MAN0010109

OS Version 2.0 HAVIAN 30



HAVIAN 30 OPERATING SYSTEM VERSION 2.0

Installing the new operating system

If new, your instrument might already include the new operating system. To check it, please go to the Media > Utility page, and read the version number in the lower area of the display.

To install the new operating system, please read the instructions supplied with the installation file in our web site (www.korg.com).

New functions of OS Version 2.0

The following functions are added by upgrading to the new version of the operating system.

Where	New functions
Sound Edit, Media	User Sounds based on User Samples can be loaded from other Pa-Series instruments (up to 32 MB; compressed Samples are loaded, but will not sound).
Sound Edit	You can now choose between ROM and RAM Multisamples.
	You can get information on the content of the Sample memory, and de- lete unused User Samples from memory.

Loading User Sounds based on User Samples

HAVIAN 30 includes a 32 MB User Sample memory, allowing to load User Sounds and Drum Kits based on User Samples in the KORG Pa-Series format. Compressed Samples are loaded, but will not sound. Please check the User Sounds after loading.

You can load all the Samples contained in a SET folder. In case not all the Samples can fit in memory, just load single Sounds with their associated Samples.

User Samples are automatically reloaded when turning the instrument on. As a consequence, startup times will increase slightly.

Choosing User Multisamples while in Sound Edit

While in the Sound Edit > Basic > OSC Basic page, or the Sound Edit > Drum Kit > Sample Setup page, you can choose the User Multisamples from the RAM bank, that is now added to the ROM bank.

SOUND: Basic MT: 0
Low: RAM Offset: VOff Rev 2
35 Gtr Wah Wah Level: 115
Oct: 0 Transpose: 0 Offset Int. by AMS:0 3
Tune:0 Vel SW L->H:1 AMS: 🔽 Velocity
OSC Trigger Mode
Mode: Normal Delay: 0000ms
OSC Off when Sound Controllers are On
Sound OSC Vel/Key Damper Damper EQ Basic Basic Zone Mode Trigger EQ
SOUND: DrumKit MT: 0
KEY: C-1 Layers: 💌 1 📕 Assign
Layer Selector & Yelocity Sample Switch
● 1 ● 2 ● 3 ● 4 ● 5 ● 6
$001 \rightarrow 127 \rightarrow 127 \rightarrow 127 \rightarrow 127 \rightarrow 127 \rightarrow 127 \rightarrow 127$
RAM) Rev Ofs: Velocity Int: 0
102 Solo_Tabla_09 (Mono) Level: -65
Attack:0 Decay: +17 Transpose:0
Cutoff:0 Resonance:0 Tune: 0
Sample EQ Voice Setup EQ Mixer

Getting information on the User Sample memory

 While in Sound Edit, press the MENU button and choose the User PCM Sample section. This will open the User Samples page.



In this page, you can see the amount of Samples loaded in memory, and purge them in case you want to load new Samples, and the instrument reports there is no more room available.

Object in memory	Meaning
Samples	Number of User Samples in memory.
Drum Samples	Number of User Drum Samples in memory.
Multisamples	Number of User Multisamples in memory.
Available Memory	HAVIAN 30 includes 32 MB of RAM already installed; this is the max- imum amount of non-compressed User Samples that can be loaded. This parameter shows the remaining memory for the User Samples.

Deleting User Samples

While in the Sound Edit > User Samples page, you can delete some or all the User Samples in memory, to make room for other User Samples to be loaded.

In case you don't have a copy of these Samples, it is advisable to save or backup the Samples you want to preserve for future use, before deleting them from the instrument's memory.

Deleting non-assigned User Samples

 Touch the Delete button next to the Delete Non-assigned User PCM Samples command.

This will delete all the User Samples, Drum Samples and Multisamples that are not used by any Sound or Drum Kit. Unused Samples can remain in memory when you delete Sounds or Drum Kits making use of them. They are not deleted automatically, since you may still want to use them for other User Sounds or Drum Kits.

Deleting all User Samples

 Touch the Delete button next to the Delete All User PCM Samples command.

All the User Samples contained in memory will be removed. Do not use this command if there are User Sounds or Drum Kits making use of these Samples. Only use this command when you want to completely wipe-out the Sample memory.

IMPROVEMENTS AND BUG FIXES

Bug fixes in OS 2.0.0

Where	Bug fixes
Memory Mode	When the Memory Mode parameter (Global > Mode Preferences > Style page) was set to Chord + Lower or Fixed Arrangement + Lower, and you selected the Intro 1 or Ending 1, the Lower Sound continued to play.

KORG

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