ENGLISH

KORG

KROME
MUSIC WORKSTATION

Quick Start Guide

Contents

Thank you for purchasing the Korg KROME Music Workstation. To help you get the most out of your new instrument, please read this manual carefully.

Precautions

Location
Using the unit in the following locations can result in a malfunction.
- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration
- Close to magnetic fields

Power supply
Please connect the designated AC adapter to an AC outlet of the correct voltage. Do not connect it to an AC outlet of voltage other than that for which your unit is intended.

Interference with other electrical devices
Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Handling
To avoid breakage, do not apply excessive force to the switches or controls.

Care
If the exterior becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Keep this manual
After reading this manual, please keep it for later reference.

Keeping foreign matter out of your equipment
Never set any container with liquid in it near this equipment. If liquid gets into the equipment, it could cause a breakdown, fire, or electrical shock.

Be careful not to let metal objects get into the equipment. If something does slip into the equipment, unplug the AC adapter from the wall outlet. Then contact your nearest Korg dealer or the store where the equipment was purchased.

Regarding the LCD screen

The KROME LCD screen is a precision device, and careful attention has been paid to its product quality. Although you may notice some of the issues listed below, please be aware that these are due to the characteristics of LCD screens, and are not malfunctions.
- There may be pixels in the screen that are always dark (unlit) or always bright (lit).
- Depending on the displayed content, the brightness of the screen may appear uneven.
- Depending on the displayed content, horizontal stripes of shading may be visible.
- Depending on the displayed content, flickering or moire patterns may be visible.

Data handling

Incorrect usage or malfunctions may cause the contents of the memory to be lost. Please use the included Editor to back up your important data to your computer or removable media. Please be aware that Korg will accept no responsibility for any damages which may result from loss of data.

About this manual

The manuals and how to use them

The KROME comes with the following manuals.

- Video Manual (approximately 60 minutes)
- Quick Start Guide (printed and PDF) (this document)
- Operation Guide (PDF)
- Parameter Guide (PDF)
- Voice Name List (PDF)

All of these manuals are on the included accessory disc.

A printed copy is included only for the Quick Start Guide.

Video Manual

This video illustrates the main functionality of the KROME.

Quick Start Guide

This provides a simple explanation of the KROME's functions. To begin, please watch the Video Manual and read the Quick Start Guide.

Operation Guide

Put simply, the Operation Guide is designed to answer the question, "How do I do this?"

It explains the names and functions of each part of the KROME, basic operation, an overview of each mode, how to edit sounds, how to record on the sequencer, and how to sample. This guide also explains the basics of the Arpeggiator, effects, Drum Kits, and the Drum Track.

Finally, it also contains a troubleshooting guide and supplemental information such as specifications.

Parameter Guide

The Parameter Guide is designed to answer the question, "What does this do?"

Organized by mode and page, the Parameter Guide includes information on each and every parameter in the KROME.

Voice Name List

The **Voice Name List** lists all of the sounds and setups that are in the KROME when it is shipped from the factory, including Programs, Combinations, Multisamples, Drumsamples, Drum Kits, Arpeggio Patterns, Drum Track Patterns, Template Songs, and Effect Presets.

PDF versions

The KROME PDF manuals are designed for easy navigation and searching. They include extensive PDF contents information, which generally appears on the side of the window in your PDF reader and lets you jump quickly to a specific section. All cross-references are hyper-links, so that clicking on them automatically takes you to the source of the reference.

Conventions in this manual

References to the KROME

The KROME is available in 88-key, 73-key, and 61-key models. The manuals refer to all models without distinction as "the KROME." The front panel and rear panel illustrations in the manual show the 61-key model, but they apply identically to the other models.

Abbreviations for the manuals: QS, OG, PG, VNL

In the documentation, references to the manuals are abbreviated as follows.

QS: Quick Start Guide

OG: Operation Guide

PG: Parameter Guide

VNL: The Voice Name List

Symbols ✐ , MIDI , *Note*, *Tips*

These symbols respectively indicate a caution, a MIDI-related explanation, a supplementary note, or a tip.

Example screen displays

The parameter values shown in the example screens of this manual are only for explanatory purposes, and may not necessary match the values that appear on the LCD screen of your instrument.

MIDI-related explanations

CC# is an abbreviation for Control Change Number.

In explanations of MIDI messages, numbers in square brackets [ ] indicate hexadecimal numbers.

---

* All product names and company names are the trademarks or registered trademarks of their respective owners.

Main Features

New realms of sound for the keyboard player and the musical creator

- The KROME's EDS-X (Enhanced Definition Synthesis-eXpanded) is a newly designed sound engine that delivers the synthesis, modulation, effect functionality and quality of the EDS sound engine acclaimed by professionals, while additionally allowing more than ten times as much PCM sound data to be controlled.

- Voicing technology developed for the KRONOS has been lavishly applied, giving you a total of 4GB of high-quality PCM data that includes long stereo samples captured for each key. From the sound's attack to its decay, every detail has been carefully designed for subtle and dynamic expressive power. The emotion in your fingertips will be faithfully transmitted to your listeners via this wide array* of sounds: acoustic pianos, electric pianos, organs, wind instruments, synths, and drums.

  * The KROME contains 640 preload programs (basic sounds) and 384 preload combinations that can use multiple programs.

Effects

- The KROME contains 193 different types of effects, ranging from chorus, delay, reverb, overdrive, and simulations of vintage effects and amps, each boasting professional-level quality and flexibility. Effect Presets let you easily store and recall all of the settings for an individual effect.

- You can use up to 8 of these effects simultaneously, with 5 Insert Effects, 2 Master Effects (for reverb sends, for instance), and 1 Total Effects (for stereo bus processing). Each program provides a three-band EQ, letting you use up to sixteen such EQs in each combination or song. In addition, there is also a 3-band EQ for each of the sixteen MIDI tracks.

- The master effects and total effect can be turned on/off from the front panel.

Dual polyphonic arpeggiators

In addition to the traditional arpeggio patterns of the past, these arpeggiators can generate guitar or bass riffs as well as drum patterns. They can also be used as part of the sound designing process to create pads, synth sounds, and sound effects that include a subtle sense of movement. In Combination mode and Sequencer mode, you can use two arpeggiators simultaneously.

There are 900 user arpeggio patterns, giving you amazing potential for powerful performances.

Original patterns can be created quickly and easily by editing patterns in the piano roll screen.

Drum track patterns

The drum track is a built-in drum machine function that uses the KROME's high-quality drum sounds.

There are 605 patterns.

Keyboard and controllers for richly expressive performances

- The KROME 61 and 73 feature a Semi-Weighted Keyboard that provides a great-feeling way to play everything from piano sounds to synthesizer sounds.
  The KROME 88 features a NH (Natural Weighted Hammer Action) keyboard that is especially advantageous when you're playing sounds that allow subtle nuances of expression such as piano and electric piano.

- In addition to the joystick, tonal changes can be controlled by buttons (SW1, 2) where you can assign functions such as octave shift or joystick lock, and realtime controllers that you can use to adjust cutoff, resonance, or effects while you play, making your performances even more expressive.

- Three jacks where you can connect a damper pedal, foot switch, and foot pedal are provided. These allow you to use your foot to adjust the volume, control the effects, or switch sounds.

Sequencer for music production or performance

The internal sequencer provides 16 MIDI tracks and one master track. There's a full complement of functionality for music production and performance, including Auto Song Setup that lets you start producing a song the moment inspiration strikes, template songs, RPPR, and cue lists.

You can edit tracks and patterns in the track view or in a piano roll screen.

SMF data can also be imported or exported, allowing smooth integration with another platform such as your computer.

Computer connection via USB SD card slot

You can connect the KROME to your computer via USB for easy transfer of MIDI data. You can also use an SD card (commercially available) to easily manage the KROME's file data.

KROME sound editor

The KROME Editor and the KROME Plug-In Editor allow you to edit on your computer while viewing large numbers of parameters simultaneously, or to use the KROME as a software synthesizer on your computer.

* Please download the latest version of the KROME sound editor from the Korg website (http://www.korg.com/).

Front Panel
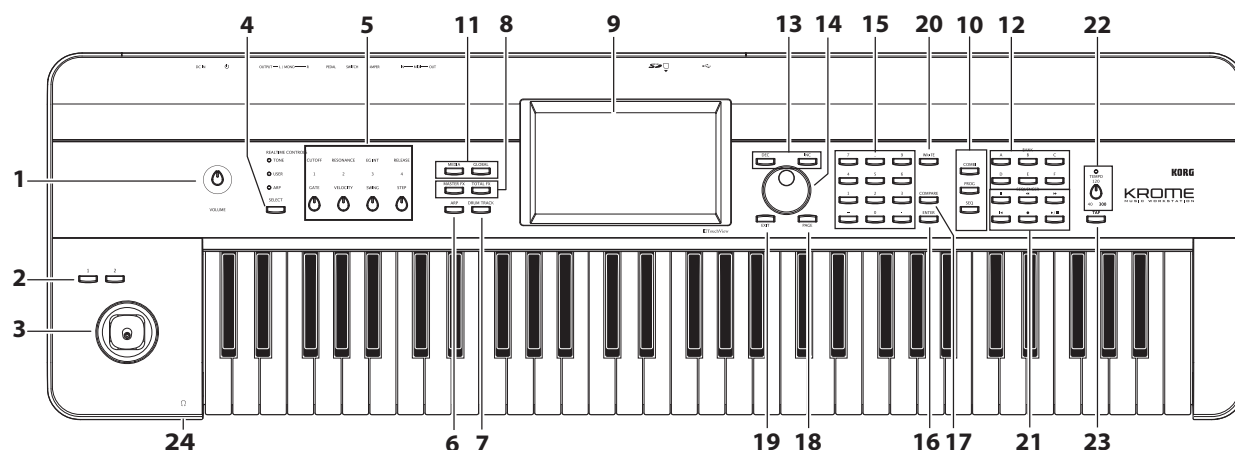
* The diagram shown is for KROME-61

Volume

1. VOLUME knob

This knob adjusts the volume of the AUDIO OUTPUT L/MONO, R outputs, as well as the volume of the headphone jack.

SW1, 2 and Joystick

2. SW1, SW2 buttons

You can assign these buttons to a desired function such as changing the octave of the keyboard, turning portamento on/off, or locking the joystick. You can also use these to control the sound or effects in sophisticated ways by assigning them to an AMS parameter of the sound generator or a Dmod parameter of an effect.

3. Joystick

You can control synthesis parameters or effect parameters by moving the joystick up/down/left/right.

REALTIME CONTROLS

These realtime controllers consist of four knobs and one button. You can use them to do the following things.

4. SELECT button
5. Knobs 1–4

Use the SELECT button to select the functions that you want to be controlled by knobs 1–4. By using knobs 1–4 you can control the sound, effects, and the arpeggiator. (See "Realtime controls" on page 12.)

Arpeggiator

6. ARP button

This button turns the arpeggiator on/off. The button will be lit up if the arpeggiator is on. (See page 13)

DRUM TRACK

7. DRUM TRACK button

This button turns the Drum Track function on or off.

This button also indicates the operating state of the drum track. (Unlit: off, Blinking: waiting for trigger, Lit: on. See page 13.)

Effect buttons

8. MASTER FX button, TOTAL FX button

These buttons turn the master effect and total effect on/off. When the button is on (LED lit), the effect settings of the program, combination, or song will be enabled. When the button is off (LED unlit), the corresponding effect will be off.

The on/off status of these buttons is remembered even when you switch programs, combinations, or songs.

Display

9. Display

The TouchView display features simple touch control and selection of numerous features and parameters. (See page 9)

Mode

10. COMBI, PROG, SEQ buttons
11. GLOBAL, MEDIA buttons

The KROME has five different operational modes, each one optimized for a specific set of functions.

Press one of these buttons to enter the corresponding mode.

For details, please see "Selecting modes" on page 10.

PROG/COMBI BANK

12. A, B, C, D, E, F buttons

These buttons select program banks A–F and combination banks A–D (see page 11). You can also use these buttons to select the bank of timbre programs in a combination, or the bank of track programs in a song.

If you want to select a GM bank, use the numeric keys (see "15", bellow, page 11) or the Bank/Program Select menu (see page 12).

VALUE controllers

Use these controllers to edit the parameter that's selected in the display.

13. INC and DEC buttons
14. VALUE dial
15. 0–9, – and . buttons
16. ENTER button

Use these to specify the value of the selected parameter.

17. COMPARE button

Compares your current sound edits to the sound before it was edited.

PAGE SELECT, EXIT

18. PAGE button

When you press this button, a list of the pages within the selected mode will appear in the display. Press the button of the desired page. (See page 9)

19. EXIT button

Press this button to return to the main page of the current mode.

Save (Write)

20. WRITE button

Use this button to save programs, combinations, global settings, drum kits, or arpeggio patterns to the internal memory (see page 19).

You'll also use this button to save songs to media (see page 20).

Sequencer

The buttons in this section are used for operations in Sequencer mode, such as recording and playback (see page 54 of the Operation Guide). In addition to its use during recording, the REC button is also used to save a program or combination, or when using the Auto Song Setup function. (see page 15).

21. PAUSE (❙❙) button, REW (◀◀) button, FF (▶▶) button, LOCATE (❙◀) button, REC (⬤) button, START/STOP (▶ / ■) button

TEMPO controls

22. TEMPO knob, TEMPO LED

This knob adjusts the tempo of the arpeggiator, drum track, or internal sequencer.

This LED will blink at quarter-note intervals of the current tempo.

23. TAP button

By pressing (or tapping) this button on the beat, you can enter the tempo used by the arpeggiator, drum track, or internal sequencer.

Headphone

24. Headphone jack

Connect your headphones here.

This jack will output the same signal as the AUDIO OUTPUT L/MONO and R jacks.

The headphone volume is controlled by the VOLUME knob.

Rear Panel
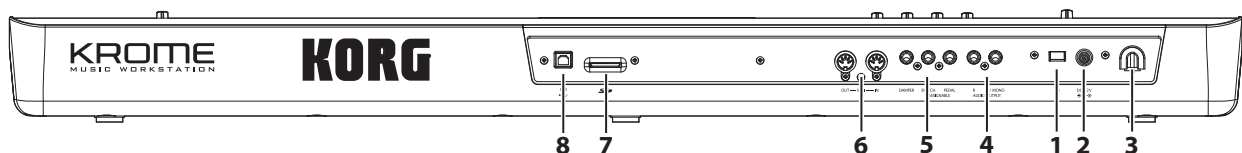
Power supply

Be sure to see the "Connecting the keyboard and turning the power on" section on page 7 and follow the correct procedure described there.

Note: The KROME has an auto power-off function that automatically turns off the power when the keyboard or front panel buttons have not been used for a certain length of time. With the factory settings, this is set to 4 hours (see "The auto power-off function" on page 8).

1. Power switch

This switch turns the power on/off.

2. AC adapter connector

The included AC adapter is connected here.

⚠ Connections must be made with the power turned off. Please be aware that careless operation may damage your speaker system or cause malfunctions.

3. Cable hook

Use this to secure the cable of the included AC adapter.

AUDIO OUTPUTS

4. AUDIO OUTPUT L/MONO jack

These are the main stereo audio outputs. Use the VOLUME knob to adjust the volume.

PEDALS

5. ASSIGNABLE PEDAL jack, ASSIGNABLE SWITCH jack, DAMPER jack

You can connect a damper pedal, foot switch, and foot pedal to these jacks. This gives you a broader range of functions and effects to control.

MIDI

6. MIDI IN connector, MIDI OUT connector

MIDI lets you connect the KROME to a computer or other MIDI devices, for sending and receiving notes, controller gestures, sound settings, and so on.

SD

7. SD card slot

You can insert an SD card here, and use it to save/load KROME programs, combinations, or song data. (See page 19)

USB

8. USB connector (for connecting to computer)

You can connect your computer to this connector. Using a single USB cable, your KROME can send and receive MIDI information directly to and from a computer, without requiring a MIDI interface.

Note: The USB connector of the KROME is only able to transmit and receive MIDI data.

Connecting the keyboard and turning the power on

Turning the power on

Note: Check the following before you turn the power on.

- Make sure that you're using an AC outlet that supplies the correct voltage for your unit.
- Use only the included AC adapter.
- Turn the KROME's front panel VOLUME knob all the way to the left to minimize the volume.
- Make sure that the KROME's power is off.
- If you're connecting to an external output device such as a mixer or a powered monitor speaker, minimize its volume and turn off its power.

Here's how to connect the power.

1. **Connect the included AC adapter's DC plug to the KROME's rear panel power jack.**

Plug the AC adapter into an AC outlet.

To prevent the DC plug from being disconnected accidentally, fasten the cable around the KROME's cable hook.

AC adapter connections
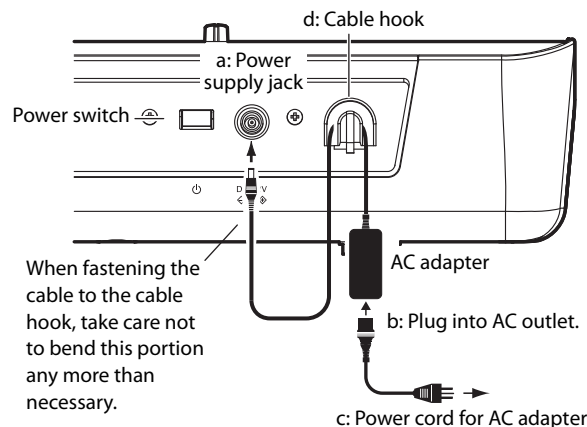
Connect the power cord to the AC adapter.

2. **Connect the KROME's AUDIO OUTPUT L/MONO and R jacks to your mixer or powered monitor speakers.**

- If you're monitoring through headphones, connect them to the headphone jack that's located on the left side of the front of the KROME.This headphone jack will output the same signal as the stereo output (AUDIO OUTPUT L/MONO and R).

3. **Turn on the power by pressing the power switch located on the rear panel of the KROME.**

⚠ If the auto power-off function is enabled, a message will appear at start-up, informing you of the time until the power will turn off automatically. If this dialog box does not appear, auto power-off is not enabled; the power will not turn off automatically. (See "The auto power-off function" on page 8.)

4. **Power-on your external output devices, and adjust their volume appropriately.**

5. **While playing the keyboard, gradually turn the VOLUME knob toward the right to adjust the volume.**

Turning the power off

When you've finished using the KROME, turn off the power by pressing the power switch that's located on the rear panel of the KROME.

⚠ When you turn off the power, any program, combination, or global settings you may have edited will return to its original state. If you want to keep the results of your editing, you must save (write) the edited settings.
In the same way, the song data will also be lost when you turn off the power. If you want to use the song data again later, you must save it before you turn off the power, and then load it again when desired. (See "Saving your edits" on page 19.)

⚠ If the KROME's auto power-off function is enabled, the power will automatically turn off after a certain length of time has elapsed without any user input. This automatic power-off will also cause all unsaved data to be lost.

⚠ If the power is turned off while data is being written to the internal memory, the data in the internal memory may be damaged. Never turn off the power while any process is being executed. While processing is occurring, the following message will appear:
"Now writing into internal memory"

The auto power-off function

The KROME has an auto power-off function that automatically turns off the power when the keyboard or front panel buttons have not been used (*) for a certain length of time.

* The VOLUME knob is not included.

Note: With the factory settings, the power will turn off when there has been no user input for approximately four hours.

⚠ When the power turns off, any settings you had been editing will be lost. If you want to keep your edited settings, you must save them before the power turns off.

Changing the auto power-off setting

Changing the settings in the start-up dialog box

If the auto power-off function is enabled so that the power will turn off automatically, the currently specified auto power-off time is displayed immediately after the system starts up.
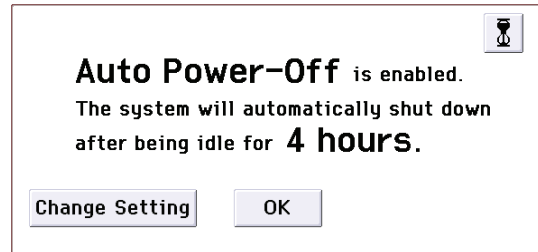
1. **While this message is shown, press the Change Setting button in the dialog box.**

The following dialog box will appear.
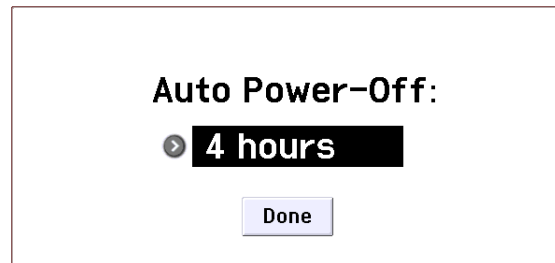
2. **Press the popup button and select the desired time for auto power-off to occur. If you don't want the power to turn off automatically, choose Disabled.**

Note: If this dialog box does not appear immediately after start-up, the auto power-off function is set to Disabled; the power will not turn off automatically.

Note: You can also change the auto power-off setting during operation (see page 16 of the Operation Guide).

Auto power-off warning message

When the specified time has elapsed, a message will warn you that the auto power-off function is about to turn off the power.
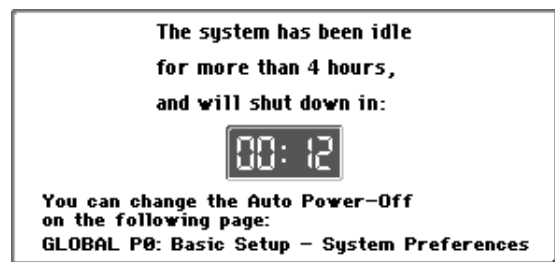
If you want to continue using the KROME, press the keyboard, a button, or the display. Auto power-off will be reset, and the same message will appear when the specified time has again elapsed without any user input.

About the display and the modes

Display

The KROME uses Korg's TouchView graphical user interface.

By pressing or dragging objects shown in the display, you can select programs or combinations, or edit parameter values. Here we'll explain the names and functions of these objects.

a: Mode button

This indicates the currently selected mode.

When you press this button, the Mode menu will appear. In the mode menu, press the name of the mode that you want to move. If you select the currently selected mode, the Page Select menu for that mode will appear. Even in another mode, pressing the right side of the name will display the Page Select menu for each mode.
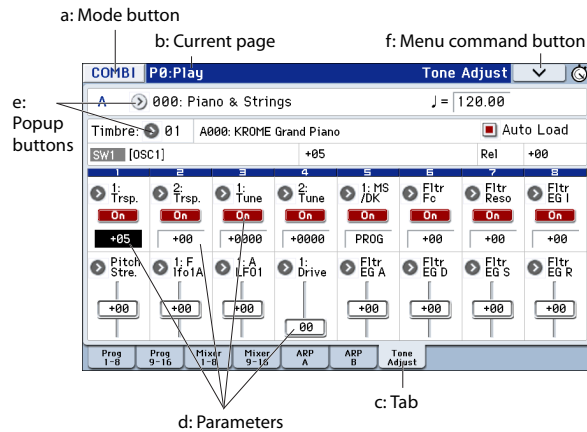
To close the menu, press the Close button or the EXIT button.

You can also choose modes and pages by pressing the front panel buttons. Press a mode select button to select a mode, and then press the PAGE button to access the page select screen.

b: Current page

This indicates the current page within the selected mode.

Beginning at the left, this area shows the page number: name, and tab name.
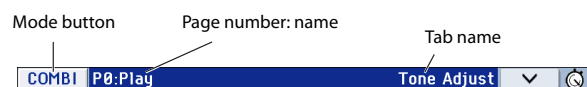
c: Tab

Most pages are divided into two or more tabs.

d: Parameters

The parameters for various settings are shown in the display. Select a parameter in the display, and edit its value.

You can use the VALUE dial and other value controllers (see page 6) to edit a value by dragging your finger in the display, or turn a setting on/off by pressing it in the display.

For some parameters, you can press the parameter twice in succession or long-press and then release it to access an on-screen edit pad where you can edit the value. see "Edit pad" on page 6 of the Operation Guide.

e: Popup buttons

When you press a popup button, the available parameter values will appear as a popup menu or a tabbed menu.

f: Menu command button

* Menu

When this button is pressed, a list of menu commands will appear.

The menu commands that appear will differ depending on the page that's currently selected.

The menu will close when you press the display somewhere other than the menu, or when you press the EXIT button.
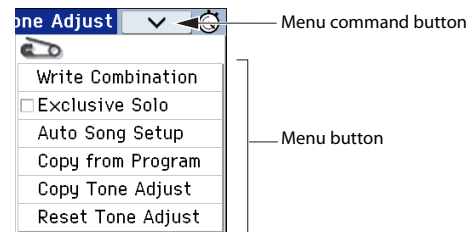
* Dialog box

When you select a menu command, you'll see a screen containing the settings needed to execute the command. This is called a dialog box. The dialog box that appears will depend on the menu command that you select. Some commands, such as **Exclusive Solo**, do not display a dialog box.
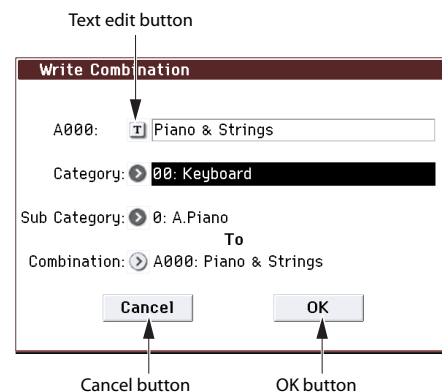
* Text edit button

When you press this button, the text edit dialog box appears for changing the names of Programs, Combinations, Songs, etc.

* OK and Cancel buttons

After performing the other operations in the dialog box, you can execute the command by pressing the OK button. To cancel without executing, press the Cancel button. The dialog box will close.

The EXIT button corresponds to the Cancel button and Done button.

Selecting modes

The KROME provides a large number of functions, such as playing or editing programs and combinations, recording and playing back songs, and managing media. These functions are grouped into "modes." The KROME has five modes. To access a mode, press the corresponding mode button (See page 5).

Program mode

Programs are the basic sounds of the KROME.

In Program mode, you can:

- Select and play Programs.
- Use one arpeggiator in your performance.
- Play back Drum Track patterns while you perform using a Program.
- Edit Programs
  You can use the realtime controls and the Tone Adjust function to easily edit the program.
  You can adjust the parameters and settings of the oscillators, filters, amps, EGs, LFOs, effects, arpeggiator, drum track, etc.
  You can use up to five insert effects, two master effects, and one total effect.
- Plus, you can create drum programs using drum kits (as created in Global mode).

Combination mode

Combinations are sets of up to 16 programs that can be played simultaneously, letting you create sounds that are more complex than a single Program. In Combination mode, you can:

- Select and play Combinations.
- Use multiple timbres to play arpeggio patterns generated by two arpeggiators.
- Use one or more timbres to play back the patterns in the drum track.
- Use the KROME as a 16-part multitimbral tone generator.
- Edit Combinations
  You can use the tone adjust function to easily edit the program of each timbre.
  You can assign Programs to each of the 16 Timbres, each with separate volume, pan, EQ, and keyboard and velocity zones; adjust settings for effects, arpeggiator and the drum track.
- Plus, you can use up to five insert effects, two master effects, and one total effect.

Sequencer mode

Sequencer mode lets you record, playback, and edit MIDI tracks. You can:

- Use the sixteen-track MIDI sequencer to record and play back songs.
- Record a single MIDI track at a time, or record as many as all sixteen tracks simultaneously. You can also record exclusive messages.
- Use multiple tracks to record and play back performances generated by two arpeggiators.
- Use one or more tracks to play back the patterns in the drum track.
- Edit songs.
- Use the KROME as a 16-track multi-timbral sound module.
- GM/GM2 playback is also supported.
- Use the Tone Adjust function to easily edit the program of each track.
- Use up to five insert effects, two master effects, and one total effect.
- Record patterns and assign them to individual keys, using RPPR (Realtime Pattern Play/Recording).
- Create a Cue List that will play back multiple songs in the order that you specify. You can also combine these songs into a single song.
- Create user Drum Track patterns.

Global mode

Global mode lets you adjust overall settings for the entire KROME, and edit drum kits and arpeggio patterns. In Global mode, you can:

- Adjust settings that affect the entire KROME, such as master tune and the global MIDI channel.
- Create user scales.
- Create drum kits using drumsamples.
- Create user arpeggio patterns.
- Rename program and combination categories.
- Set the function of the assignable pedals and assignable switches.
- Transmit MIDI System Exclusive data dumps.

Media mode

You can save or load data using an SD card. In Media mode, you can:

- Save and load Programs, Combinations, Songs, and Global setup data.
- Format an SD card, copy and rename files, etc.
- Perform file operations such as copying data to or from media.
- Export and import sequences to and from SMF (Standard MIDI Files).
- Use the Data Filer function to save or load MIDI System Exclusive data.

Playing sounds

Playing Programs and Combinations

Selecting Programs by bank and number (A)

Here's how to select a program.

For more about the features and functions of Program mode, see "Program mode" on page 10.

1. **Press the front-panel PROG button (the LED will light up) to enter Program mode.**

The upper left side of the LCD screen shows the name of the current page, PROG P0: Play. This is a good home base for playing Programs.

Notice the large, highlighted characters in the upper part of the LCD display. These are the name and number of the current Program. When these are highlighted, you can press the INC/DEC buttons to select the next or previously numbered Program.

You can also turn the VALUE dial to move through the Programs in larger steps, or enter Program numbers directly from the numeric keypad.

2. **Use the BANK A...F buttons to select Programs from other banks.**

To select a GM bank, hold down numeric key 0 and press one of the -, 1–9, or (.) buttons. The GM bank, GM variations g(1)–g(9), or GM drum programs g(d) will be selected respectively.

Selecting Programs by Category (B)

There are other ways to select Programs, but here we'll explain how to select programs by their category, such as keyboard, organ, bass, or drum sounds.

1. **In the LCD screen, press the Category/Program Select popup button.**

The Category/Program Select popup menu will appear.

In the illustration, the Keyboard category is selected. The menu shows the program in that category.

2. **If you want to select a different category, press the tabs at the left and right side of the display.**

3. **To select a program, press its program name in the menu.**

The selected program will be highlighted, and the program will change. You can also use the INC/DEC buttons or the VALUE dial to switch programs.

The menu shows sixteen programs at once. To see other programs, use the scroll bar to scroll the list.

Play the keyboard to hear the sound of the program that you've selected.

Selecting programs by bank and number

A*1*-2 PROG P0: Play
A*1*-3 Program Select
A*1*-6 Numeric keys and ENTER button
A*1*-1 PROG button
A*2*-1 BANK A–F / A–F buttons
A*1*-4 INC/DEC buttons
COMBI button
Bank/Program Select popup button
A*1*-5 VALUE dial
A*2*-2 BANK GM / Numeric keys 0 + (–), 1–9, (.)
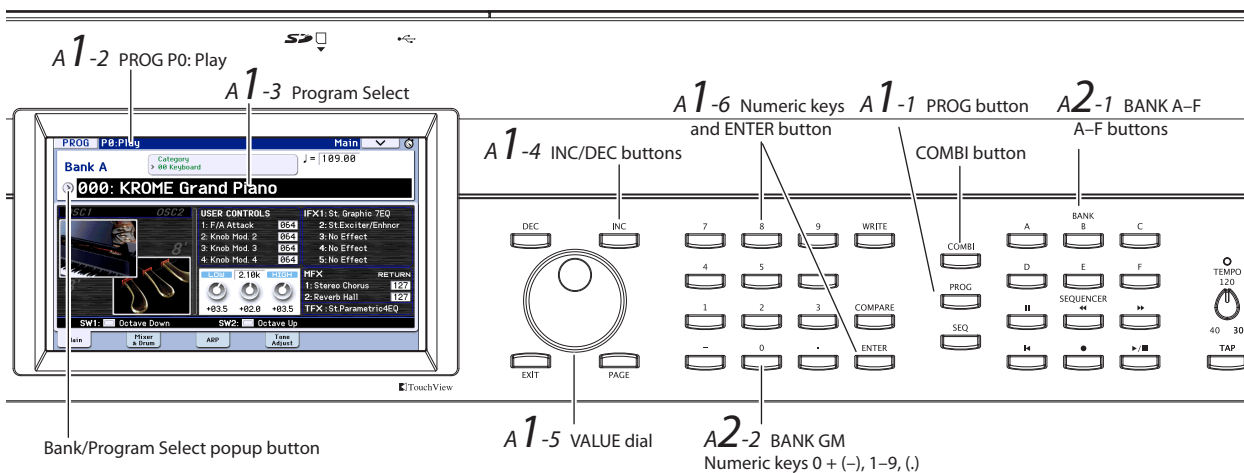
Selecting programs by category

(Selecting a program by bank) Bank/Program Select menu
B*1*-1 Category/Program Select popup button
Category/Program Select menu
B*2*-1 Tabs
B*3*-1 Program names
B*3*-2 Scroll bar
B*4*-1 to sub-categories
B*5*-1 OK button to confirm
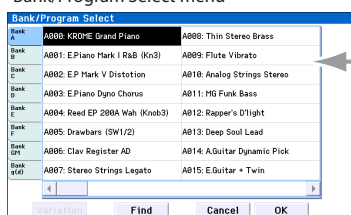
4. If you want to choose programs by sub-category, press the "Jump to Sub" button to access the Sub Category/Prog Select menu.

Press a tab on the left to select a sub category.

Select a program as described in step 3.

To confirm your choice, press the OK button. If you want to cancel, press the Cancel button. You will return to the main category.

5. If you're happy with the selected program, press the OK button to close the menu.

If you press the Cancel button, your selection here will be discarded, and you will return to the program that had been selected immediately before you opened the menu.
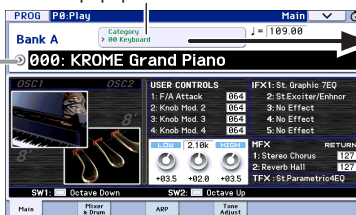
Note: If you press the popup button to the left of "Program Select," the Bank/Program Select menu organized into banks will appear. The procedure is the same as described in "Selecting Programs by Category (B)".

For other ways to select Programs, see "Selecting Programs" on page 21 of the Operation Guide.

Program Bank Contents

The KROME has a total of 1,033 programs. When the unit is shipped from the factory, the internal memory contains 640 preload programs and 265 GM programs for immediate use. The remaining 128 programs are initialized programs, provided for you to save your own original programs. You are also free to edit and overwrite any of the programs in banks A–F, but not the programs of banks GM–g(d).

Program bank contents

Bank	No.	Contents
A...E	000...127	Preload programs
F	000...127	Initialized programs
GM		GM2 capital programs
g(1)…g(9)	001...128	GM2 variation programs
g(d)		GM2 drum programs

Selecting Combinations

Here's how to select a combination.

For more about combinations, see "Combination mode" on page 10.

1. Press the COMBI button to enter Combination mode.

The COMBI LED will light up.

Once you're in Combi mode, you can select and play Combinations by either bank/number or category, in the same way as you did Programs.

Combination bank contents

Bank	No.	Contents
A...C	000...127	Preload combinations
D	000...127	Initialized combinations

Using controllers to modify the sound

Joystick, SW1 and SW2

The joystick (see page 5) and SW1/SW2 (see page 5) located on the left side of the KROME's front panel are controllers for you to use while performing. You can use these controllers to modify the sound.

The effect produced by each controller will differ for each Program or Combination. In addition to the typical functions, the controllers in some cases might have the effect of emphasizing individual sounds, or might apply a combination of several effects. So try them all out to see what each controller does for the selected sound.

Standard Joystick functions

Move the joystick…	Normally controls…
Left	Pitch bend down
Right	Pitch bend up
Forwards (away from yourself)	Vibrato
Backwards (towards yourself)	Filter LFO (wah)

Realtime controls

The realtime controllers (see page 5) located on the left side of the front panel are used to control the sound while playing a program or combination, or for simple sound editing. They are also used to control the arpeggiator.

1. Press the SELECT button to choose the functions that knobs 1–4 will control (the corresponding LED will light up).

The knobs will control the sound if TONE or USER are selected, or the arpeggiator if ARP is selected.

2. Turn knobs 1–4, and notice how the sound, effects, or arpeggio pattern changes.

When you turn a knob, a popup will appear on the display, indicating the name of the controller and its value.

- If SELECT TONE is selected, the knobs will control the filter cutoff, filter resonance, filter EG intensity, and filter EG release time respectively.

- If SELECT USER is selected, knobs 1–4 will control a wide variety of parameters individually assigned by each program or combination. In many (but not all) cases, knobs 1 and 2 will control synth parameters, knob 3 will control the depth of a modulation effect such as chorus, and knob 4 will control reverb depth.

- For details on SELECT ARP, refer to the next section.

Performing with the arpeggiator

A program allows you to use a single polyphonic arpeggiator. When playing a combination or using the sequencer, you'll be able to use two polyphonic arpeggiators.

Turning the arpeggiator on/off

1. **Select the program or combination that you want to play.**

2. **Press the ARP button to make the LED light up.**

The arpeggiator will turn on.

3. **Play the keyboard.**

The arpeggio will start playing. (Please note that for some sounds, the arpeggiator is set to respond only to a specific range of notes on the keyboard.)

Controlling the arpeggio pattern

1. **Press the SELECT button to make the ARP LED light up.**

2. **Turn knobs 1–4 (GATE, VELOCITY, SWING, STEP) to modify the pattern.**

It is also effective to set the realtime controls to TONE or USER and use them to modify the sound while the arpeggiator is playing.

Arpeggio patterns appropriate for each sound are assigned to each of the factory-set programs and combinations. Try selecting programs and combinations from a variety of categories, and play them with the arpeggiator turned on.

3. **Use the TEMPO knob or the TAP button to adjust the tempo (see page 6).**

Program mode

The arpeggio pattern of a program can be switched by the P0: Play- Arpeggiator page "Pattern" parameter.

1. **Press the PROG button, and then the ARP tab.**

2. **Press the "Pattern" popup button, and select a pattern.**

If the Latch setting on this page is selected, the arpeggio will continue playing even after you take your hand off the keyboard. If this setting is not selected, the arpeggio will stop playing when you take your hand off the keyboard.
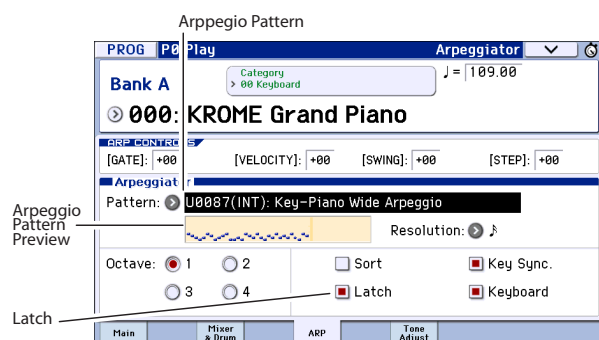
Combination mode and Sequencer mode

In Combination and Sequencer modes, arpeggiator settings are adjusted in the P0 Arpeggiator A and B pages.

Using the Drum Track

Turning the Drum Track on and off

1. **Press the DRUM TRACK button.**

Depending on various settings, the Drum Track may begin to play immediately, or may wait until you start to play on the keyboard. If the button's LED is blinking on and off, it's waiting for you to play.

2. **Use the TEMPO knob or the TAP button to adjust the tempo (see page 6).**

Selecting the Drum Track pattern & sound

Program mode

In Program mode, the Drum Track has a special reserved mixer slot and a dedicated Program select parameter. To set up the Drum Track in Program mode:

1. **Press the PROG button, and then the Mixer & Drum tab.**

The Mixer & Drum TRACK page will appear.

2. **On the right side of the display, use the two Pattern Bank/No. popup buttons to select a Drum Track pattern.**

Note: Please note that the DRUM TRACK button will not turn on for a pattern that contains no data such as the User bank InitDrumPattern, or for the Preset bank P000: Off pattern.

3. **On the right side of the display, use the Drum Track Program "Program" popup button to select the program that will sound the pattern.**

4. **Use the buttons on the left to control the mute and solo settings, and use the slider to adjust the volume. You can use the Drum Track EQ to adjust the EQ of the drum track program.**

Combination mode, Sequencer mode

In Combinations (and Songs), the Drum Track simply sends MIDI to play one or more of the 16 Timbres/Tracks.

For more information, see "Drum Track function settings in Combination mode" on page 101 of the Operation Guide.

Simple program and combination editing

Adjusting the EQ and volume balance

For a program, the program's EQ and master effect return amount can be adjusted in the P0: Play– Main page.

In the P0: Play– Mixer & Drum Track page you can adjust the volume balance of oscillators 1 and 2, and the drum track. Here you can also adjust the EQ of the drum track program.

Using Tone Adjust

The KROME's Tone Adjust function assigns program parameters that are useful for editing with buttons and sliders in the display. You can use these to edit the sound efficiently.

1. **Access the Program mode P0: Play– Tone Adjust page. Press the PROG button, and then the Tone Adjust tab.**

2. **Use the sliders and buttons in the display to make adjustments. You can also use the VALUE controllers to make adjustments.**

The parameters assigned to the sliders and knobs will differ depending on the program or combination. (For some sounds, the result may be difficult to notice.)

For example, the "Pitch Stre." slider produces rich tonal changes and variations without impairing the character of the original sound. "1: F lfo IA" controls wah, "1: lfo IA" controls vibrato, and "1: Drive" can subtly fatten the sound or apply extreme distortion.

"F/A EG A," "F/A EG D," "F/A EG S," and "F/A EG R" respectively control the attack time, decay time, sustain level, and release time of the filter and amp EGs.

If you turn the 1: Trsp button on, the oscillator 1 transposition will be modified by the value shown below the button, raising or lowering the pitch.

Changing the program or volume balance of the timbres

Up to sixteen programs can be assigned to a combination, allowing you to produce dense and rich textures.

1. **In Combination mode, press the Category Select popup button; then from tab 1 "2 Bass Splits," choose A003: Bass & Piano. The category Bass Splits contains split-type combinations where the lower range of the keyboard plays a bass sound and the upper range plays a different sound.**

Bass & Piano assigns an acoustic piano to timbre 1 and an acoustic bass to timbres 2 and 3.

2. **Let's try changing the program assignment so that an organ is played instead of the piano.**

Press the timbre 1 Category/Timbre Program popup button to access the list.

At the left side of the list, press the 01 Organ tab, and then select a program from the list. Press the OK button to confirm your choice.

Category/Combination Select popup button
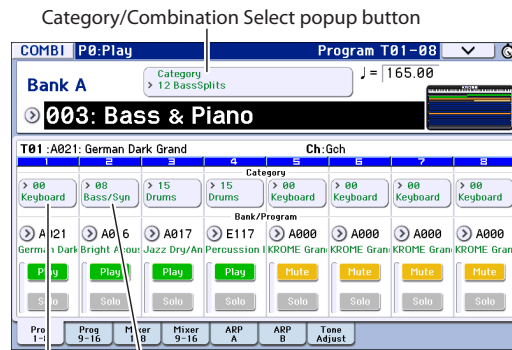
A.Piano A.Bass (Velocity SW)
Category/Timbre Program popup buttons

3. **Play the keyboard. Notes C4 and above will play an organ sound, and lower notes will play a bass sound.**

4. **Now let's adjust the pan (stereo position) and volume of the organ and bass sounds.**

In the lower part of the display, press the Mixer 1–8 tab. Adjust the Pan knob and Volume slider of each timbre.

5. **Let's try changing the split point that divides the organ and bass sounds.**

Press the PAGE button; then in Page Select, press P4 Zone/Delay. Press the Key Z 1–8 tab to access the P4: Zone/Delay– Key Zone T01–T08 page.

While pressing the timbre 1 "Bottom Key," play a note on the keyboard. This will specify the lowest key that plays the organ sound.

While pressing the "Top Key" of the timbre that plays the bass sound, press the note that's a semitone below the lowest note of the organ range you specified in the previous step. This will specify the highest key that plays the bass sound.
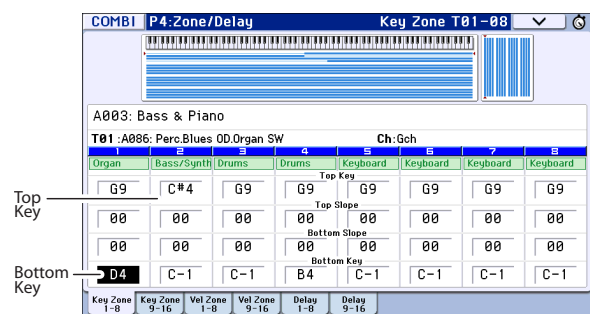
Using the sequencer

Recording your performance

Auto Song Setup

The Auto Song Setup feature copies the current Program or Combination into a Song, and then puts the system in record-ready mode. When inspiration strikes, you can use this function to start recording immediately. To do so from Program mode:

Select the program that you want to use for recording. If desired, you can turn on the ARP or DRUM TRACK buttons to add an arpeggiator or drum kit performance.

1. **While holding down the ENTER button, press the SEQUENCER REC (⏺) button.**

The message "Do you continue?" will appear in the Setup to Record dialog box in the display.

2. **Press the REC (⏺) button once again. (Alternatively, you can use the OK button or the ENTER button.)**

The KROME will automatically switch to Sequencer mode and enter the record-standby state, and the click will begin sounding in time with the tempo (♩). Adjust the tempo (♩) as desired (see "TEMPO controls" on page 6.).

3. **Press the START/STOP (▶ / ■) button to start the sequencer and begin recording.**

With the default settings, there will be a two measure count-down before recording starts.

4. **Play what you'd like to record, and then press the START/STOP (▶ / ■) button to stop recording.**

The sequencer will automatically return to the beginning of the Song.

5. **Press the START/STOP (▶ / ■) button to hear what you recorded.**

Since you started in Program mode, your playing will have been recorded on Track 1. If you used the Drum Track, it will have been recorded on Track 10. For Combinations, more tracks are used as needed.

Adding another track

Let's add another track to the performance that you recorded using Auto Song Setup.

1. **Press the Preference tab to access the P0–1: Play/REC– Preference page. At the right, clear the "Multi REC" check box.**

Note: Auto Song Setup turns this on to record the Program's Drum Track, or multiple channels in a Combination.
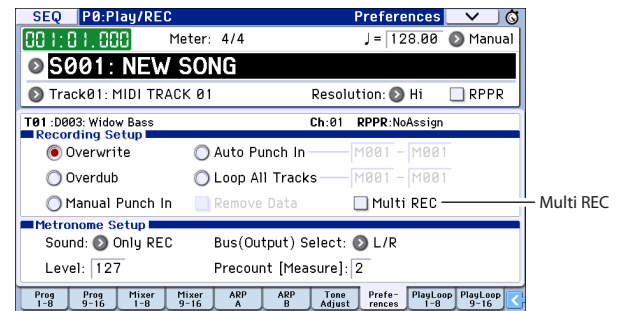
2. **Press the Prog 1–8 tab to access the P0–1: Play/REC– Program T01–08 page.**

3. **Below the Song name, open the Track Select popup and select MIDI Track 02.**

This controls both the track that you play from the keyboard, and (with Multi REC turned off) the track that's recorded.

4. **Using the Category or Bank/Program Select popup menus, select a Program for Track 02.**

5. **If you had turned on the ARP and DRUM TRACK buttons, turn them off.**

6. **Press the LOCATE (◀) button to go back to the start of the Song.**

7. **Press the REC (⏺) button to enable recording, and then press the START/STOP (▶ / ■) button to start.**

8. **Play what you'd like to record, and then press the START/STOP (▶ / ■) button when you're done.**

English

Editing MIDI

You can modify your performance after recording, if you wish. For instance, you can erase misplayed notes, or correct their pitch and timing.

Correcting the timing

Timing correction is done through Quantization. This takes the notes you played and lines them up to the nearest beat or fraction of a beat, based on the resolution you select. It can also be used to add a "swing" feel. Let's try quantizing the MIDI track we just recorded.

1. **Press the PAGE button; then in Page Select, press P6 Track Edit. Then press the Track Edit tab to access the P6: Track Edit– Track Edit page.**

This page includes a graphic which shows each track in the sequence. The small rectangles represent measures which contain performance data.
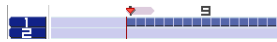
2. **Select MIDI Track 01 from the popup above the graphic.**

3. **Using the "From Measure" and "To End of Measure" parameters at the bottom of the display, set the range of measures that you wish to modify. For now, set "From" to 001, and "To End" to 064.**

4. **In the menu command, select the Quantize command.**

The Quantize dialog appears.
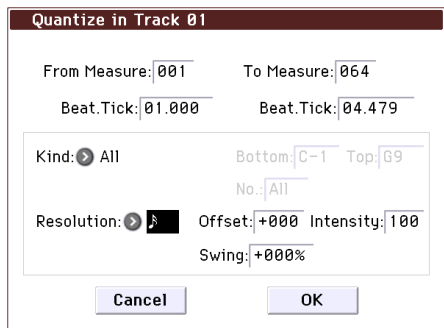
5. **Set the Resolution to the desired rhythmic value.**

As a general rule, choose the shortest note-value used in the recorded performance.

6. **Press the OK button to quantize the selected data.**

If the result was different from what you had expected, press the COMPARE button to restore the song to the original state before the quantization was applied. Experiment with different **Resolutions**, set the **Intensity** to less than 100% in order to preserve some of the natural feel, or raise the **Swing** value to create a shuffle or swing feel.

You can also apply quantization during recording, using the REC Resolution parameter at the top of the P0 page. Choose the desired resolution, and quantization will be applied as you record.

Correcting or adding notes

You can edit your performance data by moving or erasing notes, modifying a note's duration or strength, or adding notes.

It's convenient to use Track View editing when you want to erase, move, or copy data in units of entire tracks or measures.

1. **(Press the PAGE button; then in Page Select, press P6: Track Edit.) Then press the Track View tab to access the P6: Track Edit– Track View page.**

2. **Using the tools, specify the start and end measures to select the edit region.**

3. **Use the tools to move, copy, or erase data.**
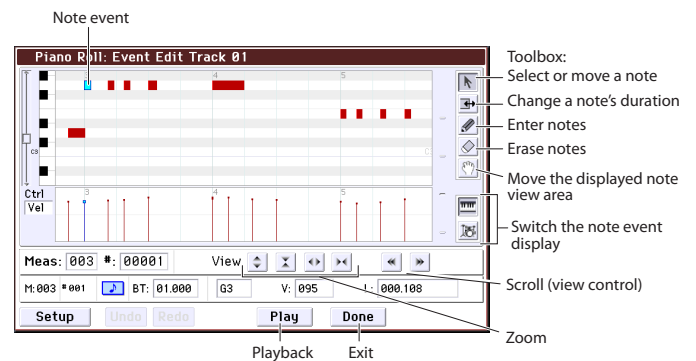
For details, see page 68 of the Operation Guide.
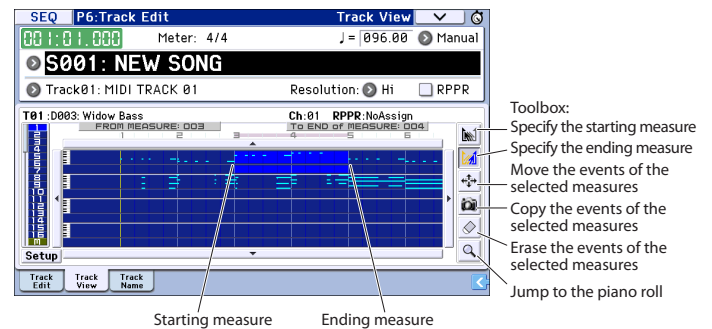
It's convenient to use piano roll editing when you want to edit individual notes in detail.

1. **Using the tools, specify the start and end measures to select the edit region.**

2. **Press the page menu button, and choose "Piano Roll."**

Alternatively, press the bottom tool box in the P6: Track- Track View page.

The piano roll dialog box will appear.

3. **Use the zoom buttons to select a convenient zoom ratio.**

4. **Use the tools to edit the notes.**

For details, see page 70 of the Operation Guide.

Template songs

Template songs contain sounds and effects that are suitable for a specific musical style, so you can immediately get started creating a song simply by selecting an appropriate template. In addition to the preset templates, you can create your own original template songs containing your frequently-used sounds.

The sixteen preset template songs (P00–P15) contain track parameter settings such as program, volume, and pan, as well as effect, arpeggiator, track parameter, and tempo settings.

Note that Template Songs do not include MIDI data for song tracks and patterns, and so on.

1. **In the Sequencer P0: Play/REC page, press the page menu button and select the Load Template Song command.**

A dialog box will appear.

```
Load Template Song

From:     ❯ P00: Pop

          ☐ Copy Pattern to Track too?

   Cancel              OK
```

2. **In the From field, choose the Template Song that you want to load.**

3. **Check the "Copy Pattern to MIDI Track too?" check-box.**

When this box is checked, a dialog box for copying a pattern will automatically appear after **Load Template Song** is complete.
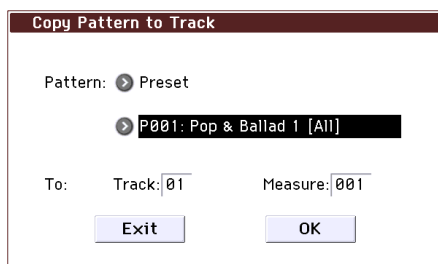
If this is not checked, only the selected Template Song will be loaded.

4. **Press the OK button to load the template song, or press the Cancel button to exit without making changes.**

When you press OK, the Template Song's settings will be copied into the current Song.

If **Copy Pattern to MIDI Track too?** was checked in step 3, the **Copy Pattern To MIDI Track** dialog box will appear.

5. **Use the Bank (User or Preset) and Pattern popups to select a pattern to copy.**

```
Copy Pattern to Track

Pattern:  ❯ Preset

          ❯ P001: Pop & Ballad 1 [All]

To:     Track: 01      Measure: 001

    Exit                OK
```

6. **In the To Track field, select the track to use for the pattern.**

Note: In each of the sixteen preset Template Songs, track 1 is always assigned to a Drum Program. (In some cases, other tracks may also have Drum Programs.)

7. **In the Measure field, set the measure where you'd like the pattern to start.**

Following the names for each of the 605 preset patterns, the musical style and the name of the most suitable Drum Programs are partially displayed.

By loading a Drum Program and the corresponding preset pattern, you can instantly set up a drum track to match the Template Song.

8. **To load the pattern, press the OK button.**

After the pattern is loaded, the **Measure** will count up automatically. You can then copy another pattern if desired. For instance, you can use different patterns one after the other to build up a song, with different patterns for verse, chorus, and bridge.

After you've finished adding patterns, press the **Exit** button, and you're done!

For details on how to record, see "Adding another track" on page 15.

Using effects

You have a choice of 193 different digital effects.

The KROME's effect section consists of five insert effects, two master effects, one total effect, and a mixer that controls the routing between these effect processors. Each of these provides stereo input and output.

You can freely control the effects via dynamic modulation (Dmod), which lets you use the KROME's controllers to control the effects in realtime while you perform, as well as synchronize different types of modulation effects via the common LFO, or use MIDI/Tempo Sync to produce tempo-synchronized effects.

Routing and effect settings

You'll use routing to specify the effects to which the sound will be sent.

Here's an example of these settings for a song.

1. **Select the insert effects that you want to use. Adjust these settings in the Seq P8: Routing/IFX– Insert FX Setup page.**
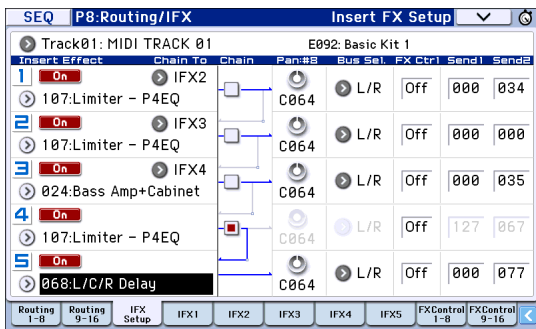
2. **Specify the effect where the output of each track will be sent. In the Seq P8: Routing/IFX– Routing 1 T01–08 page, use "Bus (IFX/Output) Select" to adjust these settings. For example if you want the output of track 2 to be the input to insert effect 3, assign the track 2 "Bus (IFX/Output) Select" to IFX3.**

The upper part of the screen shows the status of the routing, insert effects, and chain settings. In this example, T01 (track 1) is assigned to DKit, and uses IFX1 and 2. This uses the settings of the drum kit. T02 is connected to IFX3, and T04 is chain-connected to IFX4 and IFX5.
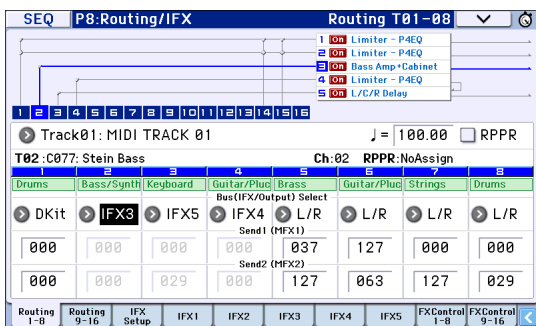

3. **"Send1" and "Send2" specify the send levels to the master effect for each track. "Send1" corresponds to MFX1, and "Send2" corresponds to MFX2.**

In this page, "Send1" and "Send2" can be selected only if "Bus (IFX/Output) Select" is set to L/R or Off.

If "Bus (IFX/Output) Select" is set to IFX1–5, the send levels are specified by "Send1" and "Send2" after the signal has passed through the insert effects (P8: Routing/IFX– Insert FX Setup page).

4. **Seq P9: MFX/TFX/LFO– Routing page. Here you can select the master effects and the total effect that will be used. This page also shows the signal flow.**
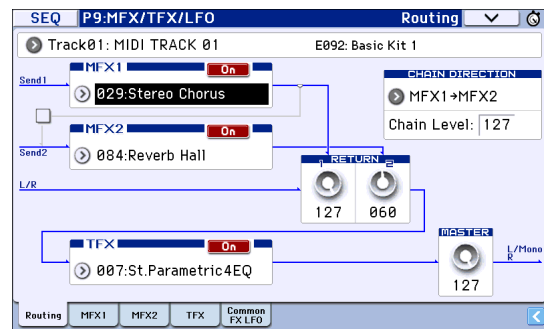
Saving and loading data

Saving your edits

Understanding Write and Save

There are two ways to store your work on the KROME: **Write** and **Save**.

Note: If you turn off the power before you Write or Save, the data you modified will be lost. Be sure to save important data to internal memory or an SD card.

"Writing" refers to saving data to the internal memory of the KROME itself. You can use the Write operation for programs, combinations, arpeggio patterns, drum kits, and global settings.

Note: Song data cannot be written to internal memory (see "Saving data on the KROME" on page 113 of the Operation Guide).

"Saving" refers to saving data on an SD card. You can use the Save operation to save the song data that cannot be written to internal memory as well as the data that can be written to internal memory.

Note: The Save operation allows you to save individual items of data as well as all of the KROME's data together. By saving the entire set of sound data (i.e., programs and combinations), global settings, and sequencer song data, you can manage the entire current state of the KROME as a single set of data. This is a useful way to manage your settings for separate projects or live performances.

Writing

Writing Programs

Here's how to write an edited Program to internal memory.

1. **Press the WRITE button.**

A dialog box will appear. Here you have the option of saving the data to a different number, or of changing the program name or category. If you want to simply overwrite the existing data without making any of these changes, proceed to step 2.

- Changing the program name:

  Press the "T" button to access the text edit dialog box.

  Use the on-screen keyboard to enter a name, and then press the OK button to return to the previous dialog box.

- Changing the category and sub-category:

  Press the Category or Sub Category popup button, and choose the desired category from the list. You will return to the previous dialog box.

- Specifying the writing-destination bank and number:

  Press the Program popup button, use the tabs to select a bank, and select a number from the list.

  Press the OK button to return to the previous dialog box.

2. **Once again press the WRITE button to perform the Write operation. (You can also execute by pressing the OK button or the ENTER button.)**

Writing other data

To write a combination, select the combination that you want to write, and write it just as you did for a program. Other data such as arpeggio patterns are written in the corresponding page. For details, see page 113 of the Operation Guide.

Note: As an alternative to using the WRITE button, you can also use the Write command in the page menu. Effect presets can only be written by using the Write command.

Saving and loading

Saving data to an SD card

Data you've created or edited on the KROME can be saved to an SD card. The KROME can handle several types of files and data, but here we'll explain two common types of file: .PCG files and .SNG files.

PCG stands for "Program, Combination, and Global." These files can also include user Arpeggio patterns, Drum Kits, and user Drum Track.

SNG stands for "Song." These files store all of the Songs from Sequencer mode.

Saving programs and songs together

When saving a song that you created using edited programs or rearranged programs, you can save the program data along with the song data.

1. **Insert your SD card into the SD card slot.**

With the label of the media facing upward, insert the connector end of the card into the SD card slot, and press it in until it clicks into place.

2. **Press the MEDIA button to enter Media mode (the LED will light up).**

3. **Press the Save tab to access the Media- Save page.**

4. **Select the directory where you want to save the data.**

Press the **Open** button to move to a lower level, or press the **Up** button to move to an upper level.

To create a new directory, move to the level where you want to create the directory, and use the **Create Directory** menu command on the Disk–Utility page.

5. **On the Disk–Save page, press the page menu button to open the page menu, and select the Save All command.**

This command will save a set of .PCG and .SNG files all at once.

A dialog box will appear.
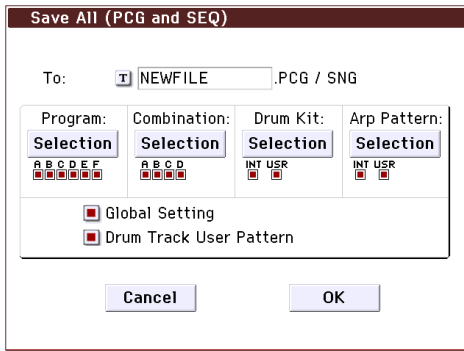
6. **Press the text edit button ("T") and enter a name for the files.**

All of the files will share the same name, with different suffixes to show the data type (.PCG, .SNG).

7. **Press the OK button to Save the data to the SD card.**

When the save is complete, the system returns to the Save page, and the display will show the resulting file(s). The amount of time required will depend on the amount of data being saved.

Note: You can use the various "Selection" buttons in the dialog box to specify the bank used for saving; however when saving a song, you should also save the programs and drum kits used by the song together with it.

Similarly when saving a combination, you should save the programs and drum kits used by the combination together with it.

Saving a song

In Sequencer mode, you can press the WRITE button to save the SNG file to your SD card.

When the dialog box appears, press the WRITE button once again to execute the Save operation.

Loading data

You can load the entire contents of the memory at once, including sound data (Programs, Combinations, etc.), and Songs data. To do so:

1. **Insert the SD card containing the file you want to load into the SD card slot.**

With the label of the media facing upward, insert the connector end of the card into the SD card slot, and press it in until it clicks into place.

2. **Press the MEDIA button to enter Media mode (the LED will light up).**

3. **Press the Load tab to access the Media- Load page.**

4. **Navigate to the directory that contains the file you want to load, and select the .SNG file.**

Select a directory (shown as a folder icon) and press the Open button to move to a lower level, or press the Up button to move to a higher level.

The selected .SNG file will be highlighted.

5. **Press the red Load button at the bottom of the page.**

(You can also use the Load Selected menu command.)

A dialog box will appear, containing a number of options.

6. **Select the "Load [filename].PCG too" check box.**

When these boxes are checked, the system looks for .PCG file with the same name as the main .SNG file.

7. **Use "Select .SNG Allocation" to specify how the Songs will be loaded, and whether or not existing Songs will be erased.**

Append loads the Songs into the first free Song numbers following the song(s) which are already in memory.

Clear will erase all songs from internal memory, and load the Songs into the exact numbers from which they were saved.

8. **Press the OK button to load the data.**

⚠️ Never turn off the power or remove the SD card while data is being loaded or saved.

⚠️ When loading Programs, Combinations, Songs, Drum Kits, or user Arpeggio patterns, make sure that the Global Basic Setup page's Memory Protect settings are turned off (unchecked). If they are on, you won't be able to load the data.

# Listening to the demo songs

Loading the demo song data

✎ When you perform the following operation, the data stored within the KROME will be discarded and overwritten by the preset program and combination data and the demo song data. If you don't want to lose the data that you edited or created, you should save it to an SD card (commercially available) before you proceed.

1. **Press the GLOBAL button (the LED will light up) to enter Global mode.**

2. **Access the Global P0: Basic Setup page.**

If another page is displayed, press the EXIT button.

3. **Press the menu button on the upper right side of the display, and choose "Load Preload/Demo Data."**
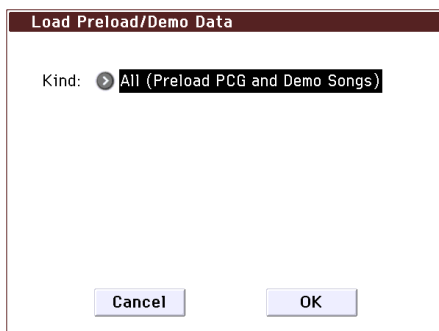
4. **In the "Kind" field, choose "All (Preload PCG and Demo Songs)."**

When you execute loading, the preloaded data and the demo song data will be loaded.

5. **Press the OK button or ENTER button.**

A dialog box will ask you for confirmation.

Press the OK button or ENTER button once again to load the data.

✎ Never turn off the power while data is being loaded.

If the Memory Protected dialog appears, press the System Pref. tab and clear the check mark from the Memory Protect **Song** setting. Then load the data again.
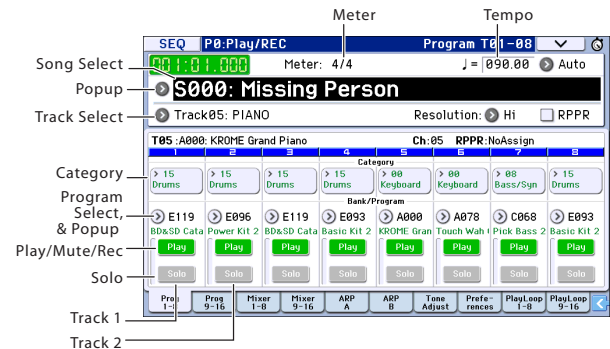
Listening to the demo songs

Here's how to listen to the demo songs in Sequencer mode.

1. **Press the SEQ button (the LED will light up) to enter Sequencer mode.**

2. **Access the P0: Play/REC– Program T01–08 page.**

If this page is not displayed, you'll need to press the EXIT button a few times.

3. **Let's start by listening to song S000.**

Verify that song S000 is selected. If another song is selected, press the song name display area (**Song Select**) to highlight it. Then press the numeric key 0, and then the ENTER button.

4. **Press the SEQUENCER START/STOP (▶/■) button.**

The LED will blink, and the song will begin playing back.

5. **If you want to stop playback mid-way through the song, press the START/STOP (▶/■) button once again.**

6. **Let's listen to the next song.**

Press the song name display area (**Song Select**). Press the numeric key 1, and then press the ENTER button. (Song "S001" will be selected.)

Alternatively, you can press the round button (Song Select popup) located to the left of the song name, and a list of song names will appear. Press one of the song names to select a song.

7. **Press the START/STOP (▶/■) button to begin playback. To stop playback, press the START/STOP (▶/■) button once again.**

✎ The demo song will not be retained when the power is turned off, but you can load it again at any time.

Playing multiple songs in succession

Songs can be assigned to a cue list, and will playback in the specified order. You can also specify the number of times that each song will be repeated. Here's how to play back the demo songs that are assigned to a cue list.

1. Access the P11: Cue List page.

Press the PAGE button to access the Seq Page Select page. Press "P11 Cue List" in the display.
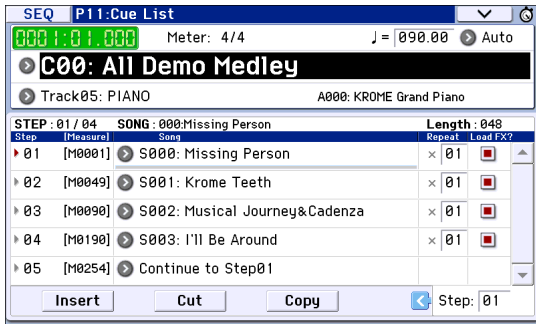
2. Press the SEQUENCER START/STOP (▶ / ■) button.

You will hear the songs in the list in the assigned order. If you want to stop playback before you reach the end of the list, press the START/STOP (▶ / ■) button once again.

Performing with RPPR

In Sequencer mode, the RPPR (Realtime Pattern Play/Recording) function allows you to assign a preset pattern or user pattern (and a track to play it) to each key.

This way, you can play a pattern simply by pressing the key where it is assigned. You can also record the resulting playback.

The demo songs you loaded contain data that uses the RPPR function. Here's how you can use it.

1. Access the P0: Play/REC– Program T01–08 page, and select S001.

For details, refer to steps 6 and 7 on the preceding page.
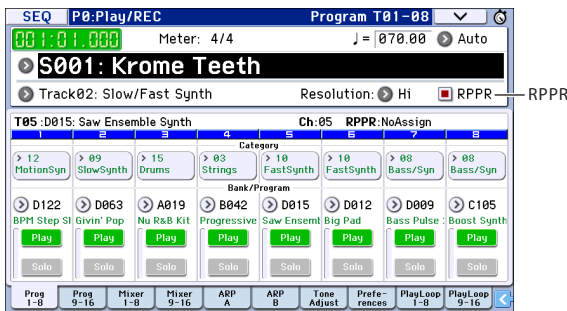
**2. Make sure that the "RPPR" check box is checked.**

If this is checked, RPPR will be on.

If this is unchecked, RPPR will be off.

3. Press C#2 or a higher key.

The pattern that's assigned to that key will begin playing. A pattern such as a drum pattern or bass phrase etc. can be assigned to each of the seventy-two keys C#2–C8 (indicated in the illustration as Pattern Assignable). Keys that are not assigned will play normally.

In some cases, the pattern will continue playing even after you release the key. If so, you can stop playback by playing any key C2 or lower (the Shutdown Keys) twice in rapid succession (indicated in the illustration as Shutdown Keys).
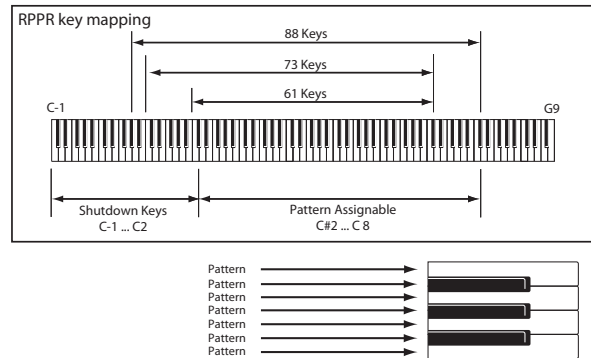
This completes our quick start.

Of the KROME's wide range of functionality, this operation guide explains how to use some of the most typical operations. We highly recommend that you take the time to read it completely.

# Specifications (summary)

Operating temperature:

0 – +40°C (non-condensing)

Keyboard:

61-note or 73-note Semi-Weighted Keyboard (velocity sensitive, aftertouch not supported)

88-note NH (Natural Weighted Hammer Action) Keyboard (velocity sensitive, aftertouch not supported)

Power supply:

AC adapter jack (DC 12V, ◇─◉─◇), power switch

Dimensions (width x depth x height):

61-note   1,027 x 313 x 93 mm / 40.43" x 12.32" x 3.66"

73-note   1,191 x 313 x 93 mm / 46.89" x 12.32" x 3.66"

88-note   1,448 x 383 x 131 mm / 57.01" x 15.08" x 15.16"

Weight:

61-note 7.2 kg/15.87 lbs

73-note 8.2 kg/18.08 lbs

88-note 14.7 kg/32.41 lbs

Power consumption:

13 W

Included items:

AC adapter

KROME Quick Start Guide (this document)

Accessory disc (PDF: KROME Operation Guide, Parameter Guide, Voice Name List, Movie: video manual, etc.)

Options:

XVP-10: Expression/volume pedal

EXP-2: Foot controller

DS-1H: Damper pedal

PS-1, PS-3: Pedal switch

KORG KORG INC.
4015-2 Yanokuchi, Inagi-city, Tokyo 206-0812 Japan