button.

## Assign Chord Sequences to the Matrix

To assign Chord Sequences to the **Matrix Pads**, please see [Programming the Matrix](#) in the User Manual.

### ■ Play and stop the Chord Sequences

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- > To start the Chord Sequence(s), press the corresponding **Matrix Pad**, and start the Player.

The **Matrix Pad** that is playing is shown with a steady light. The one that is pre-selected will continue flashing before entering.

- > To stop the Chord Sequence, press the corresponding **Matrix Pad** again, or stop the Player.

## Choosing SongBook's Set List songs with the Matrix

When a Set List set is assigned to the Matrix (see [Assigning a Matrix Preset to a Matrix Preset button](#) above), you can choose the songs of the currently selected Set List with the **Matrix Pads**.

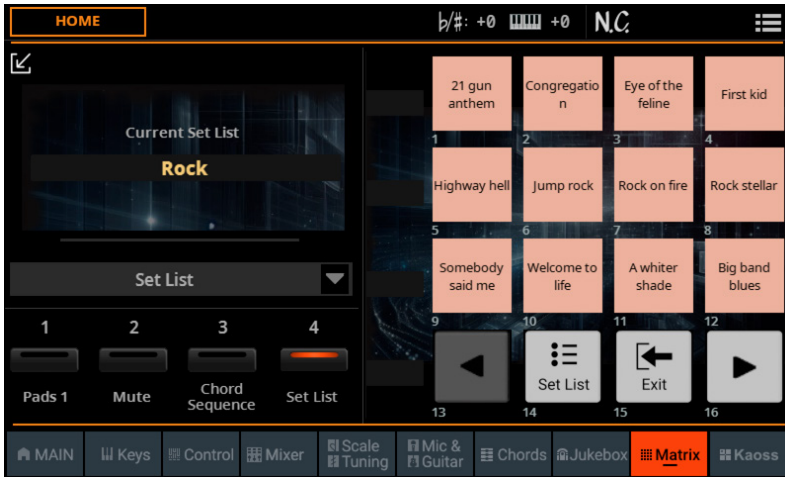
The Set List songs can only be shown if the Set List is in **Tile View** mode. If they don't appear, go to the **Set List** page (see below) and choose the **Preferences** command from the **page menu** (☰) to choose the correct view mode.

### ■ Set the Matrix pane for choosing the Set List songs

- 1 Go to the **Home > Matrix** pane.
- 2 Choose the **Set List** Matrix Preset.



- 3 To see all the options, touch the **Expand** (↗) button to enlarge the pane.



- 4 You can make the pane go back to the reduced size by touching the **Collapse** (↖) button.

#### ■ Use the Matrix to jump to the previous or next Set List page

In case there are more than twelve songs in the selected Set List, you can browse through the pages with the **Matrix Pads**.

- > Use **Matrix Pad #13** (<) to jump to the previous Set List page.
- > Use **Matrix Pad #16** (>) to jump to the next Set List page.

#### ■ Choose a different Set List and set the Set List Preferences

1 Press **Matrix Pad #14** (corresponding to the **Set List** command) to go to the **SongBook > Set List** page.

2 While in the **Set List** page, you can select a different Set List. You can edit the list. You can change the display preferences. Please check the dedicated section in the User Manual for more information.

3 After having chosen a different Set List, you can return to the **Home > Matrix** page by pressing the **EXIT** button, or the **Matrix Pad #15** (corresponding to the **Exit** command).

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## The KAOSS page

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### What are the KAOSS effects?

KAOSS is a KORG technology, allowing for live generation of MIDI events and simultaneous control of multiple parameters via a control surface. In Pa5X, it lets you transform the music flow live.

For example, you can smoothly morph between Variations and Drum Kit types, to create an evolving and always renewed arrangement. You can let KAOSS help you improvise on prerecorded music, by reshaping rhythm, pitch inversion or changing note density. You can make the mix sparser, to leave a solo player be heard better or let you interact with your audience.

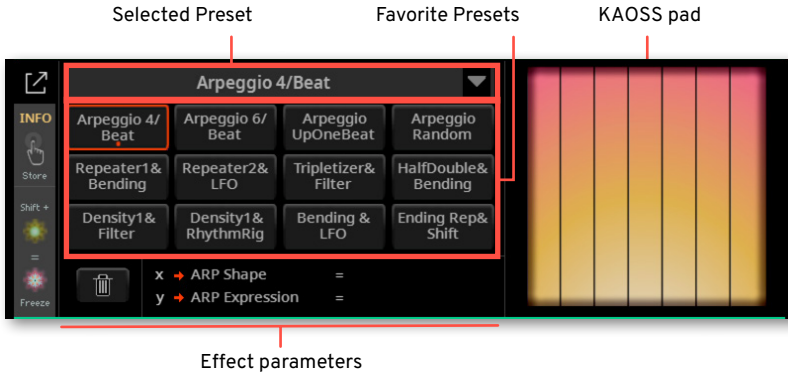
There are also DJ-style note-crunching effects, for more radical changes. And you can use the KAOSS as a sophisticated arpeggiator, or an old tape delay machine.

You can choose between several preset KAOSS effects. You will then control the effects' parameters on an XY surface, called the KAOSS pad.

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## Going to the KAOSS pane

You can go to the **KAOSS** pane by touching the **KAOSS** tab in the **main page** of the **Home** mode.



To increase the size of the pad, you can touch the **Expand** (↗) button to enlarge the pane.



You can make the pane go back to the reduced size by touching the **Collapse** (↙) button.

When you leave this pane, the KAOSS engine will automatically stop.



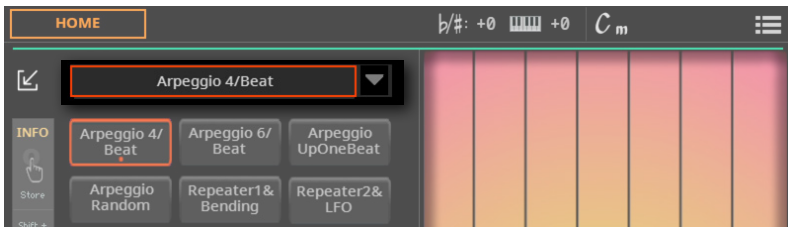
# Choosing the KAOSS Presets

## Choosing a KAOSS Preset or Favorite Presets

A series or KAOSS Presets is already supplied with the instrument.

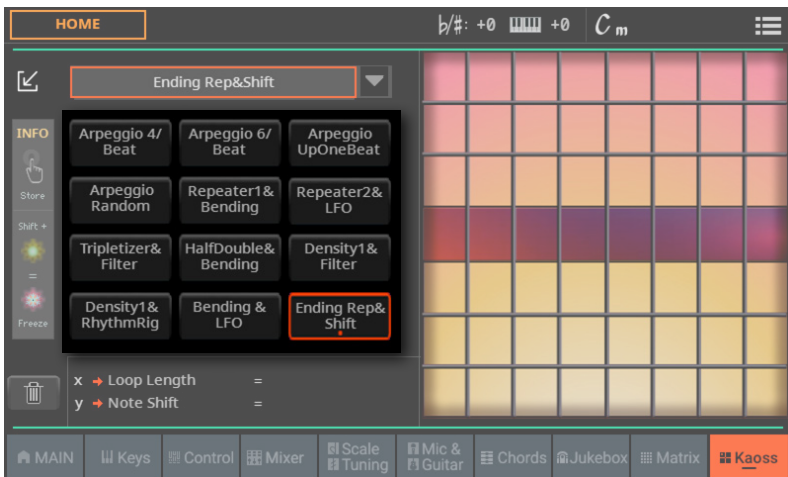
### ■ Choose a KAOSS Preset from the library

- > Use the pop-up menu in the top left corner of the page to choose one of the presets from the library containing all the presets.



### ■ Choose a KAOSS Favorite Presets from the dedicated buttons

- > Touch one of the **Favorite Presets** to choose the corresponding preset.



## Storing a KAOSS Preset into one of the Favorite Preset buttons

You can assign any of the presets from the library to one of the **Favorite Preset** buttons. This way, you will have a set of favorite presets always ready.

- 1 Choose one of the **KAOSS Presets** by using the pop-up menu in the top left corner of the page.
- 2 Keep the **Favorite Preset** button, where you want to store the preset, pressed.

## Deleting a Favorite Preset

You can delete a Favorite Preset, to free it for other presets.

- 1 Touch the button of the **Favorite Preset** you want to delete.
- 2 Touch the **Delete** (🗑️) icon to delete it.

# KAOSS Preset list

The following table contains all the Factory KAOSS Presets. Please note that time-based effects can require a few moments, before starting to work. The effects working on the Style and Song tracks are limited to the tracks on which they can be applied (for example, Drum track only if the effect is limited to drums).

## KAOSS Presets

KAOSS Preset	X-Axis	Y-Axis	Works on
Repeater1&Filter	Loop Length	Cutoff&Resonance	Style, Song Tracks
Repeater1&Bending	Loop Length	Bending&Cutoff	
Repeater2&LFO	Loop Length	LFO Depth	
Repeater2&Transp	Loop Length	Transpose	
Repeater Filt&Trps	Cutoff&Resonance	Transpose	
Repeater Halo&Bend	FX&Release	Bending&Cutoff	
Repeater Filt&Tape	Cutoff&Resonance	Tape Speed	
Ending Rep&Shift	Loop Length	Note Shift	
Ending Rep&LFO	Loop Length	LFO Depth	
Ending Halo&Bend	FX&Release	Bending&Cutoff	
Tape Machine	BPM	Bending	
Tape & Filter	Tape Speed	Cutoff&Resonance	
Tape & Balance	Tape Speed	D&B Balance	
Bending & LFO	Bending	LFO Depth	
Delay & Balance	Delay Length	D&B Balance	
Delay & LFO	Delay Length	LFO Depth	
Tripletizer&Filter	Tripletizer	Cutoff&Resonance	
Tripletizer&Envelope	Tripletizer	Attack&Decay	
Tripletizer&Balance	Tripletizer	D&B Balance	
RhythmRig&Halo	Rig Set	FX&Release	
RhythmRig&Balance	Rig Set	D&B Balance	
TimeMirror&Envelope	Time Mirror	Attack&Decay	
TimeMirror&Filter	Time Mirror	Cutoff&Resonance	

KAOSS Preset	X-Axis	Y-Axis	Works on
HalfDouble&Bending	D&B Speed	Attack&Decay	Style, Song Tracks
HalfDouble&Halo	D&B Speed	FX&Release	
HalfDouble&Filter	D&B Speed	Cutoff&Resonance	
RhytSpeed&Balance	D&B Speed	D&B Balance	
DrumDecim&Filter	Drum Decimator	Cutoff&Resonance	
DrumDecim&Envelope	Drum Decimator	Attack&Decay	
Decimator&Halo	Decimator	FX&Release	
Decimator&Balance	Decimator	D&B Balance	
Decimator&Transp	Decimator	Transpose	
NoteMirror&Transp	Mirror Note	Transpose	
NoteMirror&Balance	Mirror Note	D&B Balance	
Arpeggio 2/Beat	ARP Shape	ARP Expression	Upper Sounds
Arpeggio 3/Beat	ARP Shape	ARP Expression	
Arpeggio 4/Beat	ARP Shape	ARP Expression	
Arpeggio 6/Beat	ARP Shape	ARP Expression	
Arpeggio UpCycle	ARP Speed	ARP Expression	
Arpeggio DownCycle	ARP Speed	ARP Expression	
Arpeggio UpOneBeat	ARP Speed	ARP Expression	
Arpeggio Random	ARP Speed	ARP Expression	
Arpeggio WeirdShift	ARP Shift	ARP Expression	

KAOSS Preset	X-Axis	Y-Axis	Works on
Density1&Filter	Density	Cutoff&Resonance	Style, Song Tracks
Density1&RhythmRig	Density	Rig Set	
Density1&HalfDouble	Density	D&B Speed	
Density2&DrumDecim	Density	Drum Decimator	
Density2&Halo	Density	FX&Release	
Density2&Repeater2	Density	Loop Length	
Density3&Filter	Density	Cutoff&Resonance	
Density3&Balance	Density	D&B Balance	
Density4&Halo	Density	FX&Release	
Ending Den1&Rep	Density	Loop Length	
Repeater Den1&Bend	Density	Bending&Cutoff	
Var & DrumDecim	Variation	Drum Decimator	
Var & HalfDouble	Variation	D&B Speed	
Var & Mute1	Variation	Muting	
Var & Mute2	Variation	Muting	
VarPad1 & DrumDecim	Variation&Pad	Drum Decimator	
VarPad1 & Mute1	Variation&Pad	Muting	
VarPad2 & Decimator	Variation&Pad	Decimator	
Double Var&Balan	Variation	D&B Balance	
Half Var&Halo	Variation	FX&Release	
DrumDecim&Mute1	Drum Decimator	Muting	
Decimator&Mute2	Decimator	Muting	
RhythmRig&Mute1	Rig Set	Muting	
RhythmRig&Mute2	Rig Set	Muting	

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## Using the KAOSS effects

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Using the KAOSS effects is just a matter of letting the instrument play, or playing some notes, and swiping your finger in the KAOSS pad area to change the music flow.

### Starting the original music flow

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#### ■ Transformation vs. Arpeggiator

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There are two general categories of KAOSS effects:

- > Transformation effects, where the music flow generated by the Player is processed to create new music.
- > Arpeggiator effects, where the latest recognized chord, or the notes you play on the Upper part of the keyboard, are used to generate an arpeggio. The name of these presets begins with 'Arpeggio'.

Please note that when using Arpeggiator-type effects, the Damper pedal is deactivated.

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#### ■ Choose the original music flow

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- > Assign to a Player a Style or a MIDI Song.
- > If you want to play an arpeggio, choose a Keyboard Set including the Sounds you want to arpeggiate.

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#### ■ Choose a KAOSS preset

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- > Choose a KAOSS Preset or Favorite Preset, as seen above.
- > If you want to play an arpeggio, choose a preset whose name begins with Arpeggio.

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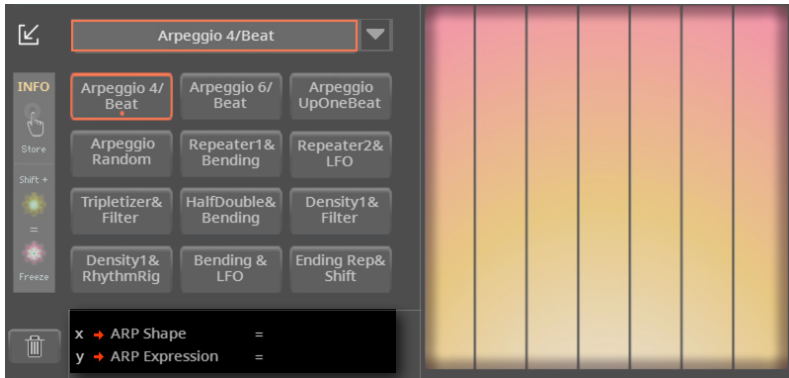
#### ■ Start the Player

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- > Start the Player as usual.
- > If you are using an Arpeggiator preset, play a chord or some notes on the Upper part of the keyboard and touch the pad. You do not need to start the Player.

## Using the KAOSS pad

- Check the effect's parameters assigned to the X/Y axis
- > See the name of the parameters next to the pad.



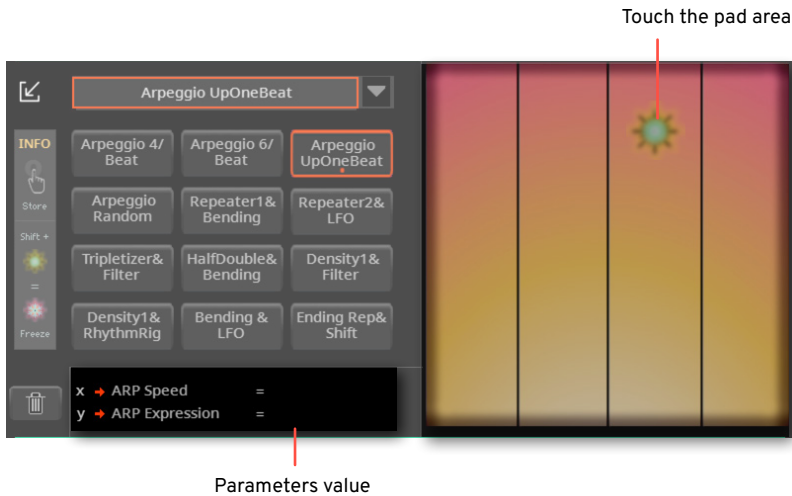
### Axis

### Meaning

X	Finger movement from left to right, right to left.
Y	Finger movement from top to bottom, bottom to top.

## ■ Change the parameters' value

- > To change the parameters' value, move your finger in the KA OSS pad. A green indicator appears at the point of contact. The X and Y values are shown next to the pad.



Depending on the selected preset, the grid in the KA OSS pad will change. Each cell corresponds to a block of values (also called a step). The lighter grey cells are the default value for the corresponding parameter.

When no grid lines appear in the pad, values are continual, without intermediate steps, changing with a finer detail.

- > When you release your finger, the default values are reset.

## ■ Freeze the current values

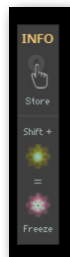
You can freeze the current values, as shown on the left of the pane. Do one of the following:

- > Keep the **SHIFT** button pressed, and touch an **area** of the KA OSS pad. Then release the **SHIFT** button and finally raise your finger.

You can continue to move your finger to change the values, or release it to freeze the current values.

- > Press the **SHIFT** button while the finger is touching the KA OSS pad. Then raise your finger and finally release the **SHIFT** button.

The values of the latest position of your finger will be frozen. The processed music flow will go on by following those values.





When the values are frozen, the indicator turns to a snowflake and remains in the display even when removing your finger.



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### ■ Release the position indicator

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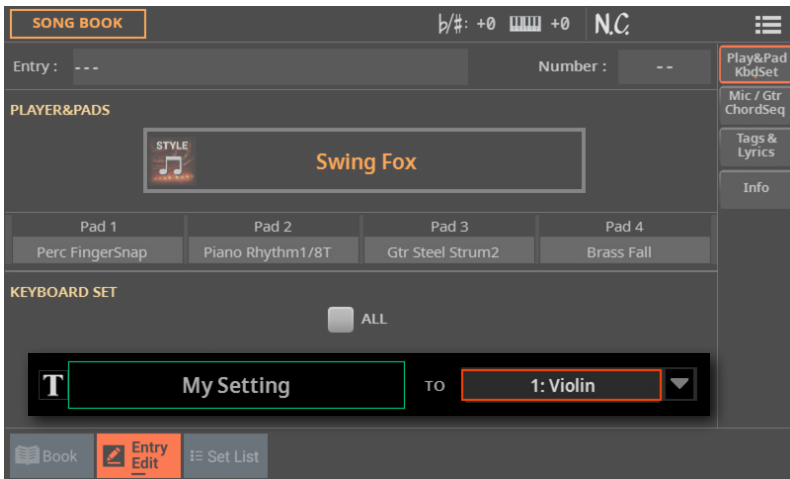
You can 'unfreeze' the frozen parameters.

- > Touch anywhere in the pad to exit from freeze.

# SongBook

## Choosing a Keyboard Set target location when saving a SongBook Entry

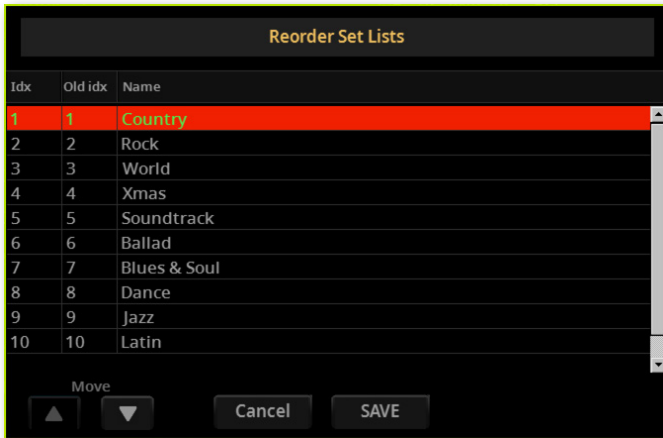
When saving a SongBook Entry, you can now choose a target location for a single Keyboard Set, even without first having to choose a different Keyboard Set.



## Rearranging the Set Lists order

If the order of the Set Lists in the **SongBook > Set List** page is not the desired one, rearrange them.

- 1 Press the **BOOK** or **SET LIST** button in the **SONGBOOK** section to open the **Book** or **Set List** page.
- 2 Choose the **Reorder Set Lists** command from the **page menu** (☰) to open the **Reorder Set Lists** dialog.



- 3 Touch the Set List to be moved.
- 4 Use the **Move > Up** (▲) and **Move > Down** (▼) buttons on the display to move the selected Set List to a different position.
- 5 When done, touch the **Save** button to confirm saving the order, or the **Cancel** button to exit the dialog.

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## Lyrics and chords

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### Loading a CDG file with an MP3 Song (MP3+G)

Compatibility with CDG files has been added.

Lyrics and chords may be contained in a CDG file having the same name of an MP3 Song, and residing in the same folder. For example, if a 'MySong.cdg' file exists in the same folder as the 'MySong.mp3' file, loading this latter will also load the CDG Lyrics file.

This is often called the MP3+G song format.

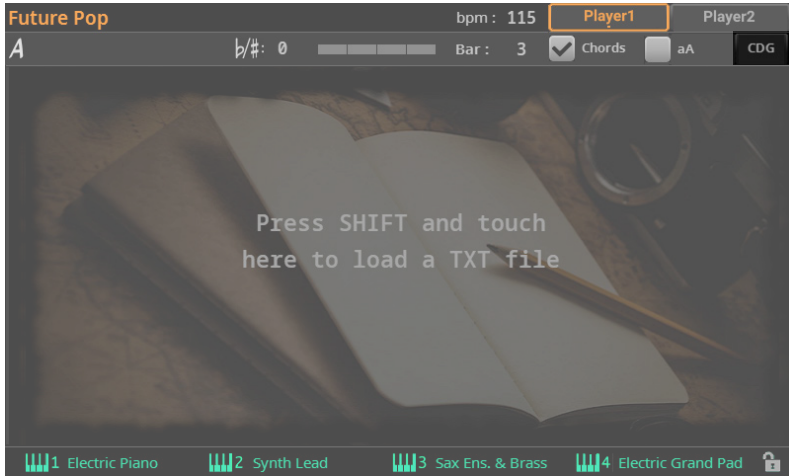
To see the CGD content, a **CDG** button has been added to the Lyrics page.



## Reading the lyrics and chords loaded as a CDG file

CDGs are graphic files that change in sync with the associated MP3 Song.

- 1 Go to the **Lyrics** page.



- 2 Touch the **CDG** button to show the CDG content. When this happens, the button's label changes to **Lyrics**.



- 3 Start the associated MP3 Song. Lyrics and chord in the CDG file will follow the song.
- 4 Stop the Song. Lyrics and chord will also stop.
- 5 If you want to return to the Lyrics mode, touch the **Lyrics** button.

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# Scale

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## Synchronized Scale parameters between the Keyboard Set and the general Settings

You can edit the Scale parameters in the **Home > Scale/Tuning** pane (Keyboard Set), or in the **Settings > Tuning > Scale/Tune** page (Settings).

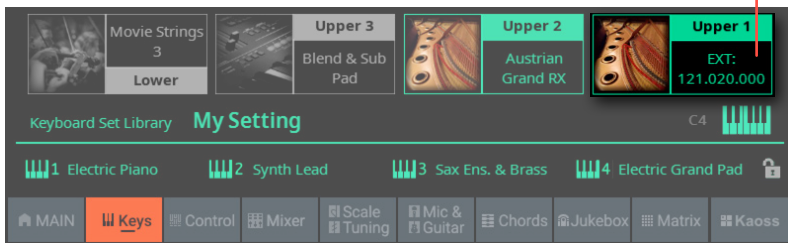
When editing the parameters in one of the above pages, they are immediately updated in the other one. This way, you can immediately check the effect of your edits, wherever you have done them.

# Tracks and Sounds

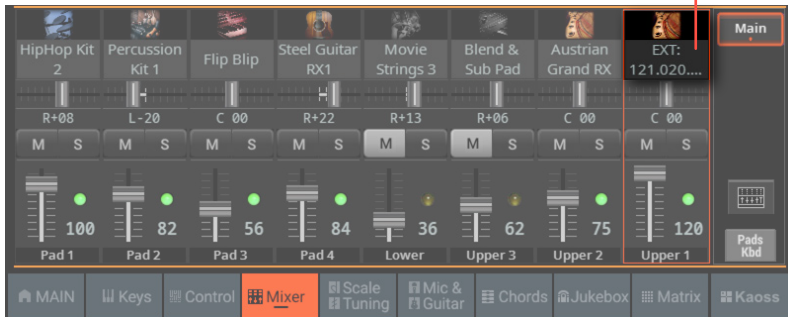
## External Sounds and Program Change messages

A part/track set to the External status cannot play the internal sounds. Instead of the assigned Sound name, the **<EXT: aaa.bbb.ccc>** indicator is shown on a track's area in the **Main > Keys** or **Main > Mixer** pages.

Control Change/  
Program Change area

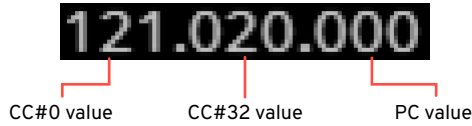


Control Change/  
Program Change area



This indicator begins with a remark saying the track is in External ('EXT') mode, and continues with a string of transmitted Control Change and Program Change data. This will let you know what the track is transmitting.

In the following example, CC#0 is Control Change 0 (Bank Select MSB), CC#32 is Control Change 32 (Bank Select LSB), PC is the Program Change:



When touching the Sound area, the **numeric keypad** appears instead of the **Sound Select** window. You can enter the Control Change/Program Change bundle shown above.





# Settings

## Choosing the note names system

You can choose the system used to display the note names, separately from the lyrics language.

- 1 Go to the **Settings > Menu > General Controls > Interface** page.



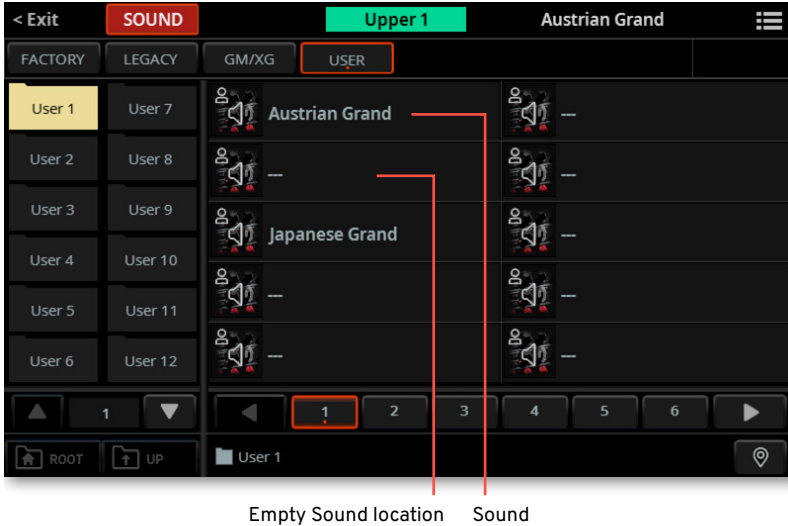
- 2 Use the **Note Names** pop-up menu to select one of the available systems.

Note Name System	Meaning
Letters (International)	The naming system used in most English-speaking countries. The note names are C D E F G A B.
Letters (German)	The naming system used in most German-speaking countries. The note names are C D E F G A H.
Solfège	The naming system used in most Romance and Slavic language-speaking countries. It is also used in many schools in other countries. The note names are (in Italian) Do Re Mi Fa Sol La Si.

## Showing/Hiding empty User data locations

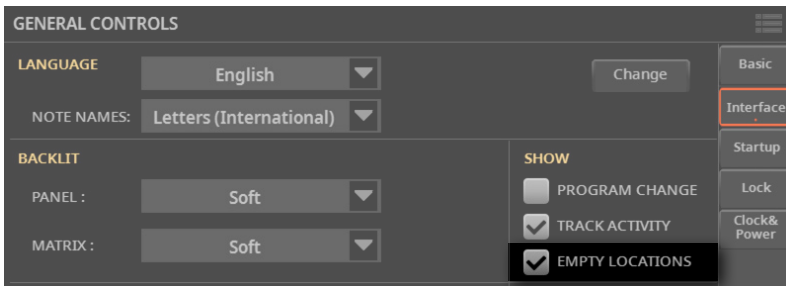
While some types of data are **freely organized** in the same way as files and folders in a computer, some other types are organized in a **reference grid**. These are the Sounds, Mic Presets, Guitar Presets, MIDI Presets, as well as other types of data.

Since positions are fixed, data organized in a reference grid may appear as a mix of musical resources and empty locations in a **File** or **Select** window, when the **User** group of data is selected.



You can hide the empty locations from the **User** pages, if you think this makes browsing data faster.

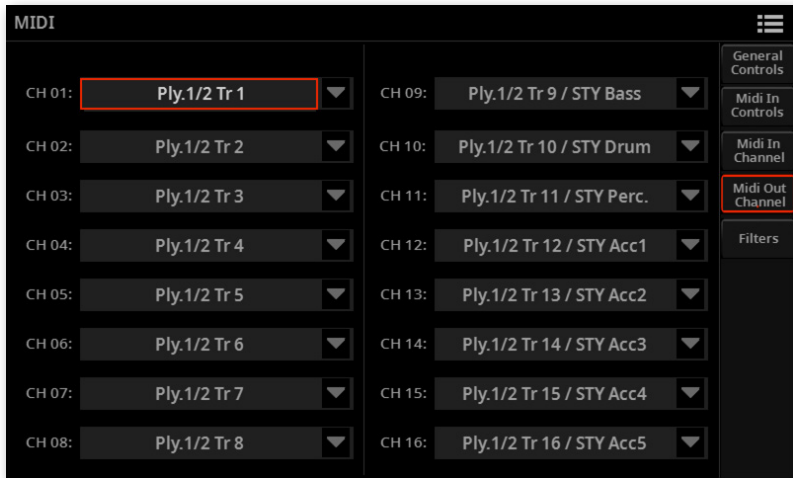
- 1 Go to the **Settings > Menu > General Controls > Interface** page.
- 2 Select/deselect the **Show > Empty Locations** checkbox, to make the empty locations appear/disappear.



# MIDI

## The same MIDI OUT channel can now be assigned to both Players

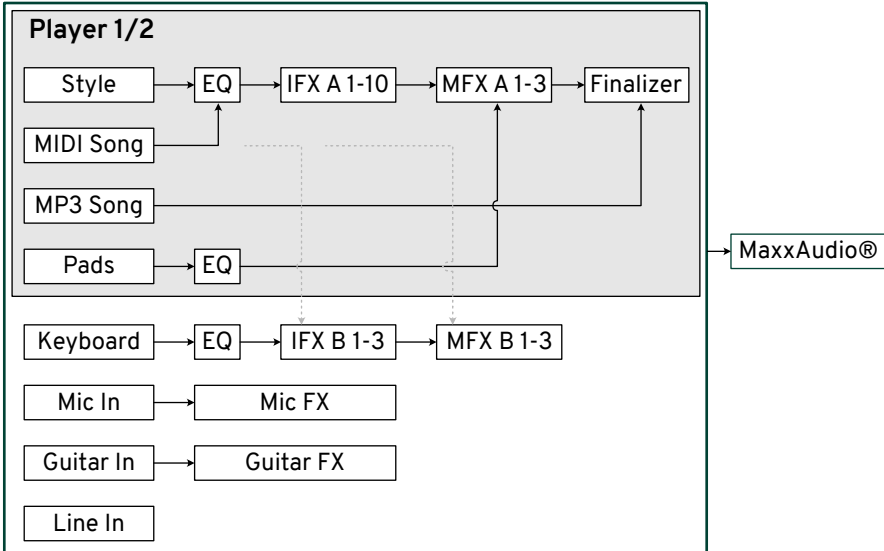
While in the **Settings > MIDI > MIDI OUT Channels** page, you can now choose both Players as the origin of the MIDI data. The new options start with the 'Ply 1/2' abbreviation (standing for 'Player 1+2').



# Audio Out

## MP3 Songs routed to the Finalizer

MP3 Songs can be routed to the Finalizer, as are the MIDI Songs, the Styles and the Pads. The settings can be saved into a SongBook Entry.



# Style/Pad Edit

## Listening to the recorded tracks before recording

The **Main** page of the **Style** and **Pad Edit** modes has been changed. Now you can press the **PLAY/STOP** (▶◻) button to listen to what has already been recorded, without risking to overwrite the existing data. While in this state, you can rehearse the selected track before recording.

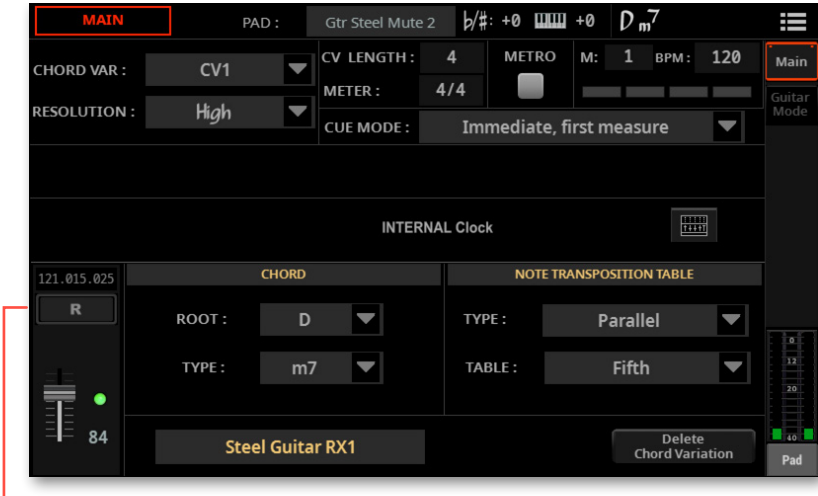
To start recording, you have to first arm a track (by touching the 'R' button on the track).

This is the new **Main** page of the **Style Edit** mode:



Track Record arming buttons

And this is the new **Main** page of the **Pad Edit** mode:



Track Record arming button

## Recording a Style or Pad track

You must arm the track to be recorded before starting to record it.

- 1 While in the **Main** page of the **Style/Pad Edit** mode, touch the 'R' button to arm the track to be recorded.

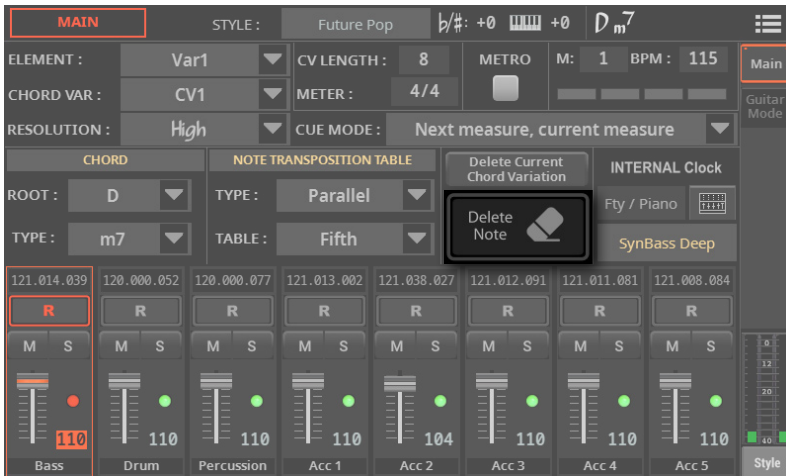


- 2 Press the **PLAY/STOP** (▶□) button to start recording.
- 3 When finished, press the **PLAY/STOP** (▶□) button to stop recording.

## Deleting notes from recorded tracks

Use the **Delete Note** button to delete a single note or a single percussive instrument from a track. For example, to delete a snare, keep the D2 note (usually corresponding to a snare drum) pressed.

- 1 While in the **Main** page of the **Style/Pad Edit** mode, touch a Style track to select it.
- 2 Touch the '**R**' button to arm the track from which to delete a note. The **Delete Note** button becomes available.
- 3 Touch the **Delete Note** button, and keep it pressed.

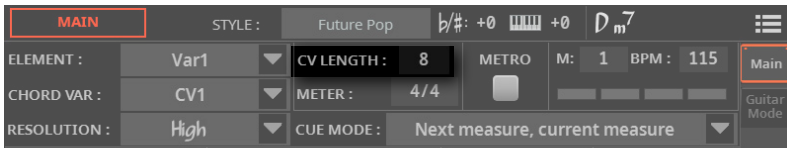


- 4 Press the **PLAY/STOP** (▷◻) button to start playing the sequence.
  - 5 When you reach the passage containing the note to be deleted, play the note on the keyboard. Keep it pressed, up to the last note to be deleted.
- If the note is at the beginning of the sequence, press the note before starting playback.
- 6 When finished, release the **Delete Note** button and the note to be deleted, and press the **PLAY/STOP** (▷◻) button again to stop the sequence.
  - 7 Touch the '**R**' button to set the track to play mode again, and press the **PLAY/STOP** (▷◻) button to listen to the results.

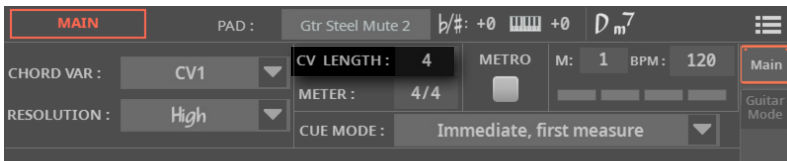


## Changing a Chord Variation length after recording

You can now change the length of a Chord Variation before or after recording.



The Chord Variation Length parameter in Style Edit mode



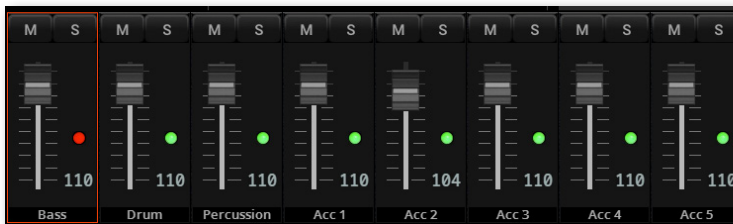
The Chord Variation Length parameter in Pad Edit mode

### ■ Choose the Style track, Style Element and Chord Variation

With Styles, you record one or more **Chord Variations**, inside a **Style Element**, for each **Style track**. This is the musical pattern you listen when playing a chord.

Pads are made of a **single Pad Element** and a single **Pad track**, so you only have to choose the **Chord Variation**.

- 1 Go to the **Style/Pad Edit > Main** page.
- 2 With Styles, choose the **Style track** to be recorded.

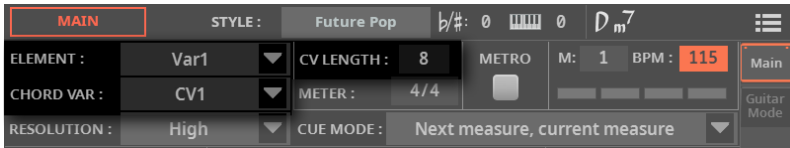


- 3 With Styles, use the **Element** pop-up menu to choose a **Style Element**. As an alternative, press the corresponding button on the control panel to select one of the **Style Elements** (INTRO 1 ... ENDING 3).

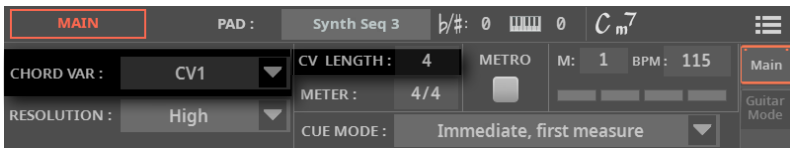
Each Style Element corresponds to a button on the control panel carrying the same name. After selecting a Style Element, select a Chord Variation for actual editing (see below).

Style Element	Meaning
Intro1 ... End3	Selected Style Element

- 4 Choose the Chord Variation to be recorded, and set the recording parameters.
- > With Styles:



- > With Pads:



- > Use the **Chord Var** pop-up menu to choose a **Chord Variation** inside the selected **Style/Pad Element**.

When the name of a Chord Variation is in lowercase and in round brackets, like (cs1) or (cs6), the Chord Variation is empty.

Style Element	Chord Variation
Var1, Var2, Var 3, Var4	CV1 ... CV6
Intro1, Intro2, Intro3, Fill1, Fill2, Fill3, Fill4, Break, Ending1, Ending2, Ending3	CV1 ... CV2

Pad Element	Chord Variation
Pad's single Element	CV1 ... CV6

---

### ■ Adjust the Chord Variation length before recording

---

- > Use the **CV Length** (Chord Variation Length) parameter to set the length of the Chord Variation (in measures).

The maximum length of the selected Chord Variation is 32 measures.

---

### ■ Adjust the Chord Variation length after recording

---

You can also change the length of a Chord Variation after recording.

- > If you increase its length, the recorded data will start being repeated from the beginning of the Chord Variation.



- > If you decrease it, the data at the end will be deleted.



---

### ■ Adjust the Chord Variation length after recording by cutting or inserting measures

---

To add or remove some measures after recording, you can also use the Cut or Insert Measure functions in the **Style/Pad Edit > Style/Pad Edit > Cut/Insert** page.

## Assigning the same Chord Variations number to a chord for all the tracks of the Style Element

You can now decide if the same Chord Variation (CV) number has to be assigned to a chord for all the tracks of the same Style Element, or if each track can have its own Chord Variation assignment.

For example, you may want that the Major chords use CV1 in all the tracks of the current Style Element, and program them at once. On the contrary, you might want to use a different CV for some of the tracks, and program each of them separately.

- 1 Go to the **Style Edit > Menu > Chord/Variation Table > Chord Table** page.



- 2 Check the status of the **All/Single Track** radio buttons.

### All/Single Track

### Meaning

All

If it is selected, each chord uses the same Chord Variation (CV) in all the tracks of the current Style Element and all the other Style Elements of the Style.

When you assign a Chord Variation to a chord, the same CV will be automatically assigned to all the tracks of the Style Element. You are still free to program the other Style Elements separately.

Single

If it is selected, each chord may use different Chord Variations (CV) in different tracks of the Style Element.

When you assign a Chord Variation to a chord, the other tracks of the Style Element are left unchanged.

- 3 Select one of the **Style tracks** at the bottom of the page. This is only needed if you are programming the Style Element tracks separately, and not automatically extending the programming to all the tracks.
- 4 Press the corresponding button on the control panel to select one of the **Style Elements (INTRO 1 ... ENDING 3)**.
- 5 Use the **Chord Variation** pop-up menus to assign a Chord Variation to each of the chords.
- 6 Press the **PLAY/STOP** (▷□) button and play some chords to check how it works. Select any Style Element using the control panel button. Press the **PLAY/STOP** (▷□) button again to stop playback.

## Assigning empty Chord Variations to the tracks

While in the **Chord Table** page, you can now assign empty Chord Variations to the chords in the selected track and Style Element.

This is useful to mute the corresponding track, if you want it not to play for that chord in that Style Element. If you want to mute that track for the whole Style Element, assign an empty Chord Variation to all the chords for that track in that Style Element.

Empty Chord Variations are shown in lowercase and in round brackets, like (cv1) or (cv6).

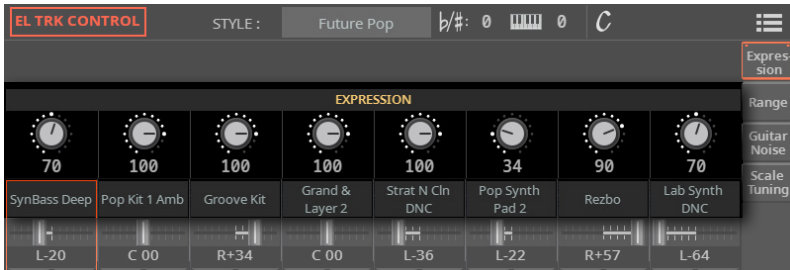
The screenshot displays the **CHORD TABLE** interface for a **Future Pop** style. The interface is organized into several sections:

- Header:** Shows the current style (**Future Pop**), key signature (**b/#: +0**), tempo (**+0**), and the selected chord (**D<sub>m</sub><sup>7</sup>**).
- Track Selection:** On the left, there are buttons for **ALL**, **SINGLE** (highlighted), and **TRACK**.
- Chord Table:** A grid of chord variations. The **6** chord variation is set to **(cv6)**, which is highlighted with a red box. Other variations include **Major**, **m**, **dim**, **m<sup>6</sup>**, **dim 7**, **M<sup>7</sup>**, **m<sup>7</sup>**, **m<sup>7</sup>(b<sup>5</sup>)**, **# 5**, **M<sup>7</sup>(b<sup>5</sup>)**, **m<sup>(M<sup>7</sup>)</sup>**, **7(#<sup>5</sup>)**, **SUS**, **7**, **M<sup>7</sup>(#<sup>5</sup>)**, **SUS 2**, **7(b<sup>5</sup>)**, **omit 3**, **M<sup>7</sup>sus**, **7sus**, and **omit 5**.
- Track Controls:** At the bottom, there are buttons for **M** (Mute) and **S** (Solo) for tracks: **Bass**, **Drum**, **Percussion**, **Acc 1** (highlighted), **Acc 2**, **Acc 3**, **Acc 4**, **Acc 5**, and **Style**.

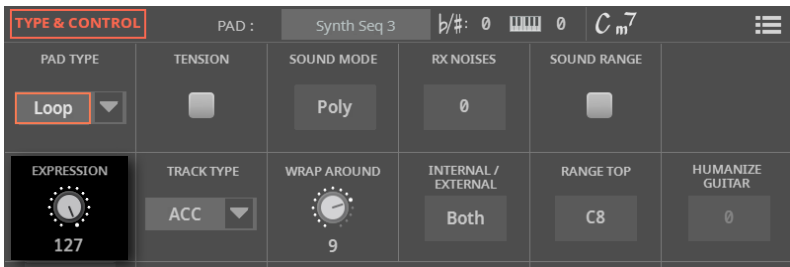
## Adjusting Expression on multiple tracks

Now you can keep the **SHIFT** button pressed, and adjust all the Expression level with a single slider.

While you are in the **Style Edit > Element Track Controls > Expression** page, or in the **Pad Edit > Menu > Pad Type & Control** page, you can adjust the Expression level with the physical sliders.



In Style Edit mode



In Pad Edit mode

- 1 Touch one of the Style's **Expression** knobs (or the unique Pad **Expression** knob).
- 2 Use the **CONTROL sliders** to adjust the **Expression** level in the corresponding Style tracks.
- 3 Keep the **SHIFT** button pressed, and move **one of the CONTROL sliders** to proportionally adjust the **Expression** level on all the Style tracks. At the end, release the **SHIFT** button.

## Tempo shown as Tempo metronome values

Tempo events are now shown as absolute Tempo metronome values. They are no longer shown as percentage.

## Undo command

While in **Style Edit** mode, you can use the **Undo** command to undo the latest action. Please note that this command may not be available for all the actions.

**1** After having recorded or edited something, choose the **Undo** command from the **page menu** (☰). The **Undo** dialog appears.



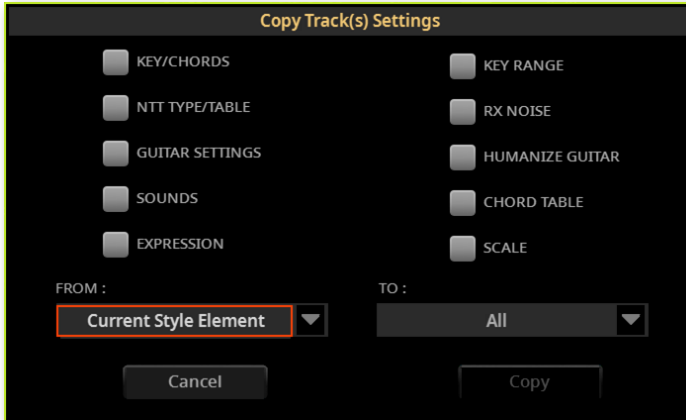
The dialog shows the latest action that you are going to undo, together with up to five of the previous actions. If there is nothing to undo, the 'Undo memory is empty' message appears instead.

**2** Touch the **Undo** button to undo the latest action (or press the **EXIT** button to cancel).

## Copying the Style track settings

Once you have edited a Style track, you can copy and paste its settings to another track, Chord Variation or Style Element.

- 1 Choose the **Copy Track(s) Settings** command from the **page menu** (☰) to open the **Copy Track(s) Settings** dialog.



- 2 Check all the track settings you want to copy.
- 3 Use the **From** pop-up menu to choose the source.

Style Element	Meaning
Current Style Element	Settings will be copied from all the tracks in the current Style Element to all the tracks in the target Style Element(s).
Current Track	Settings will be copied from the selected track in the current Style Element to the same track in the target Style Element(s).

- 4 Use the **To** pop-up menu to choose the target Style Element.

Style Element	Meaning
All	Settings will be copied to all the Style Elements (whole Style).
All Var	Settings will be copied to all the Variation Style Elements.
All Fill/Break	Settings will be copied to all the Fill/Break Style Elements.
All Intro/Ending	Settings will be copied to all the Intro/Ending Style Elements.
Var1 ... End3	Settings will be copied to the selected Style Element.



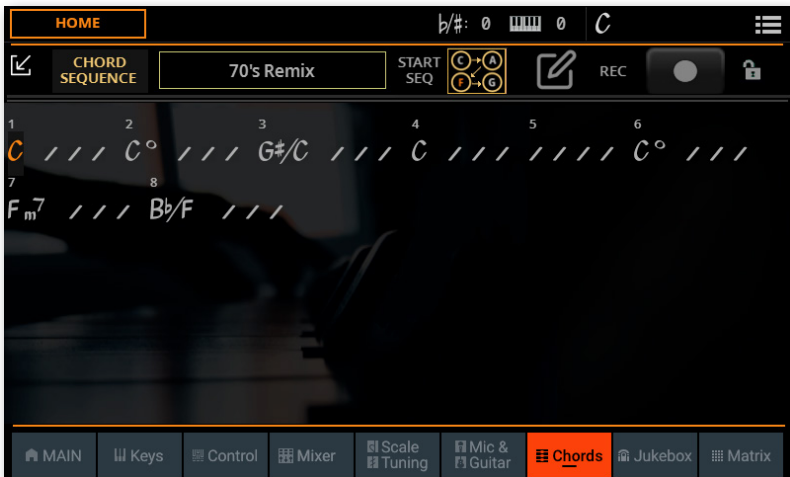
# Chord Sequence Edit


## Editing the Chord Sequences

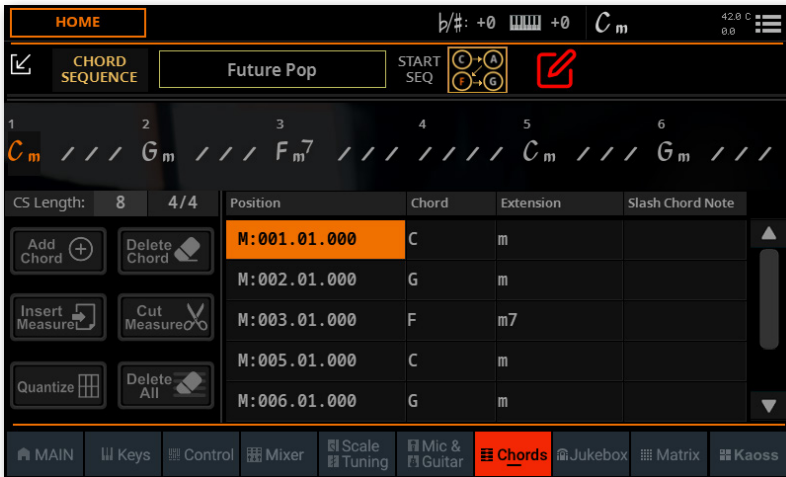
You can edit the Chord Sequences selected in the **Home > Chords** pane. After editing, you can save it over itself or as a new one.

### ■ Access Chord Sequence editing

- 1 Go to the **Home > Chords** pane.
- 2 To see all the options, touch the **Expand** (↗) button to enlarge the pane.



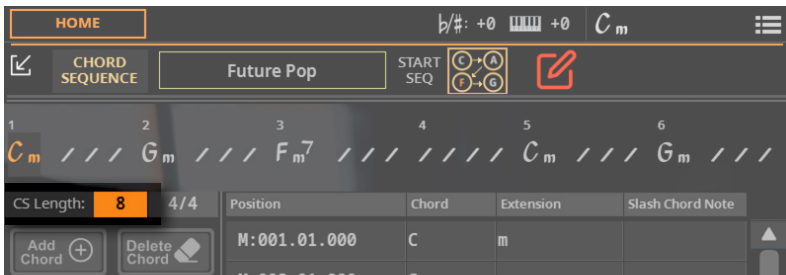
- 3 Touch the **Edit** (  ) button to open the **Chord Sequence Edit** page.



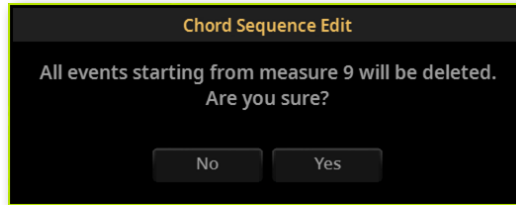
### ■ Change the Chord Sequence length

You can change the length of the Chord Sequence.

- 1 Select the **CS Length** parameter, and use the **DIAL** or **UP/DOWN** buttons to change the sequence's length in measures. As an alternative, touch it a second time to open the **numeric keypad**.



2 If choosing a lower value than the current one, a message will ask if you want to delete all the events in the measures you are cutting away.



Touch **Yes** to confirm, or **No** to keep everything as it is.

---

### ■ Edit the chords

1 Touch the **chord** to be edited in the event list. The corresponding **chord** in the Chord Sequence shown on top of the display will be highlighted.

2 Select the **M (Measure)**, and use the **DIAL** or **UP/DOWN** buttons to change the event's position. As an alternative, touch it a second time to open the **numeric keypad**.

3 Select the **Chord**, **Extension** or **Slash Chord Note** parameter, and use the **DIAL** or **UP/DOWN** buttons to change their value.

---

### ■ Add or delete a chord

- > Touch the **Add Chord** button to add a chord at the current position.
- > Touch the **Delete Chord** button to delete the selected chord.

---

### ■ Add or delete a measure

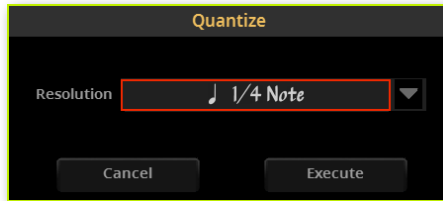
- > Touch the **Insert Measure** button to insert an empty measure at the current position.
- > Touch the **Cut Measure** button to delete the current measure. All the events it contains will be deleted.

---

## ■ Quantize the Chord Sequence

---

- 1 Touch the Quantize button to open the Quantize dialog.



- 2 Choose the desired **quantize resolution** from the **pop-up menu**, and touch **Execute** (or **Cancel** to exit with no change).

---

## ■ Delete all the chords



---

- > Delete All

---

## ■ Exit from editing


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- > Touch the **Edit** (  ) button to exit from the **Chord Sequence Edit** page.
- > When done editing, you can make the pane go back to the reduced size by touching the **Collapse** (  ) button.

---

## ■ Save the Chord Sequence

---

- > Choose the **Save Chord Sequence** command from the **page menu** (  ). Follow the instructions shown in the [Saving a Chord Sequence](#) section in the User Manual.

# Sound Edit

## Drum Layers increased to sixteen

Drum Layers can be now up to 16. This will improve compatibility with third-party sound developers.

To choose between the layer groups, use the dedicated **1-8** and **9-16** buttons in the **Sound Edit > Menu > Drum Kit > Drum Kit** page.



## Checking the Drum Sample Levels, and adjusting the Velocity Switch

You can check the volume level of each of Drum Samples contained in a Drum Kit, and adjust the Velocity Switch.

### ■ Access editing

- 1 Press the **REC/EDIT** button on the control panel to see the **Record/Edit** menu, and touch the **Sound Edit** button.
- 2 While in the main page of the **Sound Edit** mode, choose the **Drum Kit** to be edited.
- 3 Go to the **Sound Edit > Menu > Drum Kit > Drum Sample Levels** page.

#	Drum Sample	S1		S2		S3		S4		VEL
		Dry	Amb	Dry	Amb	Dry	Amb	Dry	Amb	
8	FTY 0 BD Spn Sof 1 Room	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	127
7	FTY 0 BD Spn Sof 1 Room	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	127
6	FTY 0 BD Spn Sof 1 Room	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	127
5	FTY 0 BD Spn Sof 1 Room	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	-Inf.	127
4	FTY 3812 HH S2 OT0 4	-1.5	-6.8	-0.2	-6.5	0.0	0.0	0.0	0.0	127
3	FTY 3811 HH S2 OT0 3	0.0	-5.5	-1.7	-6.0	0.0	0.0	0.0	0.0	107
2	FTY 3810 HH S2 OT0 2	+1.2	-5.2	-0.7	-5.3	0.0	0.0	0.0	0.0	76
1	FTY 3809 HH S2 OT0 1	+1.7	-4.7	+0.5	-5.1	0.0	0.0	0.0	0.0	45

Layers

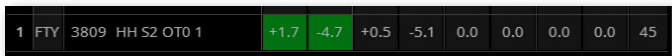
Round Robin 1      Round Robin 3  
Round Robin 2      Round Robin 4

## ■ Check a percussive instrument

- 1 Use the **Key** parameter to choose the percussive instrument to be checked. As an alternative, play the corresponding note on the keyboard.
- 2 For your convenience, on top of the list some parameters are replicated from other pages. Here, you can change the number of velocity layers in the selected key (**Layers** parameter), turn the key on or off (**Assign** checkbox) and choose if you want to listen to the Dry or Ambience part of the sound (**Dry+Amb** pop-up menu).



- 3 Play the corresponding note on the keyboard, and check the levels of the various samples.
  - > The samples that you just played are highlighted in green. In Drum Kits with Ambience, the **Dry** and **Amb(ience)** sample will play together.
  - > In Drum Kits with Round Robins, you can see the (up to) four round robins (**S1-S4**). Repeatedly play the same key to make them play in cycle.



**NOTE:** The level values are read-only, and you can't modify them.

- 4 While checking the velocity layers, you can adjust the **Vel(ocity)** parameter, replicating the **Velocity Sample Switch** parameter from the Drumkit page. This is the velocity switch between the velocity layers.

## ■ Exit from editing

- > Press the **EXIT** button on the control panel to return to the **main page** of the **Sound Edit** mode.

If you want, you can save the modified Drum Kit.

---

## Sample Edit

---

### Viewing the sample playback position

While in Sample Edit mode, the current playback position in the sample can be seen in the waveform diagram.

### Sample names can now be 34-characters long

The name of the samples (ordinary or percussive) can now be up to 34 characters long (instead of 16). This prevents their names from being cut on import.

The length of the Sound and Drum Kit names remains the same (up to 34 characters).

### Importing stereo multisamples

You can now import stereo multisamples when importing SoundFont or TX16Wx data. For compatibility reasons, KORG KMP multisamples are always mono. Stereo KMP multisamples are made with two mono ones, having the same name and the '\_L' (Left) and '\_R' (Right) extensions at the end.

### Increased maximum number of Sample in memory

The maximum number of Samples that can be loaded in memory has been increased (from 30,000 to 53,000).

### Increased Sample Preload Buffer size

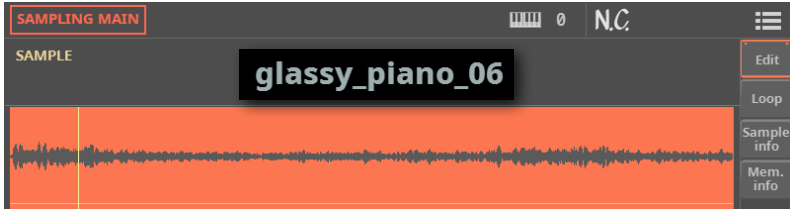
The preload buffer size has been increased (from 260MB to 420MB). This means that you can now load more samples in memory, and have more samples play directly from the preload buffer.



## Deleting multiple samples at once

You can delete more than one selected sample at once.

- 1 While in one of the **Sample Edit > Main** pages, touch the name of the sample in edit, and open the **Sample Select** window.



Please note that the **Sample Select** window will not open, if no sample has been saved.

- 2 While in the **Sample Select** window, keep the **SHIFT** button pressed, and touch the sample you want to select. To select more samples consecutively, keep the **SHIFT** button pressed, touch the first sample to be selected, then use the **DIAL** or **UP/DOWN** buttons to select the following items.

CHOOSE SAMPLE		SELECTED : 23					Delete
#	Name	ST	CP	Enc	Prel	Dr F	
25	SD1 - 2		✓			SD	▲
26	HH Close 1		✓			HH	
27	HH Close 2		✓			HH	
28	HH Pedal Close		✓			HH	
29	HH Pedal Splash EX		✓			HH	
30	HH Open 1		✓			HH	
31	HH Open 2		✓			HH	
32	Floor Tom EX		✓			Tom	
33	Rack Tom 2 EX		✓			Tom	
34	Rack Tom 2 EX		✓			Tom	
35	Rack Tom 1 EX		✓			Tom	
36	Rack Tom 1 EX		✓			Tom	
37	Floor Tom EX		✓			Tom	
38	Ride Edge 1 EX		✓			Cym	
39	Ride Bell EX		✓			Cym	▼

- 3 Touch the **Delete** button in the title bar to delete the selected samples, then confirm.

---

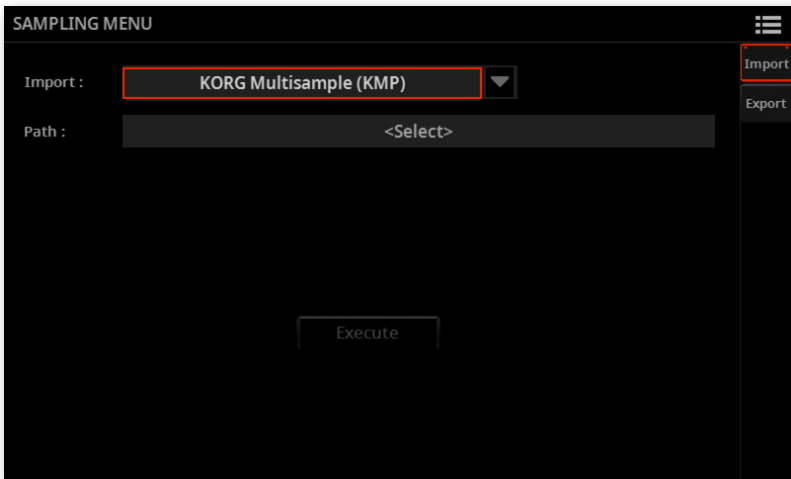
# Importing Sounds, Multisamples, Samples

---

## New Import page

The **Import** command in the **Sample Edit > Multisample** page has been removed from the **page menu** (☰).

It has been replaced by the **Sample Edit > Import/Export > Import** page. Here, you can import Sounds and Multisamples. The linked samples are also imported.



## New import file formats

In addition to the PCG, KMP and SF2 file formats, the new TXPROG and TXPERF file formats (mono or stereo) have been added.

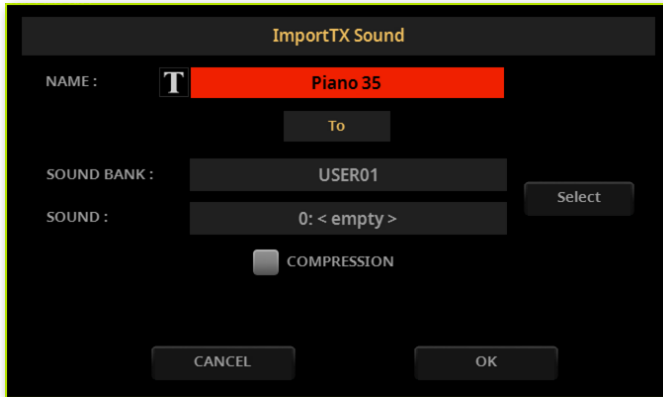
SF2 files can now be either mono or stereo. Compatibility with the SF2 files has been improved. Please note that the many variants of the SoundFont format make compatibility not always possible.

This is the updated compatibility table.

Import format	Meaning
Triton program (PCG)	KORG's native Program (Sound) format, first used by the Triton series of workstations. The file name has the .pcg extension. Note that Drum Kits cannot be imported.
KORG Multisample (KMP)	KORG's native multisample format (mono), first used by the Trinity and Triton series of workstations. The file name has the .kmp extension. For stereo sounds, two KMP files with the same name are used, each one ending with the '_L' (Left) or '_R' (Right) extension.
SoundFont (SF2)	Sound bank format by Creative Labs (mono or stereo). The file name has the .sf2 extension. Multisample data are imported. Due to the deep differences with KORG's own format, some Instruments from the SF2 file could not be imported (for example, Instruments with overlapping zones).
TX Sound (TXPROG)	TX16Wx Program (mono or stereo), corresponding to a Pa5X Sound. Importing it will also import all the linked samples.
TX DrumKit (TXPERF)	TX16Wx Performance (mono or stereo), corresponding to a Pa5X Drum Kit. Importing it will also import all the linked samples.
Import samples in a folder (AIFF, WAV)	This option lets you import a folder containing samples in the AIFF (.aif, .aiff) or Wave (.wav) format.

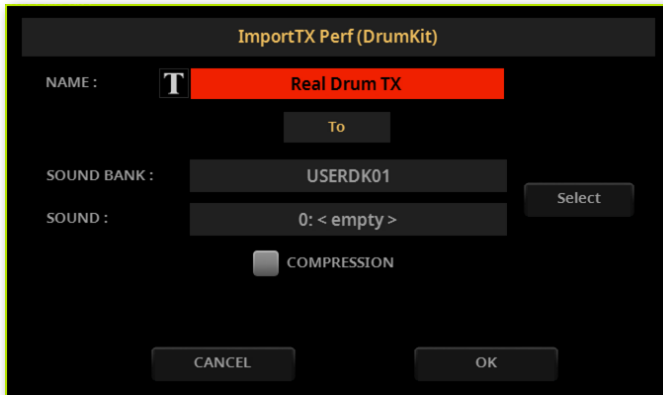
## Importing TXPROG files

When importing a TXPROG file, you can choose the target Sound location and edit the name. You can also choose to compress the samples.



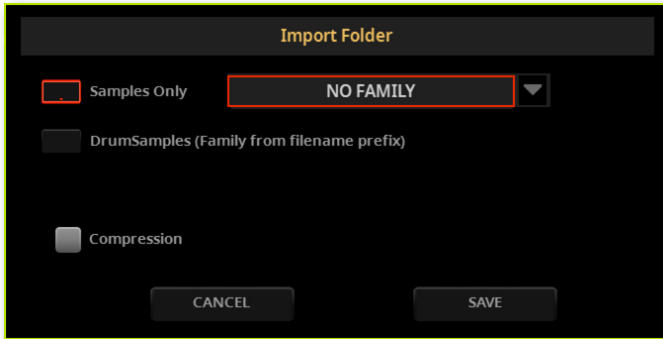
## Importing TXPERF files

When importing a TXPROG file, you can choose the target Sound location and edit the name. You can also choose to compress the samples.



## Importing a folder of samples

You can collect AIFF or WAV samples in a folder, and import them all at once. You can also choose to compress the samples.



You can decide to assign the imported samples to a Drum Family. Choose the **Samples Only** option, and use the **Drum Sample Family** pop-up menu to assign them to a family.

As an alternative, choose the **Drum Sample (Family from filename prefix)** option to selectively assign the imported samples to the relevant percussive families. This can be made automatically, by first adding to the sample names a special prefix, as shown in the following table. So, for example, 'S\_Maple\_Snare.wav' will be automatically assigned to the Snare Drums family.

The following table shows the available families and the corresponding abbreviations.

Drum Family	Prefix
Bass Drums	B_
Snare Drums	S_
HiHat	H_
Toms	T_
Cymbals	C_
Latin Percussions	L_
Ethnic Percussions	E_
Special FX	X_

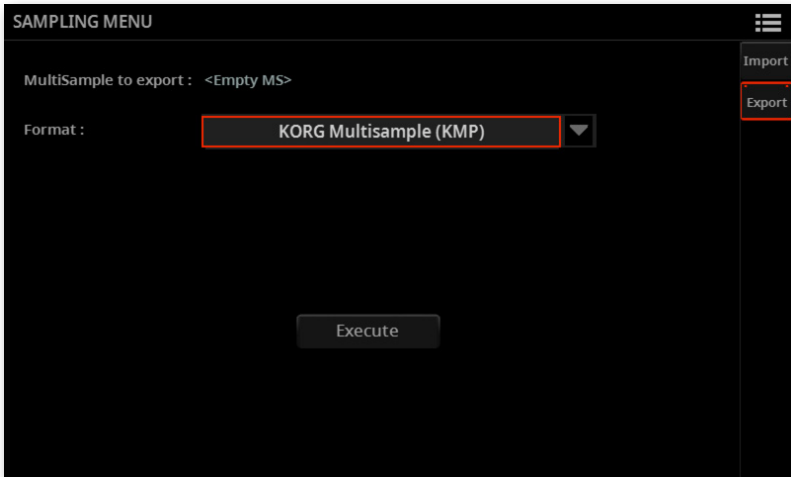
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# Exporting Multisamples, Samples

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## New Export page

In addition to the **Export Sample** command found in the **page menu** (☰) of the **Sample Edit > Main** page, where you can export the sample in edit, there is now a new **Sample Edit > Menu > Import/Export > Export** page. Here you can export all the samples from the selected multisample, or all the sample in memory.



## New export file formats

You can now export all the samples of a multisample to the WAV or TXPROG file format. You can also export all the samples in memory as WAV files.

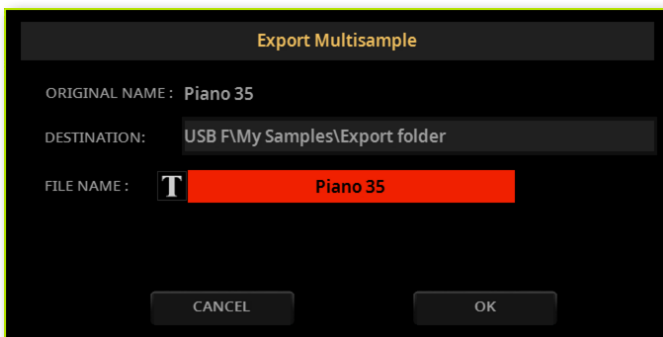
Adding the Original, Low and High Key parameters to the sample name would let you rebuild a Pa5X Multisample on an external sample editor (including TX16Wx).

These are the file format into which the Samples can be exported.

Export format	Meaning
KORG Multisample (KMP)	KORG's native multisample format (mono), first used by the Trinity and Triton series of workstations. The file name has the .kmp extension.
WAV files with sample names	All the samples from the selected multisample will be exported as WAV files. The samples will only get the sample name.
WAV files (_OrgKey)	As the above, but with the Original Key appended to the sample name.
WAV files (_OrgKey_LowKey_HighKey)	As the above, but with the Original, Low and High Key appended to the sample name.
TX16Wx program (TXPROG)	TX16Wx Program (mono or stereo). Exporting it will also export all the linked samples in WAV format.
All samples as WAV files	All the samples in memory will be exported as WAV files.

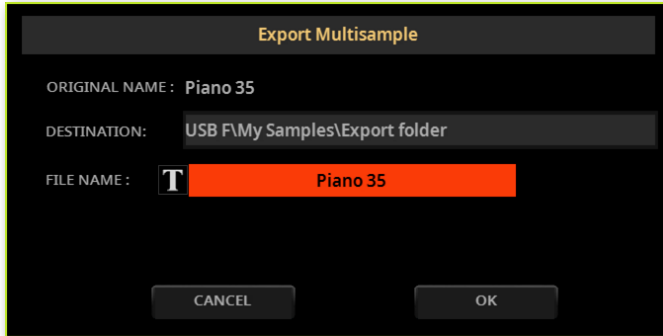
## Exporting a multisample to KMP and KSF files

When exporting the current multisample (the one selected in the **Multisample** edit section), the KMP multisample(s) and a series of KSF sample files will be generated. You can choose the destination in the drives and the basic name of the files.



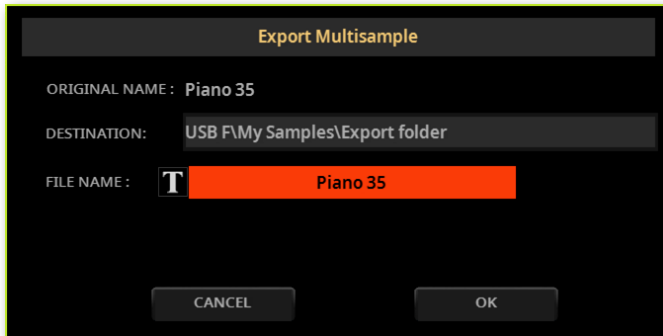
## Exporting a multisample to WAV files

When exporting the current multisample (the one selected in the **Multisample** edit section) to WAV files, a series of WAV sample files will be generated. You can choose the destination in the drives and the basic name of the files.



## Exporting a multisample to TXPROG and WAV files

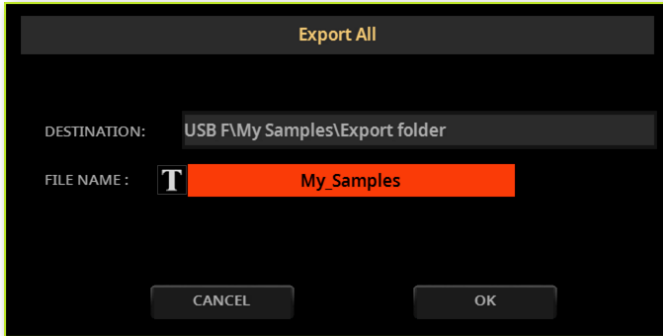
When exporting the current multisample (the one selected in the **Multisample** edit section) to a TX16Wx Program, a TXPROG Program file and a series of WAV sample files will be generated. You can choose the destination in the drives and the basic name of the files.





## Exporting all the samples in memory as WAV files

When exporting all the samples contained in the User Sample memory, a series of WAV sample files is generated. You can choose the destination in the drives and the basic name of the files.



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## Exchanging data with TX16Wx

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TX16Wx is a software sampler from [CWITEC](#), that can run on Macs and Windows PCs. Pa5X (starting from OS v1.3.0) is compatible with its file format, and can import data from it. You can therefore use TX16Wx to develop Sounds and Drum Kits for Pa5X.

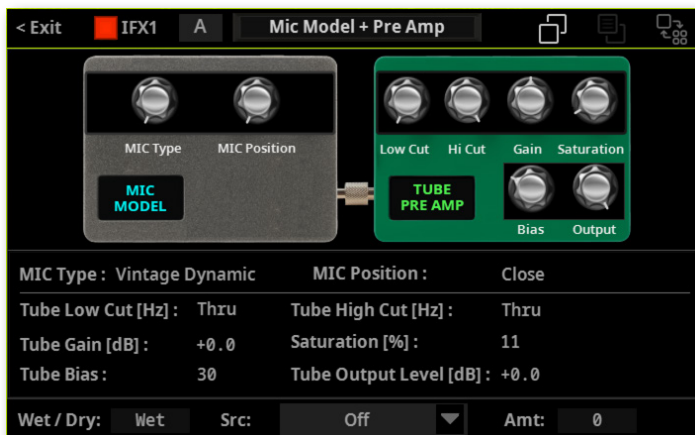
You can also export Multisamples from Pa5X to be edited in TX16Wx. You can also use the software to edit samples in the WAV format.

Please see the separate 'Making Pa5X Sounds and Drum Kits with TX16WX' manual for details on how to use TX16Wx with Pa5X.

## Effects for the Sounds

Detailed images were added to sixty-six effects. This makes the way the effects are working clearer and more intuitive.

Some examples:



# New Musical Resources

## Styles

Forty-five new Styles have been added.

### Pop

Baddie

Bury a man

Dua Magic

Fall back to you

Gonna be alright

I cut my hair

Juicy Pop

Looking at

My Flowers

No friends

Nothing Lasts

Some bad decisions

Takes 2

Thank Pop

We're Seventeen

Yes, and then

Yours Girls

### Classic Pop

En Rose

Feeling Emotions

Got Me Started

I'm Torn

Next To Me

Red Stars.stg

That Face Before

### Ballad

All I Need

Be Free With You

Cuz angels don't cry

In The Dark

No Money

Parallel Universes

Take Good Care

This Love I Have

With you

### Dance

Love What is

P-A-D-E

R-E-A-C-T

### Rock

In The Dirt

We Rock U

### Country

Broken Heart

Memory Country

Orange Ballad

What God Gave

You Should Leave

### Jazz

Going With Me

### Funk & Blues

Soul Singer

# Improvements and bug fixes in OS 1.3.0

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## Improvements

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### User Interface

General User Interface improvements.

Some Edit menus and page menus have been reorganized, to include the new features.

The **Tempo** window is no longer preventing the use of some control panel buttons (for example, BOOK or REC/EDIT).

### Audio Out

The Finalizer's compressor behaves smoothly when choosing a different Style.

### Video out

The Lyrics font on the video output is now bigger for better readability.

### File conversion

Converting Pa4X to Pa5X data improves Drum Kit conversion, in particular the way the Assign parameter is translated.

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## Bug fixes

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### Chord playback

Under some conditions, Intro and Ending chords could not be the correct ones, when changing between Major and Minor while playing.

### Scale and Tuning reset

After selecting a Scale and Key in the **Home > Scale/Tuning** pane, the parameter might be reset when choosing a different pane or page.

### SongBook

The Transpose value saved in MIDI Song-based SongBook Entries could be ignored when starting a Player (despite being set correctly after choosing the Entry).

When saving a SongBook Entry, the wrong Style Element could be saved.

### Video Output

When using a TXT file for Lyrics, it might disappear from video out when switching between the Players.

### Damaged Style data

Loading damaged Style data could lead to a system crash under particular conditions.

### MP3 Record

If the target USB memory device was removed while recording, it was no longer possible to save the recorded file (even if reconnecting it).

### Strip display brightness

The **Settings > General Controls > Interface > Display Brightness > Strip** parameter might not work under some conditions.

**Pa5X**  
**Operating**  
**System**  
**Version 1.2**

# New features

## Add-On musical resources

### Support for Add-On musical resources

Pa5X supports the installation of Add-On packages of musical resources. This will let you add new collections of Samples, Sounds, Styles, or other resource into the reserved Local area, without having to use the User area. Please read the documentation supplied with the Add-On for more information.

#### ■ Protected and non-protected Add-Ons

Add-On musical resources can be non-protected, or protected via a dedicated microSD card (that will act as a protection key). If they are protected, the protection key must be inserted into the lower microSD slot on the back of the instrument.

#### ■ Storage area available in the protection key (microSD card)

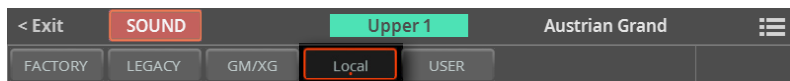
When a microSD card containing a protection key is inserted into the dedicated slot, you can also use it as a storage device.

#### ■ Only a single Add-On at a time can be used

Only a single Add-On can be used at a time. If installing a different Add-On, the older one will be replaced.

#### ■ Local musical resources

Musical resources added by the Add-On can be accessed from the **Local** area in the various **Select** windows.





The **Local** area may however be localized and show a different name, depending on the installed Add-On. Please refer to the documentation accompanying the Add-On.

**Local** resources are like **Factory** ones. You can't delete or overwrite them.

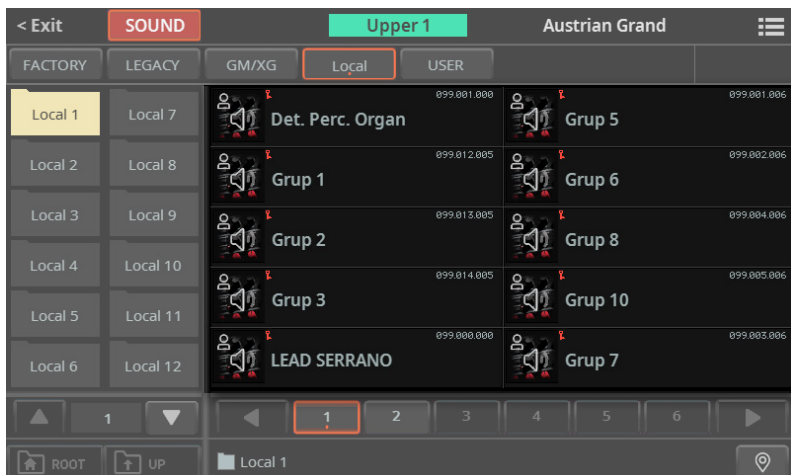
## ■ Protected resource symbol

Protected musical resources are shown with a key symbol (🔑) next to the resource's name.

- Styles and Pads (that are freely organized as single files) only show the key symbol after having been selected.



- Sounds and Drum Kits (that are organized in banks) show the key symbol in the Select window.



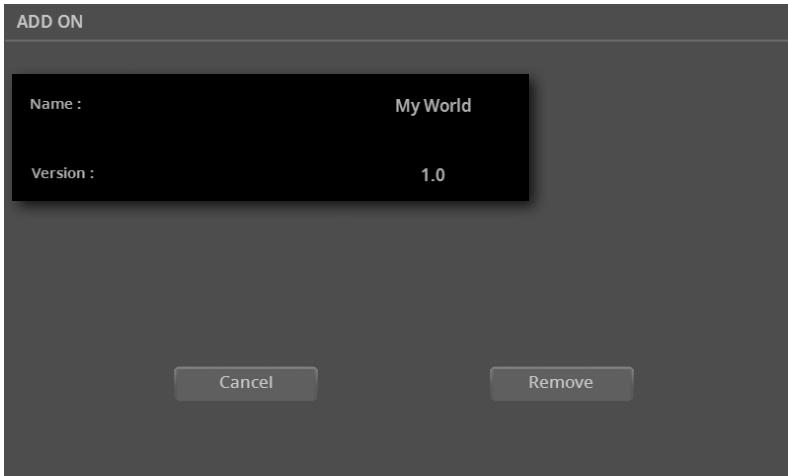
## Installing an Add-On

You install the Add-Ons as any operating system update. Please refer to the documentation supplied with the Add-On for detailed instructions.

**NOTE:** Add-Ons can only be installed in the Pa5X INTERNATIONAL.

## Getting information on the installed Add-On

You can get information on the installed Add-On in the **File > Menu > Add-On** page. Detailed information may be contained in the documentation supplied with the Add-On.

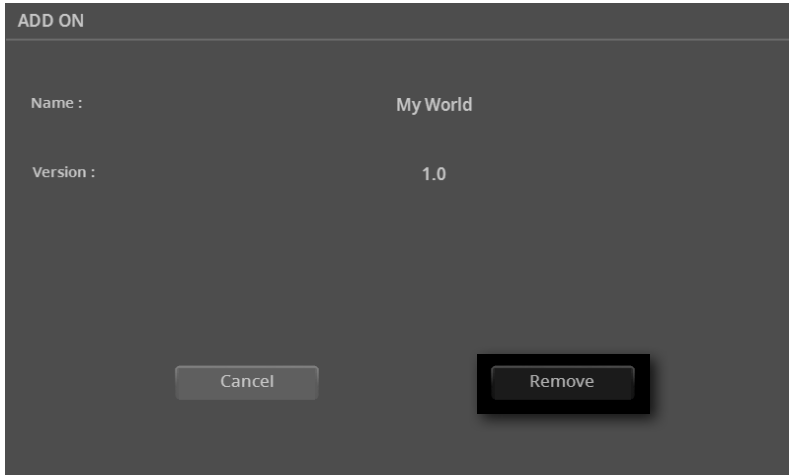


## Removing the installed Add-On

You can deinstall an Add-On. By deinstalling an Add-On, the corresponding resources are removed from the Local area.

Please note that the **File > Factory Restore** command leaves the Add-On resources untouched, as it happens with Factory-type data.

- 1 Go to the **File > Menu > Add-On** page.



- 2 Touch the **Remove** button. A message appears, asking you to confirm.
- 3 After confirming, please turn the instrument off, then on again.

## Possible issues with the installed Add-On

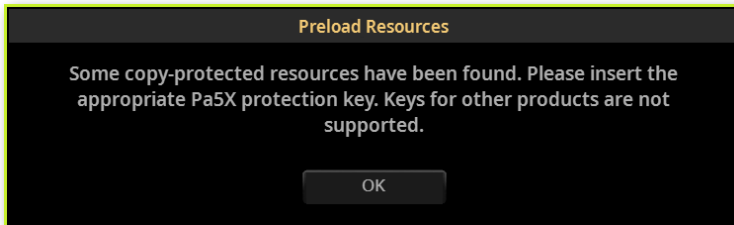
### ■ Error when preloading resources at startup

In case there was an error while preloading the protected resources when turning the instrument on, the 'Failed to preload' message appears. Turn the instrument off and then on again to see if this can solve the issue.

If the issue is not solved, please try reinstalling the Add-On again. If this doesn't solve this issue, please contact the Add-On's developer.

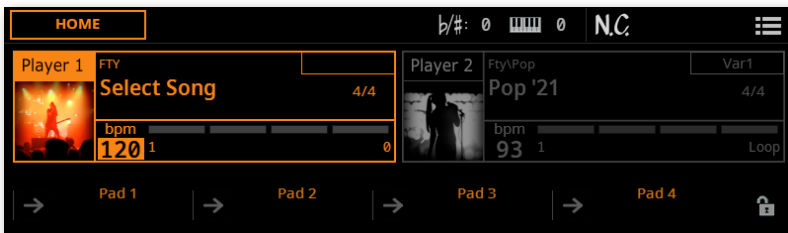
### ■ Protected resources and missing protection key

When the protection key is not found, and there are protected resources in the Local area, a warning message appears when turning the instrument on, advising about the presence of protected resources, and asking to insert the appropriate protection key.



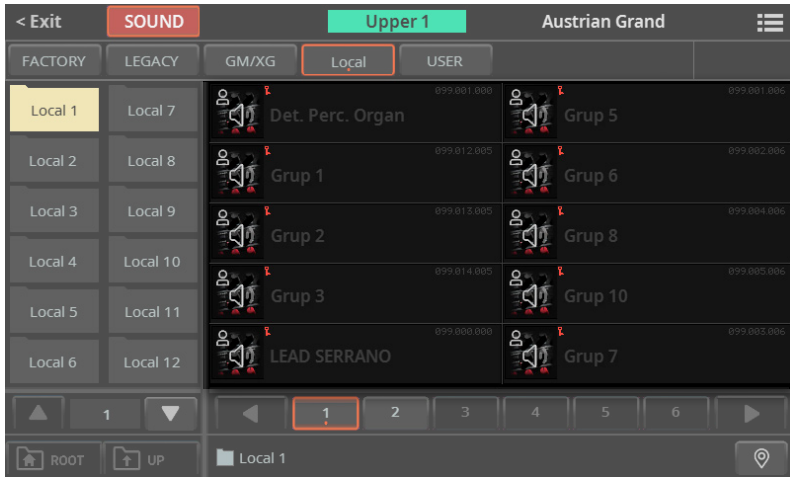
You can either turn the instrument off and install the protection key, or just proceed and avoid using the protected resources.

If you had protected Styles and Pads assigned to the Players in **Settings > Menu > General Controls > Startup**, they will not sound.



If you try to select a protected resource without the protection key inserted, you can't actually load it.

- > Resources organized in a reference grid (like Sounds or Drum Kits) appear dimmed.



- > Resources that are organized freely (Styles and Pads) appear as regular files, but when trying to select them you get an error message.
- > In **Sample Edit** mode you can't see the **LOC** (Local) bank of multisamples or drum kits.

If you turn the instrument off and install the protection key, the protected resources will start working again.

As an alternative, in case you don't plan to use them again in your instrument, you can delete the protected resources from the internal memory, by following the procedure described above.

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## Converting data from Pa4X

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### Extended support for Pa4X data

Pa5X now has extensive support for data from Pa4X.

- > User Sounds, User Drum Kits and User Samples are converted.
- > Keyboard Sets are converted.
- > Styles and Pads are converted. Chord Sequences saved into the Styles are converted.
- > Chord progressions in the Intro and Ending Style Elements are now shown in the Chords track.
- > The Global/Settings, MIDI Presets, QT Scale Presets and Maxx Presets are not converted.
- > The User Voice Presets are not converted.
- > The SongBook is converted and the Sounds, Styles and Mic/Voice Presets are remapped to an equivalent one, when available. Pads, Chord Sequences saved in the Entries are converted. Linked resources (MID, MP3, TXT files) are relinked according to the rules described in the following section.
- > Sounds and Drum Kits from localized versions (like the MUSIKANT or the ORIENTAL) may be missing after the conversion on the INTERNATIONAL version. Other data may be missing as well.
- > Data that are missing from the original SET folder will be missing in the converted KST folder. For example, you might have saved the User Keyboard Sets, but not the User Sounds or Samples, and these will be missing.

### Compatibility with other models, older data and third-party converters

Please note that Pa5X can only convert user data created with Pa4X. When loading data created on different models, or converted through third-party utilities, compatibility can't be granted. They may work, but may exhibit an unexpected behavior.

If you still need to use older data, and you experience issues with them, please send them to KORG through your Dealer or Distributor, so that we can analyze them and try to fix the problem. Please detail the symptoms, and explain the procedure to replicate your issue.

## Converting the Pa4X data

(Please note that the **File > Import** edit section has been replaced by the **File > Data Conversion** edit section).

Before loading the data from Pa4X you have to first convert its SET folders into Pa5X's KST folders, where the converted data will be automatically saved.

Please note that conversion times may be long. A progress bar will show the current situation on the display.

When the conversion is done, the **ConvertReport.txt** file containing a list of conversion messages will appear inside the new KST folder.

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### ■ Save the old data into a SET folder

---

Before moving the data to Pa5X, save all the older instrument's memory content into a new SET folder onto an USB storage device.

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### ■ Collect the linked SongBook files (MID, MP3, TXT files)

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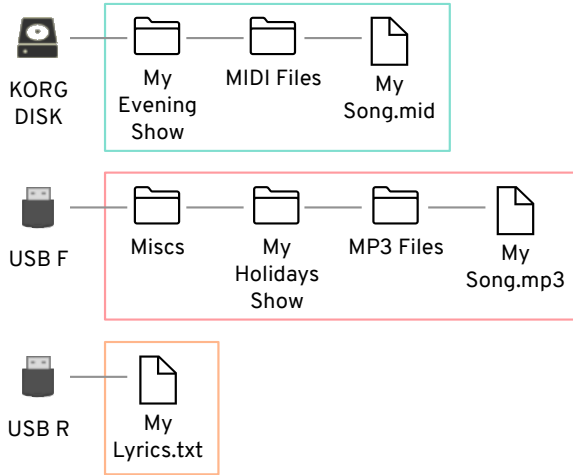
The SongBook can link MID, MP3 and TXT files from multiple sources, for example the internal drive and external USB storage devices, or different folders inside them. Conversion will try to preserve the same structure.

Collect all the linked files into the root or a single parent folder inside the Pa5X's KORGE DISK. Copy the entire containing folder, and not only the individual files. The original directory structure will have to remain the same as in the original.

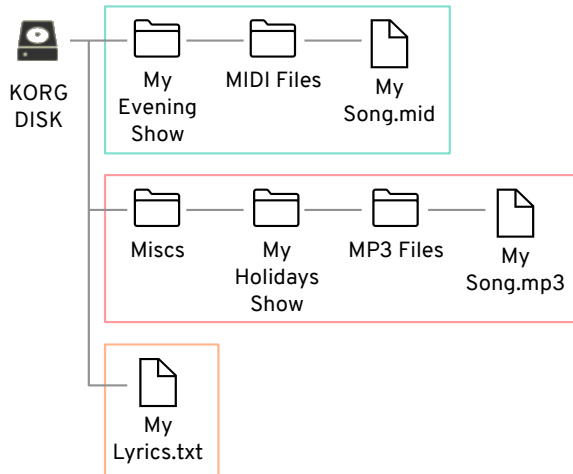
Please choose this position carefully, since moving the data it contains after the conversion will break the links inside the SongBook Entries.

For example, you can move everything into the root of the internal drive, as in the following example.

## Pa4X



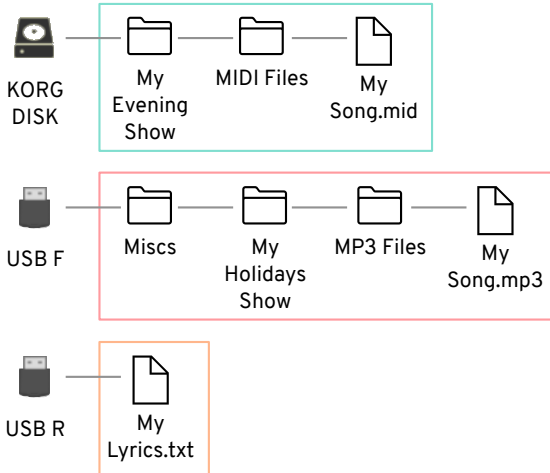
## Pa5X



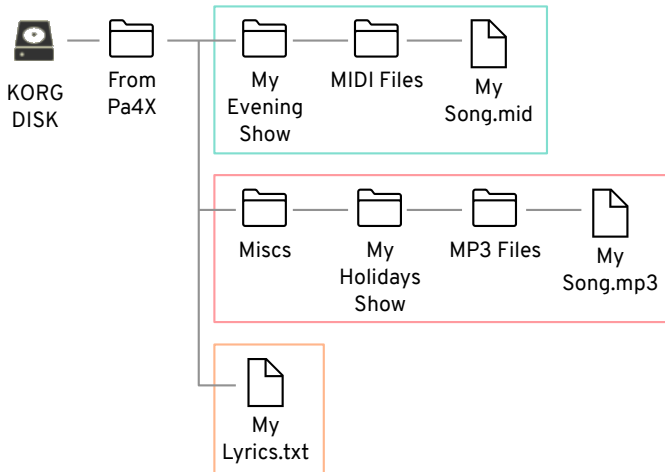


Or, to leave the root cleaner, create a folder in the root ('From Pa4X' in this example), and move everything into it - still preserving the original paths.

## Pa4X



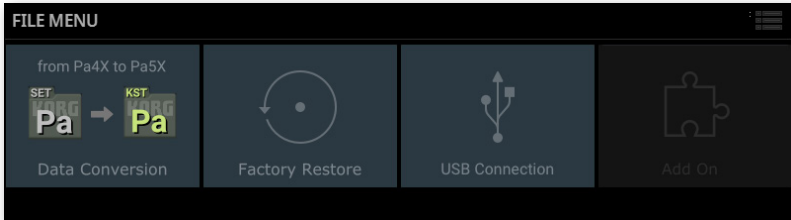
## Pa5X



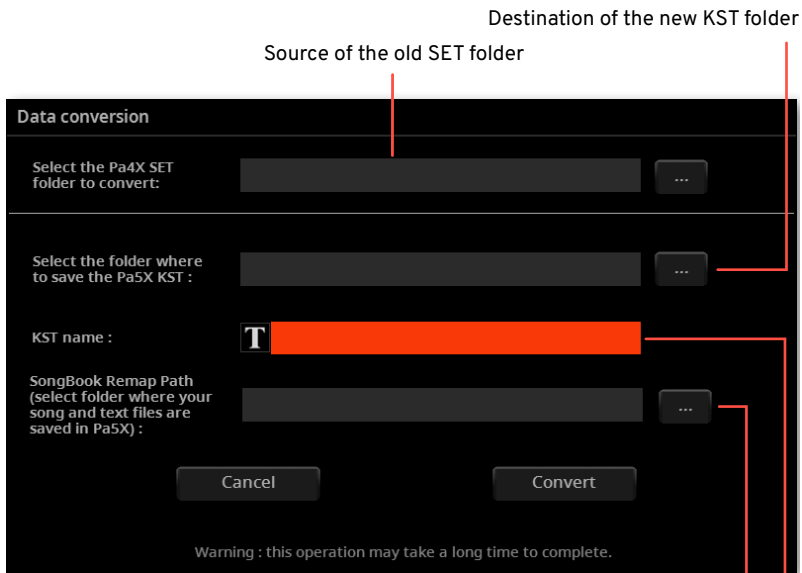
■ **Convert the data**

When you have the older data ready, connect the USB storage device(s) in which they are contained to Pa5X.

- 1 Press the **FILE**, then the **MENU** button to open the **File > Menu** page.



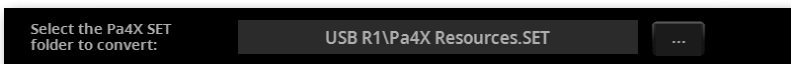
- 2 Touch the **Data Conversion** button to open the **Data Conversion** page.



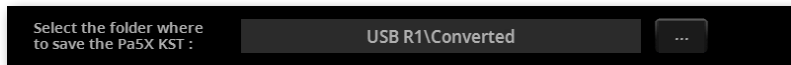
Folder where to find the MID, MP3 and TXT files linked to the SongBook Entries

Name of the destination KST folder

- 3 Touch the **Source > Browse (...)** button to open the file browser and choose the source **SET folder** containing the Pa4X data.



- 4 Touch the **Destination > Browse (...)** button to open the file browser and choose a destination for the converted **KST folder**.

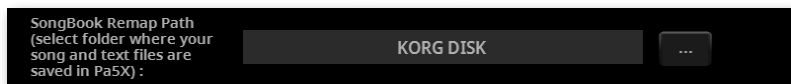


- 5 Touch the **Text Edit (T)** button to open the **virtual keyboard** and edit the name. When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

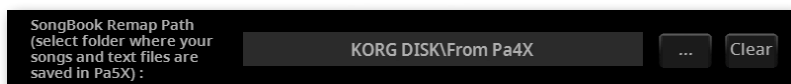


- 6 Choose the drive or folder where you collected the linked SongBook files (MID, MP3, TXT files) by touching the **SongBook Remap Path > Browse (...)** button and opening the file browser.

**NOTE:** This parameter will remain dimmed if no SongBook data is found inside the source **SET folder**.

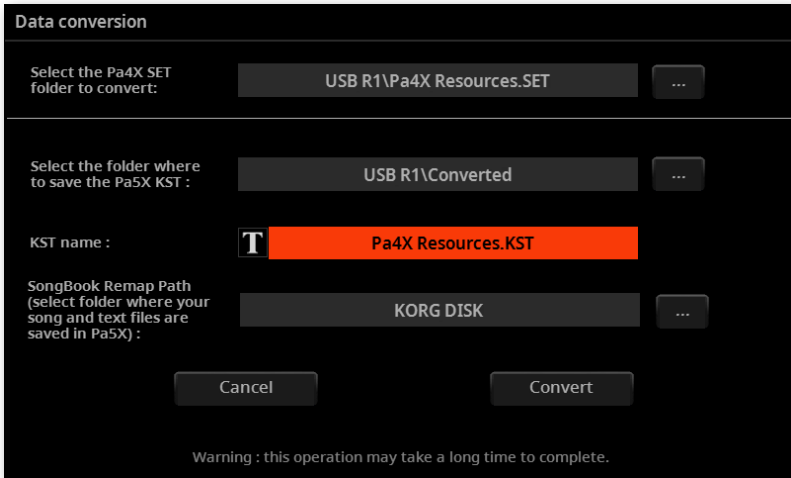


With the root of the internal drive selected



With a folder ('From Pa4X') in the root of the internal drive selected

7 Be sure all the fields are filled.



8 Touch the **Convert** button, and wait for the files to be converted into the new format.

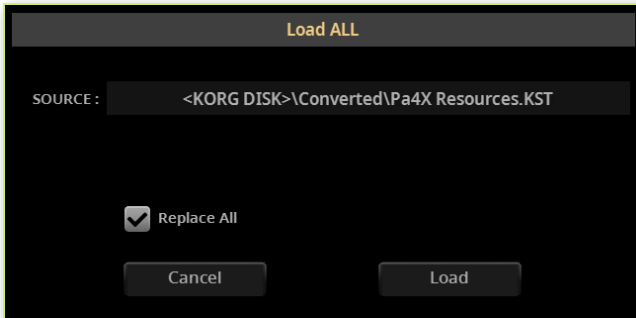
## Loading the converted data

After having converted the Pa4X data, you can load them into Pa5X. Please check their integrity after loading.

### ■ Load the data

When done converting data from Pa4X, load the new KST folder.

- 1 Before loading the converted data, please make a backup of your existing User data. Save all of them into a new **KST folder**.
- 2 Then load the converted data. Go to the **File > Main** page and find the new **KST folder**.
- 3 Touch the folder to open it, and choose the **Load** command from the **page menu** (☰). The **Load All** dialog will appear.



- 4 Choose whether you want to Merge or Replace the data.
  - > If you **select** the **Replace All** checkbox, all the existing User files of the selected type (Style, Keyboard Set...) in the internal memory will be replaced by the ones you are loading.
  - > If the **Replace All** checkbox will remain **unselected**, the files you are loading will be merged with the ones already existing in the internal memory. Only the files with the same name will be replaced.

**WARNING:** Please note that replacing will delete all the data being replaced. Be sure to have a backup of the data you don't want to lose.

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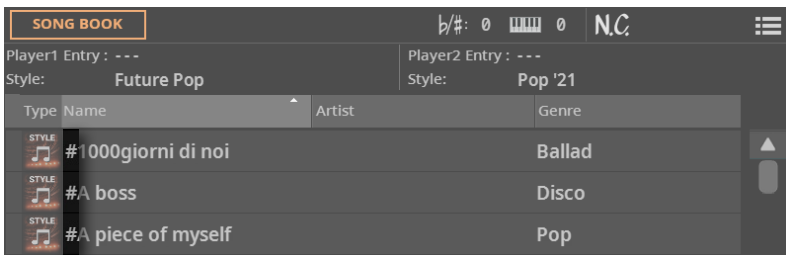
## ■ Check the converted data

---

While most data will be converted flawlessly, some might not. Some data may require further editing.

Check if all the Keyboard Sets, Sounds, Styles and Pads are working as expected. If not, edit them. In some case, you may prefer to replace the older data with the better ones offered by Pa5X.

In the SongBook, both the Book list and the Set Lists are converted. If a resource is missing from an Entry, a hashtag (#) is shown before the name.



If this happen, go to the **Entry Edit** page and relink the missing resource, or find a new one that can replace the older.

You can also see the missing resources by opening the **ConvertReport.txt** file that you can find inside the new **KST folder**.

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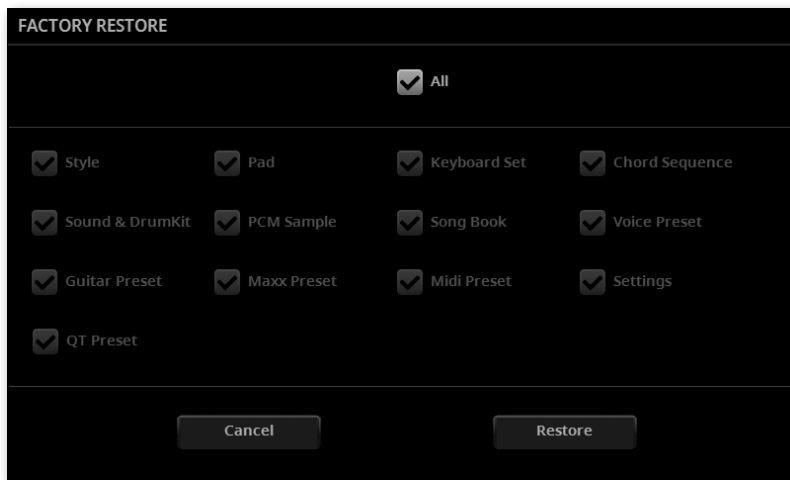
## ■ Save the edited KST folder

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If you have edited the converted data, save it as a KST folder. You can either overwrite the existing folder, or create a new one.

## ■ Clean the User memory

If you prefer to clean the User memory, after having checked the converted data, you can use the **File > Menu > Factory Restore** command. After restoring the data, turn the instrument off, then on again.



After the memory has been cleaned, you can reload the separate data from any KST folder, including the Pa5X data you previously backed-up, and portions of the converted Pa4X data.

Please note that the SongBook always needs the linked MID, MP3 and TXT files at the original position. If they are not reloaded, or are placed in a different way, they will not be found. If this happens, reload them at the original position, or relink them in the **SongBook > Entry Edit** pages.

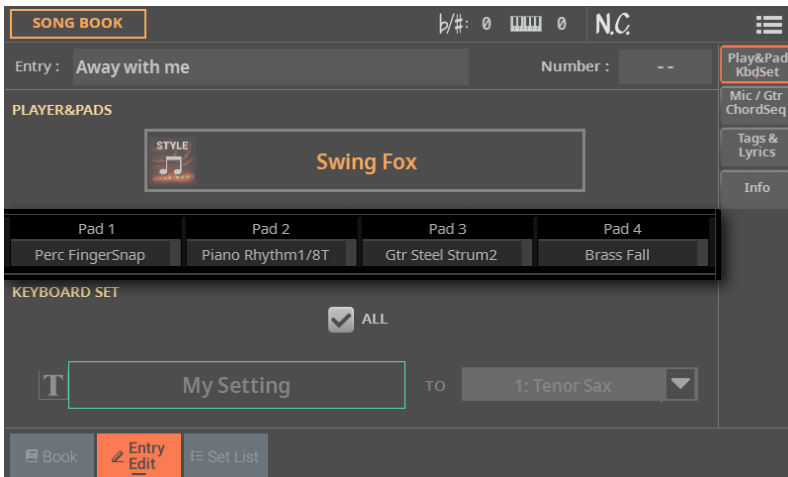
# SongBook

## Easier way to assign Pads to SongBook Entries

Pads can now be chosen from the **SongBook > Entry Edit** page.

With each SongBook Entry, four Pads are saved. When editing an Entry, or creating a new one, you can replace the Pads.

- 1 If you want to edit an existing **SongBook Entry**, choose it.
- 2 Go to the **SongBook > Entry Edit > Player/Pad/KbdSet** page.



- 3 Touch the **Pad** you want to change, to open the **Select** window.
- 4 Choose a different Pad.

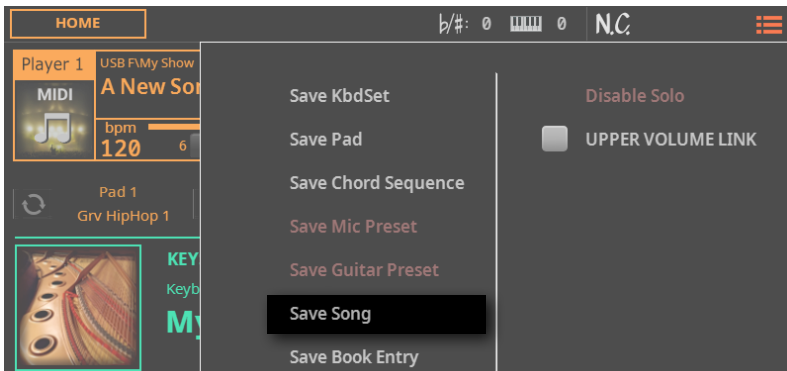


# Saving Songs, Styles, Pads, and Chord Sequences

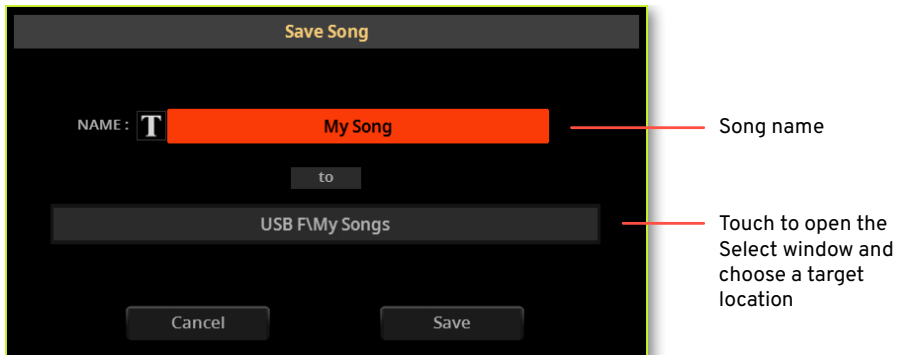
## Menu command to save Songs everywhere from the Home page

Songs can now be saved everywhere from the **Home** page. You are no longer limited to overwriting them.

- > While a Song is selected, choose the **Save Song** command from the **page menu** (☰).



The **Save Song** dialog will appear.

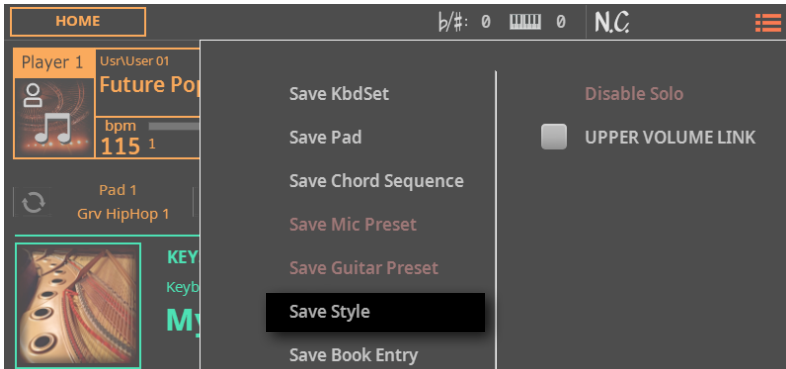


The procedure is the same already described at the end of the **Recording and editing the Songs** chapter in the User Manual.

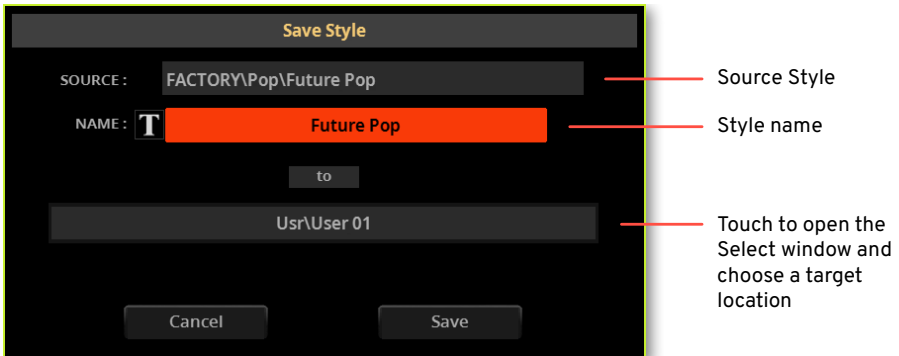
## Menu command to save Styles everywhere from the Home page

Styles can now be saved everywhere from the **Home** page. You are no longer limited to overwriting them.

> While a Song is selected, choose the **Save Song** command from the **page menu** (☰).



The **Save Pad** dialog will appear.



The procedure is the same already described at the end of the **Recording and editing the Styles and Pads** chapter in the User Manual.

## Menu command to save Pads into a Style

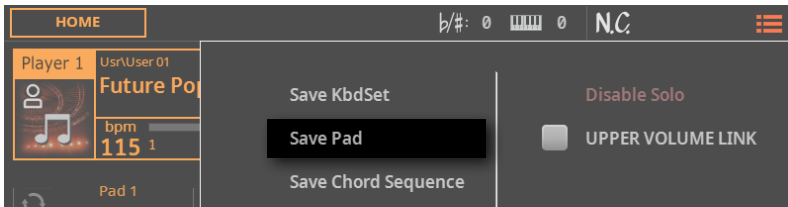
Pads can now be saved into the User Styles, as an alternative to their dedicated library, by choosing the dedicated **Save Pad** command. Please note that saving the Pads can be also done by saving a User Style.

Styles can contain four Pads. When choosing a Style, four Pads matching the selected Style are automatically selected.

You can save the changes you made to the Pads into a User Style. Factory Styles can't be overwritten. If you want to edit and save a Factory Style, copy it into the User area.

### ■ Open the Save dialog from the display

> While a User Style is selected, choose the **Save Pad** command from the **page menu** (☰).



The **Save Pad** dialog will appear.



---

## ■ Rename the Pad

---

While in the **Save Pad** dialog, you may change the **name** of the Pad.

- 1 Touch the **Text Edit (T)** button to open the **virtual keyboard** and edit the name.
- 2 When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

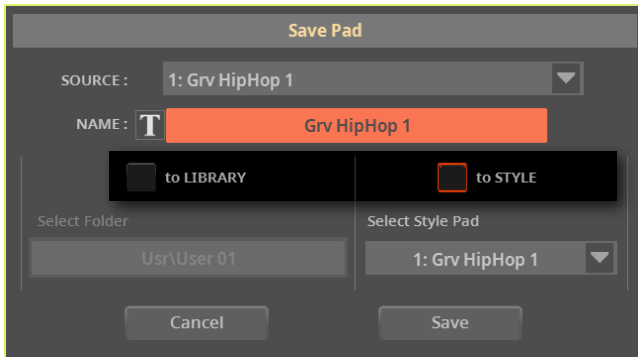
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## ■ Choose between the Library and the Style

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You can save the changes you made to the Pad into the Pad Library or the current User Style.

- > Use the **to Library / to Style** radio button to choose where to save the Pad.



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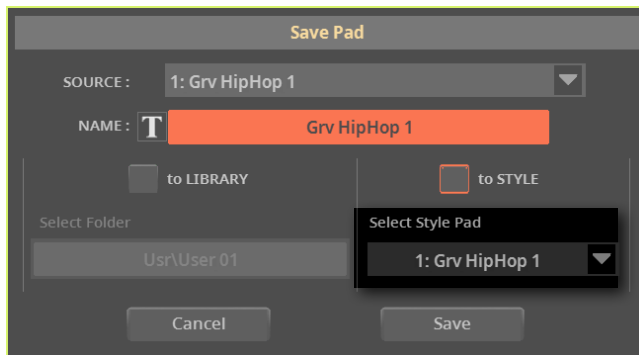
## ■ Save over Pad #1

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- > If you decided to save into the current User Style, Pad #1 is already selected, so just touch the **Save** button.

## ■ Save to a different Pad location

1 If you want to save the Pad to a different location inside the same Style, touch the arrow next to the **Select Style Pad** parameter to open a pop-up menu and choose a different location.



2 Confirm the Save operation by touching the **Save** button.

**WARNING:** The Pad at the target location will be overwritten.

## Menu command to save a Chord Sequence into a Style

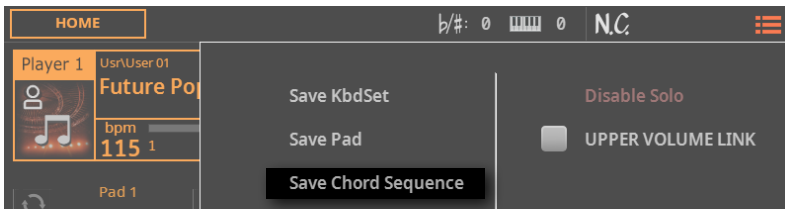
Chord Sequences can now be saved into the User Styles, as an alternative to their dedicated library, by choosing the dedicated **Save Chord Sequence** command. Please note that saving the Chord Sequence can be also done by saving a User Style.

Styles can contain a Chord Sequence. When choosing a Style, a Chord Sequence working well with the selected Style is automatically selected.

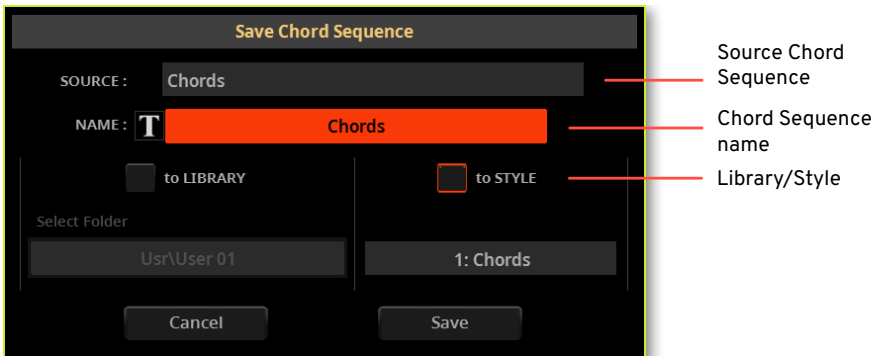
You can save the changes you made to the Chord Sequence into a User Style. Factory Styles can't be overwritten. If you want to edit and save a Factory Style, copy it into the User area.

### ■ Open the Save dialog from the display

> While a User Style is selected, choose the **Save Chord Sequence** command from the **page menu** (☰).



The **Save Chord Sequence** dialog will appear.



---

### ■ Rename the Chord Sequence

---

While in the **Save Chord Sequence** dialog, you may change the **name** of the Chord Sequence.

- 1 Touch the **Text Edit (T)** button to open the **virtual keyboard** and edit the name.
- 2 When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

---

### ■ Save the Chord Sequence

---

> There is a single Chord Sequence location in the Style, so just touch the **Save** button.

---

**WARNING:** The Chord Sequence at the target location will be overwritten.

---

Chord Sequences can then be assigned to Styles and SongBook Entries. A Chord Sequence can be saved together with a User Style or a SongBook Entry.

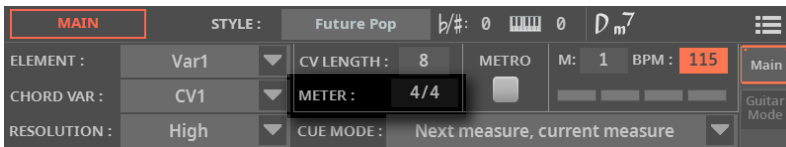
## Style/Pad Edit > Main page

### Support for multiple meters in Styles

Each Style Element can have a different **Meter/Time Signature**. The Meter can only be changed when the Style Element is empty, with nothing already recorded in it.

This doesn't apply to Pads, that are made of a single Element.

- 1 If you want to edit an existing Style, choose it.
- 2 Press the **REC/EDIT** button on the control panel to see the **Record/Edit** menu.
  - > If you want to edit the current Style, touch the **Style Edit** button in the menu. If you want to create a new Style, touch the **New Style** button in the menu, and confirm if you agree to lose any unsaved changes. In both cases, the **main page** of the **Style Edit** mode will appear.
- 3 Use the **Element** pop-up menu to choose a Style Element. As an alternative, press the corresponding button on the control panel to select one of the **Style Elements (INTRO 1 ... ENDING 3)**.
- 4 Use the **Meter** parameter to set the meter (time signature) of the Style Element.



- 5 Start recording, and the meter will be recorded into the selected Style Element or the Pad.

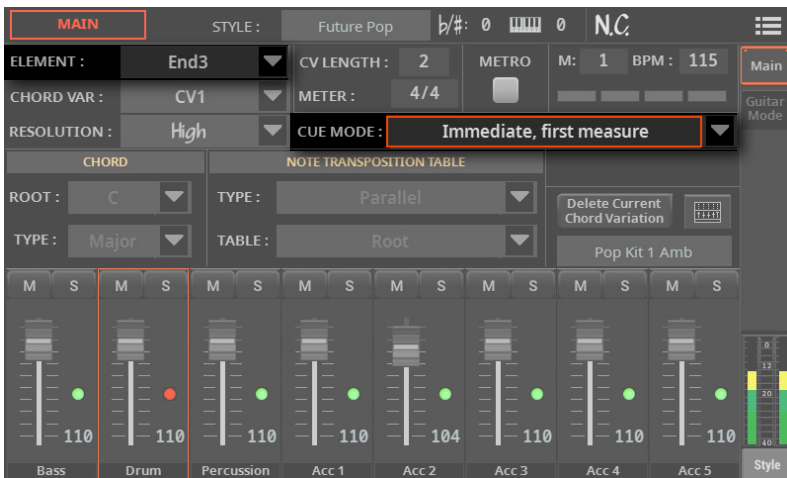
If you want to change the Meter after having recorded something, you will have to delete all the Chord Variations in the current Style Element or Pad. You can do it either with the **Delete Current Chord Variation** command in the **Main** page of the **Style/Pad Edit** mode, or by using the **Style/Pad Edit > Menu > Style/Pad Edit > Cut Measure** function.



## Editable cue mode for Ending 3 in Styles

Now, you can also choose a **Cue Mode** for the **Ending 3** Style Element.

- 1 If you want to edit an existing Style, choose it.
- 2 Press the **REC/EDIT** button on the control panel to see the **Record/Edit** menu.
- 3 If you want to edit the current Style, touch the **Style Edit** button in the menu. If you want to create a new Style, touch the **New Style** button in the menu, and confirm if you agree to lose any unsaved changes. In both cases, the **main page** of the **Style Edit** mode will appear.
- 4 Use the **Element** pop-up menu to choose a Style Element. As an alternative, press the corresponding button on the control panel to select one of the **Style Elements (INTRO 1 ... ENDING 3)**.
- 5 Use the **Cue Mode** parameter to set the cue mode of the selected Style Element.



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## Style > Chords

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### Editable Chords track in Styles

A **Chords** track can now be accessed in the **Event Edit** page of the **Style Edit** mode, when an **Intro** or an **Ending** is selected. This track contains the pattern's Key Signature and the Chords.

> The **Key Signature** is the original key of the selected pattern. The first chord in that pattern doesn't always match the key signature (a pattern that is in the D minor key, for example, could start with an F Major chord, that is a chord played on the 3rd degree of the D minor scale).

When a chord is recognized on the keyboard, the recognized chord is linked to the original key signature, and the pattern is transposed accordingly.

> The **Chord** events are used to play chord progressions on the Guitar Mode tracks, all the other Style and Pad tracks (assuming they are not set with a No Transpose-type NTT), and the Keyboard Ensemble (if enabled). You can see these chords playing in the Chords area on top of each page.

In a Style, only the **Intro** and **Ending** Style Elements can contain a chord progression. Usually, only **Intro 1** and **Ending 1** are reserved to chord progressions.

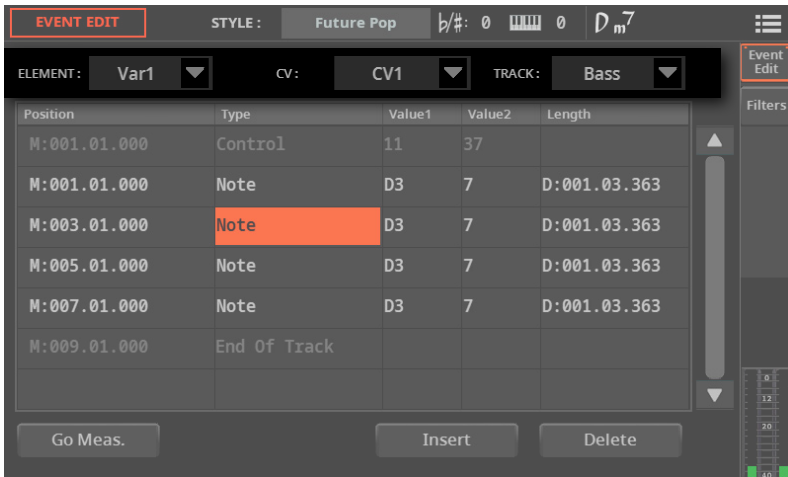
### Additional chord types for the Chords track

Eighty-six new chord types have been added to the Chords track. Chords were previously only available for the Guitar Mode. You can find them in the table contained in the [Programming chord progressions for the Intros and Endings on the Pa5X](#) section below.

## Editing the Chords track

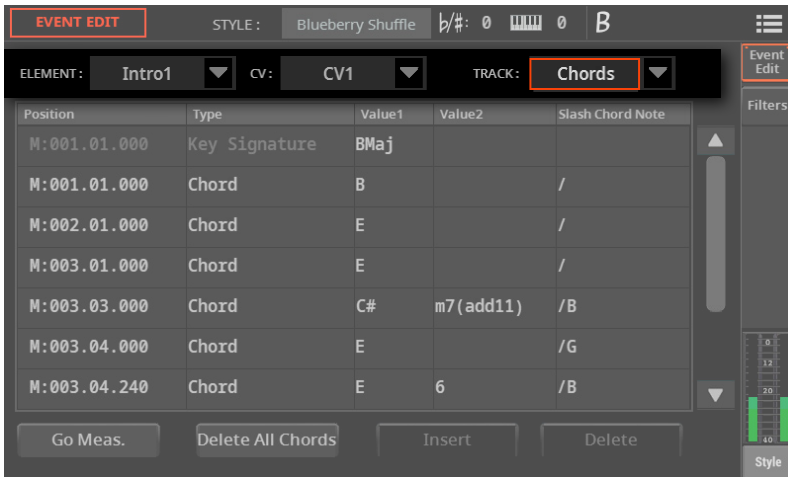
### ■ Go to the Style Edit > Event Edit page

- 1 If you want to edit an existing Style, choose it.
- 2 Press the **REC/EDIT** button on the control panel to see the **Record/Edit** menu.
- 3 If you want to edit the current Style, touch the **Style Edit** button in the menu. If you want to create a new Style, touch the **New Style** button in the menu, and confirm if you agree to lose any unsaved changes. In both cases, the **Main page** of the **Style Edit** mode will appear.
- 4 Press the **MENU** button on the control panel, and touch the **Event Edit** buttons to go to the **Event Edit** page.



- 5 Choose one of the **Style Elements** where you want to edit the **Chords** track. This track is available for the **Intro 1-3** and the **Ending 1-3** Style Elements.
- 6 Use the **Element** pop-up menu to choose a Style Element (between **Intro 1-3** and **Ending 1-3**). As an alternative, press the corresponding button on the control panel to select one of the **Style Elements** (**INTRO 1-3** or **ENDING 1-3**).
- 7 Use the **CV** pop-up menu to choose a **Chord Variation** inside the selected **Style Element**.

## 8 Use the **Track** pop-up menu to choose the **Chords** track.



### ■ Scroll the list

- > Scroll through the various events by using the scrollbar.
- > As an alternative, Touch the **Go Meas.** button to go to a different measure. The **Go To Measure** dialog will appear. Enter a target measure and touch **OK** to confirm. The first event available in the target measure will be selected.

### ■ Edit the Key Signature

- 1 Selects one of the Style Elements containing the Chords track (**Intro 1-3** or **Ending 1-3**).
- 2 Use the **Track** pop-up menu to choose the **Chords** track.
- 3 Use the **DIAL** or **UP/DOWN** buttons to change the key signature.

## ■ Insert Chords

- 1 Selects one of the Style Elements containing the Chords track (**Intro 1-3** or **Ending 1-3**).
- 2 Use the **Track** pop-up menu to choose the **Chords** track.
- 3 Insert a new chord.
  - > If the track contains no chords, touch the Key Signature line. A new chord will be inserted at the beginning of the pattern.
  - > If the track contains a chord, touch the one that is nearer to the position where you want to insert the new chord.
- 4 Touch the **Insert** button to add a new chord.

## ■ Edit the chord

You can change the position and chord type.

- > Touch the event to be edited, and edit it.



- > Select the **M (Measure)**, and use the **DIAL** or **UP/DOWN** buttons to change event's position. As an alternative, touch it a second time to open the **numeric keypad**.
- > Select the **Root** parameter, and use the use the **DIAL** or **UP/DOWN** buttons to change the chord's root.
- > Select the **Type** and **Extension** parameters, and use the use the **DIAL** or **UP/DOWN** buttons to edit them.

## ■ Delete a chord

You can delete the Chord events.

- 1 Touch the Chord event to be deleted.
- 2 Touch the **Delete** button to delete the selected chord.

## Programming chord progressions for the Intros and Endings on the Pa5X

When programming a Style in Style Edit mode, chords must be entered as **Chord** events (equivalent to MIDI Text Meta Events) into the **Chords** track.

- 1 Go to the **Style Edit > Menu > Event Edit** page.
- 2 Choose an **Intro** or **Ending** Style Element.
- 3 Choose the **Chords** track.
- 4 Insert a **Chord** event, and use the **DIAL** or **UP/DOWN** buttons to edit it or its position. Use **Value 1** to choose the **chord root** (note names go from **C** to **B**). Use **Value 2** to choose the **chord type**. Use **Value 3** to choose the **bass note** in a slash chord.

The screenshot shows the 'EVENT EDIT' screen for the 'Chords' track. The style is 'Blueberry Shuffle' in B major. The table below shows the programmed chord events:

Position	Type	Value1	Value2	Slash Chord Note
M:001.01.000	Key Signature	BMaj		
M:001.01.000	Chord	B		/
M:002.01.000	Chord	E		/
M:003.01.000	Chord	E		/
M:003.03.000	Chord	C#	m7(add11)	/B
M:003.04.000	Chord	E		/G
M:003.04.240	Chord	E	6	/B

Buttons at the bottom include 'Go Meas.', 'Delete All Chords', 'Insert', and 'Delete'. A 'Style' control is visible on the right side.

Please see the chord type abbreviations in the table contained in the [Abbreviations and Velocity values](#) corresponding to the chord types section below.

## Programming chord progressions for the Intros and Endings on an external sequencer

### ■ Connect Pa5X to an external sequencer

If you want to listen the Style you are editing on the external sequencer with the Sounds of Pa5X, connect Pa5X to a personal computer via **MIDI**, or through the **USB DEVICE** port.

### ■ Create a Style template in Pa5X

You can start editing a Style from scratch, or by using an existing Style as a template. Here is how to do.

- 1 In Pa5X, choose a Style similar to the one you want to create. This will be a good start point for your work in the external sequencer.
- 2 Export the Style as a Standard MIDI File, by going to the **Style Edit > Menu > Import/Export > Export SMF** page.

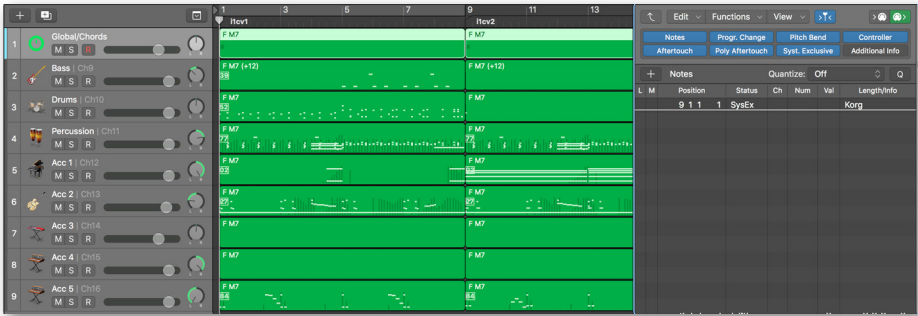


The exported Standard MIDI File will contain the structure of the Style, and the SysEx messages used to automatically select a Chord Variation when editing it on the external sequencer.

- 3 Leave Pa5X connected to the external sequencer, and in **Style Edit** mode, with the original Style selected.
- 4 Be sure the **Clock Source** is set to Internal (in the **Settings > Menu > MIDI > General Controls** page).

## ■ Edit the Style on the external sequencer

- 1 Load the Standard MIDI File into your preferred sequencer.



- 2 Edit the various patterns of the new Style.



## ■ Edit the chords on the external sequencer

Edit the chord progression for the **Intro 1** and/or **Ending 1** Style Elements (or any other Intro or Ending).

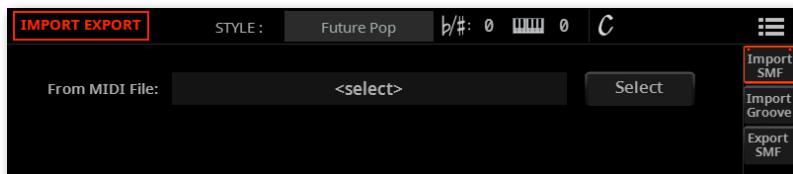
You can enter the chords as **Text Meta Events** into the **Chords/Global** track (with an All or Omni MIDI channel assigned). These chords can also be seen in the score page of the external sequencer, and will be seen in Pa5X's **Lyrics** and **Score** pages.

Since Meta Events are not transmitted via MIDI, if you want to listen your edits on the connected Pa5X, you have to enter the chords in the track(s) that will have to play them.

Input chords as **Note** events ranging from **C-1 to B-1** as the chord root, and their **Velocity** value to choose the corresponding chord type, as shown in the table contained in the **Abbreviations and Velocity values** corresponding to the **chord types** section below.

## ■ Import the Style into Pa5X

1 Import the Style saved as a Standard MIDI File from the external sequencer, by going to the **Style Edit > Menu > Import/Export > Import SMF** page.



2 Refine the Style in Pa5X's **Style Edit** mode.

## Abbreviations and Velocity values corresponding to the chord types

This table shows the following types of data, to be used for chord progressions in **Intro 1** and **Ending 1** (or any other Intro or Ending):

- > **Chord Types**, describing the chord.
- > Equivalent **Chord** event in the **Chords** track, as shown in Pa5X's **Event Edit** page. This is also the **Text Meta Event** shown in the Chord/Global track in a sequencer.
- > Equivalent **Velocity** value assigned to the **root note**, as shown in an individual track in a sequencer.

Chord Type	Chord / Text Meta Event	Velocity value
Major	(leave blank)	1
Major 7th	M7	2
Suspended 4th	sus	3
Major 7th suspended 4th	M7sus	4
Minor 6th	m6	5
Minor 7th flat 5th	m7(b5)	6
Dominant 7th	7	7
7th suspended 4th	7sus	8
Diminished major 7th	dim(M7)	9
Augmented 7th	7(#5)	10
Major w/o 3rd	(1+5)	11
Flat 5th	b5	12
Major 6th	6	13
Major 7th flat 5th	M7(b5)	14
Suspended 2nd	sus2	15
Minor	m	16
Minor 7th	m7	17
Minor major 7th	m(M7)	18
7th flat 5th	7(b5)	19
Diminished	dim	20
Augmented	#5	21
Augmented major 7th	M7(#5)	22
Major w/o 3rd and 5th	(1+8)	23
Diminished 7th	dim7	24

Chord Type	Chord / Text Meta Event	Velocity value
Added 9th	(add9)	25
Augmented added sharp 9th	(add#9)	26
Added flat 9th	(addb9)	27
Added flat 9th sharp 11th	(addb9/#11)	28
Added 9th sharp 11th	(add9/#11)	29
Added sharp 9th sharp 11th	(add#9/#11)	30
Added 11th	(add11)	31
Added sharp 11th	(add#11)	32
6th 9th	6/9	33
6th 9th sharp 11th	6/9(#11)	34
6th sharp 11th	6(#11)	35
Major 9th	M9	36
Major 9th sharp 11th	M9(#11)	37
Major 7th sharp 11th	M7(#11)	38
Major 13th	M13	39
Major 13th sharp 11th	M13(#11)	40
Major 9th flat 5th	M9(b5)	41
Major 13th flat 5th	M13(b5)	42
Suspended added 9th	sus(add9)	43
Suspended added flat 9th	sus(addb9)	44
Major 9th suspended	M9sus	45
Major 7th suspended added 13th	M7sus(add13)	46
Major 13th suspended	M13sus	47
Minor added 9th	m(add9)	48
Minor added 9th 11th	m(add9/11)	49
Minor added 11th	m(add11)	50
Minor 6th 9th	m6/9	51
Minor 6th added 11th	m6(add11)	52
Minor 6th 9th added 11th	m6/9(add11)	53
Minor 9th	m9	54
Minor 7th added 11th	m7(add11)	55
Minor 11th	m11	56
Minor 7th added 13th	m7(add13)	57
Minor 9th added 13th	m9(add13)	58

Chord Type	Chord / Text Meta Event	Velocity value
Minor 13th	m13	59
Minor 7th added 11th 13th	m7(add11/13)	60
Minor 9th flat 5th	m9(b5)	61
Minor 11th flat 5	m11(b5)	62
Minor 7th flat 5 11th	m7(b5/11)	63
Minor 9th Major 7th	m9(M7)	64
Minor Major 7th added 13th	mM7(add13)	65
Minor 6th 9th Major 7th	m6/9(M7)	66
9th	9	67
9th sharp 11th	9(#11)	68
7th sharp 9th sharp 11th	7(#9/#11)	69
7th sharp 11th	7(#11)	70
13th	13	71
13th sharp 9th	13(#9)	72
7th flat 9th	7(b9)	73
7th flat 9th sharp 11th	7(b9/#11)	74
7th sharp 9th	7(#9)	75
13th sharp 11th	13(#11)	76
7th sharp 11th 13th	7(#11/13)	77
13th sharp 9th sharp 11th	13(#9/#11)	78
13th flat 9th sharp 11th	13(b9/#11)	79
13th flat 9th	13(b9)	80
7th added 13th	7(add13)	81
7th added flat 13th	7(addb13)	82
7th flat 5th 13th	7(b5/13)	83
9th flat 5th	9(b5)	84
7th flat 5th flat 9th	7(b5/b9)	85
7th flat 5th sharp 9th	7(b5/#9)	86
13th flat 5th	13(b5)	87
13th flat 5th flat 9th	13(b5/b9)	88
13th flat 5th sharp 9th	13(b5/#9)	89
9th suspended	9sus	90
7th suspended flat 9th	7sus(b9)	91
Diminished added 9th	dim(add9)	92

Chord Type	Chord / Text Meta Event	Velocity value
Diminished added flat 9th	dim(addb9)	93
Diminished Major 7th 9th	dim(M7/9)	94
Diminished Major 7th 9th 11th	dim(M7/9/11)	95
Diminished Major 7th 11th	dim(M7/11)	96
Sharp 5th added 9th	#5(add9)	97
Sharp 5th added 9th	#5(add#9)	98
Sharp 5th added 11th	#5(add#11)	99
7th sharp 5th sharp 11th	7(#5/#11)	100
9th sharp 5th	9(#5)	101
7th sharp 5th sharp 9th	7(#5/#9)	102
7th sharp 5th flat 9th	7(#5/b9)	103
7th altered flat 9th	7(alt b9)	104
7th altered sharp 9th	7(alt #9)	105
9th sharp 5th sharp 11th	9(#5/#11)	106
Major 9th sharp 5th	M9(#5)	107
Major 7th sharp 5th sharp 9th	M7(#5/#9)	108
Major 7th sharp 5th sharp 11th	M7(#5/#11)	109
Major 9th sharp 5th sharp 11th	M9(#5/#11)	110

As an example, a typical C Major progression will be entered as follows in Pa5x's **Event Edit** page and in a sequencer on a personal computer:

Chord	Text Meta Event content	Note / Velocity
C Major	C	C-1 / 001
A Minor 7th	A m7	A-1 / 002
D Minor	D m	D-1 / 016
G Dominant 7th	G 7	G-1 / 007

## Importing and exporting the Chords track

As explained in the User Manual (see the [Importing and exporting the Styles](#) section in the [Recording and editing the Styles and Pads](#) chapter), you can import or export a Style, for editing on an external sequencer, as a Standard MIDI File.

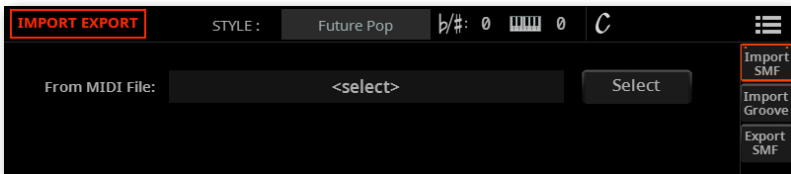
The Standard MIDI File may include notes or chords intended to create a chord progression in the Intro and Ending Style Elements (usually, Intro 1 and Ending 1).

### ■ Importing a Style

When importing a Style created with an external sequencer as a Standard MIDI File (in the [Style Edit > Import/Export > Import SMF](#) page), **Text Meta Events** found in the Chords/Global track will be converted into Chord events into the Style's Chords track.

If **Note** events in the C-1 to B-1 range are found in the MIDI channel corresponding to the track(s) to be driven by the chords, they will be converted to Chord events into the Style's Chords track, and Text Meta Events will be ignored.

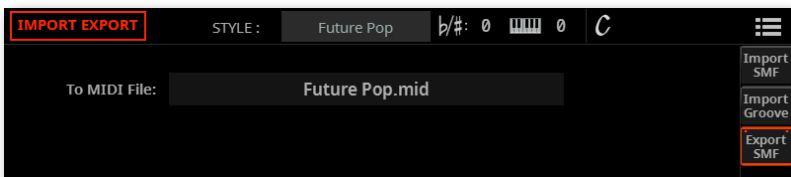
If different notes are found in different tracks, the more recent one will be the chord for all the tracks, so that they will always be aligned.



### ■ Exporting a Style

As explained in the same section, you can export a Style as a Standard MIDI File (in the [Style Edit > Import/Export > Export SMF](#) page), to be edited with an external sequencer. The Chord events in the Style's Chords track will be converted into **Text Meta Events** in the Chords/Global channel, and into **Note** events in the MIDI channel corresponding to the Style track(s).

With the external sequencer connected to Pa5X, you will be able to edit the Style (as a Standard MIDI File) from a personal computer, while listening your edits with the Sounds of Pa5X.



# Style/Pad Edit > Edit

## Editing the Style/Pad patterns

You can edit the Style/Pad pattern data in the **Style/Pad Edit > Style/Pad Edit** section. With Pads, there are only a single track and Pad Element.

## Quantizing

The quantize function may be used to correct any timing mistake after recording, or to give the pattern a 'groovy' feeling.

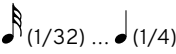

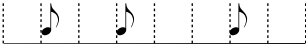

- 1 Go to the **Style/Pad Edit > Style/Pad Edit > Quantize** page.



- 2 Select the **Track**, Style Element (**E**) and Chord Variation (**CV**) to edit.

Track	Meaning
All	All tracks selected
Bass ... Acc5	Selected track

### 3 Use the **Resolution** pop-up menu to choose the quantize resolution.

Resolution	Meaning
	<p>Grid resolution after recording, in musical values. For example, when you select 1/16, all notes are moved to the nearest 1/16 division. When you select 1/8, all notes are moved to the nearest 1/8 division. A 'b...f' character added after the value means swing-quantization. The 1/6, 1/12 and 1/24 values are triplets.</p>
No quantization	
1/16	
1/8	

### 4 Use the **Start Tick** and **End Tick** parameters to set the beginning and ending of the passage to be quantized.

If a Chord Variation is four measures long, and you want to select it all, the Start will be positioned at 001.01.000, and the End at 005.01.000.

### 5 Use the **Bottom Note** and **Top Note** parameters to set key range to edit.

These parameters are only available when a Drum or Percussion track is selected. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum Kit.

### 6 After having set the various parameters, touch **Execute**.

### 7 Press the **PLAY/STOP** (▷◻) button to check how it works. Press the **PLAY/STOP** (▷◻) button again to stop playback.

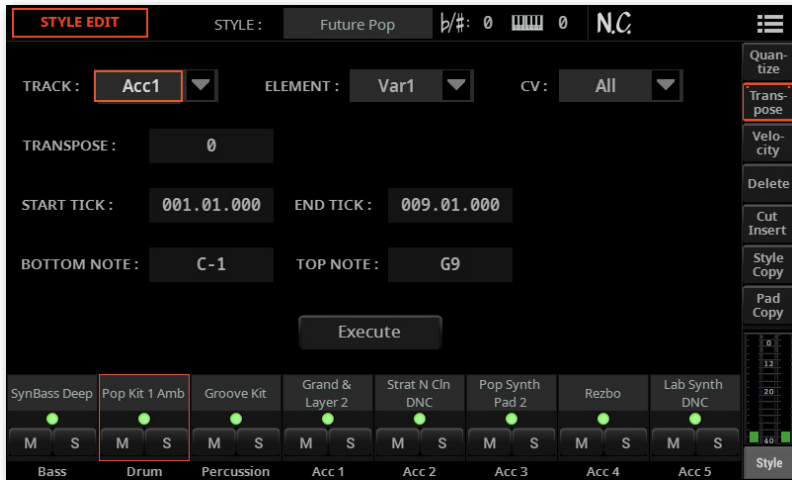


## Transposing

The transpose function may be used to transpose the selected track(s).

After transposing, please don't forget to readjust the **Key/Chord** parameter in the main page of the **Style/Pad Record** mode.

- 1 Go to the **Style/Pad Edit > Style/Pad Edit > Transpose** page.



- 2 Select the **Track**, Style Element (**E**) and Chord Variation (**CV**) to edit.

Track	Meaning
All	All tracks selected, apart for the tracks set in Drum mode (like the Drum and Percussion tracks). The whole selected Chord Variation will be transposed.
Bass ... Acc5	Selected track.

- 3 Use the **Value** parameter to choose the transpose value.

Value	Meaning
-127 ... 127	Transpose value (in semitones)

- 4 Use the **Start Tick** and **End Tick** parameters to set the beginning and ending of the passage to be transposed.

If a Chord Variation is four measures long, and you want to select it all, the Start will be positioned at 001.01.000, and the End at 005.01.000.

- 5 Use the **Bottom Note** and **Top Note** parameters to set key range to edit.

- 6 If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum Kit. Since in a Drum Kit each instrument is assigned to a different note of the scale, transposing a percussive instrument means assigning the part to a different instrument.
- 7 Selective transpose can also be used to avoid transposing RX Noises (transposing only notes under C7).
- 8 After having set the various parameters, touch **Execute**.
- 9 Press the **PLAY/STOP** (▷◻) button to check how it works. Press the **PLAY/STOP** (▷◻) button again to stop playback.

## Editing Velocity data

You can change the velocity (dynamics) value of notes in the selected track.

When an RX Sound is assigned to the track being edited, the resulting sound may change, since this kind of Sounds is made of several different layers triggered by different velocity values.

Also, a fade-out may result in the level ‘jumping’ up next to the zero, since a higher-level layer may be selected by low velocity values.

- 1 Go to the **Style/Pad Edit > Style/Pad Edit > Velocity** page.



**2** Select the **Track**, **Style Element (E)** and **Chord Variation (CV)** to edit.

Track	Meaning
All	All tracks selected. The velocity for all notes of the whole selected Chord Variation will be changed.
Bass ... Acc5	Selected track.

**3** Use the **Velocity** parameter to choose the transpose value.

Value	Meaning
-127 ... 127	Velocity change value (in MIDI value)

**4** Use the **Start Tick** and **End Tick** parameters to set the beginning and ending of the passage to be edited.

If a Chord Variation is four measures long, and you want to select it all, the Start will be positioned at 001.01.000, and the End at 005.01.000.

**5** Use the **Bottom Note** and **Top Note** parameters to set key range to edit.

If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum Kit. Selecting a range can also be used to only edit RX Noises (from C7) or ordinary notes (under C7).

**6** After having set the various parameters, touch **Execute**.

**7** Press the **PLAY/STOP** (▷◻) button to check how it works. Press the **PLAY/STOP** (▷◻) button again to stop playback.

## Deleting data from measures

The **Delete** page is where you delete MIDI events out of the Style or Pad. This function does not remove measures from the pattern. To remove whole measures, use the Cut function instead.

- 1 Go to the **Style/Pad Edit > Style/Pad Edit > Delete** page.



- 2 Select the **Track**, Style Element (**E**) and Chord Variation (**CV**) to edit.

Track	Meaning
All	All tracks selected. After deletion, the selected Chord Variation will remain empty.
Bass ... Acc5	Selected track.

### 3 Use the **Event** pop-up menu to choose the type of event to delete.

Event	Meaning
Any Event	All events. The measures are not removed from the Chord Variation.
Note & RX Noise	All notes in the selected range.
Duplicate Notes & RX Noise	All duplicate notes. When two notes with the same pitch are encountered on the same tick, the one with the lowest velocity is deleted.
After Touch (Mono/Poly)	After Touch events.
Pitch Bend	Pitch Bend events.
Program Change	Program Change events, excluding the bundled Control Change #00 (Bank Select MSB) and #32 (Bank Select LSB). This kind of data is automatically removed during recording.
Any Control Change	All Control Change events, for example Bank Select, Modulation, Damper, Soft Pedal...
CC0/32 ... CC127	Single Control Change events. Double Control Change numbers (like 00/32) are MSB/LSB bundles. Some CC data are automatically removed during recording.

### 4 Use the **Start Tick** and **End Tick** parameters to set the beginning and ending of the passage to be deleted.

If a Chord Variation is four measures long, and you want to select it all, the Start will be positioned at 001.01.000, and the End at 005.01.000.

### 5 Use the **Bottom Note** and **Top Note** parameters to set key range to edit.

These parameters are available only when the **All** or **Note** option is selected. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum Kit. Selecting a range can also be used to only edit RX Noises (from C7) or ordinary notes (under C7).

### 6 After having set the various parameters, touch **Execute**.

### 7 Press the **PLAY/STOP** (▷□) button to check how it works. Press the **PLAY/STOP** (▷□) button again to stop playback.

## Cutting out existing measures, or inserting empty measures

You can delete a selected measure (or a series of measures) from the selected Chord Variation. All the following events will be moved back, to replace the cut measure(s).

Or, you can insert empty measures, starting at the chosen position. All the following events will be moved forward, to make room for the inserted measures.

- 1 Go to the **Style/Pad Edit > Style/Pad Edit > Cut/Insert** page.



- 2 Select the **Track**, Style Element (**E**) and Chord Variation (**CV**) to edit.

Track	Meaning
All	All tracks selected
Bass ... Acc5	Selected track

### ■ Cut existing measures

- 1 Use the **Start** parameter to select the first measure to be cut.
- 2 Use the **Length** parameter to choose the number of measures to be cut.
- 3 After having set the various parameters, touch **Execute**.

---

### ■ Insert empty measures

---

- 1 Use the **Start** parameter to select the measure from which to start inserting empty measures.
- 2 Use the **Length** parameter to choose the number of measures to insert.
- 3 After having set the various parameters, touch **Execute**.

---

### ■ Listen to the result

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- > Press the **PLAY/STOP** (▶□) button to check how it works. Press the **PLAY/STOP** (▶□) button again to stop playback.

## Sample Edit > Time Slicing

### Revised Time Slice procedure

Time Slicing, in Sample Edit mode, has been improved.

### More room for sliced samples

Individual samples generated from slicing the audio groove are now assigned to the following keys, while in **Sample Edit** mode. To access the lower notes, you may want to use the **UPPER OCTAVE** buttons to transpose the keyboard.

When saving, after editing is complete, only the sliced samples are preserved. The notes from C0 to C1 are deleted.

Key	Assigned sample/pattern	Speed %
C0	Full pattern cycling at half the speed	50%
C#0	Full pattern cycling at various speeds	53%
D0		56%
D#0		60%
E0		63%
F0		67%
F#0		71%
G0		75%
G#0		80%
A0		84%
A#0		89%
B0		94%
C1	Full pattern cycling at the original speed	100%
C#1 and above	Separate sliced samples	-



## Saving the Audio Groove Slices as a Sound or Drum Kit

Once the Time Slicing procedure is completed, you can save the sliced samples as a new Sound or Drum Kit, together with a series of separate percussive samples, and a multisample or a drumkit arranging them on the keyboard.

In addition, a MIDI Groove containing the original sequence converted to MIDI events will also be created. The MIDI Groove is in Standard MIDI File (SMF) format.

**1** While in the **Sample Edit > Time Slice** page, choose the **Save** command from the **page menu** (☰) to open the **Save Time Slice** dialog.



**2** You may change the **name** of the Sound or Drum Kit. Touch the **Text Edit** (T) button to open the **virtual keyboard** and edit the name. When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

**3** When back at the **Save Sound** dialog, choose the type of target by using the **Sound Type** pop-up menu.

Sound Type	Meaning
Drum Kit	The data will be saved into a Drum Kit. You can use Drum Families to send each sample to a separate group of Insert FXs, and separately control the send to the Master FXs.
Program	The data will be saved into an ordinary Sound. This format is more compact, with a single multisample. It can't send each sample to a separate group of FXs.

**4** Choose where to save the Sound or Drum Kit by touching the **Sound > Select** button. This will open the **Sound Select** window. Empty locations are shown as a series of dashes ('---').

**5** When back at the **Save Time Slice** dialog, choose where to save the generated MIDI Groove by touching the **Groove SMF > Select** button. This will open the **File** window, and you will be able to choose a folder in the drives where to save the file.

**6** When back at the **Save Time Slice** dialog, confirm the Save operation by touching the **OK** button.

After generating the new Sound or Drum Kit and the MIDI Groove, import the MIDI Groove (as described below).

## Importing the MIDI Groove to a Style or Pad track

After generating the MIDI Groove from an Audio Groove, you can use it in a Style's or Pad's track.

- 1 Exit from the **Sample Edit** mode.
- 2 Access **Style/Pad Edit** mode, either creating a new Style/Pad or editing an existing one.
- 3 Go to the **Style/Pad Edit > Menu > Import/Export > Import Groove** page.



- 4 Touch the **From MIDI File > Select** button to choose the MIDI Groove.
- 5 Use the **To Track** pop-up menu to choose a target track. We suggest the Percussion track, since the Drum track is better left free for standard Drum Kit sounds (for count-ins, breaks, etc.).

If you saved the Audio Groove Slices as a Drum Kit, be sure the track is set to Drum mode.

- 6 Use the **Element** and **CV** pop-up menus to choose a target Style Element and Chord Variation.
- 7 Touch the **Execute** button to confirm.

## Using the Audio Groove Slices in other Sounds or Drum Kits

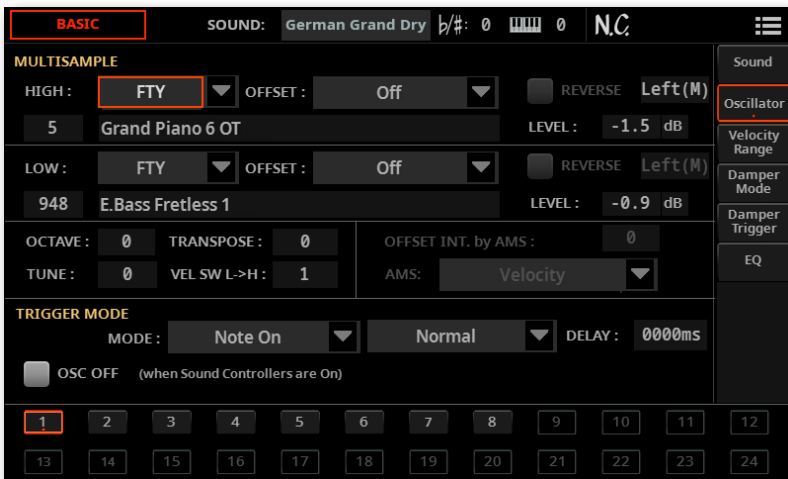
You can use the multisample or drum kits and the samples generated by a Time Slicing operation in other Sounds or Drum Kits.

## Creating a new Sound based on the Audio Groove Slices

**1** Go to the **Sound Edit** mode, and choose a Sound similar to the one to which you want to assign the multisample to.

If you prefer to start from blank programming, choose the **Initialize Sound** command from the **page menu** (☰).

**2** Go to the **Sound Edit > Menu > Basic > Oscillator** page, and select one of the oscillators.



**3** Choose the new **multisample** from the **USR** area, and assign it to one of the two layers (**High** or **Low**).

**4** Choose the **Save Sound** command from the **page menu** (☰), and save the Sound to an empty User location.

## Creating a new Drum Kit based on the Audio Groove Slices

**1** Go to the **Sound Edit** mode, and choose a Drum Kit Sound similar to the one to which you want to assign the drum kit to.

If you prefer to start from blank programming, choose the **Initialize Sound** command from the **page menu** (☰).

**2** Go to the **Sound Edit > Menu > Drumkit > Drumkit** page, and use the **Key** parameter to choose a note in the Drum Kit. Each note corresponds to one of the slices you want to use.



**3** Choose one of the layers, and assign it a **sample** from the **USR** area.

**4** Choose the **Save Sound** command from the **page menu** (☰), and save the Sound to an empty User location.

## Effects

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### 'Use IFX/MFX' parameters automatically saved

The on/off status of the **Use IFX** and **Use MFX** commands, in the **page menu** (☰) of the **Sound Select** window, is now global. It is preserved when turning the instrument off.

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## Controllers

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### Quarter Tone Presets selectable with the Assignable Switches

Quarter Tone Presets can now be assigned to the Assignable Switches. To do it, go to the **Settings > Menu > Controllers > Hand** page.

# New Musical Resources

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## Keyboard Sets

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Twenty-three Keyboard Sets have been added.

### Synth

Arp Banks

Arp Solo

Arp Summer

Huge Analog

Jump

Lyle Solo

Mini AquaT

Mini Beginning

Mini Chord

Mini Classic 1

Mini Classic 2

Mini Classic 3

Mini Classic 4

Mini Classic 5

Mini Lucky

Mini Shine

Mini Solo

Mini Temple

There Mine

Classic Pad 1

Classic Pad 2

Classic Pad 3

Air Pad

# Sounds

Twenty-three Sounds have been added.

Sound	CC00	CC32	PC
<b>Factory/Electric Piano</b>			
MK I Stage 2	121	18	2
<b>Factory/Synth Pad</b>			
OB Pad	121	22	89
Air Pad 1	121	23	89
Air Pad 2	121	24	89
<b>Factory/Synth Lead</b>			
Lyle Solo	121	29	80
Mini 3Rect	121	30	80
Jump	121	55	81
Arp Summer	121	56	81
Arp Banks	121	57	81
Mini Shine	121	58	81
Huge Analog	121	59	81

Sound	CC00	CC32	PC
Mini 3Saw	121	60	81
Mini Saw Aragon	121	61	81
Mini Beginning	121	62	81
Mini Lucky	121	63	81
Mini Temple	121	2	83
Mini AquaT	121	2	86
Mini Chord	121	3	86
Mini Classic 1	121	26	87
Mini Classic 2	121	27	87
Mini Classic 3	121	28	87
Mini Classic 4	121	29	87
Mini Classic 5	121	30	87



# Styles

---

Thirty-four Styles have been added.

## Pop

Forget Me Pop  
 Switch Groove  
 Shivering Groove  
 Ain't Worry Pop  
 On the Loose  
 Loser Pop  
 Shark Pop  
 Habit Groove  
 She Wanna Groove  
 Miley's Pop Groove  
 Lemon Drop Pop  
 Love Eyes Pop

## Ballad

Snap Ballad  
 Perfect Ballad 4/4

## Dance

Pretty Dance  
 Neonlight Dance  
 Breaking Dance  
 Feel Good Dance  
 Soul Seekers Dance  
 Damn Time Groove  
 Cold Heart Remix  
 Dancing Arms  
 Summer Feeling Dance  
 Modern Dance Groove

Heartbreaker  
 Missing Love Groove  
 Rely Dance  
 Stay Dancing  
 Modern Bat Dance  
 Grooving Around

## Country

Soft Country Groove

## Funk & Blues

Fool Funky Love  
 Fly Me Soul  
 Missing Love Soul

# Pads

One hundred twelve Pads have been added, three have been remade.

## Percussion

Tamb 8th Onbeat  
Tamb 8th Backbeat  
Tamb 8th Onbeat Shuffle\*  
Tamb 8th Backbeat Shuffle  
Tamb 16th Onbeat\*  
Tamb 16th Backbeat\*  
Tamb 16th Onbeat Shuffle  
Tamb 16th Backbeat Shuffle  
Tamb 16th Note 4th  
Tamb 16th Note Backbeat

## Piano

Piano Acc Legato 1  
Piano Acc Legato 2  
Piano Acc Staccato Hi  
Piano Acc Staccato Low  
Piano Bossa  
Piano Acc 1  
Piano Acc 2  
Piano Acc 3  
Piano Acc 4  
Piano Gospel  
Piano Ballad King  
Piano 6/8

## Acoustic Guitar

Beat Strum 1  
Beat Strum 2  
Beat Strum 3  
Beat Strum 4  
Contemporary Strum  
Ballad Arpeggio 1  
Ballad Arpeggio 2  
Ballad Strum 1  
Ballad Strum 2  
Latin Strum

Country Strum 1  
Country Strum 2  
Country Strum 3  
Country Strum 4  
Country Strum 16 Beat  
Country Strum Shuffle  
Country Arpeggio 3/4 1  
Country Arpeggio 3/4 2  
Ballroom Arpeggio 3/4  
Ballroom Strum 3/4

## Cinematic

Atmos Melody 3  
Atmos Melody 4  
Atmos Melody 5  
Atmos Melody 6  
Atmos Melody 7  
Atmos Melody 8  
Atmos Melody 9  
Atmos Melody 10  
Atom Seq 2  
Atom Seq 3  
Atom Seq 4  
Atom Seq 5  
Atom Seq 6  
Atom Seq 7  
Cinematic Bang 01  
Cinematic Bang 02  
Cinematic Bang 03  
Cinematic Bang 04  
Cinematic Bang 05  
Cinematic Bang 06  
Cinematic Bang 07  
Cinematic Bang 08  
Cinematic Bang 09  
Cinematic Bang 10  
Cinematic Impact 04

Cinematic Impact 05  
Cinematic Impact 06  
Cinematic Impact 07  
Cinematic Impact 08  
Cinematic Impact 09  
Cinematic Impact 10  
Dreaming 100 BPM  
Flying Saucer

## Synth

BigSweep  
DarkStack  
DistGhost  
DoubleSynth  
Leadspace  
Modulead  
NextDance  
RudeOct  
SquarePulse  
StrumPluck  
SummitPulse  
SynthPianoid  
ThinPulSeq  
TranceFilter  
TriangleNoise  
Sq Synth 1  
Sq Synth 2  
Sq Synth 3  
Sq Synth 4  
Sq Synth 5  
Synth PAD 1  
Synth PAD 2  
Synth PAD 3  
Synth PAD 4  
Synth PAD 5  
Synth PAD 6  
Synth PAD 7

Arpeggio Triangle 1	Bass One Note UpBeat	S&H Chords 1
Arpeggio Triangle 2	Bass One Note Massive 1 Bar	S&H Chords 2
One Note Arpeggiator	Percussive Chords 1	Chord Dance Syn
Bass Arpeggiator 1	Vintage 1	
Bass Arpeggiator 2	Vintage 2	

**\*) Note:** These Pads replace the older Tambourine 8th, Tambourine 16th, Tambourine Shuffle Pads.

# Improvements and bug fixes in OS 1.2.1

## Improvements

### New QT Preset/Scale options

The **Assign QT Preset/Scale to** parameter in the **Settings > Menu > Tuning > Scale/Tune** page was revised to include a new option. You can now choose between the following options:

Assign to	Meaning
KbdSet Tracks	The alternative scale tuning will affect all the Keyboard Sounds
Upper Tracks	The alternative scale tuning will only affect the Upper 1-3 Keyboard Sounds
All Tracks – KbdSet Priority	The alternative scale tuning will affect the Keyboard Sounds and the Style Sounds. It will not affect the MIDI Song Sounds.
All Tracks – Style Tracks Priority	The alternative scale tuning will affect the Keyboard Sounds and the Sounds of the Style Elements not including their own scale tuning (as programmed in the Style Edit > Element Track Control > Scale Tuning page). Selected Sounds of the Style Elements having their own scale tuning will not be affected. MIDI Song Sounds will not be affected.

For more information, please check the **Tuning and Scale** chapter in the User Manual.

### Importing data from Pa4X

Importing user data from Pa4X has been further improved.

### General improvements

The system should now be more stable and faster. Several minor improvements have been made to the software.

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## Bug fixes

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### Freeze with No Style

When a startup resource (set in the **Settings > Menu > General Controls > Startup** page) is not found, the 'no Style' indication appears when turning the instrument on. In this condition, the system could occasionally freeze.

### Drum tracks and chords

With some User Styles, Drum-type tracks containing notes or chords intended to change with the harmony could ignore the recognized chords.

### SongBook Entries not playing

In particular cases, some SongBook Entries created with OS v1.1.0 could not play with OS v1.2.0.

### Reset

Pressing the **RESET/TAP** button while selecting a new Style could prevent the new Style from playing. It could also stop the Keyboard and Style Sounds.

### Chord Follow and transpose

The **Chord Follow** option could not work correctly with transpose.

### Crash while renaming MP3 Songs

In some cases, Pa5X could restart while renaming an MP3 file.

### Samples damaged when saving

In particular cases, Samples could be damaged on save.

### Wrong data saved with MIDI Songs

Settings for the Effects could sometimes not be saved correctly in a MIDI Song.

# Improvements and bug fixes in OS 1.2.0

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## Improvements

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### User interface improvements

The commands in some page menus have been rearranged.

Some dialogs have been redesigned to host the new features.

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## Bug fixes

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### Data conversion

Styles converted from Pa4X could play the wrong chords during the Intros and Endings. Please convert the Pa4X SET folder again to fix this issue.

### Time Slicing

The MIDI file generated by the **Time Slicing** feature was not handled correctly in memory.

### SongBook

Some Track parameters were not correctly handled in the SongBook.

### Lower and Memory

The Lower Sound was always playing during the Intros and Endings, when the **Chord + Lower** option was assigned to the **Memory Mode** parameter in the **Settings > Preferences > Style** page.

### General improvements

Various minor bug fixes, improving speed and stability.

**Pa5X**  
**Operating**  
**System**  
**Version 1.1**

# New features

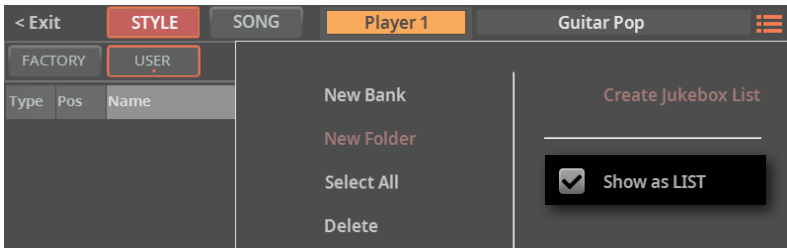
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## User Interface

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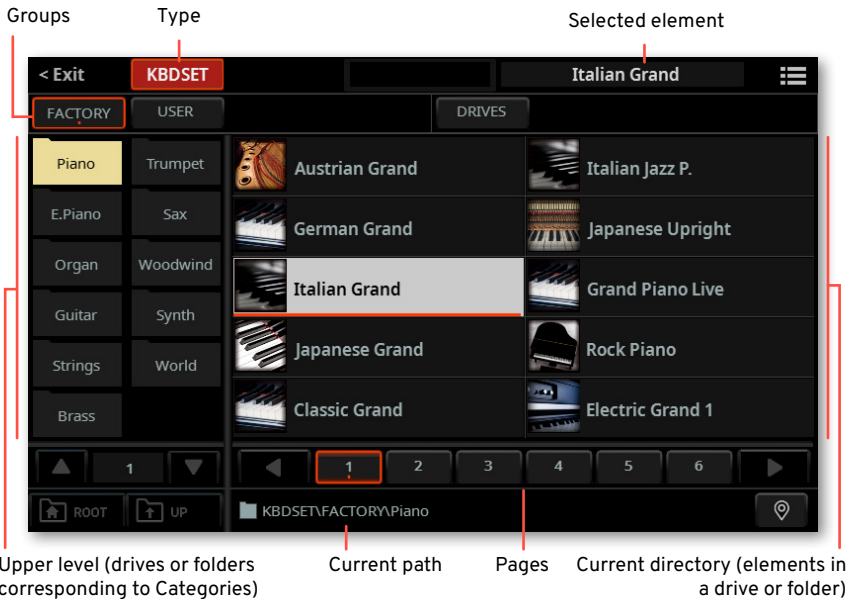
### List view added to the Select windows and File pages

You can now see the content of a **Select** window as Tiles or as a List. To choose the View mode, select or deselect the **Show as List** option in the **page menu** (☰).

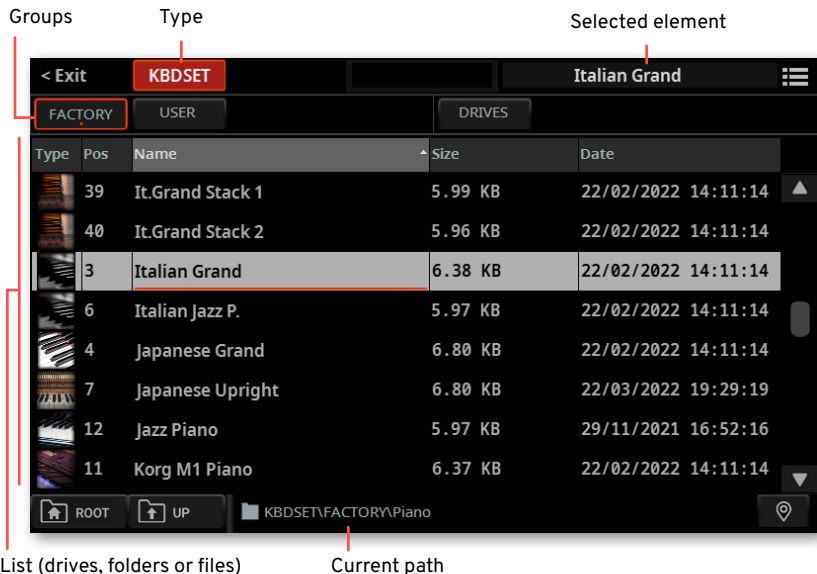




- > In **Tile View** mode (the default one) you see the musical resources as big tiles, easier to select.



- > In **List View** mode you see the musical resources as a list.

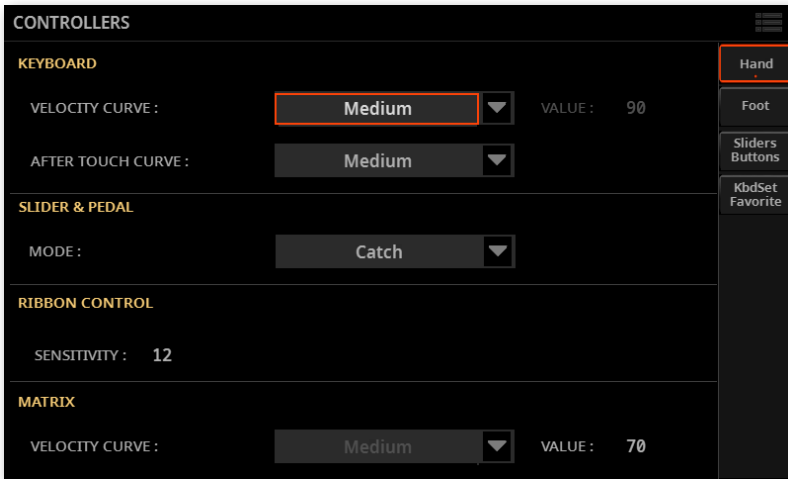


# Controls

## Catch vs. Jump slider and pedal behavior

When moving a slider or a pedal, the value of the controlled parameter can immediately jump to the current slider/pedal value, or wait for it to reach the current parameter value, and catch it only at that point.

- 1 Go to the **Settings > Menu > Controllers > Hand** page.



- 2 Use the **Slider&Pedal > Mode** pop-up menu to choose between the **Catch** and the **Jump** mode.

Mode	Meaning
Catch	The parameter value will not be updated until the slider or pedal has reached the current value. This allows for a smoother action.
Jump	The parameter value will immediately jump to the current value of the slider or pedal. This allows for a more immediate response.

## Changed some Control > Main functions

Some different controls are now assigned to the **Main** mode of the **Control** section.

- > The **Harmony** slider is now **Harmony/Double**, and controls both levels.
- > The **Harmony** and **Double On/Off** buttons have now a different name, while preserving the same function.



## Separate controls for the Mic Processor's Delay and Reverb Level parameters

The Mic Processor's **Delay** and **Reverb Level** parameters are now separate, and can be assigned to different controllers. They were formerly a single parameter ("Mic Delay/Reverb Level").

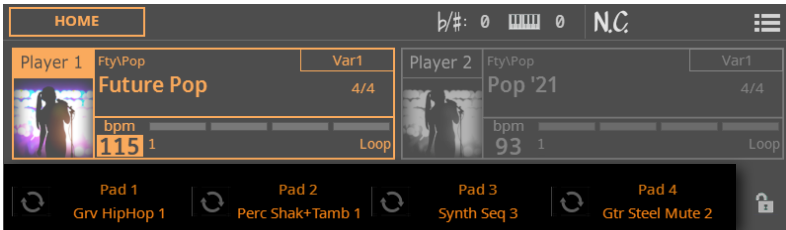
## Added MP3 Volume control

The **MP3 Volume** parameter has been added to the list of parameters assignable to the **Control** sliders and the pedals.

# Main page

## Pads selected from the Home > Main page

Touching the name of the Pads in the **Home > Main** page no longer triggers them. You can now touch them to open the **Pad Select** window, and choose different Pads.



## Added Mixer pane in the Home page

A **Mixer** pane has been added to the **Home** page.



The **Mixer** button, allowing to jump to the full **Mixer** page, is no longer available in the **Home > Control** pane, and has been moved here.



# Players

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## Second Player starting in sync with the first one

If you want to synchronize both Player's Tempo to the Tempo of the current Player, turn the **TEMPO > LOCK** on. You can start one Player after the other one, and they will play at the same Tempo.

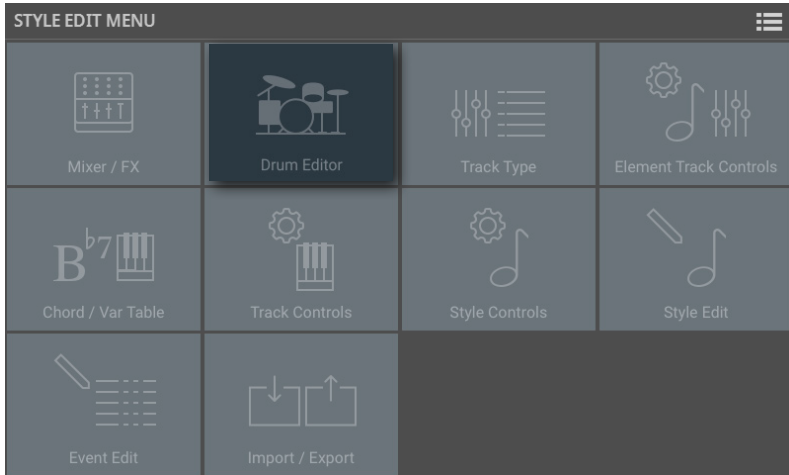
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# Drum Edit

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## Drum Edit moved to a separate section

The **Drum Edit** page has now been moved to its own edit section, inside the **Drum Editor**.



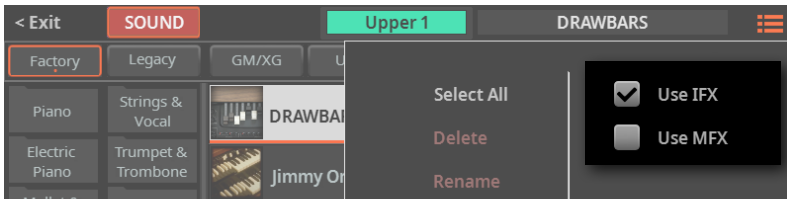
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# Effects

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## Insert and Master FX automatically selected by the Upper 1 Sound

You can now have the Insert and/or Master FXs, saved with a Sound, be automatically assigned to the FX processors. To do this, select the **Use IFX** and/or **Use MFX** options in the **page menu** (☰) of the **Sound Select** window before choosing a Sound.

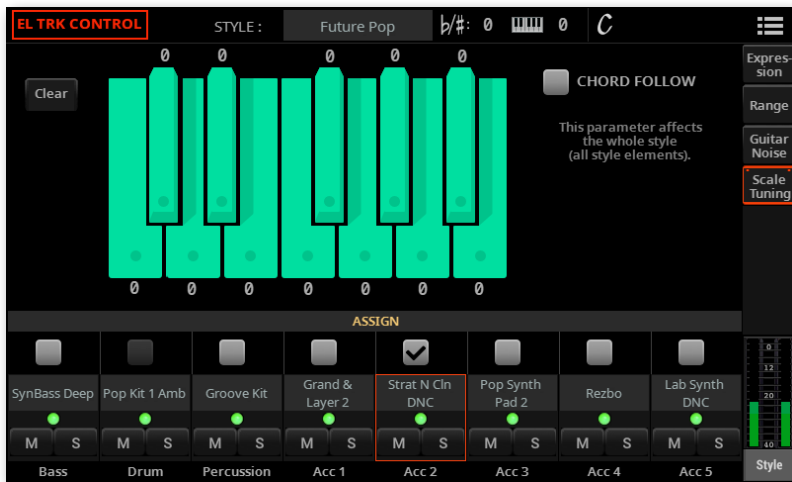




# Style Edit

## Scale/Tuning page added to Style Edit mode

The **Scale/Tuning** page has been added to the **Style Edit > Element Track Controls** edit section. You can now program a sub-scale for each Style Element, and enable the sub-scale on each track of the Style Element.



The scale's root is usually C. With **Chord Follow** activated, it will change depending on the recognized chord.

# File management

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## Formatting of microSD cards

You can now format and use microSD cards of up to 1TB of capacity.

# New Musical Resources

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## Pads

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A new category of Pads has been added, with a whole new bank of Pads.

### Synth

Synth Rhythm 1

Synth Rhythm 2

Synth Rhythm 3

Synth Rhythm 4

Lead Arpeggio

Solo Arpeggio 1

Solo Arpeggio 2

Synth Filter 1

Synth Filter 2

Sine Arpeggiator

Fat UpBeat

Pad UpBeat

Reso UpBeat

Synth UpBeat

Dark Pad

Bass DigiFilter 1

Bass DigiFilter 2

Panned Synth

Reso Rhythm

Matrix Pad

80's Sequence

5/16 Synth

Electro Sequence

Vintage Sweep

# Improvements and bug fixes in OS 1.1.0

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## Improvements

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### Speed improvements

Selecting Styles and Songs is now faster.

Saving musical resources is now faster.

### Drum Editor

The Drum Editor has been improved.

### Importing from Pa4X

Importing data from Pa4X has been improved, and it is now faster and more accurate. After importing data from Pa4X, the 'ImportResultReport.txt' file containing a list of import errors will appear inside the new KST folder.

### Page menus redesigned

Some page menus have been redesigned, to include the new features.

### User Interface refinements

There have been several user interface refinements, to make it even easier to use.

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## Bug fixes

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### Various bugs

Various bug fixes, improving speed and stability.





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