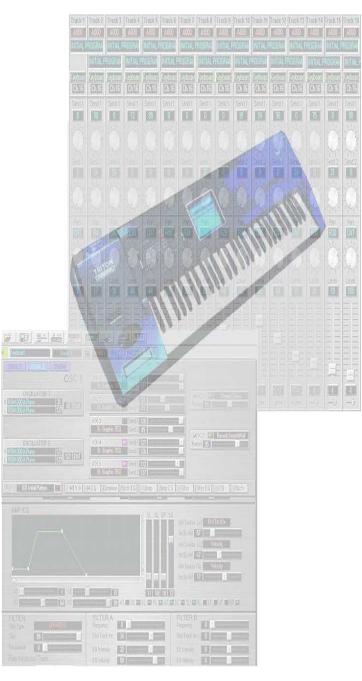
# Triton-Edit-Pro SoundEditor

User Guide Windows Edition



This page intentionally left blank.

# **TABLE OF CONTENTS:**

1 INTRODUCTION	5
1. 1 Credits	5
1.2 Support	
2 INSTALLATION/REQUIREMENTS	6
2.1 Before You Begin	6
3 OVERVIEW	7
4 PROGRAM FLOW	8
5 SOUNDEDITOR SETUP	9
5.1 MIDI SETUP	9
5.2 RECEIVING TRITON DATA	.11
5.3 SHORTCUTS	
6 PROGRAM BANK (PLAY) MODE	.16
6.1 PROGRAM BANK MODE	.16
6.2 PROGRAM GENETICS	
6.3 PROGRAM PHANTOM BANKS	
6.4 PROGRAM LIBRARIAN	
6.5 PROGRAM LIBRARIAN	.27
7 PROGRAM EDIT MODE	
7.1 PROGRAM EDIT MODE	
7.2 EDITING PROGRAM PARAMETERS	.34
7.3 PROGRAM PROPERTY WINDOW	.43
8 COMBINATION BANK (Play) MODE	
8.1 COMBINATION BANK	
8.2 PROGRAM LIBRARIAN	
8.3 PROGRAM PHANTOM BANKS	
9 COMBINATION EDIT MODE	
9.1 COMBINATION EDIT MODE	
9.2 EDITING COMBINATION PARAMETERS	
9.3 COMBINATION SIGNAL FLOW	.61
9.4 COMBINATION PROPERTY POP-UP WINDOW	
10 DRUM KIT EDITING	
10.1 EDITING DRUM KITS	
10.2 DRUM INSTRUMENT LIBRARY	
11 EFFECTS EDITING	
11.1 MFX and Insert FX	
11.2 MFX EFFECT SYSTEM LIBRARY	
12 PATTERNS AND ARPEGGIO EDITING	
12.1 ARPEGGIO EDITING	
12.2 PATTERN EDITING	
12.3 PATTERN LIBRARIAN	
13 GLOBAL SETTING EDITING	
13.1 GLOBAL SETTINGS	
13.2 USER SCALE OCTAVE	
13.3 USER SCALE ALL	.87

13.4 AUDIO INPUT	
14 BANKS MANAGEMENT	89
14.1 TRITON BANKS MANAGER	89
14.2 PCG BANKS MANAGEMENT	94
15 SOUND AUDITIONING	99
15.1 TRIEDITPRO PC COMPUTER KEYBOARD	99
15.2 JOYSTICK CONTROLS	101
16 SEQUENCER/MULTI MODE	103
16.1 SEQUENCER MODE	103
16.2 MIXER	112
17 CUBASE AND CAKEWALK SUPPORT	115
17.1 CUBASE 5.X / SX PATCH SCRIPT GENERATION	115
17.2 CUBASE DRUM MAP EDITOR	119
17.3 CAKEWALK INSTRUMENT DEFINITION FILES	

# **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: <a href="http://www.korg.com">www.korg.com</a>

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.

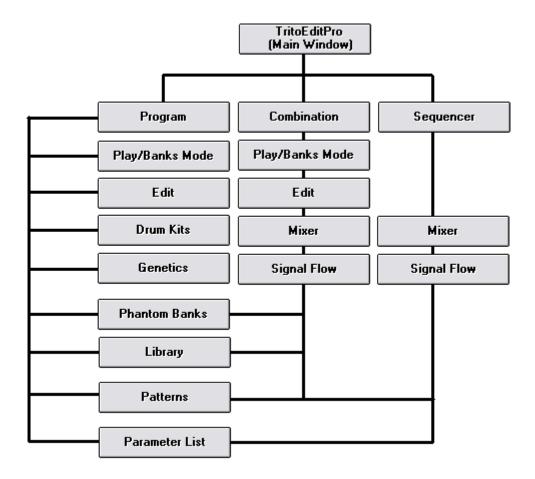
Although this software program can be an invaluable resource to aid in understanding your Triton-series instrument, it is not a substitute for reading the Operation Manual.

# **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) and Midi OUT (Triton) 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.

KORG TRITON LE 76 / System 01-0 / Version 01-1 9		
MIDLIn (Triton) In-2A MidiSport 8x8/S	5 Keyboard LOCAL ON-OFF	
MIDI Out (Triton) Out-2A MidiSport 8x8/S	Midi Port Access 3 Enable Disable	
MIDI IN (Keyboard Controller) SB Audigy MIDI IO (7800)	4 Poll Triton TEST	
📃 Midi Channel Thru 🔽 Activate 🛛 🛽		
Global Midi Channel 1 Use BANK MAP GM IMPORTANT: Global Settings [MIDI page] must be set to: PRG=ENA	and EXC=ENA	
✓ MOSS BOARD present ✓ Status	Close	

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

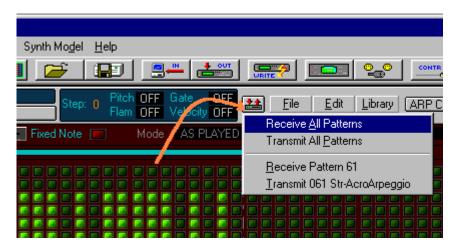
10. If the midi communication is OK then exit MIDI SETUP window.

## **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 <u>M</u>idi window menu. Program or Combination Mode:

In Triton SoundEditor - [Program]			
<mark>₩</mark> <u>F</u> ile <u>E</u> dit M <u>o</u> de	<u>M</u> idi <u>S</u> napshots <u>O</u> ptions	<u>T</u> ools <u>H</u> elp	
A001 INITIAL PROG A001 INITIAL PROG A001 INITIAL PROG A002 INITIAL PROG A003 INITIAL PROG A004 INITIAL PROG A005 INITIAL PROG A006 INITIAL PROG A007 INITIAL PROG	Midi SetupRAM8002INITIALRAM8003INITIALRAM8004INITIALRAM8005INITIALRAM8006INITIALRAM8007INITIAL	Program Bank A         Program Bank B         Program Bank C         Program Bank D         Program Bank E         Program Bank E         Program Bank E         Program Bank EXB-A         Program Bank EXB-B         Program Bank EXB-B         Program Bank EXB-C         Program Bank EXB-C     <	
A008 INITIAL PROG A009 INITIAL PROG	RAM B009 INITIAL	All Program Banks	

*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).

Receive		×
Program - Bn: B Pr: 34 received		
🔽 Small Dumps	Start	

# (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.

Transmit		×
Transmitting Pro	ogram: B124	
🔲 Sync to Trito	m Set Intervals Start	
Programs	✓ 200 mS ► D	
Combinations	150 mS     D	
Drum Kits		
Patterns	◀ 500 mS ▶ D	

# 5.3 SHORTCUTS

Global Shortcut keys Midi Setup: Change to PROGRAM Mode Change to COMBINATION Mode Change to SEQUENCER Mode Global Settings		F2 F3 F4 F5 Ctrl-G
Mouse Piano: Triton Continuous Control. CC Joystick		F6 Ctrl-F6 Shift-F6
Add Program Snap Shot (Program Mode View Program S. Shots (Program Mode)	)	F7 F8
Cubase Drum Map Editor Window Save Cubase Drum Map As	Ctı	'l-S
Genetics Window Copy selected Kid:	Ctı	'l-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
Сору:	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
Сору	Ctrl-C
Paste	Ctrl-V
Rename	Ctrl-N
Delete	Shift-del

## Triton Pattern Library/Triton Drum Library/Triton MFX Library

Сору	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
Сору	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 1 "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.

Triton SoundEditor - [Pro			
	Snapshots Options Tools Help		
C009 3 Antartic Wind	SlowSynth	Bank C	LIB 📲 PhB 📬 SnapS 👩 🕨
Bank A	🔄 🔄 🔄	Bank D	Bank GM
A000 Big Sweep Stab	B000 🔺 C000 Comp Trance Sta	b 🔺 D000 Ana Brass/Lead 🛛 🧧	q001 Acoustic Piano
A001 Acoustic Piano	B001 C001 Classic Piano	D001 L/R Piano(Knob1)	g002 Bright Piano
A002 Auto Pilot	B002 C002 Arp Twins	D002 Wild Arp	g003 El.Grand Piano
A003 Legato Strings	B003 C003 Stereo Strings	D003 Symphonic Bows	g004 Honkey-Tonk
A004 Trance/GarageKit	B004 C004 House Kit	D004 WAcKy HiPHop Kit	g005 Electric Piano 1
A005 Bass 4 Da Phonk	B005 C005 Bazooka Bass	D005 MG Pulse Bass	g006 Electric Piano 2
A006 Brass Of Power	B006 C006 Burnin' Brass	D006 Octave Brass Exp	g007 Harpsichord
A007 Jazz Organ 1	B007 C007 Gospel PercOrga	n D007 Jazz Organ 2	g008 Clavi.
A008 VS Bell Boy	B002 008 Magical Bells	D008 Mallet Clocker	g009 Celesta
A009 Korgmatose	P.09 0129 Antartic Wind	D009 Freedom Pad	g010 Glockenspiel
A010 2VCO Planet Lead	B010 C010 Trancer Lead	D010 A leadload	g011 Music Box
A011 Drive Bass	B011 C011 The Growler	D011 Acid Dist Bass	g012 Vibraphone
A012 Acoustic Guitar	B012 C012 FingertipsGuitar	D012 Spanish Guitar	g013 Marimba
A013 VCF Modulation	B013 C013 Flashlight Pad	D013 Motion Ocean !	g014 Xylophone
	- Dot 4 - Cott 4 Pay Encomple		
			TT   TTT   TT   TTT   TT   T
F0,4	42,30,63,10,0,F7	SYSEX SIZE: 51	5

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.

E Tritor	n Sou	indE dit	or - [F	rogr	am]	
📅 Eile	<u>E</u> dit	M <u>o</u> de	<u>M</u> idi	<u>S</u> na	pshots	Optio
	<u> </u>	opy Pro	gram		Ctrl+C	
	E	aste Ani	tartic W	/ind	Ctrl+V	Ē
C009	h	nitialize F	<sup>o</sup> rogran	n	Ctrl+l	11
A000 B	~ Q	oon Sta	de la			0000

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.

C009	Antarti	Copy: Antartic Wind	on
C010	Trance	Paste: Antartic Wind	0
C011	The Gr		is
C012	Fingert	Save: Antartic Wind	sh
C013	Flashli	Load Single Program	C
004.4	Cov En	Insert Initial	
			Π

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.

am]		
apshots	<u>Options</u> <u>T</u> ools <u>H</u> elp	
Ê	PROGRAM GENETICS	1
	Enable Drag-Drop between banks	Ë
ank B	OFF-LINE	E
000 🔺	C000 Comp Trance Stab 🔺 D000 Ana	a I

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.

C003 Stereo Strings	D003 Symphonic Bows	gC
C004 House Kit	D004 WAcKy HiPHop Kit	gC
C005 Bazooka Bass 🥜	Dees MO Pulse Bass	gC
C006 Burnin' Brass' 🗐 🔭	D006 Octave Brass Exp	gC
C007 Gospel Percorgan	D007 Jazz Organ 2	gC
C008 Magical Bells	D008 Mallet Clocker	gC
C009 Antartic Wind	D009 Freedom Pad	gC
0040 Transart and	D010 Londlood	
C003 Stereo Strings	D003 Symphonic Bows	gO
C004 House Kit	D004 WAcKy HiPHop Kit	gO
C005 Bazooka Bass 🦯	Dob 5 Gospel PercOrgan	gO
C006 Burnin' Bras	D005 Octave Brass Exp	gO
C007 MG Pulse Bass 👍	5007 Jazz Organ 2	gO
C008 Magical Bells	D008 Mallet Clocker	gO
C009 Antartic Wind	D009 Freedom Pad	gO
C010 Tropport and	D010 Loodlood	~0

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.

File	Edit Mode Midi	Snapshots	Options	Tools Help	
man			PROG	RAM GENETICS	1
JULPE				s Drag-Drop betwee	n banks
A001	INITIAL PROG	IRAM Ke			in Gene
	Bank A	1	OFF-L	JINE	

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							
Parent	<u>Mids</u>	57					
Mix	Morph	Mulate	Random	MF>			
Monapy:	C		Daday:	2			

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:

🛠 Genetics						
Parent Kids		a	-			
Mommy Ban	k 🖡	Program Bank A	he			
Daddy Bank		Program Bank B	ar			
A000 Big Swe	en St	Program Bank C				
A001 INITIAL	FRO	Program Bank D	ΔL.			
A002 Auto Pilo	Ð	AUUZ Aut	o Pă			

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.

Parent	<u>K</u> ids				∏ Auto     ■	varite
Mix	Copy Rename Kids	Ctrl+V Ctrl+R		FX Wiz ARP 1	Viz Excl	ude
Accord Ba	Send to Library	5	*	Selected kid	Ctrl+K	0
A001 IN	Copy Mommy to Kids	Ctrl+M		All kids	Ctrl+T	Sit.

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

Parent	Kids					Auto wri	
-	-		-		6		
Mix	Morph	Mutate	Rardom	MFX Wiz	ARP Wiz	Exclud	
Mommy:			Daddy				

Experimentation by using vastly different parents and similar parents creates nice results. You can interbreed offspring too. In addition, you can set some filters  $\mathbb{Z}$ . 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 **B** 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.

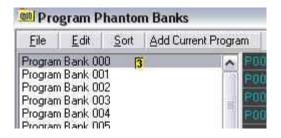
## **6.3 PROGRAM PHANTOM BANKS**

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

Tritor	n SoundEditor - [Co	mbi Banks]	
Eile File	it Mode Midi Opti	ons <u>T</u> ools <u>H</u> elp	
		🎢   📭   🚊	
3003	Ballad Grand	Keyboard	Bank B EDIT
	Bank A	Bank B	Bank C 2
ADOD Dal	lad Layer EP 🔷 🔺 🗐	00 Amp Driven Wurly	/ 🔺 COOO Wide L/R Piano 🔺

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.

File	Edit	Mode	Midi	Snaps	hots	Opt	tions
DUM	G	opy Pro	gram		Ctrl-	ŧC	E
-	Pa	Paste EuphoricTrancer				ŧ۷	E
A013	Initialize Program			Ctrl-	+I		
A000 B	Pr	ogram F	Propert	y.			1

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.

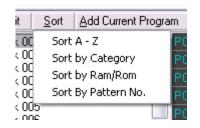
	Acoustic Guitar	B012 Nylc Program Bank 0 Program Bank 0
A013	VCF Modulation	μ. O.
A014	Reed Of Power	Lopy: VCF Modulation
A015	Xpanded Voice	Paste: EuphoricTrancer
A016	Rezbo	Save: VCF Modulation 1k 0
A017	Tremolo Wurly	Load Single Program vk 0
A018	NetherlandHit	Insert Initial Ik 0
A019	WatcherOfTheSI	Program Property k 0
A020	Standard Kit 1	
A021	Nice&Expensive	B021 Ood Program Bank 0

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

From Elle Bank Data 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 <u>Sort</u>.



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 2 to open Triton Program Library (LIB) window.

Triton SoundE	ditor - [Pro	gram]				
Ele Edit Mode	Midi Snapsh	ots Options Iools	Help			0
		<u>   90   9</u>			<b></b>	
AUTA INITIAL	PROGRAM	Keyboard	Ba	nk A	🚵 🔳 Edi 🖊 💷	
Bank A		Bank B	t.	Bank C		Bank D
1000 Dia Oussen Ot		L'unhavia Trawaar	- CO00 0-	nam Teaman	Otab A DRAG MA	and and a

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

💷 Tri	iton LE	Program Library				
Eile	<u>E</u> dit	Add Current Program	∏ Au			
	Progra	am Category: 🛐	_	Triton LE Programs	4	Cat Send

Imported Bank programs or a library is loaded by use of <u>File</u> 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.

File	<u>E</u> dit	Add Cu	m i	Auto write		
	Library rt Progr		Ctrl+O Ctrl+I	0	T	
Load	Program	ns From	•	Program Bank A		
Save			Ctrl+5 5	Program Bank B		
Save	Library	As		Program Bank ⊂		
Exit				Program Bank D		
07 Woodwind/Reed			All RAM Banks			

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.

Eile	Edit Add Current Progr	am 🗆 🗆	Auto write to Bn: A Pr: 005	
ĩ	Program Category:		Triton LE Programs	Cat Send
01	Keyboard 6	10	Attack Piano	14 10 4 10 10 10 10 10 10 10 10 10 10 10 10 10
02	Organ	5	Velo Whirly	
03	Bell/Mallet	7	Stereo E.Piano Clav	
04	Strings	4	Warm E.Grand	
05	Vocal/Airy	5	Night Tines EP	
06	Brass	5	White Pad EP	
07	Woodwind/Reed	6	Pro-Dyno EP	
08	Guitar/Plucked	9	HarpsyKorg 8'+4' Phantom Of Tine	
09	Bass	14	Friantom Of The	
10	SlowSynth	9		
11	FastSynth	14		
12	LeadSynth	9	14	
13	MotionSynth	10		
14	SE	8		
15	Hit/Arpg	7		
16	Drums	7		

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 **Edit**. It now resides in RAM.

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

		. (1			
A005	Attack Piano 8	Keyboa	nd	Bank 6	BANKS LEED
and the second se	uphonicTrancer 🛕 🧾	INGLE	) Dau	DRUM	
😡 Tr	iton LE Program Library				
Eile	Edit Add Current Progra	m	F Auto v	nite to Brit B Pr: 005	
	Program Category:			Triton LE Programs	Cat Send
01	Keyboard	11	া	Attack Piano	1000
02	Orana	5	2	Velo Whitly	and the second s

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**.

8	Pro-Dyno EP	-
9	HarpsyKorg 8'+4'	-
10	Phantom Of Tine	10.000
	Attack Piano	in the second

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

9 HarpsyKorg 8'+4'  10 Phantom Of Tine	1	White Pad EP	
10 Phantom Of Tine	8	Pro-Dyno EP	
	9	HarpsyKorg 8'+4'	Dentes to
	10	Phantom Of Tine	100200
Atlack Plano v2		Attack Piano v2	attain a

To save the new program use "Save" or "Save Library As... ." under <u>File</u> 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.

## 6.5 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 2 to open Triton Program Library (LIB) window.

🚟 Triton Sound	Editor - [Progr	am]						
Eile Edit Mode	Midi Snapshot	s Options	<u>T</u> ools <u>H</u> elp					
							<b>0_0</b>	
AUM INITIAL	PROGRAM	leyboard		Ba	nk A	💒 🔳		
Bank A		Bank B			Bank C			ank D
IDDD Dig Durson C	tols A Disput	TunkoniaTun	waar in f	CODID COD	me Trance	Otob di	Dana man	in and and

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

ton LE	Program Library				
<u>E</u> dit	Add Current Program	∏ Au	uto write to Bn: A Pr: 005		
Progra	am Category: 🛐		Triton LE Programs	4	Cat Send
	<u>E</u> dit	Edit         Add Current Program           Program Category:         3	Edit Add Current Program	Edit Add Current Program Auto write to Bn: A Pr. 005	Edit Add Current Program Auto write to Bn: A Pr. 005

Imported Bank programs or a library is loaded by use of <u>File</u> 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.

File	Edit	Add Cu	urrent Progra	m í	Auto write to	
	/ d Library ort Progr		Ctrl+O Ctrl+I	0	Trib	
Loa	d Program	ns From	*	Progra	am Bank A	
24,4,30,3,60,0,0,67,72,0,60,0,650,0,0,6,65,% (J.)			Ctrl+5 5	S 📕 🛛 Program Bank		
Save Library As				Program Bank ⊂		
Exit				Progra	am Bank D	
J7	Woody	vind/Re	ed	All RAI	M Banks	

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.

Eile	Edit Add Current Progr	am 🗆 🗆 🗸	Auto write to Bn: A Pr: 005	
Î	Program Category:		Triton LE Programs	Cat Send
01	Keyboard 6	10	Attack Piano	
02	Organ	5	Velo Whirly	
03	Bell/Mallet	7	Stereo E.Piano	
04	Strings	4	Warm E.Grand	~7
05	Vocal/Airy	5	Night Tines EP	
06	Brass	5	White Pad EP	
07	Woodwind/Reed	6	Pro-Dyno EP	
08	Guitar/Plucked	9	HarpsyKorg 8'+4'	
09	Bass	14	Phantom Of Tine	2005
10	SlowSynth	9		
11	FastSynth	14		
12	LeadSynth	9	14	
13	MotionSynth	10		
14	SE	8		
15	Hit/Arpg	7		
16	Drums	7		

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 **Edit**. It now resides in RAM.

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

A005	Attack Piano 8	Keyboard		Bank Bank B	BANKS LESES
9001 A	tack Plano	INGLE	500	DRUM	
CO Tr	riton LE Program Library	1			
File	Edit Add Current Progra	m F	Auto v	nite to Bri: 8 Pr: 005	
	Program Category:			Triton LE Programs	Cat Send
01	Keyboard	11	1	Attack Piano	(**)
02	Orano	E	2	Velo Whilly	1111495

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**.

8	Pro-Dyno EP	-
9	HarpsyKorg 8'+4'	
10	Phantom Of Tine	-
	Attack Piano	is

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

1	White Pad EP	1
8	Pro-Dyno EP	
9	HarpsyKorg 8'+4'	ULL REAL PROPERTY AND INCOMENTS
10	Phantom Of Tine	10000
	Atlack Piano v2	1000

To save the new program use "Save" or "Save Library As..." under 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 1 to move into Program Edit Mode.

Triton SoundEditor -	[Program]		
File Edit Mode Midi S	Snapshots Options Tools Help		
A001 INITIAL PROGR	AM Keyboard	BAHKA	
Bank A	Bank B	Bank C	Bank
A000 Big Sweep Stab	8000 EuphoricTrancer	0000 Comp Trance	Blab \land 0000 Ana Bras

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.

OSCILLATOR 2 H ROM:000 A Piano	14		Return 95 00000000 1 0000
L ROM:000 A Piano	UP4	3	
🔨 Arp 🛛 031 Pno Arpeggio 1	MFX 😂	M-EQ Common Pitch EG Amp	Amp EG Filter Filter EG LFO Pitch
AMP Int By Velocity 99		All distances in the second	Lovel Lyli LyL Send 1 Send 2
Amp Keyboard Track		Hi Start Officet	

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

M Keyboard	
SINGLE	DRUM
OSC 1	
OSCILLA	TOR 1
H ROM:000 A.Piano L ROM:000 A.Piano	127 127 63 RND
L ROM:000 A.Piano	127

#### 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

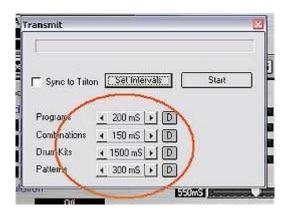
Use File menu to load setting you previously had saved.



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.

Eile Edit Mods	Midi Snapshots Option	s <u>T</u> ools <u>H</u> elp
	Receive Bank	
	Transmit Bank	Program Bank A
A001 INITIAL F	Receive All Data	Program Bank B 🙀
A000 Big Sweep Sta	Transmit Ali Data	Program Bank C
A001 INITIAL PROG		_ Program Bank D P
A002 Auto Pilot	Midi Setup F6	All Program Banks
A003 Legato Strings		St. 127 Less route

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



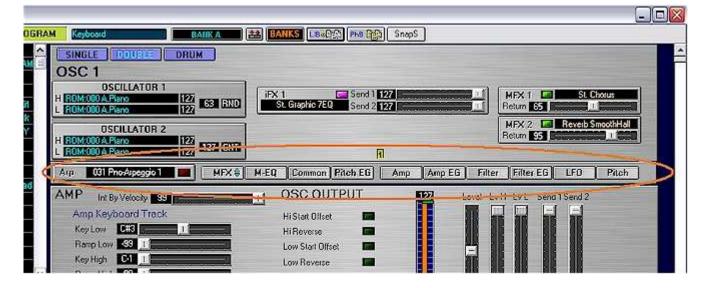
\*) The next Triton update should include copy/paste of parameter groups from/to Sequence, Combinations and Programs.

## 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 **Edit** 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 **DRUM** 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.

M Keyboard	DAIKA
SINGLE	DRUM
OSC 1	
	ATOR 1
H ROM:000 A.Piano L ROM:000 A.Piano	127 127 63 FND
L ROM:000 A.Piano	127

## OSCILLATORS

There are two Oscillators available to create programs.

SINGLE DOUBLE	DRUM
OSC 1	
OSCILLATOR 1	
H ROM:000 A.Piano 3	127 63 ORND
L ROM:000 A.Piano	127 CS CONTO
OSCILLATOR 2	1
H ROM:000 A.Piano	127 127 127 CNT
L ROM:000 A.Piano	127 127 CNT

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.

ROM RAM	003 E.PFM 1		Sort 1	File	Instrument
000 A, Piano 001 A, Piano-M1 002 E, Grend Piano 003 E, P. FM 1 004 E, P. FM 1 005 E, P. FM 3 005 E, P. FM 3 007 E, P. FM 3 007 E, P. Dyno Solt 008 E, P. Dyno Solt 008 E, P. Dyno Med LP 012 E, P. Stage Solt 013 E, P. Stage Solt 013 E, P. Stage Solt 013 E, P. Stage Haid 015 E, P. Stage Haid 015 E, P. Stage Haid 015 E, P. Stage Haid 015 E, P. Stage Haid	017 E.P. Avvulu LP 018 E.P. Pad 1 019 E.P. Pad 1 LP 020 E.P. Pad 2 021 E.P. Pad 3 022 E.P. Pad 3 LP 023 Clav 1 024 Harpsichord-Sngl 025 E.Ougan-Perc 1 026 E.Ougan-Perc 3 028 E.Ougan-Perc 3 028 E.Ougan-M1 1 030 E.Ougan-M1 2 031 E.Ougan-M1 3 033 E.Ougan-N1 3 LP	037 E.Orga 038 E.Orga 039 E.Orga	Sort A- m-Vox 11R m-Vox 21R m-Vox 21R m-Vox 31R m-Soft m-S	Z 05 05 05 05 05 05 05 06 06 06 06 06 06	imba-Mute imba-Mute imba-N1 4 Music Box 1 LP 5 Music Box 2 LP 7 Marimba 8 Marimba LP 9 Xylophone 8 Wibraphone 9 Xibraphone 1 Vibraphone 2 Celesta 3 Celesta LP 4 Glockenspiel 5 Glockenspiel 5 Tubular Bell 7 Log Dium

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:

Arp 031 Pno-Arpeggio 1 📂

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.

Program Arpeggiator			_ 0 🛛
Pattern 031 Pno-Aloeo	aio 1 👔 🔤 🚺	Edit	
F00 UP	TEMPO 1200	P	
P01 DOWN	Octave	1	
P02ALT1 E	Resolution	16	
P04 RANDOM	and the second second	10	Company of the local division of the local d
000 Syn-StepSawDown	Gale	STEP	
001 Syn-Dittos	Velocity	KEY	
002 Syn-Roule+UpDown	Swing	0	Becomment Second
003 Syn-CrescDecresc		1	
004 Syn-Quaiks 005 Syn-ONCEI	Soit 💳 🛛 Lieto	ah 🖃 Ke	ey Sync 🔚 Keyboard 📑
005 Syn-Repeat	Тор Кеу	G9	
007 Syn-8th Chunk	Bottom Key	C-1	
008 Syn-Gated 1	Top Velocity	127	
009 Syn-Gated 2	Contraction of the second second	121	
010 Syn-ExpressTriad	Bottom Velocity		
011 Syn-Speed Seq.	Gate Control	0	
012 Syn-4toneVelTrip 013 Syn-5toneVelTrip	Velocity Control	Ő	
014 Syn-6tone Techno	Contraction of Contraction		

#### **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

iFX 1 🗖	Send 1 127	🛄 MEX 1 🛄 St. Chorus
St. Graphic 7EQ	Send 2 127	Return 65
		MFX 2 🔤 Reverb SmoothHall
		Return 95

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

Ele Edit Library 💻	008 St. Graphic 7EQ			
•••• 000	Туре	WIDE 1	11	
001 St. Amp Simulation	Top	100		
002 Stereo Compressor 003 Stereo Limiter	Band 1	7.0 dB	Protocol Street	11
004 Multiband Limiter	Band 2 8	4.0 dB	Entre State	
005 Stereo Gale 005 00/HiliSain Wah	Band 3	4.0 dB		
007 St. Parametric 4E0	Band 4	4.0 dB		and the second
	Band 5	4.0 dB		
	Band 6	4.0 d8	1	
	Band 7	8.0 dB	Carlow and the	1
WET Control Source				

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.

1aster EQ	l.	Į
Low Gain	7.0 dB	
Low Freq	180 Hz [	
Mid Gain	-4.0 dB	
Mid Freq.	600 Hz	
Mid 0	4,6	
Hi Gain	3.5 dB	
Hi Freq	14300 Hz	
Low Dyn	Mod	Off
High Dyn	Mod	Off

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**

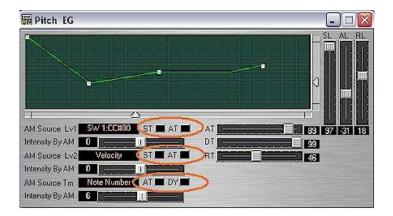
To edit Common settings click **Common** button to display Common parameters window:

🚟 Common		
Oscillator Assign POLY Hold Single Trigger	Key C	Temperament
Routing	Random Intensity No Switch 1 Assign Mode TOGGLE	Octave Down
Bus Select	Switch 2 🛄 Assign	
	Knob 1 Assign	F/A Attack:CC#73
	Knob 2 Assign	Knob Mod.2:CC#19
	Knob 3 Assign	Knob Mod.3:CC#20 Knob Mod.4:CC#21
	Realtime Controls	

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 **a**.

# 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.

👼 Program	Select	
Inst. 2		Bank A CAT
GMUTCH Cele:	stas	Keyboard
GIMOD9 Gloci	kenspiel	Organ Bell/Mallet
aMoti Musi	: Box	Strings
SM011 Vibra	phone	Vocal/Airy
Marin Marin	nba	Brass Woodwind/Reed
эмата Хуюр	hone	Guitar/Plucked
Shidla Tubu	lar Bells	Bass SlowSynth
EM098 Cryst	al	FastSynth
MTTE Kalin	nba	LeadSynth
3MU12 Tinki	e Bell	MotionSynth SE
Milia Agog	0	Hit/Arpg
EM11 Steel	Drums	Drums
TUTIA Soft	ipsMarimba	Bell/Mallet
I016 EXP	TubularBells	Bell/Mallet
Ulu7 Orch	Xylophone	Bell/Mallet
II 08 Hard	TipsMarimba	Bell/Mallet
TTTT Vibra	phone ≺Sw1>	Bell/Mallet
1110 Orch	estra Bell 2	Bell/Mallet
U015 Monk	ey Skulls	Bell/Mallet
JOST VS B	ell Boy	Bell/Mallet
Jin47 Log I	Drum	Bell/Mallet
UCI63 Movin	ng Bellz	Bell/Mallet

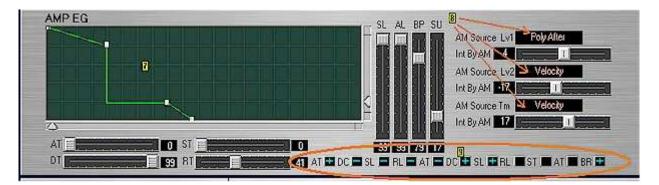
#### AMP

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 Int By Velocity 99	OSC OUTPUT 🕫 🛛 🔟	Level Lv H Lv L Send 1 Send 2
Amp Keyboard Track	Hi Start Offset Hi Reverse Low Start Offset Low Reverse Delay Start Stoms Vel M.Sample Sw (For Velacity Spit)	
KeyLow DH7	Hi Reverse 🔤	
Ramp Low 24	Low Start Olfset 🔳	
Key High C1 1	Low Reverse 🔤	
Ramp High 99	Delay Start	
Altemate Modulation		
AM Source Olf 6	Vel M.Sample Sw (For Velocity Split)	104 103 97 96 88
Int By AM		Parning
Int By LFO 1		
Int By LFO 2	Alternate Modulation	
AM Source LF0 1 JSY.CCH02	AM Source LFO 2 SW 2CC#81	AM Source PAR Note Number
Int By AM LFO 1 0	Int By AM LFO 2 70	Intens 22

## 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.



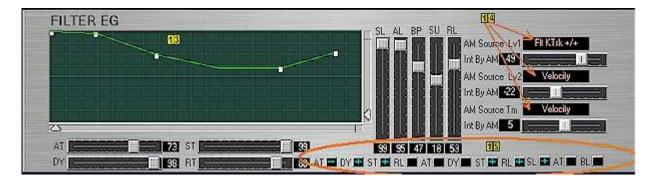
# FILTER

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 Filter Type	FILTER A Frequency 0	Velocity velocity 0 1
Trim 0 1	LPF+RE50 ack Int 22	Poly After of rack Int 0
Resonance 0 1	LFF+HPF nsity 32	j5x l tensky 0
Filter Keyboard Track	EG Velocity 10	J5+Y:CC#01 Velocity 0
Key Low DH4	Int By LF01	JS-V:CC#02 B/LF01 0
RampLow 48	Int By LFD 2	J5+Y - AT/2 B/LF02 0
Key High DH4	LF01 SyJS(Y)	
Ramp High 0	LFG2 By JS(Y)	
Alternate Modulation	Alternate Modulation	Sider:CC#18 amate Modulation
AM Source Reson. JS-Y:CC#0	2 AM Source Medi Knob	Mod2 KnobMod1:#17 Scarce Mod1 SSX
Int By AM Reso. 1	int By AM Mod1 98	KnobMod2:#19 By aM Mod7 1 E
AM Source EG USY CORD	AM Source Mod2	JSX KnotMod3:#20 Source Mod2 After Touch
AM Source LFO 1 Alter Touc	h Int By AM Mod2 6	NobMod1 [+] ByAM Mod2 0
AM Source LF0 2 Alter Touc	h Int By AM EG 49	
	Int Ry AM   FO1	Knowords 41 RueMI FD1 0

## 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 2 117.

LFO 1 Triangle And	AM Source Freq 1	LFO 2	AM Source Fq1
Key Sync. 🔝 Midi/Tempo Sync. 📟	LFO 2	Key Sync. 🔝 Midi/Tempo Sync. 📰	Note Number
Sync Base Note 16	Intensity By AM	Sync Base Note 16	Int By AM
Freq. 31	36	Freq SS Transferrer 1	
Offset 0	AM Source Fq2	Offset 0	AM Source Fq2
Delay 0	Note Number	Delay 0	JS+Y:CC#01
Fade 9 1	Int By AM	Fade 3	Int By AM
Times	2	Times 1	20

#### 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 **a** toggle.

PITCH	Pitch By Control	
Tunning	Joystick (+X) 2	LF01 IntJS(+Y) 10 Comments 1 Comments
Octave 8 1000 100	Joystick (X) 2	LF02IntJS(+Y) 0
Transpose	Ribbon X 0	
Tune Dia Caratta Caratta	Alternate Mod	ulation 113
Pitch Slope	AM Source Fitch KnobMod2#19	AM Source LFG1 Int Alter Touch
	Int By Pitch EG 141 1	Int By AM LFO1i
Portamento	Int By AM P. EG	AM Source LFO2 Int 4 After Touch
Time 22 Des .	AM Source P.EG Velocity	Int By AM LFO2 0
	Int By AM P. EG	Int By LFO 1 0
		Int By LFD 2 0

#### 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:

	ETATATIA SEQ					N	<b>*</b>			
B001	Chipper Day	jlo	w	Hit/Arpg				Bank	B	
	Bank A			Bank B				B	ank C	
A000 No	oisy Stabber		B000	Synth Sweep	er	▲	C000	Big Sv	weep	Stab
A001 Ac	oustic Piano		B001	Attack Pianc	- Cov		Altook	Diana		ano
A002 CI	hipper Dayglow		B002	StaccatoPizz			Attack : Attack			e&Hold
A003 Le	gato Strings		B003	Octave String	a	SIC				
A004 !{	Tricky} Kit !		B004	Jazz/Brush K	<u>S</u> a	ve:	Attack	Piano		igeKit
A005 Ac	oustic Guitar		B005	FingertipsGu	Loa	эd	Single F	<sup>o</sup> rogran	n	? Gtr
A006 Na	asty Bass		B006	Dark R&B Ba	Ins	ert	Initial			hunk
A007 B>	<3 Velo Switch		B007	Old Tone-Wh	-		am Prop	pertv		"
A008 R6	ez. Down		B008	The Pad				Cruss	Sower	eper
A009 Fa	it Brass		B009	Brass Expres	sion		C009	Brass	OfPo	wer
A010 <t< th=""><th>lechno Vox Box&gt;</th><th></th><th>B010</th><th>PiezoMix Guit</th><th>tar</th><th></th><th>C010</th><th>Xpano</th><th>ded Vo</th><th>oice</th></t<>	lechno Vox Box>		B010	PiezoMix Guit	tar		C010	Xpano	ded Vo	oice
A011 Fr	esh Breath		B011	Slow Choir S	Т		C011	Nice8	Exper	nsive
A012 Sr	nooth Sine Lead		B012	Phat Saw Lea	ad		C012	Thin A	\naLe	ad
A013 Sa	ax Ensemble		B013	Old Shakuha	chi		C013	Reed	OfPo	wer
A014 Sv	virling Dreams		B014	OXYGEN			C014	Gatin	g Voic	e Pad
A015 Mc	onkey Skulls		B015	Velo Kalimba			C015	Log D	rum 8	Bells



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 1 "Bank X" label or move them to the left 1. 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.

Triton SoundEditor - [Co	nbi Banks] 📃 🗖 🗙
🚟 Eile Edit Mode Midi 🖸	ptions <u>T</u> ools <u>H</u> elp
1006 3 Nu Cyber Break	s 🛛 LeadSplits 💦 🚺 Sank B 🔛 🔛 EDIT 🛛 LIB 🚓 PhB 🐏 🚮 🕨
Bank A	🖣 Bank B 🛛 🖉 Bank C
A000 Balla Layer EP 🔄 🔺	B000 Amp Briven Wurly 🔼 5550 Wide L/R Piano 🔼
A001 Dynamic Strings	B001 Super Strings C001 Divisi Strings
A002 Wave Sequencer	B002 Squarehead C002 Retrogene
A003 Bass&WhirlySplit	B003 Ballad Grand C003 Strut Break
A004 Trancy Euphoria	B004 Play The Trance C004 Trick House
A005 Pimps-N-Pitz	2005 The ILL Chill C005 Spiral Design
A006 Jazz Step Dn	B00 <mark>2 Nu Cyber Breaks</mark> C006 ** 4:17 a.m. **
A007 Real Steppers	B007 GroovyGarage C007 Strumin'2step
A008 Song Of Africa	B008 Isle Of Indigo C008 World Atmosphere
A009 Studio Orchestra	B009 Rhythms & Bows C009 Velo Orchestra
A010 Analog 101	B010 Analog Clavical C010 UltimateAnaPizz
	B011 Healing Pad C011 =Liquified=
A012 Bell Animations	B012 Random Blocks C012 "Bella Proach"
A013 Big Jazz Band	B013 Sop/Alt/Tnr/Bari C013 Big Bad Brass
	2014 Ope Bad Meneter - Old 4 Track Alienc
F0,4	2,30,63,19,0,F7

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.

C003	Stereo Strings	D003	Symphonic Bows	g(
C004	House Kit	D004	WAcKy HiPHop Kit	g(
C005	Bazooka Bass 🦯	D005	MG Pulse Bass	g(
C006	Burnin' Brass 戸	D006	Octave Brass Exp	g(
C007	Gospel Percorgan	D007	Jazz Organ 2	g(
C008	Magical Bells	D008	Mallet Clocker	g(
C009	Antartic Wind	D009	Freedom Pad	g(
0040	The second second	0.04.0	A los allo a d	
C003	Stereo Strings	D003	Symphonic Bows	gC
C004	House Kit	D004	WAcKy HiPHop Kit	gC
C005	Bazooka Bass 🦯 🗖	0805	Gospel PercOrgan	gC
C006	Burnin' Bras	D005	Octave Brass Exp	gC
C007	MG Pulse Bass 👍	D 007	Jazz Organ 2	gC
C008	Magical Bells	D008	Mallet Clocker	gC
C009	Antartic Wind	D009	Freedom Pad	gC
004.0	Transart and	D04.0	A loodlood	~

#### 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 2 to open Triton Program Library (LIB) window.

Triton SoundE	ditor - [Pro	gram]				
	Midi Snapsh	ots Options Iools	Help			0
		<u>   90   9</u>			<b></b>	
AUTA INITIAL	PROGRAM	Keyboard	Ba	nk A	🚵 🔳 Edi 🖊 💷	
Bank A		Bank B	t.	Bank C		Bank D
1000 Dia Oussen Ot		L'unhavia Trawaar	- CO00 0-	nam Teaman	Otab A DRAG MA	and and a

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

00 Tri	iton LE	Program Library				
Eile	<u>E</u> dit	Add Current Program	T Aut	o write to Bn: A Pr: 005		
	Progra	am Category: 🛐		Triton LE Programs	4	Cat Send
04	March 181	and the second s	रागी है			

Imported Bank programs or a library is loaded by use of <u>File</u> 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.

<u>File</u>	Edit	Add Current Progra	am 👘 Auto wr	
	r d Library ort Progr		0	
	d Program	170117	Program Bank A	
Sav	e	Ctrl+5 5	Program Bank B	
Save Library As			Program Bank ⊂	
Exit			Program Bank D	
)7	Woody	vind/Reed	All RAM Banks	

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.

Eile	Edit Add Current Progr	am 🗆 🗆 🗸	Auto write to Bn: A Pr: 005	
Î	Program Category:		Triton LE Programs	Cat Send
01	Keyboard 6	10	Attack Piano	
02	Organ	5	Velo Whirly	
03	Bell/Mallet	7	Stereo E.Piano	
04	Strings	4	Warm E.Grand	7
05	Vocal/Airy	5	Night Tines EP	
06	Brass	5	White Pad EP	
07	Woodwind/Reed	6	Pro-Dyno EP	
08	Guitar/Plucked	9	HarpsyKorg 8'+4'	
09	Bass	14	Phantom Of Tine	2005
10	SlowSynth	9		
11	FastSynth	14		
12	LeadSynth	9	14	
13	MotionSynth	10		
14	SE	8		
15	Hit/Arpg	7		
16	Drums	7		

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 **Edit**. It now resides in RAM.

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

A005	Attack Piano 8	Keyboard		Bank Bank B	BANKS LESES
9001 A	tack Plano	INGLE	500	DRUM	
CO Tr	riton LE Program Library	1			
File	Edit Add Current Progra	m F	Auto v	nite to Bri: 8 Pr: 005	
	Program Category:			Triton LE Programs	Cat Send
01	Keyboard	11	1	Attack Piano	(**)
02	Orano	E	2	Velo Whilly	1111495

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**.

8	Pro-Dyno EP	-
9	HarpsyKorg 8'+4'	
10	Phantom Of Tine	-
	Attack Piano	is

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

1	White Pad EP	1
8	Pro-Dyno EP	
9	HarpsyKorg 8'+4'	ULL REAL PROPERTY AND INCOMENTS
10	Phantom Of Tine	10000
	Atlack Piano v2	1000

To save the new program use "Save" or "Save Library As..." under <u>File</u> 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 2 to open Program Phantom Banks (PhB) window.

Tritor	n SoundEditor - [Co	mbi Banks]		
Eile F	dit Mode Midi Opti	ons <u>T</u> ools <u>H</u> elp		
		🎽   📭   🚊		
3003	Ballad Grand	Keyboard	Bank B 🛃 🛃 EDI	
	Bank A	Bank B	Bank C	
A000 Dal	lad Layer EP 🔷 🔺 🗐	00 Amp Driven Wurly	▲ C000 Wide L/R Piano ▲	

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.

🕮 Program Phantom Banks							
Eile	<u>E</u> dit	Sort	Add Curre	nt Program			
Program	n Bank O( n Bank O(	01	Î.				
Program	n Bank O( n Bank O(	33		- P0			
Program	n Bank Ol n Bank Ol	J4 15		RO			

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.

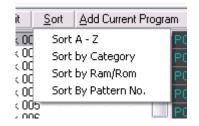
A012	Acoustic Guitar	B012 Nylc Program Bank 0
A013	VCF Modulation	En12 Cati Program Bank 0
A014	Reed Of Power	Lopy: VCF Modulation
A015	Xpanded Voice	Paste: EuphoricTrancer k 0
A016	Rezbo	Save: VCF Modulation
A017	Tremolo Wurly	Load Single Program ik 0
A018	NetherlandHit	Insert Initial Ik 0
A019	WatcherOfTheSI	Program Property k0
A020	Standard Kit 1	
A021	Nice&Expensive	B021 Ood Program Bank 0

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

From Ele Bank Data 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 <u>Sort</u>.



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 **Edit** to move into Combination Edit Mode.

File 5	da moda Midi	Sr	apshots	Options T	ools He	lp.					
DUE AN			<b>F</b>			- et	our E25	Course of		ml sol	
B005	Ana Bass 2		85	55			Ba	nk B		Edit 2)	-1
WA	Bank A			Bank B				Bank C	6	1	ġ,
A000 Big	Sweep Stab	1	8000 E	uphoricTran	cer 🗠	000	0 Co	mp Trance	s Stao	nnne Ana	₿

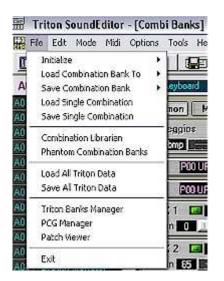
The Combination Edit window is similar to the Sequencer Edit window. Functionality is also the same. Here, you can edit all Combi settings:

- 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 <u>File menu option</u> 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.

File Edit Mode M	idi Options Tools Hel	p	
	Receive Bank + Transmit Bank +		
A001 INITIAL Bank A	Receive All Data Transmit All Data	BANK A Bank C	EDIT
A000 Ballad Layer E A001 Dynamic Strin	Transmit 🕨	Channel +	All Channels
A002 Wave Sequen	Midi Setup F6	ARPEGGIO SETTINGS	Channel 1
A003 Bass&WhinlySpli	E B003 Ballad Gra	ARPEGGIO A	Channel 2
A004 Trancy Euphoria	B004 Play The T	ARPEGGIO B	Channel 3
A005 Pimps-N-Pitz	8005 The ILL Ch	COMMON PARAMETERS	Channal 4
A006 Jazz Step DnB	8006 Nu Cyber I	MASTER FX 1 PARAMETERS	Channel 5
A007 Real Steppers	B007 GroowGar	MASTER FX 1	Channel 6
A008 Song Of Africa	B008 Isle Of Indi	MASTED BY 2 DAD AMETEDS	Channel 7
A009 Studio Orchestra	sum - summarian contemperature proving	MASTER FX 2	Channel 8
A010 Analog 101	8010 Analog Cla	MEXICOTING	22
A011 Breath Monster	B011 Healing Pa	MASIEREQ	
A012 Bell Animations	B012 Random E	IFX 1 PARAMETERS	
A013 Big Jazz Band	B013 Sop/Alt/Tru	INSERT FX 1	

\*) 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:

📅 Common	X
Scale Tute E Key C	qual Temperament
Random Internet	NORM
Switch 1 🗖	Octave Up
Mode TOG	GLE
Switch 2 📼 😹	JS-Y Lock
Mode TOG	GLE
Knob 1 Assign	F/A Attack:CC#73
Knob 2 Assign	Knob Mod.2:CC#19
Knob 3 Assign	Knob Mod.3:CC#20
Knob 4 Assign	Knob Mod.4:CC#21
Realtime Controls	

#### **MASTER EQ**

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

laster EQ			E
Low Gain	7.0 dB		
Low Freq	180 Hz 🧾		
Mid G ain	-4.0 dB		
Mid Freq.	600 Hz		_
Mid Q	4.6	, III	
Hi Gain	3.5 dB		Annes and
Hi Freq	14300 Hz		<u> </u>
Low Dyn	Mod	Off	
High Dyn	Mod	06	

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.

🖬 Arpeggiator A	X
Pattern 002 Gt-Guitar Strum3 Edit	
Pattern       002 Gt-Guitar Strum3       E dit         P00 UP       P01 D0WN       P02 ALT1       P03 ALT2         P03 ALT2       P04 RANDOM       1       P03 ALT2         P04 RANDOM       Gate       100%       1         001 Gt-Guitar Strum1       Gate       100%       1         001 Gt-Guitar Strum2       Velocity       52       1         003 Gt-Guitar Strum3       Swing       0       0         003 Gt-Guitar Strum4       Sort       Latch       Key Sonc       Melbaug         005 Gt-Guitar Strum5       Sort       Latch       Key Sonc       Melbaug       0         005 Gt-Guitar Strum6       005 Gt-Guitar Strum7       007 Gt-Simple Strum       Top K-ey       B3       0 <th></th>	

#### 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):

MFX 1 🗔 Return 0	Stereo Chorus —
MFX 2 🗖	Reverb SmoothHa
iFX 1	St. Graphic 7EQ
iFX 2 Send 1 127 Send 2 127	St. Graphic 7E0

## CHANNELS

The grid displays all editable 8 channel/track parameters.

- 7		n Pro	Patch Name	Categoly	Chn	Lovel	Pan	DipS	Status	8-msb	8-Isb	Force Ost
	01 4	A 000	Big Sweep Stab	FastSynth	1	100	CNT	OmS	INT	0	0	Prg
	02 4	A 000	Big Sweep Stab	FastSynth	1	100	CNT	OmS	INT	0	0	Prg
	03: 7	i 000	Big Sweep Stab	EastSynth	1	100	CNT	OmS	INT	0	0	Prg
	04 4	A 000	Big Sweep Stab	FastSynth	1	100	CNT	OmS	INT	0	0	Prg
	05 ¥	A 000	Big Sweep Stab	FastSynth	1	100	CINT	OmS	INT	0	0	Prg
	06 4	A 000	Big Sweep Stab	FastSynth	1	100	CNT	OmS	INT	0	0	Prg
	07 4	the second se	Big Sweep Stab	the second se	1	100	CINT	OmS	INT	0	0	Prg
	08 4	000	Big Sweep Stab	FastSynth	1	100	CNT	OmS	INT	0	0	Prg
	10000	Carlo -	and the second se	4 10		a	10			100		
	Leve	Channel I				4	si na si		7		Ľ.	
	Leva Pan Dela	el y Størt				4	5	8			Ę.	
	Leva Pan Dela Statu	el y Størt				4	5	ê Î			÷	
274	Leve Pan Dela Statu EXT2	el y Størt vs	Sel MSB		3	4	5	8			E.	
7	Leve Pan Dela Statu EXT2 EXT2	el y Størt ys 2 Bank S	Sel MSB Sel LSB			4					1	

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.

2

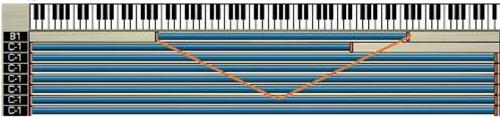
2 A 000 BD Grand Concert Keyboard

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

	gram Select	
Inst. 2		Bank A CAT
DIMUTOR	Celesta	Keyboard
GIM009	Glockenspiel	Organ Bell/Mallet
SMOTO	Music Box	Strings
SMOT 1	Vibraphone	Vocal/Airy
awate	Marimba	Brass Woodwind/Reed
эмота	Xylophone	Guitar/Plucked
SM014	Tubular Bells	Bass SlowSynth
GMD9B	Crystal	FastSynth
(AMTO)	Kalimba	LeadSynth
3M112	Tinkle Bell	MotionSynth SE
5 M 1 1 3	Agogo	Hit/Arpg
3M114	Steel Drums	Drums
	SoffTipsMarimba	Bell/Mallet
1015	EXP TubularBells	Bell/Mallet
	Orch, Xylophone	Bell/Mallet
1168	HardTipsMarimba	Bell/Mallet
ma	Vibraphone ≺Sw1>	Bell/Mallet
1110	Orchestra Bell 2	Bell/Mallet
1015	Monkey Skulls	Bell/Mallet
Just	VS Bell Boy	Bell/Mallet
0047	Log Drum	Bell/Mallet
U063	Moving Bellz	Bell/Mallet

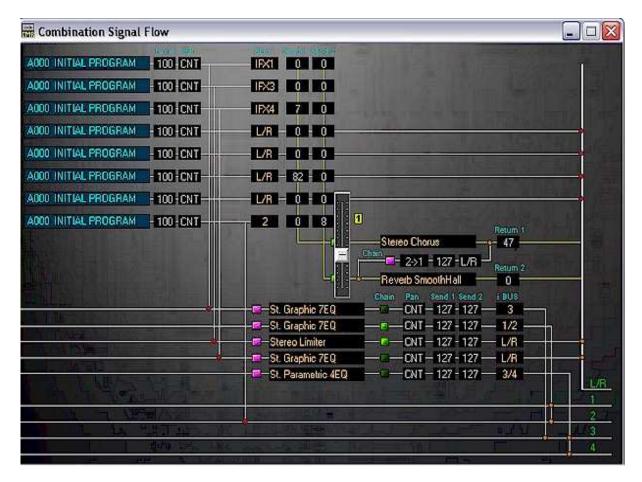
# **KEYBOARD AND VELOCITY ZONES**

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**.

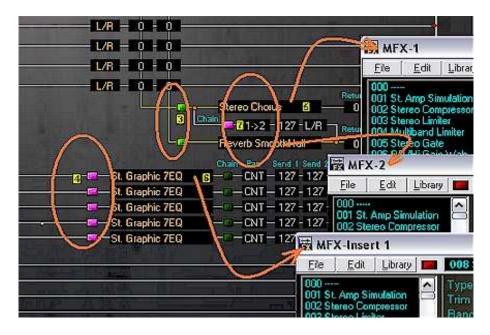


For some of the parameters the corresponding pop-up window will appear as they do directly in Edit Mode window.

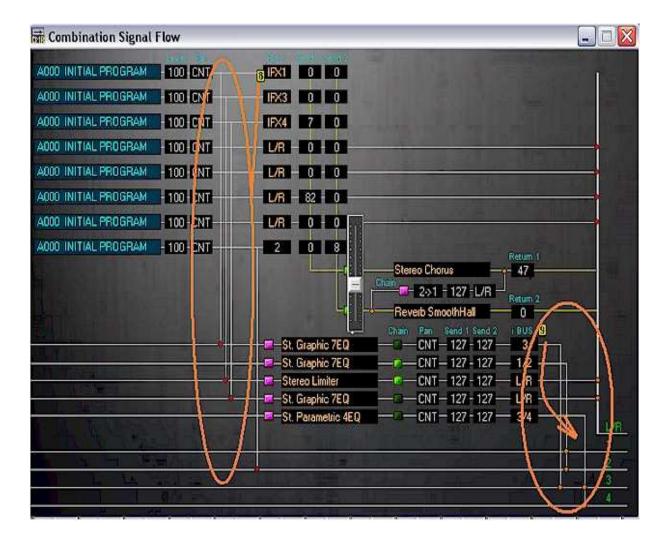
For example single click on the selected programs name in 2 opens the Program Select window. You can then change program selected to any other from any Combi Bank or Category.

9	RANGE AND THE STATE	11 S8178
A000 Big Sweep Stap	TIGHENU	o I o
A002 Auto Pilot		
A007 Jazz Organ 1	Inst. 1-A000: Big Sweda Stab	
A012 Acoustic Guitar	A000 Big Sweep Stab	Fas
A015 Xpanded Voice	A001 INITIAL PROGRAM	Key
A018 NetherlandHit	A002 Auto Pilot	Hits
A State of the second	A003 Legato Strings	Strip
ADDA TOWN IN MAL	The subscription of the su	

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 <sup>18</sup> and iBUS <sup>19</sup>, are directly mirrored with graphical changes to signal flow in the window.



#### 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:

🧱 Triton SoundEditor - [Co	mbi Banks]					
🚟 <u>F</u> ile <u>E</u> dit M <u>o</u> de <u>M</u> idi <u>(</u>	<u>D</u> ptions <u>T</u> ools	<u>H</u> elp				
	🗡 🖉	æ 🗐		?		<u>*4   D</u>
A004 INITIAL COMBI	Keyboa	rd	Bank A	<b></b>	EDIT LIB®	ррыв
Bank A	Ba	nk B	Bank	С	Bank	D.
A000 Stereo Piano 🔺	B000 Deep	Fantasmagoria				≍.
A001 New Symphonia	B001 Wack	Bhythmi	c Pattern	Arpeggios	138 bmp 🛛 🧱	
A002 Ocean Traveler	B002 Calm	D:035 Sum	honic Ensemb	406		💻 n.
A003 < Sneakin >	B003 >Auto		kdown String	P00 UP Inserts		e
A004 Fanta Copy: Fantas	magoria	D:006 Hous			ereo Compressor	>:
A005 Yo,Wa Paste:					ereo Compressor	
A006 Velo F			hro Science		ereo Compressor	
A007 Kleen Save: Fantas	magoria	C:069 Perky	Bleeper		St. BPM Delay	)
A008 Velo F		C:004 Trans	ce/GarageKit	Multi FX		
A009 Liquic Insert INITIAL	_	C:004 Trans	ce/GarageKit	The second second second	Stereo Phaser	
A010 Sacre Combination F	Property	🖵 A:000 Noisy	Stabber		St. BPM Delay	
A011 Big Bad Brass	B011 Band	orass our	СОНГЛАГНОНТА	section	DUTT DIY JAZZ D	anu
A012 Bell Stories	B012 Bella F	Releasimo	C012 Clarity		D012 Modern M	onaste
A013 Dynamic Strings	B013 Bowed	l Strings	C013 Orchestra	Strings	D013 WWW.ide	Bows
A014 Chill Factor	B014 Hidder	n Rhythm	C014 Mute Tp &	More	D014 Split Whin	er

**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**

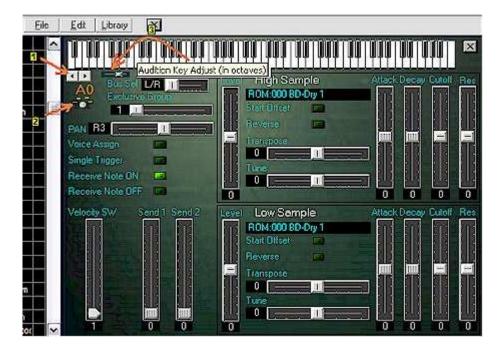
Use Mode button to switch to PROGRAM (PLAY) MODE. Use **Edit** to move into Program Edit Mode. From here select **DRUM** (at this point you can choose a drum kit to edit from name box) and then select **EDIT** to enter Drum Kit editing mode.



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  $\blacksquare$ . (Drum kits are saved and loaded with .t\_d extension.)



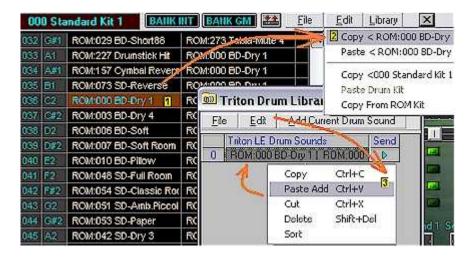
For information on how to make Cakewalk Drum Maps or to use the Cubase Drum Map Editor see tutorial modules Cubase Drum Map Editor or Cakewalk Instrument Definition File Generation. See Drum Instrument Library tutorial for use of Library function.

#### **10.2 DRUM INSTRUMENT LIBRARY**

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

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  $\blacksquare$ , copy selection with <u>E</u>dit in main window menu  $\blacksquare$  (you will be given the copy option with the name of the selection noted), select Paste Add from <u>E</u>dit in library pop-up window  $\blacksquare$ .



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.

Eile	e 📔 Edit 📔 Add Current Drum (	Sound	1
	Triton LE Drum Sounds 🛛 💋	Sena	
0	ROM:000 BD-Dry 1   ROM:000	DI	1
1	R0M:000 BD-Dry 1   R0M:000	Ð	Ľ
2	New Name here 🛛 🙀 🚺	D	1

# **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.

AFX-1		
<u>Eile E</u> dit Lit	ibrary 🔲 005 Stereo Gate	
006 0D/Hi.Gain Wa 007 St. Parametric 4 MFX Chain 127 4 R ONLY	ssor er Chreshold ah 4E0 → Delvy Time Cubic + 50 10 10 0mS	
	SW2 Mod. :#81 FootSwitch :#82	
WET	MIDI :#83	
Control Source 7	Темро	
MIDI #83		

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.

File	<u>E</u> dit	Library	
Load	MFX 👔	3	1
Save	Current	MFX As	- 1

## 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 <u>File</u> option 1 or create one from Program Banks A through GM 2 or Combi Banks A, B or C 3.

Trit	on MFX	( Library		
File	<u>E</u> dit	Send Destination	MFX SYSTEM	
New				Effect Prog Bank B:
Load	Library	Ctrl+O		Send FXP: 00 INITIAL FYOGRAM
Save		T Ctrl+S		FXP: 01 Acoustic Piano FXi: ===
Save	Library A	4s		A A A A A A A A A A A A A A A A A A A
Exit				14 FXF 20 Octave Strings FXi: FXF 4 Tra2be/GarageKit F
				FXP: 05 Pars 4 Da Phunk Fi
				ABCDG
				A B C File
				007 St. Parametric 4EQ
				our our diamonity reas
				018 Multitap Cho/Dly
				018 Multitap Cho/Dly 053 Reverb SmoothHall
				018 Multitap Cho/Dly

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

Send Destination:	MFX SYSTEM			
	MFX SYSTEM			
ect System	MFX ins ->	×	MFX Ins	(
	MFX 1 ->	₽	MFX 1	
	MFX 2 ->	۲	MFX 2	

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  $\underline{E^{dit}}$  to select copy. Left click on main screen **6** and either right click and select Paste Add or use Menu  $\underline{E^{dit}}$ . Repeat for each effect file desired.

🔤 Triton MFX Library								
<u>F</u> ile	<u>E</u> dit	Send Destination:	MFX 1 -> MFX 2					
Effect List:								
Triton LE Effect System 6								

Selected files can be sorted alphabetically through Menu <u>Edit</u>. 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 <u>Send</u> button.

🎟 Triton MFX Library									
<u>F</u> ile		Edit Send Destination: MFX 1 -> MFX 2							
Effect List:									
		Triton LE Effect System							
		FXP: 02_Auto Pilot FXi:067 Comp - Cho/Flng FX1:050 St. BPM Delay FX2:0							
	1	FXP: 01 Acoustic Piano   FXi:008 St. Graphic 7EQ FX1:016 St. Chorus FX2:05							
	2	New name							
		· · · · · · · · · · · · · · · · · · ·							

Save the generated Effect files through Menu \_\_\_\_\_ "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.

001 Syn-Dittos Select Patter		OFF Gate OFF OFF Velocity OFF	Eile Edit	Library ARF
Type AS PLAYED	E Fixed Note	Mode AS PLAYED	Cotave Mo	otion UP
C4 C		Arpeg		ويتواعرهم
		001 Syn-D	DOM tepSawDown filos	Gate Velocity
P T C H		003 Syn C 004 Syn G 005 Syn G 006 Syn B 007 Syn 8 008 Syn G 009 Syn G	INCE! lepeat th Chunk iated 1	Swing Soit La La Top Kay Bottom Key Top Velocity Bottom Velocity
G A T E		011 Syn-S 012 Syn-4 013 Syn-5	apiess i fad peed Seq. toneVelTrip toneVelTrip tone Techno	
v				

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.



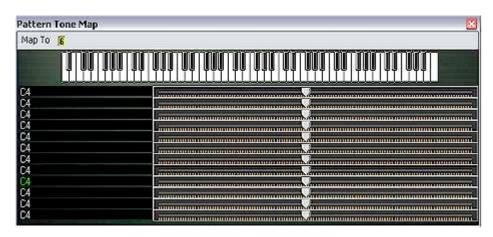
The number of steps used can be adjusted by resizing the step bar 4 by dragging the right most orange vertical bar. The number of steps that will be played are indicted on the left side of the bar. In the example above it is 16. Note though that this pattern actually has 17 tracks with information but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

Pattern Tone Map	
Map To	
C4 : ROM:187 88-HHat Closed	
C4 : ROM:187 88-HHat Closed I	
C4 : ROM:187 88-HHat Closed	<b>.</b>
C4: ROM:187 88-HHat Closed I	
C4: ROM:187 88-HHat Closed	
C4: ROM:187 88-HHat Closed 1	
5: ROM:193 88-Conga	
4#2: ROM:074 SD-Hip 11	7
1 : ROM:291 Tambourine-Acc.21	
3 : ROM:192 88-Tom I	
2: ROM:071 SD-Noise I	
02 : ROM:029 BD-Short88	T

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

1) Move the scroll bar by mouse **I** 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.

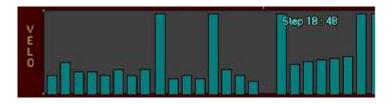


NOTE: the pattern being edited can be changed by clicking select pattern button and choosing from the drop down window.



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.

Type AS PLAYED Fixed Note	Mode	AS PLAYED	Octave Motion	UP	
16	-	1	3		12

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.

	No. of Concession, name
6.	
	1
	ores
	UCC

By clicking on the arrow the entire track moves to the right relative to nonselected 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.)

	Arp	031 Pno-Arpeggio 1	
--	-----	--------------------	--

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.

E E		
	Image: State of the state o	TH:
	Triton LE Palterns Send 0 Syn-Dittos D	

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):

<u>F</u> ile	Edit	Add Current Patte	ern
New			Sen
Load Li	brary	Ctrl+O	-
Save		Ctrl+S	
Save Li	brary As	5	
Exit			

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.

		Add Curr	Libr		-
	iton LE F r-Classica in Repea	alterns 🎸	-	Send D D	
(9)	nmepea	15			

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**.

Eil	e <u>E</u> dit <u>A</u> dd C	urrent Pattern
	Triton LE Patterns	Send
5	Str-Classical 3	Ð
	Syn-Repeat v2	6

The programs added to Library can be sorted alphabetically by selecting Sort in the Edit drop down menu  $\mathbf{Z}$ .

Eil	e	<u>E</u> dit	Add Current	Pattern
-	Tri	ton LE	Сору	Ctrl+C
0	Gt	Prince:	Paste Add	Ctrl+V
1	Str	-Classic	Cut	Ctrl+X
2	Gt	Countr	Delete	Shift+Del
3	Sy	n-Repe	Sort	2

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 setting button in the top tool bar.

🚟 Trit	on SoundEditor	- [Program	m]				
File	Edit Mode Midi	Snapshots	Options	Tools Help			
				] 📴 🚢 🛃			200 CONTE
A001	INITIAL PROG	RAM Ke	yboard		BANK A	Triton Glob	al Settings

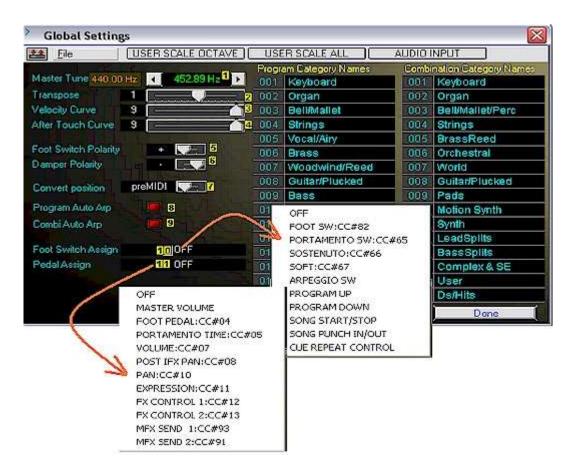
Within the Global Settings window the following is adjustable:

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
- Program Auto Arp ON/OFF
- Combi Auto Arp ON/OFF
- 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.

Progr	am Category Names	Comb	ination Category Names
001	Keyboard	001	Keyboard
002	Sigan	002	Organ
003	Bell/Mallet	003	Bell/Mallet/Perc
004	New Name	004	Strings
005	Vocal/Airy	005	BrassReed
006	Brass	008	Orchestral
DBZ.	Woodwind/Reed	007	World
008	Guilar/Plucked	008	Guitar/Plucked
009	Bass	009	Pads

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 **Done** button when satisfied.

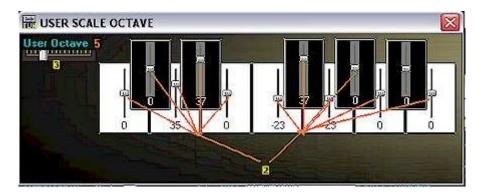
See User Scale Octave, User Scale All and Audio Input tutorial for use of these functions.

# **13.2 USER SCALE OCTAVE**

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

🐐 Global Set	ttings		
File	USER SCALE DCTAVE ]	USER SCALE ALL	AUDIO INPUT

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.



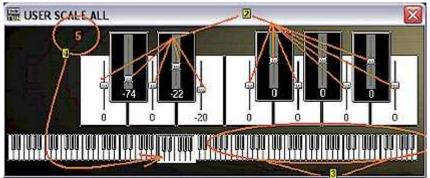
When the window is closed the values are saved to the new Global Settings.

# 13.3 USER SCALE ALL

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

Global Se	ttings		
Eile	USER SCALE OCTAVE	USER SCALE ALL 🚺	AUDIO INPUT
		Program Calegory Names	Combination Category Na

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.

Global Set	tings		X
Eile Eile	USER SCALE OCTAVE	USER SCALE ALL	1 AUDIO INPUT
		Program Category Names	Combination Category Names

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, [1], or Combi, [1], 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 <u>File</u> drop down menu. These files are saved with .tri extension. These are not PCG files though PCG files may be loaded.

File	Program	Combi	Drum Kit
Net	N	38	91
Loa	id All User B	anks Data	
Sat	/e As	2	Ctrl+S
Loa	id from File		Ctrl+O
Tra	nsfer All to	Editor	
Ser	nd All to Trit	n	
Pro	party		
Exi		Esc	

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.

File	Program Combi	Drum Kit	Patterna
Progr	Load Bank	ank B As	
000	Send To		
002	Remove Program	n Bank B	
003	Chiming12-String	Guita	

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

	IN THE	DISCUSSION DUDY	HUISI
r l	<u>G</u> lobal	F Show Property	Auto
1G	Inser	t Current Global 🛛	
Cor	Load	from File	6
000	Save		
301 302	Send	Global Settings to Triton	1
003	Remo	ive Globals	
184	EX8-G	204 · Kend	hr

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.

Т	riton Bank Manage	07		-	
Eile	Bogram Combi				Show Prope
	BOODE	F XAX	B) x	CIXD	XE XF XG
- Prog	ram Bank B	38 38 20	Cor	ibination B	Bank B
000	A.Gtr Vel Gliss.	Guitar 🛧	000	Chaka	Khan
001	Nu N.Guitar 1	Guitar 🗐	001	Fantasy	4
າກສ	Hotel Linnlugged	Guitar	002	INIT	

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 . 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 . 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 .

🔄 Triton Bank Manager			
File Program Combi	Drum Kit	Patterns Gabal IV Show Pr	operty DAuto Program Audi
าเราได้เวาไข้าด	E XA		
Program Bank A	and there	Combination Bank A	Drum Kits-
100 BD Grand Concert	Keybo	000 Romance Layers	Keybo 🔨 000
001 Colcert Grand	Keybo	E 001 Heavy Almosphere	Orche = 001
002 Jaz/Rock Piano	Keybe	BD Grand Concert	
003 Rociun' Piano	Keybo		- Location
004 Power Piano	Keybo	Keyboard Mode DOUBLE	Inserts St. Graphic 7EQ
005 PopBallad Piano1	Keybo	EXB:000 A.Piano-BD If L	Piano Body/Damper
006 Plano & Strings	Keybo	EXB:002 A.Piano-8D mf L	
007 Snowy Piano	Keybo	EXB:001 A.Piano-BD if R	(III) (IIII)
008 70's E. Grand	Keybo	EX8:003 A.Piano-8D mf R	(B)
009 SG-1D Plano	Keybo	Alpeggio 120 bmp 6 MI	Multi FX Stereo Chorus
010 Aggressive Pad	Keybo	Used in Combinations: 1465	Reverb Hall
0111 St Trem EP	Keybo	A002 Vocalist Chn. 7, 8	
012 Suit & Stage EP 1	Keybo	A007 Tinkly Strings Chn. 8	E
013 Velo ST Suit. EP	Keybo	A009 Syn Choir w/bell Chn. 6. A010 Bell Amis Chn. 8	7.8
014 EP Pad Sweep	Keybo	A010 Bell Amis Chin. 8 A011 Fat Hom Section Chin. 8	N
015 Wah Wurly 2(8W1)	Keybo	Tara I ub sows unb	
O'di C. 10//s influe as 10//s influe	Sec. 1	SOZICI MALL AURALLIANS	

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.

-				_[
Show Pre	operty 🔽 Auto	o Program Audition (In F	vogram mode only)	>
DIXELATION	G			
n Bank EXP-G		II Dium Kits	IF Glob	al · Categorie:
C 000	Wowho A	10000	DM DM	arom Cator

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

	I B C D E I	E XA(
000	BD Grand Concert	Keybo 🛧
001	Nevi Name Here	Keybo 🗐
002	Jazz/Rock Piano	Keybo
003	Rockin' Piano	Keybo
00.0	Danie Diana	12.00

## 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 <u>File menu</u> **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.

Dump an Data	to Triton Studio?

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

fransmit		E
1 <sub>22</sub>	910	
E Sync to Trild	n Set intervals	Start
Programs	∢ 200 mS ▶ D	
Combinations	▲ 150 mS ► D	
Drum Kits	▲ 1500 mS ► D	
Palterns	∢ 300 mS ► D	

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 Pro	gram: B124	
🔲 Sync to Trito	n Set Intervals	Start
Programs	4 200 mS ► D	
Combinations	▲ 150 mS ► D	
Drum Kits	◀ 1950 mS ► D	
Patterns	500 mS      D	

### **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 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 PC<u>G</u> menu **2**. These are saved with .pcg extension.

PC <u>G</u> Program	Combi	Drum
Load PCG File	Cb	rl+0 🙎
Save PCG File	Ct	d+s
Send To Triton	3	
PCG Properties		
Exit	Esc	

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.

PCG Program	Combi	Drum K	R P3	attentis <u>G</u> lobal
A E Loadt	Load to PCG Bank A from 🕨			Frogram Bank A
Program Save F	Same PCC Back & Ar			Program Bank B
	Department Paul C	Program Bank C		
001 Ner	0		<u></u>	Program Bank D
002 Jazz/Rock, Fi 003 Rockin' Piano 004 Power Piano 005 PopBalad Pia 005 Pono & String 007 Snowy Piano 008 SG-10 Piano 008 SG-10 Piano 010 Aggressive Pi 011 St Trem EP 012 Suit & Stage E 013 Velo ST Suit.	moli is ad P 1 EP		3D) 4Cc 5Ph 6Hc 7W 8Ch 9Ch 9Ch 1Ta 2Sc 3St	Program Bank E Program Bank F Program Bank EX85 A Program Bank EX85 B Program Bank EX8-C Program Bank EX8-C Program Bank EX8-F Program Bank EX8-F Program Bank EX8-G

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

WORK.PCC	i	
Kit Patterny	Global	T Auto Pred
	Insert Cu	rrent Global
ombination Bar	Load from	n File
0 The Piano	Save	Ki 1
31 Stereo Piano 32 GrandPiano	Send to 1	riton Kita
12 Dunamin Sti	inere in the second	1 03 Jaco/Rough K

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.

🕮 PCG Manager -C:\Wor	king\WORK.PCG	
PCG Program Combi [	Qium Kit Patterns Global	🔽 Auto F
ABBERGE	FXAXEXCXDXE	) xF xG
Program Bank A	Combination 8 ank A	Drum Kits
000 8D Grand Conceit	000 The Plano	OO Standard
002 Jazz/Rock Plano	001 Stereo Piano 002 GrandPiano n Str	01 Standard 02 Processed

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.

	SEO I	PCG Manager - C: V
A000 Piano Bank A	Strings	A B C D E Program Bank A 1000 BD Grand Concert
A000 Marcate Str A001 Maestro Viol A002 Saw Lead/B	in Cop	In I Concet Grand In I Concet Grand In: Marcato Str Orch te: 6D Grand Concert
A003 StrOrch. Tren A004 Medium Strin	n Sî Sav 195 Loa	e: Marcato Str Orch d Single Program
A005 Pizz Str Secti A006 SFZ String O A007 Orch.Flute Vi	rch. Proc	ert Initial gram Property

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.

al   ) xE	Auto Program	Audition (In Program mode only)
10 <sup></sup>	Drum Kits	Patterns

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 PC<u>G</u> dropdown menu **S**. 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.

PCG	Program	Combi	Drum
Load	PCG File	Cti	1+0
Save PCG File		Cti	1+5 5
Sen	d To Triton		
PCG	Properties	i.	
Exit		Esc	1

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

PCG Program Combi Drum Kit Patterns Global

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.

Dump all Dat	a lo Triton Studio?
Cancel	ОК

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

<b>L</b>		
Sync to Trite	n Setimervals Start	
	contraction of the product of the second sec	
Programs	< 200 mS ▶ D	
Programs Combinations	< 200 mS > D < 150 mS > D	
10050000		

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 Pro	gram: B124	
🔲 Syne to Trito	n Set Intervals Start	
Programs Combinations Drum Kits	<ul> <li>4 200 mS ▶ D</li> <li>4 150 mS ▶ D</li> <li>4 1950 mS ▶ D</li> </ul>	_
Patterns	4 500 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.

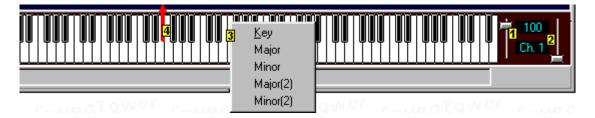
Octave Shifting: Letters Q W E R T Y U I O P select the octave (transpose computer keys) Note Velocity: - and + decrease and increase note velocity Arp ON/OFF ~ Key/Piano Mode numeric pad: 0=key 1=Major 2=Major(2) 3=Major7 .del=Major7(2) 4=Minor 5=Minor(2) 6=Minor7 9=Minor7(2)Key Notes: X = CD = C#C =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 subtraction found on the top tool bar or
- 2) Go to Tools in menu and select CC Joystick 1

Options	Tools	Help
	Mouse Piano	
	CC	Joystick 🚹 💾
syboard		БA

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

LM: 10:Panpot	Enal	515		1
RM: 7:Main Volume				
JS Auto Reset	Thurs	Innnin		
Enable PC Joystick	65	75	34	1111

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



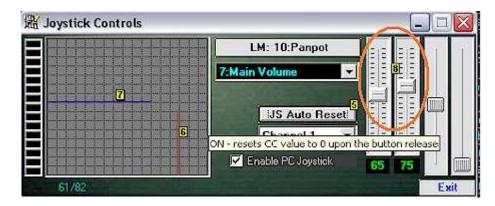
Joystick/mouse can be toggled on or off 3



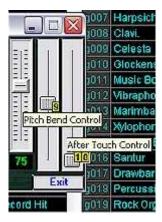
Midi channel is easily selected from drop down menu 4

	JS Auto Resel		
	Channel 1	•	1
	Channel 1 Channel 2	^	
	Channel 3 🔤	1	6
annel C	Channel 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**

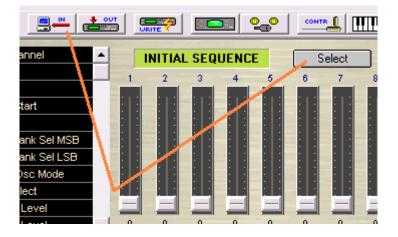
Use Mode button to switch to SEQUENCER MODE.

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:

Song Select	×
Enter the exact name of the so	ng you want to edit:
NEW SONG	Search
Example:." NEW SONG" - case is displayed on Triton's LCD.	e sensitive and as it
Cancel	<u> </u>

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:

🖬 Common	
Scale Tube Equ Key C	al Temperament
Random Internet	
Switch 1 🗖 🛌	Octave Up
Mode TOGGL	
Switch 2 🗔 👓	JS-Y Lock
Mode TOGGL	
Knob 1 Assign	F/A Attack:CC#73
Knob 2 Assign	Knob Mod.2:CC#19
Knob 3 Assign	Knob Mod.3:CC#20
Knob 4 Assign	Knob Mod.4:CC#21
Realtime Controls	

## 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.

Pattern 002 Gt-G	uitar Strum 3 🛛 🖬 💭 Edit 🕦	
P00 UP P01 D0WN P02 ALT1 P03 ALT2 P04 RANDOM 000 Gt-Guitar Strum1 001 Gt-Guitar Strum2 002 Gt-Guitar Strum3 003 Gt-Guitar Strum5 005 Gt-Guitar Strum5 005 Gt-Guitar Strum7 007 Gt-Simple Strum 008 Gt-Picking 009 Gt-Country Strm1 010 Gt-Country Strm2 011 Gt-Country Strm2 013 Gt-Ballad Pick 1 014 Gt-Ballad Pick 2	TEMPO 120 bmp Octave 1 Fiesolution 16 Gate 100% Velocity 52 Swing 0 Sort Latch Key/as Top Key B3 Bottom Key. C-1 Top Velocity 127 Bottom Velocity 1	

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

### MFX and INSERTS

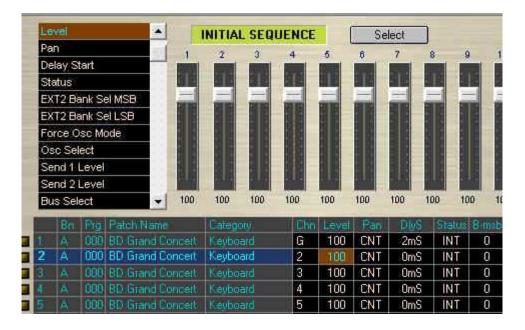
You can use panel sliders to change Send or Return settings or click on switches to turn effects ON/OFF.

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.)

MFX 1 🗔	Stereo Chorus 📥
MFX 2	Reverb SmoothHa
iFX 1	St. Graphic 7EQ
Send 1 127 Send 2 127	i di
iFX 2 📮 Send 1 127	St. Graphic 7E
Send 2 127	And the owner of the owner own

## 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.

			000	DD Grana Concort	rtoyooara	-
	2	A	000	BD Grand Concert	Keyboard	2
-	<u>n</u>	6	000	DD Courd Courses	March and	2

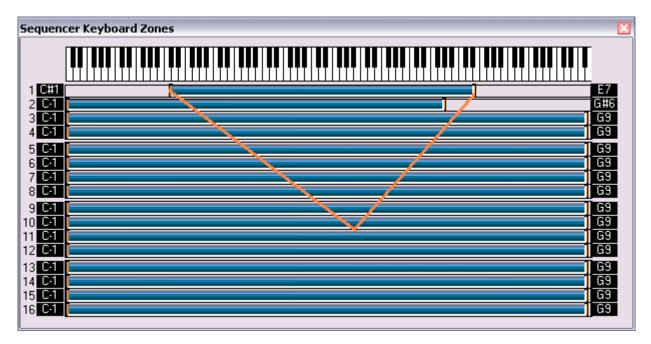
You can assign the Programs for the selected track either by using the list displaying Programs in banks or by a Program category.

\_\_\_\_\_

	gram Select	
nst. 2		Bank A CAT
CIMUUI	Celesta	Keyboard
<b>SMOO</b> E	Glockenspiel	Organ Beil/Mallet
MOTO	Music Box	Strings
-MD11	Vibraphone	Vocal/Airy
CHMQ11	Marimba	Brass Woodwind/Reed
3M013	Xylophone	Guitar/Plucked
Shuo La	Tubular Bells	Bass SlowSynth
SIMD 9 8	Crystal	FastSynth
IMITOR	Kalimba	LeadSynth
3M [ 18	Tinkle Bell	MotionSynth SE
M11.	Agogo	Hit/Arpg
-10114	Steel Drums	Drums
ांप्रस	SoffTipsMarimba	Bell/Mallet
1016	EXP TubularBells	Bell/Mallet
1107	Orch, Xylophone	Bell/Mallet
1160	HardTipsMarimba	Bell/Mallet
ITW	Vibraphone <sw1></sw1>	Bell/Mallet
1111	Orchestra Bell 2	Bell/Mallet
1014	Monkey Skulls	Bell/Mallet
Just	VS Bell Boy	Bell/Mallet
0047	Log Drum	Bell/Mallet
U063	Moving Bellz	Bell/Mallet

# **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.

🖩 Sequencer Signal F	low	
A000 INITIAL PROGRAM		IT IS VERICE VERICE
A000 INITIAL PROGRAM		
A000 INITIAL PROGRAM	100 CNT	
A000 INITIAL PROGRAM	- 100 - CNT	
A000 INITIAL PROGRAM	36 L29	
A000 INITIAL PROGRAM	100 CNT	
A000 INITIAL PROGRAM	- 100 CNT	IFX1 0 0
A000 INITIAL PROGRAM	- 100 - CNT	
A000 INITIAL PROGRAM	-100 CNT	
A000 INITIAL PROGRAM	100 CNT	
A000 INITIAL PROGRAM	100 CNT	
A000 INITIAL PROGRAM	-100-CNT	L/R 0 - 0
A000 INITIAL PROGRAM	- 100 - CNT	IFX2 0 0
A000 INITIAL PROGRAM	100 CNT	L/R 0 0
A000 INITIAL PROGRAM	- 100 - CNT	L/R 0 0 0
A020 INITIAL PROGRAM	- 100 - CNT	
AUZO INTIAL PROGRAM	TIOPENT	Return 1
		mStereo Chorus 0.0
		Chain_ = 1.>2 = 127 = L/R = Return 2
	VEN EN	Reverb SmoothHall
	All of the second second	Chain Pan Send 1 Send 2 i 8US
		📨 St. Graphic 7EQ — CNT — 127 - 127 — L/R — CNT
	*	St. Graphic 7EQ — CNT — 127 - 127 — L/R — 127
		St. Graphic 7EQ
Las Life		
	AVSU	
	11 - A C	

### 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,

Constant Con	D COMPANY		coorth
--	-----------	--	--------

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

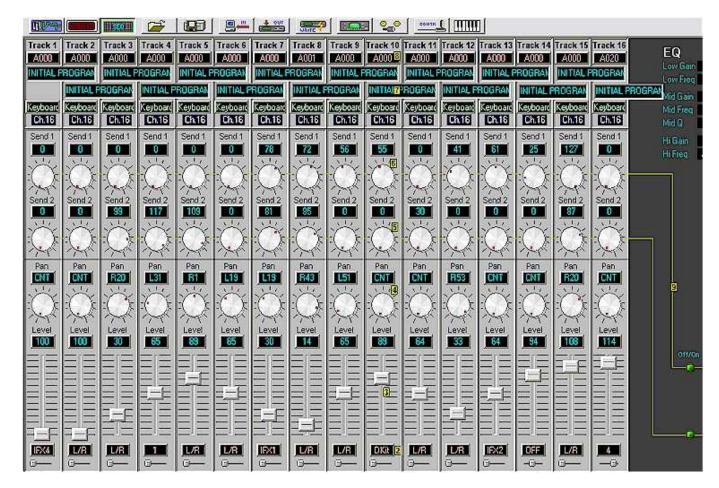
Triton SoundE																				[	.][±
		÷   😱		±	ESSERVE S	Eline		SOHTA	4) UUB	<u>D</u>											
	A000 NO	000A		A000		A000 INITIAL P	A000 ROGRAN	A000	A000 PROGRAM	A000	A000 PROGRAM	A000	A000 PROGRAN	POSEM	EQ .ow Gain .ow Freq	600 Hz	4				
toni Keyboard ( 16 Ch16	Child Child	osre Kejbosre 16 Ch16 d 1 Send 1	Keyboord CM19 Send 1	Ketboord ICH19 Send 1	and the second s	Ch.16 Send 1	Keyboard Ch.16 Send 1	Keyboard Child Send 1	Child Child Send 1	Child Child Send 1	Child Send 1	Keyboard ICM16 Send 1	Keyboard Chillis Send 1		vlid Giain Vlid Freq 5 Vlid D Vlid D	4 L					
	Send 2				Send 2	ٳ۬ڐڒؖڹ			Send 2			Send 2			li Freg 1		<u> </u>				
						Ŭ:∎3∑	Č Ba Č														
		ei Level						Level				Level			OTENDIA	Chair	eo Chorus ⊳2 - 53 -∹	• - ت			86
																Rev	eıb Smooth		end 1 Send 2	_!	64
		4		ł		-	-		-	J_				Off/C		phase Mod.	Ctai		127-127	1808 	
	_											-			SI. O	iraphic 7EQ			102-5111	- 1/2 - K	h.
			1												00/	Hi.Gain Wah		-RND-	25 - 26		
												-			SI. 4	unp Simulatio	• • •		127 - 20	-	
															Mut	iband Limiter	-	—citi—	9 - 127		
					- 12																
	×.		a <mark>l</mark> t.																	41	
	F0,42,30,9	50,41,4,0,3F,0,0	0.0.2.F7			F			_10	1											

From this window the user can adjust:

- BUS Output Assignment 2
- Output Level 3
- Pan value 4
- MFX Send 1 Sand 2 S
- Program Select 7

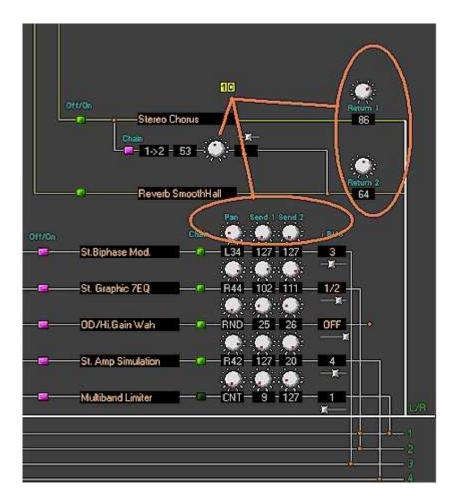
as well as Master EQ and Signal Routing (See below)

The Program Bank and number is displayed **B** 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 **1**. 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.

EQ	a	11
Low Gain	1.0 dB	
Low Freq	600 Hz	
Mid Gain	1.5 dB	
Mid Freq	5300 Hz	
Mid Q	4	
Hi Gain	2.5 dB	
Hi Freq	14100 Hz	

# **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.

随 Patch View		_ 🗆 🗵
<u>File Programs</u> <u>C</u> ombinati	ons	
<ul> <li>✓ Display Categories</li> <li>Script Options</li> <li>(Using KORG Bank Map)</li> <li>✓ Banks</li> <li>✓ Categories</li> </ul>	[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	Ĩ
Create Cubase Script	[define patchnames] [mode] Combinations [g1] Combinations A [g2] A:001 - A:032 [p3, 0, 0, 0] A000 Upper&Lower Org. [p3, 1, 0, 0] A000 Upper&Lower Org. [p3, 1, 0, 0] A001 Dirty BX-3 Organ [p3, 2, 0, 0] A001 Dirty BX-3 Organ [p3, 3, 0, 0] A002 Ballad Organ [p3, 3, 0, 0] A003 LayerEP&Pad/Knbs [p3, 4, 0, 0] A004 The BeeG Pad	T

			Addio 5	
Output				<u>C</u> 032 The ANAPIZZ
Triton LE 🗵		*	Audio 6	C033 Vintage EP
6 Chn		*	Audio 7	C034 <u>S</u> ynchro Science
		•	Audio 8	C035 String Quartet
45 <b>-</b> Prg				C036 <u>B</u> usy Sync
2 📕 Bank		J.	Midi 1	CO37 <u>G</u> arage SQ Bass
Patchname		3	Midi 2	C038 Power Snap Synth
Programs A				C039 <u>O</u> ld Tone-Wheel
P <u>r</u> ograms B	• II	12	Midi 3	C040 V <u>e</u> lo Kalimba
Pr <u>og</u> rams C	Þ		- C:032 💿 🕨	C041 <u>M</u> oney Pad
Programs D			3 - C:064 →	C042 <u>I</u> hin AnaLead
Progr <u>a</u> ms GM 1	•		5 - C:096 💦 🕨	C043 <u>E</u> .Bass Pick 2
<u>G</u> M DRUM KITS	•	C:097	' - C:128 💦 🕨	C044 <u>Dynamic E.Guitar</u>
Oll		3	Midi 7	C045 <u>R</u> ezzo Release
Off Compr				C046 Te <u>n</u> orSax BrthY
Off Pan		J.	Midi 8	C047 <u>N</u> ew Voyage
		3	Midi 9	C048 Te <u>c</u> hno Phonic
				C049 Stjeky Rez Clav
		1	Midi 10	C050 Brass Impact Hit
		3	Midi 11	C051 <u>U</u> K Garage Bass
		<u>،</u>	Midi 12	C052_UGLY HoUSe Kit
				C053 Arctic Voices
		3	Midi 13	C054 <u>F</u> ilm Brass
			1	C055 P <u>ol</u> yphonic Line
				C056 S <u>a</u> ntur
				C057 Ra <u>v</u> elian Pad
				C058 Fat Syn Sync
				C059 E.Ba <u>s</u> s Finger
				C060 Pe <u>d</u> alSteelGuitar
				C061 Stereo <u>W</u> aveSweep
				C062 Fisa Cassotto
				C063 One Note Stories

Patch Script with Triton Program and Combination Banks:

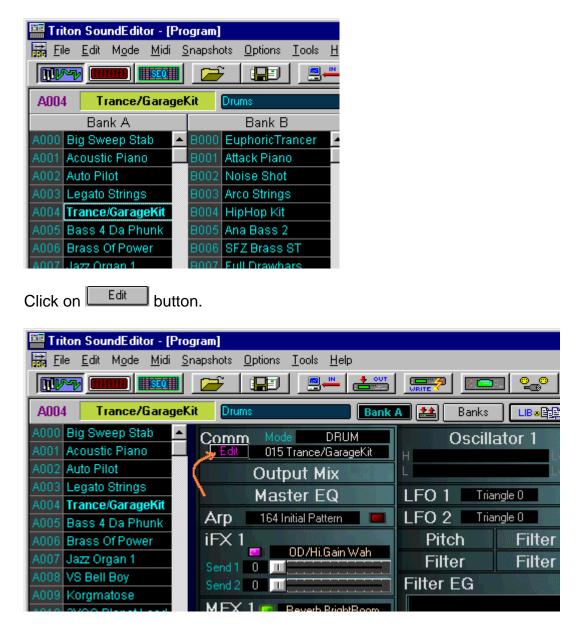
Patch Script with Triton Program and Combination organized and displayed by their category:

					_			
Output Triton LE 🏾 🎽		*	Audio 6	6				
6 Chn		*	Audio 7	7				
68 <b>-</b> Prg		•	Audio 8	8				
0 I Bank		<u>_</u>	Midi 1	1	- 11			
Patchname	_	_	MICI	_	_ 3			
Keyboard		<b>a</b>	Midi 2	2				
<u>O</u> rgan	1		Midi 3	3				
Bell/Mallet			Midi A					
<u>S</u> trings		A003	Legato Strings		H			
Vocal/Airy	•	_	WatcherOfTheSky	,				
Brass	•		Camera Strings					
- Woodwind/Reed	•		7 AnalogStrings1	12	EL.			
 Guitar/Plucked	•	A099 <u>P</u> izzAnsamble						
B <u>a</u> ss	•	<u>B</u> 003	Legato Strings					
SjowSynth	•	B019	C <u>a</u> mera Strings		FI I			
<u>F</u> astSynth	•	B035	A <u>r</u> co Strings		HU			
<u>L</u> eadSynth	•	B051	PjzzAnsamble					
<u>M</u> otionSynth	•	B067	Stereo Strings 1					
S <u>E</u>	•	B083	Eew Bows Here		H			
<u>H</u> it/Arpg	•	B099	AnalogStrings12		- 8 /			
<u>D</u> rums	•	B115	WatcherOfTheSky	,				
GM D <u>R</u> UM KITS	•	C003	St <u>e</u> reo Strings		E 🕯			
-			String Quartet					
			Anal <u>og</u> Velvet					
			PizzicatoSection					
		_	Symphonic Bows					
		D035	i Solo⊻iolin					

### 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.



Triton	SoundEditor		
<u>File M</u> ode	e Mjdi <u>O</u> ptions Synth≬	4o <u>d</u> el <u>H</u> elp	
		<u>}   IR</u>   <u>8</u> -	
015 Tran	ce/GarageKit BANK I	NT BANK GM 💒	<u>File</u> dit <u>L</u> ibrary
022 A#0	ROM:000 BD-Dry 1	ROM:000 BD-Dry 1	Save <u>C</u> urrent Drum Kit
023 B0	ROM:000 BD-Dry 1	ROM:000 BD-Dry 1	Load <u>S</u> ingle Drum Kit 🛛 🖳 🖤 🖤
024 C1	ROM:338 ^Four^ Solo	ROM:000 BD-Dry 1	Save Drum Kit Bank
025 C#1	ROM:325 Yea Solo	ROM:000 BD-Dry 1	
026 D1	ROM:339 ^Three^ Solo	ROM:000 BD-Dry 1	
027 D#1	ROM:326 Year solo	ROM:000 BD-Dry 1	Make Cakewalk Drum Map
028 E1	ROM:340 ^Two^ Solo	ROM:000 BD-Dry 1	Cubase Drum Map Editor
029 F1	ROM:341 ^One^ Solo	ROM:000 BD-Dry 1	Exit
030 F#1	ROM:329 Uhhhh Solo	ROM:000 BD-Dry 1	
031 G1	ROM:207 Zap 3	ROM:000 BD-Dry 1	Single Trigger
032 G#1	ROM:228 Finger Snap	ROM:000 BD-Dry 1	Receive Note ON

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

e [[	Dase Drum Map Editor Create Cubase Drum Map											
-1	Drum Map GM 64 Note	┢	I-N	Len	0-N	Chn	Output	Lev1	Lev2	Lev3	LovA	_
	Drum Map GM 88 Note											_
15 16	Drum Map Expanded	32		64		1	0		90 90		120 120	
17	BD-Mondo Ki	32		64 64		1	0	70	90		120	
17	99-BD 3	32		64		1	0		90		120	
18	BD-Squash	32		64 64		1	0		90		120	
20	BD-Squasn BD-Dance 4	32		64		1	0		90		120	
20	SD-Full Roo	32		64		1	0		90		120	
21	SD-Fuil Hoo	32		64		1	0		90		120	
22 23		32		64		1	0				120	
23 24	SD-Hip 5 SD-Vintage	32		64		1	0				120	
24 25	SD-Ambi Hit	32		64		1	0				120	
25 26	SD-Ambi Hit	32		64	A#1		0		90		120	
26 27	99-BD 5	32		64		1	0		90		120	
27 28	99-BD 3	32		64		1	0					
28 29		32		64 64		1	0		90		120 120	
29 30	Dance Perc-	32		64		1	0	70	90		120	
30 31	99-SD 1	32		64		1	0		90		120	
31	88-Claps 99-SD 2	32		64		1	0		90		120	
32 33	Real E. Tom	32		64		1	0		 		120	
33 34		32		64		1	0		90		120	
34 35	99-HHat Clo Real E.Tom	32		64 64	F#2 G2	1	0	70	90		120	
35 36		32		64 64		1	0		90		120	
36 37	H.Hat-Crisp	32		64		1	0		90		120	
37 38	Real E. Tom					1	0					
	99-HHat Ope		A#2		A#2	-						
39 40	Real E.Tom Beal F.Tom	32		64	B2 C3	1	0		90 90		120	•

## Using File Menu select "Cubase Drum Map Editor"

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.

nd	Q	1-N	Len	0-N	Chn	Output	Lev1	Lev2	Lev3 Lev4
rid Kick	32	BO	64	BO	E		0 70	0.01	110 120
nd Kick	32	C1	64	C1	E	Chn 1			10 120
Stick 2	32	C#1	64	C#1	E	Chn 2			Chn 1
olo SN	32	D1	64	D1	5	Chn 3			Chn 2
d Claps	32	D#1	64	D#1	E.	Chn 4			Chn 3
olo SN	32	E1	64	E1	Ę	Chn 5			Chn 4
) Tom Lo	32	F1	64	F1	Ę	Chn 6			Christian Christ
iHat 4	32	F#1	64	F#1	5	Chn 7			
) Tom Lo	32	G1	64	G1	E	Chn 8			Chn 6
iHat 5	32	G#1	64	G#1	E	Chn 9			Chn 7
) Tom Hi	32	A1	64	A1	E	Chn 10			Chn 8
HiHat 2	32	A#1	64	A#1	E	Chn 11			Chn 9
) Tom Hi	32	B1	64		E	Chn 12			Chn 10
) Tom Hi	32	C2	64	ACTIVITY OF	5				Chn 11
h1	32	C#2	64	A COLOR OF THE OWNER	E	Chn 13			Chn 12
) Tom Hi	32	D2	64	A 100 100	E	Chn 14			Chn 13
1	32	D#2	64	D#2	E	Chn 15			Chn 14
ia Cym	32	E2	64	A DOWN THE OWNER	5	Chn 16			Chn 15
Bell	32	F2	64		5	Apply to A	I from 15	to 88	Chn 16
bourine	32	F#2	64		5		0 70	301	110 120
h1	32	G2	64	G2	5	1	0 70	90	110 120
bell	32	G#2	64	the state of the s	5	1	0 70	90	110 120

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

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.

•	<u>C</u> r	eate Cubase Drum Ma	ap <u>Options</u>									
	М	Sound	Q	I-N	Len	0-N	Chn	Output	Lev1	Lev2	Lev3	Lev4
1		Hybrid Kick	32	BO	64	BO	1	1	0 🛪 70	<b>90</b>	<b>110</b>	120
2	7	Round Kick	32	C1	64	C1	1	/	0 70	10	118	120
3	1	Dry Stick 2	32	C#1	64	C#1	1		20 70	90	/10	120
4	1	Piccolo SN	32	D1	64	D1	1		8 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  $\mbox{$\mathbb{R}$}$  and Cubase  $\mbox{$\mathbb{R}$}$  .

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

E T	riton So	oundE	ditor	
<u>F</u> ile	<u>M</u> ode	Mjdi	Options	Synth Mo <u>d</u> el – J
Ī	oad All 1	Friton [	Data	
2	<u>à</u> ave All i	Triton I	Data	
Ē	<u>P</u> CG Mar	nager		
<u> </u>	Patch Vie	wer		
E	E <u>w</u> it			

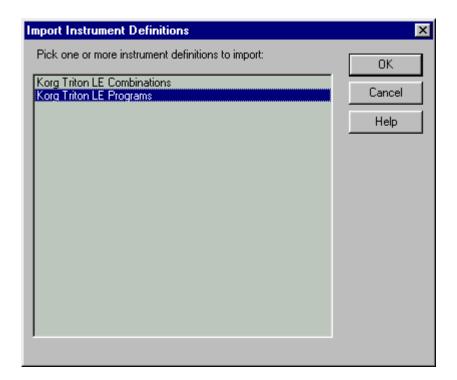
For more information of how to set up Instruments in Cakewalk/Sonar, please check Cakewalk/Sonar documentation.

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:

File       Programs       Combinations         Image: Display Categories       127=A127 Steam Sweeps         Script Options       (Korg Triton LE Program Bank B)         0=B000 EuphoricTrancer         1=B001 Attack Piano         2=B002 Noise Shot         3=B003 Arco Strings         4=B004 HipHop Kit         5=B005 Ana Bass 2         6=B006 SFZ Brass ST         7=B007 Full Dravbars         8=B008 Moving Bellz         9=B009 Rez. Down         10=B010 HipHop Lead         11=B011 DistortedTeaBea         12=B013 Qating Voice Pad	🔟 Patch Vie <del>w</del>		_ 🗆 ×
✓ Display Categories         Script Options         (Using KORG Bank Map)         ✓ Banks         ✓ Categories         Categories         Categories         Create Cubase Script         [Create Cakewalk INS]             Image: Create Cakewalk INS]<	<u>File</u> Programs <u>C</u> ombination	ons	
14=B014 SopranoSax BrY 15=B015 <techno box="" vox=""> 16=B016 Rez. Sweep</techno>	<ul> <li>Display Categories</li> <li>Script Options</li> <li>(Using KORG Bank Map)</li> <li>Banks</li> <li>Categories</li> <li>Create Cubase Script</li> </ul>	127=A127 Steam Sweeps [Korg Triton LE Program Bank B] 0=B000 EuphoricTrancer 1=B001 Attack Piano 2=B002 Noise Shot 3=B003 Arco Strings 4=B004 HipHop Kit 5=B005 Ana Bass 2 6=B006 SFZ Brass ST 7=B007 Full Drawbars 8=B008 Moving Bellz 9=B009 Rez. Down 10=B010 HipHop Lead 11=B011 DistortedTeaBea 12=B012 Nylon Guitar 13=B013 Gating Voice Pad 14=B014 SopranoSax BrY 15=B015 <techno box="" vox=""></techno>	



🗄 🗞 General MIDI 👘 🔂 Note Names		Patch Names	
<ul> <li>General MIDI Drums</li> <li>Generic (Patches 0127)</li> <li>Generic (Patches 1128)</li> <li>Korg Triton LE Programs</li> <li>Patch Names for Banks</li> <li>Second Triton LE Program Bank A</li> <li>Second Triton LE Program Bank C</li> <li>Second Triton LE Program Bank A</li> <li>Second Triton LE Program Bank A</li> <li>Second Triton LE Program Bank C</li> <li>Second Triton LE Program Bank C</li> <li>Second Triton LE GM Drum Ki</li> <li>Controller Names = Standard</li> <li>RPN Names = Standard</li> <li>RPN Names = 016383</li> <li>Bank Select Method = Normal</li> <li>Roland GS</li> </ul>			
<ul> <li>Generic (Patches 0127)</li> <li>Generic (Patches 1128)</li> <li>Korg Triton LE Programs</li> <li>Patch Names for Banks</li> <li>Patch Names for Bank A</li> <li>Patch Names for Ban</li></ul>			Import
<ul> <li>Generic (Patches 1128)</li> <li>Korg Triton LE Programs</li> <li>Patch Names for Banks</li> <li>Patch Names for B</li></ul>			
Patch Names for Banks			Help
• • • • • • • • • • • • • • • • • • •	🖃 🗞 Korg Triton LE Programs	🗄 🦳 Bank Select Methods	
Image: Control of Contr	🖻 🔄 Patch Names for Banks		
<ul> <li>H = Korg Triton LE Program Bank B</li> <li>Z = Korg Triton LE Program Bank C</li> <li>Z = Korg Triton LE Program Bank C</li> <li>Z = Korg Triton LE Program Bank C</li> <li>Z = 7168 = Korg Triton LE GM</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum Ki</li> <li>Z = 7936 = Korg Triton LE GM Drum</li></ul>			
E →      Controller Names = Standard     NRPN Names = 016383     Salad     Salad     Salad     Controller Names = 016383     Salad     S			
<ul> <li>Bank Select Method = Normal</li> <li>Roland GS</li> </ul>			
<ul> <li>Image: Triton LE GM</li> <li>Image: Triton LE GM Drum Ki</li> <li>Image: Triton LE GM Drum Ki<td></td><td></td><td></td></li></ul>			
<ul> <li>              Fig. 7936 = Korg Triton LE GM Drum Ki      </li> <li>             Controller Names = Standard         </li> <li>             RPN Names = Standard         </li> <li>             RPN Names = 016383         </li> <li>             Bank Select Method = Normal         </li> <li>             Roland GS         </li> </ul>			
Controller Names = Standard     RPN Names = Standard     RPN Names = 016383     Bank Select Method = Normal     Roland GS			
Bank Select Method = Normal      Reference Select Method = Normal      Reference Select Method = Normal			
■ Bank Select Method = Normal ■ Control = Normal ■ Roland GS ■ 1		] ]	
■ Bank Select Method = Normal ■ 🏷 Roland GS			
	🖅 🐟 Roland GS		
		]	

Instrument Definition for Triton Drum Kits:

Triton	SoundE ditor		
<u>F</u> ile <u>M</u> od	e M <u>i</u> di <u>O</u> ptions Synth I	Mo <u>d</u> el <u>H</u> elp	
<b>T</b>		€ 💷 ⊴	
009 Pe	rcussion Kit BANK	NT BANK GM 🔠	<u>File</u> dit Library
023 B0	ROM:000 BD-Dry 1	ROM:000 BD-Dry 1	Save <u>C</u> urrent Drum Kit
024 C1	ROM:275 Taiko-Rim	ROM:274 Taiko-Open	Load <u>S</u> ingle Drum Kit 🛛 🔍 🔍 🛛
025 C#1	ROM:276 Tsuzumi	ROM:276 Tsuzumi	Save Drum Kit Bank
026 D1	ROM:249 Djembe-Open	ROM:249 Djembe-Oper	
027 D#1	ROM:251 Djembe-Slap	ROM:250 Djembe-Mute	
028 E1	ROM:021 BD-Dance 4	ROM:020 BD-Dance 3	Make Cakewalk Drum Map
029 F1	ROM:022 BD-Hip 1	ROM:024 BD-Hip 3	Exit
030 F#1	ROM:026 BD-Dark	ROM:025 BD-Hip 4	
031 G1	ROM:028 BD-Ringy	ROM:028 BD-Ringy	
032 G#1	ROM:029 BD-Short88	ROM:273 Tabla-Mute 4	
033 A4	ROM:031 BD Ambi	ROM:272 Table Mute 3	Receive Note ON 🗔

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:	ОК
Triton 009 Percussion Kit Drums	Cancel
	Help

C Pre Ø M A	Ime:     Ime:
MSR _ □ ) Vel+ 0 In None ✓ ✓ Ch 1: Triton 009 Percussion Kit ✓ ✓ Pch none ✓  Chr (0)	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
0.0 M S R 🗗 🗆 M S R 🔔 🗖 ) Wel+ 0 In None 🗸	Shaker 2 Shaker 1 BD-Dance 1