

**KORC**

**Pa5X**

**NEW FEA**

**TURES**

**1.0 > 1.2**



# 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.

---

## ■ 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.

---

## ■ 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 1.2

Where	New features	Page
Add-Ons	Add-On musical resources are now supported.	8
Pa4X Data	More extensive support for Pa4X data has been added.	14
SongBook	Assigning Pads to SongBook Entries is now faster and easier.	24
Songs	Songs can now be saved everywhere from the Home page. As in Song Edit mode, you are no longer limited to overwriting them.	25
Styles	Styles can now be saved everywhere from the Home page. As in Style Edit mode, you are no longer limited to overwriting them.	26
Pads	Saving Pads into a Style is now faster and easier.	27
Chord Sequences	Saving Chord Sequences into a Style is now faster and easier.	30
Style/Pad Edit > Main	Multiple meters are now supported.	32
	Ending 3 now supports different cue modes.	33
Style > Chords	A new Chords track contains Key Signature and Chord data.	34
	Eighty-six new chord types have been added to the Chords track (formerly, only available for the Guitar Mode).	34
	Chord progressions for the Intros and Endings can now be entered as intuitive chord abbreviations in the Pa5X's Event Edit page.	38
	Chord progressions for the Intros and Endings can be programmed on an external sequencer, and can be listened on a connected Pa5X.	39
	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.	46
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	47
Sample Edit	The Time Slice procedure has been revised.	56
	MIDI Grooves can now be imported into Styles or Pads, with Drum Kits or Sounds generated by Time Slicing automatically assigned.	59
	Sliced Audio Groove can be assigned to other Sounds or Drum Kits.	54
Effects	The 'Use IFX/MFX' parameters are now automatically saved.	62
Controllers	Settings > Menu > Controllers > Hand page.	62
Musical Resources	New Keyboard Sets, Sounds, Styles and Pads have been added.	63
Anywhere	Improvements and bug fixes	68

## New features of OS Version 1.1

Where	New features	Page
User Interface	List View mode added to the Tile View.	70
Controls	You can now choose between the Catch and Jump behavior for the sliders or pedals.	72
	Changed some Control > Main functions	73
	Separate controls for the Mic Processor's Delay and Reverb Level parameters	73
Main page	Added MP3 Volume control	73
	Pads can be selected from the Home > Main page	74
Players	Added Mixer pane in the Home page	74
	Second Player starting in sync with the first one	76
Drum Edit	Drum Edit moved to a separate section	77
Effects	Insert and Master FX automatically selected by the Upper 1 Sound	78
Style Edit	Scale/Tuning page added to the Style Edit mode	79
File Management	microSD cards up to 1TB of capacity can now be formatted and used.	80
Musical Resources	New Pads have been added.	81
Anywhere	Improvements and bug fixes	82

**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.

---

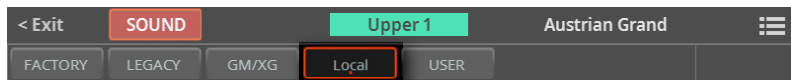
#### ■ Only a single Add-On at a time can be used

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.

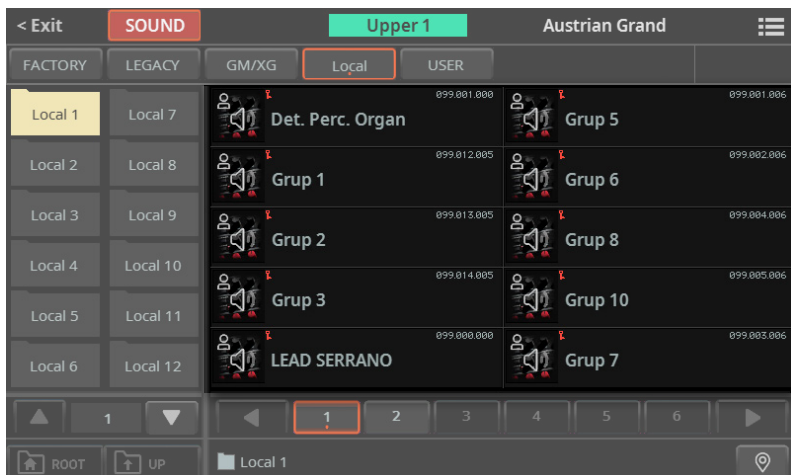
### ■ Protected resource symbol

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.



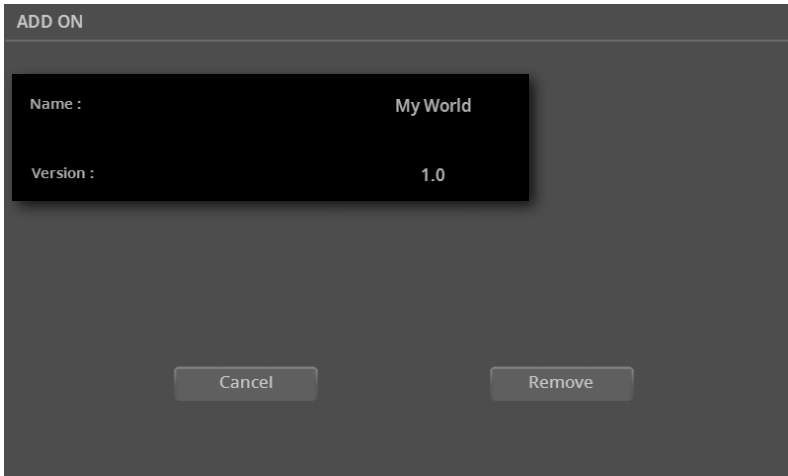
## Installing an Add-On

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.

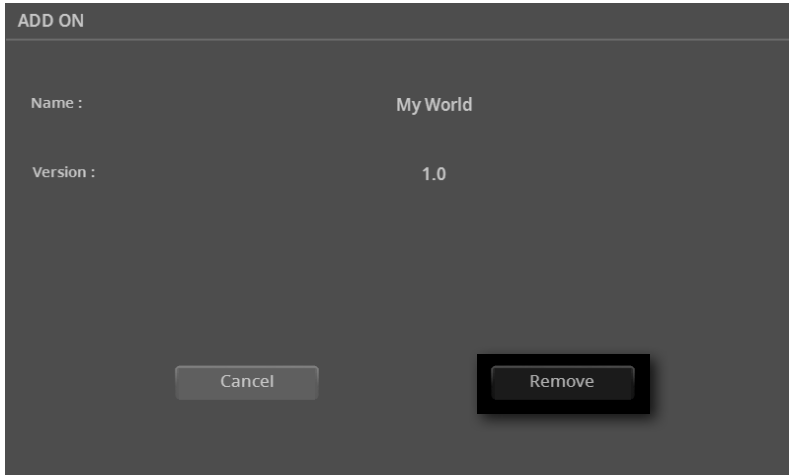


## Removing the installed Add-On

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

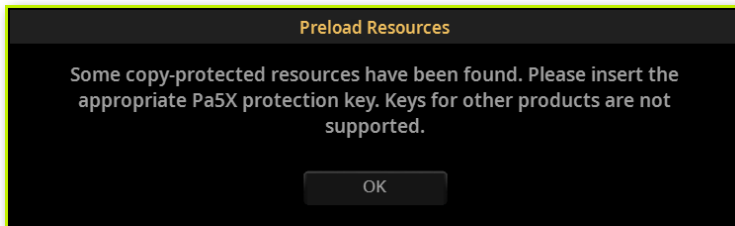
### ■ Error when preloading resources at startup

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.

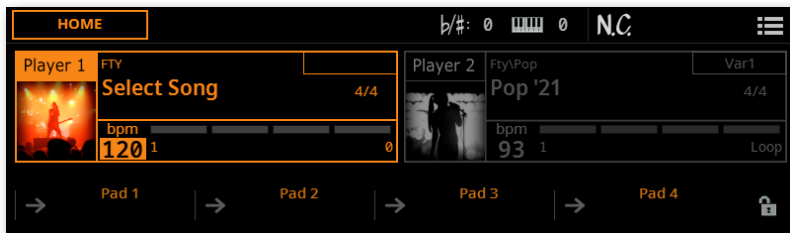
### ■ Protected resources and missing protection key

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.



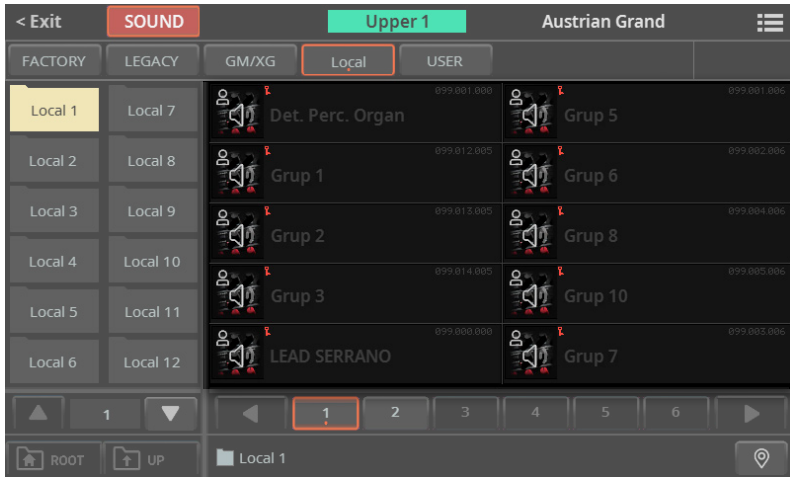
You can either turn the instrument off and install the protection key, or just proceed and avoid using the protected resources.

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.

---

# Converting data from Pa4X

---

## 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.
- > The Global/Settings, MIDI Presets, 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.

## 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.

---

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

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

---

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

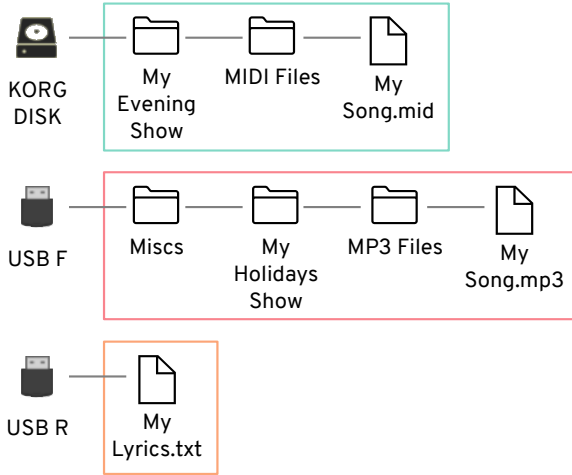
The SongBook can link MID, MP3 and TXT files from multiple sources, for example the internal drive and external USB storage devices, or different folders inside them. Conversion will try to preserve the same structure.

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.

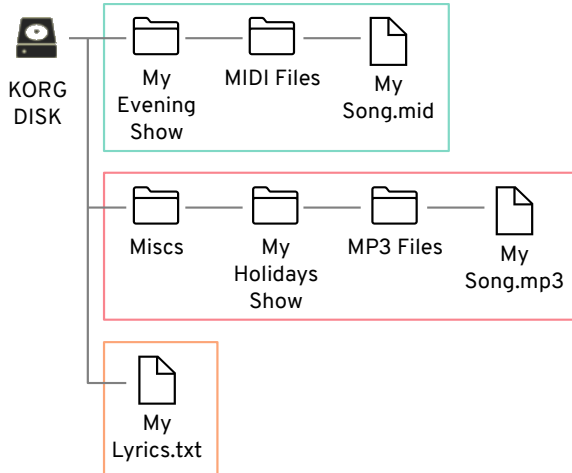
Please choose this position carefully, since moving the data it contains after the conversion will break the links inside the SongBook Entries.

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

## Pa4X



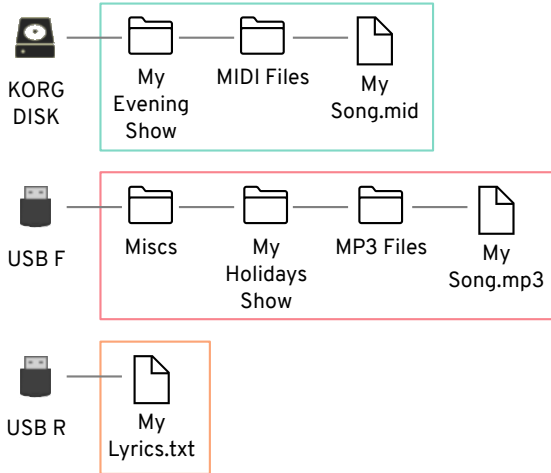
## Pa5X



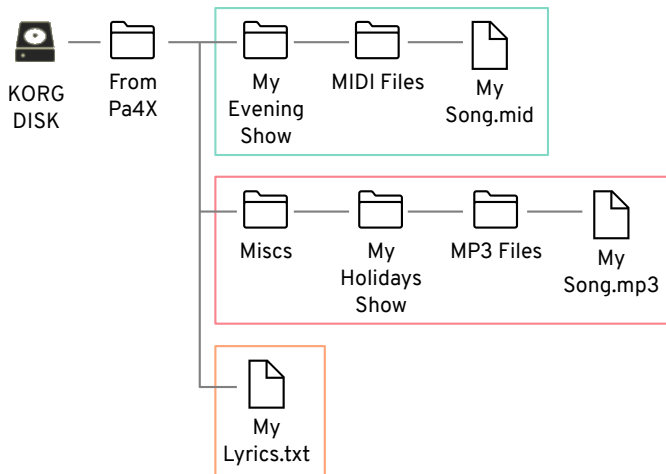


Or, to leave the root cleaner, create a folder in the root ('From Pa4X' in this example), and move everything into it - still preserving the original paths.

## Pa4X



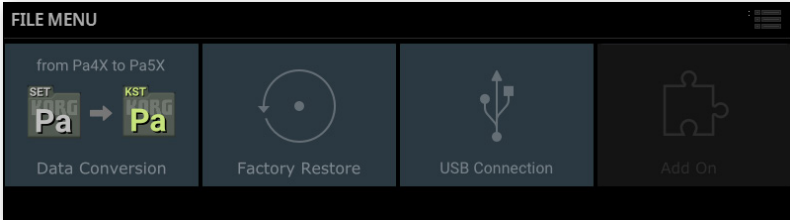
## Pa5X



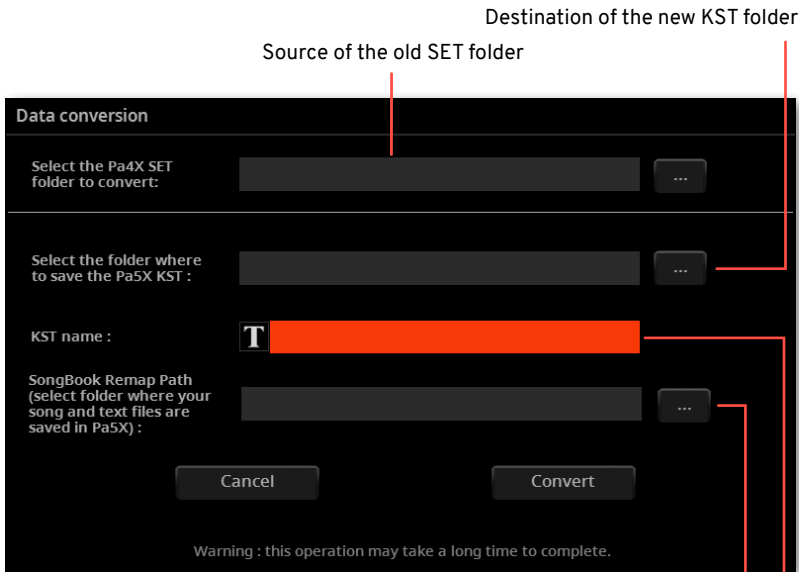
### ■ Convert the data

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

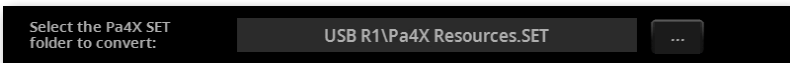
- 1 Press the **FILE**, then the **MENU** button to open the **File > Menu** page.



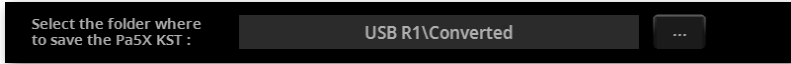
- 2 Touch the **Data Conversion** button to open the **Data Conversion** page.



- 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**.

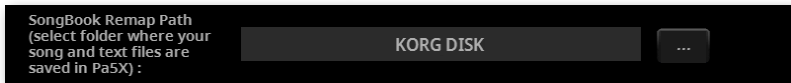


- 5 Touch the **Text Edit (T)** button to open the **virtual keyboard** and edit the name. When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

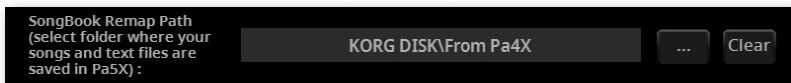


- 6 Choose the drive or folder where you collected the linked SongBook files (MID, MP3, TXT files) by touching the **SongBook Remap Path > Browse (...)** button and opening the file browser.

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

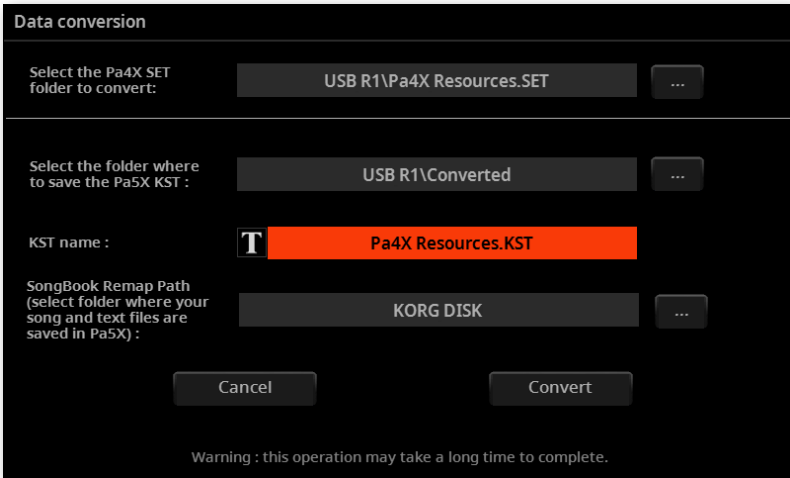


With the root of the internal drive selected



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.

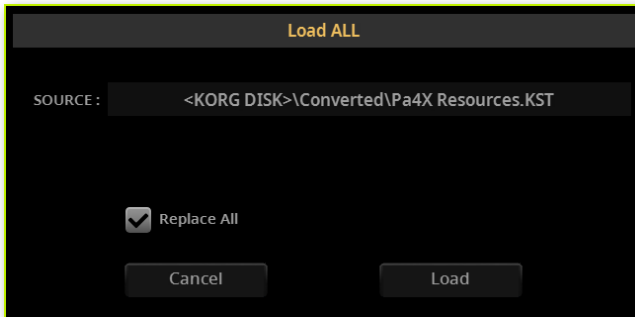
## Loading the converted data

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.

---

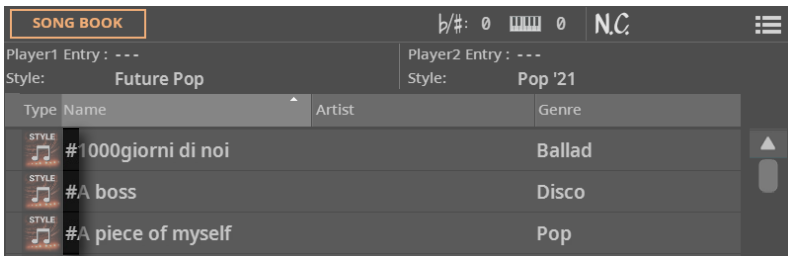
## ■ Check the converted data

---

While most data will be converted flawlessly, some will 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**.

---

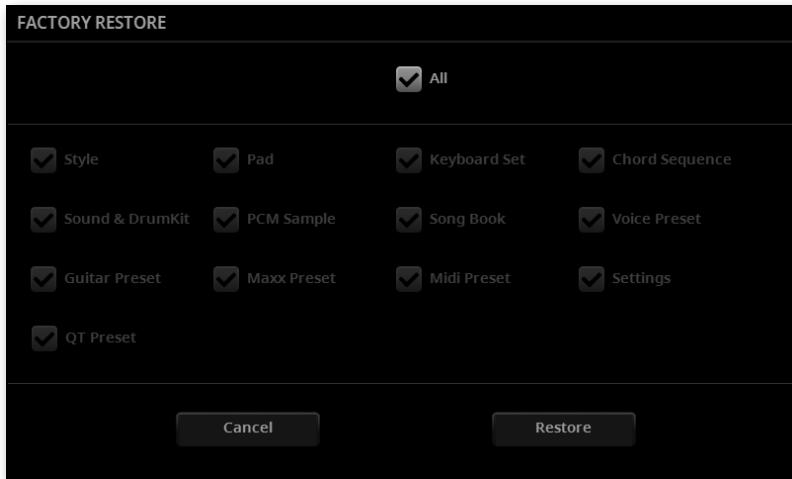
## ■ Save the edited KST folder

---

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 the memory has been cleaned, you can reload the separate data from any KST folder, including the 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.

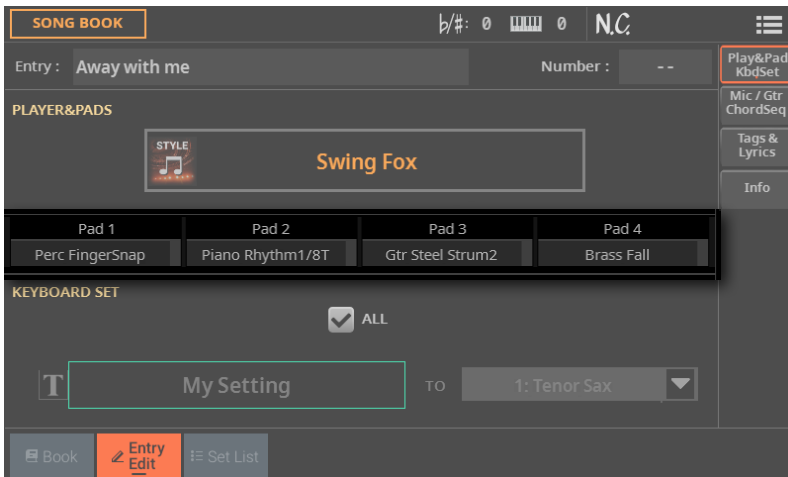
# SongBook

## 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.

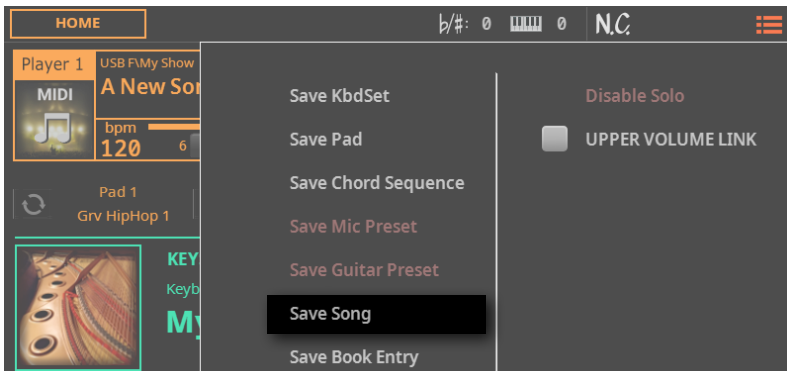


# Saving Songs, Styles, Pads, and Chord Sequences

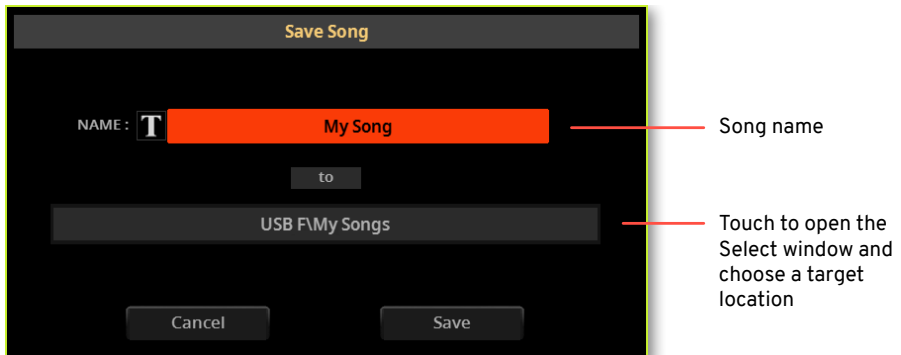
## Menu command to save Songs everywhere from the Home page

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.

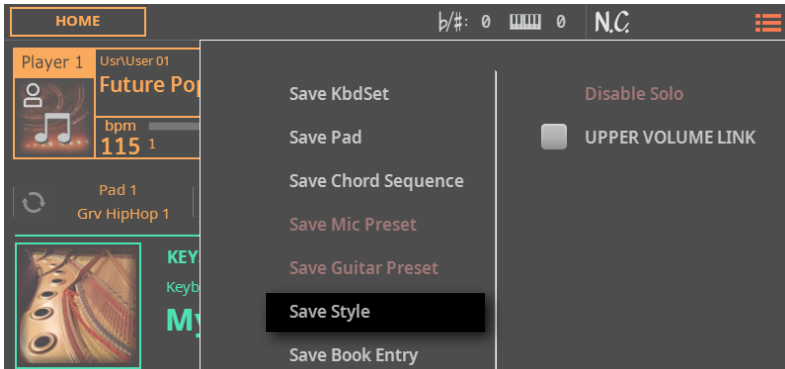


The procedure is the same already described at the end of the **Recording and editing the Songs** chapter in the User Manual.

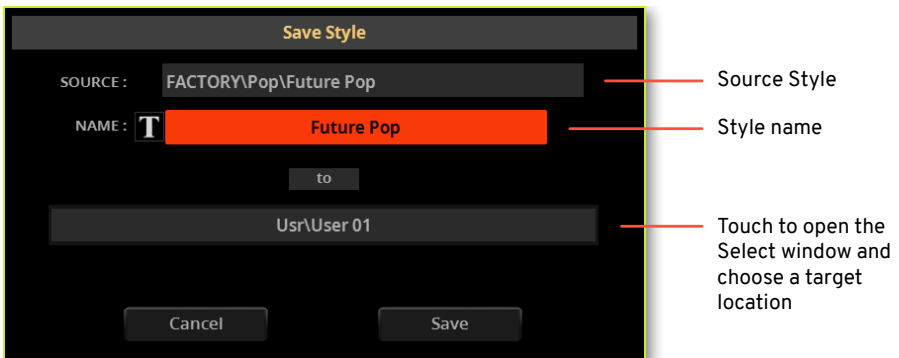
## Menu command to save Styles everywhere from the Home page

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

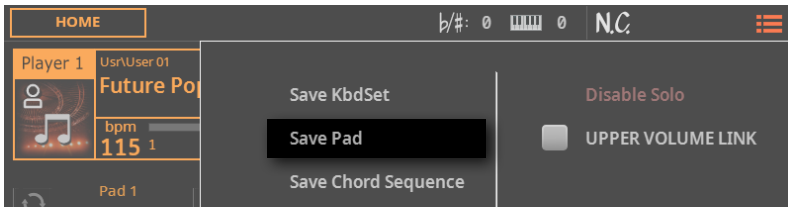
Pads can now be saved into the User Styles, as an alternative to their dedicated library, by choosing the dedicated **Save Pad** command. Please note that saving the Pads can be also done by saving a User Style.

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.

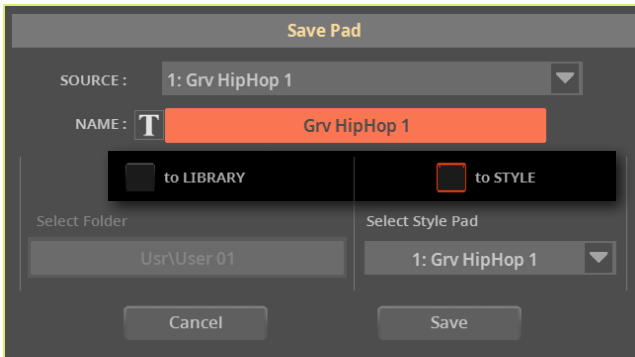
---

## ■ Choose between the Library and the Style

---

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.



---

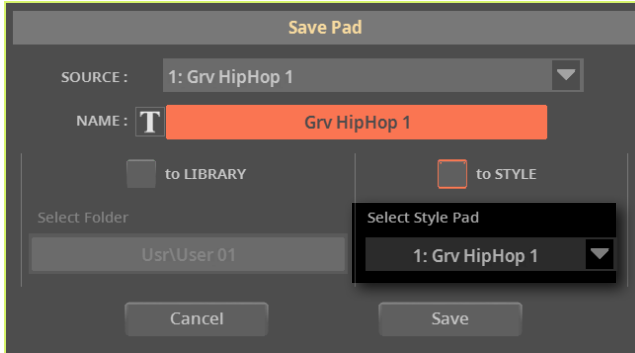
## ■ Save over Pad #1

---

- > 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

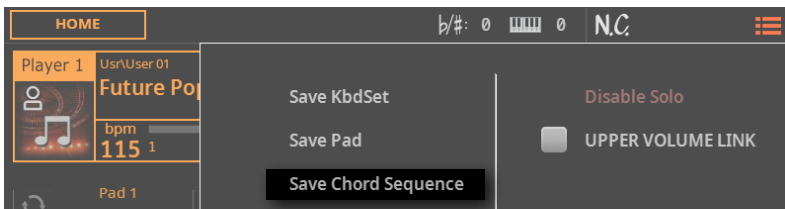
Chord Sequences can now be saved into the User Styles, as an alternative to their dedicated library, by choosing the dedicated **Save Chord Sequence** command. Please note that saving the Chord Sequence can be also done by saving a User Style.

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

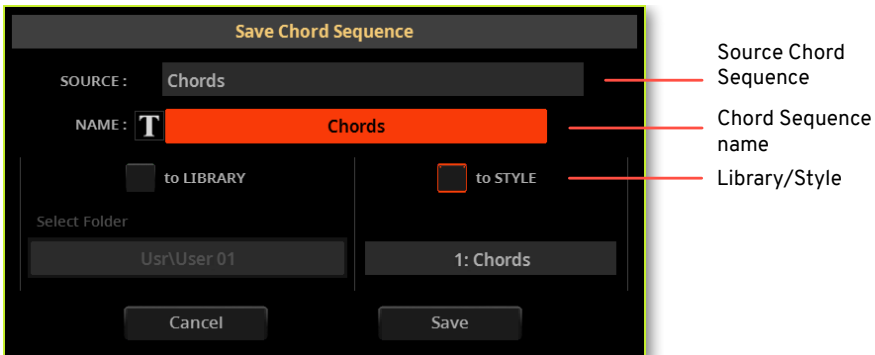
You can save the changes you made to the Chord Sequence into a User Style. Factory Styles can't be overwritten. If you want to edit and save a Factory Style, copy it into the User area.

### ■ 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.

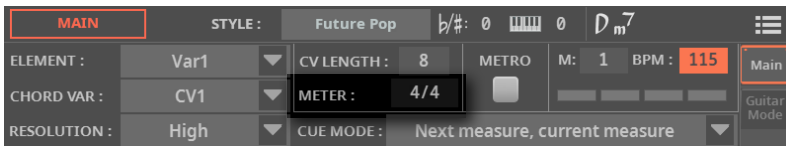
## Style/Pad Edit > Main page

### 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.

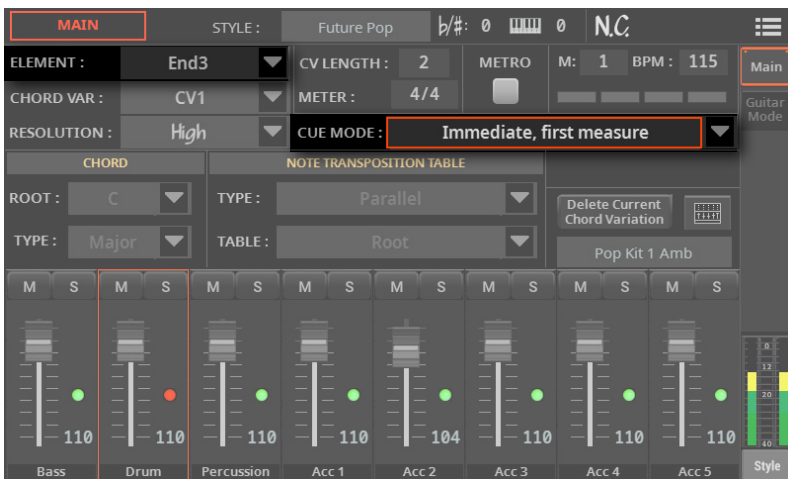
If you want to change the Meter after having recorded something, you will have to delete all the Chord Variations in the current Style Element or Pad. You can do it either with the **Delete Current Chord Variation** command in the **Main** page of the **Style/Pad Edit** mode, or by using the **Style/Pad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



---

## Style > Chords

---

### 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.

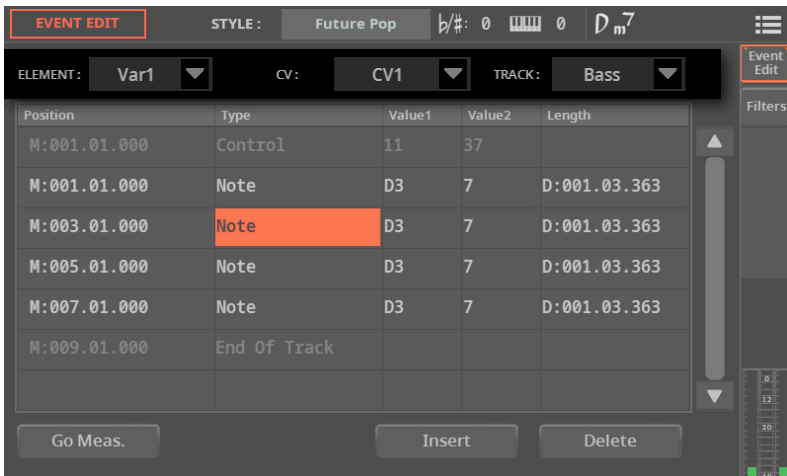
### Additional chord types for the Chords track

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

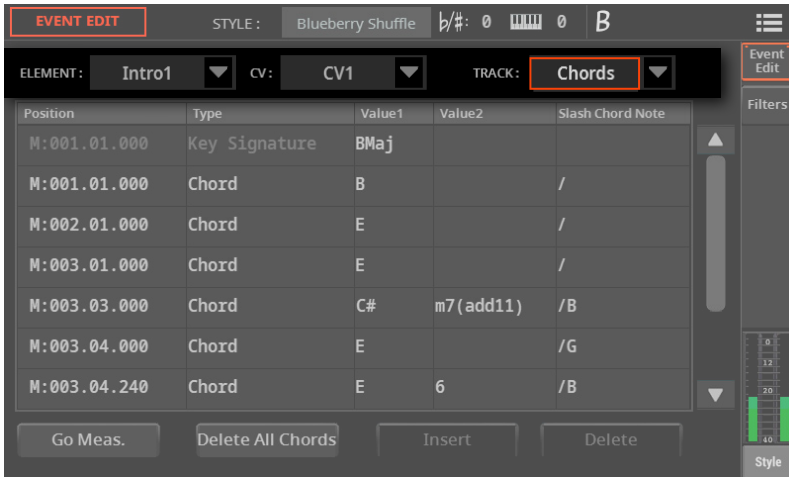
### ■ Go to the Style Edit > Event Edit page

- 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 'Blueberry Shuffle' style. The 'TRACK:' dropdown is set to 'Chords'. The table below lists 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

At the bottom of the interface, there are buttons for '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

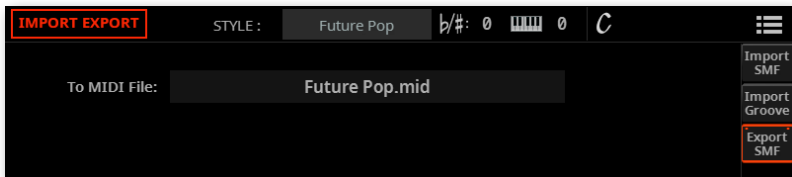
### ■ Connect Pa5X to an external sequencer

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.

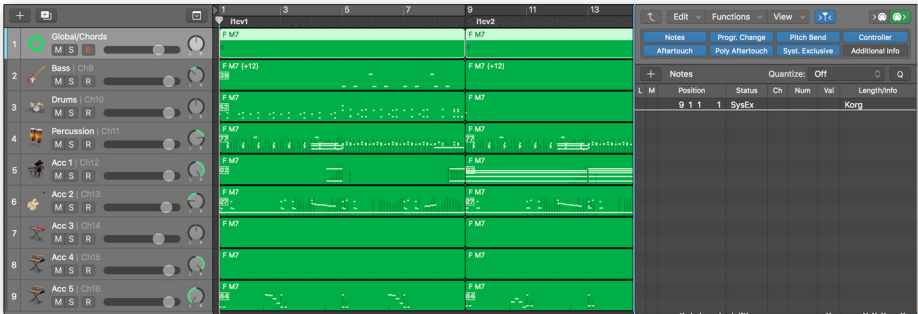


The exported Standard MIDI File will contain the structure of the Style, and the SysEx messages used to automatically select a Chord Variation when editing it on the external sequencer.

- 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.

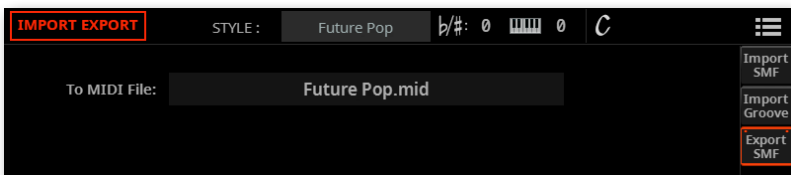
If different notes are found in different tracks, the more recent one will be the chord for all the tracks, so that they will always be aligned.



### ■ 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.

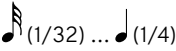

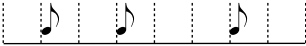

- 1 Go to the **Style/Pad Edit > Style/Pad Edit > Quantize** page.



- 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.

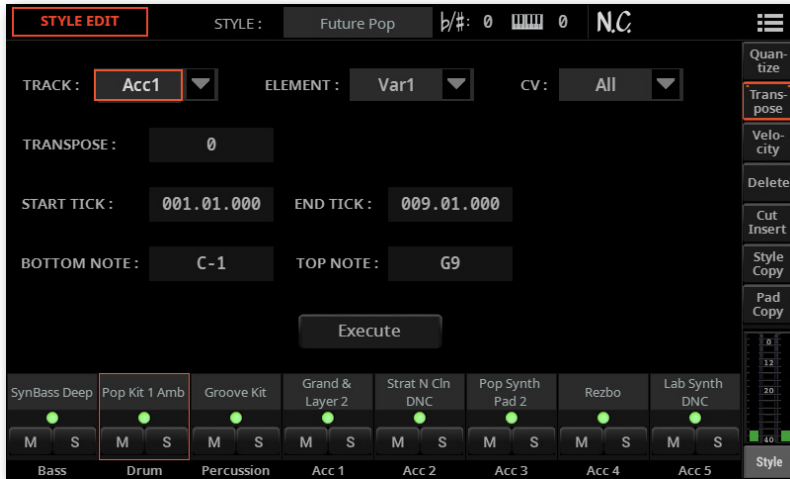


## Transposing

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).

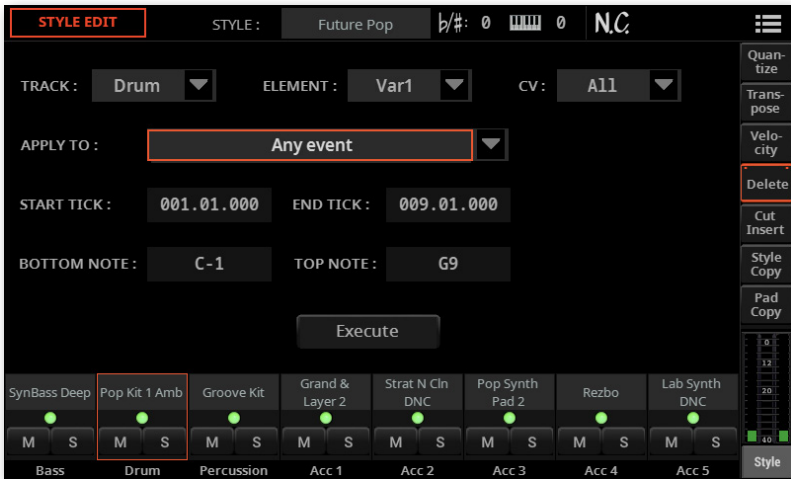
**6** After having set the various parameters, touch **Execute**.

**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**.

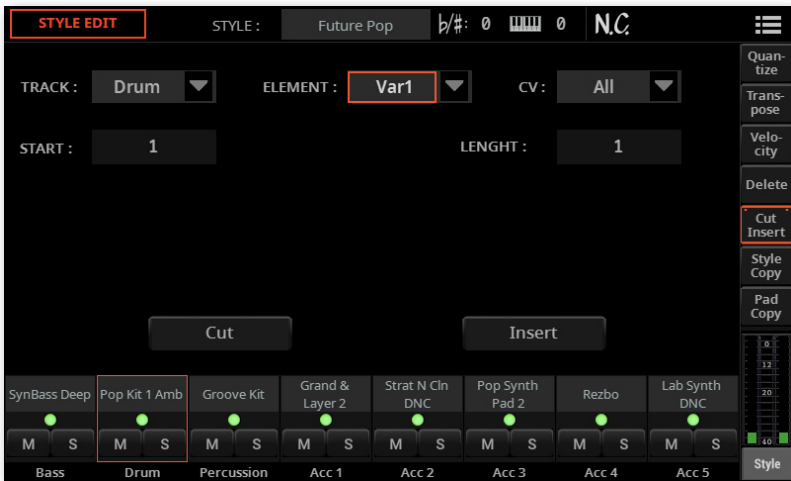
### 7 Press the **PLAY/STOP** (▷□) button to check how it works. Press the **PLAY/STOP** (▷□) button again to stop playback.

## 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

---

- > 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

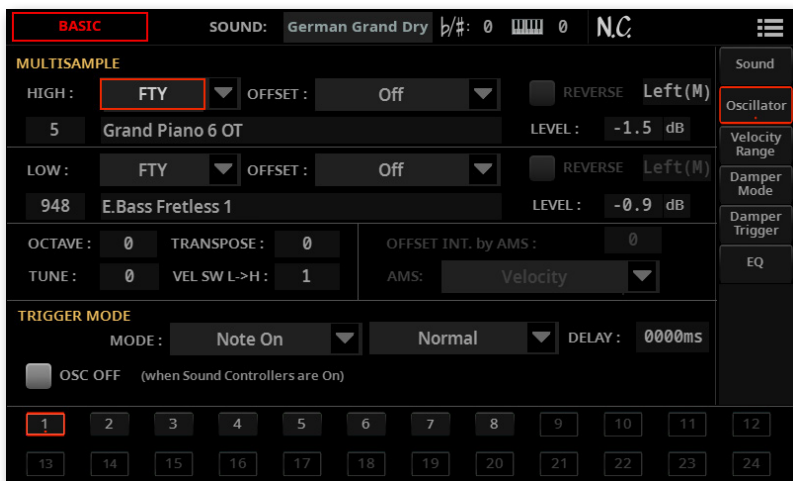
You can use the multisample or drum kits and the samples generated by a Time Slicing operation in other Sounds or Drum Kits.

### 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**).

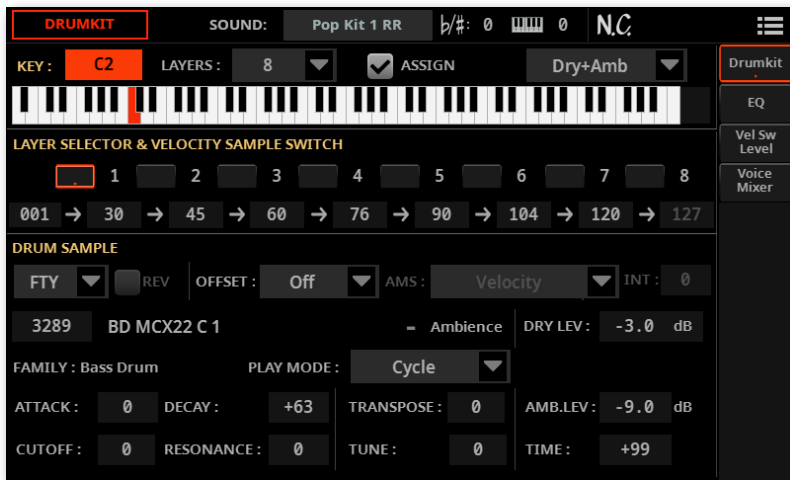
**4** Choose the **Save Sound** command from the **page menu** (☰), and save the Sound to an empty User location.

## 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

---

### '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.

---

## Controllers

---

### 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

---

## Keyboard Sets

---

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-five 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  
Mileys 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.

## Percussion

Tamb 8th Onbeat  
 Tamb 8th Backbeat  
 Tamb 8th OnbeatShuffle  
 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  
 ThinPuISeq  
 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  
Arpeggio Triangle 2  
One Note Arpeggiator  
Bass Arpeggiator 1  
Bass Arpeggiator 2

Bass One Note UpBeat  
Bass One Note Massive 1 Bar  
Percussive Chords 1  
Vintage 1  
Vintage 2

S&H Chords 1  
S&H Chords 2  
Chord Dance Syn

# Improvements and bug fixes

---

## Improvements

---

The commands in some page menus have been rearranged.

---

## Bug fixes

---

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.

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

Some Track parameters were not correctly handled in the SongBook.

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.

Various minor bug fixes, improving speed and stability.

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

# New features

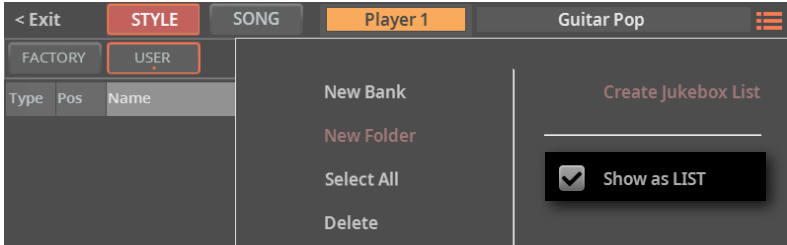
---

## User Interface

---

### 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.

Groups      Type      Selected element

< Exit    **KBDSET**      Italian Grand

FACTORY    USER      DRIVES

Piano    Trumpet    Austrian Grand    Italian Jazz P.

E.Piano    Sax    German Grand    Japanese Upright

Organ    Woodwind    Italian Grand    Grand Piano Live

Guitar    Synth    Japanese Grand    Rock Piano

Strings    World    Classic Grand    Electric Grand 1

Brass

1

1 2 3 4 5 6

ROOT    UP    KBDSET\FACTORY\Piano

Upper level (drives or folders corresponding to Categories)      Current path      Pages      Current directory (elements in a drive or folder)

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

Groups      Type      Selected element

< Exit    **KBDSET**      Italian Grand

FACTORY    USER      DRIVES

Type	Pos	Name	Size	Date
	39	It.Grand Stack 1	5.99 KB	22/02/2022 14:11:14
	40	It.Grand Stack 2	5.96 KB	22/02/2022 14:11:14
	3	Italian Grand	6.38 KB	22/02/2022 14:11:14
	6	Italian Jazz P.	5.97 KB	22/02/2022 14:11:14
	4	Japanese Grand	6.80 KB	22/02/2022 14:11:14
	7	Japanese Upright	6.80 KB	22/03/2022 19:29:19
	12	Jazz Piano	5.97 KB	29/11/2021 16:52:16
	11	Korg M1 Piano	6.37 KB	22/02/2022 14:11:14

ROOT    UP    KBDSET\FACTORY\Piano

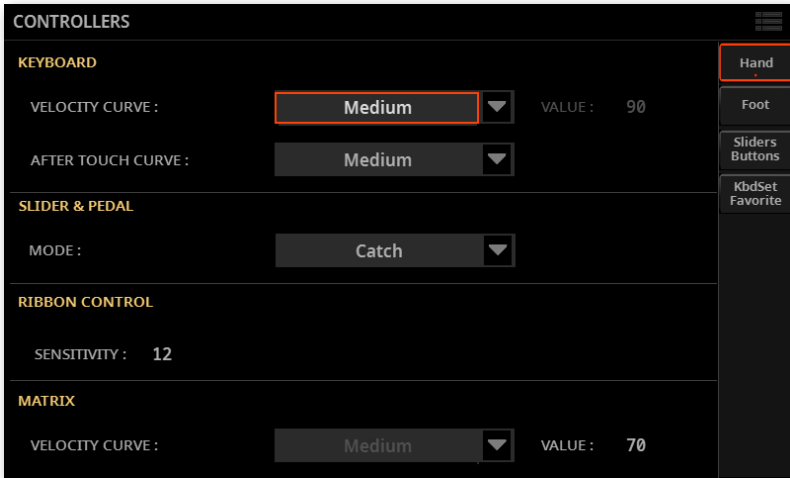
List (drives, folders or files)      Current path

# 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").

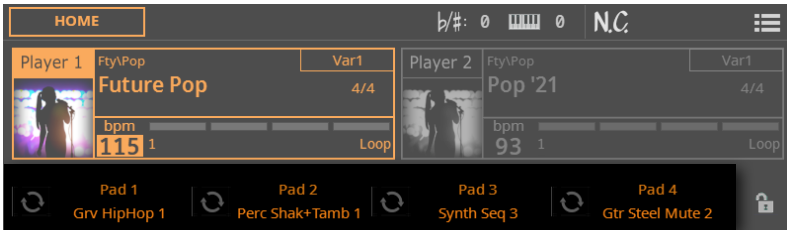
## Added MP3 Volume control

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

---

## 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.

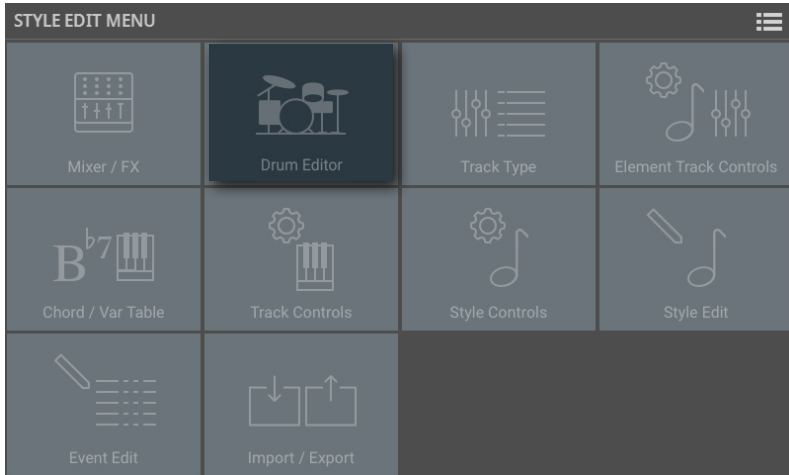
---

# Drum Edit

---

## Drum Edit moved to a separate section

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



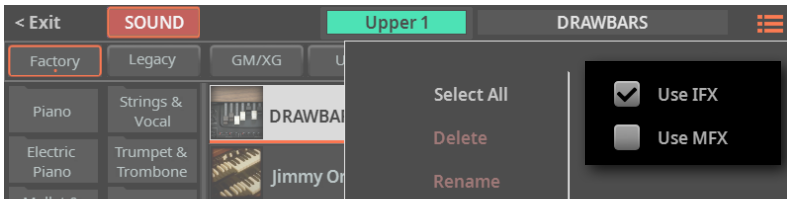
---

# Effects

---

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

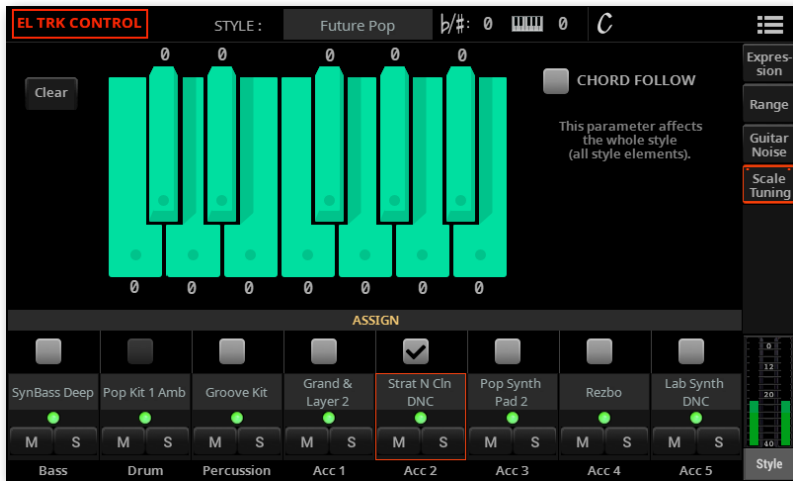
You can now have the Insert and/or Master FXs, saved with a Sound, be automatically assigned to the FX processors. To do this, select the **Use IFX** and/or **Use MFX** options in the **page menu** (☰) of the **Sound Select** window before choosing a Sound.



# 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

---

## Formatting of microSD cards

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



# New Musical Resources

---

## Pads

---

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

### Synth

Synth Rhythm 1	Solo Arpeggio 2	Reso UpBeat	Reso Rhythm
Synth Rhythm 2	Synth Filter 1	Synth UpBeat	Matrix Pad
Synth Rhythm 3	Synth Filter 2	Dark Pad	80's Sequence
Synth Rhythm 4	Sine Arpeggiator	Bass DigiFilter 1	5/16 Synth
Lead Arpeggio	Fat UpBeat	Bass DigiFilter 2	Electro Sequence
Solo Arpeggio 1	Pad UpBeat	Panned Synth	Vintage Sweep

# Improvements and bug fixes

---

## Improvements

---

Selecting Styles and Songs is now faster.

Saving musical resources is now faster.

The Drum Editor has been improved.

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.

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

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

---

## Bug fixes

---

Various bug fixes, improving speed and stability.



# KORG

**Address**

KORG ITALY SpA  
Via Cagiata, 85  
60027 Osimo (AN)  
Italy

**Web**

[www.korg.com](http://www.korg.com)

