Triton-Edit-Pro
SoundEditor

User Guide
Windows Edition

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TABLE OF CONTENTS:

1 INTRODUCTION

Congratulations and thank you for downloading/purchasing TritonEditPro SoundEditor for the Korg Triton synthesizer! TritonEditPro is designed to be the ultimate tool for organizing and creating presets for your Triton series instrument. Through a MIDI connection, this program can receive and transmit single programs, combinations, drum kits, patterns or entire Triton data. Once the components are transmitted to the computer, all parameters can be displayed and edited in a graphical user interface. The program can also be used to learn the inner details of the Triton architecture. Programs, combinations, patterns and other components can be added to libraries in user-named categories for creating custom banks – a terrific feature for musicians looking to organize patches for easy retrieval later! In addition, a genetics function is available to create new Triton programs simply by morphing or mutating two patches together into a whole new bank or using smart algorithms to achieve the best random patch generation results.

This manual, both a user guide and handy reference, is designed to get you up and running quickly.

We hope you enjoy using SoundEditor for your Triton synthesizer!

- The Software Development Team

1. 1 Credits

Software Development: Soundtower Software, Windsor, Ontario, Canada.
User Guide Development: Derek Prowse.

1.2 Support

Support for this product is available at: www.soundtower.com/triton

2 INSTALLATION/REQUIREMENTS

TritonEditPro is designed to run on Windows 95/98/XP Windows 2000 and ME OS.

With some earlier Windows ME or Windows 2000 Service pack the manual setup may be required.

The TritonEditPro application requires:

Pentium 100MHz (Min)
10MB Hard Drive space
128 MB RAM (min.).
1024 x 768 minimum screen resolution.
A MIDI interface

The Triton firmware must be V2.0 or higher to work correctly with SoundEditor. Updates are available at: www.korg.com

A wheeled, two–button mouse is recommended for additional control of the program.

2.1 Before You Begin

To get the most out of the TritonEditPro program you should first be familiar with the operation of your Triton-series instrument. The Triton-series instruments offer an abundance of programmable features, and the accompanying Operation Manual is the key resource for a complete explanation of the features and workings of the instrument.

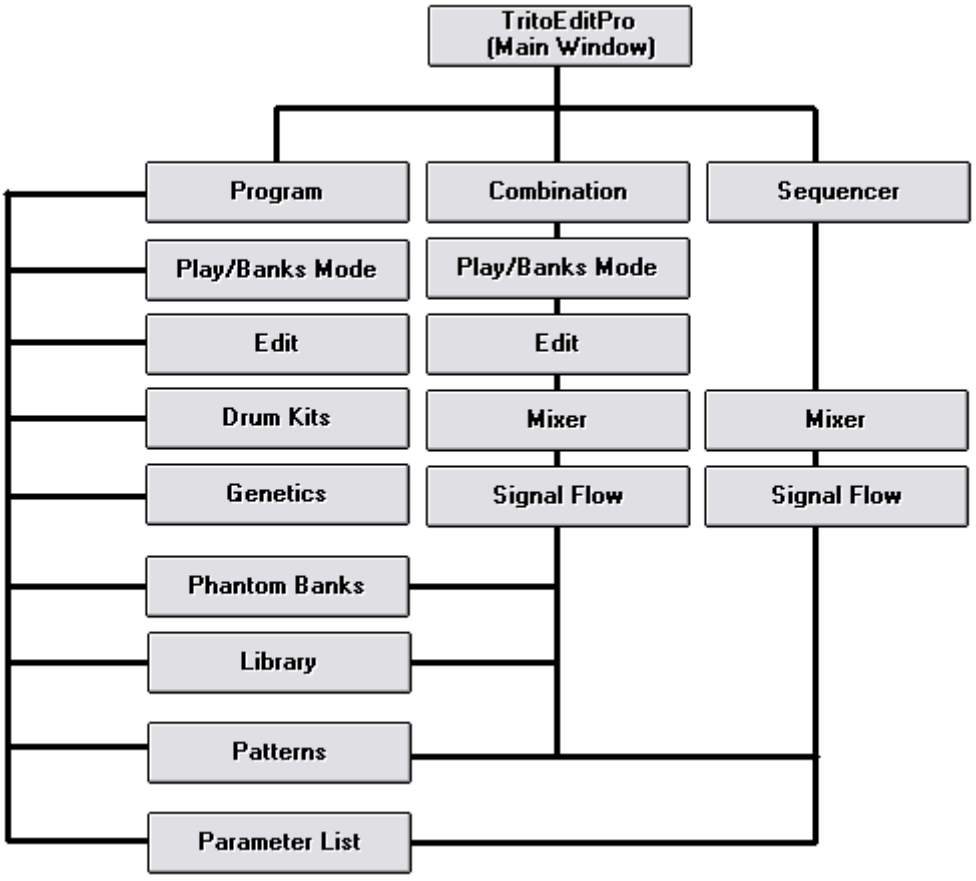
Although this software program can be an invaluable resource to aid in understanding your Triton-series instrument, it is not a substitute for reading the Operation Manual.

3 OVERVIEW

This User Guide will walk you through the steps to setup TritonEditPro with your Triton-series instrument. The EDITORS SETUP sections should be followed first to get the hardware properly connected and running with the SoundEditor software. From there you can freely explore SoundEditor, edit and audition sounds, create new ones and have some fun! The Triton-series is a deep and complex set of instruments with many programming options.

With this in mind, SoundTower editor has been designed to be as simple and easy to use as possible while retaining all of the functional control needed to adjust every single Triton parameter.

4 PROGRAM FLOW



5 SOUNDEDITOR SETUP

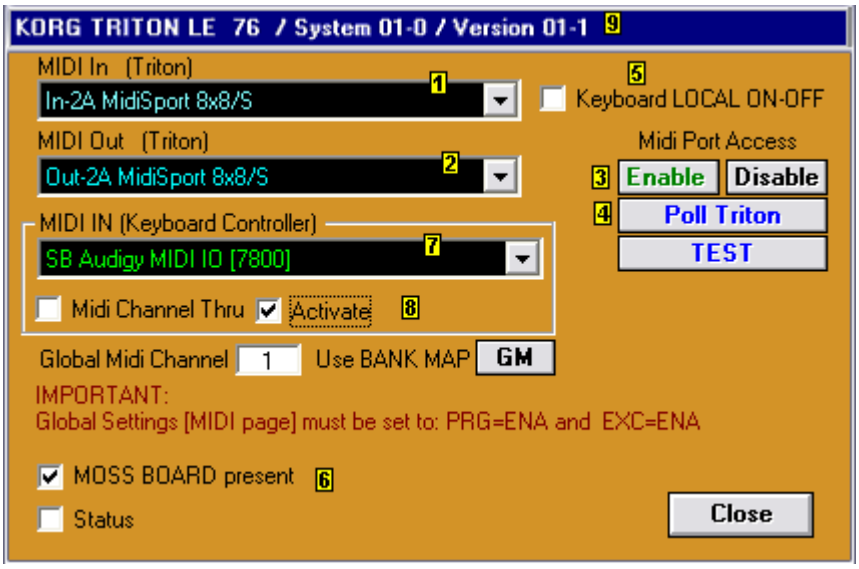
5.1 MIDI SETUP

Important: In order for Triton to communicate with the computer Triton's Global setting EXCL has to be ENA (enabled). This setting may be reset to DIS automatically when you use LOAD PRESET BANKS function in Globals or load PCG file directly on Triton.

1. Run TriEdPro.exe.
2. From the Options menu select MIDI SETUP or press button on the toolbar:

3.Select Midi IN (Triton) 1 and Midi OUT (Triton) 2 ports where Triton is physically connected via Midi:

Note: Triton Extreme can be connected via USB port providing that USB Midi Drivers are loaded in the Windows system.



4. Press DISABLE and ENABLE 3. If midi communication between the editor and the synthesizer is OK then Triton ROM Version will be displayed.

5. If you have another Midi port with Midi Controller Keyboard hooked to it, you can use it to audition sounds by selecting MIDI IN (External Controller) port 7 and activating it 8. This feature will function properly only if there is separate port available on the system other than the port that synthesizer is connected to. MIDI In (External Keyboard) should not be set to the same Midi port as MIDI In (Triton). If using the Triton Keyboard for playing notes, this port should not be

activated. This port is intended mostly to control Korg® Triton Rack synth modules.

6. Keyboard LOCAL ON-OFF 5 setting if enabled allows notes and control data that Triton sends when played to be send back to triton. If enabled while Triton's Global setting "LOCAL" is also enabled my create unwanted results (double notes and etc.)

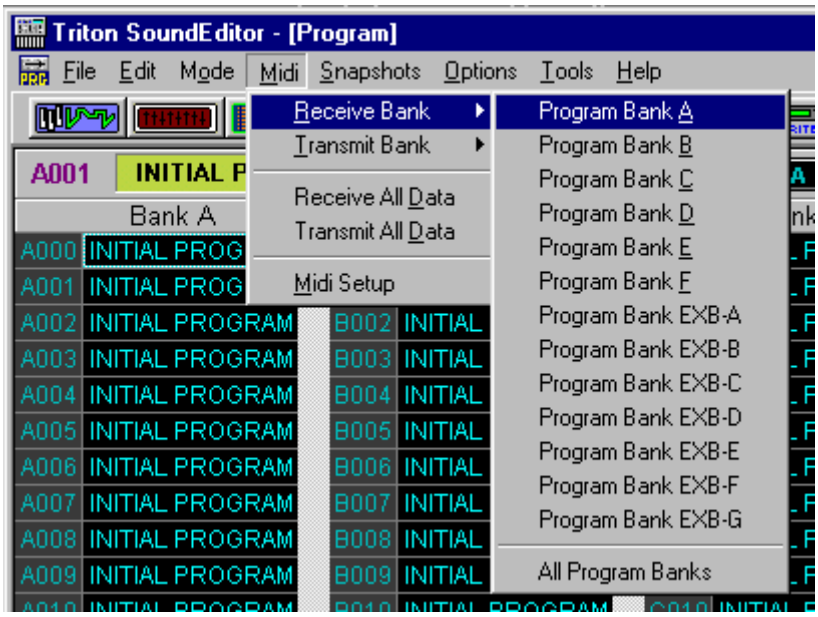
7. Midi Channel Thru - If you use keyboard controller to play notes (other than Triton), the notes are played on a specific midi channel (1 - 16). If this option in unmarked, the editor will automatically reroute midi channel to global channel in Program Mode or selectable channel in combi mode. Midi Channel for playing and auditioning can be selected in V-Piano or by computer keys

8. Triton uses Bank Map (Global Settings). It can be set to either "KORG" or GM/GM2. In order for the editor to switch banks correctly BANK MAP setting has to be matched in both in Triton and the editor. If you fail to match those setting the editor will not switch from one Program/Combination bank to another.
9. MOSS BOARD Present 6 – Enable is you have the optional MOSS board installed

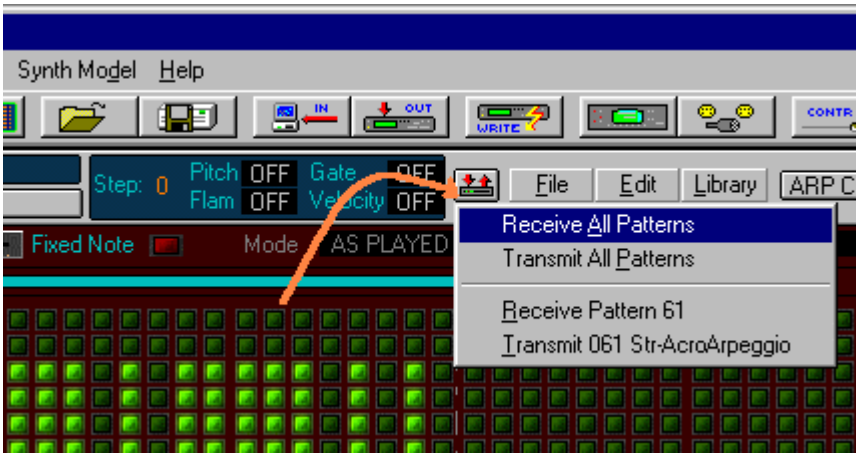
10. If the midi communication is OK then exit MIDI SETUP window.

5.2 RECEIVING TRITON DATA

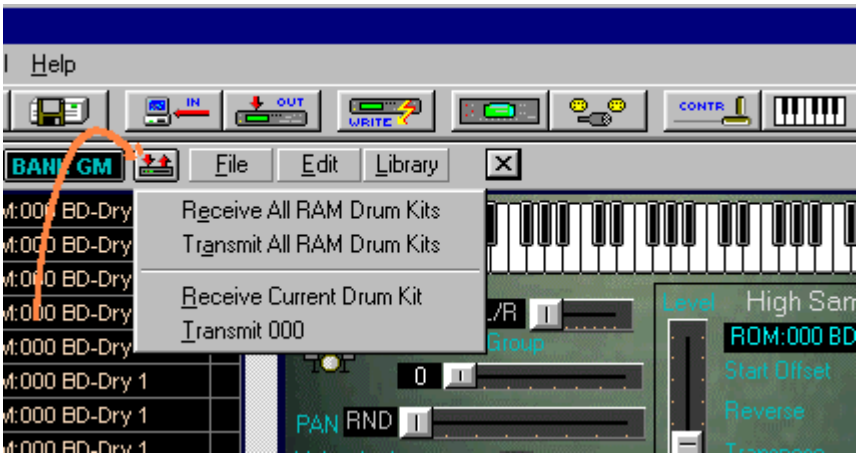
There are many options to receive data from Triton. "Receive All Data" will pull all Triton Internal Banks. Depending on a mode: Program, Combi, Pattern Edit or Drum Kit Edit, you can also request data from specific banks. "Receive" and "Transmit" functions are located under Midi window menu.
Program or Combination Mode:



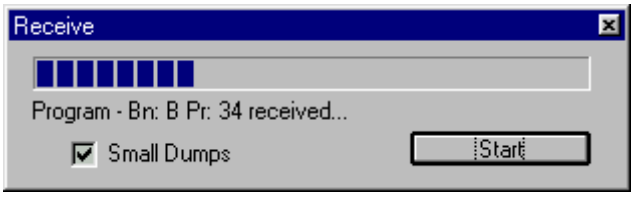
Note: EXB banks are available only for Triton Rack and Studio models
Pattern Edit: Triton Extreme banks are labeled with letters H…



Drum Kit Edit:.

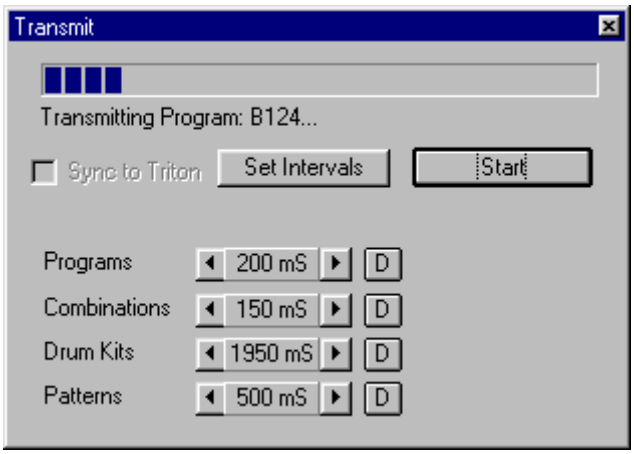


There is an option to receive single Program, Combi, Pattern and Drum Kit dumps or to request and receive whole banks at once. It is recommended to use Small-Single dumps to make sure that the data is transferred correctly. Triton's banks are very large in size and receiving big data can cause problems like byte loss making an incoming data corrupted and incomplete. Also some midi interfaces have drivers that may not handle large dumps well (MOTU).



(5.2 Cont'd) TRANSMITTING DATA TO TRITON

The bank data Transmission to Triton has to be slowed down for Triton to process the incoming data. In Tri-EditPro setting time intervals between dumps can optimize long transmission time. Default values were tested and should work correctly. In case, when at the end of the transmission you see "Midi Receive Error" displayed on Triton's LCD, interval time should be increased.
Sync to Triton option ensures correct transmission but is much slower since Tri-EditPro has to wait for "received complete" signal from Triton before sending another data dump.



5.3 SHORTCUTS

Global Shortcut keys

Midi Setup:	F2
Change to PROGRAM Mode	F3
Change to COMBINATION Mode	F4
Change to SEQUENCER Mode	F5
Global Settings	Ctrl-G
Mouse Piano:	F6
Triton Continuous Control.	Ctrl-F6
CC Joystick	Shift-F6
Add Program Snap Shot (Program Mode)	F7
View Program S. Shots (Program Mode)	F8

Cubase Drum Map Editor Window

Save Cubase Drum Map As...	Ctrl-S

Genetics Window

Copy selected Kid:	Ctrl-V

Rename Kids:	Ctrl-R
Send To Library - > Selected Kid	Ctrl-K
Send To Library - > All Kids	Ctrl-T
Copy Mommy's Bank to Kids:	Ctrl-M

Triton Combination Library/Triton Program Library/Triton Program MOSS Library

Load Library File	Ctrl-O
Import Combinations:	Ctrl-I
Save:	Ctrl-S
Copy:	Ctrl-C
Paste Add:	Ctrl-V
Cut:	Ctrl-X
Delete:	Shift+del

Combination Phantom Banks/Program Phantom MOSS Banks/Program Phantom Banks

Load Bank Data	Ctrl-O
Save Bank Data	Ctrl-S
Copy	Ctrl-C
Paste	Ctrl-V
Rename	Ctrl-N
Delete	Shift-del

Triton Pattern Library/Triton Drum Library/Triton MFX Library

Copy	Ctrl-C
Paste	Ctrl-V
Cut:	Ctrl-X
Delete	Shift-del

Snapshots

Copy:	Ctrl-C
Paste Add	Ctrl-V
Rename:	Ctrl-R

MFX Edit Window

Load MFX	Ctrl-O
Save Current MFX	Ctrl-S
Copy	Ctrl-C
Paste	Ctrl-V

Main Window

Load All Triton Data	Ctrl-L
Save All Triton Data	Ctrl-S
Triton Banks Manager	Ctrl-B
PCG Manager	Ctrl-W

Program Banks/Edit Window

Copy Program	Ctrl-C
Paste Program	Ctrl-V
Initialize Program	Ctrl-I
Program Property	Ctrl-P

Combination Banks/Edit Window

Copy Combination	Ctrl-C
Paste Combination	Ctrl-V
Initialize Combination	Ctrl-I
Combination Property	Ctrl-P
Display Signal Flow	Ctrl-F
Mixer	Ctrl-M

Sequencer Main

Load Sequence Setup	Ctrl-O
Save Sequence Setup As	Ctrl-S
Display Signal Flow	Ctrl-F
Mixer	Ctrl-M

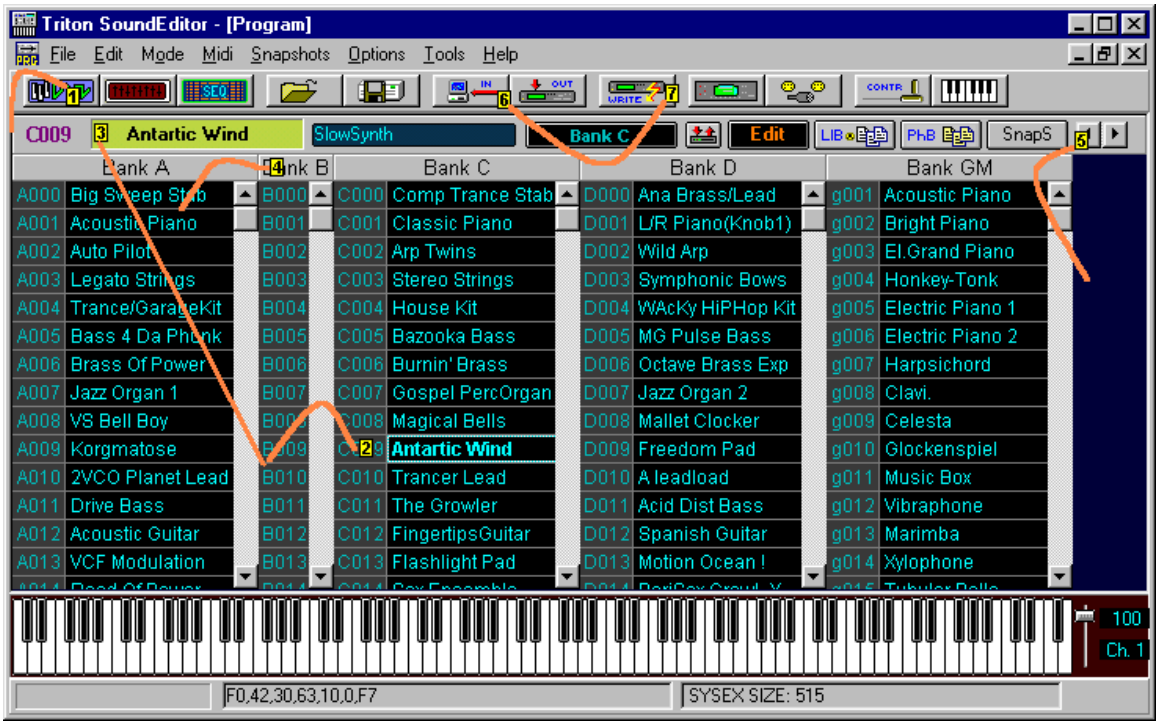
6 PROGRAM BANK (PLAY) MODE

6.1 PROGRAM BANK MODE

Use Mode button 1 to switch to PROGRAM BANK MODE. PROGRAM BANK MODE corresponds to Triton's PROGRAM (PLAY) mode. Since Tri-EditPro is fully interactive you can press PROG button on Triton and the editor will automatically switch to PROGRAM BANK MODE. In this mode the editor displays all Triton's Program banks: Internal RAM, GM and EXB. After receiving banks from Triton or loading the data from files, banks display all their programs names. In this window you can organize, rename, copy and paste or drag programs from one place to an other. If there is too many Program Banks to display in the window you can make banks to appear smaller by clicking on 4 "Bank X" label or move them to the left 5.

In this window you choose Programs and Triton will also automatically switch to that Program so you can audition it or select it for editing. To select Program click on its name in any bank 2. The selected program's name should appear in name box 3. If it does not, then check midi communication.

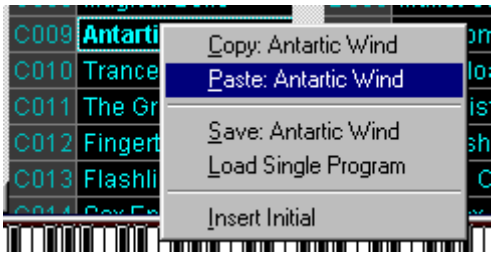
Note: If Triton does not switch from one bank to another check Bank Map setting.



There are two different ways to copy and paste programs that give great amount of flexibility.

1) By using Edit menu. From Edit menu a copied PROGRAM is copied from program "buffer" that is displayed in Program Name Box 3. The same with pasting, a pasted program is pasted to a "buffer" that gets displayed in the name box.

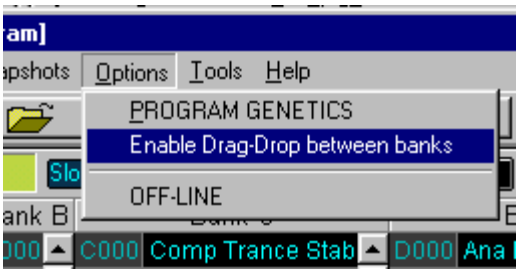
2) By using right mouse button pop-up menu. PROGRAM is copied from program location. If pasted using pop-up menu, a pasted program is actually being written to the selected location.



You can use both ways combined. For example, use Edit menu to copy current program as it sounds or after it was edited and then paste it to any new location using pop-up menu. If you loaded a bank from file, you can copy it using pop-up menu and then paste it using Edit menu. In this case a pasted program will not be written to Triton but dumped to a "buffer" so you can audition it, check it's sound etc. These are just simple examples. Copied Triton Program is available for pasting throughout the editor.

Tool bar buttons 6 are used to request and send current Program buffer from Triton. Write button 7 displays WRITE PROGRAM dialog where you can rename and write the program to Triton.

To prevent accidental moving of Programs in banks, an option, "Enable Drag-Drop between banks," needs to be enabled before you can drag and drop Programs freely.



Dragging and Dropping Programs in PROGRAM BANK MODE window exchanges one program with an other as you can notice on pictures below (*Gospel PercOrgan* has been exchanged with *MG Pulse Bass).* Physical banks in Triton are also automatically updated with changes.

To change "Category" of a current Program click on Category label:

6.2 PROGRAM GENETICS

When in Program (Play) Mode enter Program Genetics by selecting Options in main Menu and then PROGRAM GENETICS in drop down menu 1.

All Genetic features can be controlled from this pop-up window:

On the pop-up window there are four buttons corresponding to breeding functions/methodologies 2. They are Mix, Morph, Mutate and Random:

Genetics allows the user to quickly build new sounds from two existing ones in a similar fashion to breeding. Parameters of each of the two sources (parents) are combined using three different functions to generate a new bank of resultant sounds (kids).

The four functions are:

Mix: each parameter of each child is randomly chosen from either a parameter from the mother or father source. For example if the mother's cutoff frequency was 10 and the father's was 88, the children's values would only be 10 or 88.

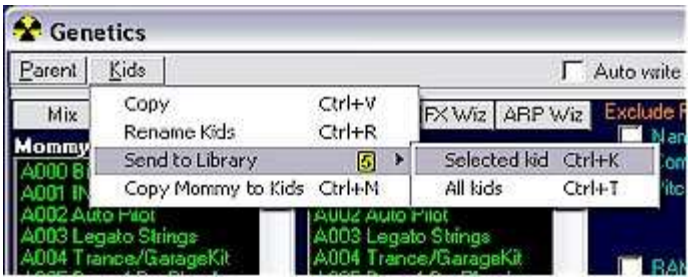
Morph: the value of each parameter is linearly interpolated from one parent to the other. The first child is identical to the mother; the last child is identical to the father. All others are weighted towards each parent depending on their placement within the list. The middle child is exactly ½ mother and ½ father.

Mutate: the value of each parameter of each child is randomly chosen from within the range between each parent's parameter. For example if the mother's cutoff frequency was 10 and the father's was 88; the children's values would be between 10 and 88…50, 25, 88, 70, 63 …etc.

Random: a random number from within the min/max voyager parameter range produces the value of each parameter of each child.
The parent characteristics are imported from Program Bank A through D by selecting Parent and then following the drop down menus for both Mom and Dad:

The easiest way to audition results is to use computer keys and click on each child to hear it. If the sound is pleasing, simply drag and drop it in a top offspring bank 4,

send it to Librarian 5 or simply use copy and paste.



You can also randomly assign MFX or ARP system from Mommy to Kids by selecting MFX or ARP Wiz buttons 6:

Experimentation by using vastly different parents and similar parents creates nice results. You can interbreed offspring too. In addition, you can set some filters 7. The excluded parameters will not take a part in generation and their values will be inherited from the mother.

This filter option enables the editor to automatically send selected Presets in the Genetics window from the mother's, father's, kids' and top offspring bank to the edit buffer for audition. Note: characteristics of oscillators 1 and 2 can be individually selected out.
Additionally, the auto write is protected 8 from accidentally being selected to prevent overwriting individual programs in program banks when send is clicked.

Important: The text names are also morphed thus the strange children's names. This is normal.

6.3 PROGRAM PHANTOM BANKS

Use Mode button 1 to switch to PROGRAM BANK MODE or COMBINATION MODE. Click PhB 2 to open Program Phantom Banks (PhB) window.

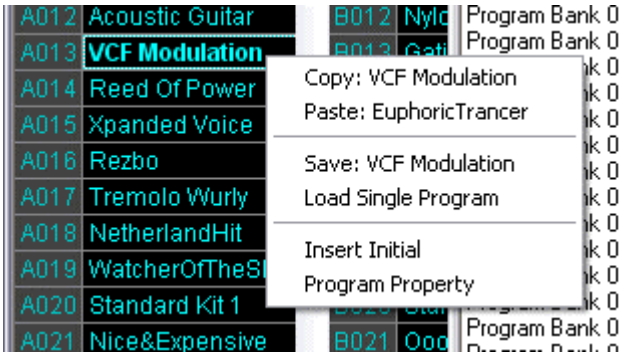
In PhB window you can create you own bank of programs saved to your hard drive.

In the PhB window select program bank desired by left clicking 3.

To add PROGRAMs to selected Phantom Bank from Bank's A through GM first left click to select destination in panel to right.
There are three different ways to copy and paste programs that give great amount of flexibility.

1) By using Edit menu. From Edit menu a copied PROGRAM is copied from program "buffer" that is displayed in Program Name Box. The same with pasting, a pasted program is pasted to a "buffer" that gets displayed in the name box.

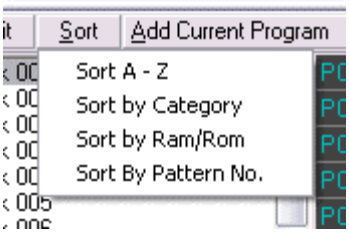
2) By using right mouse button pop-up menu. PROGRAM is copied from program location. If pasted using pop-up menu, a pasted program is actually being written to selected location.



3) By dragging and dropping the PROGRAM from the source bank to the Phantom Bank list panel.

From File Bank Data 5 can be loaded or saved with file extension .tab, and Programs can be loaded from or copied to Program Banks A through D. Additionally, Phantom Banks can be populated from Genetics Top Offspring.

The list can be sorted alphabetically, categorically, by Ram/Rom characteristics or by Pattern No. from Menu using functions found under Sort.



To clear program list for a selected Phantom Program Bank, right click on list and select "Clear Bank."

When finished building Phantom Program Bank list use to write/send to disk. Add Current Program writes to selected destination the program in name box pre-selected in PROGRAM (PLAY) mode window.

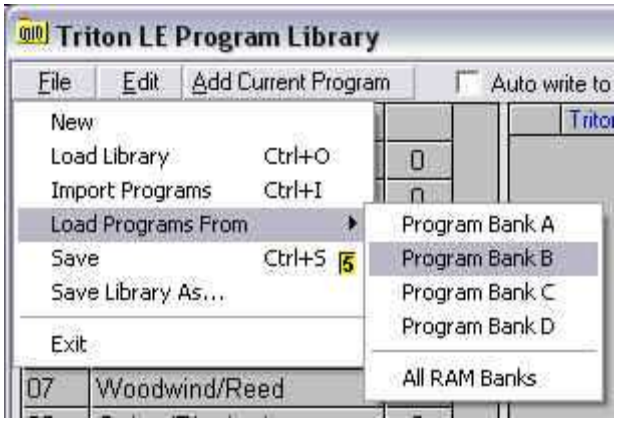
6.4 PROGRAM LIBRARIAN

The Librarian is a powerful program editing and organizational tool of Triton Sound Editor.

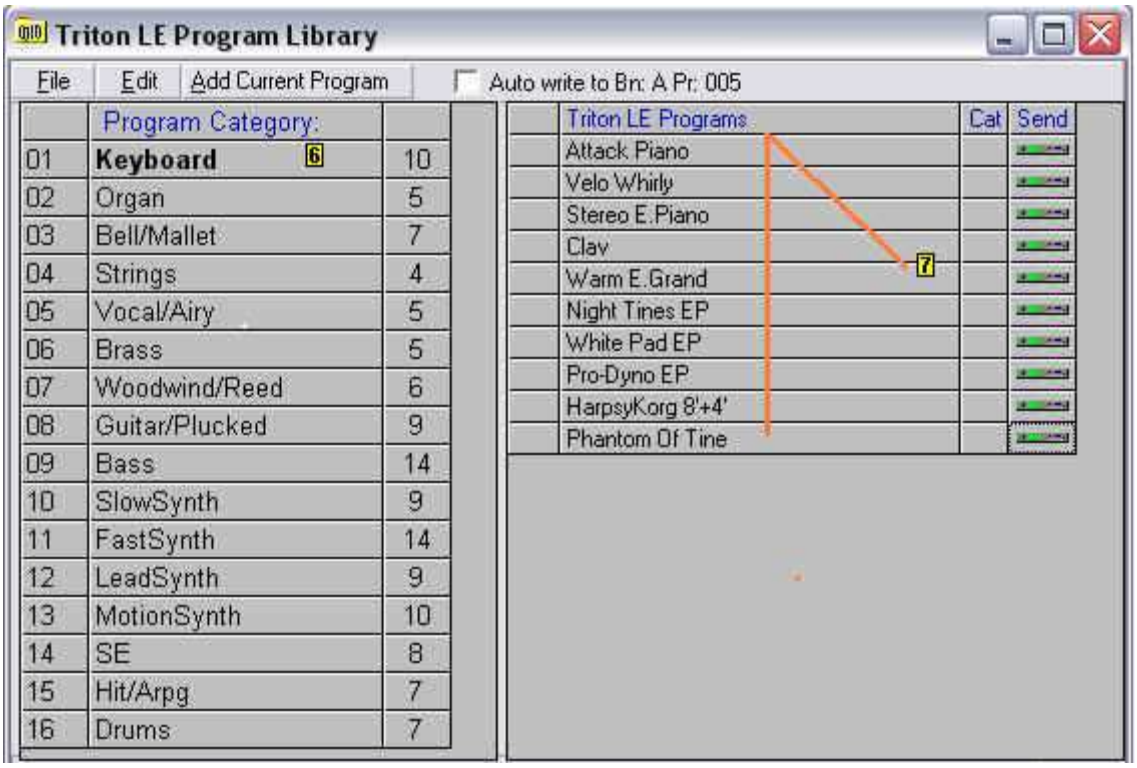
Use Mode button 1 to switch to PROGRAM BANK MODE or COMBINATION MODE. Click LIB 2 to open Triton Program Library (LIB) window.

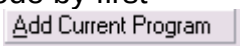
The Librarian is organized in two panels: left is a list of Program Categories 3, right is Triton Programs list 4.

Imported Bank programs or a library is loaded by use of File in Menu. Note that programs can be loaded from a library you have created (Ctrl+O) or from one of the pre-loaded Ram Program Banks A - D or from GM.



Example:
After loading a program bank, in this example Bank B 5, you will see all programs sorted by Program Category in the left panel. Any selected program category, here it is the Keyboard category 6, has it's corresponding family of programs listed in the right panel 7. In our example there are 10 programs listed under the Keyboard Category.



You can add programs individually from the Program (Play) mode by first selecting the program by clicking desired Bank and then using 

button or by dragging and dropping directly from the Program (Play) mode Bank list.

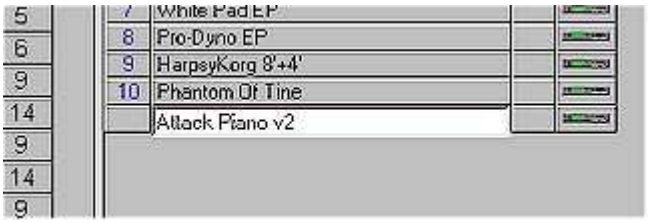
Continuing with this example, it is a simple matter to edit a selected program from within Librarian. Click 

to enter edit mode. To edit Attack Piano from the Keyboard category, the program is first sent to the active buffer by clicking  . It now resides in RAM.

"Attack Piano" should be in the program Name box 8.

After editing the program to your satisfaction click Add Current Program button to add it to the Triton Programs list in right panel. It will be added at the bottom of the list with the same name as the original program 9.

It is a simple matter to rename the file by double clicking on this entry and typing new name.



To save the new program use "Save" or "Save Library As... ." under File in Menu. The Librarian files are saved the with .tlp extension. Note that Program Bank extension .tpb can be used when saving to Bank. When loading library programs note that Sysex data (.sys) is accepted as well.

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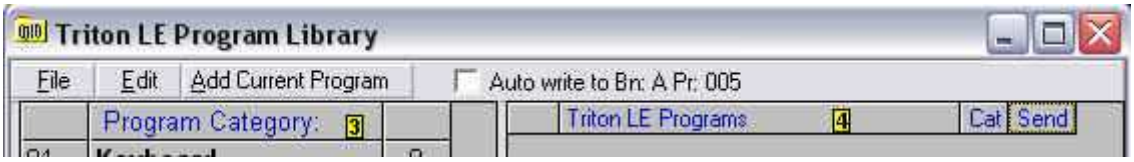

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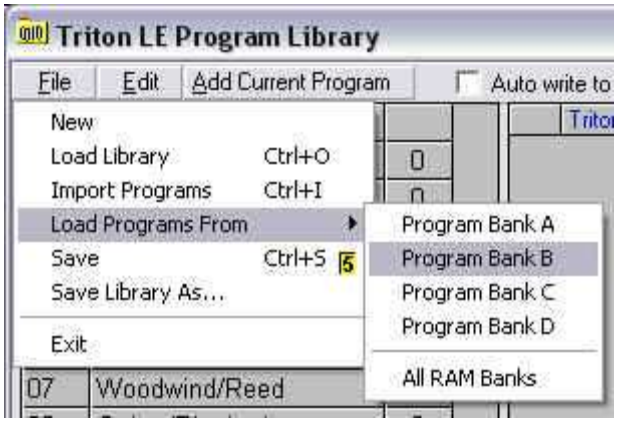

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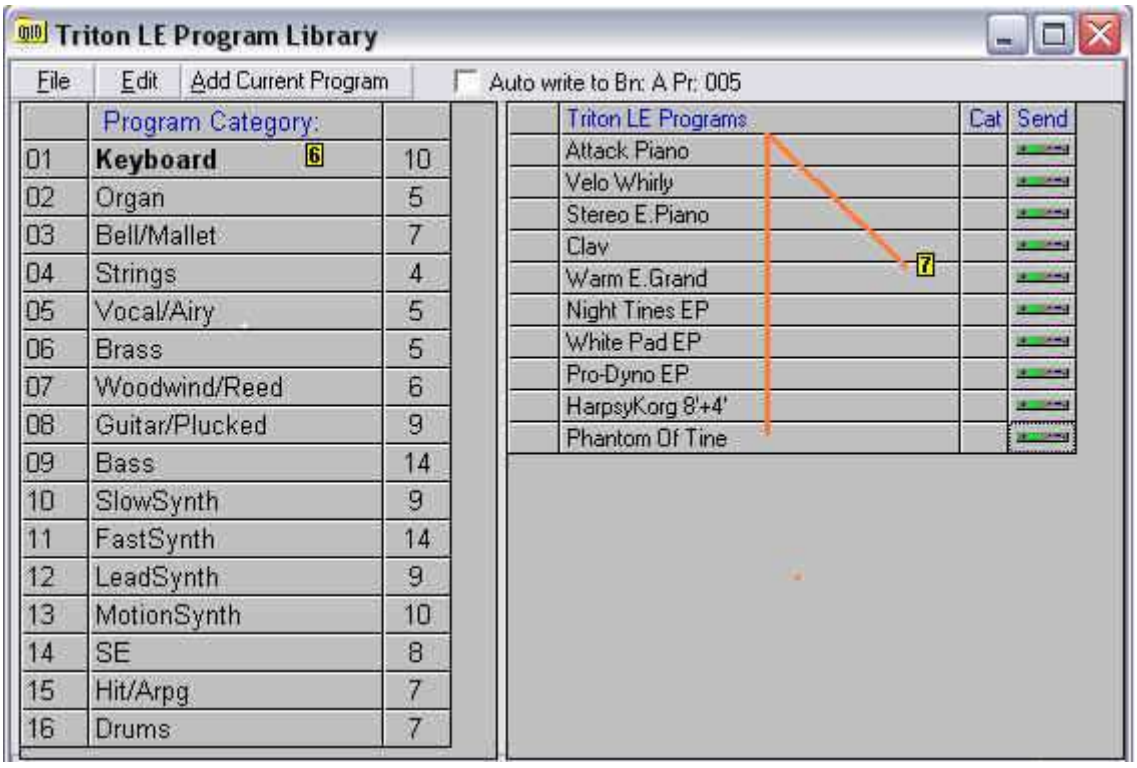

You can add programs individually from the Program (Play) mode by first selecting the program by clicking desired Bank and then using Add Current Program button or by dragging and dropping directly from the Program (Play) mode Bank list.

Continuing with this example, it is a simple matter to edit a selected program from within Librarian. Click Edit to enter edit mode. To edit Attack Piano from the Keyboard category, the program is first sent to the active buffer by clicking . It now resides in RAM.

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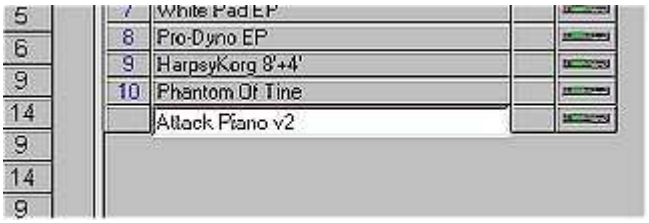


To save the new program use "Save" or "Save Library As..." under File in Menu. The Librarian files are saved the with .tlp extension. Note that Program Bank extension .tpb can be used when saving to Bank. When loading library programs note that Sysex data (.sys) is accepted as well.

7 PROGRAM EDIT MODE

7.1 PROGRAM EDIT MODE

Use Mode button  1 to switch to PROGRAM (PLAY) MODE. Use  2 to move into Program Edit Mode.

The Program Edit window is similar to the Sequencer and Combi Edit window but is much more involved. Functionality is the same.
In addition to the Sequencer and Combi Edit mode parameters of:

- Common settings
- Arp A and B
- Master FX 1 and 2
- Insert FX
- Master EQ

the Program Play Mode adds:

- Oscillator 1 and 2
- Amp
- Amp EG
- Filter
- Filter EG
- LFO
- Pitch
- Drum settings

to the list.

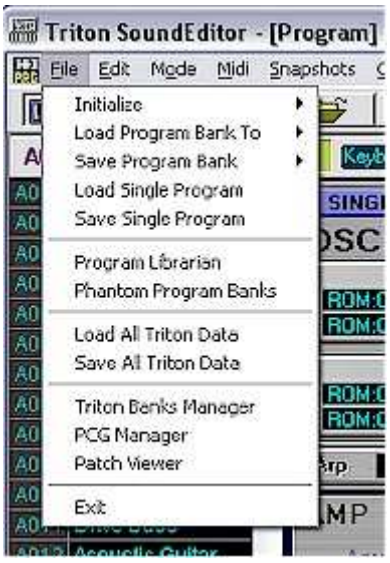
Note: There is only one channel for Program play mode as it uses the global channel of the keyboard.

Except for the Drum settings these are accessed by either scrolling down to the active part of the window or by use of the buttons 3 on the task bar.

Drum settings are accessed through the drum button DRUM found at the top of the window beside the oscillator selection buttons.

SAVING PROGRAM SETTINGS

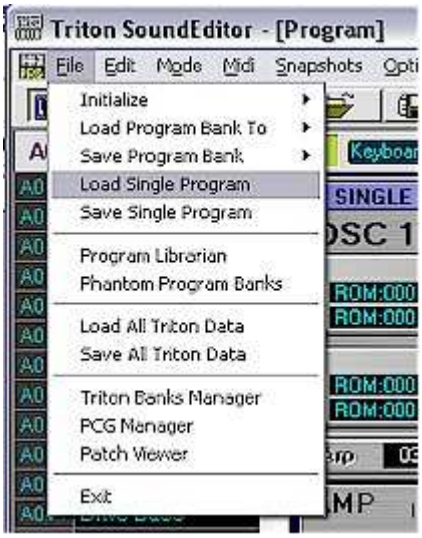
If you like to save Program settings on your computer to recall for later use "Save Program Bank " or "Save Single Program" depending on your project.



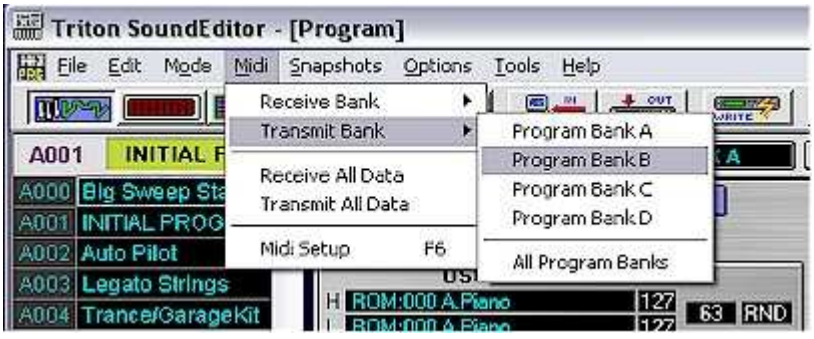
The file you save this way (with file extension *.t_p) will contain only Program parameter setup data.

LOADING PROGRAM SETTINGS

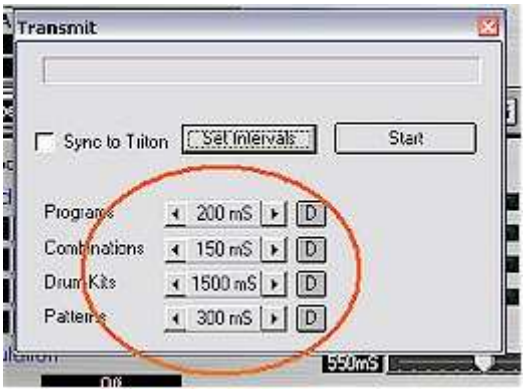
Use File menu to load setting you previously had saved.



The loaded file will be displayed on editor's panels. The editor provides a flexible way to send saved setting to update Program. You can either send all parameters or single banks of parameters by using windows Midi/Transfer menu.



Data can be transmitted at default intervals or changed in Transmit window as need after Transmit selection has been made.



*) The next Triton update should include copy/paste of parameter groups from/to Sequence, Combinations and Programs.

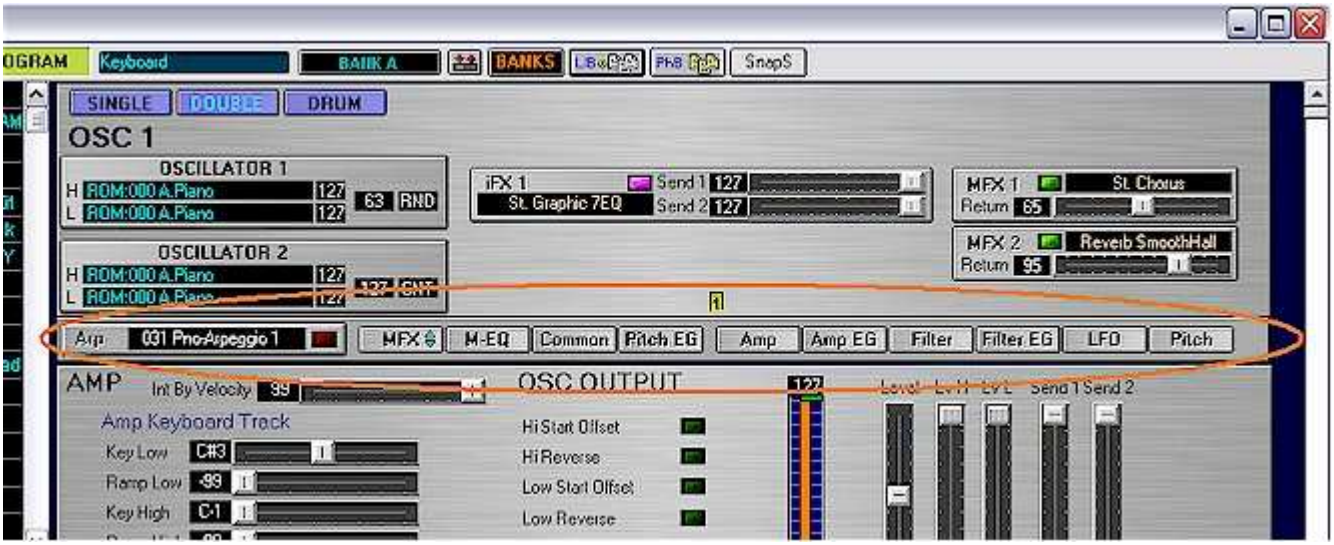
7.2 EDITING PROGRAM PARAMETERS

In addition to the parameter set up common to both Combination Edit and Program Edit there is an additional task bar containing buttons linking to the controls unique to Program Edit.

Use Mode button  to switch to PROGRAM (PLAY) MODE. Use 

to move into Program Edit Mode.

Except for the Drum settings these are accessed by either scrolling down to the active part of the window or by use of the buttons 1 on the task bar.



Drum settings are accessed through the drum button 

found at the top of the window beside the oscillator selection buttons. Drum Kit editing is dealt with in Editing Drum Kits and Drum Instrument Library tutorials.

OSCILLATORS

There are two Oscillators available to create programs.

Use the SINGLE or DOUBLE buttons to select OSC 1 or OSC 1 and OSC 2. Clicking on the Oscillator panel will load the parameters of the selected program into the editing features accessed through buttons as described above (see 1.) Each oscillator has high and low multisound inputs. These are selected by clicking on name boxes H and L 3.

The Oscillator Multisound window allows for selection from ROM or RAM, Sorting by number or Alphabetically and from file.

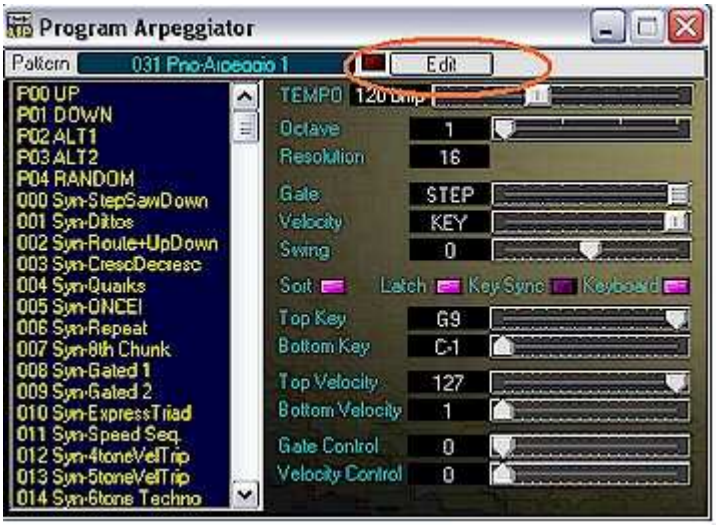
Clicking on value boxes at 4 (see above) opens a separate window that allows for an abbreviated Osc output adjustment more fully adjusted in OSC OUTPUT panel found below with the AMP.

When in double oscillator mode the relative levels of both oscillators can be adjusted to fine-tune the oscillators mix ratio.

ARP

To display Arp settings click on the Arp panel:

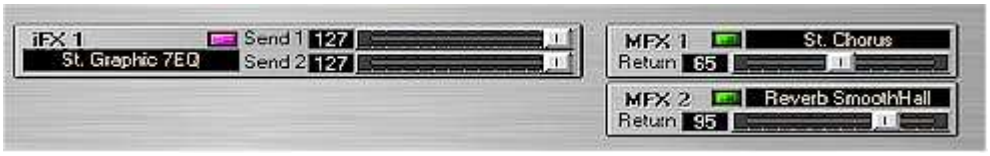
Use Arpeggiator window to change Arp settings. If you would like to edit any of the USER patterns, select any USER pattern (000-XXX) and click EDIT button. ROM patterns P00 to P04 are not editable.



MFX and INSERTS

You can use panel sliders to change Send or Return settings or click on  switches to turn effects ON/OFF.

By clicking on Effect panels



you can display full effect setting 2 of selected MFX or Insert FX.

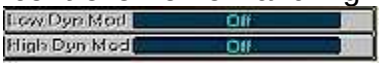
The MFX button removes the MFX and iFX panels, leaving only the oscillator panels in view, from the active screen to give more working room for editing functions.

(see Section 11: Effects for more in-depth information.)

MASTER EQ

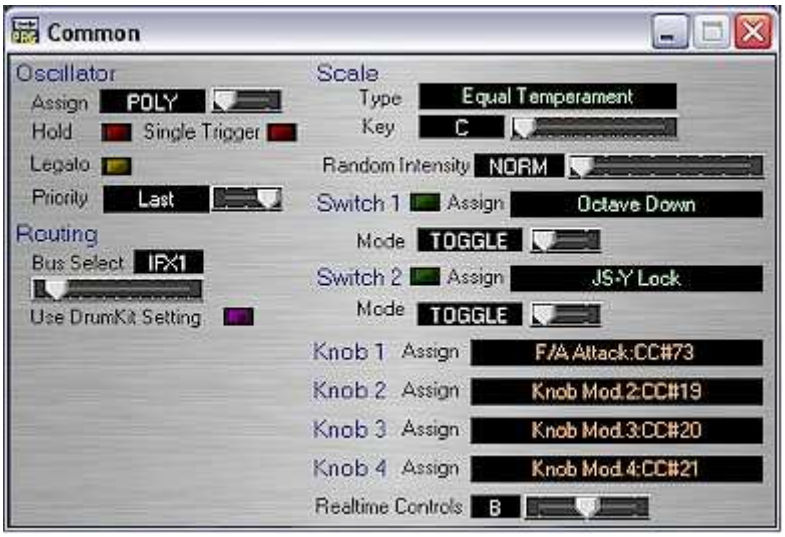
Clicking the M-EQ button opens the master equalizer window.

From here gain (low, mid and high), frequency (low, mid and high) as well as mid Q adjustment with the sliders.

The choice of controller for low and high dynamic modulation is done though name boxes: 

COMMON PARAMETERS

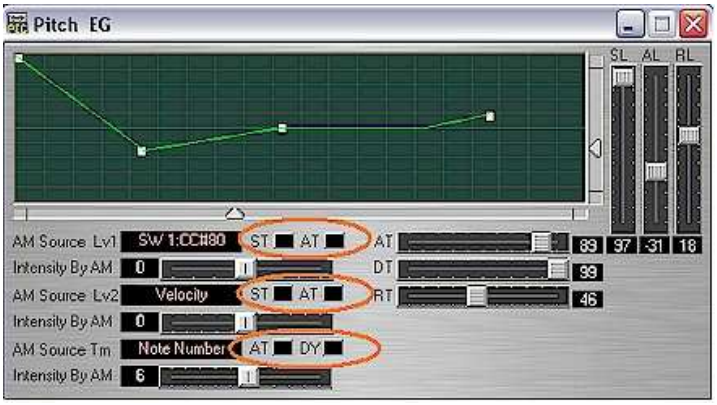
To edit Common settings click Common button to display Common parameters window:



Note that Knobs 1 - 4 can be assigned to control of choice by clicking on name box and selecting from list. Drum kit settings can be used by clicking .

PITCH EG

When the Pitch EG button is selected the Pitch EG window is brought into view. From this window all Pitch EG parameters can be adjusted. An additional feature is the fully interactive graphical display of parameters that allows for easy and instant changes of the waveform directly by the mouse. Any changes to the graphical display are instantly mirrored by associated slider and numerical value changes. AM Source Lv1, Lv2 and Tm can be changed by clicking on name boxes and selecting from list. Polarity switches modify polarity attributes of waveform (circled below.)



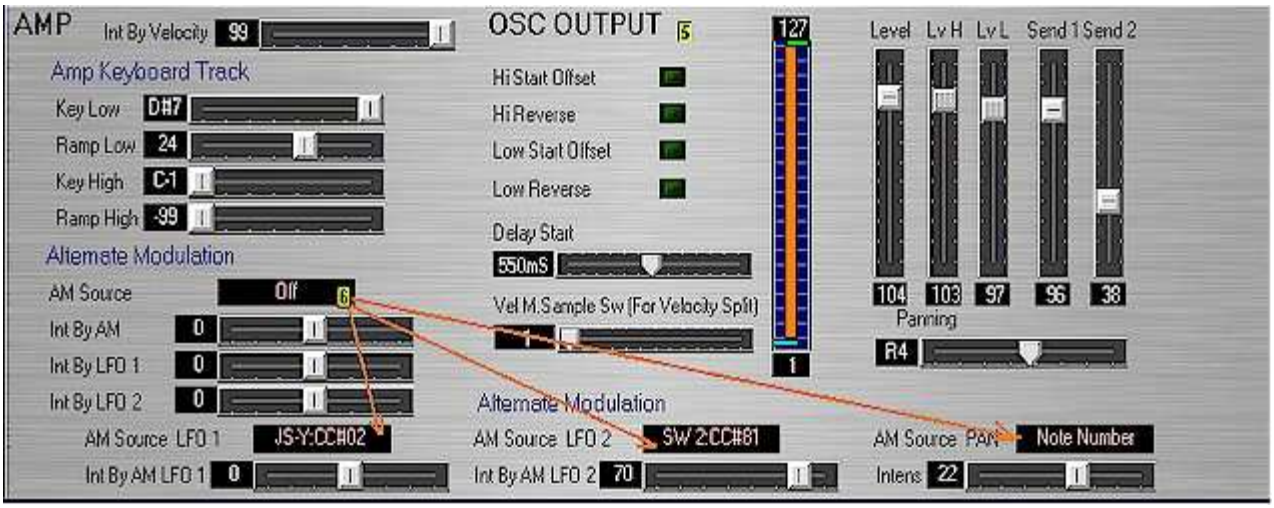
PATCH ASSIGNMENT

To select a different patch for the selected track, click on the Program name.

You can assign the Programs for the selected track either by using the list displaying Programs in banks or by a Program categories.

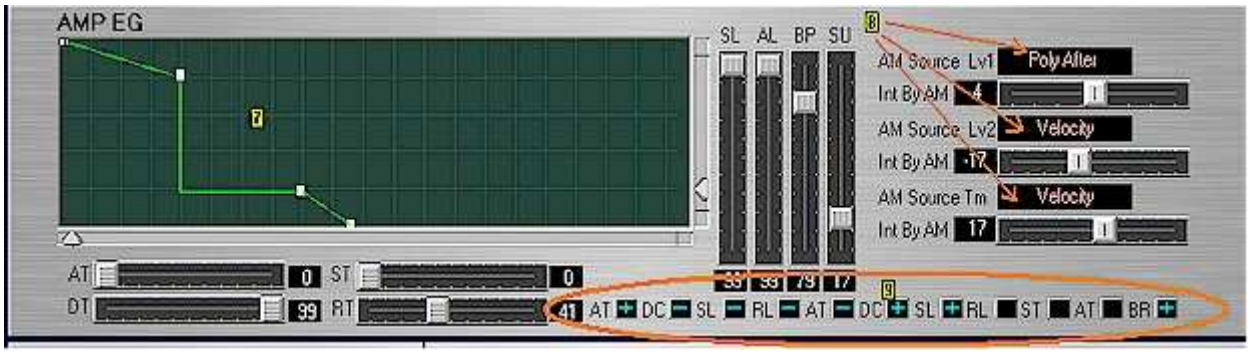
AMP

When the Amp button is selected the Amp panel is brought into view. From this panel all Amp parameters can be adjusted. The OSC OUTPUT is fully accessed in this panel as well 5. Alternative Modulation (AM) source can be selected by clicking on name box 6 as can AM for LFO 1, LFO 2 and PAN.



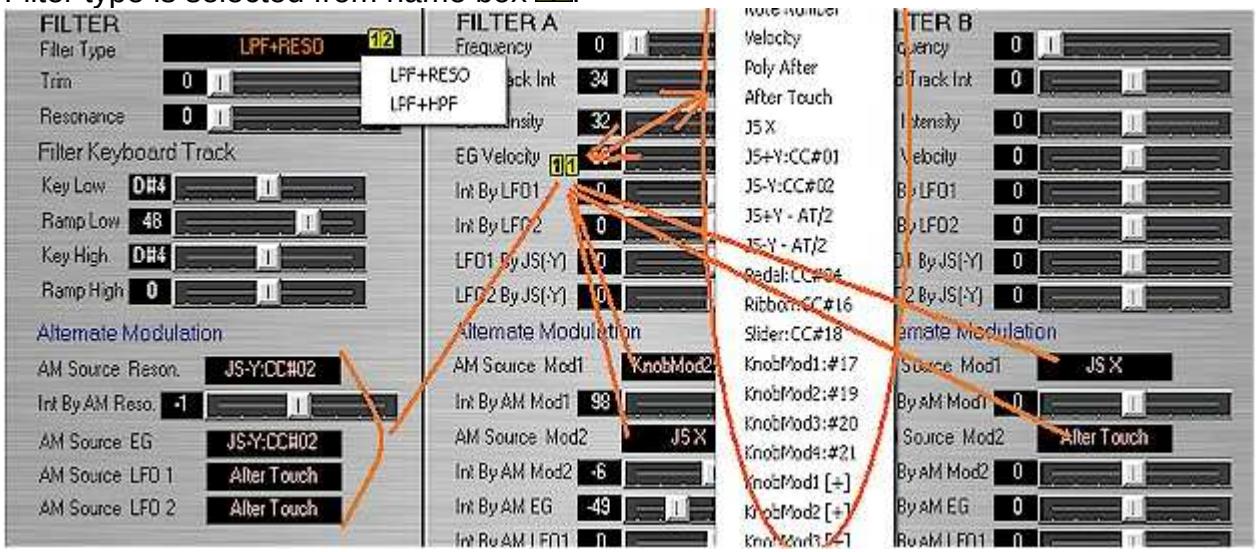
AMP EG

When the Amp EG button is selected the Amp EG panel is brought into view. From this panel all Amp EG parameters can be adjusted. An additional feature is the fully interactive graphical display 7 of parameters that allows for easy and instant changes of the waveform directly by the mouse. Any changes to the graphical display are instantly mirrored by associated slider and numerical value changes. AM Source Lv1, Lv2 and Tm can be changed by clicking on name boxes 8 and selecting from list. Polarity switches 9 modify polarity attributes of waveform.



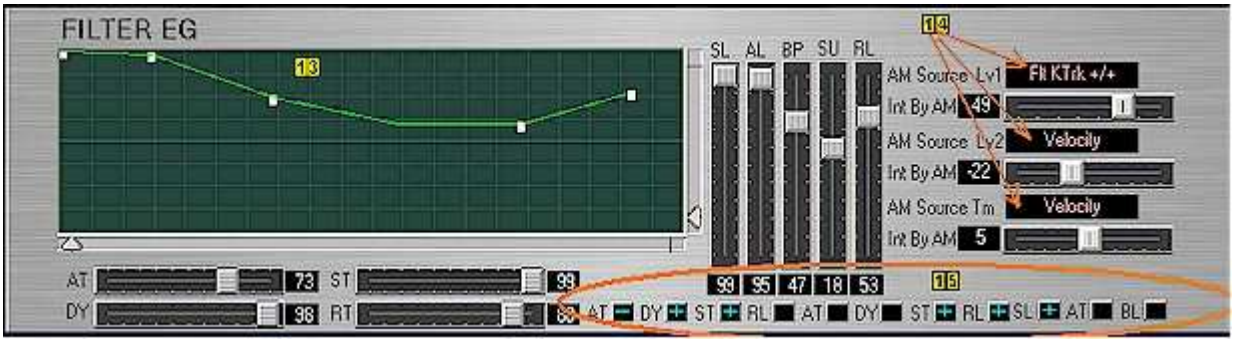
FILTER

When the Filter button is selected the Filter panel is brought into view. From this panel all three Triton Sound Editor filter parameters can be adjusted. All AM sources can be changed by clicking on name boxes 11 and selecting from list. Filter type is selected from name box 12.



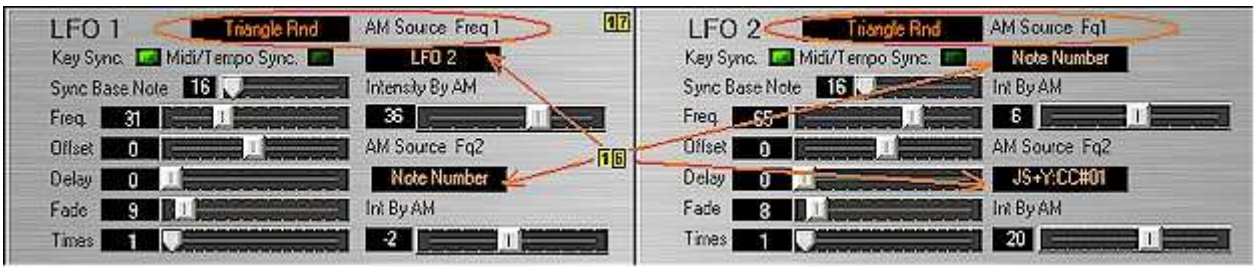
FILTER EG

When the Filter EG button is selected the Filter EG panel is brought into view. From this panel all Filter EG parameters can be adjusted. An additional feature is the fully interactive graphical display 13 of parameters that allows for easy and instant changes of the waveform directly by the mouse. Any changes to the graphical display are instantly mirrored by associated slider and numerical value changes. AM Source Lv1, Lv2 and Tm can be changed by clicking on name boxes 14 and selecting from list. Polarity switches 15 modify polarity attributes of waveform.



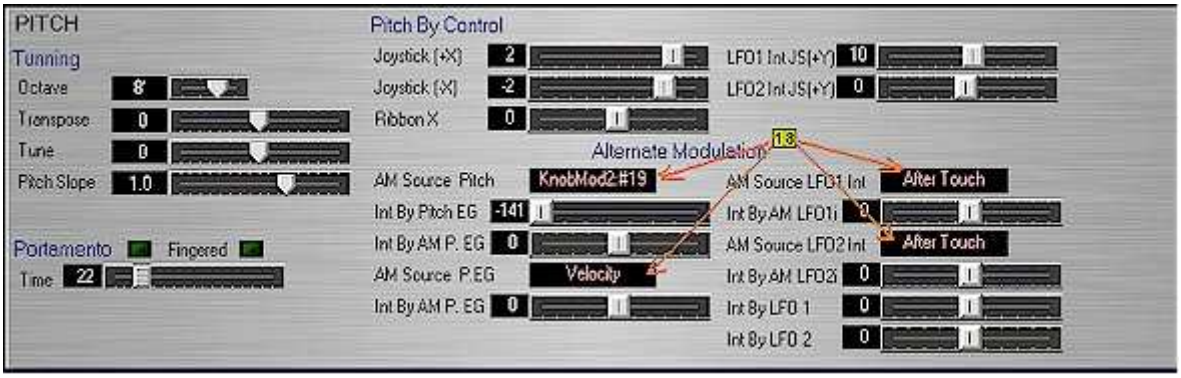
LFO 1 and 2

When the LFO button is selected the LFO panel is brought into view. From this panel all LFO 1 and LFO 2 parameters can be adjusted. Again all AM sources are selected from name windows and chosen from pop-up list 16. Waveform characteristic is selected left clicking on box list for both LFO 1 and LFO 2 17.



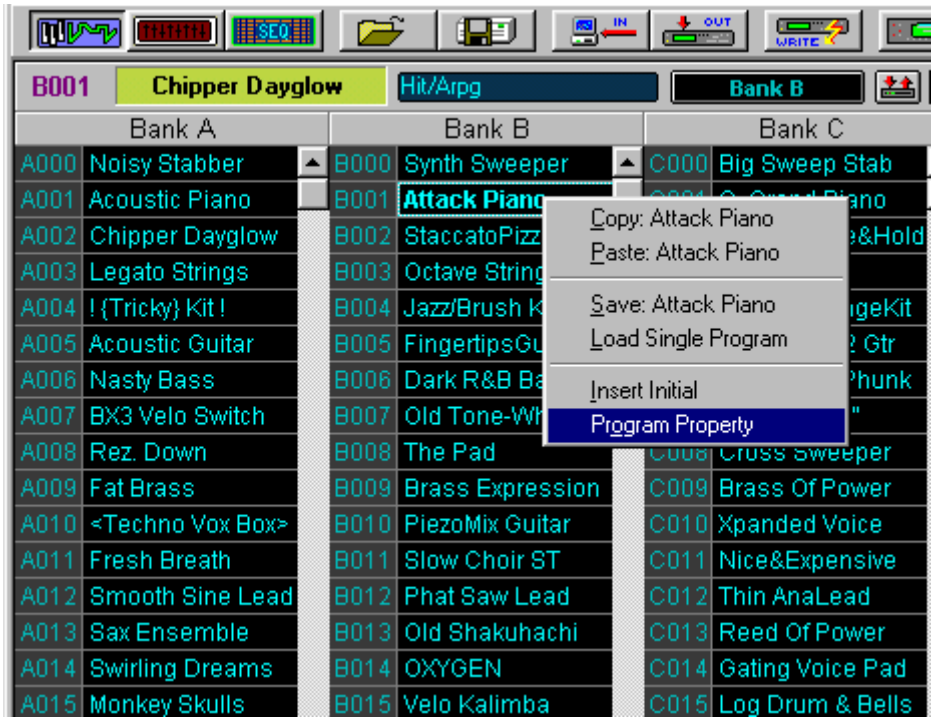
Pitch

When the Pitch button is selected the Pitch panel is brought into view. From this panel all Pitch related parameters can be adjusted. Again all AM sources are selected from name windows and chosen from pop-up list 18. Portamento and Fingered selections are turned on and off by using the toggle.



7.3 PROGRAM PROPERTY WINDOW

Program Property window displays basic information about current PROGRAM for a quick reference. Program Property is available in PROGRAM BANKS (PLAY) and PROGRAM EDIT modes and Triton File Manager window by selecting "Program Property" from either Right-button-mouse pop-up menu or Edit menu:



Program Property shows

- Program Category.
- Program's mode (SINGLE, DOUBLE or DRUMKIT),
- Multisamples or RAM samples assigned.
- Arpeggio Pattern and tempo
- Assigned Inserts and Multi FX

"USED IN COMBINATION" feature displays all combinations where this program is assigned.

Note 1: that this information is generated by scanning Combination Banks that are loaded to the TriEditPro editor if you select Program Property from editor's banks. For "USED IN COMBINATION" feature to be accurate use "Receive Banks" if you made changes in Triton without TriEditPro.

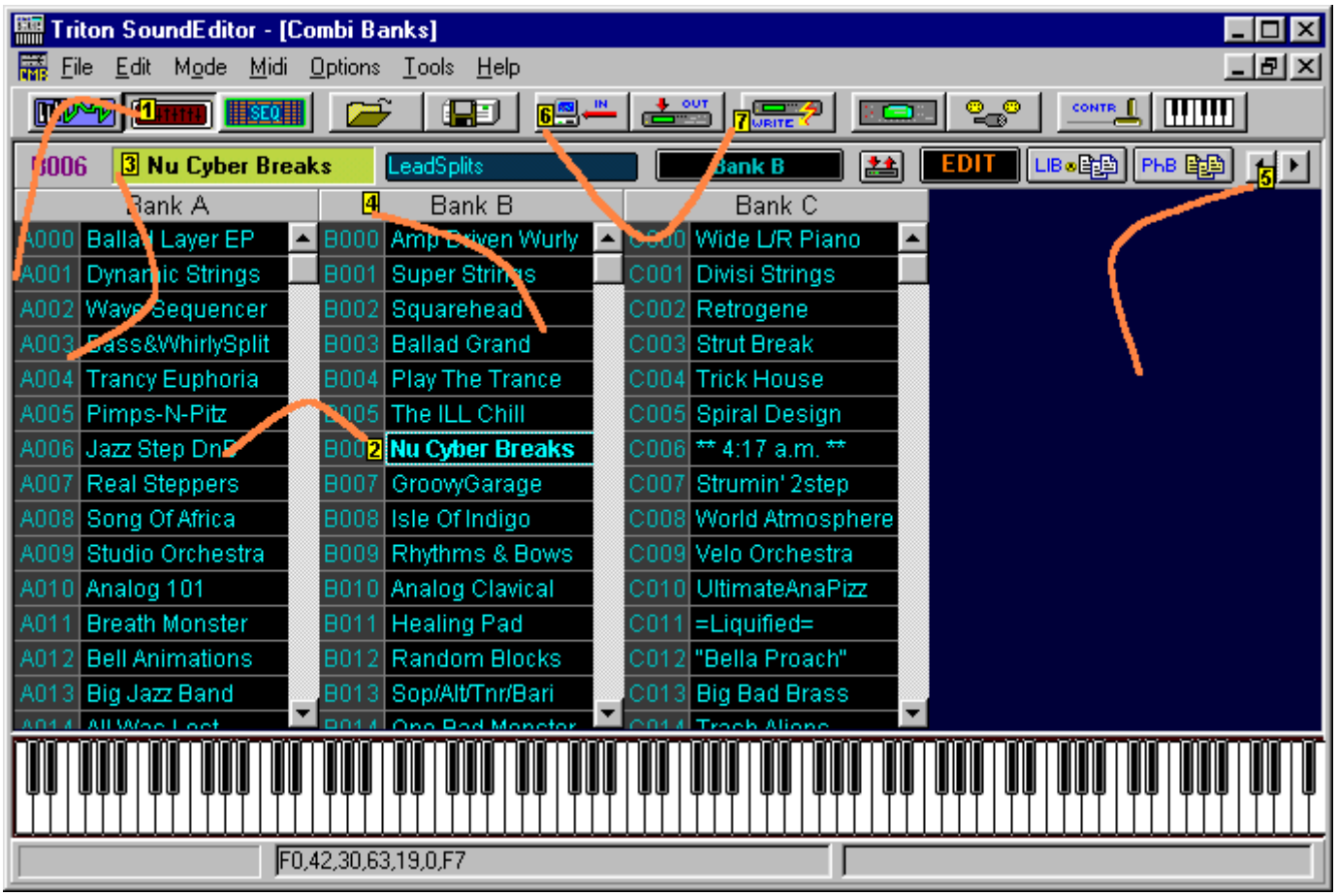
Note 2: "USED IN COMBINATION" in Program Property feature when displays programs from Triton File Manager scans for usage in Combination Banks loaded into Triton File Manager.

8 COMBINATION BANK (Play) MODE

8.1 COMBINATION BANK

Use Mode button 1 to switch to COMBI BANK MODE. COMBI BANK MODE corresponds to Triton's COMBI (PLAY) mode. Since Tri-EditPro is fully interactive you can press COMBI button on Triton and the editor will automatically switch to COMBI BANK MODE. In this mode the editor displays all Triton's Combination banks, Internal RAM and EXB. After Receiving banks from Triton, or loading the data from files, banks display all Combinations names. In this window you can organize, rename, copy and paste or drag any Combination from one place to an other. If there is too many Banks to display in the window you can make Bank to appear smaller by clicking on 4 "Bank X" label or move them to the left 5.
In this window you choose Combinations and Triton will also automatically switch to selected Combination so you can audition it or select it for editing. To select Combination click on its name in any bank 2. The selected Combinations name should appear in name box 3. If it does not, then check midi communication.

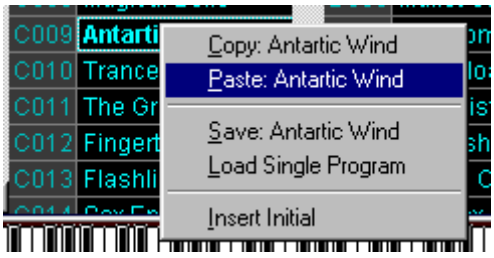
Note: If Triton does not switch from one bank to another check Bank Map setting.



There are two different ways to copy and paste Combinations that give great amount of flexibility.

1) By using Edit menu. From Edit menu a copied Combination is copied from program "buffer" that is displayed in Combination Name Box 3. The same with pasting, a pasted Combination is pasted to a "buffer" that gets displayed in the name box.

2) By using right mouse button pop-up menu. Combi is copied from program location. If pasted using pop-up menu, a pasted program is actually being written to selected location.



You can use both ways combined together: For example use the Edit menu to copy current Combination as it sounds or after it was edited and then paste it to any new location using pop-up menu. If you loaded a bank from file, you can copy it using pop-up menu and then paste it using Edit menu. In this case a pasted Combination will not be written to Triton but dumped to a "buffer" so you can audition it, check it as it sounds etc. These are just simple examples. Copied Triton Combination is available for pasting throughout the editor.
Tool bar buttons 6 are used to request and send current Combination buffer from Triton. Write button 7 display WRITE COMBI dialog where you can rename and write the Combination to Triton.

Dragging and Dropping Combinations in COMBINATION BANK MODE window exchanges one Combination with another as can be seen in image below (*Gospel PercOrgan* has been exchanged with *MG Pulse Bass).* Physical banks in Triton are also automatically updated with changes.

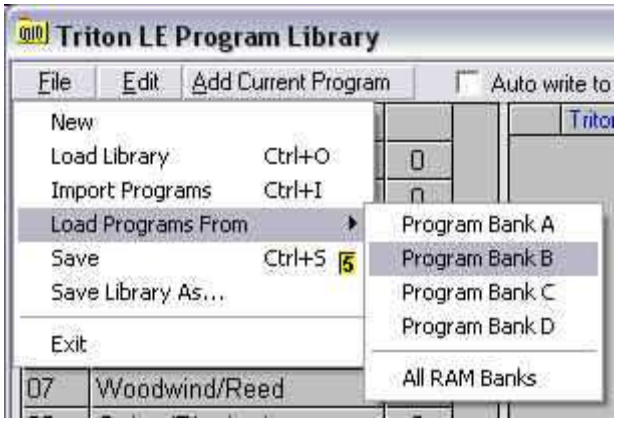
8.2 PROGRAM LIBRARIAN

The Librarian is a powerful program editing and organizational tool of Triton SoundEditor.

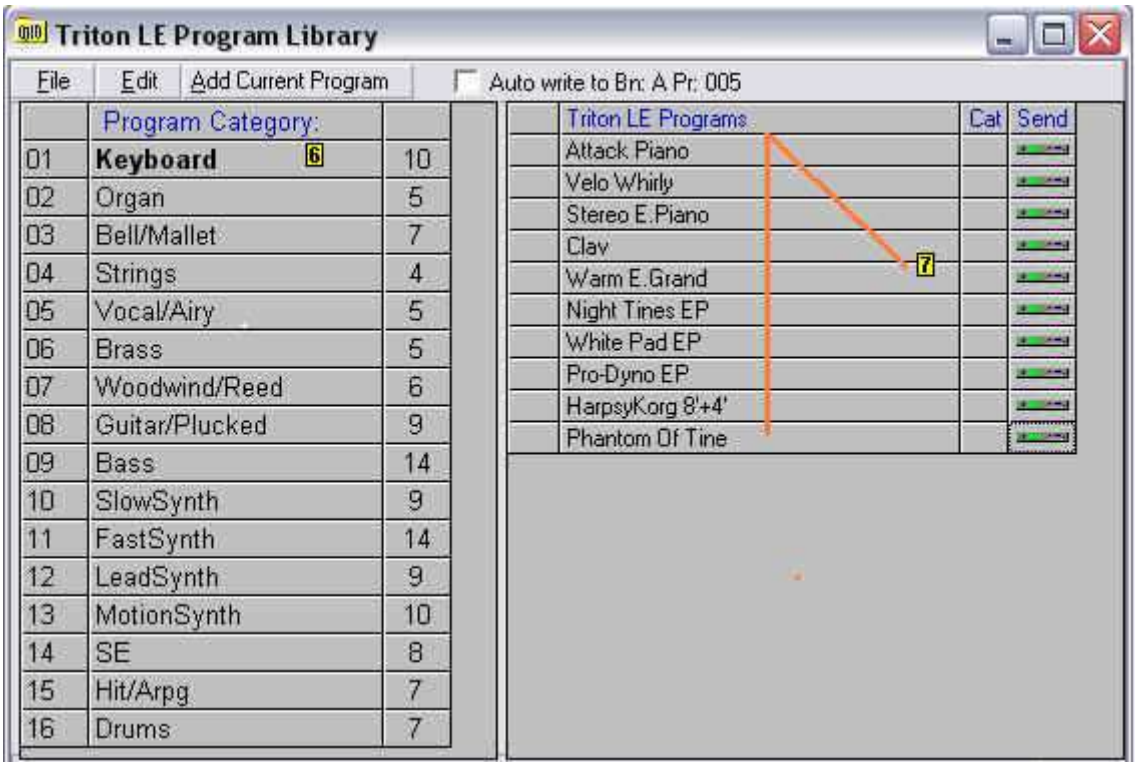
Use Mode button 1 to switch to PROGRAM BANK MODE or COMBINATION MODE. Click LIB 2 to open Triton Program Library (LIB) window.

The Librarian is organized in two panels: left is a list of Program Categories 3, right is Triton Programs list 4.

Imported Bank programs or a library is loaded by use of File in Menu. Note that programs can be loaded from a library you have created (Ctrl+O) or from one of the pre-loaded Ram Program Banks A - D or from GM.



Example:
After loading a program bank, in this example Bank B 5, you will see all programs sorted by Program Category in the left panel. Any selected program category, here it is the Keyboard category 6, has it's corresponding family of programs listed in the right panel 7. In our example there are 10 programs listed under the Keyboard Category.



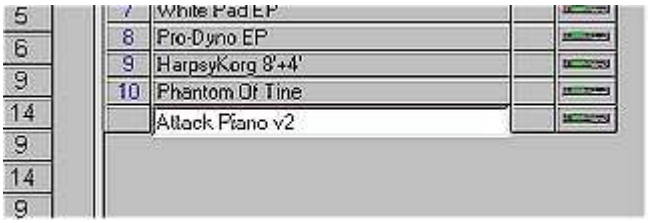
You can add programs individually from the Program (Play) mode by first selecting the program by clicking desired Bank and then using Add Current Program button or by dragging and dropping directly from the Program (Play) mode Bank list.

Continuing with this example, it is a simple matter to edit a selected program from within Librarian. Click Edit to enter edit mode. To edit Attack Piano from the Keyboard category, the program is first sent to the active buffer by clicking . It now resides in RAM.

"Attack Piano" should be in the program Name box 8.

After editing the program to your satisfaction click Add Current Program button to add it to the Triton Programs list in right panel. It will be added at the bottom of the list with the same name as the original program 9.

It is a simple matter to rename the file by double clicking on this entry and typing new name.



To save the new program use "Save" or "Save Library As..." under File in Menu. The Librarian files are saved the with .tlp extension. Note that Program Bank extension .tpb can be used when saving to Bank. When loading library programs note that Sysex data (.sys) is accepted as well.

8.3 PROGRAM PHANTOM BANKS

Use Mode button 1 to switch to PROGRAM BANK MODE or COMBINATION MODE. Click MFX 2 to open Program Phantom Banks (PhB) window.

In PhB window you can create you own bank of programs saved to your hard drive.

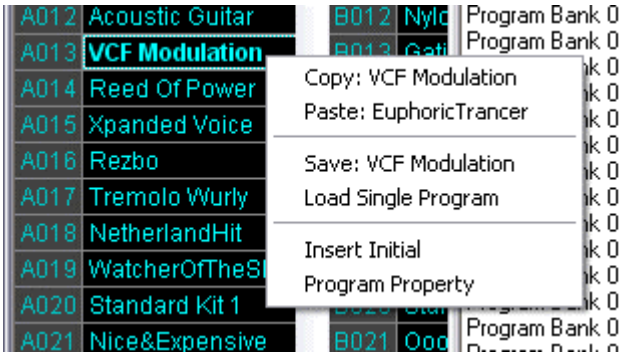
In the PhB window select program bank desired by left clicking 3.

To add PROGRAMs to selected Phantom Bank from Bank's A through GM first left click to select destination in panel to right.

There are three different ways to copy and paste programs that give great amount of flexibility.

1) By using Edit menu. From Edit menu a copied PROGRAM is copied from program "buffer" that is displayed in Program Name Box. The same with pasting, a pasted program is pasted to a "buffer" that gets displayed in the name box.

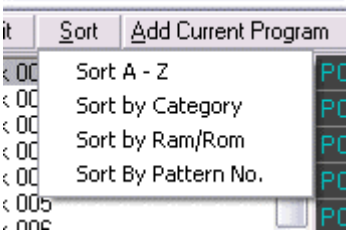
2) By using right mouse button pop-up menu. PROGRAM is copied from program location. If pasted using pop-up menu, a pasted program is actually being written to selected location.



3) By dragging and dropping the PROGRAM from the source bank to the Phantom Bank list panel.

From File Bank Data 5 can be loaded or saved with file extension .tpb, and Programs can be loaded from or copied to Program Banks A through D. Additionally, Phantom Banks can be populated from Genetics Top Offspring.

The list can be sorted alphabetically, categorically, by Ram/Rom characteristics or by Pattern Number from Menu using functions found under Sort.



To clear program list for a selected Phantom Program Bank, right click on list and select "Clear Bank." When finished building Phantom Program Bank list use to write/send to disk.

Add Current Program writes to selected destination the program in name box pre-selected in PROGRAM (PLAY) mode window.

9 COMBINATION EDIT MODE

9.1 COMBINATION EDIT MODE

Use Mode button  to switch to COMBI MODE. Use 

to move into Combination Edit Mode.

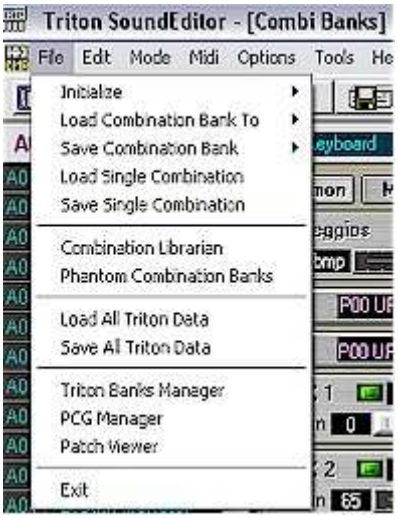
The Combination Edit window is similar to the Sequencer Edit window. Functionality is also the same. Here, you can edit all Combi settings:

- Common settings
- Arp A and B
- Master FX 1 and 2
- Insert FX
- Master EQ
- All 8 Channel settings.

Thanks to the latest Triton Operating System update now you can use TriEditPro to control Combi parameters in real time.

SAVING COMBINATION SETTINGS

If you like to save Combination settings on your computer to recall it later use "Save Combination Bank " or "Save Single Combination" from File menu option depending on your project.

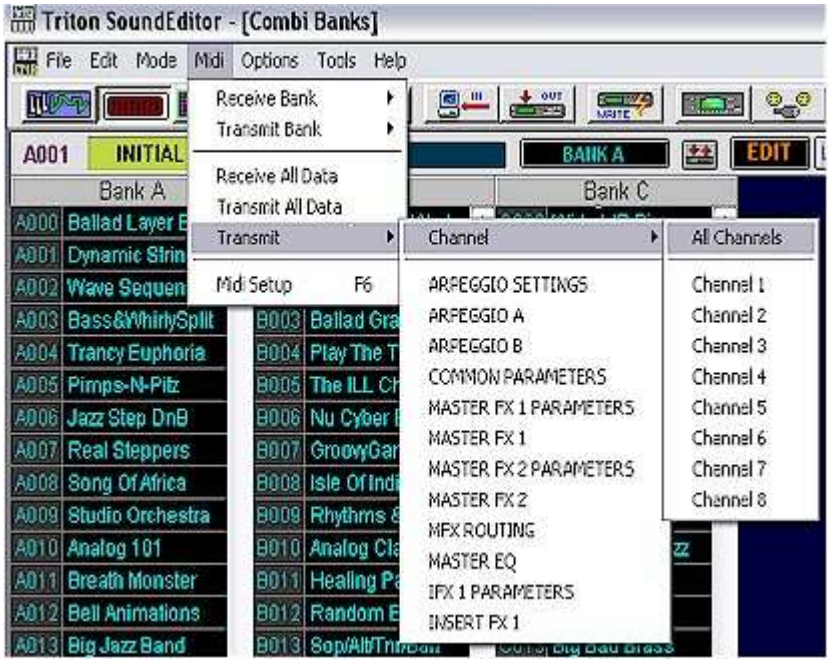


The file you save this way (with file extension *.t_c) will contain only Combination parameter setup data.

LOADING COMBINATION SETTINGS

Use File menu to load setting you previously had saved.

The loaded file will be displayed on Editor's panels. The Editor provides a flexible way to send saved setting to update Combination. You can either send all parameters, or single groups of parameters, by using windows Midi/Transfer menu.



*) The next Triton update should include copy/paste of parameter groups from/to Sequence, Combinations and Programs.

PARAMETER LIST

Under "Edit" menu you can find "Parameter List" option. We were using this control window for our debugging purpose. We decided to leave it and let users access it. It not only lists all setup parameters for viewing but it can also be used for a rough way of changing parameters by clicking on parameter in "Setting" column. Clicking the last column results in sending the current parameter setting as displayed without any change. The PARAMETER LIST window is also available in SEQUENCER Mode and in the next update it will be present in the Program mode. Depending on users feedback we may decide if we should add more functions there like print/copy/paste and etc.

*) The future planned use of this window is also intended to provide access for reading and editing by blind musicians.

9.2 EDITING COMBINATION PARAMETERS

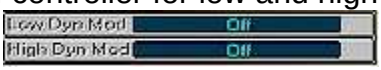
COMMON PARAMETERS

To edit Common settings click Common button to display Common parameters window:

MASTER EQ

Clicking the M-EQ button opens the master equalizer window.

From here gain (low, mid and high), frequency (low, mid and high) as well as mid Q adjusted with the sliders.

The choice of controller for low and high dynamic modulation is done though name boxes: 

ARPS

To display Arp A or B settings click on the corresponding Arp panel:

Use Arpeggiator window to change Arp settings. If you like to edit any the USER patterns, select any USER pattern (000-XXX) and click EDIT button.
ROM patterns P00 to P04 are not editable.

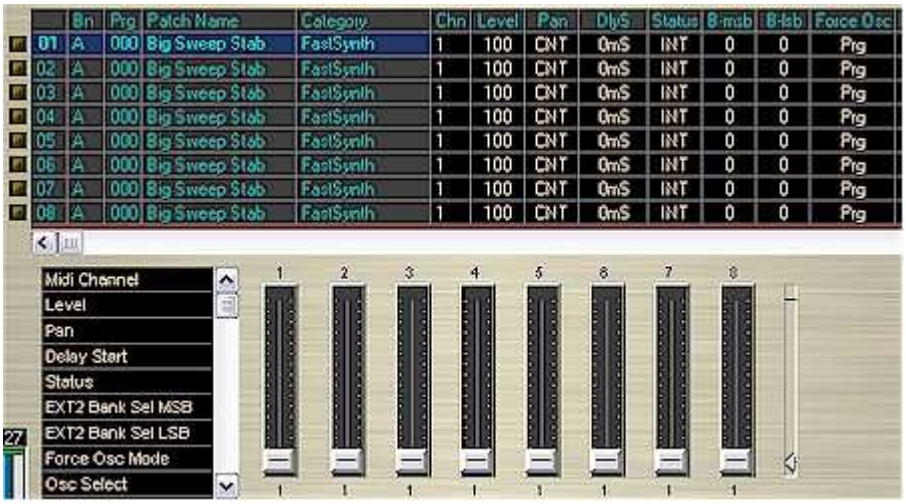
MFX and INSERTS

You can use panel sliders to change Send or Return settings or click on switches to turn effects ON/OFF.

By clicking on Effect panels you can display full effect setting of selected MFX or Insert FX (see Section 11: Effects for more in-depth information):

CHANNELS

The grid displays all editable 8 channel/track parameters.



You can change parameter values in two different ways. If your computer mouse is equipped with the scroll wheel, you can simply click and select any parameter on the grid and turn the wheel to change a value. Another way of changing parameters is to use mixer sliders. You can select different parameter groups (level, pan and etc.) from the list and all sliders will adjust themselves to the actual value position. You can also use the group slider to linearly adjust all sliders in the same time.

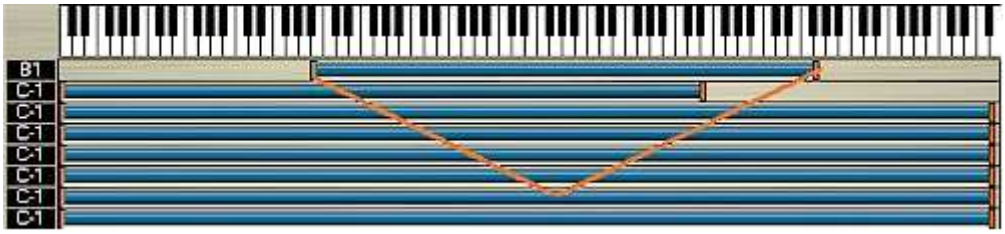
PATCH ASSIGNMENT

To select a different patch for the selected track, click on the Program name.

You can assign the Programs for the selected track either by using the list displaying Programs in banks or by a Program category

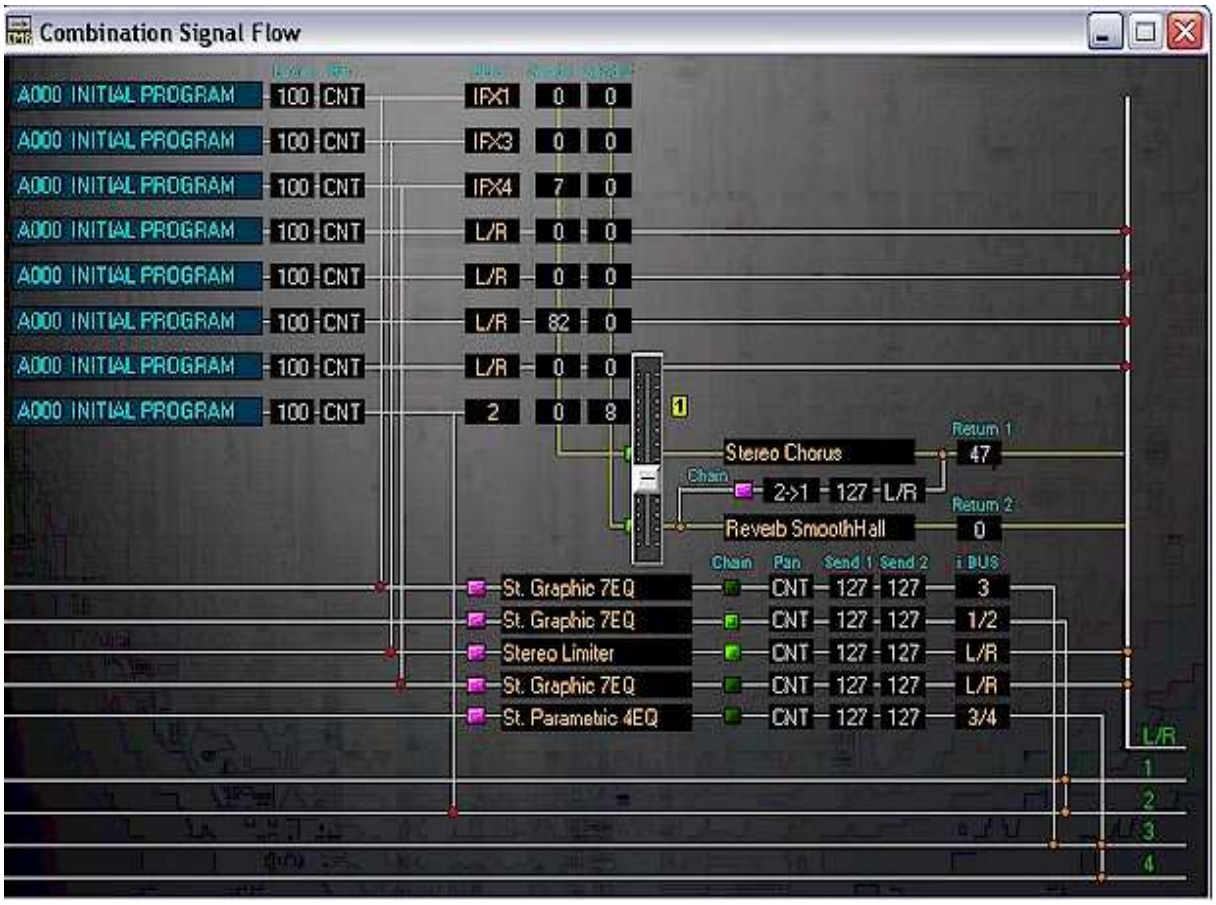
KEYBOARD AND VELOCITY ZONES

To adjust keyboard lower and upper zone use computer mouse to drag zone limits:



9.3 COMBINATION SIGNAL FLOW

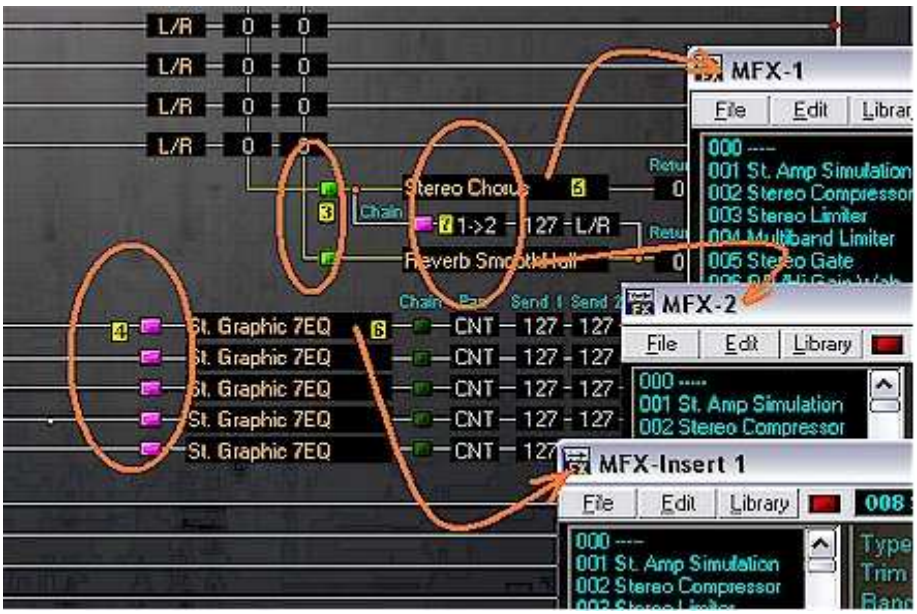
The COMBINATION SIGNAL FLOW window displays 8 channel output routing. You can adjust all parameters that are displayed in this window. To change a certain parameter's value, click on a value label and use the slider 1.



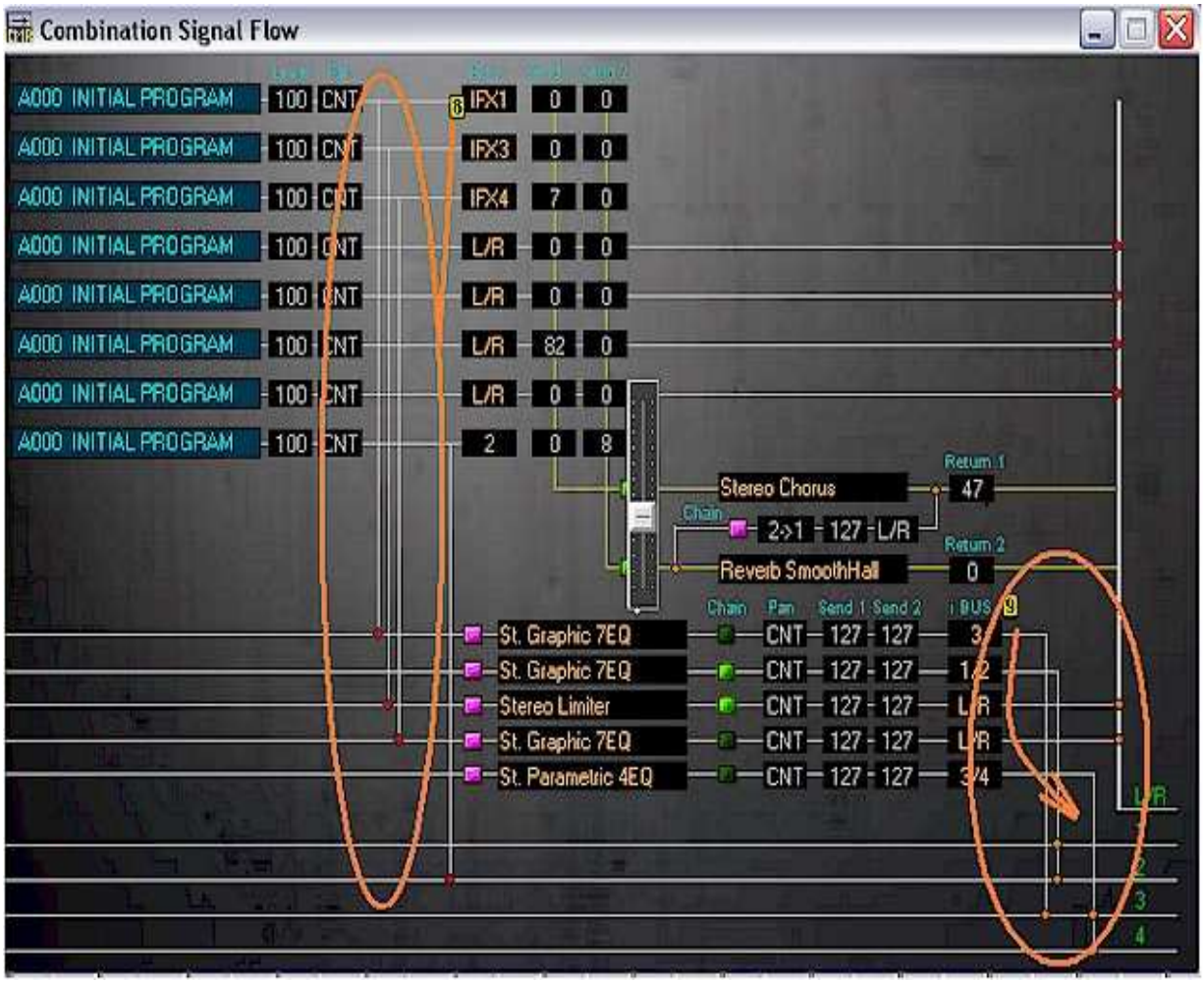
For some of the parameters the corresponding pop-up window will appear as they do directly in Edit Mode window.

For example single click on the selected programs name in 2 opens the Program Select window. You can then change program selected to any other from any Combi Bank or Category.

Further, MFX 3 and MFX-Insert 4 functions can be turned on or off from here or parameters changed with the edit windows brought up by a single click (5 for MFX and 6 for MFX-Insert.) MFX direction can be changed directly by a single click on chain 7.

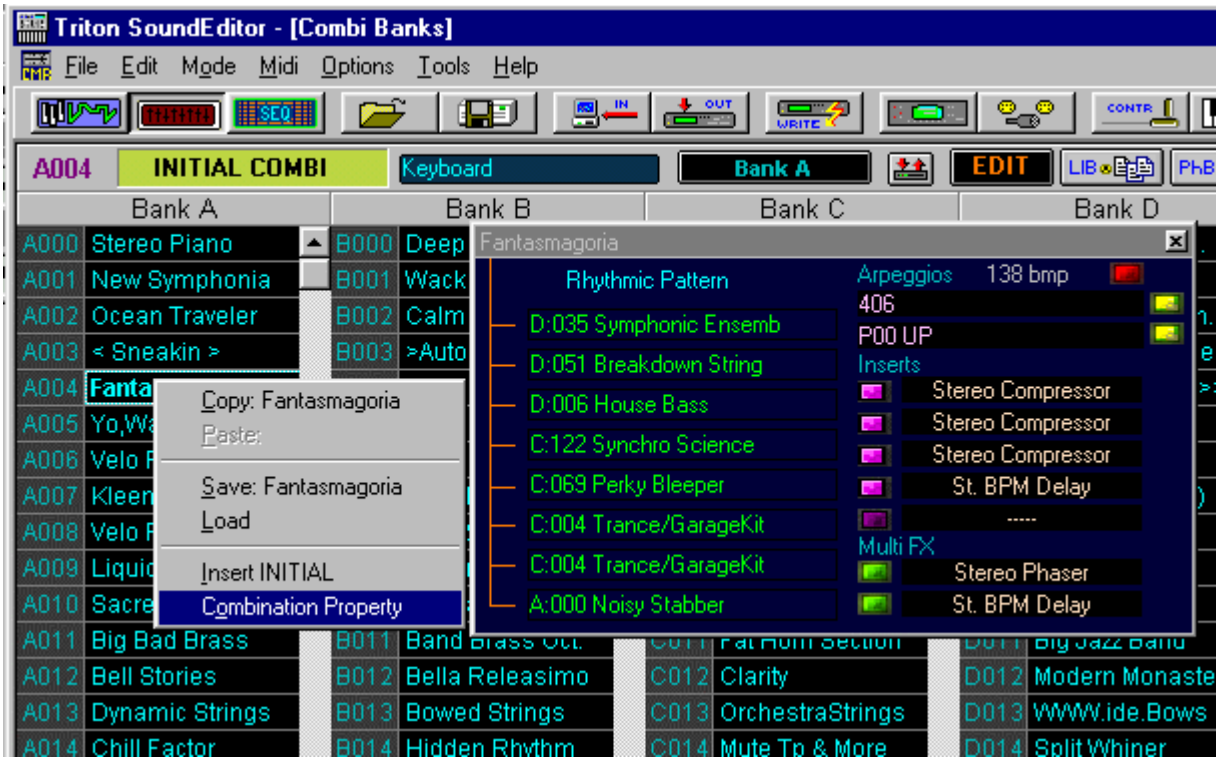


Note: Double clicking on any of the numerical values in the value boxes allows the user to enter an exact value for the parameter from the keyboard. As well changes to the values of parameters, BUS 8 and iBUS 9, are directly mirrored with graphical changes to signal flow in the window.


Combination Signal Flow
A000 INITIAL PROGRAM
IFX1
IFX3
IFX4
L/R
Stereo Chorus
Reverb SmoothHall
Return 1
Return 2
Chain
St. Graphic 7EQ
Stereo Limiter
St. Parametric 4EQ
Pan
Send 1
Send 2
CNT
127
L/R

9.4 COMBINATION PROPERTY POP-UP WINDOW

Combination Property window displays basic information about current COMBI for quick reference. Combination Property is available in COMBI BANKS (PLAY), COMBI EDIT modes and Triton Files Manager windows by selecting "Combination Property" from either Right-button-mouse pop-up menu or Edit menu:

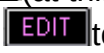


Combination Property shows

- Combination's Category.
- Assigned Channel 1 - 8 PROGRAMS
- Arpeggio A-B Pattern and tempo
- Assigned Inserts and Multi FX

10 DRUM KIT EDITING

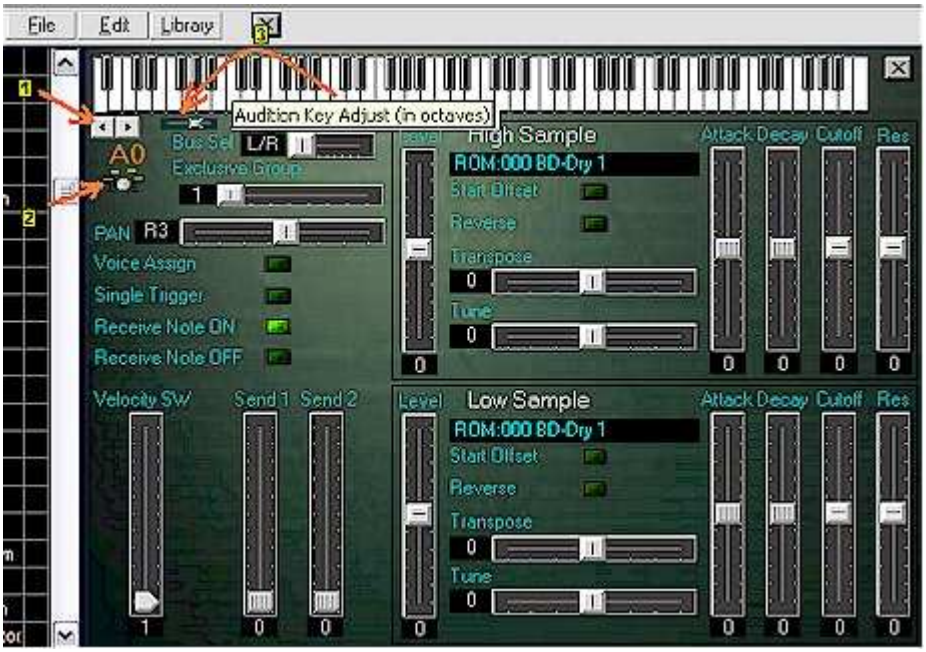
10.1 EDITING DRUM KITS

Use Mode button  to switch to PROGRAM (PLAY) MODE. Use  to move into Program Edit Mode. From here select  (at this point you can choose a drum kit to edit from name box) and then select  to enter Drum Kit editing mode.

From Edit Mode a drum kit from Bank INT or Bank GM can be selected and edited or pre-selected kit edited:

Using Edit in menu the selected kit can be copied and then pasted into Triton Drum Library for further work. (See Drum Instrument Library tutorial for further information on this topic.)

All drum kit parameters can then be modified as desired using sliders from right hand panel:



Scrollbar 1 moves the key up and down by one, use mini slider 3 to change by octave. Each change can be quickly auditioned by clicking on 2.

Drum kit can also be loaded from saved files using File option in Menu 4. (Drum kits are saved and loaded with .t_d extension.)

For information on how to make Cakewalk Drum Maps or to use the Cubase Drum Map Editor see tutorial modules Cubase Drum Map Editor or Cakewalk Instrument Definition File Generation. See Drum Instrument Library tutorial for use of Library function.

10.2 DRUM INSTRUMENT LIBRARY

Use Mode button  to switch to PROGRAM (PLAY) MODE. Use  to move into Program Edit Mode. From here select  (at this point you can choose a drum kit to edit from name box) and then select  to enter Drum Kit editing mode. Here select  .

In the pop-up window one, or a selection of, drum kit(s) can be added, sorted, auditioned and then renamed prior to saving as a stand alone library for future use.

To populate the library, first select a drum kit to be edited from the bank with a left click 1, copy selection with Edit in main window menu 2 (you will be given the copy option with the name of the selection noted), select Paste Add from Edit in library pop-up window 3.

The program in library can be edited by drum editor functions. The edited drum kit can be added to the library list by clicking Add Current Drum Sound button. The edited drum kit sound can be renamed for saving by double clicking on the name and typing new name 4. Selecting send for any of the loaded sounds sends the parameters to the editing board for further work and auditioning.

11 EFFECTS EDITING

11.1 MFX and Insert FX

After right clicking on one of the MFX panel, when in Sequencer, Program Play Edit or Combi Play Edit Modes the full Effect panel is displayed with full effect settings (image below). After selecting effect from scroll box 1 the name should appear in name bar. Parameters of the effect 2 will be displayed with values associated with them to the right.

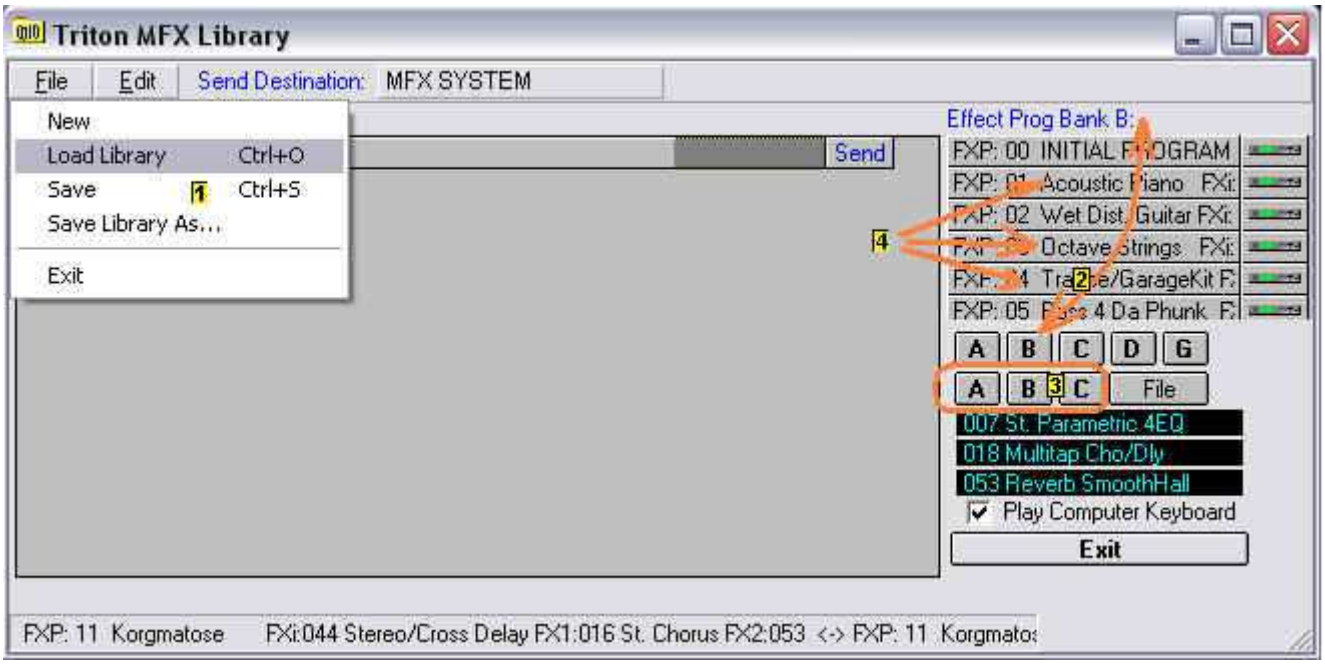
All can be adjusted with the corresponding sliders by mouse or left clicking and then using mouse wheel. MFX Chain signal direction can be changed by right clicking on MFX Chain control 3 and selecting direction by mousing over and left clicking. Corresponding MFX Chain Signal Level 4 and Output 5 are changed using the associated sliders. The level of effect is controlled by Level slider 6 by varying the ratio of effect from Dry (0:100 ratio => first effect to second) to Wet (100:0 ratio.) The Control Source is selected when name bar 7 is left clicked and Source moused over. Level is determined with corresponding slider. Note that the channel can be changed by mousing over Glb Channel clicking and then select channel number.

To Load and Save MFX files simply use File in menu and select "Load MFX" or "Save Current MFX As" 8. MFX files are saved as with .mfx extensions.

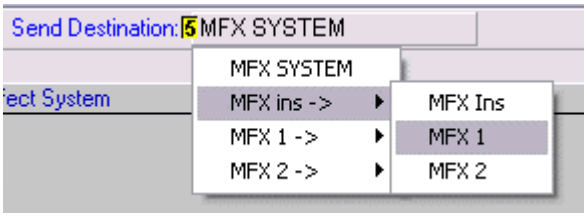
11.2 MFX EFFECT SYSTEM LIBRARY

To access MFX Effect System Library click on Library button to open Library control panel.

You can choose to load a pre-existing library of effects through File File option 1 or create one from Program Banks A through GM 2 or Combi Banks A, B or C 3.

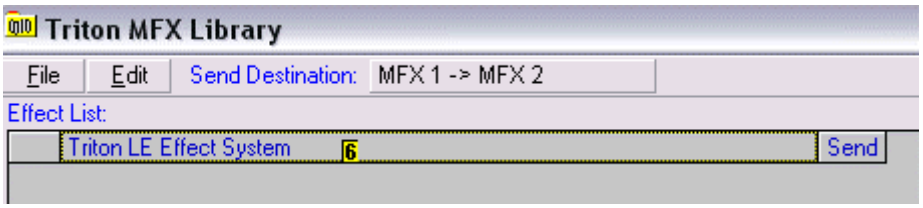


Send Destination is set by clicking on button to the right of Send Destination 5 and mousing to desired MFX send/receive combination.

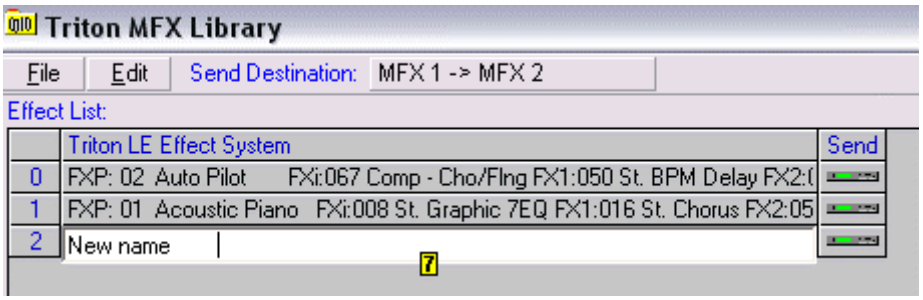


If effect is to be applied to a current program from one of the Program Bank presets select this program by left clicking in list 4 and then clicking the send icon .

To create a library from a selected Program Bank, the selected effect from the Program Bank in Effect list must be selected with a left click and then either right click to copy or use Menu Edit to select copy. Left click on main screen 6 and either right click and select Paste Add or use Menu Edit. Repeat for each effect file desired.



Selected files can be sorted alphabetically through Menu Edit. The selected files can be renamed by double clicking on the file name in main screen and typing new name 7. Effects are sent from the library using the Send button.



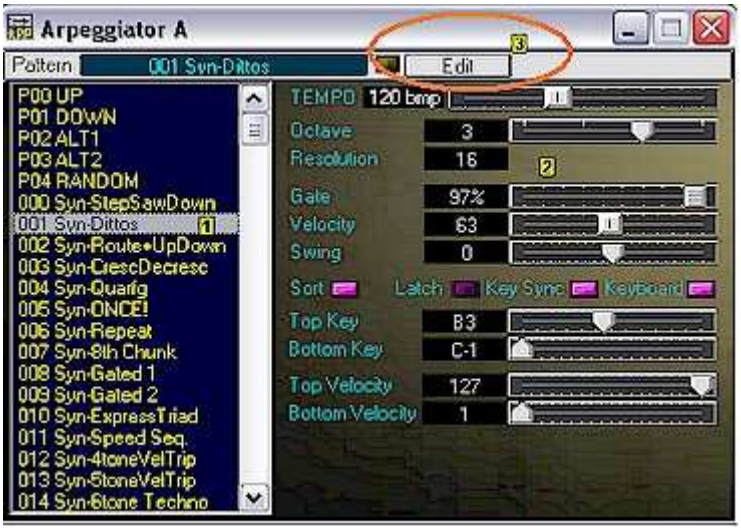
Save the generated Effect files through Menu File "Save File As." MFX Library files are saved with .lfx extension.

12 PATTERNS AND ARPEGGIO EDITING

12.1 ARPEGGIO EDITING

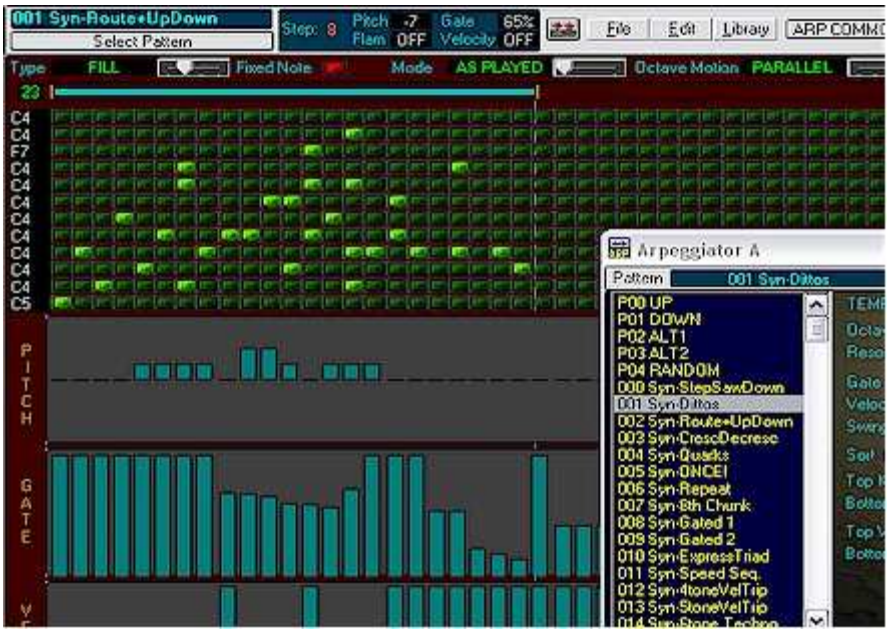
In Program, Combi or Sequencer Modes to display Arp settings click on the Arp panel (found in Edit mode for Program and Combi modes.).

Use Arpeggiator window to change Arp settings.



Select arpeggio pattern with left mouse click on leftmost list panel 1 and edit parameters with sliders and switches in rightmost panel 2. These settings modify overall playing characteristics of the underlying pattern of the selected arpeggio only.

If you would like to edit any of the USER patterns, select a USER pattern (000-XXX) and click EDIT button 3. When you select Edit the Pattern window will appear behind the Arp editing window with Pattern of selected Arpeggio loaded. Here you can edit each step of the pattern individually by track.
See Pattern Editing module in tutorial for more information on editing underlying patterns.



Note: ROM patterns P00 to P04 are not editable.

12.2 PATTERN EDITING

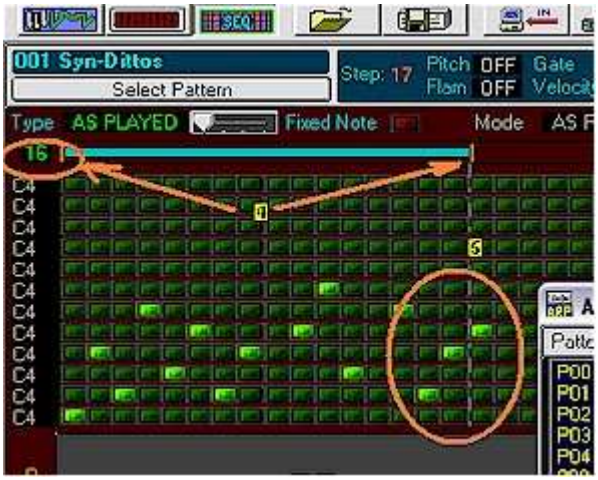
To enter Arpeggio Pattern editing when in Program, Combi or Sequencer Modes click on the Arp panel (found in Edit mode for Program and Combi modes.)

You use Arpeggiator window to change global Arp settings. To set the pattern to edit, select arpeggio pattern with left mouse click on leftmost panel 1. (To do basic editing of parameters use sliders and switches in rightmost panel 2. These settings modify overall playing characteristics of the underlying pattern of the selected arpeggio only.) To edit any of the USER patterns, select a USER pattern (000-XXX) and click EDIT button 3.

The Pattern window should appear behind the Arp editing window with Pattern of selected Arpeggio loaded.

Here you can edit each step of the pattern individually by track.
In general, the patterns are made up of from zero to 12 tracks each consisting of 1 to 48 steps.

Example:
Having chosen pattern 001 Syn_Dittos.

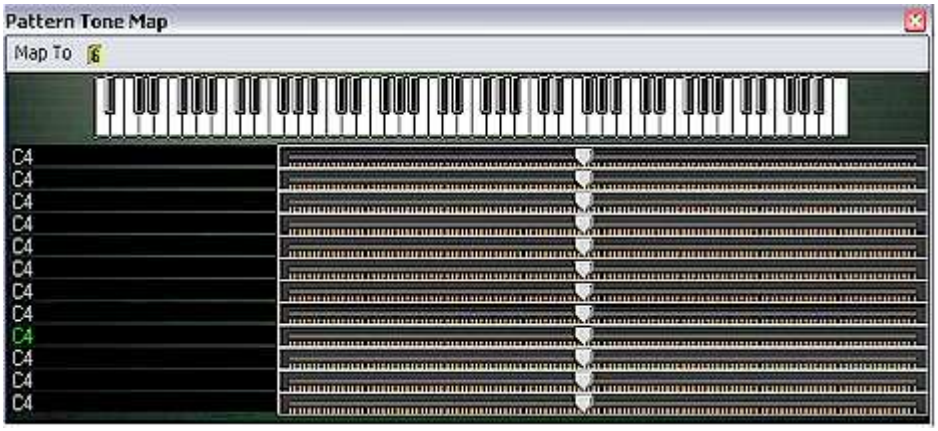


The number of steps used can be adjusted by resizing the step bar 4 by dragging the right most orange vertical bar. The number of steps that will be played are indicted on the left side of the bar. In the example above it is 16. Note though that this pattern actually has 17 tracks with information but the tracks selected to be played is less.

There are twelve tracks that can be potentially made active per step; Syn_Dittos has utilized 7.

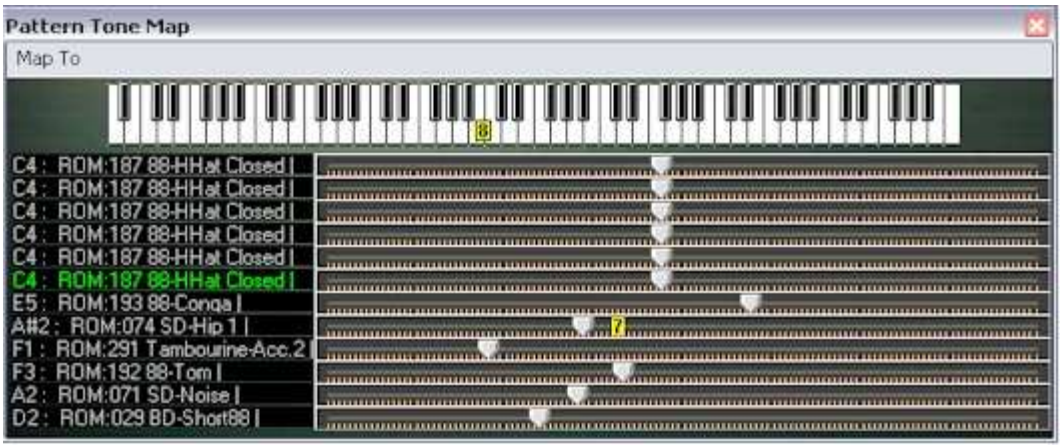
On the left most column you will see 'C4' repeated 12 times. These refer to the Pattern tone map. By first ensuring that the Fixed Note button is turned on:

Now click on click on the 'C4' beside the desired track. This opens the Pattern Tone Map window.



By clicking on Map To 6 you are able to select from the drum kits available to map your pattern to. In this example we have selected '004 House Kit.'

If no drum kit is desired leave tone map set to Key and the pattern can still be edited by track and step.



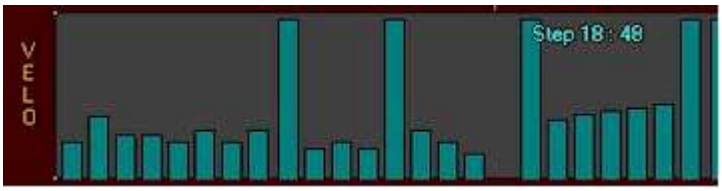
From the Pattern Tone Map window the kit element and key can be selected in two ways:

1) Move the scroll bar by mouse 7 or
2) select by clicking on the keyboard 8.
In the main window the selection can be confirmed, or rechecked as needed, by mousing over the corresponding track. The selection will appear to the right of the cursor. In this case, track 6, E5 will read: ROM: 193 88-Conga.

NOTE: the pattern being edited can be changed by clicking select pattern button 9 and choosing from the drop down window.

Pitch, Gate, Velocity and Flam can be changed in two ways:

1) Click on the corresponding step in the lower bar graphs and move the mouse to change settings. The value and step number is displayed as you move the mouse. In our example the Velocity was changed in Step 18 to 48.



Correspondingly the change is seen in the data Pitch, Gate, Velocity and Flam data box at the top of the window 11.

Each of the bar graphs can be changed in the same manner.

2) After one of the bars corresponding to a Step has been selected by clicking on it once you may change it's value with your mouse wheel or up/down arrows on keyboard.

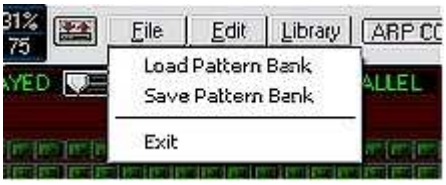
Type can be changed from: AS PLAYED, FILL, RUNNING UP or UP+DOWN by scroll bar to immediate right 12.

For Mode to be changed between AS PLAYED or ALL TONES the Fixed Note switch must be ON. The scroll bar changes the Mode 13.
Octave Motion is changed from UP, DOWN, BOTH and PARALLEL by again using scroll bar to right of label 14.

A feature of Triton Sound Editor is the ability to phase shift one or more tracks step wise by using the small blue arrows on the far right of the track/step gird.

By clicking on the arrow the entire track moves to the right relative to non-selected tracks:

To load or save a pattern bank select File from Pattern Edit window Menu and then the appropriate function. The patterns are saved/loaded with .ptb extension.



To Copy pattern select Edit from Pattern Edit window Menu and then Copy 15. You can later Paste to Pattern Edit Library (See Pattern Librarian module in tutorial for information on this function.) In Edit there is given the option of Reset for any of the Steps, Pitch, Velocity, Gates, or Flam parameters in a pattern 16

12.3 PATTERN LIBRARIAN

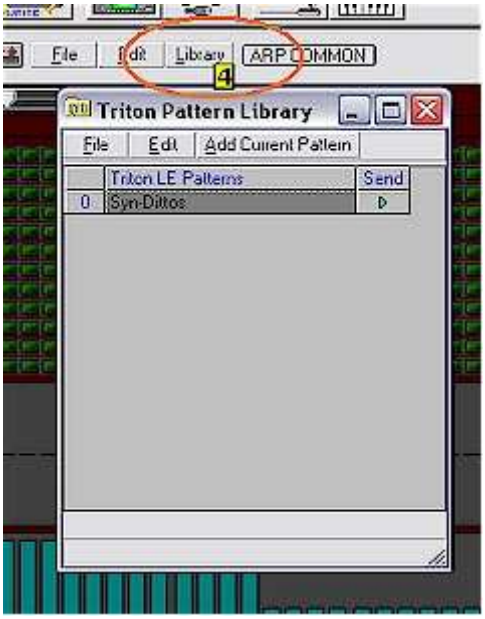
The Pattern Librarian is a powerful program editing and organizational tool of Triton Sound Editor.

To use the Pattern Librarian you need to enter Arpeggio Pattern editing when in Program, Combi or Sequencer Modes. Click on the Arp panel (found in Edit mode for Program and Combi modes.)

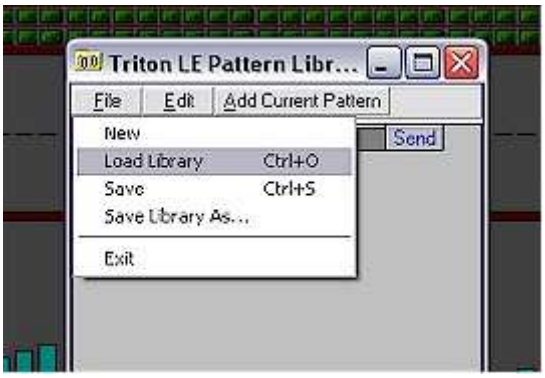
You use Arpeggiator window to change global Arp settings. To set the pattern to edit select arpeggio pattern with left mouse click on leftmost list panel 1 (To do basic editing of parameters use sliders and switches in rightmost panel 2. These settings modify overall playing characteristics of the underlying pattern of the selected arpeggio only. See Arpeggio Editing module in tutorial for more information on this function.) To edit any of the USER patterns, select a USER pattern (000-XXX) and click EDIT button 3 (See Pattern Editing module in tutorial for more information.)

The Pattern window should appear behind the Arp editing window with Pattern of selected Arpeggio loaded.

Select library button to call up Triton Pattern Library 4.



There are several ways to load the Library with Patterns you wish to save or sort.
1) Go to File in Menu and select Open (CTRL-O):

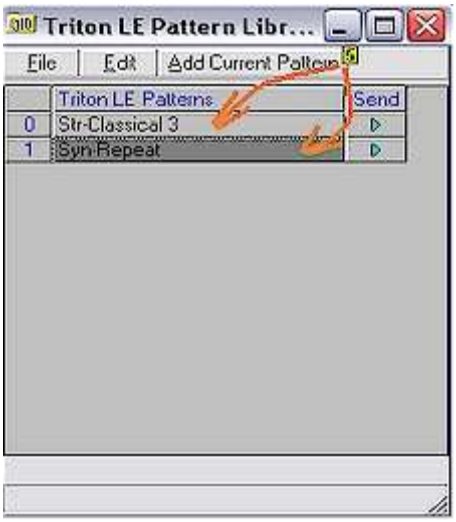


Files are saved with and loaded from the .tpl extension.

New will reset the Library.

To load current pattern into Library, select and click Add Current Pattern button 5

In the example below we had first selected Syn-Repeat then clicked Add Current Pattern. Secondly, loaded Str_Classical 3 into the system and clicked Add Current Pattern again. By selecting the Send icon associated with either of the two patterns that pattern is loaded to the keyboard for auditioning.



The program being auditioned and edited can be renamed and saved (using File in menu.) To rename, double-click on the text and retype 6.

The programs added to Library can be sorted alphabetically by selecting Sort in the Edit drop down menu 7.

Added programs can be individually or group deleted from list by first clicking on program(s) and then selecting Delete (Shift+Del) in Edit menu. Those so selected cannot be pasted back into memory. Select Cut from menu if you wish the program to be removed from Library but still be available for Paste Add.

13 GLOBAL SETTING EDITING

13.1 GLOBAL SETTINGS

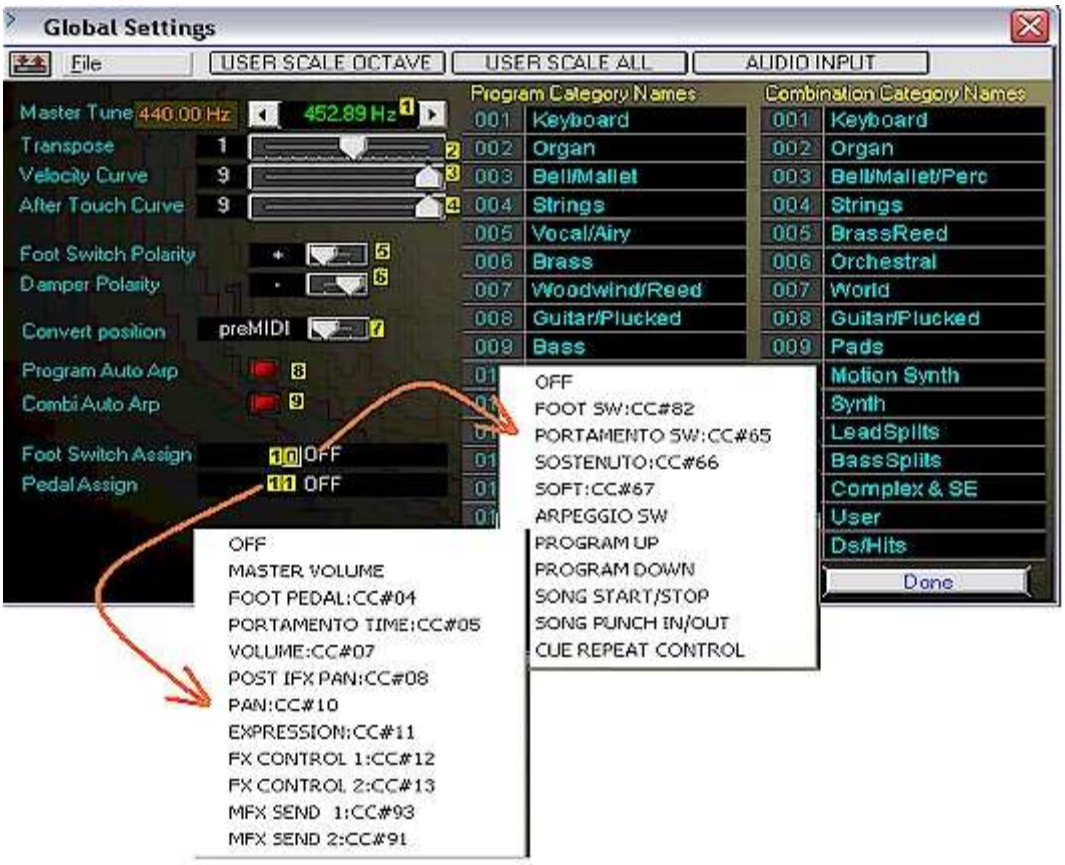
Global Settings can be edited from any of: Program Play, Combi Play or Sequencer Modes by clicking on the  button in the top tool bar.

Within the Global Settings window the following is adjustable:
Master Tune - 427.47 Hz to 452.89 Hz 1; reset to 440.00Hz by clicking on 

.

- Transpose - Values from: -12 to +12 2
- Velocity Curve - Values from 2 to 9 3
- After Touch Curve - Values from 2 to 9 4
- Foot Switch Polarity - +/- 5
- Damper Polarity - +/- 6
- Convert Position - preMIDI/postMIDI 7
- Program Auto Arp - ON/OFF 8
- Combi Auto Arp - ON/OFF 9
- Foot Switch Assign - Click on 10 and choose from menu
- Pedal Assign - Click on 11 and choose from menu.

The Global Settings window starts with default settings. If you have different settings than that already in play current ones are Received by selecting on Send/Receive icon  .



To reset to default values use File menu and select Initialize Global Settings 12.

Program and Combination category names can be changed by clicking on the name boxes in panel to right and simply retyping the new name.

New settings are Sent and current ones are Received by selecting on Send/Receive icon  .

Loading and Saving Global Settings are done through File menu. Global Settings are save with extension .gbl.

Finish by clicking on 

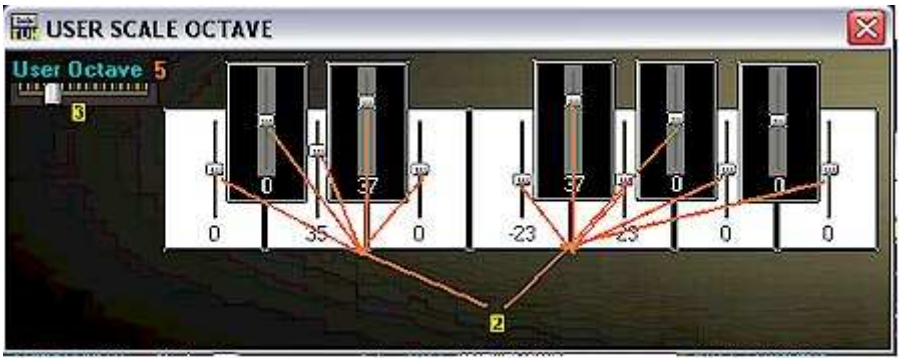
button when satisfied.

See User Scale Octave, User Scale All and Audio Input tutorial for use of these functions.

13.2 USER SCALE OCTAVE

When in Global Settings window the User Scale Octave is accessed through the USER SCALE OCTAVE button 1.

Within User Scale Octave each slider key can adjust the individual values associated with each key within each octave 2. The octave to be adjusted is selected using the slider at the top left corner of the window 3. See User Scale All tutorial for more.

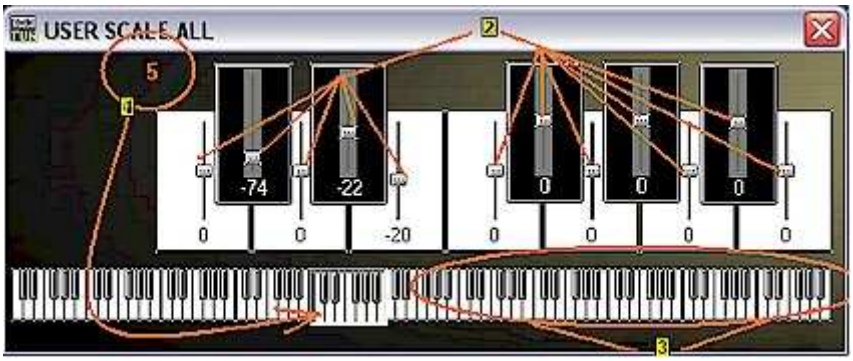


When the window is closed the values are saved to the new Global Settings.

13.3 USER SCALE ALL

When in Global Settings window the User Scale All is accessed through the button USER SCALE ALL 1.

Within User Scale All each slider key can adjust window the individual values associated with each key within each octave 2. The octave to be adjusted is selected by clicking on the keyboard at the bottom of window 3. The octave that is being adjusted is indicated by the number in the upper left corner; in this example: Octave 5 4. See User Scale Octave tutorial for more.



When the window is closed the values are saved to the new Global Settings.

13.4 AUDIO INPUT

When in Global Settings window the Audio Input controls are accessed through the AUDIO INPUT button 1.

Within Audio Input the individual values associated Audio Input 1 and 2 are adjustable.

For both inputs:

- Level
- Send 1 and 2 (to FX 1 and 2)
- Pan and Bus selection are adjusted by sliders.

When the window is closed the values are saved to the new Global Settings.

14 BANKS MANAGEMENT

14.1 TRITON BANKS MANAGER

Triton Banks Manager is a powerful organizational tool of Triton Edit Pro. Banks can be structured and saved in a form that is most efficient for the user. The Banks manager can be used to organize or check on the state of the loaded banks before opting to send the data to Triton and/or the Editor. This feature is an important safeguard to accidental overwriting of unsaved loaded programs in Triton RAM.

Triton Bank Manager is accessed when in Program,  , or Combi,  , Modes. From File drop down menu select Triton Banks Manager 1.

Once in the Bank Manager window the user can elect to start New or load data in two ways. Load All User Banks Data or Load from a previously saved file using the File drop down menu. These files are saved with .tri extension. These are not PCG files though PCG files may be loaded.

Data can also be loaded from Program, Combi, Drum Kit and Pattern files individually by selecting the tool menu button and selecting Load Bank from their respective menu.

Global settings can be inserted as well from tool bar button Global. Select option from dropdown menu.

All loaded Program or Combi Banks, Drum Kits, Patterns and Global Settings can be removed entirely through the same menu options if needs be.
After loading the data from the selected source to Triton Bank Manager the bank is selected by clicking one of the tool bar buttons 3 causing the Manager to load the Program and Combi bank list for organizing.

Individual programs can be copied and pasted between Program banks. By example, if you have selected Bank B (as in image above) you can right click on "A Gtr Vel Gliss," select Copy, then change banks by clicking on A, this loads into the Program Bank list all of Bank A, by right clicking on a list member and selecting Paste you will over write the program in A with "A Gtr Vel Gliss" from B. Note: you CANNOT copy and paste between Program Bank and Combination Bank list.

Another useful feature of the Triton Bank Manager is the Show Property function 4. Click checkbox to activate. When activated, the selection of a program in the Program Bank list box generates a summary of Parameters, Mode and list of Combinations program is used in. This will be displayed in a separate window 5. By clicking on the Used in Combinations: portion of the window the number of combinations this program is used in and the list of the combination names, that includes channels used, is generated immediately below 6.

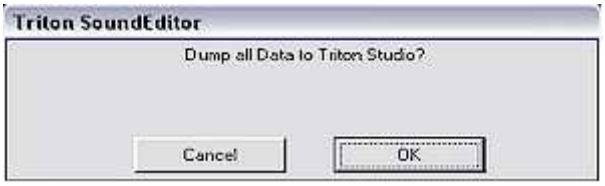
To the right of Show Property, in Program (Play) Mode, is the Auto Program Audition feature 7. The program selected is automatically available in Editor for use. It is only available in Program Mode.

The individual programs can all be renamed within the Bank Manager by double clicking and retyping the name 8.

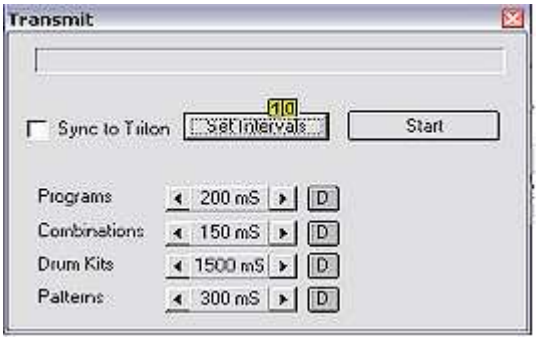
TRANSMITTING DATA TO TRITON

When all desired work is finished on the banks Bank Manager allows for all work to be sent to Sound Editor and/or Triton through the File menu 9.

When Transfer All to Editor is selected the program sends the reorganized banks to the Editor and then prompts the user with a pop up window as to weather the data should be sent to Triton as well.



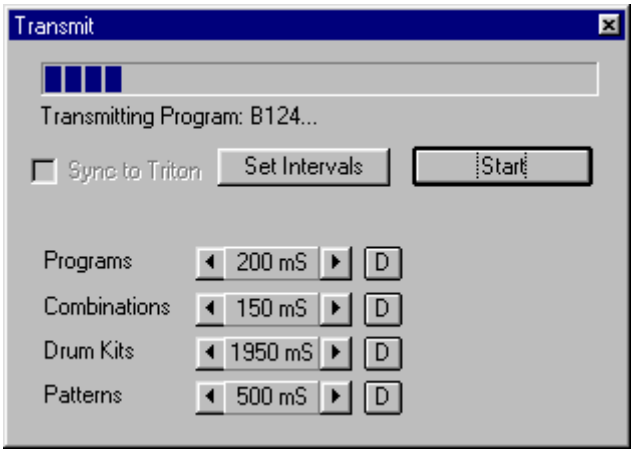
If Ok is selected the program will prompt for user to Set Intervals for transfer for Programs, Combinations, Drum Kits and Patterns 10.



The bank data Transmission to Triton has to be slowed down for Triton to process the incoming data. In Tri-EditPro long transmission time can be optimized by setting time intervals between dumps. Default values were tested and should work correctly. In case, when at the end of the transmission you see

"Midi Receive Error" displayed on Triton's LCD, interval time should be increased.

Sync to Triton option ensures correct transmission but is much slower since Tri-EditPro has to wait for "received complete" signal from Triton before sending another data dump.

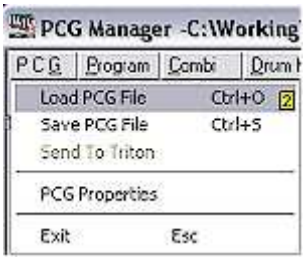


14.2 PCG BANKS MANAGEMENT

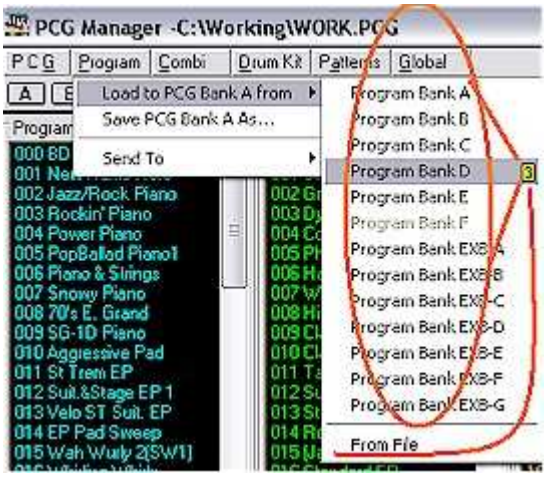
Triton PCG Manager is a powerful organizational tool of Triton Edit Pro. PCG files can be organized and saved in a form that is most efficient for the user. The PCG Manager can be used to organize or check on the state of the loaded banks before opting to send the data to Triton and/or the Editor. This feature is an important safeguard to accidental overwriting of unsaved loaded programs in Triton RAM. The user can essentially pick and choose the desired programs from a PCG bank and send only those that are needed to the editor Banks and/or Triton. This Management function is complementary to the Triton Bank Manager. The user can load an Editor bank into one of the PCG banks, cut and paste programs into this loaded bank and then send it back out to the Editor when satisfied.

Triton PCG Manager is accessed when in Program  or Combi  Modes only. From File drop down menu select Triton Banks Manager 1.

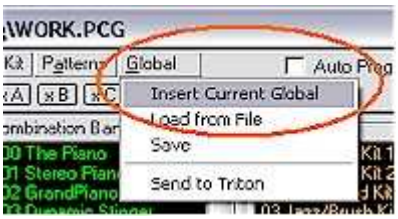
Once in the PCG Manager window the user loads data in two ways. Select Load PCG File from in PCG menu 2. These are saved with .pcg extension.



As indicated earlier, data can also be loaded from Program, Combi, Drum Kit and Pattern files or Editor banks individually by selecting from associated tool menu button and selecting Load to PCG Bank from their respective menu.



Global settings can be Inserted as well from tool bar button Global. Select option from dropdown menu.



After loading the data from the selected source to Triton PCG Manager the bank is selected by clicking one of the tool bar buttons 3 causing the Manager to load the Program and Combi bank list for use.

Individual programs can be copied and pasted between Program Banks. By example, if you have selected Bank A (as in image above) you can right click on "BD Grand Concert," select Copy by right clicking, then change banks by left clicking on B, this loads into the Program Bank list all of PCG Bank B, by right clicking on a list member and selecting Paste you will over write the program in A with "BD Grand Concert" from A.

User can also paste the copied program into a bank in Editor by right clicking in list menu and selecting paste. In the example below the program in Bank A "Marcato Str Orch" is being overwritten with Paste by BD Grand Concert.

Note: you CANNOT copy and paste between Program Bank and Combination Bank list.

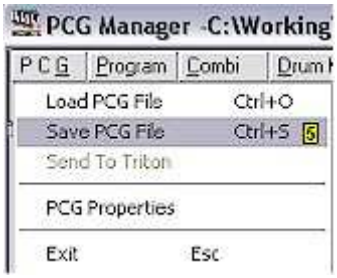
In Program (Play) Mode the user can toggle between Auto Program Audition feature ON/OFF 4. The program selected is automatically available in Editor for use. It is only available in Program (PLAY) Mode.

NOTE: The individual programs cannot be renamed within the PCG Manager by double clicking and retyping the name as can be done in Triton Bank Manager.

TRANSMITTING DATA TO TRITON

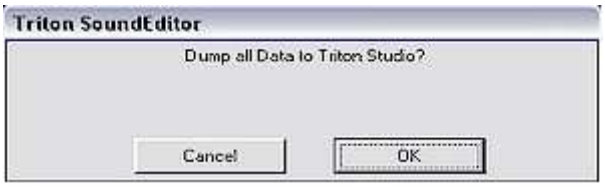
When all desired work is finished on the banks PCG Manager allows for all of the work to be sent to Sound Editor and/or Triton through the PCG dropdown menu 5 . The PCG Manager allows for the newly loaded programs to be then saved as PCG files.

NOTE: Rename the file to be saved if it is important to save originally loaded PCG file. Saving modified PCG banks will overwrite the existing banks in original file.

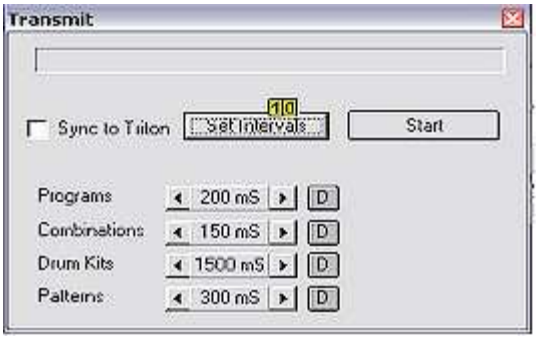


The individual banks can be saved as stand alone files when Save As, Save PCG Bank ... As or Save is selected from any of the dropdown menus associated with the following buttons

When Send To is selected from any of the dropdown menus associated with the same buttons the program sends the selected reorganized bank to the Editor and then prompts the user with a pop up window as to weather the data should be sent to Triton as well.

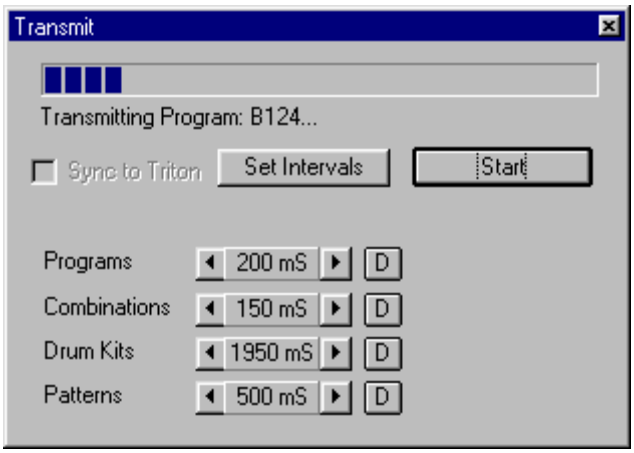


If Ok is selected the program will prompt for user to Set Intervals for transfer for Programs, Combinations, Drum Kits and Patterns 10.



The bank data Transmission to Triton has to be slowed down for Triton to process the incoming data. In Tri-EditPro long transmission time can be optimized by setting time intervals between dumps. Default values were tested and should work correctly. In case, when at the end of the transmission you see "Midi Receive Error" displayed on Triton's LCD, interval time should be increased.

Sync to Triton option ensures correct transmission but is much slower since Tri-EditPro has to wait for "received complete" signal from Triton before sending another data dump.


Transmit
Transmitting Program: B124...
Sync to Triton
Set Intervals
Start
Programs
200 mS
D
Combinations
150 mS
D
Drum Kits
1950 mS
D
Patterns
500 mS
D

15 SOUND AUDITIONING

15.1 TRIEDITPRO PC COMPUTER KEYBOARD

You can play notes using your computer's keyboard. Up to 3-4 notes can be played at the same time.

Octave Shifting: Letters Q W E R T Y U I O P select the octave (transpose computer keys)

Note Velocity: - and + decrease and increase note velocity

Arp ON/OFF ~

Key/Piano Mode numeric pad: 0=key 1=Major 2=Major(2) 3=Major7 .del=Major7(2) 4=Minor 5=Minor(2) 6=Minor7 9=Minor7(2)

Key Notes:

X =C
D =C#
C =D
F =D#
V =E
B =F
H =F#
N =G
J =G#
M =A
K = A#
, = B
. = C (one octave above "X" key)

All Notes Off -Space Bar key

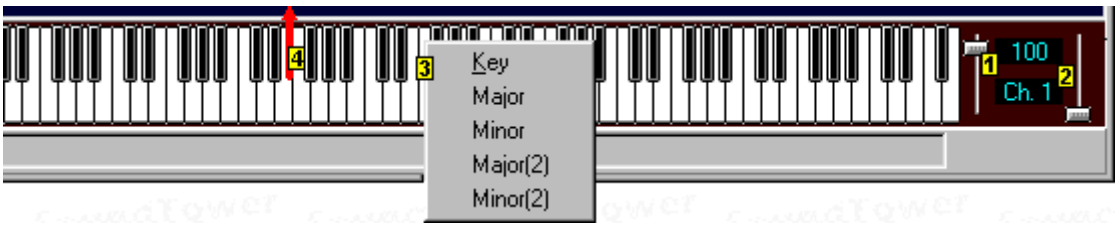
+ and - = change Note velocity +/- 5

and / = change Play channel +/- 1

Hint: You can “hang” a note by pressing down a “note” key and while it is depressed, press “octave” key.

When computer keys are played value of note played is displayed together with channel and velocity on main window’s status bar.

MOUSE PIANO



Mouse piano can be display or hidden using "V-Piano F3" from option menu.

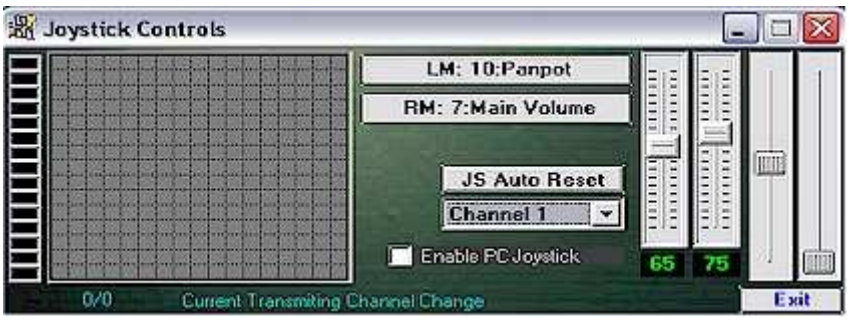
1 - Velocity slider adjusts velocity of notes being played.
2 - Midi channel Slider - in Program mode Midi channel should be the same as Triton's Global channel.
3 - Click right button of the mouse to show "Piano Mode" pop-up menu. You can play keys or select preset chords.
4 - You can "hang" notes by dragging keys up.

15.2 JOYSTICK CONTROLS

To change Joystick/Continuous Controller settings in any of Program, Combi or Sequencer modes there are two options:

1) Click the  button found on the top tool bar or
2) Go to Tools in menu and select CC Joystick 1

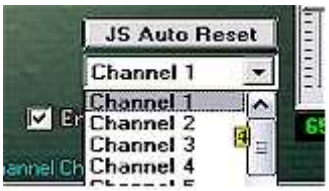
From the resulting window all Joystick, or Mouse functioning as Continuous Controllers, values can be set.



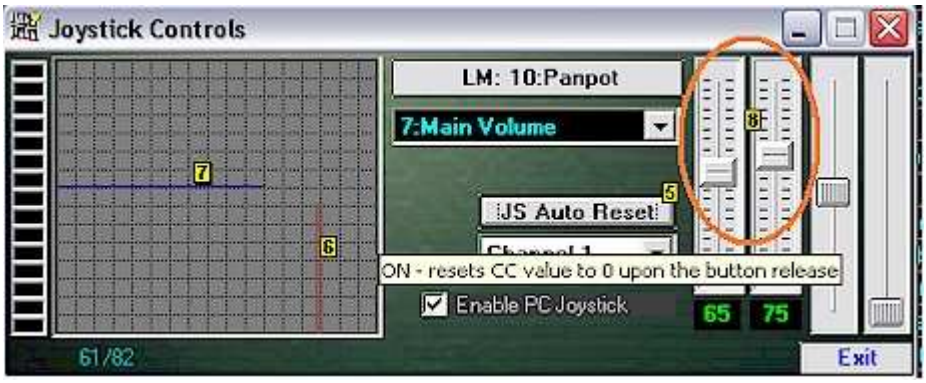
Left and Right Mouse button assignment are chosen through LM and RM drop down menus 2.

Joystick/mouse can be toggled on or off 3

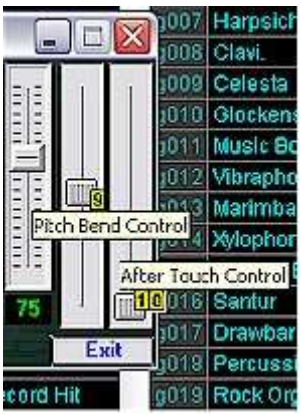
Midi channel is easily selected from drop down menu 4



Joystick reset ON/OFF is chosen by clicking JS Auto Reset 5. The Joystick/mouse control values can be set by mousing over to grid to left and clicking and dragging on the screen; left mouse button is in red 6 and right is in blue 7. Sliders 8 accomplish the same effect. This example was with Auto Reset OFF.



The two rightmost sliders are used for Pitch Blend 9 and After Touch control 10



16 SEQUENCER/MULTI MODE

16.1 SEQUENCER MODE

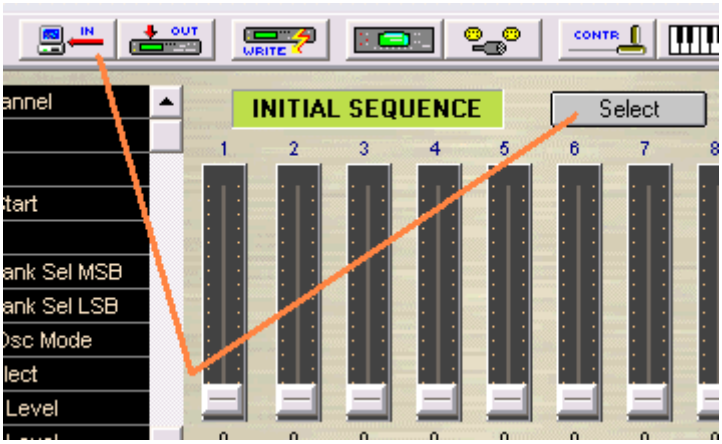
Use Mode button 

to switch to SEQUENCER MODE.
The Sequencer editor window is similar to the Combination Edit window. Functionality is also the same. Here, you can edit all sequencer song settings:

- Common settings
- Arp A and B
- Master FX a and 2
- Insert FX
- Master EQ
- 16 Channel settings.

Thanks to the latest Triton Operating System update you can now use Tri-EditPro to control Sequencer parameters in real time. The Sequencer data sent via MIDI can vary in size depending on how many events (notes, control data etc.) are recorded on sequencer tracks. The MIDI transmission of Sequencer data can take a quite long time: from 20 seconds to a few minutes. You can import your current song setup to the editor and display all setting values in editor's windows.

To import Sequencer data you can either use "IN" button on the tool bar or the "Select" button.



Because the Sequencer data dumped to the editor can contain several Song setups you can select which SONG you want to work on by using the Song Select window:

In this window you should type the name of the song exactly as it is displayed on the Triton's LCD and click "Search" button. If the sequencer data is not loaded to the editor you will be prompted to request and receive it from Triton. The editor will search for the song title in the Sequencer data and it will display the search result. If the title is found, it will load and show all settings in editor's graphical interface.

COMMON PARAMETERS

To edit Common settings click Common button to display Common parameters window:

ARPS

To display Arp A or B settings click on the corresponding Arp panel:

Use Arpeggiator window to change Arp settings. If you like to edit any the USER patterns, select any USER pattern (000-XXX) and click EDIT button.

ROM patterns P00 to P04 are not editable.

See Arpeggio Editing, Pattern Editing and Pattern Librarian modules in tutorial for more information.

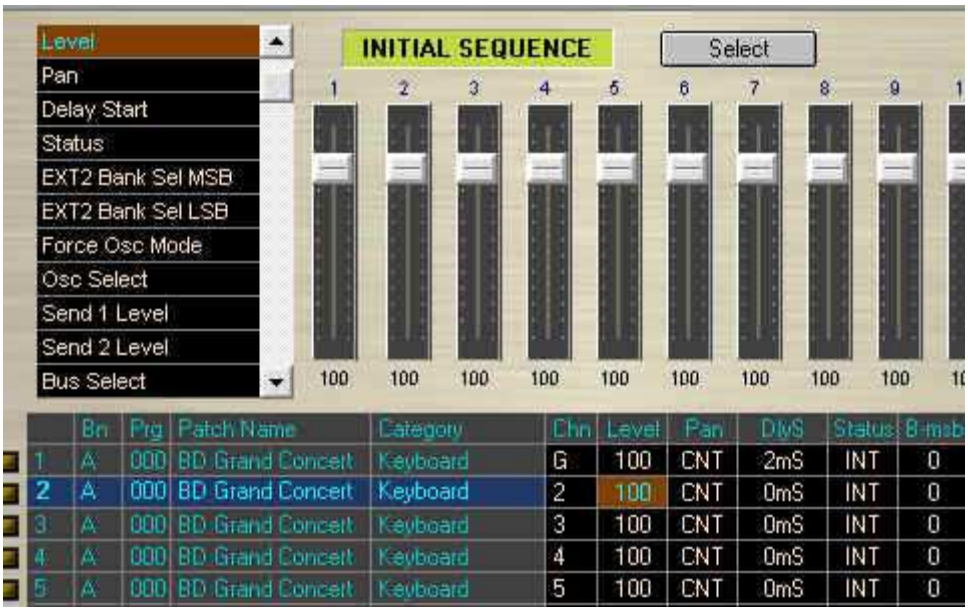
MFX and INSERTS

You can use panel sliders to change Send or Return settings or click on switches to turn effects ON/OFF.

By clicking on Effect panels you can display full effect setting of selected MFX or Insert FX (See Effects System., and Effect Librarian. tutorial modules for more information.)

CHANNELS

The grid displays all editable 16 channel/track parameters.



You can change parameter values in two different ways. If your computer mouse is equipped with the scroll wheel, you can simply click and select any parameter on the grid and turn the wheel to change a value. Another way of changing

parameters is to use mixer sliders. You can select different parameter groups (level, pan etc.) from the list and all 16 sliders will adjust themselves to the actual value position. You can also use the group slider to linearly adjust all 16 sliders in the same time.

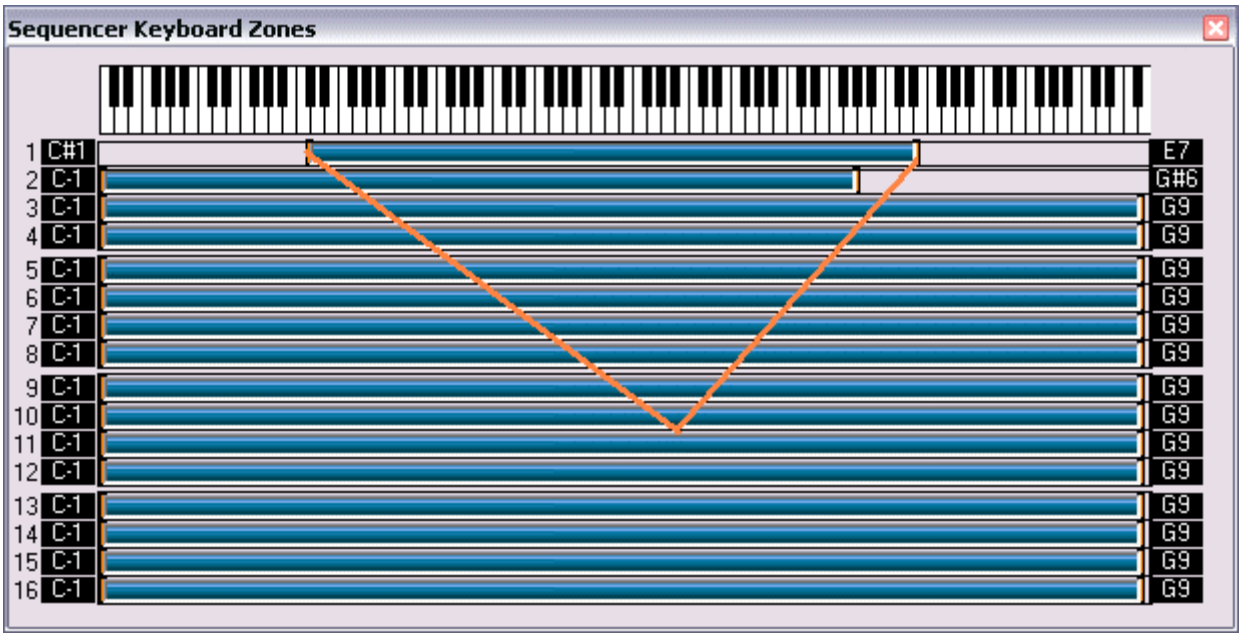
PATCH ASSIGNMENT

To select a different patch for the selected track, click on the Program name.

You can assign the Programs for the selected track either by using the list displaying Programs in banks or by a Program category.

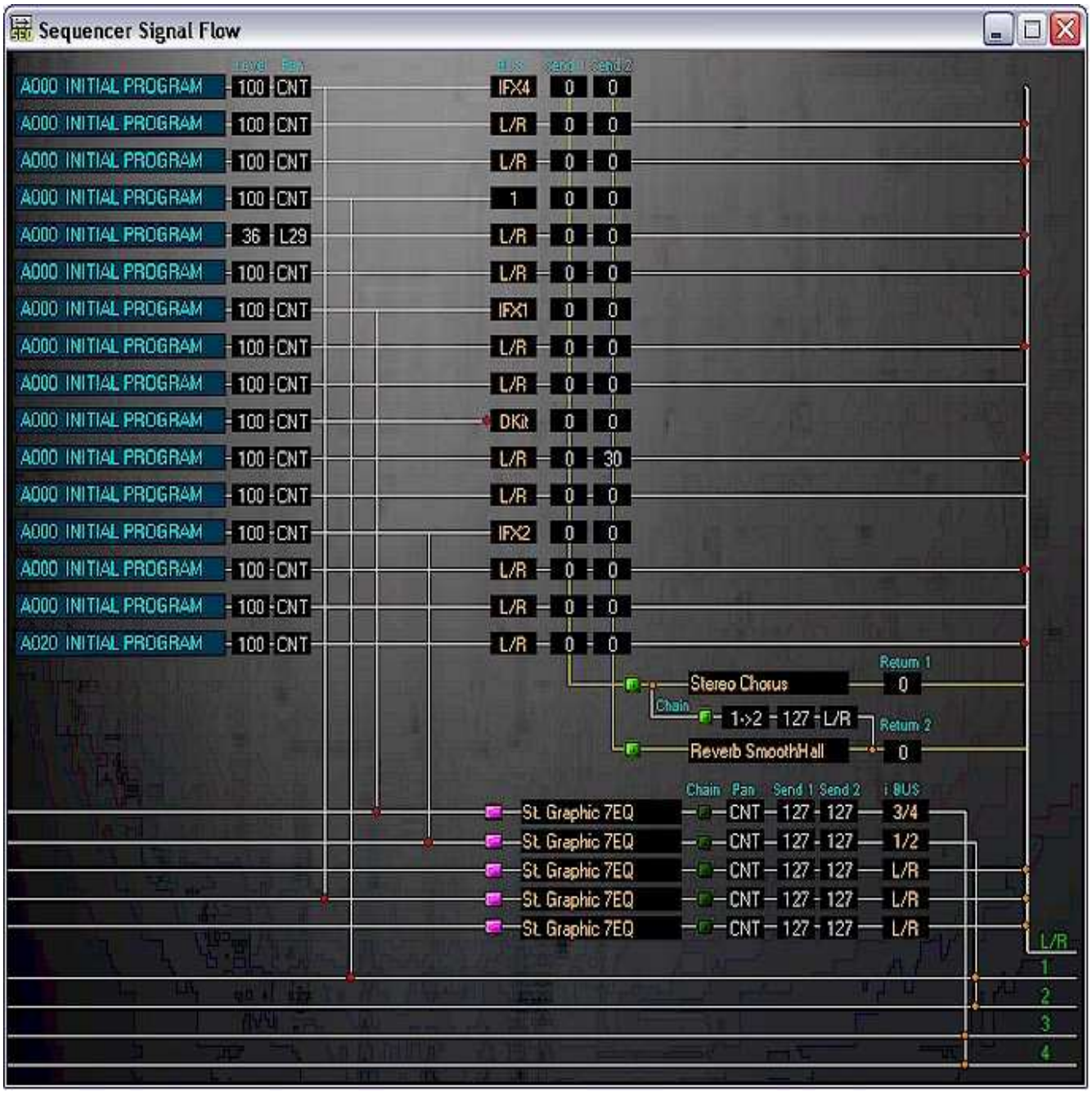
KEYBOARD AND VELOCITY ZONES

To adjust keyboard lower and upper zone use computer mouse to drag zone limits:



SEQUENCER SIGNAL FLOW

The SEQUENCER SIGNAL FLOW window displays 16-channel output routing. You can adjust all parameters that are displayed in this window. To change a certain parameter's value, click on a value label and use the slider.



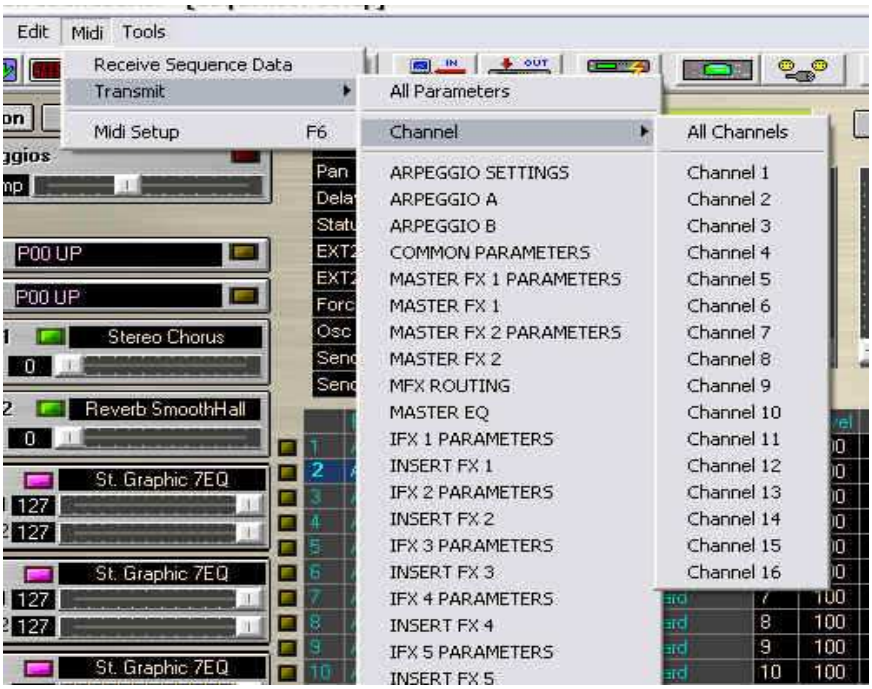
SAVING SEQUENCER SONG SETTINGS

If you like to save Sequencer song setting on your computer to recall later or to create song setup templates use "Save Sequence Setup As ".

The file you save this way (with file extension *.tqs) will contain only sequencer's parameter setup data. It will not include any track data or sequencer events.
*) The manipulation of the whole Sysex Sequencer data dumps for a purpose of editing and back up may be added in the future Tri-EditPro update.

LOADING SEQUENCER SONG SETTINGS

Use "Load Sequence Setup" to load setting you previously had saved. The loaded file will be displayed on editor's panels. The editor provides a flexible way to send saved setting to update Sequencer Songs. User can either send all parameters or single groups of parameters by using windows Midi/Transfer menu.



*) The next Triton update should include copy/paste of parameter groups from/to Sequence, Combinations and Programs.

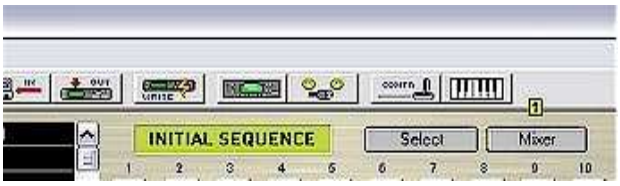
PARAMETER LIST

Under "Edit" menu user can find "Parameter List" option. We were using this control window for our debugging purpose. We decided to leave it and let users access it. It not only lists all setup parameters for viewing but it can also be used for a rough way of changing parameters by clicking on parameter in "Setting" column. Clicking the last column results in sending the current parameter setting as displayed without any change. The PARAMETER LIST window is also available in Combination Edit Mode and in the next update it will be present in the Program mode. Depending on users feedback we may decide if we should add more functions there like print/copy/paste and etc.

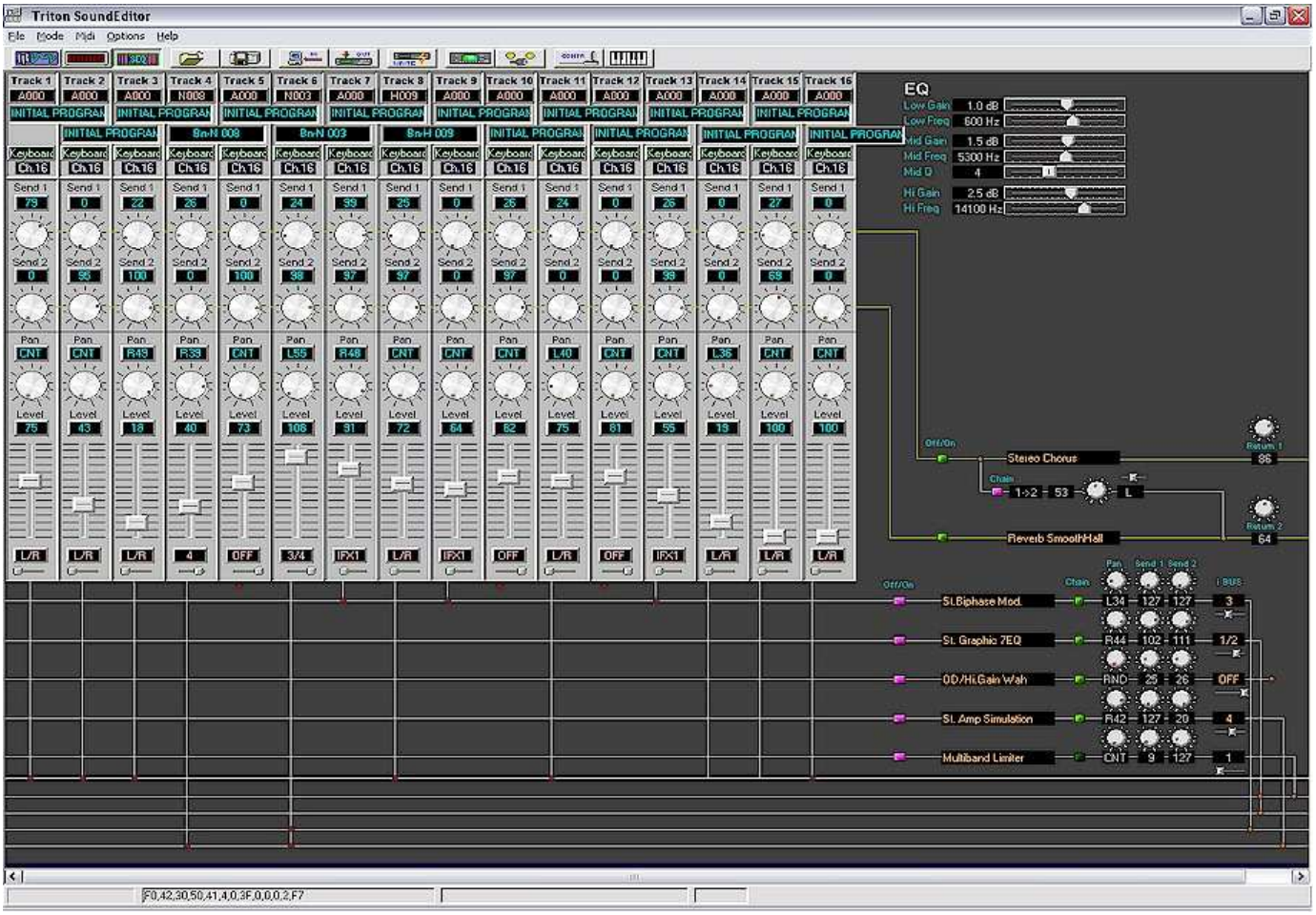
*) The future planned use of this window is also intended to provide access for reading and editing by blind musicians.

16.2 MIXER

In Triton Sound Editor Sequencer Mode click on Mixer 1,



to access Triton SoundEditor's full function 16 channel Sequencer mixing board.

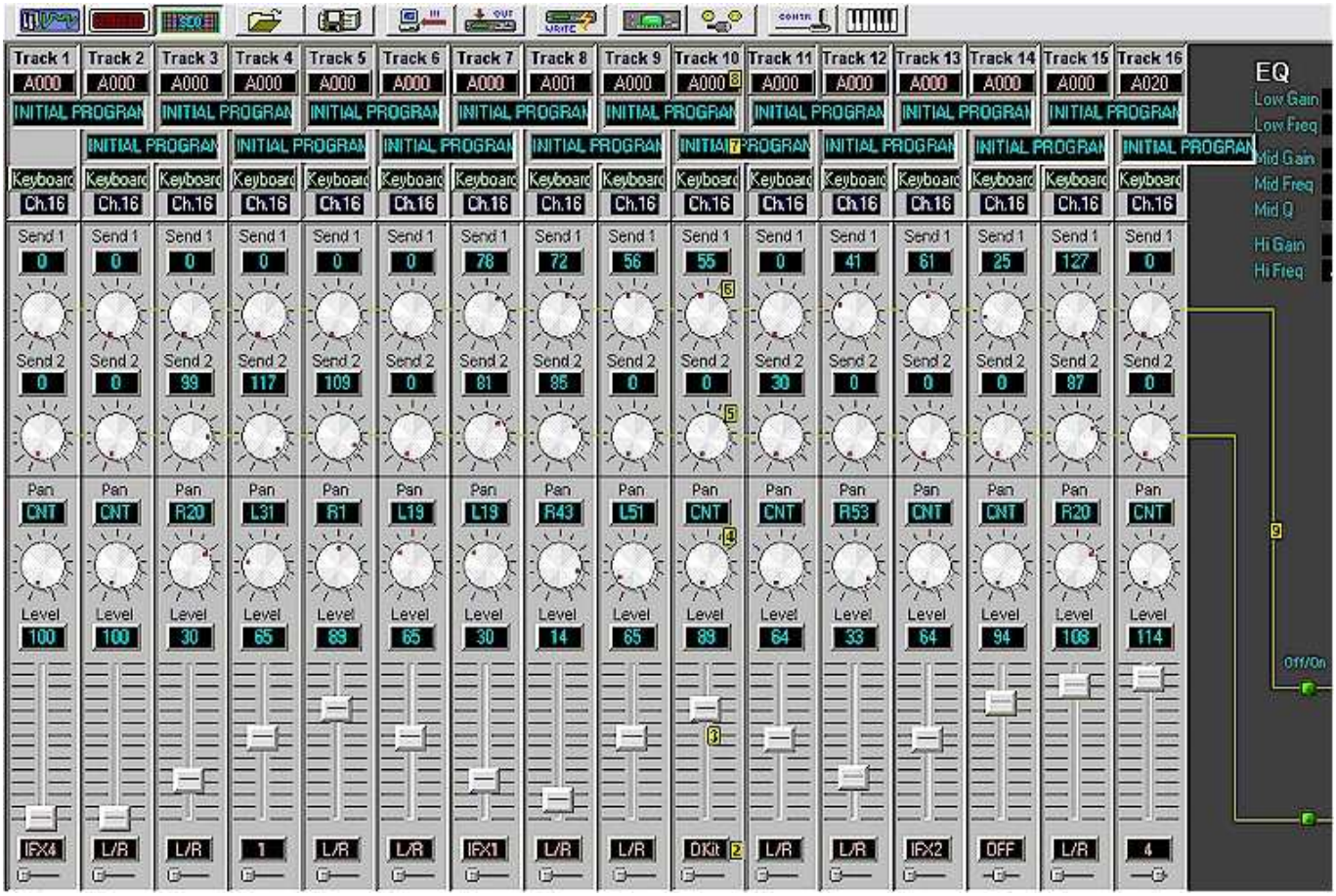


From this window the user can adjust:

- BUS Output Assignment 2
- Output Level 3
- Pan value 4
- MFX Send 1 6and 2 5
- Program Select 7

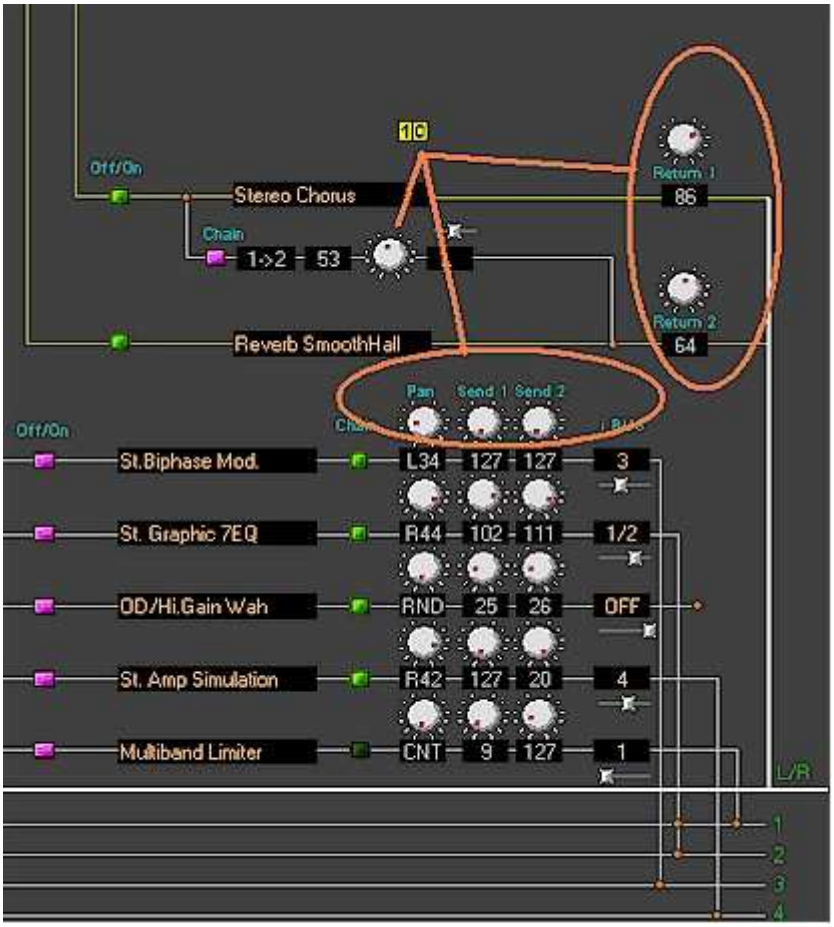
as well as Master EQ and Signal Routing (See below)

The Program Bank and number is displayed 8 directly under the Track number. (See Sequencer Mode tutorial for details on parameters in list above.)



An added control feature for Mixer use is the inclusion of a more complete Sequencer Signal Flow Window situated behind the Mixer; the functionality is the same as the Combination Signal Flow Window 9. This is equivalent to the SEQUENCER SIGNAL FLOW window displaying all 16-channel output routing. The effect is the same as found in Sequencer Mode Signal Flow window (as described in the Sequencer Mode tutorial) but with more detailed control.

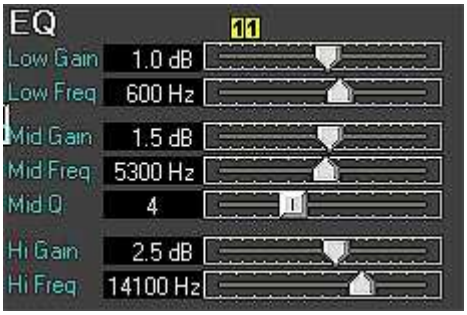
The signal flow functionality is more complete in Signal Flow associated with the Mixer window. Control knobs replace the pop-up vertical sliders 10 making more obvious the control features and refining the action.



NOTE: The simpler Sequencer Mode Signal Flow is included for the User's convenience being that it gives a quick at-a-glance overview of the Signal Flow settings when in Sequencer Setup.

MASTER EQ:

Master EQ is include for more complete control 11. It is located just above the control features above at 10. The functionality is nearly identical to that found for Master EQ in Sequencer Setup, Program Edit or Combination Edit modes. Low and High Dynamic Modulation must be set from Program Edit or Combination Edit modes EQ.



17 CUBASE AND CAKEWALK SUPPORT

17.1 CUBASE 5.X / SX PATCH SCRIPT GENERATION

Triton-EditPro can automatically generate scripts for most popular software sequencers: Cubase® and Cakewalk®.

To create Patch name file for Cubase 5.x use Patch View window (Under File menu of the main editor's window):

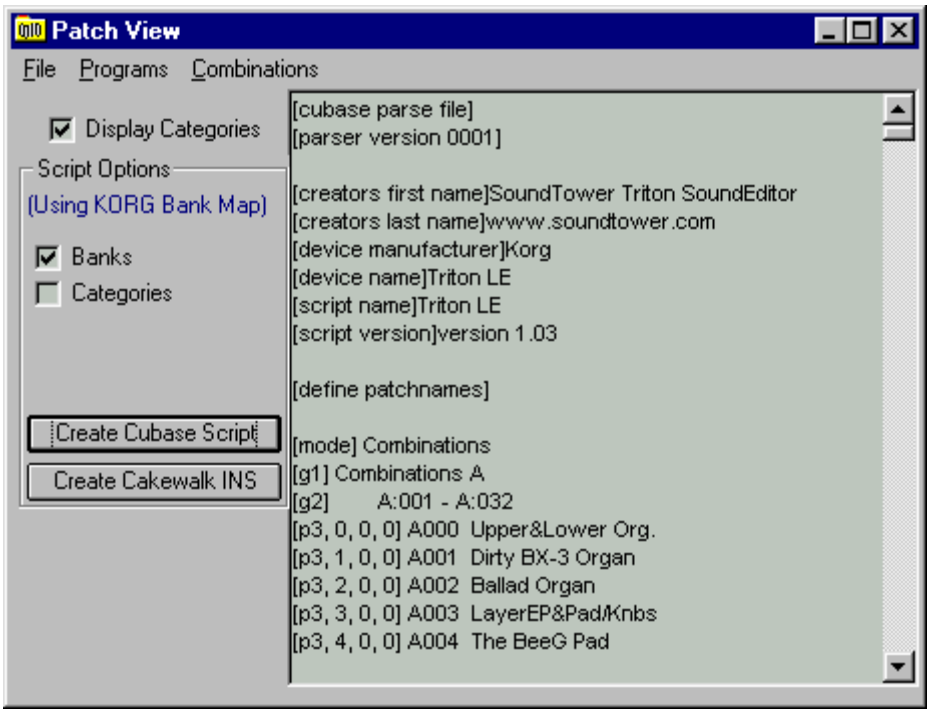
Patchname script should be saved into scripts\patchnames\ folder in Cubase's folder. Example:

C:\Program Files\Steinberg\Cubase\scripts\patchnames\
For more information on how to set up Instruments in Cubase®, please check Cubase® documentation.

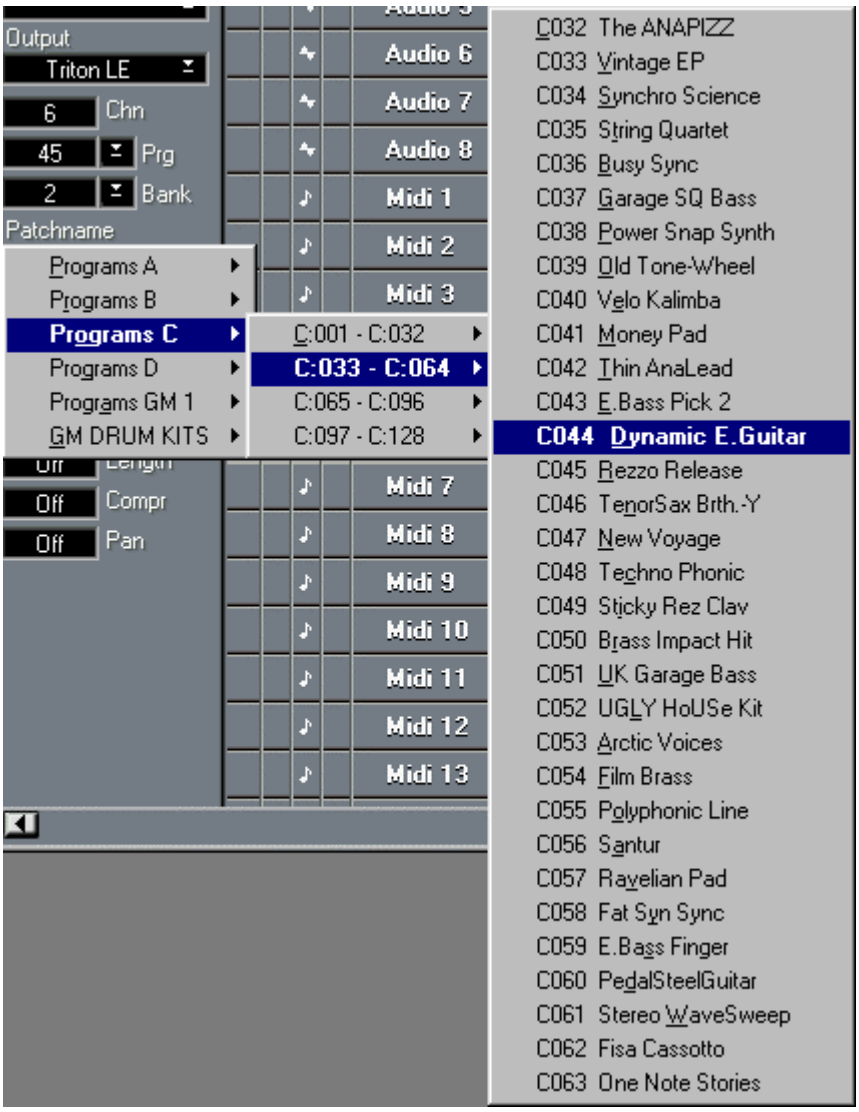
There are two types of scripts created by Triton-EditPro depending on options you select:

Patch Script with Triton Program and Combination Banks.
Patch Script with Triton Program and Combination organized and displayed by category.

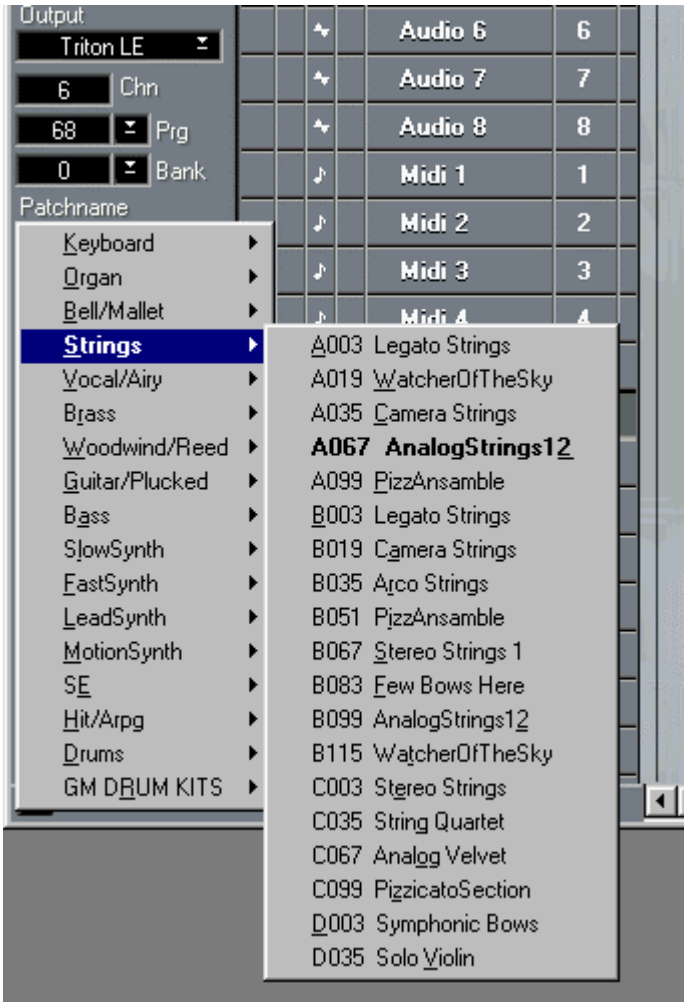
All created scripts contain names of User Programs and Combinations from all banks that are loaded to Triton-EditPro, Program GM Bank and GM Drum Kits.


Patch View
File
Programs
Combinations
Display Categories
Script Options
(Using KORG Bank Map)
Banks
Categories
Create Cubase Script
Create Cakewalk INS
[cubase parse file]
[parser version 0001]
[creators first name]SoundTower Triton SoundEditor
[creators last name]www.soundtower.com
[device manufacturer]Korg
[device name]Triton LE
[script name]Triton LE
[script version]version 1.03
[define patchnames]
[mode] Combinations
[g1] Combinations A
[g2] A:001 - A:032
[p3, 0, 0, 0] A000 Upper&Lower Org.
[p3, 1, 0, 0] A001 Dirty BX-3 Organ
[p3, 2, 0, 0] A002 Ballad Organ
[p3, 3, 0, 0] A003 LayerEP&Pad/Knbs
[p3, 4, 0, 0] A004 The BeeG Pad

Patch Script with Triton Program and Combination Banks:



Patch Script with Triton Program and Combination organized and displayed by their category:



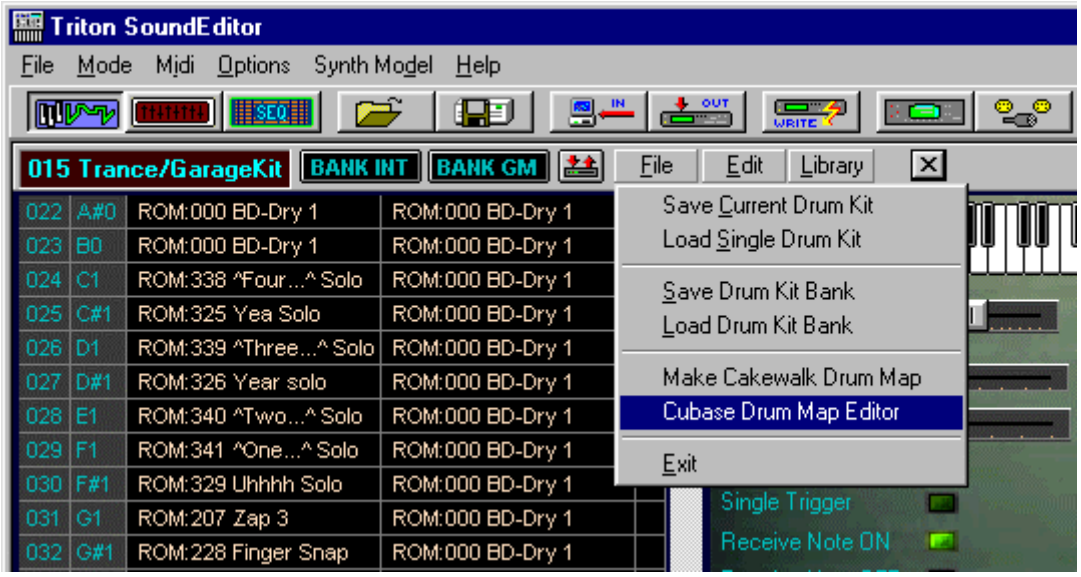
17.2 CUBASE DRUM MAP EDITOR

You can create Cubase Drum Map with names of Triton drum sounds keys assigned to notes using TriEditPro's built-in Cubase Drum Map editor. Cubase Drum Map editor can be Drum Kit Edit Mode.

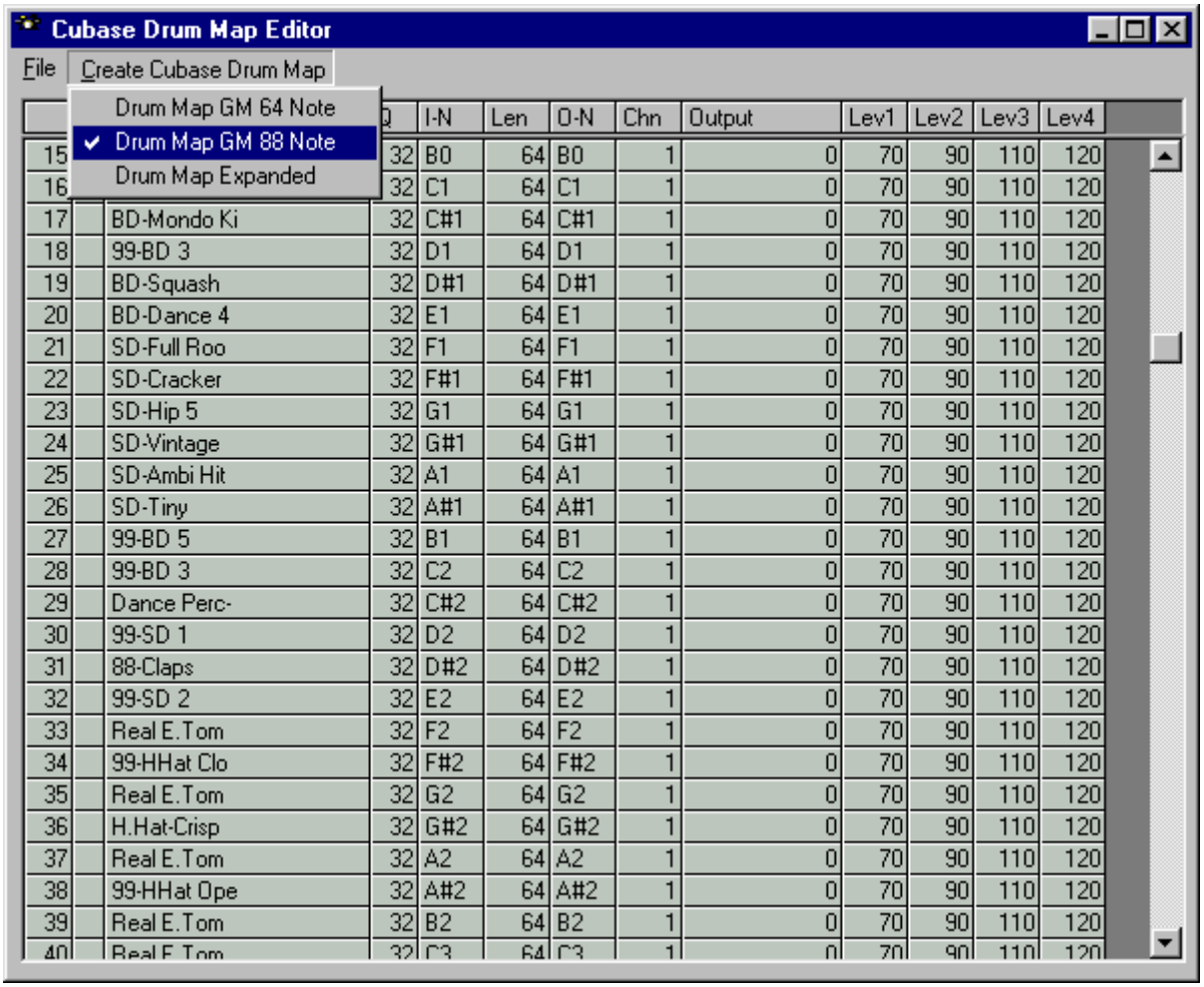
To create map select program that uses Drum Kit.

Click on  button.

In Program Edit Window click on "Edit" Drum kit button.



Using File Menu select "Cubase Drum Map Editor"



			Q	I-N	Len	O-N	Chn	Output	Lev1	Lev2	Lev3	Lev4
15			32	B0	64	B0	1	0	70	90	110	120
16			32	C1	64	C1	1	0	70	90	110	120
17		BD-Mondo Ki	32	C#1	64	C#1	1	0	70	90	110	120
18		99-BD 3	32	D1	64	D1	1	0	70	90	110	120
19		BD-Squash	32	D#1	64	D#1	1	0	70	90	110	120
20		BD-Dance 4	32	E1	64	E1	1	0	70	90	110	120
21		SD-Full Roo	32	F1	64	F1	1	0	70	90	110	120
22		SD-Cracker	32	F#1	64	F#1	1	0	70	90	110	120
23		SD-Hip 5	32	G1	64	G1	1	0	70	90	110	120
24		SD-Vintage	32	G#1	64	G#1	1	0	70	90	110	120
25		SD-Ambi Hit	32	A1	64	A1	1	0	70	90	110	120
26		SD-Tiny	32	A#1	64	A#1	1	0	70	90	110	120
27		99-BD 5	32	B1	64	B1	1	0	70	90	110	120
28		99-BD 3	32	C2	64	C2	1	0	70	90	110	120
29		Dance Perc-	32	C#2	64	C#2	1	0	70	90	110	120
30		99-SD 1	32	D2	64	D2	1	0	70	90	110	120
31		88-Claps	32	D#2	64	D#2	1	0	70	90	110	120
32		99-SD 2	32	E2	64	E2	1	0	70	90	110	120
33		Real E.Tom	32	F2	64	F2	1	0	70	90	110	120
34		99-HHat Clo	32	F#2	64	F#2	1	0	70	90	110	120
35		Real E.Tom	32	G2	64	G2	1	0	70	90	110	120
36		H.Hat-Crisp	32	G#2	64	G#2	1	0	70	90	110	120
37		Real E.Tom	32	A2	64	A2	1	0	70	90	110	120
38		99-HHat Ope	32	A#2	64	A#2	1	0	70	90	110	120
39		Real E.Tom	32	B2	64	B2	1	0	70	90	110	120
40		Real E.Tom	32	C3	64	C3	1	0	70	90	110	120

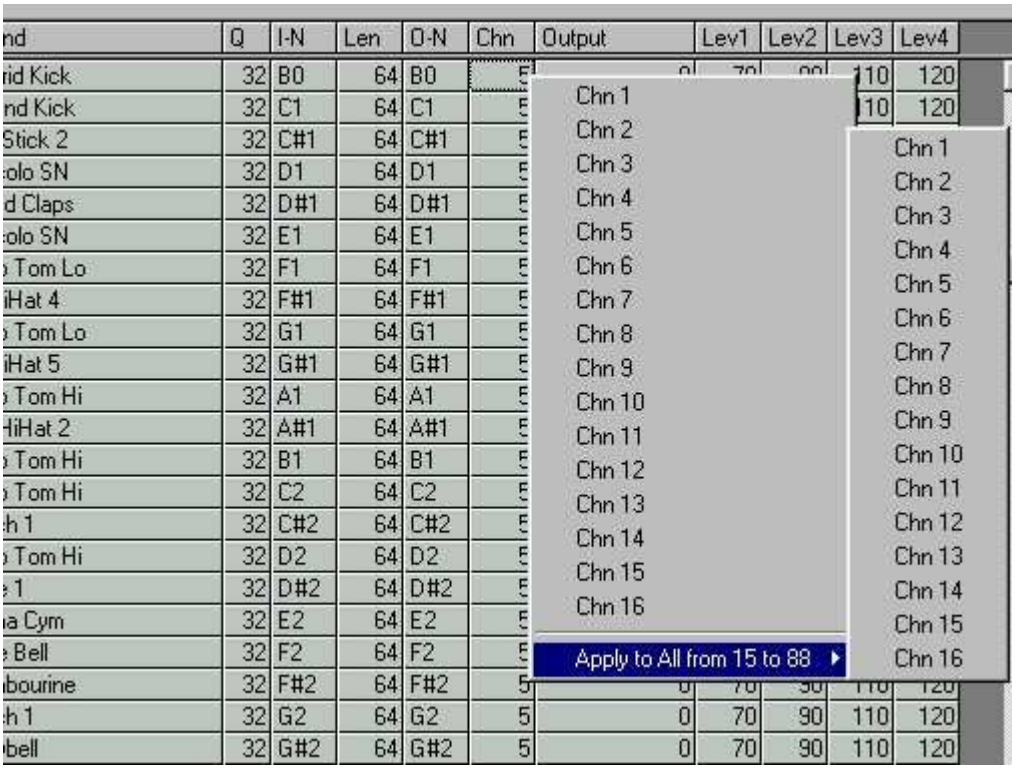
TriEditPro's built-in Cubase Drum Map editor can create drum maps in 3 different formats:

- 64 notes
- 88 notes
- 128 Notes
-

Triton Drum Kit contains 128 keys so you can use whatever format is convenient for you. As you may notice In/Out Notes in the map are off by one octave. For example: note C-1 in Roland XV is equal to C-2 on Cubase. This is not a mistake. Korg and Cubase just named them in different ways.

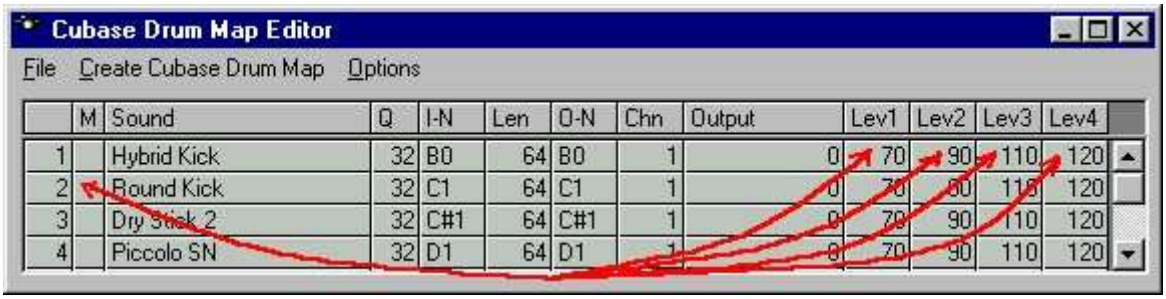
You can edit drum sound names, midi channel, output and velocity levels.

There is an option to change multiple note Midi Channel or output at once:



nd	Q	I-N	Len	O-N	Chn	Output	Lev1	Lev2	Lev3	Lev4
id Kick	32	B0	64	B0					110	120
nd Kick	32	C1	64	C1					110	120
Stick 2	32	C#1	64	C#1						
olo SN	32	D1	64	D1						
d Claps	32	D#1	64	D#1						
olo SN	32	E1	64	E1						
Tom Lo	32	F1	64	F1						
iHat 4	32	F#1	64	F#1						
Tom Lo	32	G1	64	G1						
iHat 5	32	G#1	64	G#1						
Tom Hi	32	A1	64	A1						
HiHat 2	32	A#1	64	A#1						
Tom Hi	32	B1	64	B1						
Tom Hi	32	C2	64	C2						
h 1	32	C#2	64	C#2						
Tom Hi	32	D2	64	D2						
1	32	D#2	64	D#2						
a Cym	32	E2	64	E2						
Bell	32	F2	64	F2						
bourine	32	F#2	64	F#2	5	0	70	90	110	120
h 1	32	G2	64	G2	5	0	70	90	110	120
bell	32	G#2	64	G#2	5	0	70	90	110	120

Since Cubase midi setup (Setup MME) introduces map to midi interfaces, selecting output in TriEditPro's built-in Cubase Drum Map editor is done by selecting number 0 to 12 where output "0" corresponds to a first/ most top interface in Cubase.



	M	Sound	Q	I-N	Len	O-N	Chn	Output	Lev1	Lev2	Lev3	Lev4
1		Hybrid Kick	32	B0	64	B0	1	0	70	90	110	120
2		Round Kick	32	C1	64	C1	1	0	70	90	110	120
3		Dry Stick 2	32	C#1	64	C#1	1	0	70	90	110	120
4		Piccolo SN	32	D1	64	D1	1	0	70	90	110	120

You can audition/play keynotes by clicking on fields shown above.

17.3 CAKEWALK INSTRUMENT DEFINITION FILES

Triton-EditPro can automatically generate scripts for most popular software sequencers: Cakewalk ® and Cubase ® .

To create Instrument Definition file (.ins) for Cakewalk/Sonar use Patch View window (Under File menu of the main editor's window):

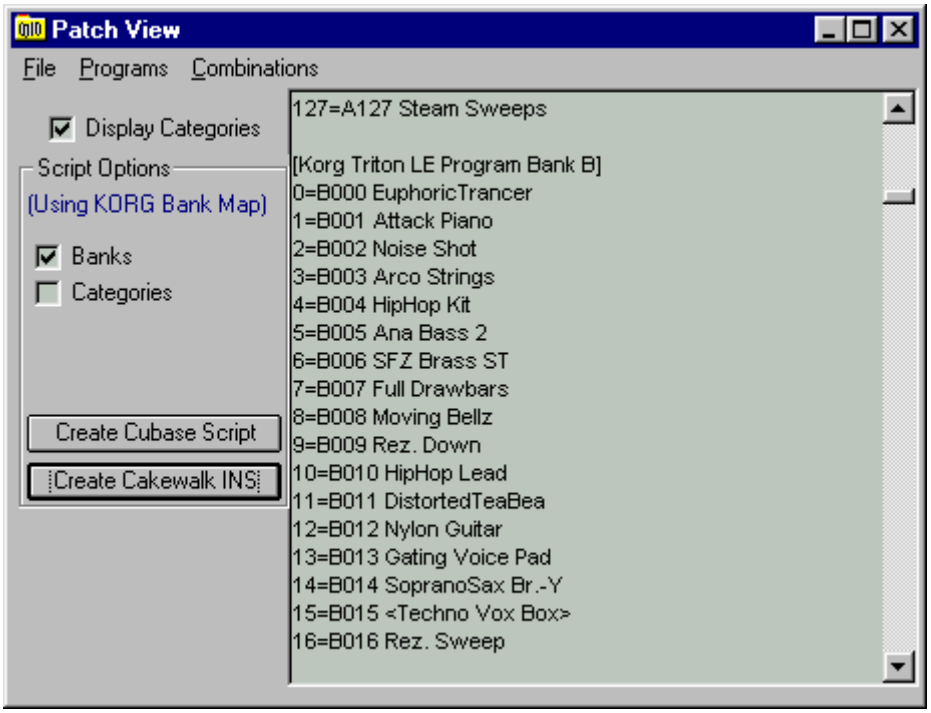
For more information of how to set up Instruments in Cakewalk/Sonar, please check Cakewalk/Sonar documentation.

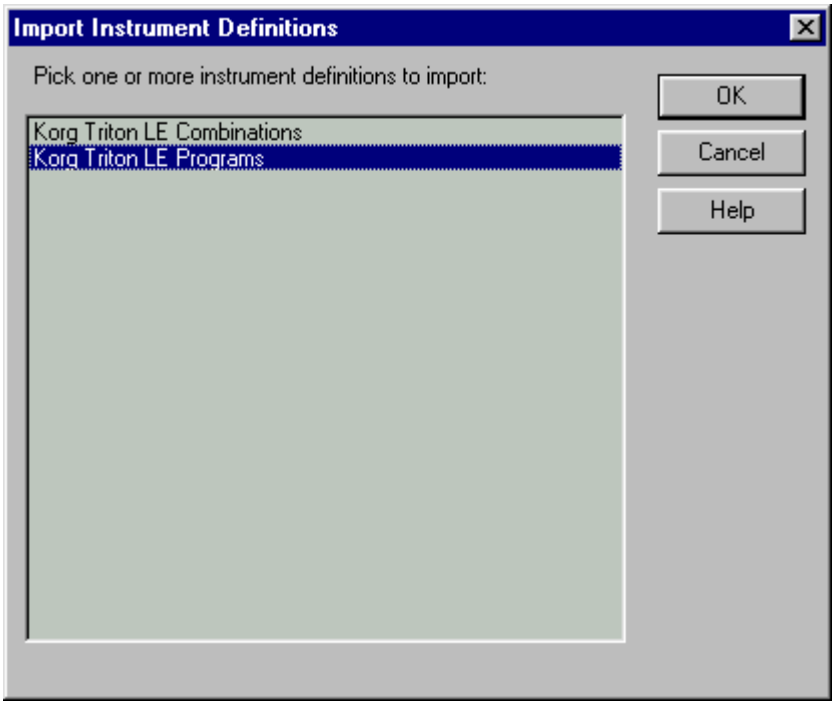
There are two types of scripts created by Triton-EditPro depending on options you select:

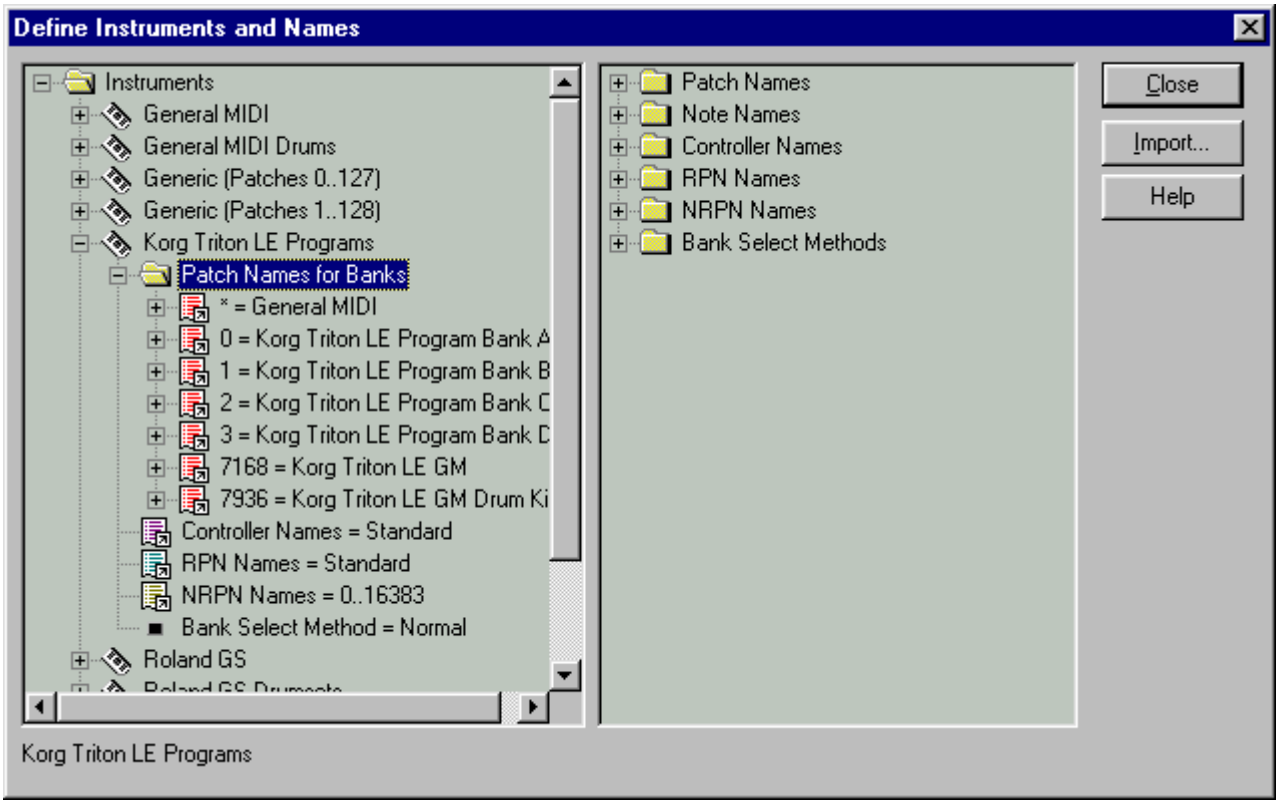
Instrument Definition for Triton Program and Combination Banks.
Instrument Definition for Triton Drum Kit Map

"Instrument Definition for Triton Program and Combination Banks" contain names of User Programs and Combinations from all banks that are loaded to Triton-EditPro, Program GM Bank and GM Drum Kits.

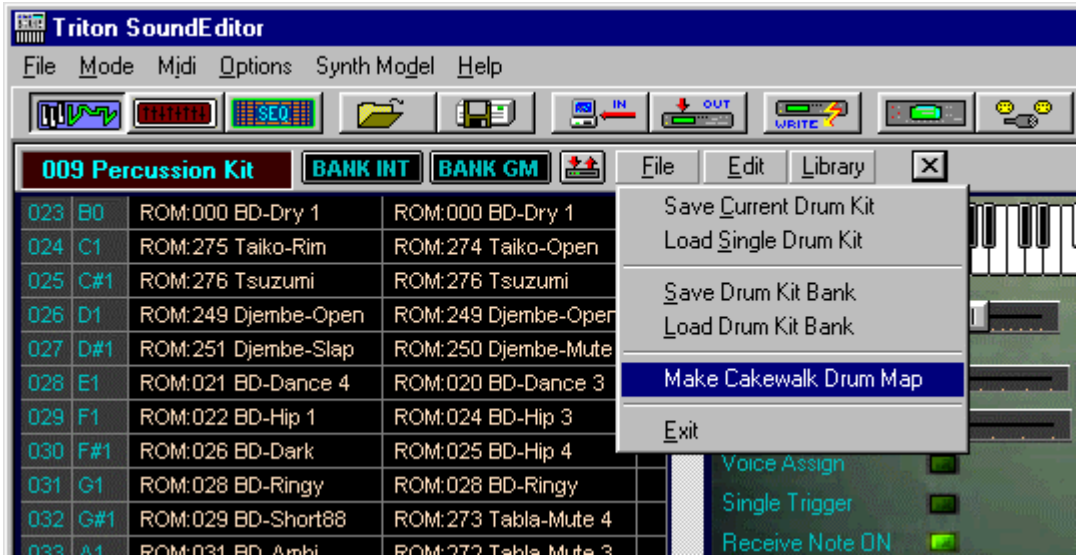
Instrument Definition for Triton Program and Combination Banks:



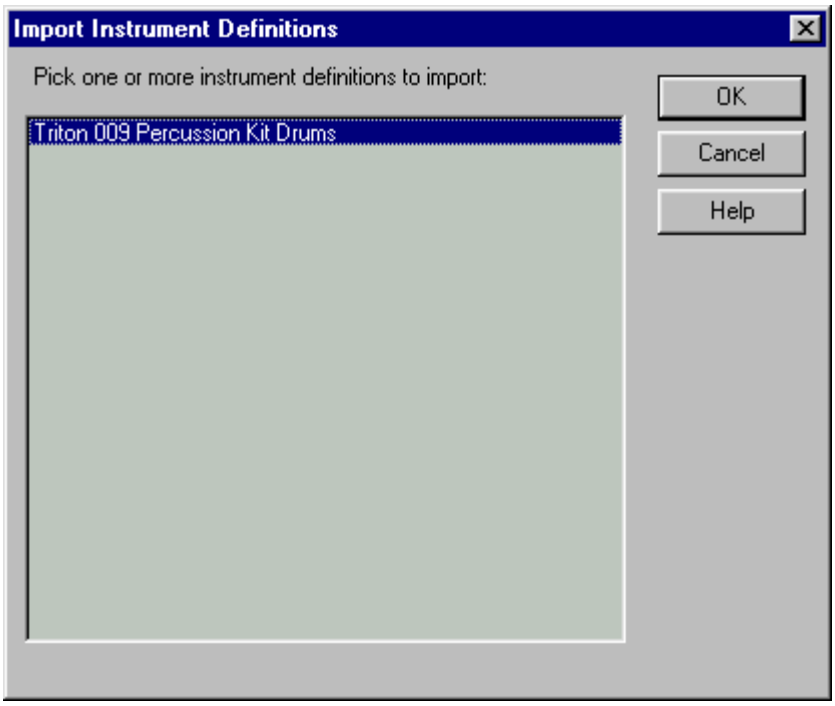


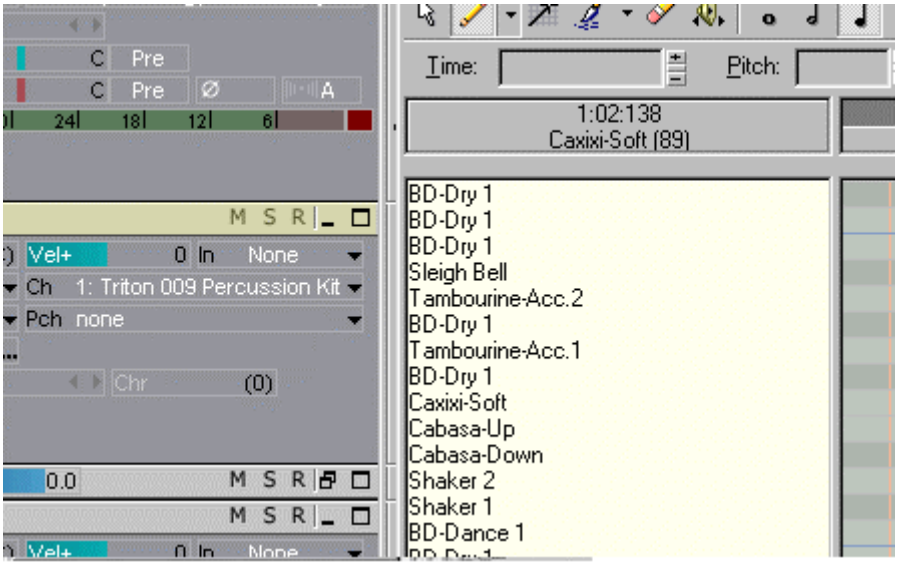


Instrument Definition for Triton Drum Kits:



To create Instrument Definition for Triton Drum Kit use file menu in DRUM KIT EDIT window. Created INS will contain Drum Map for selected DRUM KIT.


Import Instrument Definitions
Pick one or more instrument definitions to import:
Triton 009 Percussion Kit Drums
OK
Cancel
Help


Time:
Pitch:
1:02:138
Caxixi-Soft (89)
BD-Dry 1
BD-Dry 1
BD-Dry 1
Sleigh Bell
Tambourine-Acc.2
BD-Dry 1
Tambourine-Acc.1
BD-Dry 1
Caxixi-Soft
Cabasa-Up
Cabasa-Down
Shaker 2
Shaker 1
BD-Dance 1
Vel+
In
None
Ch
1: Triton 009 Percussion Kit
Pch
none