

# Kronos Analogic

Multi-Controller assigned Soundbank w/spiral-binding book for KORG KRONOS Music Workstation



## Handling Guide

### Introduction

The *Kronos Analogic* is here to make it easy working with the synthesizer inside the instrument. Therefore all Kronos Controller knobs, the both Joysticks, the Ribbon, etc. are assigned for each Program Preset to act like typical analog synthesizer knobs, switches and sliders.



To keep the learning curve very low and get you the chance to fully concentrate on your music the Controller assignment follows a specially developed standard setting. It means that even if you don't have own experiences with analog synthesizer you will easily find

the typical synthesizer sound shaping functions like Filter, Envelopes, etc. and they are always on the same Knobs, Buttons, etc. on the Kronos.

Find out all their functions with learning be doing. You can handle the sound shaping on the Controller field on the left with one hand while playing the synth in the Kronos with the other hand and it feels like doing this on a real analog synthesizer with knobs.

## Kronos Analog Controller Assignment Details

The Kronos Controller section on the left from the display is the center for Synth Performer. In total there are 8 knobs, 2 buttons, 2 different Joysticks and a Touch Ribbon.

As additional overview function the display shows a full Controller set with their amount and mode settings when pushing the Control Surface tab on the lower right in the display.



## Real Time Knobs

Knobs are the most typical real time modifiers on analog synthesizers. You can find the Kronos Real Time Knobs on the panel's upper left next to the Main Volume Knob.



To simulate the original feeling the entire Knobs Section for *Kronos Analogic* is assigned with all the sound modifier functions we know well from the analog synthesizers: Filter Cutoff and Resonance as well as Attack, Decay, Sustain and Release Time and more. Find details about the knobs below.

The Default position of the Knobs is always in the center. If you don't want to catch the programmed amount with a Knob movement from any current position you can set all Knobs to the center before playing a Program Preset.

The Kronos Panel print above the Knobs 5-8 is User 1-4, but as the *Kronos Analogic* assignments are fixed as convenient standard setting for all Program Presets with the functions Attack Time, Decay Time, Sustain Level and Effect Control, the below picture shows how the Panel print for all *Kronos Analogic* Program Presets actually should look.



**Knob 1: Filter Cutoff**

**Knob 2: Filter Resonance**

**Knob 3: EG Intensity**

**Knob 4: EG Release Time**

**Knob 5: Attack Time**

**Knob 6: Decay Time**

**Knob 7: Sustain Level**

**Knob 8: Effect Control**

Here are the other Kronos real time controller and they all are programmed with sound shaping functions and performance controls.

## **Joystick 1: Tone Blend**

**SW1: Octave down**

**SW2: Ribbon lock**

**Joystick 2: Bend up/down X, Vibrato/Modulation Y**

**Ribbon: Brilliance, Cutoff**

**Aftertouch: Vibrato**

**Velocity: Loudness/Contour**

## **Knob 1 Filter Cutoff**

This is the most used analog synth tone modifier. Turn the Knob to the right for a high value to get a rich sound that provides many high frequencies.



Turning the Knob to the left will reduce the amount of high frequencies and the tone will be soft and a dull. Using this effect during playing performance is typical for many music styles and is very interesting too for Arpeggios. The Filter Cutoff works in combination with the next Knob 2.

## **Knob 2 Filter Resonance**

Another typical analog synthesizer tone shaping function. With Filter Resonance you can make the sound sharper and it depends on the Filter Cutoff setting how the tone will be altered.



Turning the Knob to the right will enhance this effect and settings within the highest range zone can create kind of self-oscillation effects.

## **Knob 3 EG Intensity**

With this Knob you can easily control the entire amount of the Envelope Generator settings.



Turning the knob to the left will make the sound duration or a part of it's progress in time shorter, to the right will extend the effect during that time.

### **Knob 4 Release Time**

Actually this knob should be placed on another position, after Sustain Level to be specific. But as there is a printed EG Release above the knob, I decided to keep it where it is.



This function determines how long the sound will fade away after let off a key. Turning the knob to the right it might be infinite like a hold effect, turning to the left will shorten the Release time.

### **Knob 5 Attack Time**

The tone attack is one of the most important sound shaping function, so the knob is right here on position 5. On the *Synth Performer* Panel photo (for details see Appendix) the Knob 5 name print is Attack Time.



Hitting a key when the knob is turned to the left will provide an instant sound, but when you turn it to the right the sound will take a while until full volume.

### **Knob 6 Decay Time**

With Decay Time you can determin how quick a sound will fade away after hitting a key. On the Kronos you will find this function on Knob 6. On the *Synth Performer* Panel photo (for details see Appendix) the Knob 6 name print is Decay Time.



Turn the knob to the left for a very short sound and to the right to make it longer.

## **Knob 7 Sustain Level**

This is the main volume function for a sound. With Sustain you can control the volume of the sound's hold phase. Sustain Level is assigned to Knob 7 on the second last position in the Real Time Knob row. On the *Kronos Analogic* Panel photo (for details see Appendix) the Knob 7 name print is Sustain Level.



Turning the knob to the right will make this Sustain volume loud and turning to the left will reduce the volume level.

## **Knob 8 Effect Control**

Although the most analog synthesizers don't have built-in effect devices like Reverb, Delay, etc. the Kronos does. And it is a very handy function to control those effects with a dedicated knob. Here you will find this effects control on Knob 8. On the *Kronos Analogic* Panel photo (for details see Appendix) the Knob 8 name print is Effect Control.



Usually the effect setting and intensity of the Synth Performer presets are convenient and suitable for many music production situations and on stage, but sometimes less is more or you might want even more effects intensity or add a second one.

Exactly this can be done with this knob. It depends on the individual preset how it will shape the sound. Sometimes it will reduce the Reverb intensity when turning the knob to the left, other sounds might allow to add another effect like Chorus or Flanger to enhance the sound.

## **Joystick 1**

The unlabeled Joystick on the upper left works as sound mixer, so for *Kronos Analogic I* called it

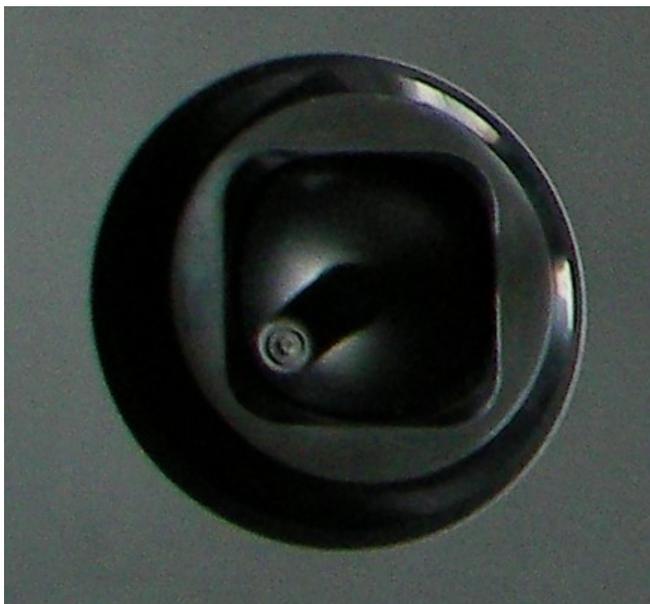
### **Tone Blend Control**



You can alter the sound mix of a Preset by turning the Joystick in all directions and from one point to the next in any speed. Using this function can help to get more real time modification effects into your sounds.

### **Joystick 2**

The Joystick below located on the left above the Ribbon is a classic synthesizer tool and can be used to bend tones and get Vibrato effects to a sound while playing the performance.



The Joystick offers four general positions left, right, forward, backward and they are working as described here:

### **Right Bend up**

Pull the Joystick to the right for a tone bend up effect like a guitar player is doing it, usually it's setted to 2 semi-tones. Some pads with slow attack time might have a full octave setting though.

### **Left Bend down**

Pull the Joystick to the left for the same tone bend effect, but this time the bending works downward.

### **Forward Vibrato**

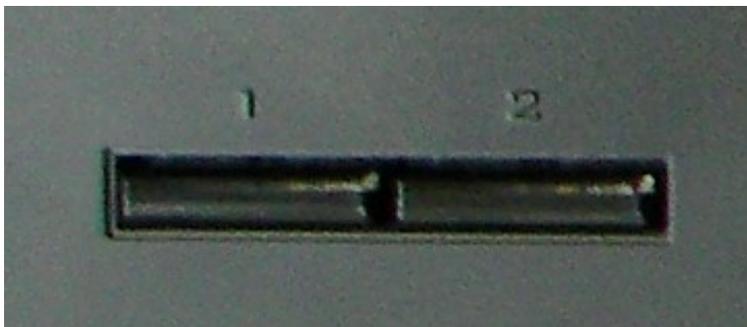
Pulling the Joystick forward will deliver a Vibrato effect. The most effective Vibrato dose can be reached at the maximum position.

### **Backward Tone Modulation**

Pulling the Joystick backward a tone modulation will change the timbre of the selected sound. The effect is different from one to another preset, it depends on the individual sound how it will act and you will find the dynamically controllable effects Tremolo, Filter Cutoff, Harmonic Structure, etc.

### **SW Buttons**

Those buttons are located above the just mentioned Joystick and are per-setted with typical synthesizer functions.



Their LED will lit when the assigned function is active, so you will always have the visible control about the current setting. On the *Kronos Analogic* soundbank the default position usually is Off. Push the button to turn the function on.

## **SW1 Octave down**

The SW1 Button delivers an instant Octave down shift and acts like a typical Key Transpose function with a fixed amount.

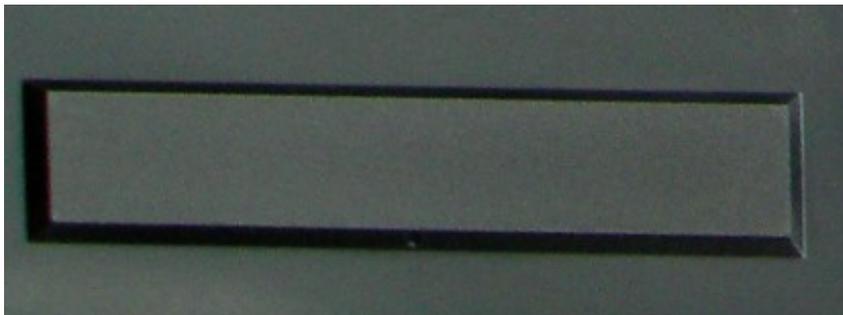
## **SW2 Ribbon Position fix**

As the below described Ribbon's typical assignment is Filter Cutoff it is handy to get the chance to fix a Cutoff amount at any Ribbon position. Push the SW2 Button while holding the Ribbon's position with the other finger and the current position will be fixed until you push the SW2 Button once again. The SW2 LED will lit when the function is in mode On.

## **Ribbon Tone Brilliance Control**

The Ribbon is located on the Kronos panel lower left. Use it with the fingertip and move it in both directions while still holding the finger on the Ribbon. The preset's default setting is the Ribbon's middle position, sliding to the right will usually add more brilliance to the sound while the sound will be duller the more you slide the finger to the left.

Some presets have other assignments though, check the documentation for details.



## **Aftertouch**

Pushing a key while holding it will affect a Vibrato effect. Although Vibrato is already assigned to the above mentioned Joystick, but it can be quite handy when it can be done with the keyboard though, especially when you need both hands for playing your performance.

Also you can bend a tone with the Joystick and simultaneously add a Vibrato with the keyboard, a convenient solution when playing solo parts.

## Velocity

The provided presets Velocity allows a dynamic performance and it depends on the individual sound how it works: Volume, Tone Brilliance, Wha attack effects, etc. Please see the documentation for further details.

## Drum Track

All presets have a dedicated Drum Track programming. Just push the DRUM TRACK Button to start the concerned beat of a preset. The presets default position is Off.



The carefully selected assignment of rhythms is different from one preset to the next and always fits to the individual sound in a way. All tempo, drum and percussion kit, volume, etc. settings are suitable to the sound and also aligned to the below described KARMA functions.

## KARMA

All presets have a dedicated KARMA programming. Just push the KARMA On/Off Button to active the function. The Button's LED will lit then. The presets default position is Off. Programmed KARMA patterns can be controlled with the eight real time control Sliders on the Kronos panel above the lower keyboard part.

Push the RT KNOBS/KARMA Button left from the Sliders to make them active and push the KARMA GE Tab in the display to view the programmed settings and watch changes when moving the Sliders.



As KARMA is far more than just a typical synthesizer Arpeggiator a special user panel is accessible to handle all the different KARMA parts. The interaction of all KARMA parts allows many of variations and can be used in real time too.

Although KARMA is synced to the DRUM TRACK (LED lits when active) it's necessary to study the individual KARMA settings to understand how it works and to find out what different playing techniques are suitable for it and it can be used in many different ways as well.



Check the KARMA settings of the below listed presets with all there described details to get a basic KARMA knowledge for perfect use of them when playing the sounds of the Synth Performer soundbank.

You will find the eight KARMA functions on the display's second last line lowly, and when you push this KARMA GE folder button the programmed values can be viewed and altered at any time for many different variations.

The values are mentioned in the Sliders field and when you move one of the eight Controller Sliders the related amount will change. For this function the RT/KNOBS KARMA Button on the left from the Sliders must be pushed, the Button's LED will lit in active mode.

Each Preset can keep up to seven additional so called KARMA Scenes for those variations. Here is the list of them and a description what you can do with them.

**Force Mono:** Amount of Swing feeling. A 000 setting provides a straight rhythm and the more you move the Slider 1 forward to the middle position the Swing feeling will be hearable. Moving the Slider 1 to maximum position will strongly quantize the notes.

**Note Scale Type:** Type of the rhythm. This controls note repeat speed, beat position and note structure.

**Invert Phrase:** Duration Control, sets of the notes.

**Note Pattern <> Random:** Accent position, velocity control,

**Bend On/Off:** Note range

**Bend Direction:** Bend start.

**Repeat Rhythm Value:** Repeat repetitions.

**Repeat Volume/Decay:** Repeat transpose.

All KARMA functions should be checked with the below example Presets. Play around with all sliders and play on the keyboard. You will quite quickly find out how everything works, and that they interact with each other too.

The sliders are not really a real time tool for on stage, however perhaps the Scene Buttons anyway, but eventually for studio recording purposes for sure. KARMA is indeed a nice and welcome inspiration source for song writing.

The KARMA settings of all Presets are ready-to-use, the sound shaping can be done easily with all Controllers on the fly, no sound programming or further KARMA knowledge necessary. Just use it!

## **Preset 011 Bob's Leadline**

Erläuterungen zu KARMA setting

## **Preset 070 Syn Clav**

Preset Number			Program Name				
Knob 1	Knob 2	Knob 3	Knob 4	Knob 5	Knob 6	Knob 7	Knob 8
Filter Cutoff	Filter Resonance	EG Intensity	Release Time	Attack Time	Decay Time	Sustain Level	Effect Intensity/Additional Effect

Joystick 1	SW1	SW2	Joystick 2 X	Ribbon	Aftertouch	Velocity	Additional Notes
Tone Blend	Octave down	Ribbon fix/lock	right up left down +2/-2	Brilliance, Cutoff	Vibrato	Loudness	

### Split Preset 1

Arp left, melody right

### Split Preset 2

Arp left, melody right

## Blanco Sound/Controller Chart

### Bank AA

#### Programs

**000 – 019 Lead**

**020 – 029 Bass**

**030 – 039 Polysynth**

**040 – 059 Pad**

**060 – 069 Effect Synth**

**070 – 099 Percussive**  
**100 – 119 Layer**  
**120 – 124 SFX**

## **Lead**

### **000 Hardcastlism**

Dynamic playable Lead and Bass sound.

001 Hollow Mellow  
002 Buzz Lead  
003 Washy SW1  
004 Sensoleader  
005 Interval  
006 FunkyLead  
007 Brassy  
008 PortaLead  
009 80s Powerpoly  
010 Filler Octaver  
011 Bob's Leadline  
012 Pulsariser  
013 Blade  
014 Lucky Moments  
015 Love Hour Lead  
016 Superfatty  
017 Introder  
018 Echo Synth  
019 Poser Polysynth

## **Bass**

020 ResoBass  
021 Stevie Monobass  
022 Classic Synthbass wSub  
023 Picky Bass  
024 Woody Bass  
025 Superbass SW1  
026 Taurozz  
027 Wire Bass  
028 Room Bass  
029 Smooth n'Noisy

## **Polysynth**

030 Classic Polysix  
031 Air T'night (Ribbon!)  
032 Starflight Theme  
033 Fullsizer 2  
034 Eighties on Acid  
035 Pretender  
036 Poly Lucky Woman  
037 Magic Quack

038 SynOrganic  
039 Pearls

## **Pad**

040 Soft Pad  
041 Sad Moments  
042 Fluffy  
043 Chordy  
044 Romance Pad  
045 Plain Pad  
046 Metling Pot Decay  
047 Eerie Strings  
048 Thinpad  
049 Brightman  
050 Drama Pulsar  
051 Backing  
052 Soft Landing  
053 Dark Time  
054 Cricketized  
055 Nice Pad  
056 WhaPad  
057 Journey Black Hole  
058 Distofields  
059 Phasepad

## **Effect Synth**

060 Wall Slap Synth  
061 Pitchapeggio  
062 Disturber  
063 Asylum Visit  
064 Flutterings  
065 Echoist  
066 Calma Pacifica  
067 Chaser  
068 Dualizer  
069 Railroader

## **Percussive**

070 SynClavi  
071 Sentimentales  
072 Jewelizer  
073 Whirly  
074 Percollead  
075 Radiotone Clavi  
076 Custom Harp  
077 Modern Clavi  
078 SynSantur  
079 Folk Harp  
080 Cameleonis  
081 Drifter  
082 Meditation Bells  
083 Bellplux

084 The Plucker  
085 Main Theme  
086 Bell Flavour  
087 Pointilism  
088 Fantasy Bells  
089 Plucker's Room  
090 SynCembalo  
091 Whisper Synth  
092 Curiosity  
093 The Hobbit  
094 Resonette  
095 Beady  
096 Mutable Gamelan  
097 Reverserism  
098 Dry Chords  
099 Smacky

## **Layer**

100 Dreamy  
101 Heavenly  
102 Breath Reverser  
103 Chiller  
104 Layerstrat  
105 Deelight 1987  
106 Intrigue Voice  
107 Movie Time  
108 VioGuitar Layer  
109 Whinings  
110 Pavane  
111 Cave Echoes  
112 Double  
113 Twitcher  
114 Pink  
115 Soft Layer  
116 Mandolostrings  
117 Stratoblender  
118 Space Vibe  
119 Keys'n Guitar

## **SFX**

120 Lonely Rider Echo  
121 Reverser  
122 Sirius Temple  
123 Lift off  
124 Jogger