



# KRONOS Editor/ Plug-In Editor Guide

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# Installation & Quick Start

## Introduction

The KRONOS Editor and KRONOS Plug-in Editor are applications for Mac OS X and Windows that allow you to edit the KRONOS's Set List, Combination, Program, Wave Sequence, Drum, and Global settings, as well as Sequencer mode sounds and effects for multi-timbral use (editing of MIDI and audio data is not supported). The software is built on Sound Quest's UniQuest Editor/librarian platform.

The KRONOS Editor is a stand-alone editor/librarian.

The KRONOS Plug-in Editor is compatible with DAWs (Digital Audio Workstations) and other applications which have support for the VST and AU audio plug-in formats.

## Copyright

The copyright for this software is shared between Sound Quest Inc. and Korg Inc.

The license agreement for this software is included as part of the software installation process. You must read and agree to the license while installing the software. Installation of the software will be taken as acceptance of the terms of the agreement.

## About this Manual

This manual is focused on the KRONOS Editor software. For information on using the KRONOS or any specific KRONOS parameters, please see the KRONOS Operation Guide, Parameter Guide, and Quick Start manuals.

## Computer Hardware Requirements

The KRONOS Editor's hardware requirements are minimal compared to today's typical systems and you should be able to run the software on any of the specified operating systems.

### Windows

- Windows XP, Windows Vista (32-bit or 64-bit), Windows 7 (32-bit or 64-bit), Windows 8 (32-bit or 64-bit)
- 512 Megabytes memory (2 GB or more is recommended)
- Any processor capable of running the OS (Core Duo more is recommended)
- 32-bit graphics card
- A monitor with 1024 x 800 graphic resolution (the software will display on smaller monitors but not optimally)
- A free USB port or MIDI interface

### Macintosh

- OSX 10.4, 10.5, 10.6, 10.7, 10.8
- 512 Megabytes of memory (2 GB or more is recommended)
- Any processor capable of running the OS (Intel Mac, Core Duo more is recommended)
- 32-bit graphics card
- A monitor with 1024 x 800 graphic resolution (the software will display on smaller monitors but not optimally)
- A free USB port or MIDI interface

Note: The software is designed to run as a single instance on the computer. Consequently, it is not possible to simultaneously edit more than one KRONOS from a given computer at a time.

Mac OS X 10.7 Lion compatibility note:

USB MIDI OUT transfer speed is limited when using the KORG USB-MIDI Driver under OS X 10.7 Lion. Data dumps with the Editor will take longer than expected. Upgrading to OS X 10.8 Mountain Lion fixes this issue.

## KRONOS Requirements

The KRONOS Editor 2.1 requires KRONOS software version 2.1 or higher. Please check the KRONOS web site at [www.korg.com/kronos](http://www.korg.com/kronos) to ensure that you have the latest OS installed before using this software.



## New Features in version 2.1

### Support for new CX-3 and Mute Mode parameters

KRONOS system version 2.1 adds functionality for the CX-3 and a Global parameter for Mute Mode, and the KRONOS Editor version 2.1 adds support for these new features.

### Overview/Page Jump

Clicking on most of the graphics on the Program Play Main page, such as filters, LFOs, or envelopes, will jump to the appropriate page of parameters, similar to the KRONOS's Play Page. Note that a few parts of the overview, such as the IFX/MFX section, do not support this.

## New Features in version 2.0

### Fast synchronization

For consistent operation, it's best for the KRONOS Editor and the KRONOS to have the same data loaded—and for the Editor to know that this is the case. Previously, this required transferring the actual bank data between the Editor and the KRONOS before every editing session. Version 2 of the Editor, in conjunction with KRONOS software version 2.0.2 and later, will quickly determine whether or not the two systems have the same data loaded. This determination happens automatically when you start up the Editor, or load a file from disk either in the Editor or on the KRONOS. It can also be done manually if desired; see “Select Unsynced button” on page 35. If the two systems are determined to have the same data, actually transferring the data is unnecessary—and you can get to work much more quickly. For more information, see “Synchronized and un-synchronized editing” on page 43.

### Midnam name file export

The KRONOS Editor now exports Midnam name files, for use in Pro Tools and Digital Performer. This is available in the Create Program Names File section of the Global Basic window. The Sonar Ins and Cubase Patchscript export functions have also been moved from their previous menu locations into this new section. For more information, see “Create Program Names File” on page 32.

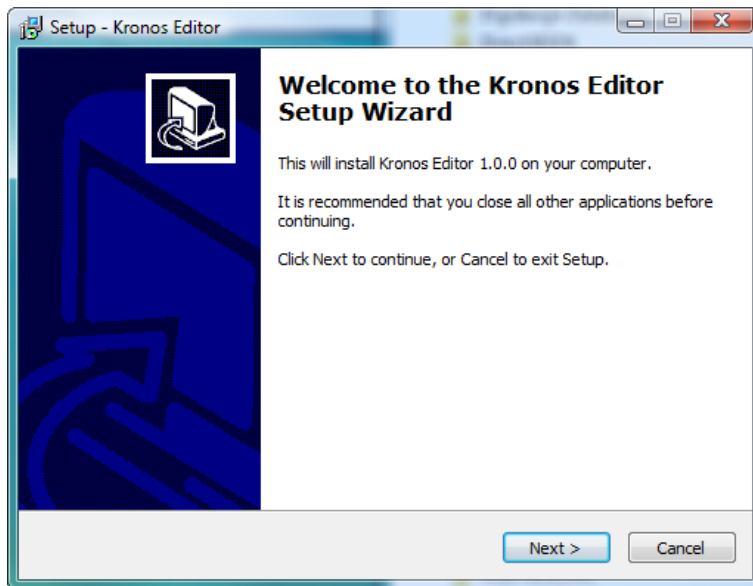
### Support for User Sample Banks

The KRONOS Editor now support User Sample Banks. The KRONOS communicates Bank, Multisample, and Drum Sample names to the Editor, so that you can select all your sample data by name, and not simply by number.

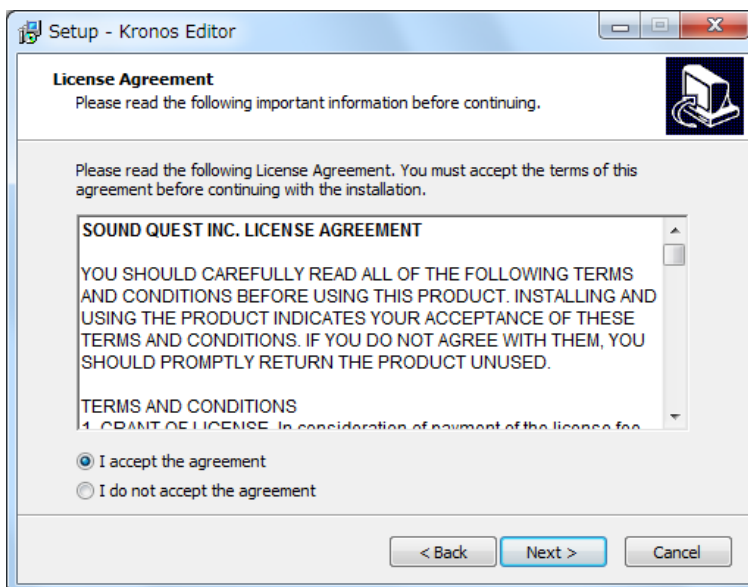
# Installation in Windows

To install the KRONOS Editor and Plug-in Editor in Windows, please follow these steps:

## 1. Run the setup application

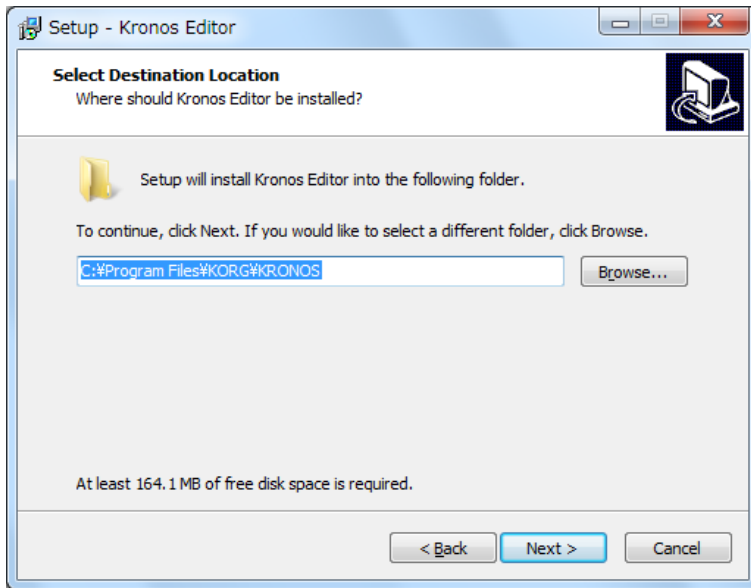


## 2. Read the license agreement.

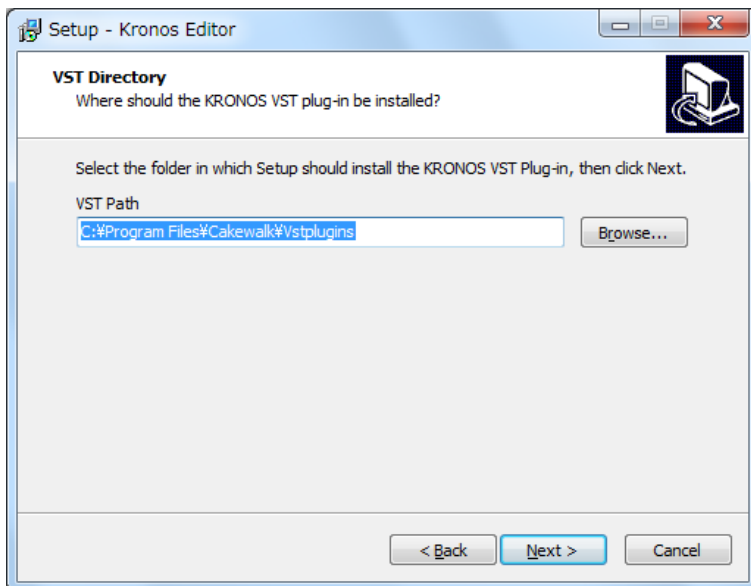


3. Select the "I accept the agreement" option if the terms are acceptable and press the Next button

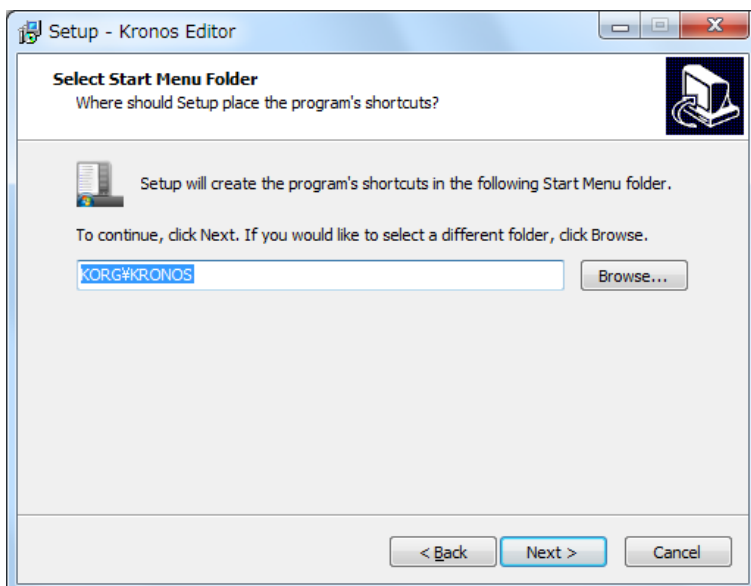
4. Select the location when you wish to install the software. (A default path will be supplied)



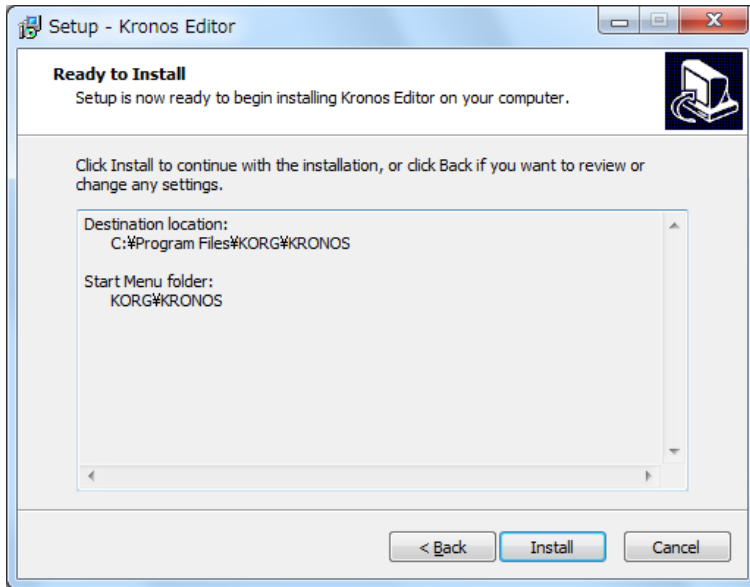
5. Select the location when you wish to install the VST Plug-in. (A default path will be supplied)



6. Select a location to create the shortcuts. (A default path will be supplied)



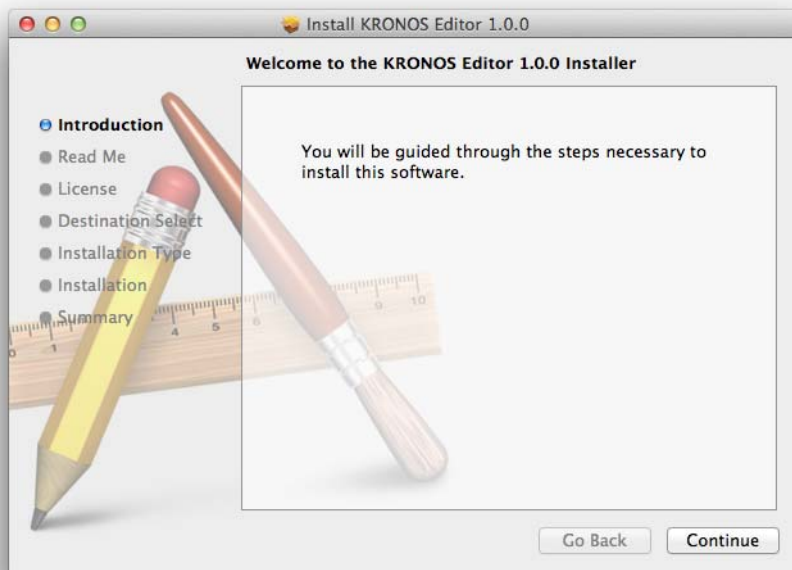
7. Review the information and press the Install button to start installing



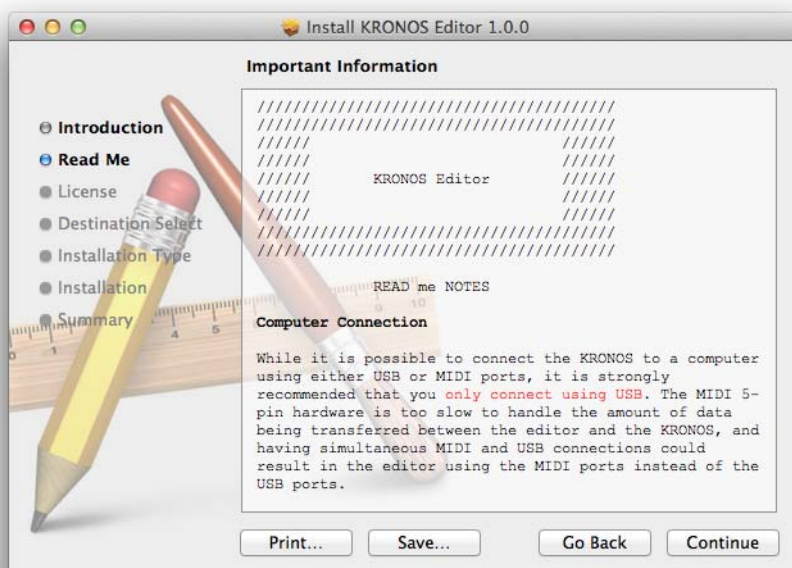
# Installation in Mac OS X

To install the KRONOS Editor and Plug-in Editor on a Macintosh, please follow these steps:

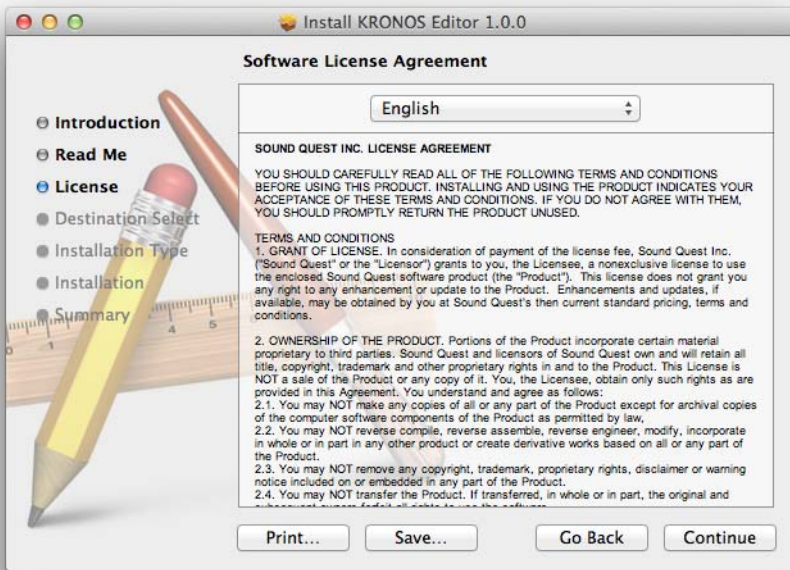
## 1. Run the installer application



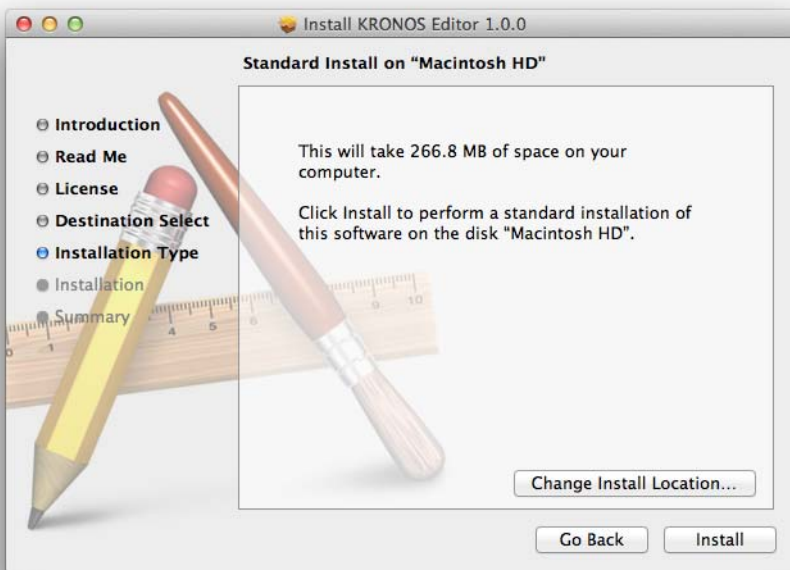
## 2. Press the Continue button



3. Read the Read Me notes, press the Continue button



4. Read the license agreement, press the Continue and select the Agree button if the terms are acceptable



5. Press the Install button to install the software

6. Along with installing the main application, the VST and AU plug-ins will be installed in the appropriate folders

## Connecting the KRONOS Editor to the KRONOS

Before using the editor, you will need to have your KRONOS connected to the computer. This requires the following:

- You must have a physical USB cable connecting the KRONOS to the computer.
- You must install the USB drivers supplied by Korg. (Please see the KRONOS manuals for additional information on connecting the KRONOS to a computer and installing the Korg USB drivers).
- The KRONOS must be configured to respond to System Exclusive messages (the default).

To verify that the KRONOS will respond to System Exclusive,

1. **Press the GLOBAL button**
2. **Press the MIDI tab on the lower tab bar of the KRONOS screen (if necessary)**
3. **Press the MIDI tab on the upper tab bar of the KRONOS screen (if necessary)**
4. **In the MIDI Filter section, ensure that Enable Exclusive is checked**

All communications between the editor and the KRONOS take place using MIDI messages. Typically these messages are sent through the USB cable connecting the KRONOS and the computer.

While the editor is also capable of communicating with the KRONOS using standard MIDI hardware and MIDI cables, it is highly recommended that the USB connection be used instead. The USB connection is significantly faster than MIDI and large data transfers that require minutes via USB can take hours over MIDI.

# Running the KRONOS Editor for the first time

## Opening the editor

To start the editor in Windows :

1. Click on the Start button in the lower left corner of the computer screen
2. Click on All Programs to display the installed programs
3. In this list find KORG and click on it.
4. Below KORG you will see KRONOS 2.1; click on it

Now you will see the application KRONOS Editor 2.1 displayed.

5. Click on it to start the program.

To start the editor on the Macintosh:

1. Open a Finder window
2. Open your Applications folder.
3. Find the Korg folder and open it
4. In the Korg folder, find KRONOS 2.1 and open it
5. Double click on the KRONOS Editor 2.1 icon to start the program





## Starting Up

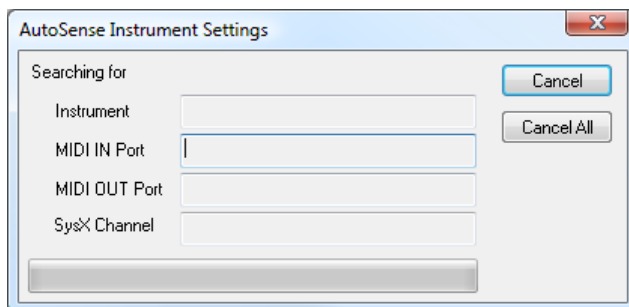
By default, the editor will do a few things automatically on startup:

- Look for the KRONOS using AutoSense
- Load the most recently saved file from the Mac or Windows disk (if you've already saved a file)
- Load the current edit buffers from the KRONOS
- Determine the data synchronization between the KRONOS and the KRONOS Editor
- Load the sample bank, Multisample, and Sample/Drum Sample names from the KRONOS

Note: It is possible to disable each of these automatic features and as you become familiar with the software you can choose to do so from Preferences.

### AutoSense

After starting the KRONOS Editor, the AutoSense dialog will appear.



The editor will then search your computer's MIDI ports for the KRONOS.

If the editor fails to find the KRONOS, it will inform you. At this point, make sure that:

- The KRONOS is turned on
- The KRONOS is connected to the computer—preferably via USB
- If using USB, the KRONOS USB drivers are installed and functioning properly
- If using MIDI, the KRONOS is properly connected to the MIDI interface (note that data transfers will be very slow with MIDI; using USB instead is highly recommended)
- The KRONOS has the minimum required OS version installed

Note: As part of the AutoSense test, the version number of the OS installed in the KRONOS is compared with the required version. If the installed version is below what is required for proper operation of the software, this will cause AutoSense to fail. In this case, you will need to update the KRONOS OS to the required version.

### Load the most recently saved file

Next, the KRONOS Editor will automatically load the most-recently saved file, anticipating this as the most likely starting point.

Note: This will not occur the first time that you run the editor, as there will be no saved data files yet.

### Load edit buffers from the KRONOS

The last thing that the KRONOS Editor does when starting up is to load the data currently stored in KRONOS' edit buffers, including the current Set List, Combination, Program, Song, Drum Kit, and Wave Sequence, along with the Global data. This means that when you first open an editor window (such as the Combination editor), the contents of that editor will be the same as what is currently in the instrument.


Please note that the first time you run the software, the contents of the many banks in the KRONOS are not automatically loaded. Loading and saving this data is one of the first things that you will want to do after startup.

This is the end of the automated setup functions performed by the KRONOS Editor.

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## Loading and Saving Your First Set

### What is a Set?

 **Note:** a “Set” is not the same as a “Set List.”

Sound Quest, the creators of the KRONOS Editor, use the term “Set” to refer to the whole of the data retrieved from an instrument. “Sets” are also the files save to and loaded from disk.


The Set includes all of the data available to be loaded via SysEx from the KRONOS:

- Set List Bank
- Set List Edit Buffer
- All Combination Banks
- Combination Edit Buffer
- All Program Banks
- Program Edit Buffer
- Song Bank
- All Drum Kit Banks
- Drum Kit Edit Buffer
- All Wave Sequence Banks
- Wave Sequence Edit Buffer
- All Karma GE Banks
- Global data

Loading an entire Set from the instrument to the software transfers all of the data from instrument into the KRONOS Editor. Saving the Set to disk then means that you have a complete backup should you accidentally lose data in your instrument, you can restore the contents of the instrument from the saved Set file.

You can Get and Transmit the entire Set or a portion of a Set from the KRONOS Transfer page (Global / KRONOS Transfer).

When saved to disk, the Set will have a .SQS (Sound Quest Set) extension.

 **Important:** Once you have the data loaded into the editor, you actually have **two** copies of the instrument’s data configuration. One copy is in the instrument itself, and the other is in the computer. When you are working in the KRONOS Editor, you are working with the data stored in the computer’s memory. The KRONOS Editor is not a direct view into the KRONOS’ memory. For more information, see “Synchronized and un-synchronized editing” on page 43.

### References in data

If you receive a Set file from someone else, remember that some data types in the KRONOS, such as Combinations and Programs, reference other types of data, such as Programs, Drum Kits, and Wave Sequences. For instance, a Combination refers to 16 Programs, but it does not actually contain the Program data. What this means is that if you send a Combination from the editor to the KRONOS and don’t also send the Programs that it uses, the Combination will not sound “right” because it will be using the programs in the KRONOS itself instead of the intended Programs which are in the KRONOS Editor.

From a practical perspective, this means that if you want to try out Set Lists, Combinations, or HD-1 Programs, and be certain that you are hearing them correctly, you must download the entire Set to the KRONOS.

### Loading Your First Set

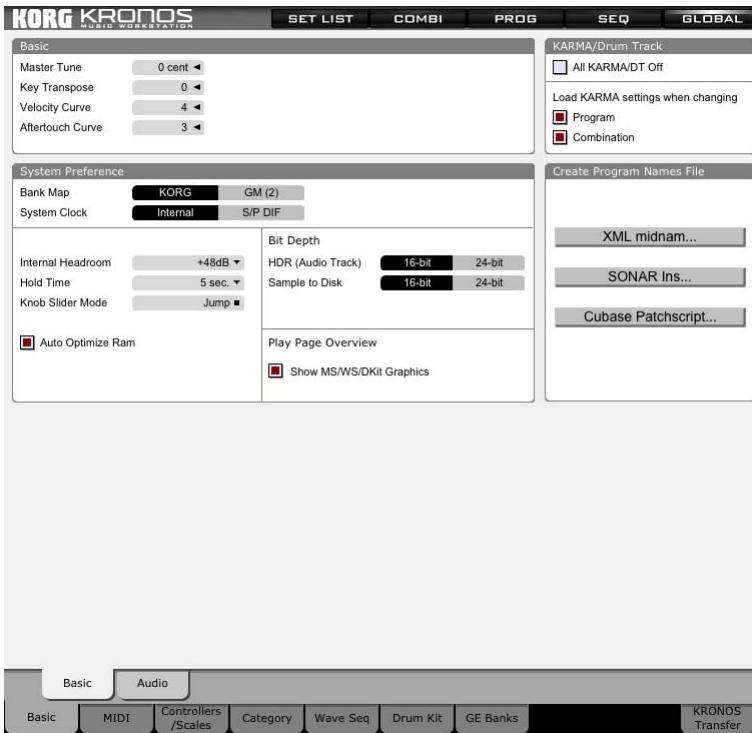
Now that you have the editor up and running, the first thing you should do is to create and save your first Set.

To load the Set:

1. Click on the **Global** button in the upper right corner of the editor



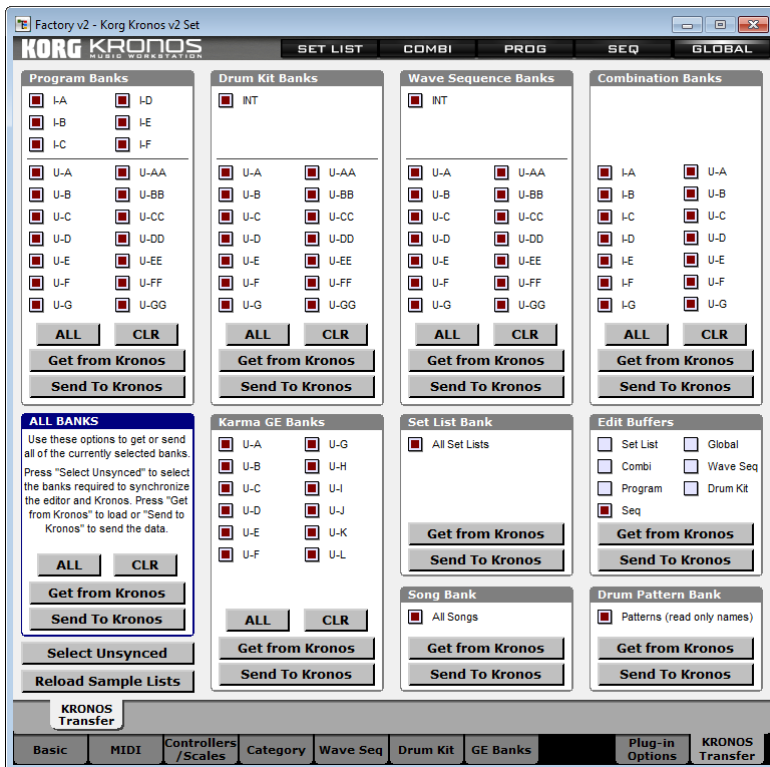
This will display the Global editor:



2. In the lower right corner, click on KRONOS Transfer



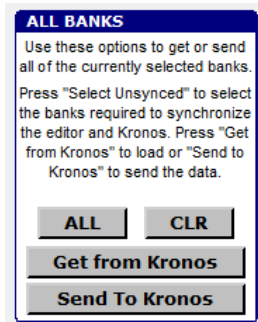
This will display the KRONOS Transfer page:



### 3. Click the Select Unsynced button in the lower left of the window

This selects all banks which are **not** currently synchronized between the KRONOS and the KRONOS Editor (for more information, see “Synchronized and un-synchronized editing” on page 43). The first time that you start the KRONOS Editor, all banks will be selected.

### 4. In the ALL BANKS box in the lower left, click the Get From KRONOS button

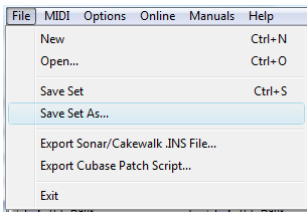


This starts the load process and you can watch the editor load in all of the bank data from your KRONOS. Using USB 2.0, this process will take about five minutes. After this initial load is complete, future transfers should be much faster, since only banks which have changed (either on the KRONOS or in the Editor) will need to be transferred.

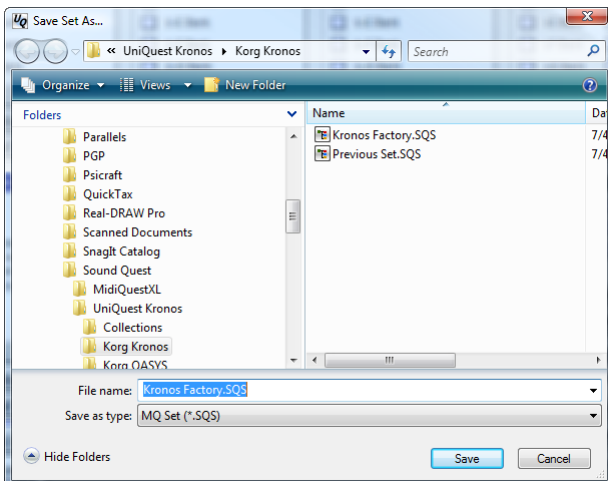
## Saving Your First Set

Once you have finished loading all of the data, you should save it. This will give you a backup of your current KRONOS system. To do so:

### 1. Choose *File | Save As...* from the program menus



### 2. Use the displayed file selector to enter a name for your Set file



### 3. Press the OK button to save

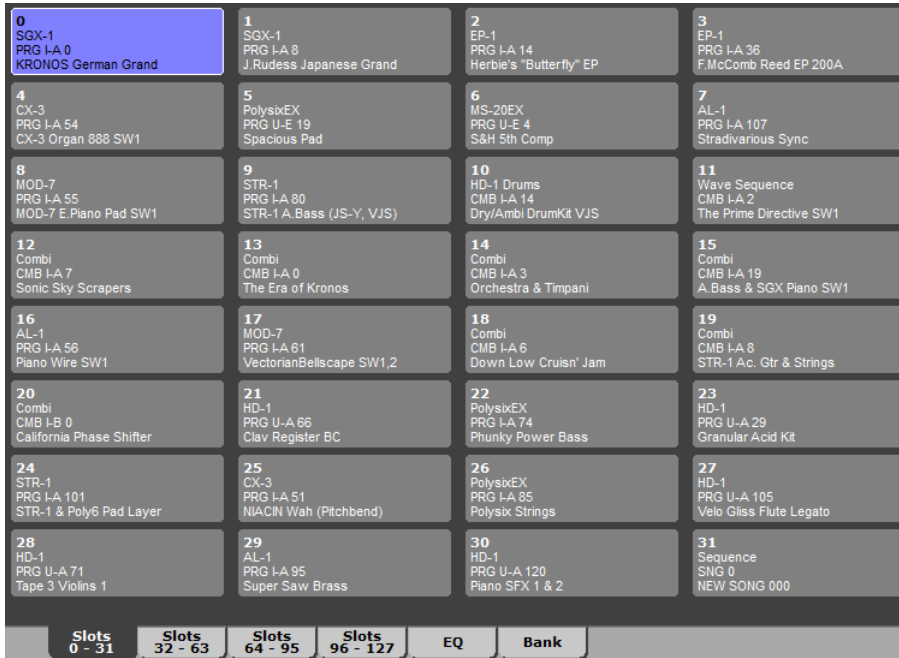
## Patch

For the purposes of this manual, “Patch” refers to a single type of any SysEx data that the software may be editing. The Patch of a Program Bank would be a Program, and the Patch of a Combination Bank would be a Combination. This definition is necessary to allow this manual to discuss the capabilities of the software in a general way.

## Program Organization

The KRONOS is an exceptionally deep instrument with a lot of capabilities and hence, a lot to learn. To aid you in the process of learning the layout of your KRONOS, the layout of the editor is very similar. You will find almost everything in the editor in the same place you would find it on the instrument.

The exceptions are when we felt the more information could be included to reduce the amount of paging. For example, while the KRONOS shows 16 of 128 entries from each Set List on a page, the KRONOS Editor shows 32.



This cuts down substantially on flipping pages. Using tab clicks, you can directly tab to any of the 128 entries instead of using left and right arrows to move through the list.

In the upper right corner of the editor has the mode selector that chooses from the various modes available in the software and instrument. These echo the button found on the KRONOS itself: SET LIST, COMBI, PROG, SEQ, and GLOBAL. Clicking on any of these buttons will automatically switch the KRONOS to that mode at the same time.



Along the bottom of the editor is same style of tab selector as found on the KRONOS.



If you compare the tabs in the editor to the tabs in the KRONOS, you will see that they are very similar. As a result, as you learn the software you are also learning the KRONOS. Or alternately, as you learn the KRONOS, you are also learning the software.

One of the big differences between the editor and KRONOS interfaces is that the KRONOS Editor interface includes bank editors for the various types of KRONOS data that the program manages. These bank editors allow you to rearrange objects easily. For instance, you can gather your favorite Programs together into a single bank. For more information, see "Bank Editing" on page 38.

To display the bank editors for the Set List, Combination, Program, and Sequencer modes:

1. Click on the appropriate mode button in the upper right.
2. Click on the Play tab in the bottom row of tabs in the lower left.
3. Click on the Banks button on the upper tab row.

To display the bank editors for Drum Kit, Wave Sequence, and Karma GE banks:

1. Click on the Global mode button.
2. On the lower tab row click on Drum Kit, Wave Sequence, or Karma GE.
3. On the upper tab row, click on the appropriate tab to reach the bank you want.

The final truly unique page for the KRONOS Editor is the Transfer page. This page allows you to select which banks you want to work with, transfer groups of banks to and from your KRONOS in a single operation, and more. To access this page:

1. Click on the Global mode button.
2. Click on KRONOS Transfer tab in the lower right corner.

For more information, see “KRONOS Transfer page” on page 35.

# Using the KRONOS Editor

## Parameter Editing

Similar to the KRONOS, the KRONOS Editor includes 7 distinct parameter editors: Set List, Combi, Program, Song, Wave Sequence, Drum Kit, and Global. The five main editors are selected by clicking on the appropriate button in the upper right of the editor. The two remaining editors are found within the tabs of the Global editor, just as they are in the KRONOS.

Clicking any of the mode buttons on the editor or instrument will change both the editor and instrument to that mode.

## Editing Parameters

Since the software automatically loads the contents of each of the KRONOS' edit buffers at start up, you should be able to easily test the program's editing capabilities. Click on the mode button at the top of the editor to select the editor you want (and tab button at the bottom if necessary) to display the page containing parameter you wish to edit.

Clicking on the parameter will frame it in a red "selection" box so you can easily see which control currently has "focus." Most edit controls offer multiple editing options; the most basic of these is drag editing.:

1. **Click the mouse on the parameter to select it**
2. **Continue to hold the button down**
3. **Drag the mouse up and down and the value of the parameter will change.**

If you have the same parameters displayed on the KRONOS, you will see that not only did the parameter value change in the software but it simultaneously changed in the instrument. In most cases, there is nothing that you have to do to keep the editor and instrument in sync when editing. The software automatically takes care of the details for you.

Most controls accept multiple forms of input which are described fully later in this manual. To quickly summarize, most controls offer some form of click and drag editing, double click editing, right mouse click editing on Windows or control-click editing on the Macintosh, direct value entry using the computer keyboard, and value increment/decrement using the computer keyboard.

In addition, it is possible to assign a CC control message to any control and remotely edit the parameter from a hardware controller.

## Editing Custom Controls

The KRONOS has an extensive collection of custom displays which graphically show the state of one or more parameters. You will find that the KRONOS Editor includes most of these displays as well. The difference is that in the editor many of these can be edited using the mouse. You can tell if the control can be edited by selecting it. If the control's frame becomes red then the control is editable in some way.

Additional information on editing custom controls will be provided farther on in this manual.

## Pop-up Menu

Each parameter editor has a pop-up menu which offers a range of commands that can be applied specifically to that editor. To access this menu in right click (Windows) or ctrl-click (Macintosh) in the editor anywhere in the Window where there is no editable parameter and the pop-up menu will appear.

|                             |        |
|-----------------------------|--------|
| Undo                        | Ctrl+Z |
| Learn                       | Ctrl+L |
| Clear CC Assignments...     |        |
| Clear All CC Assignments... |        |
| Transmit Combination        | Ctrl+T |
| Get Combination             | Ctrl+G |
| Store                       |        |
| Store in...                 |        |
| Open Combination...         |        |
| Save Combination As...      |        |

The commands in this menu are applied specifically to the editor you are working in.

## Loading data from the Instrument to Edit

If you have selected different data on the instrument and wish to edit it in the KRONOS Editor, right click (Windows) or ctrl-click (Macintosh) the mouse in the editor on a location where there is no editable parameter. The Parameter editor pop-up menu will display. Choose "Get <data type>" from the middle of the menu and the editor will load the data from the instrument's edit buffer and display it.

You can now proceed with editing.

Note 1: If you have edited the data in the KRONOS Editor then it should be saved to a bank or individual file as loading data from the instrument will overwrite the current contents of the buffer in the KRONOS Editor.

Note 2: You will observe that, regardless of the editor that you are working in, the commands available in the popup menu are identical.

Note 3: If you have followed the tutorial and loaded all of the data from the KRONOS into the KRONOS Editor then the KRONOS Editor should automatically track changes made to the contents of the edit buffer in the KRONOS and automatically make the same changes to the editor's buffers. This option is extremely useful when the contents of the KRONOS Editor and the KRONOS are not the same.

## Loading data from a Bank to Edit

As you become familiar with the software, editing from a bank will become a common operation. Display the bank page by clicking on **Play** on the lower tab bar. Then click on **Banks** on the upper tab bar. To edit from the bank, double click on an entry in the bank. The data will load into the editor and the KRONOS Editor will switch to the main page display.

Note: in the software's default configuration, loading different data into the edit buffer will automatically discard the data currently stored in the buffer. This behavior can be changed in the Preferences to automatically save the data or to query each time whether the data should be saved. The default setting of automatically discarding edits was selected to match the behavior of the KRONOS.

---

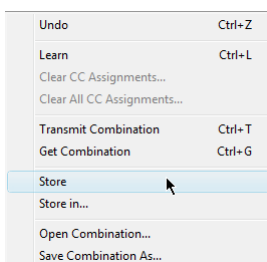
## Storing Edits

By default, the KRONOS Editor functions similarly to the instrument. If there have been any edits and new data is loaded into a parameter edit, the old edits are thrown away. You can change this behavior from the *Preferences | Patch* tab and choose one of two alternate options: always be prompted to save the edits or automatically save the edits if the data being edited came from a bank.

## Storing Edits Back to a Bank

If the data currently being edited, for example a Program, came from a specific entry in a bank then to store the edited data back to the same location:

1. **Right click (Windows) or ctrl-click (Macintosh) anywhere in the editor where there is not an editable parameter**
2. **This displays a pop-up menu**



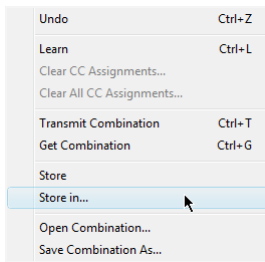
3. **Choose Store from the menu**

## Storing Edits to a Selected Location in a Bank

If you wish to store edited data, for example a Combi, to a specific memory location in a bank then:

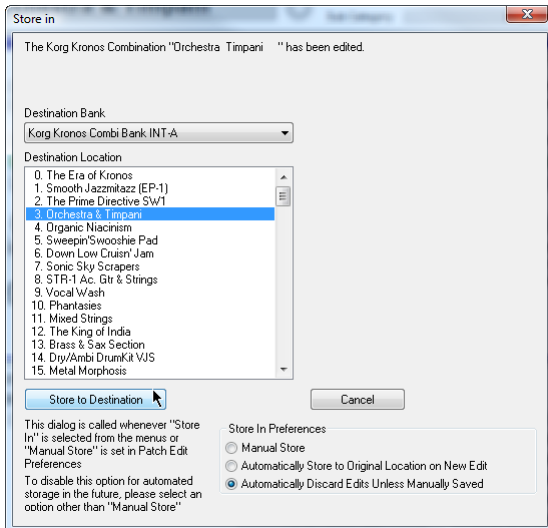
1. **Right click (Windows) or ctrl-click (Macintosh) anywhere in the editor where there is not an editable parameter**
2. **This displays a pop-up menu**





### 3. Choose Store In from the menu

The Store in Dialog will appear with the original location already selected (if available)



### 4. Use this dialog to specify the bank and location to store to

### 5. Press the Store to Destination button to store the Combination in the bank

## Editing from the KRONOS

The KRONOS Editor monitors all SysEx messages sent from the KRONOS.

As a result, it is possible to not only edit parameters in the editor but to also edit parameters on the instrument. These edits will update the appropriate parameter in the KRONOS Editor as well.

## Customizing the Behavior of the Editors

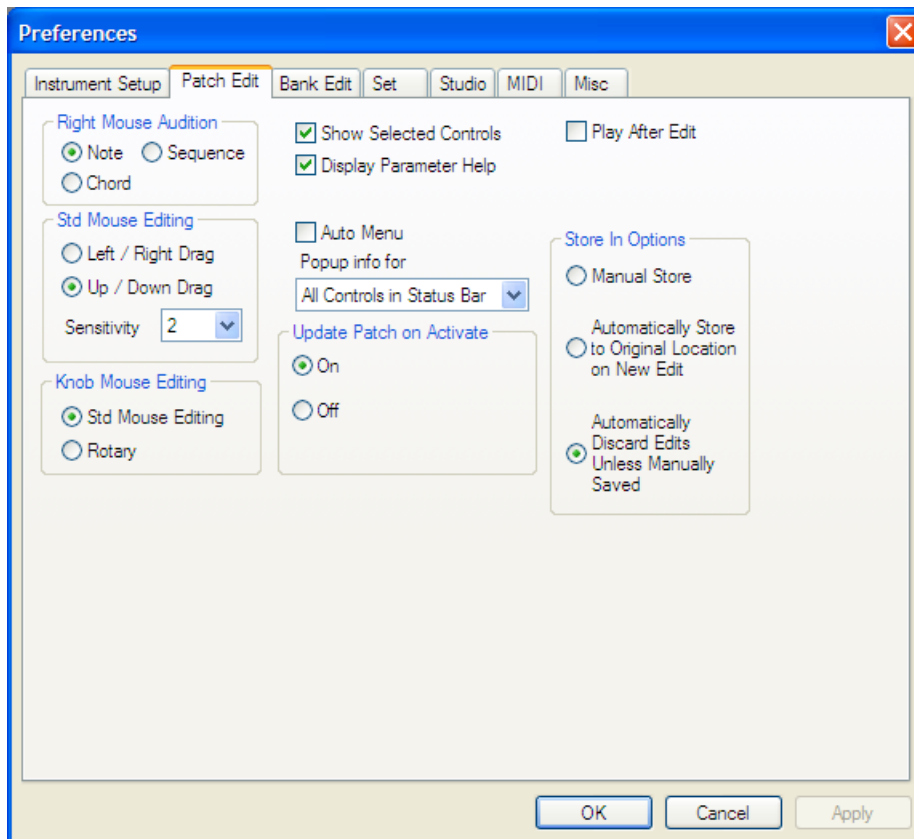
There are a number of basic parameters which control how the editors behave. These parameters are set to Korg's preferred defaults but you can change them to match your preferred editing requirements.

These options are global; making any changes will effect the operation of all of the parameter editors.

To display the configurable options:

1. Choose *Preferences* from the menus (in the Options menu for Windows users)
2. Click on the Patch Edit (Windows) or Patch (Macintosh) tab

The following configurable parameters are displayed:



3. Press the OK button to save the changes to Preferences

For more information all of these options, see "Preferences window" on page 58.

## The Set List Editor

Click on the SET LIST button in the top bar to display the Set List editor.

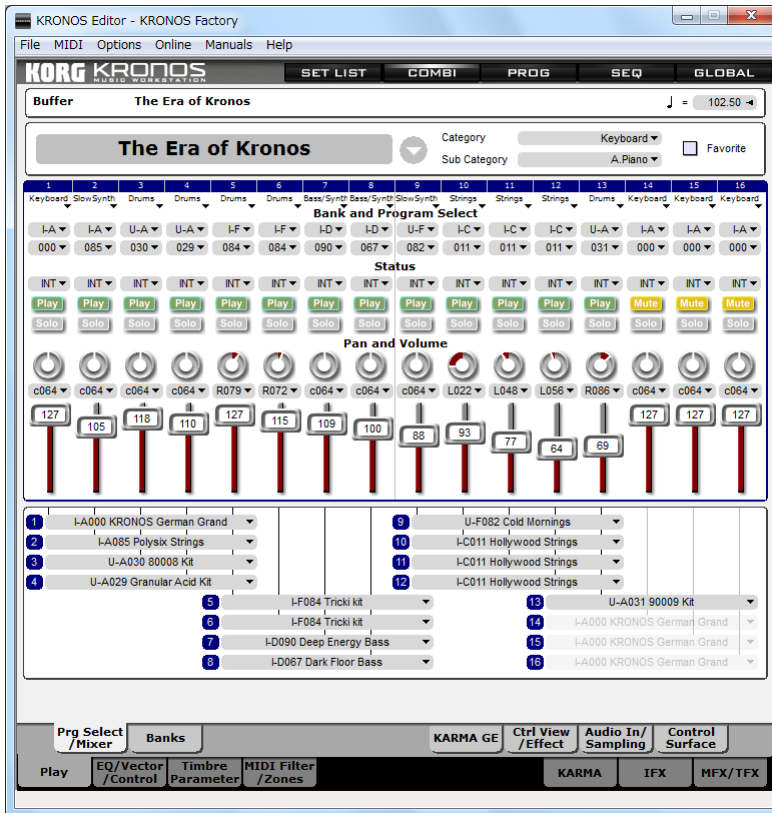


The Set List functions almost identically to the editor in the KRONOS with the following differences:

- 32 assignments are displayed per page instead of 16
- Click on tabs to move directly to any assignment page instead of stepping through the pages
- To edit a Set List from the bank, click on the Bank tab then double click on the Set List you want to edit.

## The Combination Editor

Click on the COMBI button in the top bar to display the Combi editor.



Use the tabs along the bottom of the editor to navigate through the editor's pages.

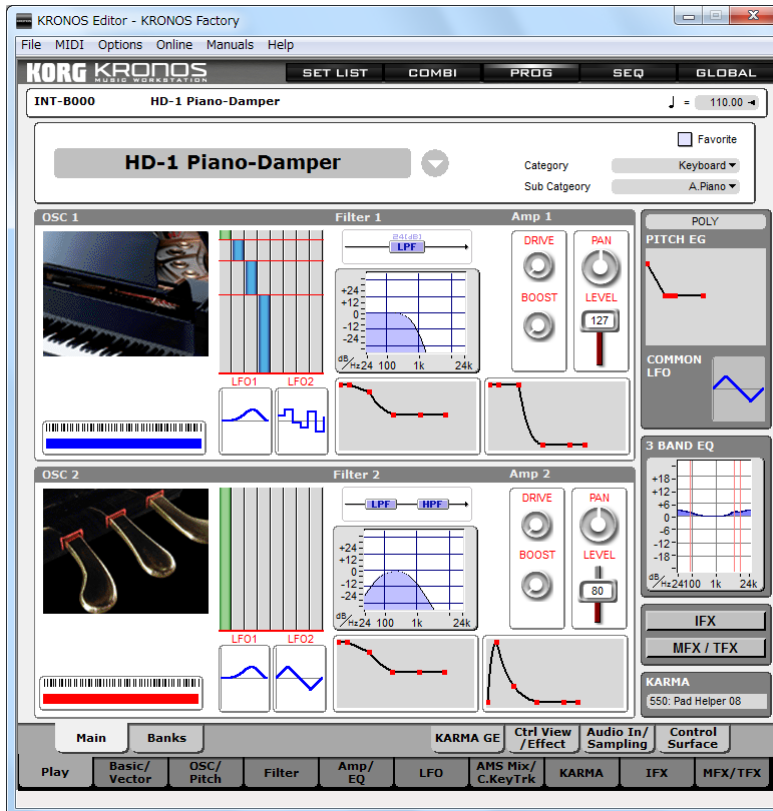
To edit a Combi from a bank, click on the Play tab then the Banks tab. Select one of the fourteen available banks then double click on a Combination to edit it.

To edit a Program currently selected for use in the Combi, double click one the name of the Program displayed on the Play / Prg Select-Mixer page.

## The Program Editor

Click on the PROG button in the top bar to display the Program editor. The Program editor is capable of editing both HD-1 and EXi Programs.

*HD-1 Program Editor*



Use the tabs along the bottom of the editor to navigate through the editor's pages.

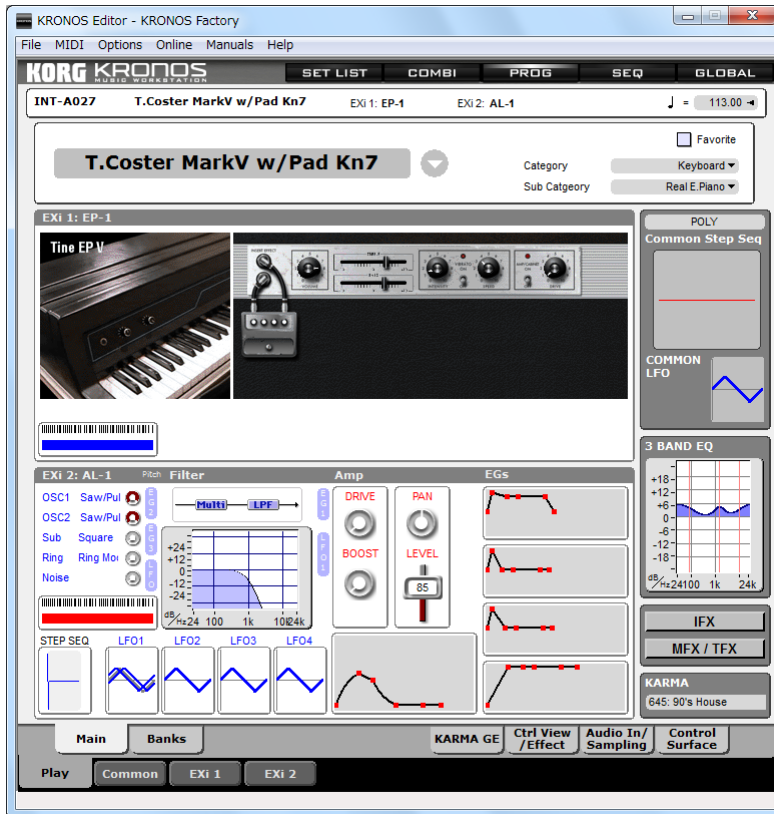
To edit a Program from a bank, click on the Play tab then the Banks tab. Select one of the twenty-one available banks then double click on a Program to display and edit it.

To edit a Wave Sequence currently selected in an HD-1 Program, click on the **OSC/Pitch** lower tab followed by either the **OSC 1 Basic** or **OSC2 Basic** upper tab. Double click on the Wave Sequence to edit and it will be opened in the Wave Sequence editor.

To edit a Drum Kit currently selected in a Drum Kit HD-1 program, click on the **OSC/Pitch** lower tab followed by either the **OSC 1 Basic** or **OSC2 Basic** upper tab. Double click on the drum kit to open it in the Drum Kit editor.

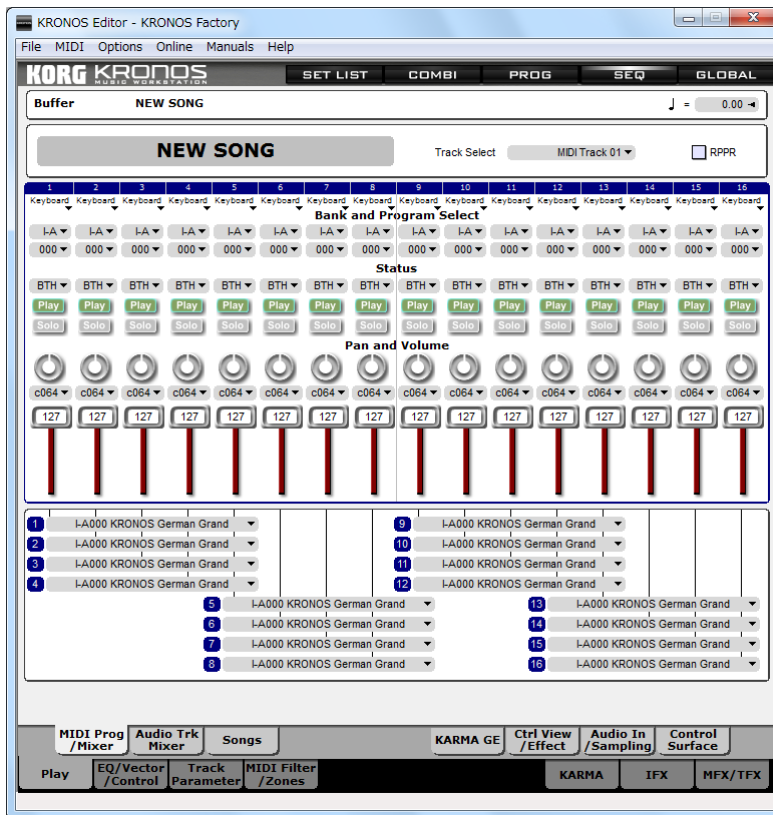
Clicking on most of the graphics, such as those representing filters, LFOs, or envelopes, will jump to the appropriate page of parameters. Note that a few parts of the overview, such as the IFX/MFX section, do not support this.

EXi Program Editor



## The Song Editor

Click on the SEQ button in the top bar to display the Song editor.

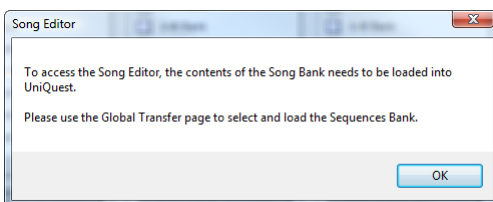


Use the tabs along the bottom of the editor to navigate through the editor's pages.

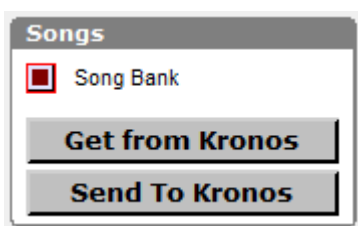
To edit a Song from the bank, click on the Play tab then the Songs tab to display the bank. Double click on a Song to display and edit it.

The Song editor in the KRONOS is different from all of the editors in one very important way: the data is not edited in a buffer. Every edit made in the instrument is a permanent one. This aspect of the instrument makes editing in the KRONOS Editor more difficult to maintain.

The first difference you will notice is that before you can enter the Song Editor, the Song Bank must be loaded. Click on the top bar's Song button without a loaded Song Bank and the following message will appear:



The software then automatically switches to the KRONOS Transfer page.

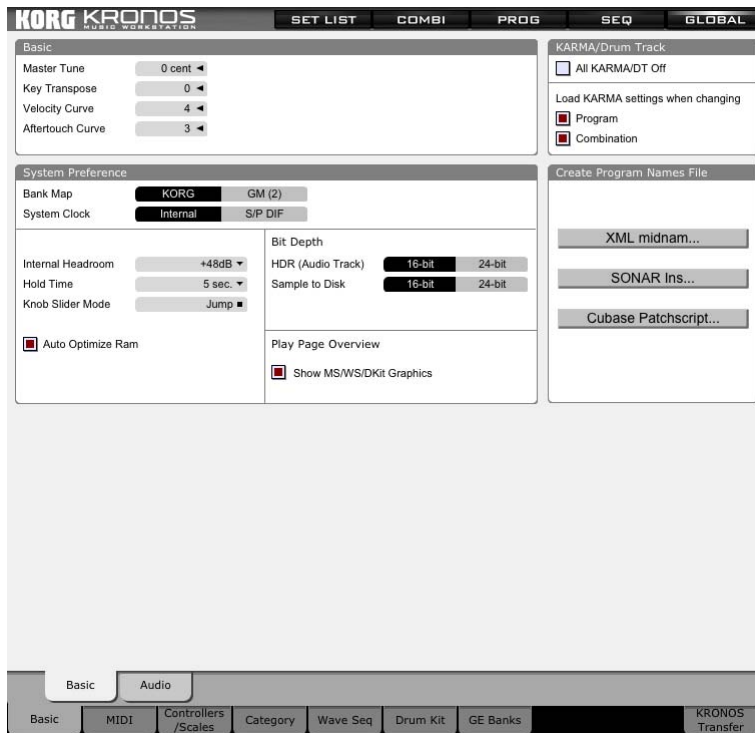


Check the **Song Bank** button and press the **Get from KRONOS** button to load the Song Bank. You will now be able to access the Song editor.

To edit a Program currently selected for use in the Combi, double click one the name of the Program displayed on the **Prg / Select-Mixer** page.

## The Global Editor

Click on the GLOBAL button in the top bar to display the Global editor.



Use the tabs along the bottom of the editor to navigate through the editor's pages. Similar to the KRONOS, the Wave Sequence and Drum Kit editors are accessed from the Global editor. Most of these tabs mirror the functionality of the KRONOS; the two sections unique to the KRONOS Editor are **Create Program Names File**, on this page, and the **KRONOS Transfer page**, as described on page 35.

**Note:** The KRONOS Editor doesn't include editors for Sampling and Disk modes. Because of this difference, when you select these modes on the KRONOS, the KRONOS Editor will show the Global pages.

### Create Program Names File

These three commands let you create files with the names of all the KRONOS Programs, in several different formats for use by various DAW applications. Note that only Program names are included in the files.

#### XML midnam

XML midnam files are a standard patch-list format used by Pro Tools and Digital Performer. If the KRONOS is connected via USB, as recommended for use with the editor, then using XML midnam files is very simple. If the KRONOS is connected via standard 5-pin MIDI, and you're using Mac OS X, you'll also need to configure the KRONOS in Audio MIDI Setup.

To save the midnam file and move it to the appropriate folder:

1. Press the **XML midnam...** button
2. In the File Selector dialog, name the file **KRONOS.midnam**, and save the file.

For use with Digital Performer, save to:

```
[Disk Name]/Library/Audio/MIDI Devices/MOTU
```

For use with Pro Tools, save to:

```
[Disk Name]/Library/Audio/MIDI Patch Names/Avid/Korg
```

or, if you're using an older version of Pro Tools:

```
[Disk Name]/Library/Audio/MIDI Patch Names/Digidesign/Korg
```

It's possible that the preferred locations may change with future versions of the DAW programs or operating system; if in doubt, consult the documentation for your DAW program.

Note that you may not be able to save directly to the Library folder, depending on your system permissions and operating system version. If you see an error message when saving, then simply save to a different folder (such as Documents), and then copy the file into the folders noted above.



The next time you launch your DAW program, you should be able to select the KRONOS as a MIDI device, and see the Program names appear in the patch list.

If you're using the KRONOS via 5-pin MIDI, you'll also need to configure Audio MIDI Setup. You only need to do this once:

1. **Open the Audio MIDI Setup application.**
2. **If the MIDI window does not appear, select Show MIDI Window from the Window menu.**
3. **If a KRONOS device is not already present, click the Add Device toolbar button to add one, and define its MIDI connections as appropriate.**
4. **Double-click on the KRONOS device to open its Properties window.**
5. **Enter "KRONOS" as the Device Name.**
6. **Type the exact text below into the Manufacturer field:**

KORG INC.

Do not select "Korg" from the drop-down Manufacturer menu; the text must be exactly as shown above, including the final period.

7. **Type the exact text below into the Model menu:**

KRONOS

8. **Close the Properties window, and close the Audio MIDI Setup application.**

Now, your DAW will know that the KRONOS is part of your MIDI system.

### **Sonar .INS...**

Use this option to create an .INS file containing all of the names for the KRONOS's Programs.

This file can be loaded into Sonar or Cakewalk sequencers released since 1993 and allows Programs to be selected by name instead of by number. This makes working in the sequencer environment much easier.

Why is this option in the Macintosh software? While there is no Macintosh version of Sonar or Cakewalk, there are some studios which utilize both systems and have them networked together. If this software is being run on a Macintosh, there might still be a requirement to generate .ins files for the Windows system.

To create a Sonar .INS file:

1. **Press the *Sonar .INS...* button**
2. **Use the File Selector dialog to select the Folder and name for the file**
3. **Press the OK button to create an .INS file**
4. **In Sonar or Cakewalk, choose *Options | Instruments....* from the menus.**  
or  
**In Sonar X1, choose *Edit | Preferences...* from the menus and select *MIDI > Instruments* from the left column.**
5. **Click on *Define...* in the Assign Instruments dialog**
6. **Click on *Import....* In the Define Instruments and Names dialog**
7. **Use the File Selector dialog to find and select the file created in step 2**
8. **Your instrument information will be added to the list of instrument definitions**
9. **Close the Define Instruments and Names dialog**
10. **In the Assign Instruments dialog select an *Output/Channel* combination**
11. **On the right, select the newly loaded instrument definition**
12. **Press the *Ok* button**
13. **When working with the selected *Output/Channel* combination, Sonar will now use your specified names**

### **Cubase Patchscript...**

Use this option to create a Cubase patchscript file containing all of the instrument's name information.

This file can be loaded into most versions of Cubase released since 1994 and allows patches to be selected by name in the sequencer instead of by number. This makes working in the sequencer environment much easier.

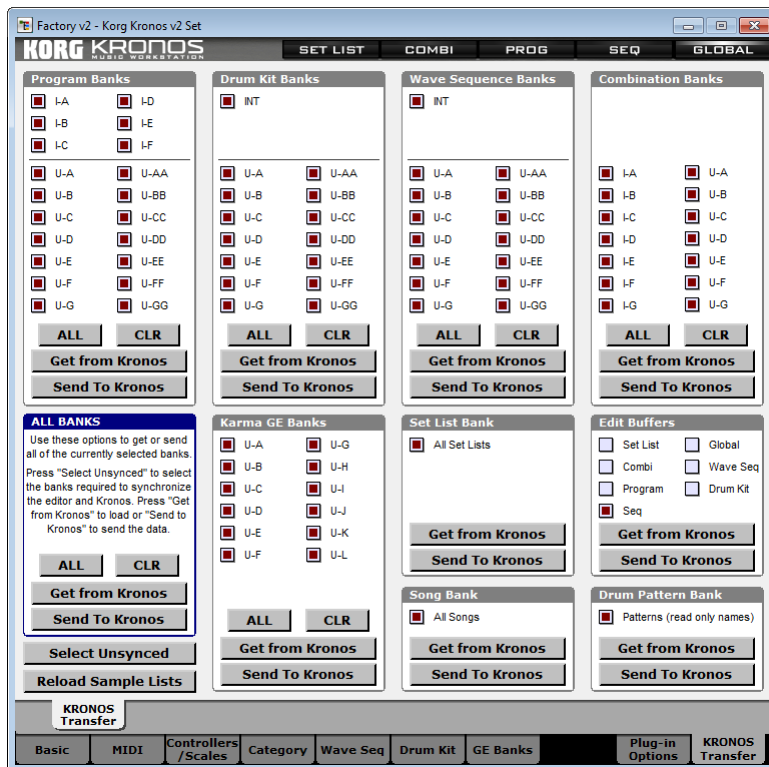
To create a Cubase patchscript file:

1. **Press the *Cubase Patchscript...* button**
2. **Use the File Selector dialog to select the Folder and name for the file**
3. **Press the *Ok* button to create the patchscript**
4. **In step 2, if you selected a folder other than the patchscript folder used by your specific version of Cubase (every version of Cubase uses a different folder), use your computer's file manager / explorer to move the file to the appropriate folder or the information will not be available.**
5. **Run Cubase and choose *Devices | MIDI Device Manager* from the menus**

6. In the MIDI Device Manager dialog, click on *Install Device*
7. Find and select your patchscript in the Add MIDI Device dialog and press the *Ok* button
8. If your device is not listed, the file is not located in the correct folder
9. In the *Installed Devices* list, select the newly installed device
10. To assign an instrument mode click the *Open Device* button (not all instruments use modes)
11. Click on *Device* and choose *Bank Assignment*
12. The instrument description page will change to display 16 MIDI channels
13. For each Channel, select the mode you wish to use in Cubase
14. When finished, close the Instrument window
15. In the lower portion of the MIDI Device Manager dialog, click on *Not Connected* and use the pop-up menu to select the MIDI port to which the instrument is connected

## KRONOS Transfer page

Click on the GLOBAL button in the top bar, and then on the KRONOS Transfer tab at the bottom of the window to display the KRONOS Transfer page.



This page allows you to send or receive banks of data to or from the KRONOS. Banks whose check-box is selected will be sent or received; banks whose check-boxes are blank will not. Within each group of banks, you can use the ALL or CLR buttons to select or clear all of the check-boxes, and then use the Get from Kronos or Send to Kronos buttons to get or send only the banks within the group (for instance, only Programs, or only Wave Sequences). Use the ALL BANKS section to transfer all the selected banks, regardless of bank type.

### Select Unsynchronized button

Pressing this button selects all banks which are **not** currently synchronized between the KRONOS and the KRONOS Editor (for more information, see “Synchronized and un-synchronized editing” on page 43). Transferring these banks, either to or from the KRONOS, will bring the two systems into synchronization. To do so:

1. Press the Select Unsynchronized button.

All un-synchronized banks will be selected.

2. Under ALL BANKS, press the Get from Kronos button to bring the data from the KRONOS into the KRONOS Editor or, alternatively, press the Sent to Kronos buttons to send the data from the KRONOS Editor to the KRONOS

### Edit Buffers

For each type of data—Set Lists, Combinations, Programs, and so on—the KRONOS has a special storage area that holds the item currently being edited. This is called the “edit buffer.” For instance, if you start to make changes to Program INT-A000, the KRONOS makes a copy of that Program and puts it in the Program edit buffer. The edits that you make change the copy in the edit buffer, while the original Program is untouched until you use the Write command to store your changes.

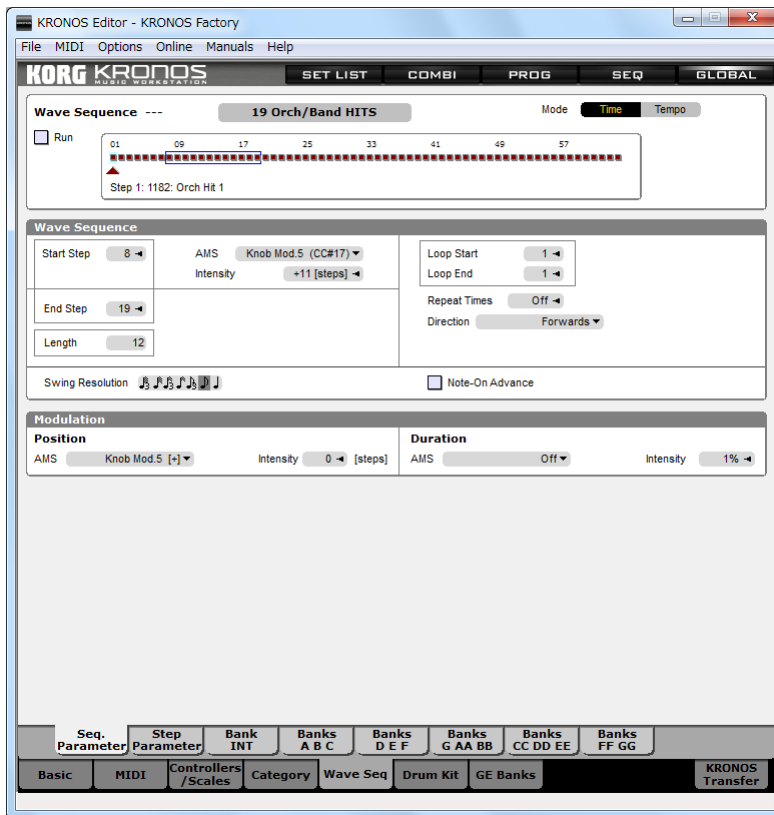
The KRONOS Editor uses a similar system; edits are initially kept in a buffer, and if you want to keep them, you need to use the Store command to save them to a location in a bank.

This section of the Transfer page lets you send and receive the current edit buffers for all of the data types, including the current Set List, Combination, Program, Drum Kit, Wave Sequence, Song, and Global data.

The stand-alone KRONOS Editor automatically loads the edit buffers at startup. However, the plug-in editor does not load these automatically.

## The Wave Sequence Editor

Click on the GLOBAL button in the top bar, and then on the Wave Seq tab at the bottom of the window to display the Wave Sequence editor.



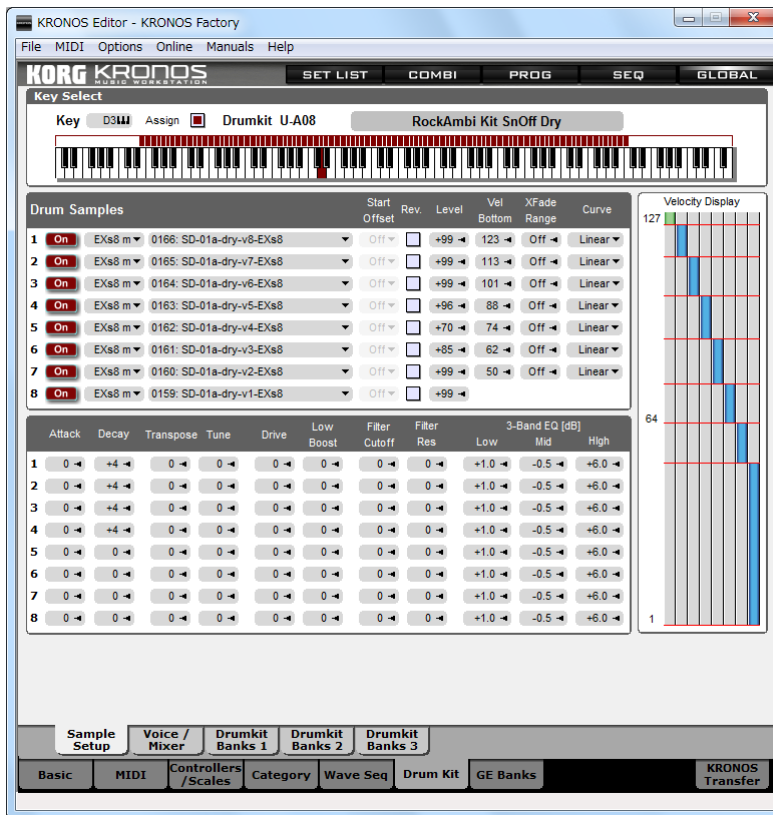
Use the tabs along the bottom of the editor to navigate through the editor's pages.

To edit a Wave Sequence from a bank, click on one of the following upper tabs: **Bank INT**, **Banks A – C**, **Banks D – F**, or **Bank G** to display the desired bank. Double click on a Wave Sequence to open it in the editor.

The Wave Sequence editor can also be opened directly from an HD-1 Program Editor by double clicking on the name of a selected Wave Sequence.

## The Drum Kit Editor

Click on the GLOBAL button in the top bar then on the Drum Kit tab at the bottom of the window to display the Drum Kit editor.



Use the tabs along the bottom of the editor to navigate through the editor's pages.

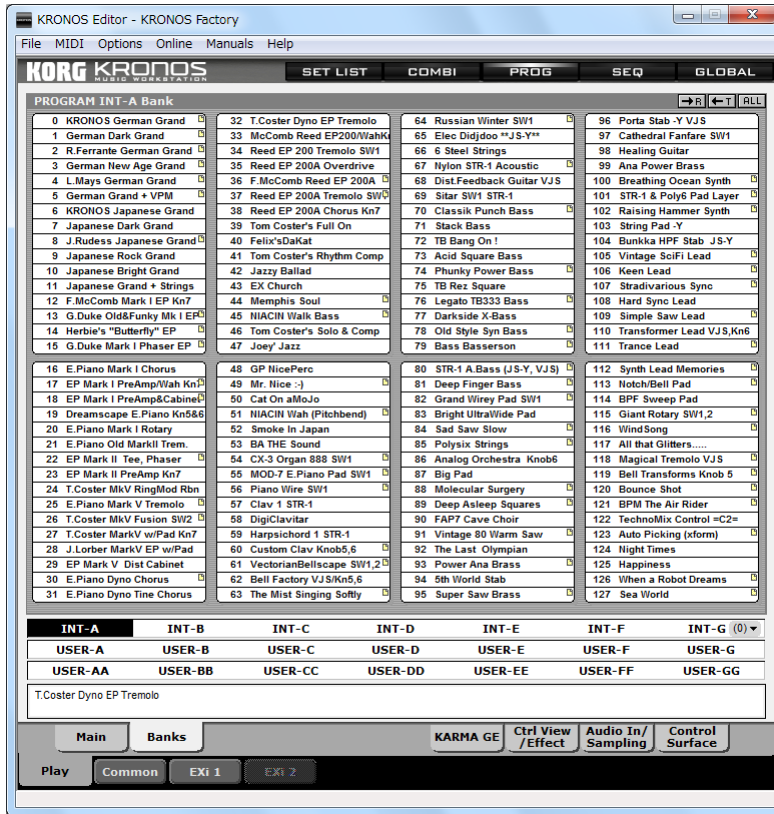
To edit a Drum Kit from a bank, click on one of the following upper tabs: **Drum Kit Banks 1** or **Drum Kit Banks 2** to display the desired bank. Double click on a Drum Kit to open it in the editor.

The Drum Kit editor can also be opened directly from an HD-1 Program Editor by double clicking on the name of a selected Drum Kit.

# Bank Editing

## Overview

### Bank View



With the exception of Global, every type of editable data has one or more banks for storage. This includes Set Lists, Programs, Combis, Songs, Wave Sequences, and Drum Kits. Each bank editor in the KRONOS Editor includes the same set of features so these will be discussed once using a Program Bank as the example but remember, they apply to all banks.

This is intended to be an introduction to bank editing. For extended information on how to get the most out of the bank editor, please see “Bank Editor reference,” beginning on page 82. This section covers all aspects of the operation of the bank editor and its available mouse and menu commands.

## Finding the Bank Editors

Each bank editor is located within the editor of the same type. You will find the Program Banks within the Program Editor, the Combination Banks within the Combination editor and so on. The bank editors can be located using the following chart:

| Bank Editor   | Mode     | Lower Tab | Upper Tab(s)                               |
|---------------|----------|-----------|--|
| Set Bank      | Set List | Set List  | Bank                                       |
| Combination   | Combi    | Play      | Banks                                      |
| Program       | Prog     | Play      | Banks                                      |
| Song          | Seq      | Play      | Songs                                      |
| Wave Sequence | Global   | Wave Seq  | 6 tabs (Bank Int, Banks A B C-Banks FF GG) |
| Drum Kit      | Global   | Drum Kit  | 3 tabs (Drum Kit Banks 1-3)                |

---

## Bank Editor Basic Features

Keep in mind that this introduction discusses how bank editing behaves by default. Aspects of the bank editor's behavior can be changed from the Preferences.

### Auditioning

Single click on any entry in a bank and the KRONOS Editor will send it to the instruments edit buffer. In the case of a Program, the selected Program replaces the current Program in the edit buffer so that you can hear it.

### Drag and Drop Editing

Click and hold the mouse down on any entry in a bank. Hold the mouse down then drag the mouse to another location in the bank. Release the mouse. You will see the two elements in the bank swap locations.

### Extended Selection

Click the mouse on an entry in the bank. Hold the computer keyboard's SHIFT key down and click on another bank entry and release the mouse. All of the entries between the first and last entry will be selected. There are several additional methods of extended selection; for more information, see "Extended Selection" on page 83.

### Parameter Editing

Double click on any entry in a bank and it will be opened in the associated parameter editor.

### Bank Context Menu

The majority of the bank editing functions are found in the context menu. Right-click (Windows) or control-click (Macintosh) to display the menu and select options from it.

### Get from the KRONOS

To get specific items from the KRONOS and load them into a bank, select the entries in the bank, then right-click (Windows) or control-click (Macintosh) to display the context menu. Choose **Get the selected <data type> elements** from the menu (last item). This will permanently overwrite the entries in the editor.

### Transmit to the KRONOS

To transmit specific items from a bank in the KRONOS Editor to the KRONOS itself, select the entries in the bank, then right-click (Windows) or control-click (Macintosh) to display the context menu. Choose **Transmit selected elements in Bank** from the menu (2<sup>nd</sup> last item). This will permanently overwrite the selected entries in the KRONOS.

### R / T / A Buttons

In the upper right corner of each editor are three buttons, R, T, and A. These represent the Receive (Get), Transmit, and All functions found in the bank editor pop-up menu.

Click on **R** to get the selected bank elements from the KRONOS and place them in the editor.

Click on **T** to send the selected bank elements from the editor to the KRONOS and overwrite the contents of the KRONOS.

Click on **A** to select all elements in the bank.

---

## Parent/child relationships

### What are parent/child relationships?

When you select a Program to be used in a Combination, you aren't actually copying the data from the Program into the Combination. Instead, the Combination creates a reference to the Program's bank and number, kind of like a cross-reference to a page in a technical manual.

For example, if you want to use a piano sound stored in Program I-A010, you'll select Program I-A010 in the Combi, and the Combi will play the piano sound. But what happens if, at some point in the future, you forget that there is a Combi referencing the piano in Program I-A010, and you replace the piano sound with a synth sound? Exactly! Your Combi will now play a synth instead of a piano.

The KRONOS Editor addresses this in two important ways. First, when you are looking at a Program Bank, each Program used by a Combi is marked with a small file icon to the right of the name. Point the mouse over a Program with an icon and in the status line below, a display will appear to show which Combis actually use this Program.

This makes life much easier when you want to add Programs to bank. You can be careful to put a new Program in a location currently not being referenced by a Combi. Or if you want to replace a particular Program with another, you can easily see which Combis will be affected.

Secondly and more significantly, the KRONOS Editor will automatically update these references when you move items from one location to another. For instance, let's say that you decide to move that piano sound from I-A010 to U-F052. Previously, you would have had to look through every single Combination, find the ones that are using the piano sound, and update them to the new location. With the KRONOS Editor, all of the Combinations are updated automatically. It's that simple.

This applies to all of the data types handled by the KRONOS Editor, including all of the references between Set Lists, Combinations, Programs, Songs, Wave Sequences, and Drum Kits. When an item in a bank is moved or edited, the KRONOS Editor automatically makes changes as necessary to ensure that all of its references are maintained.

One way of thinking about these references is that they are relationships between the two files. So, in this case, we'll call the Combination the "parent," and the Program the "child." As with human relationships, a parent of one item may be a child of another. For instance, the Combination in the above example may be a child of a Set List, as well as a parent of one or more Programs.

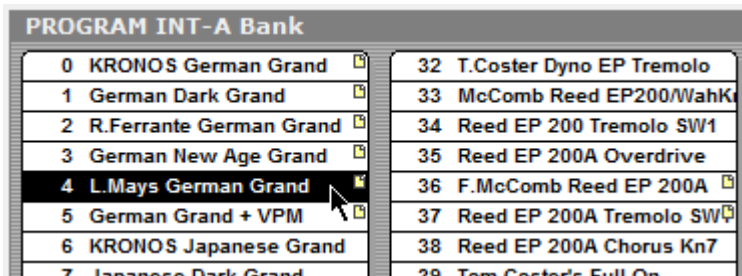
The KRONOS has parent/child between different types of data as follows:

| Parent       | Child                                |
|--------------|--------------------------------------|
| Set Lists    | Combinations, Programs, Songs        |
| Songs        | Programs, KARMA GEs                  |
| Combinations | Programs, KARMA GEs                  |
| Programs     | Wave Sequences, Drum Kits, KARMA GEs |

### Viewing parent/child relationships in Bank Editors

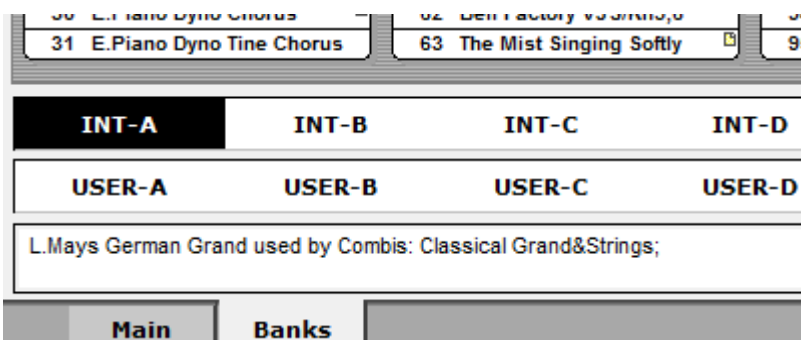
If you look at the screen capture below, you will notice that some of the bank entries have a small file-shaped icon in the upper right corner. This indicates that the entry is a child of other data. For instance, Programs can be children of both Combinations and Set Lists—and so each Program that is referenced by a Combi or a Set List displays an icon.

*Child items are marked by icons*



To find out what is referencing a given Program, place the mouse over the Program of interest and in the white text display area below the bank you will see a message which tells you. As shown in the example below, you can see that "L May's German Grand" is used by the Combi "Classical Grand&Strings." If the item has multiple parents, the information area will show as many as will fit into the available space.

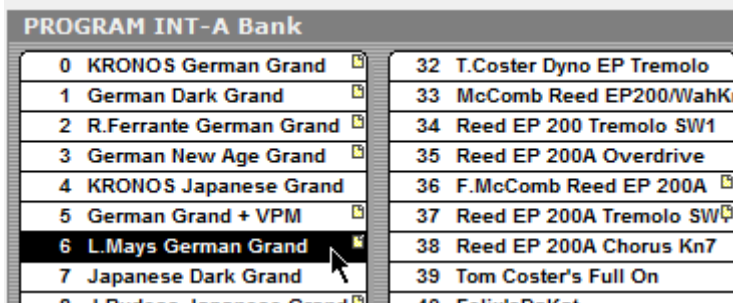
*Parent/child info is shown at the bottom of the window*



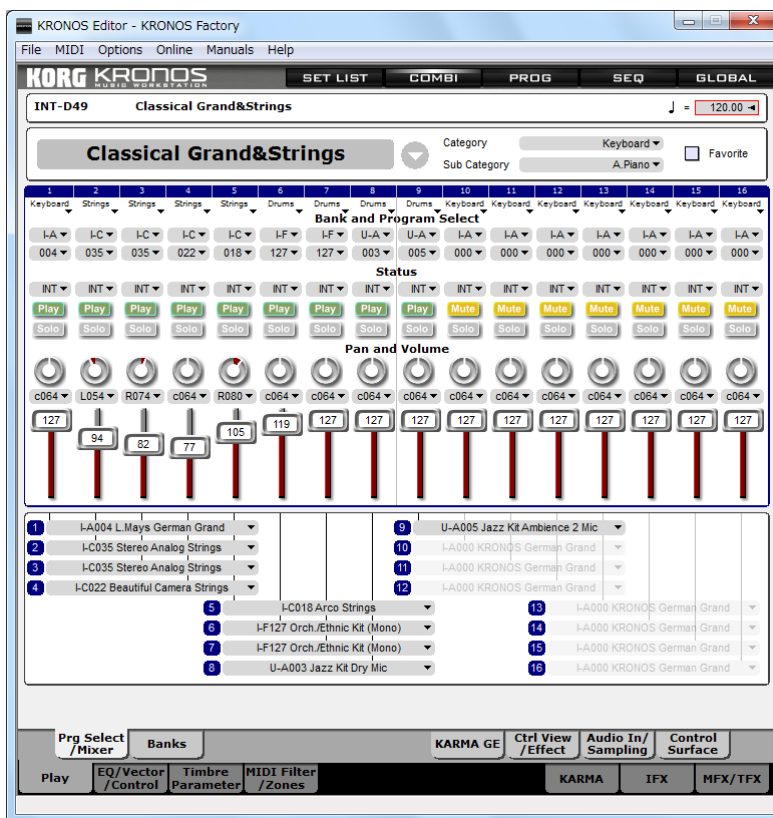


As noted above, the KRONOS Editor can update parent/child links when items are moved. For instance, if you move “L May’s German Grand” to a different bank and number, the KRONOS Editor will automatically update the Combination “Classical Grand&Strings” so that it continues to reference the Program in its new location.

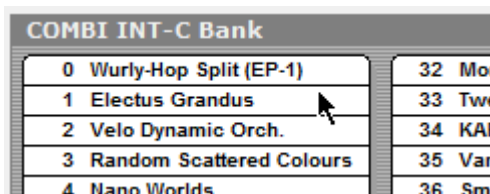
For instance, notice that INT-A 6, “KRONOS Japanese Grand,” has no icon, indicating that it has no parents. Using the default “swap” behavior of drag and drop, you could drag and drop “L May’s German Grand” from INT-A 4 to INT-A 6 to produce the results shown below. Note that “L May’s German Grand” still has a child icon; the reference in the Combination has been updated to the new Program location.



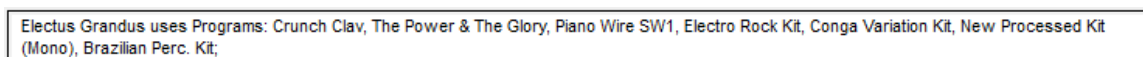
You can also see this in the Combination “Classical Grand&Strings,” as shown below: “L Mays German Grand” is still correctly referenced in its new location I-A006.



If an item is a parent, moving the mouse over its name in the Bank Editor will display information about its children. For instance, here’s part of a Combi bank:



Moving the mouse over “Electus Grandus” displays the following information at the bottom of the window:



This shows that the parent Combination “Electus Grandus” uses the child Programs Crunch Clav, The Power & The Glory, Piano Wire SW1, Electro Rock Kit, and so on.

## Information shown when items can be both parents & children

It's possible for a particular patch to be both a parent and a child at the same time. A Program might be a child because it generates sound and is referenced by a Combi making it a child, at the same time it may use references to Wave Sequences or Drum Kits, which also makes it a parent.

When an item is both a parent and a child, the information area may not display all of the references. For instance, the information for Combinations shows both parent (Set List) and child (Program) relationships, while the information for Programs shows only parents (Combination and Set List). Regardless of what is shown in the information area, moving an item will still maintain all of the required relationships.

## Enabling and disabling parent/child tracking

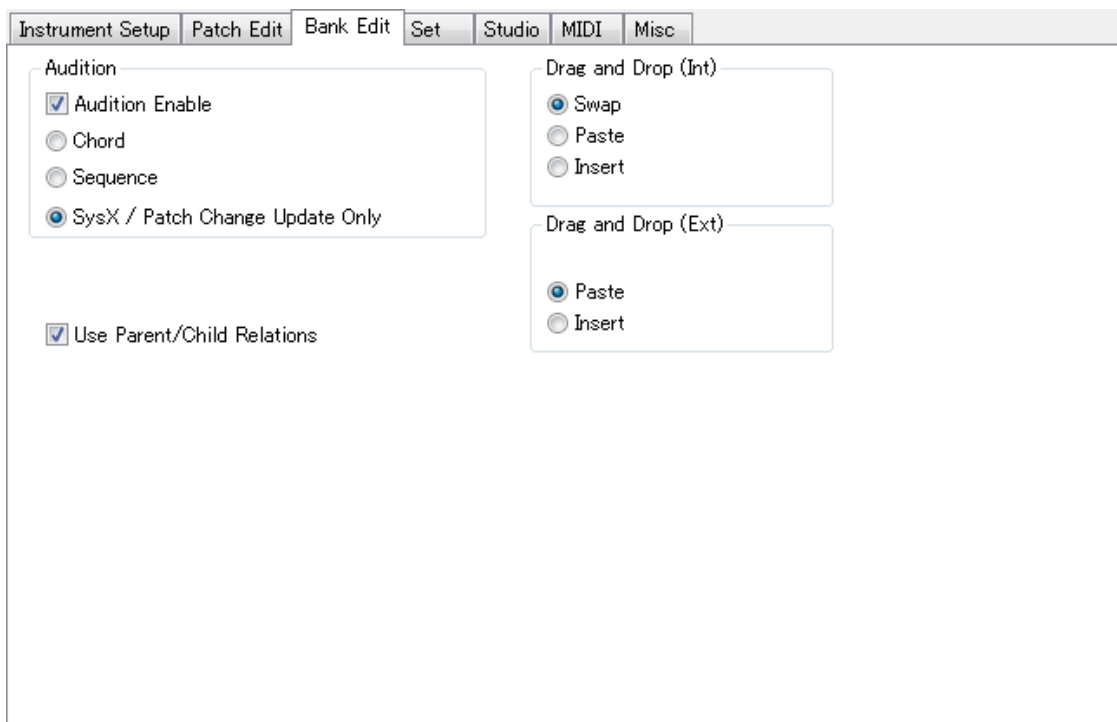
Parent/child tracking can be enabled or disabled in the Preferences dialog. To do so:

1. Open Preferences
2. Click on the Bank Edit tab
3. Check or uncheck Use Parent/Child Relations to enable/disable this feature

---

## Bank Editor Preferences

You can customize the behavior of the Bank Editors, including the results of drag & drop, whether or not sounds are auditioned when selected, and whether or not parent/child relationships are observed. For more details, see "Bank Edit" on page 62.



## Synchronized and un-synchronized editing

It's important to remember that both the KRONOS and the KRONOS Editor have their own sets of data. The two sets of data can be linked together, so that edits to one are automatically reflected in the other; we'll call this the "synchronized" state. Alternatively, they can be kept completely separate from one another; we'll call this the "un-synchronized" state.

### Synchronized editing

The KRONOS Editor and the KRONOS are "synchronized" when the data in the instrument and the KRONOS Editor is identical. The two systems communicate as soon as the KRONOS Editor launches, as well as after either the Editor or the KRONOS loads a file from disk, to determine which banks are synchronized.

If all data is the same, you will see **[Synchronized]** on the title bar of the program.

If some of the data isn't the same, you can achieve synchronization either by sending the un-synchronized banks to the KRONOS, or loading the banks into the KRONOS Editor.

The KRONOS Transfer page lets you check which banks need to be synchronized. To do so:

1. Click on the **GLOBAL** button at the top of the window, to enter the Global Editor.
2. Click on the **KRONOS Transfer** tab at the bottom right of the window, to enter the KRONOS Transfer page.
3. Press the **Select Unsynced** button at the lower right of the window.

The KRONOS Editor will communicate with the KRONOS, and select the check-boxes for all of the banks which need to be synchronized.

4. To load the selected banks from the KRONOS, press the **Get From Kronos** button in the **ALL BANKS** section.

Alternatively, to send the selected banks from the KRONOS Editor, press the **Send To Kronos** button in the **ALL BANKS** section.

Once **Synchronized**, the KRONOS Editor acts as though it is showing the memory of the KRONOS itself. Any operation you perform in the KRONOS Editor is performed on the KRONOS at the same time. Copy a Program and paste it to another location in the KRONOS Editor, and you will see that same Program appear in the KRONOS at the same location. Edit a Program and store the edits to a bank location in the KRONOS Editor, and the Program is also updated in the KRONOS.

### Un-synchronized editing

If **[Synchronized]** does **not** appear on the title bar of the program, the banks in the KRONOS Editor act as a completely separate storage area from that of the KRONOS. Any edits made to banks occur only in the computer's memory. If you want your KRONOS to use the modified banks in the KRONOS Editor, you must specifically send them to the instrument using the Transmit commands.

At the end of an un-synchronized editing session, it is important that you save your work as it is uniquely located in the KRONOS Editor and is different from what is in your KRONOS.

## VST and AU Plug-ins

The KRONOS Editor software includes VST and AU plug-ins as well as the stand-alone program. It is important to understand that *these plug-ins do not create sound*, the instrument does. However, the plug-ins offer you the advantage of working with and storing your instrument's data within your sequencing environment.

---

### Differences from the stand-alone program

The plug-in version of the KRONOS Editor is almost identical to the stand-alone version. The differences are:

Instead of Set files being saved to disk, the Set is stored as a part of the host sequencer's song file.

The Set can be automatically transmitted to the instrument when the plug-in is loaded. This way, the instrument is automatically configured for use with the song you have just loaded. The Set can also be transmitted under other conditions such as sequence start and stop. For more information, on the automatic transmit feature, please see the **Plug-ins** tab of Preferences in this document.

The plug-in editor does not have a menu as the stand-alone application does. As a result, some of the features found in the stand-alone editor are not found in the plug-in. For example, features found in the **Option**, **Online**, and **Manuals** menus must be accessed from the stand-alone version. Necessary options found in the **File** and **MIDI** menu are also found in the plug-ins popup menus. (Note: that certain features of the Option, Online, and Manuals menus may be integrated into the plug-ins graphical interface and accessible this way)

---

### Plug-in Installation

On Macintosh, the VST and AU plug-in installation is handled automatically by the installer.

On Windows, selection of an installation location for the VST plug-in was provided during installation. If you wish to install the plug-in to an alternate location, please follow these steps:

1. **Run the stand-alone version of the KRONOS Editor**
2. **Select Install VST Plugin.... from the Options menu.**
3. **Select your VST plug-ins directory as the install location.**

In Windows 8, 7, and Vista, the selected installation folder must not require administrator access. For example, you cannot install to a sub-folder of the *Program Files* folder. If you want to install the plug-in to such a location, first install the plug-in to a user level folder of your choice, and then copy the dll into the appropriate location yourself.

The next time you run your sequencer, it should scan and install the plug-in. Since each host has its own method of instantiating virtual instrument plug-ins, we assume that you already know how to do this.

### Plug-in system requirements

#### Mac OS X

In order to use the VST plug-in in Mac OS X, the host must support Steinberg's VST 2.4 specification.

#### Windows

In order to use the VST plug-in in Windows, the host must support Steinberg's VST 2.3 specification.

### Run the stand-alone KRONOS Editor once before using the plug-in

For the KRONOS plug-in to operate properly, you must run the stand-alone KRONOS Editor at least once.

---

### Important Plug-in Notes

Every host has its own method of instantiating plug-ins so we expect that you will know how to add an instrument plug-in to your host sequencer. Creating the plug-in is no different than for any other virtual instrument.

There are a couple of very important factors to remember when using the KRONOS Editor as a plug-in:

- Even though the plug-in must be created with an audio track, the KRONOS Editor plug-in does not create any audio. It is used solely to control the instrument via MIDI. As a result, you can always keep the audio fader for the track pulled down.
- Any MIDI events that you want to be played by your MIDI instrument should not be placed on the KRONOS Editor plug-in track. This is critical. The plug-in is installed in an audio track and audio tracks do not have accurate MIDI timing.

**Important:** Any MIDI events intended for the instrument must be recorded to a MIDI track and directed to the MIDI port that the instrument is connected to. Failure to follow these instructions may result in jittery playback.

## Using the KRONOS Editor Plug-in

The KRONOS Editor plug-in behavior is almost identical to the stand-alone version of the software. You will find that the editor layout and functionality is exactly the same. The one difference is that the plug-in version does not have a main menu. Where required, you will find the equivalent functionality built in to pop-up menus or the program's interface.

The KRONOS Editor plug-in version also offer a few benefits not found in the stand-alone version, including automatic storage and instrument configuration, as detailed below.

## Automatic Storage

The current data for the plug-in is automatically stored in the host's data/sequence file.

## Automatic Instrument Configuration

The current data for the plug-in is automatically transmitted to the instrument when the host opens a file. This allows your instrument to be automatically configured for the project/song you are about to work on.

This feature can be enabled/disabled from the Preferences / Plug-in tab and allows you to specify which types of SysEx data are sent from the plug-in to the instrument when the plug-in is opened. In brief, you can choose to send no data, data to edit buffers, data to the banks, data to global memory, or any combination of the above three.

Please see "Plug-in Setup" on page 68 for more information.



As you can see, the plug-in version of the KRONOS Editor appears virtually identical to the stand-alone version. The one notable visible difference is the lack of a main menu. Virtually all of the functionality found in the plug-in is available in the plug-in version as well.

## Use only the banks you need

The KRONOS contains a huge amount of information. Sending and receiving this much data takes time, even when using USB 2.0. While working with the stand-alone version of the KRONOS Editor, it is usually recommended that all of the data is loaded from the KRONOS. However, in the case of the plug-in, we recommend that you load only what is needed. If there is a bank that is not required by the project, don't load it into the editor. It will save time when sending data back to the instrument later. This will significantly reduce the amount of time each time a new project is loaded.

Windows note:

When running the Kronos Editor as a plug-in, the load on the USB/driver system is significantly increased because both the host and the plug-in are receiving the SysEx data at the same time. For older systems, this may result in SysEx errors. If a SysEx error message is displayed, reload the bank for which the receive error occurred.

If SysEx receive errors occur regularly when requesting data from the Kronos, disable the “KRONOS KEYBOARD” MIDI driver in your VST host. This will reduce the load on the system. The driver can be re-enabled after data loading is completed.

## Windows: 32-bit VST Host required

The KRONOS Editor is a 32-bit plug-in. The Korg USB MIDI drivers for Windows support both 32-bit and 64-bit applications, but cannot be opened by both 32-bit and 64-bit applications at the same time. The plug-in and the VST host each create their own connections to the USB MIDI driver; since the plug-in is a 32-bit application, the VST host must be 32-bit as well.

If you attempt to load the plug-in with a 64-bit VST host, the plug-in will not be able to connect to the KRONOS.

## GarageBand

Apple’s GarageBand application provides only a limited amount of storage to each AU plug-in. Even with effective data compression, there is insufficient storage space to store a complete data dump from the KRONOS in the AU plug-in. As a result, it is critical that you only load bank and buffer entries that you will require for the project. If you load more data into the editor than can be stored in the GarageBand host, then when the data is saved, an error message will appear stating that GarageBand was unable to store all of the data.

As a result of this GarageBand limitation, we strongly recommend that you do not use the ALL BANKS “Get from Kronos” SysEx data transfer function on the KRONOS Transfer page.

Note that this limitation exists only for GarageBand. Other AU hosts are able to load and transmit all KRONOS data.

## Important: Limitations with Logic 8 and 9

When large data transfers are made from the KRONOS to the KRONOS plug-in, the Logic host application will generate memory allocation errors even though the plug-in is not requesting any memory from the host. These errors also occur when simply recording the SysEx output of the KRONOS into Logic without the plug-in installed.

It is not clear why these errors occur, other than that the errors are unrelated to the Korg KRONOS software.

We recommended that, if you are using Logic as your AU host, you should load smaller amounts of data from the KRONOS at a time - just one or two banks at a time. Also, save frequently when transferring data from the KRONOS to the plug-in.

These memory allocation errors cause Logic to reset all of the plug-ins currently in use and loads them with the last known good saved data. If you do not save the Logic song frequently and one of these resets occurs, you will find that you will have lost all of the data that was loaded from the Kronos and you will need to start over.

Please note that this only an issue when receiving the data from the KRONOS. Transmission to the KRONOS works without issue.

Also, there is a way to avoid this problem completely. After instantiating the KRONOS plug-in, instead of loading data from the instrument, load a Set file from disk that contains the same data as is currently found in the KRONOS. This completely bypasses the SysEx load process and avoids the potential of a Logic reset.

### To create a Kronos data Set file and import it into Logic:

1. Run the stand-alone version of the Kronos Editor.
2. Click on the “Kronos Transfer” tab in the lower right corner.
3. Click on the “ALL” button in the “ALL BANKS” section of the transfer page.
4. Click on the “Get from Kronos” button in the “ALL BANKS” section of the transfer page.
5. When the editor has finished loading all of the data, choose Save Set As... from the File menu.
6. Name the file “AU Data” and press the Save button.
7. Quit the editor and run Logic.
8. In Logic, create a new Software Instrument track and select the Korg Kronos plug-in for it.
9. Open the editor for the plug-in.
10. Right-click (Windows) or control-click (Macintosh) anywhere in the interface to display the contextual menu.
11. Choose Open Set... from the menu.
12. With the file selector, choose the “AU Data” file saved in step 6.

## Technical Information

The Korg KRONOS Editor should normally self configure itself so that it communicates properly with the KRONOS. In unusual circumstances, this may not be possible and you will need to manually configure the software to use the correct MIDI ports and channels.

This configuration is done from the Settings dialog. To access this dialog, open Preferences and select the Instrument tab. There you will see a button called "Settings." Press the button to display the dialog.

The Settings dialog documentation will make reference to a parameter called "Comm Channel." For the KRONOS, the Comm Channel is the same as the MIDI channel. The current setting for this parameter on the KRONOS can be found by:

1. **Press the GLOBAL button to enter Global mode on the KRONOS**
2. **Press the MIDI tab on the lower tab bar of the KRONOS display**
3. **If necessary, press the MIDI tab on the upper tab bar of the KRONOS display**

This will show the MIDI page on the KRONOS

In the top left corner you will see the parameter "Basic MIDI channel"

4. **In the Settings dialog, the Comm channel must be set to match the KRONOS' Basic MIDI channel**

Failure to do so will result in the editor not being able to communicate with the KRONOS.

Please see "Settings dialog" on page 70 for more information.

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## Technical Support

Please note that Korg Inc. provides all technical support for this software. Sound Quest will not provide any support for this product via phone, web site, or email. However, Sound Quest support staff may make themselves available to answer questions on KRONOS support sites such as korgforums.com from time to time.

# Menu reference

## File Menu

### New

This option will create a new Set file. All of the data currently stored in the editor will be lost and replaced with initialized data.

### Directions

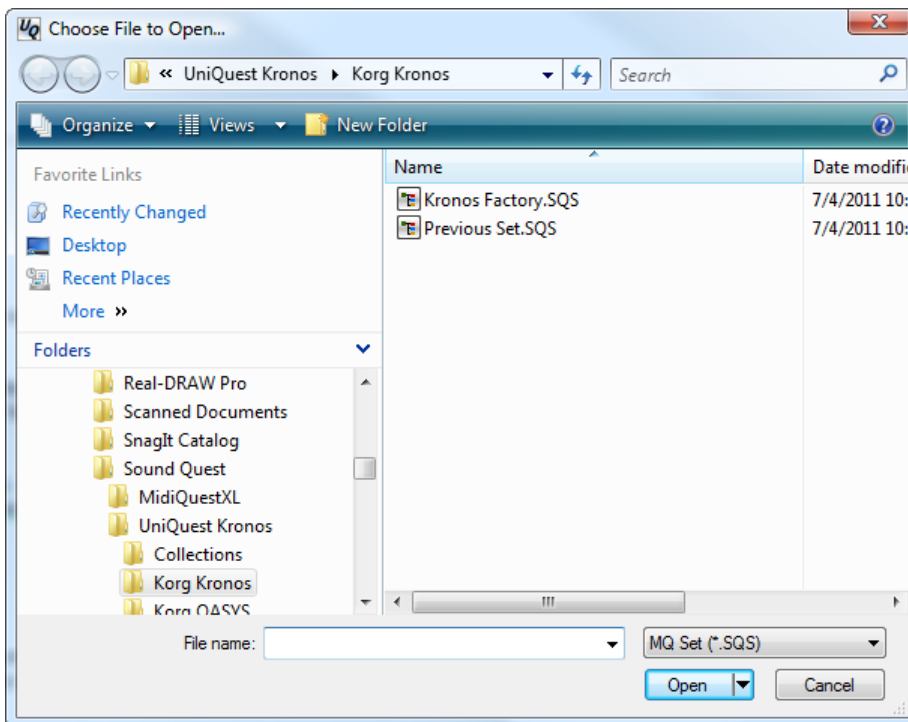
1. Choose *File | New* from the menu
2. If the current Set has been edited, you will be prompted to save the current Set
3. If you choose to save the Set, use the supplied dialog to name and save the file
4. A new, initialized Set is created and displayed

### Key Equivalents

Windows: Ctrl+N

Macintosh: Cmd+N

### Open



Open displays a File Selector to open a Set file that is currently stored on disk.

After selecting the file that you wish to load using the File Selector, if the current Set has been edited, a query will be displayed to determine whether you wish save the current Set before loading the new one.

You will be opening a file with an .SQS extension (Sound Quest Set). This file contains data for each of the instrument's banks and edit buffers.

### Opening files

1. Choose *File | Open...* from the menus
2. Select the type of data to load using the "List Files of Type" selector (if necessary)
3. Choose the file to load.



## Key Equivalents

Windows: Ctrl+O

Macintosh: Cmd+O

## Save

Save saves all of the instrument data currently stored in the KRONOS Editor to a disk file.

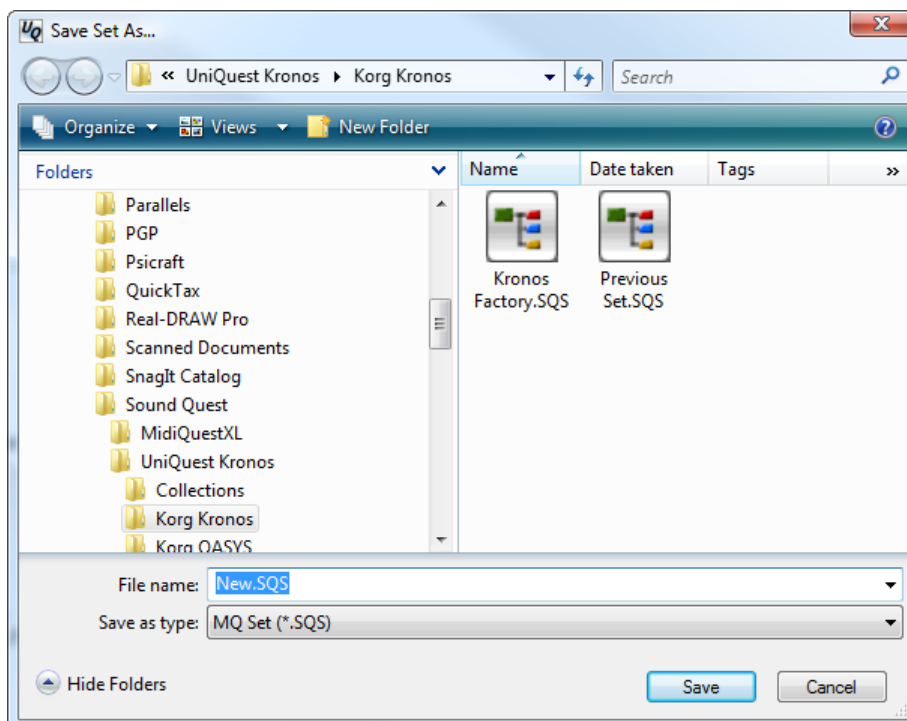
If the data has not yet been named, the Save As function is executed instead.

## Key Equivalents

Windows: Ctrl+S

Macintosh: Cmd+S

## Save Set As...



Use *Save As...* to assign a new name and/or folder to the data and save it to disk.

## Saving with a new name or location

1. Choose *File* | *Save As...* from the menus
2. Use the File Selector Dialog to select the Folder and name for the file
3. Press OK to save the data

## Key Equivalents

Windows: Ctrl+Shift+A

Macintosh: Cmd+Shift+A

## Exit

Exiting exits the application.

This option is only available in Windows. Macintosh users choose "Quit" from the application menu.

## Directions

1. Choose *File* | *Exit* from the menu

## Key Equivalent

Macintosh: Cmd+Q

---

# MIDI Menu

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## Transmit

The Transmit menu item displays the type of data currently being edited (e.g. Program Bank or Combi) and when selected immediately transmits the data to the MIDI device.

When working in a parameter editor, the KRONOS Editor will automatically update the MIDI device with the new parameter values, there is no need to manually transmit the data to the instrument. This option is only required when, for some reason, the contents of the instrument is no longer the same as the editor and you need to update the instrument with the data in the editor.

This option will be disabled if there is no MIDI port available.

## Transmitting all data of a specific type

To send a particular type of data to the MIDI device:

1. **Activate the window containing the data to send**
2. **Go to the *MIDI | Transmit* menu item and it will show the type of data to be sent**
3. **Choose *MIDI | Transmit* to send the data**

## Key Equivalents

Windows: Ctrl+T

Macintosh: Cmd+T

---

## Transmit Entire Set

Transmit Selected Patches in Bank is used to transmit specific elements in the bank to the instrument. This operation will overwrite the existing elements in the instrument.

If no elements in the bank are selected, all of the bank data is sent to the MIDI device.

To cancel transfer of the bank elements to the MIDI device after transmission has started, use the menu option *MIDI | Cancel Transmit...*

## Transmitting selected patches

1. **Select the elements in the bank that you want to send to the instrument**
2. **Choose *MIDI | Transmit Entire Set* from the menus**
3. **The KRONOS Editor will queue the patches and transmit them to the instrument in the background**

## Key Equivalents

Windows: Ctrl+Shift+T

Macintosh: Cmd+Shift+T

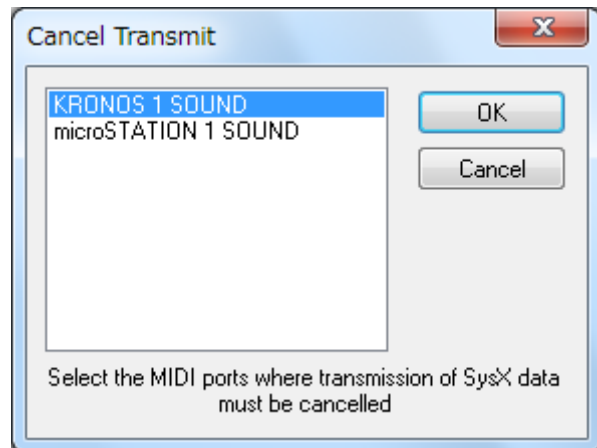
## Cancel Transmit...

Cancels transmission of queued MIDI and SysEx messages.

The KRONOS Editor performs many of its MIDI and SysEx transmissions in the background. This means that there is no dialog displayed during transmission to cancel the operation. Instead, the *Cancel Transmit* option is available. Selecting it will display a dialog listing all of the available MIDI OUT ports

Select one or more ports that you wish to cancel transmission on and press the OK button.

It is important to realize that you want to avoid stopping the transmission of a SysEx message already in progress as this can “damage” an instrument’s internal memory configuration. As a result, this option only cancels queued SysEx and MIDI messages. Any message currently being sent out a selected MIDI port will continue until complete. If this is a large SysEx message, it could take some time to complete.



## Canceling MIDI transmission

1. Choose MIDI | Cancel Transmit...
2. From the displayed dialog, select the MIDI ports you would like to cancel transmission on (Click drag or hold down mouse for multiple selections)
3. Press the OK button
4. The KRONOS Editor will cancel transmission of any pending SysEx or MIDI messages. SysEx messages currently in progress will continue

## Key Equivalent

Esc

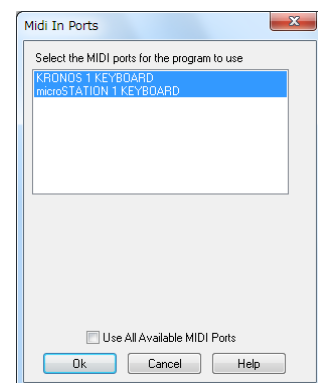
## MIDI In Ports...

MIDI In Ports opens a dialog to select the MIDI IN Ports available to the program.

For the program to receive MIDI data, it must do so through open MIDI IN ports. It is generally safe to open all of the available MIDI In ports. However, if you find a port that is causing you problems, you should remove it from the list. Examples of MIDI IN ports that you should not open would be ports to the FM portions of sound cards or any other specialty drivers such as those used to transfer SMPTE timing data unless you are using them with the program.

Remember, this is not where you select a MIDI IN port to communicate with your instrument. This is where you choose which ports to open. However, the port that that is connected to the instrument must be included in the list.

By default, the Always Start with All MIDI Port Open option is selected. This ensures that all MIDI IN Ports are opened by the KRONOS Editor when it starts, which allows the KRONOS Editor to use AutoSense to automatically find the ports that the instrument is connected to. To select only specific MIDI IN ports for use, uncheck this option then highlight only the ports you would like to use. (Hold down the CNTRL key to make individual selections.)



## Selecting MIDI In ports

1. Choose MIDI | MIDI In Ports from the menus
2. To automatically open all MIDI In ports, check *Always start with all MIDI Ports Open*
3. To select specific MIDI In ports, uncheck *Always start with all MIDI Ports Open* and highlight only those ports in the list that you wish to use

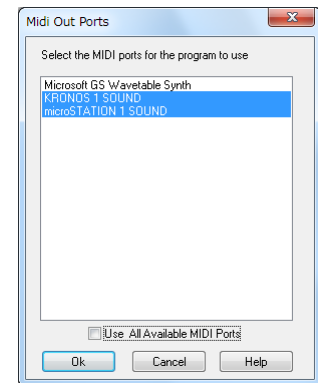
## MIDI Out Ports...

MIDI Out Ports opens a dialog to select the MIDI Out Ports available to the program.

For the program to transmit MIDI data, it must do so through open MIDI OUT Ports. It is generally safe to open all of the available MIDI Out ports. However, if you find a port that is causing you problems, you should remove it from the list.

Remember, this is not where you select a MIDI OUT port to communicate with your instrument. This is where you choose which ports to open. However, the port that that is connected to the instrument must be included in the list.

By default, the *Always Start with All MIDI Port Open* option is selected which ensures that all MIDI OUT ports are opened by the KRONOS Editor when it starts. This allows the KRONOS Editor to use AutoSense to automatically find the ports to which the instrument is connected. To select only specific MIDI OUT ports for use, uncheck this option then highlight only the ports you would like to use. (Hold down the CNTRL key to make individual selections.)



### Selecting MIDI Out ports

1. Choose *MIDI | MIDI Out Ports* from the menus
2. To automatically open all MIDI In ports, check *Always start with all MIDI Ports Open*
3. To select specific MIDI In ports, uncheck *Always start with all MIDI Ports Open* and highlight only those ports in the list that you wish to use

# Options Menu

## Preferences...

Opens the Preferences dialog to set program options.

This option is only found in the Windows version of the KRONOS Editor. For the Macintosh version, Preferences are accessed from the standard location in the program menu.

Please see the Preferences chapter for more information.

## Key Equivalents

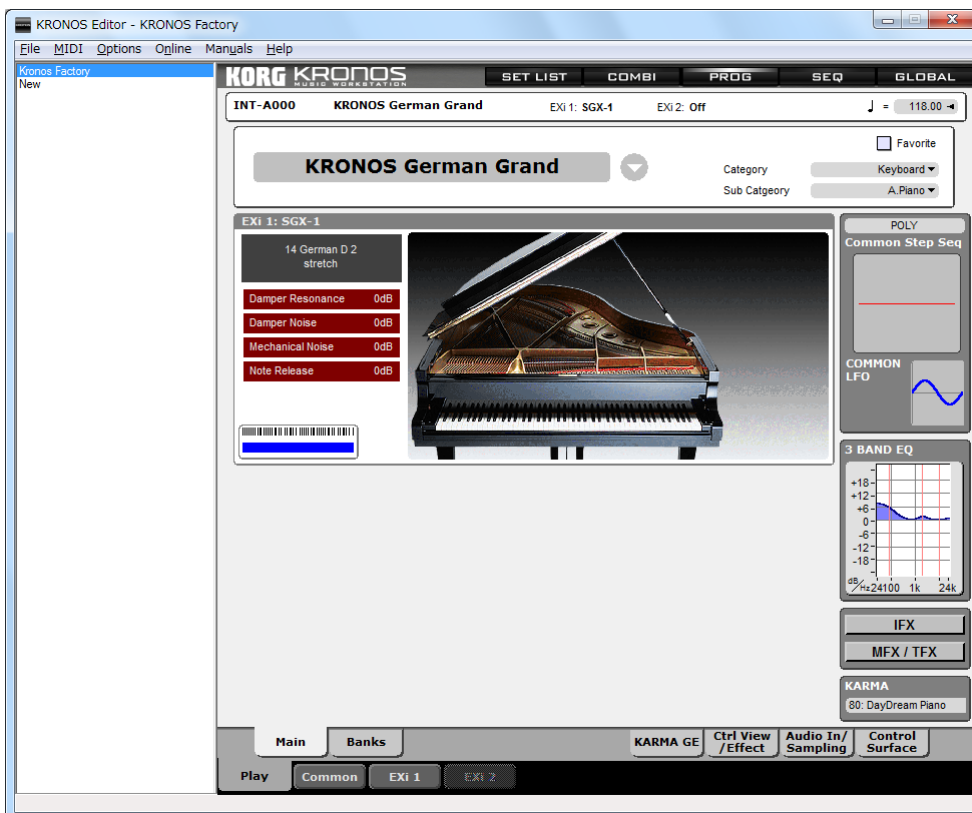
Macintosh: Cmd+,

Windows: none

## Set File View

When selected, the menu open toggles the Set File sidecar view open and closed. This view lists all of the available Set files in the program's default file folder. When displayed, it appears to the left of the editor window.

To load a Set file, double click on the entry in the list. If you frequently work with a number of different Set files, this will allow you to access them more quickly than with *File | Open*



## Collection View

This command enables and disables display of the Collection view.

The Collection view is a global storage location where any data from the editor can be stored. When displayed, it appears to the right of the editor window.

Each element in the Collection View has two components, the name and the Type. The “Name” is the name of the data as it is stored in the instrument. The “Type” is the type of data in the instrument. It is possible to sort the Collection using either of these two columns just by clicking on the appropriate portion of the title bar.

There are two main purposes for the Collection. It provides a location that can act as a global store house for Patches and other data that can easily be found. In addition, it provides an easy way to move data between Sets.

### Drag and Drop to the Collection

Drag and Drop is used to add patches to the Collection. The Collection is capable of storing any kind of data. You can select multiple patches from any bank then drag and drop them into the Collection. Data can also be moved directly from any parameter editor window to the Collection by holding down the Alt key then clicking and holding the mouse down in the editor window, dragging to the Collection and releasing.

But the bank editor already has Copy/Paste, how is this different?

The Copy/Paste facilities in the bank are extremely useful but they are not Parent/Child aware. By this we mean that if you copy one or more HD-1 Programs then open a new Set and paste these in, you will find that you have the Programs that you copied. What you will not have is any of the Drum or Wave Sequence data that those Programs were linked to.

When you drag a Program (a “Parent”) to the Collection, you will find that any “Children” (in this case Drums and or Wave Sequences) are also copied. When you later move that Program from the Collection back in the Set, the KRONOS Editor will also move the linked children.

This chart will give you a better idea of how things work:

| Copying to Collection | Also copied  |
|-----------------------|--|
| Program               | linked Drum Kits and Wave Sequences                    |
| Combi                 | linked Programs, Drum Kits, and Wave Sequences         |
| Set List              | linked Combis, Programs, Drum Kits, and Wave Sequences |
| Drum Kits             | ---  |
| Wave Sequences        | ---  |
| Global                | ---  |

As you can see from above, there is no benefit to using the Collection if you want to move Drum Kit, Wave Sequence, or Global data from one Set to another. Using copy/paste would be just as easy.

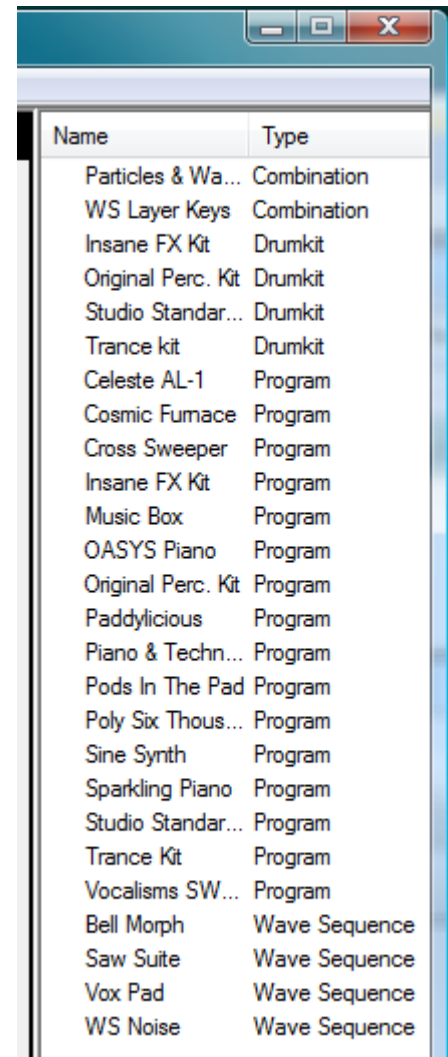
### Double Click

Double clicking on a patch in the collection will move that patch into the appropriate editor.

### Drag and Drop from the Collection

Since the KRONOS Editor can only have one Set open at a time, there are circumstances where the easiest way to move data from one Set to another is to load the source Set, drag the data you want to move to another Set into the Collection, open the destination Set and then drag the data from the Collection into the alternate Set.

A Patch can be dragged and dropped from the Collection directly into the editor. Alternately, if it is dropped over a particular element in a compatible bank, it will be copied to that location. In the case of copying to a bank, the key word is “compatible.” Trying to copy a Program into a Combi bank or Drum data into a Program bank will not work.



The advantage to the Drag and Drop method is that parent/child relationships are maintained by the Collection. For example, when working with instruments that have a hierarchical organization dragging a Combi into the Collection will also move the associated Programs and any other associated data at the same time. When the Combi is moved from the Collection into a Set, again, the associated Programs and other related data are also moved. In this way, the KRONOS Editor attempts to ensure that all of the elements necessary to create the correct sound are included. Read Parent/Child Link Tracking for more information on this feature.

## Collection contextual menu

There are 3 context sensitive menu options for the Collection pop-up menu. These can be accessed by right clicking (Mac Ctrl-click) over the Collection view.

### Copy To Editor

Copies the selected entry in the Collection to specified editor.

### Copy to Bank

Copies the selected entry in the Collection to the specified bank editor.

### Clear

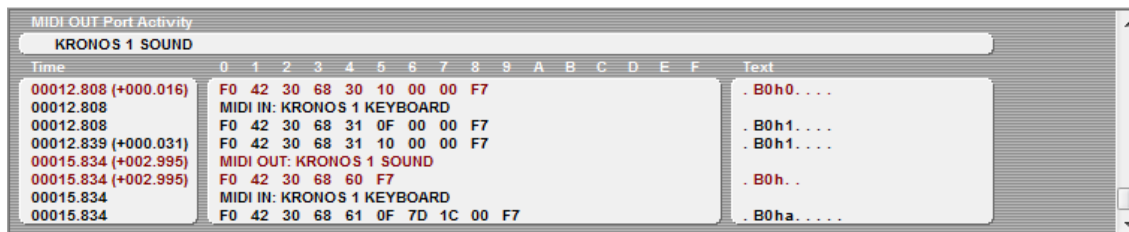
Removes the selected elements from the Collection.

## Parent/Child relationships in the Collection

If *Use Parent/Child Relations* is enabled in Preferences, the KRONOS Editor maintains these relationships when data is transferred into the Collection. It does this by transferring all referenced child data into the Collection as well as the actual selected data. The link between parent and child is maintained in the Collection by referencing the names of the associated data.

- ⚠ Because of this, while using the Collection to organize data, it is important that you do not rename an entry that is a child of other data. After moving data from the Collection back into a Set, you may rename the data as you wish.

## MIDI Monitor View



## Overview

The MIDI Monitor displays MIDI data arriving at the MIDI IN Ports and being sent to a MIDI OUT port.

The text display is ideal for viewing the exact MIDI output of your instrument or to see the precise messages being sent to your instrument. This can assist you in learning about MIDI. It is also extremely useful while sorting out unusual problems in your MIDI system. The text mode is also useful for viewing SysEx dumps and is invaluable when creating your own modules for Midi Quest.

MIDI events arriving at a MIDI IN port are displayed in black. MIDI events being sent to a MIDI port by Midi Quest are displayed in red. Each time there is a port switch, an entry is made indicating the port which is sending the MIDI data.

The window is comprised of an upper section with 3 lower columns, as described below.

### Upper section

The upper section shows the MIDI OUT ports which are currently open. When MIDI data is sent out a port, a MIDI port graphic will flash beside the port name. This provides with an easy way to see when MIDI data is being sent out a particular port.

### Left column

The first of the three lower columns shows the time of the event in seconds since the program was started. In brackets beside this value is the amount of elapsed time since the previous MIDI message. This allows you to see the amount elapsed time between SysEx messages for example and determine the source of an overload. When SysEx messages are being received or transmitted, this column is used to display of offset from the beginning of the file in both decimal and hexadecimal values.



### Center column

The center column displays the actual MIDI events in hexadecimal format. For standard MIDI messages, this will be two or three bytes. For SysEx, as many rows are added as required for display.

### Right column

The right column displays an interpretation of the MIDI message on that line. For standard MIDI messages, this includes the message type along with the MIDI channel and message values. If a SysEx message is being displayed then the ASCII character equivalent is shown in this column.

**Note:** if the MIDI monitor has a greater width than the editor, the right column will be removed from the display.

## MIDI Monitor Contextual Menu

The MIDI Monitor contextual menu contains three groups of options. It is displayed by right clicking (Mac Ctrl-click) in the MIDI monitor

The first 9 items in the menu are filter selections. You can choose to display or not display note off, note on, polyphonic aftertouch, controllers, patch changes, channel aftertouch, pitch wheel, system and real time events, and SysEx events. Items that are checked are displayed in the MIDI Monitor Window.

The next two items determine whether incoming and outgoing MIDI events are monitored.

The final two items are used to clear the contents of the window and to copy the contents of the window to the clipboard as text. This final option allows you to copy the text information displayed in the window so that it can be pasted into another application for whatever reason.

## Using the MIDI Monitor

To open the MIDI Monitor Window

1. Choose *Options | MIDI Monitor View* from the menus to toggle the display
2. The MIDI Monitor will be shown below the editor or hidden

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## Install VST Plug-in

This option is found only in the Windows version. It will install the the KRONOS Editor VST instrument plug-in to a location of your choice.

With Windows 8, 7, or Vista, the selected install location must be a user accessible location. Attempting to install to a protected location such as the "Program Files" folder will fail. If this file must be installed to a protected location, you must save the file elsewhere then manually move it to the desired location using Explorer (or other file management tool).

---

## Online Menu

The online menu provides a selection of shortcuts to locations on the internet.

*Sound Quest* will direct the browser to Sound Quest's main page

*Registration* will direct the browser to Sound Quest's registration page to register the software

*Updates and Service Packs* will direct the browser to a page where you can download the most recent version of the KRONOS Editor.

*Upgrade to Midi Quest or Midi Quest XL...* As a KRONOS owner, you qualify for discounts on the purchase of either version of Midi Quest. This option will take you to an order page where you can take advantage of these offers

*Check for Updates....* will check the current release version of the software against the currently installed version. It will then inform you whether the software is up-to-date. If it isn't, download the latest version; in Windows, use *Updates and Service Packs*.

## Manual Menu

The Manual menu lets you open this manual directly from within the KRONOS Editor application.

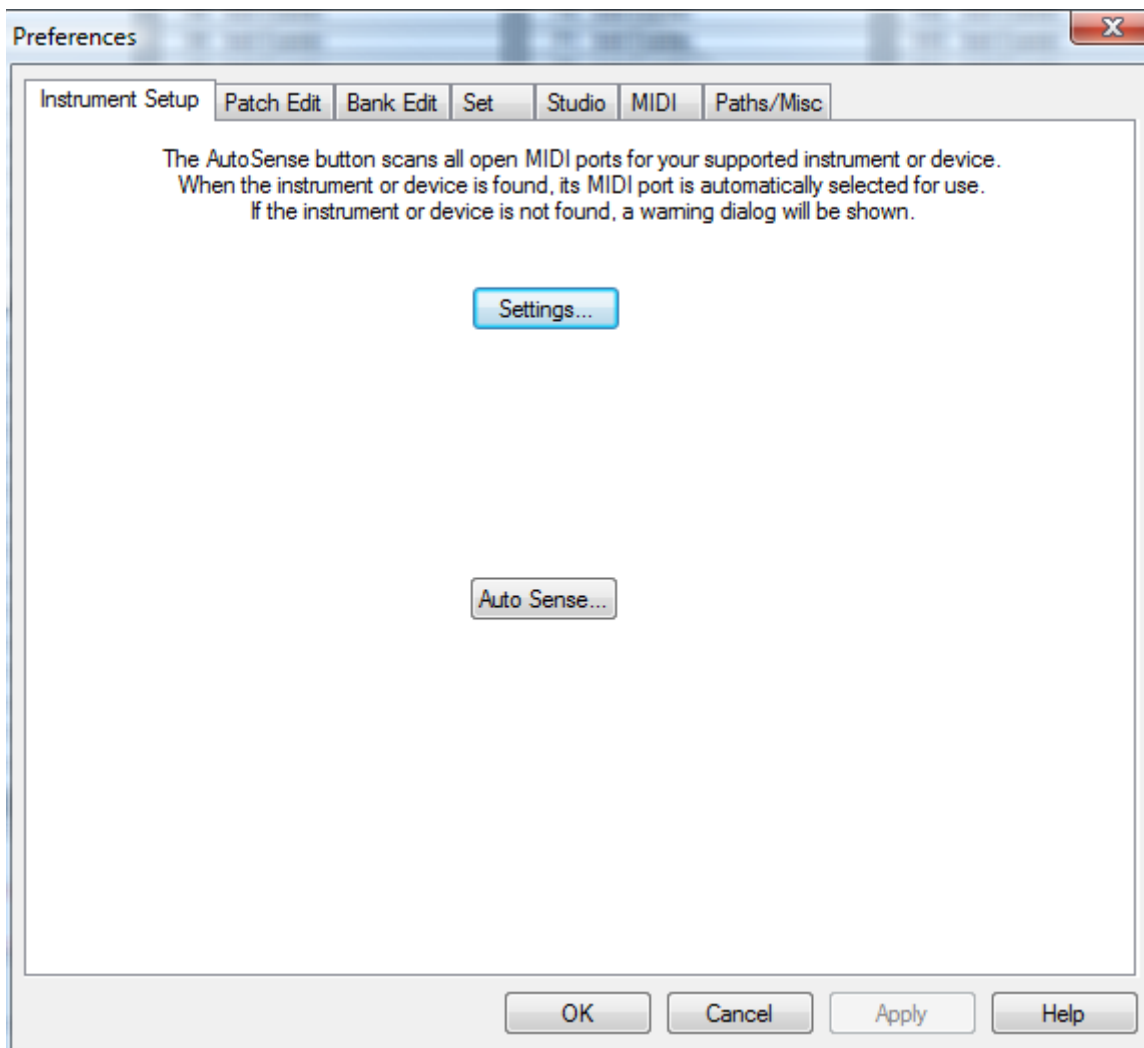
To open the manual, select the its entry in the menu.

---

## Preferences window

The Preferences dialog is reached via the Preferences... command in the Options menu. This is where you can make settings for the operation of the KRONOS Editor as a whole.

The Preferences dialog is divided into a series of functional tabs that apply to the various areas of the software. To see options that relate to the patch editors, click on *Patch Edit*. To see options for the bank editor, click on *Bank Edit*, and so on. Each of the tabs is described in detail below.



## Instrument Setup

The Instrument Setup panel contains parameter that relate to configuring the software to communicate properly with the MIDI device.



### Settings Button

The *Settings...* button opens the Settings Dialog. This dialog contains all of the parameters required to successfully communicate with your MIDI device. For more information, please see the Settings Dialog information.

The settings that you modify here represent the basic configuration information of the software. If you make changes to them then for the changes to take effect, you must either load a Set from disk or create a new one using the *File / New* command.

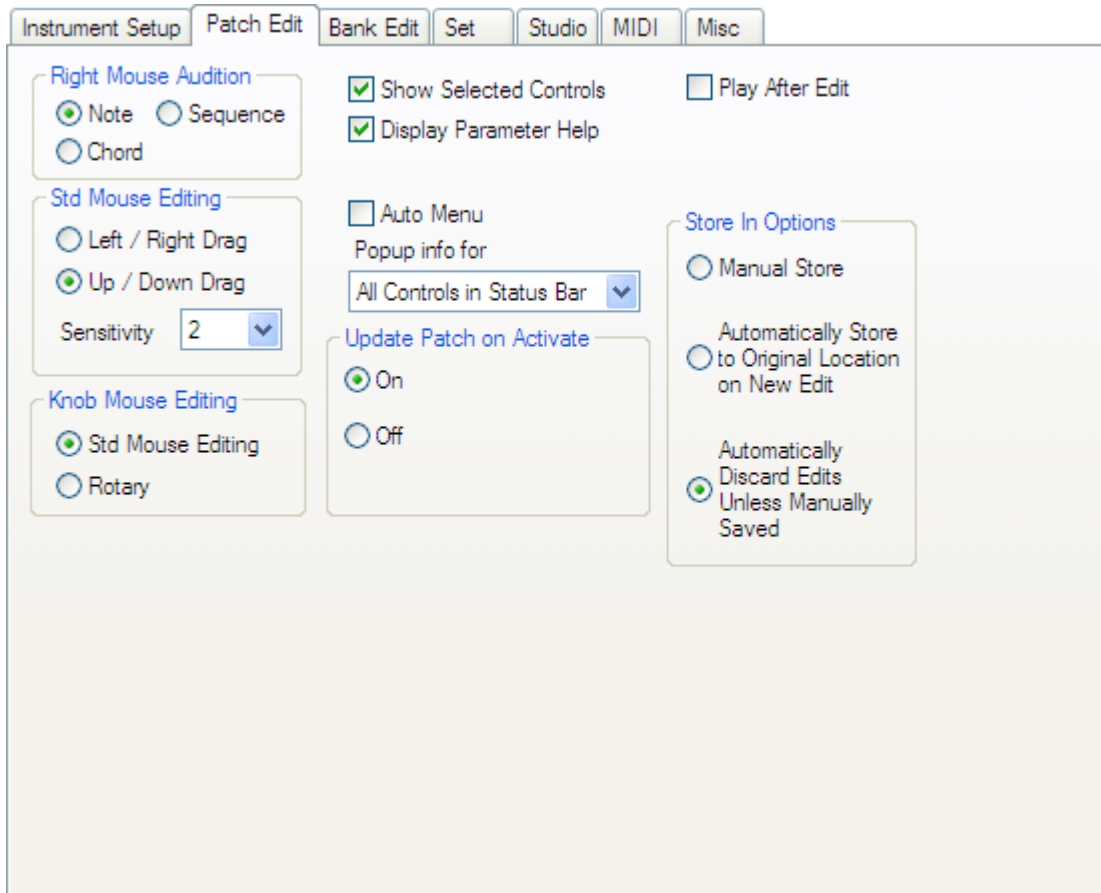
Typically, it is not necessary to use the Settings dialog as the critical parameters are automatically configured by AutoSense on startup. A description of the Settings dialog can be found at the end of this document.

### Auto Sense Button

Clicking the *Auto Sense...* button triggers the KRONOS Editor's auto sense test route which searches through the available MIDI ports to find the instrument. If the instrument is found, Settings parameters are modified to configure the software so that it will communicate successfully with the hardware.

## Patch Edit

The Patch Edit panel contains parameters that control the overall operation of the parameter editor windows.



### Right Mouse Button Audition (RMB)

RMB controls the type of MIDI data generated by Ctrl + Right Mouse Button clicks (Windows) or Ctrl + Cmd + Mouse Button clicks (Macintosh) in an Editor.

'Note' generates a single note. Its pitch is determined by the mouse's horizontal screen position. Its velocity is determined by the mouse's vertical screen position.

If 'Chord' or 'Sequence' are selected, the chord or sequence is played.

**Default:** Note

### Std Mouse Editing

This parameter controls whether drag and drop mouse editing operates in a left/right or up/down direction

**Default:** up/down

Sensitivity determines how quickly parameter values change in relation to mouse movement while editing. The range is 1 - 4 with 1 being the most sensitive and 4 being the least sensitive.

**Default:** 2

### Knob Mouse Editing

This parameter controls the type of input control to use with knobs. There are three options. Left/right and up/down are identical in operation to standard Mouse Editing. The final option is "rotary," where the mouse is dragged around the object.

**Default:** rotary

### Show Selected Controls

When checked controls which are currently selected are displayed in green with the active input control circled in red. When unchecked, selected controls are not highlighted.

**Default:** checked

## Display Parameter Help

When checked, placing the the mouse over a control will display it's help information in the status bar at the bottom of Midi Quest.

**Default:** checked

## Activate On Mouse Over

When checked, placing the mouse over a control will automatically activate it for input. When this feature is used in conjunction with a mouse wheel, it is possible to quickly edit parameters without clicking any mouse buttons.

**Default:** checked

## Auto Menu

When checked, clicking on a string list will immediately display the options in a popup menu (or dialog for a large number of options). If the parameter is a numeric value with less than 20 items, it will also be displayed as a popup menu.

When this option is unchecked, numeric and string list parameters are edited by dragging the mouse left/right or up/down depending on the setting of the "Std Mouse Editing" option. If the string list has a drop caret, then clicking on the caret will display the list of items in a popup menu.

**Default:** checked

## Popup Info for

Popup Info for... is used to determine when a pop up box is displayed to show the parameters numeric or equivalent value while being edited. This parameter is particularly important for controls which display their value in a purely graphic fashion (knobs and sliders) as it allows you to view a numeric equivalent. It also displays the name of the parameter being edited. Below is an example of the pop up info. As the slider is dragged, the numeric equivalent is automatically updated.

Pop Up info has four possible settings: none, knobs and sliders, All controls, and All Controls in Status Bar. Each mode operates as follows:

None - there is no pop up info

Knobs and Sliders - popup info is displayed only for knob and slider controls

All Controls - popup info is displayed for all single parameter controls

All Controls in Status Bar (Windows only) -this is identical to All Controls except that the information is displayed in the Status Bar at the bottom of the application. If this option is chosen, there will be no Popup Info displayed when the KRONOS Editor is run as a plug-in.

**Default:** All Controls

## Update Patch on Activate

When this is enabled, selecting an item in a bank (such as a Program or a Set List) will cause the SysEx for that item to be sent to the KRONOS's edit buffer. Normally, this should be On. However, in some cases it may be desirable to turn this Off. For instance, Mac OS X Lion 10.7.x, unlike both previous and subsequent versions of OS X, has a limited transmission speed via USB MIDI, and larger edit buffers (Set List in particular) can take a long time to transmit. If you disable this option, make sure to transmit edits manually when necessary.

**Default:** On

## Play After Edit

Play After Edit, when checked, causes a test note, chord or sequence (as determined by the RMB setting) to be played after each change made in an Editor. This function is useful if you wish to hear the change in should after each minor change is made and you are not playing a standard MIDI file.

**Default:** Off

## Store In Options

This option handles how edited patches in a Set are stored back in their respective banks.

When editing a patch from a bank, you can always store the patch back into the bank manually. However, if you select another patch in a bank to edit, this option setting determines how the patch currently being edited is stored. There are 3 options: Manual Store, Automatically Store to Original Location, and Automatically Discard Edits.

When “Manual Store” is selected, choosing a new patch to edit will cause a dialog to be displayed so that the patch currently being edited can be stored in a bank location. The default storage location will be the location where the patch was originally located however a new location can be chosen.

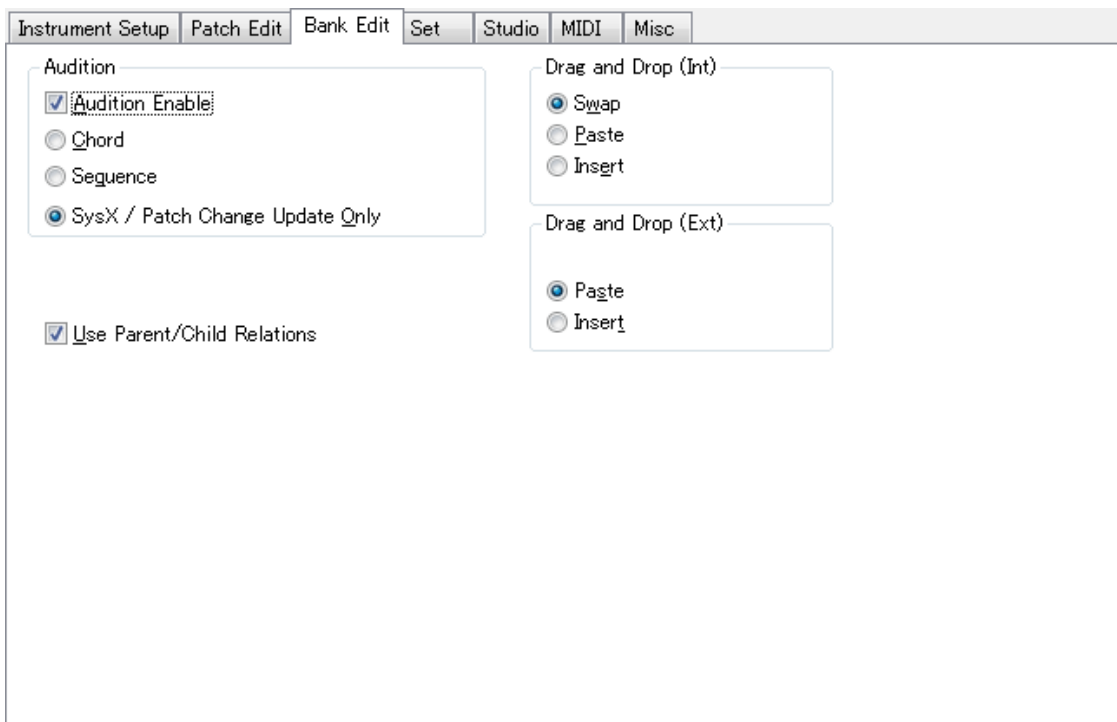
“Automatically Store to Original Location” causes the edited patch to be automatically stored back to its original location. This overwrites the patch currently located in this location in the bank.

“Automatically Discard Edits” causes the edited patch to be overwritten with the newly selected patch. There is no save dialog displayed or opportunity to save the changes. They are simply discarded.

**Default:** Manual Store

## Bank Edit

The Bank Edit panel contains parameters that control the overall operation of the bank editor windows.



### Audition

This preference controls auditioning from Bank windows.

**Audition Enable:** When this option is checked, selecting an item in a Bank will automatically send that item to the KRONOS, and optionally play a chord or a short MIDI sequence (as controlled by the radio buttons below). This provides a quick and easy way to try out various sounds.

**Chord:** When a sound is auditioned, the KRONOS Editor will play a chord on the KRONOS.

**Sequence:** When a sound is auditioned, the KRONOS Editor will play a MIDI sequence on the KRONOS.

**SysX / Patch Change update only:** No chord or sequence will be played, but the sound on the KRONOS will still be updated.

**Default:** On

### Use Parent/Child Relations

When checked, Bank editing in a Set or Collection utilizes sophisticated parent/child information to ensure that these relationships are maintained. For more information, please see “Parent/child relationships” on page 39.

**Default:** On

### Drag and Drop (Int)

The action of dragging and dropping a patch within the same bank (internal) can be handled in one of three ways: swapping, pasting, or inserting.

**Swap:** the patches in the source and destination patch positions are swapped

**Paste:** the source patch overwrites the destination patch

**Insert:** the source patch is inserted at the bank position where the mouse button was released. The insertion is done in such a way that no patches are lost in the bank.

When the default Swap option is selected, key commands can be used to temporarily modify the drag and drop mode. To modify the mode, hold down the appropriate key:

Ctrl/Cmd – Paste

Shift - Insert

**Default:** Swap

## Drag and Drop (Ext)

The action of dragging and dropping a patch from one bank to another (external) can be handled in one of two ways: pasting or inserting. Note that this is possible only for data types which display multiple banks at once, such as Wave Sequences and Drum Kits. For other data types, use the Collection or the copy/paste menu commands to move items between banks.

**Paste:** the source patch overwrites the destination patch

**Insert:** the source patch is inserted at the bank position where the mouse button was released. All patches in the destination bank from the drop position to the end of the bank move down one position. The last patch in the bank is lost.

**Default:** Paste

---

## Set

The Set panel contains parameters that control the overall operation of the Set.



## Synchronization

When Synchronization is checked, the KRONOS Editor tracks uploads and downloads between the instrument and the software. The software and the KRONOS can be brought into synchronization either by loading a Set file from disk and transmitting all of the data to the device or by loading all of the Set data from the instrument.

Once the KRONOS Editor and the KRONOS are synchronized, the operation of the KRONOS Editor changes. When the two are synchronized, any bank edit performed in the instrument is also applied to the instrument.

For example, if a patch is copied from memory location 5 to location 18 then the patch is also sent to memory location 18 on the instrument as well. This ensures that the instrument and software remain synchronized.

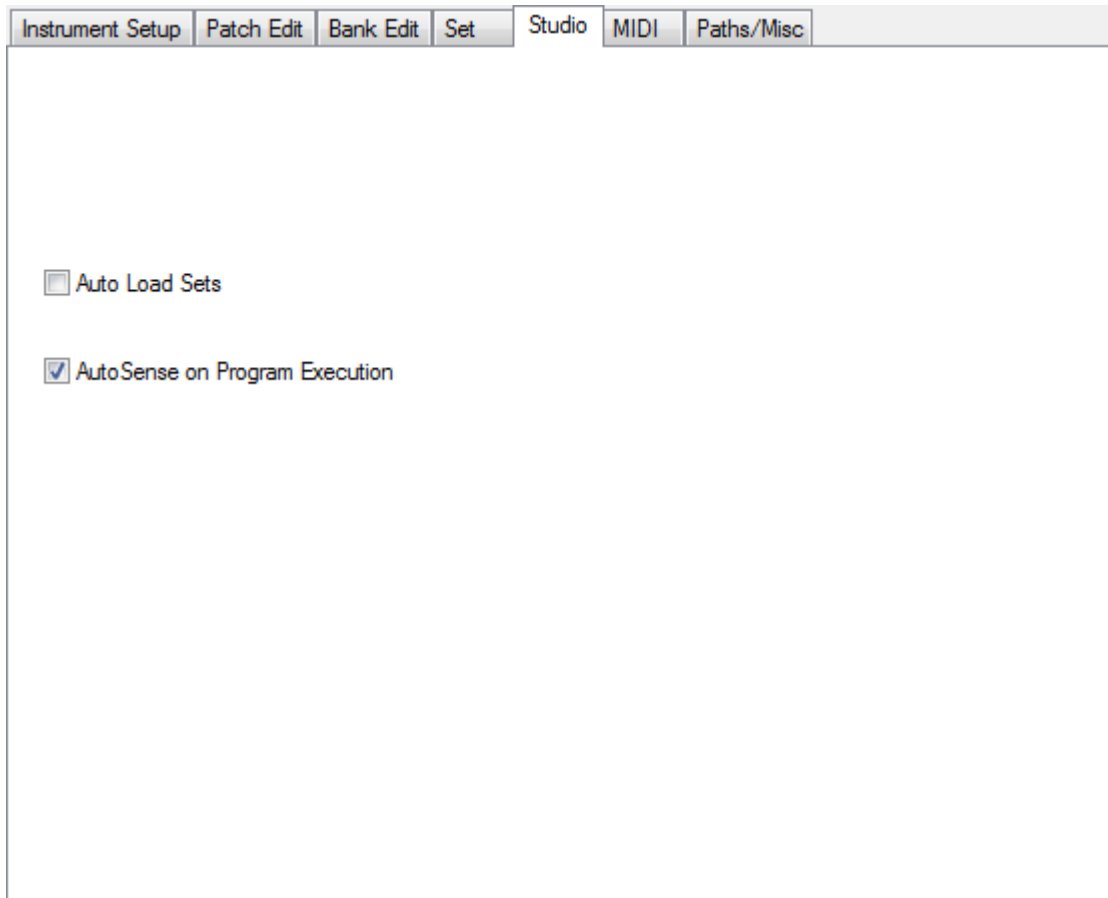
Note: if the KRONOS Editor and the MIDI device are not synchronized then the software is running in virtual mode. In virtual mode, any edits made to banks are not sent to the instrument unless specifically transmitted using one of the various available options.

**Default:** On

---

## Studio

The Studio panel contains parameters that control the overall operation of the KRONOS Editor.



### Auto Load Sets

When *Auto Load Sets* is enabled, the KRONOS Editor will automatically load a Set each time the program is started. Using this feature, you can collect the current state of the KRONOS in preparation for editing.

**Default:** Off

### AutoSense on Program Execution

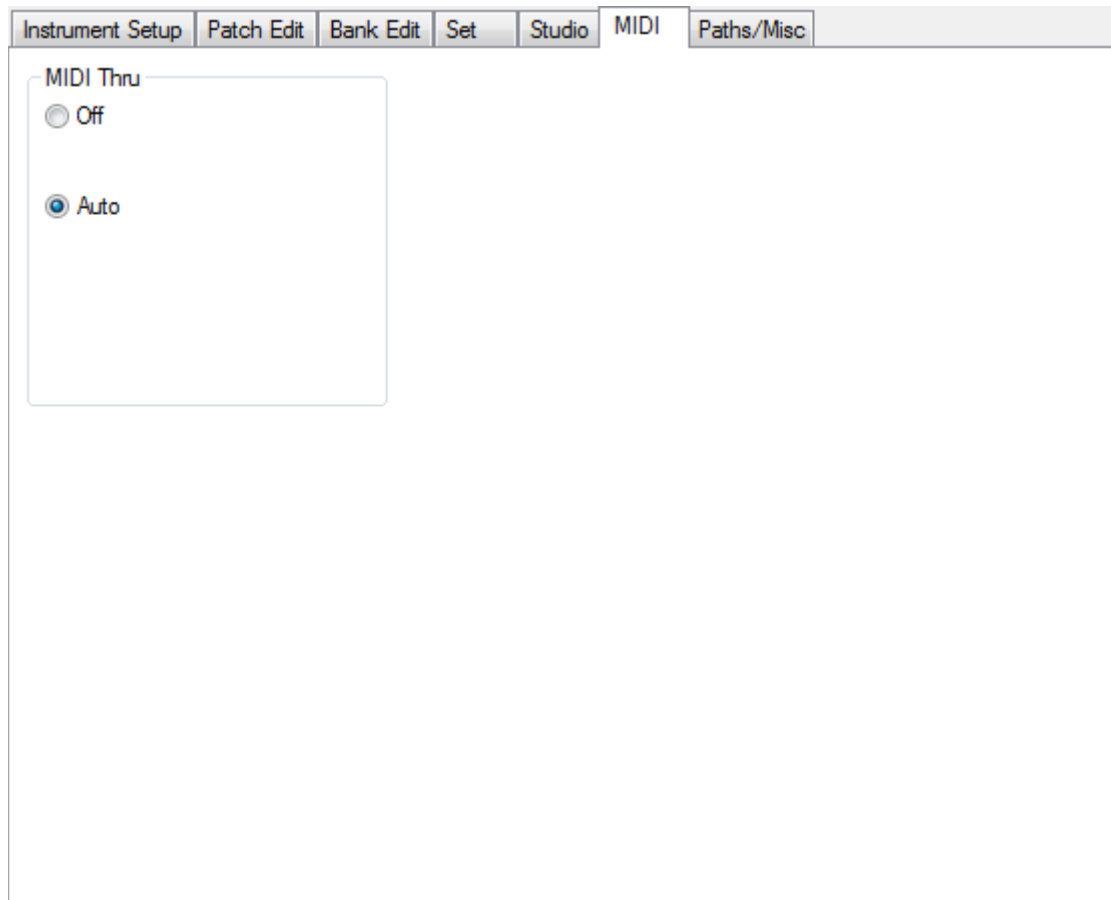
When checked, the KRONOS Editor will automatically search the open MIDI ports for the appropriate MIDI device. If this option is turned off and the instrument's basic settings are changed, the software must be configured manually for it to operate correctly.

**Default:** On



## MIDI

The MIDI panel contains parameters that control how MIDI data is handled in the software.



### MIDI Thru

MIDI Thru is a two phase switch. When active, it takes MIDI events at a MIDI IN Port and sends them out one of the MIDI OUT Ports.

There are currently two options:

Off: No MIDI Thru

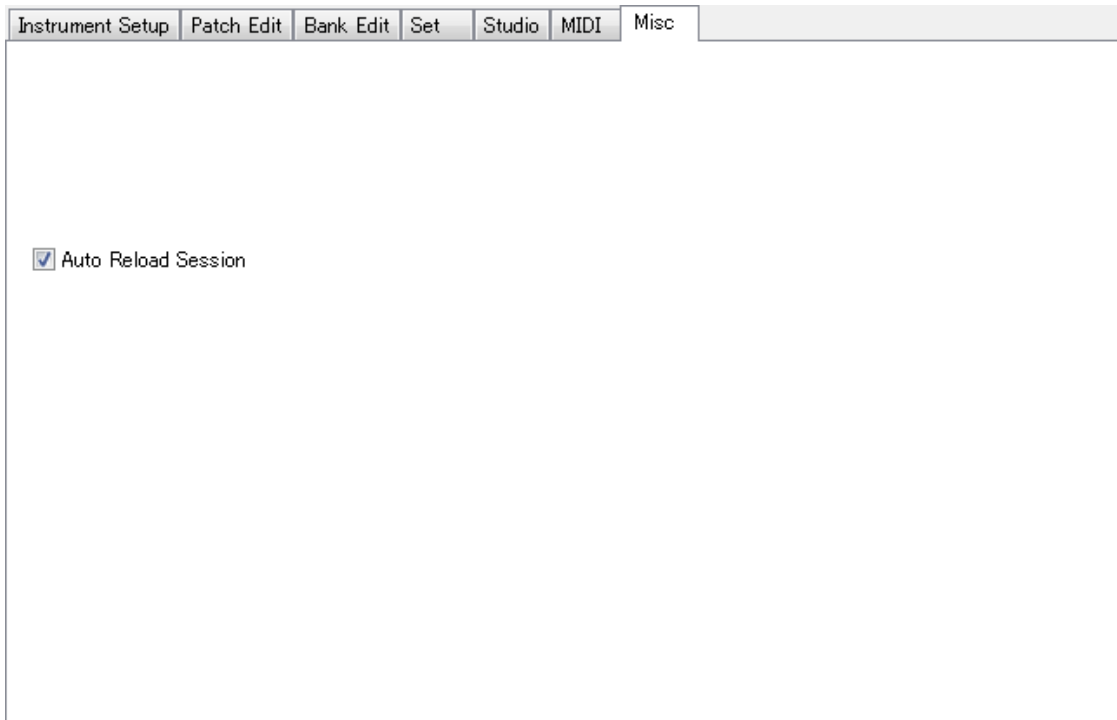
Auto: Any incoming MIDI data is send out on the MIDI port and MIDI channel of the of the instrument being edited.

**Default:** Auto

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## Paths/Misc

The Paths/Misc panel contains parameters that control general operation of the KRONOS Editor.



### Auto Reload Session

When checked, the KRONOS Editor retains the name of the last-used Set file and automatically reloads it at the start of the next session.

**Default:** On


## MIDI Ports



The MIDI Ports tab is only displayed when the KRONOS Editor is being run as a plug-in. It replaces the menu options “MIDI / MIDI IN Ports...” and “MIDI / MIDI OUT Ports...” in the stand-alone KRONOS Editor.

Click on **MIDI IN Ports** to display the MIDI IN Ports dialog used to select the MIDI ports to be used by the plug-in.

Click on **MIDI OUT Ports** to display the MIDI OUT Ports dialog used to select the MIDI ports to be used by the plug-in.

 **Note:** MIDI Port selection is global to all Sound Quest plug-ins. If you have more than one Sound Quest plug-in running (for instance, the KRONOS plug-in plus a plug-in for a different instrument), you must ensure that the MIDI ports necessary to have all plug-ins function correctly are selected.

For more information, see the MIDI Ports section of this manual above.

## Plug-in Setup

| Instrument Setup                                 | Patch Edit   | Bank Edit                   | Set | Studio | MIDI | Paths/Misc | MIDI Ports | Plugin Setup |
|--|--|-----------------------------|-----|--------|------|------------|------------|--------------|
| Send Events                                      |  | Components To Send on Event |     |        |      |            |            |              |
| <input checked="" type="checkbox"/> Send On Load | <input checked="" type="checkbox"/> Edit Buffer(s) |                             |     |        |      |            |            |              |
| <input type="checkbox"/> Send On Start           | <input checked="" type="checkbox"/> Global Memory  |                             |     |        |      |            |            |              |
| <input type="checkbox"/> Send On Loop            | <input type="checkbox"/> Bank(s)                   |                             |     |        |      |            |            |              |
| <input type="checkbox"/> Send On Stop            |  |                             |     |        |      |            |            |              |
| <input type="checkbox"/> Send at Time            | <input type="text" value="1:1:0"/>                 |                             |     |        |      |            |            |              |

The Plug-in Setup tab is only displayed when the KRONOS Editor is being run as a plug-in. This dialog allows you to configure settings which are unique to the plug-in environment.

The options on the page control when the data that is stored in the plug-in is *automatically* sent to the instrument. There are two parts to this process, when is the data to be sent and what data is sent. The first column, **Send Events**, controls when the data is automatically sent to the instrument. The second column, **Components to Send on Event**, controls what data is sent.

Most commonly, this feature allows the plug-in to automatically configure the instrument when a project is opened so that the correct sounds for that project are stored in the instrument, ready for use.

### Send Events

These options determine when bulk data is automatically sent.

#### Send On Load

When checked, the data specified by **Components to Send on Event** is sent to the instrument when a project file is opened.

Default: On

#### Send On Start

When checked, the data specified by **Components to Send on Event** is sent to the instrument each time the sequencer starts to play. This option is useful if the content of the instrument is changed during the performance process. This allows the instrument contents to be reset to a known state.

Default: Off

#### Send On Loop

When checked, the data specified by **Components to Send on Event** is sent to the instrument each time the sequencer loops back to a starting position. This option is useful if the content of the instrument is changed during the performance process and needs to be resent on each loop.

Default: Off

### **Send On Stop**

When checked, the data specified by **Components to Send on Event** is sent to the instrument each time the sequencer loops back to a starting position. This option is useful if the content of the instrument is changed during the performance process and needs to be resent when the sequencer stops playing.

Default: Off

### **Components to Send on Event**

These options determine which data is automatically sent when triggered by a Send Event.

#### **Edit Buffers**

Edit Buffers are the data that is stored for use in an editor window. This normally constitutes the working area of the instrument and contains data that isn't stored in a bank location.

Default: On

#### **Banks**

This is data that is transmitted to the instrument and is permanently stored in memory locations. This is a much larger block of data to send and will typically take much longer than just sending edit buffers. If a project is using patch change commands to select multiple sounds then you will need to use this option to send the banks to the instrument when the project is opened so that the correct data is stored in the instrument.

Default: Off

#### **Global Memory**

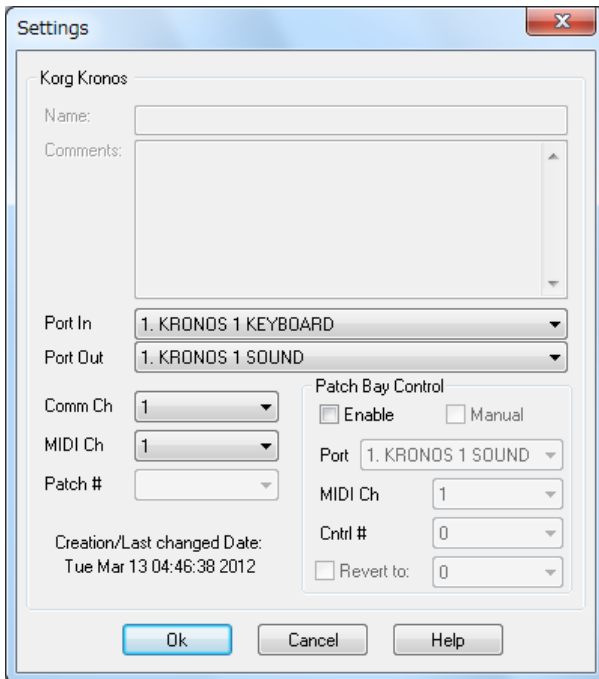
Global memory is data that doesn't fit easily into either the two other categories. Typically, there is only one block of data that meets the criteria of not being an edit buffer and not being a bank of data and that is the instrument's Global data. (It is not considered a bank because there is only a single Global data and it is not an edit buffer because the edits are stored and affect the instrument's operation).

Default: Off

## Settings dialog

The Settings dialog is accessed from the Preferences | Instrument page. This dialog contains parameters which are used to configure how the software communicates with the instrument via MIDI.

Under normal circumstances, you will probably never need to use this dialog as the software's AutoSense functionality should automatically find and configure the software for you including Port In, Port Out and Comm Ch parameters.



Name and Comments are disabled

**Port In:** select the MIDI IN port on your MIDI interface that has a MIDI cable connected to the instrument's MIDI OUT port. If the connection is via USB cable then select the MIDI port that connects to your instrument.

**Port Out:** select the MIDI OUT port on your MIDI interface that has a MIDI cable connected to the instrument's MIDI IN port. If the connection is via USB cable then selected the MIDI port that connects to your instrument.

**Comm Ch:** This represents the channel that is used to communicate System Exclusive data with the instrument. The instrument specific user manual should provide instructions on how to set this parameter.

**MIDI Ch:** This is the channel that the KRONOS Editor will use when auditioning patches in the patch bank or playing notes in an editor. This should be set to the same MIDI channel that your instrument is set to.

**Patch Bay Control:** unless your instrument is connected to the computer using a MIDI patch bay then this should **always** be left disabled! For the purposes of this manual, a multi-port MIDI interface is **not** a MIDI patch bay! To be considered a MIDI patch bay, the patch bay hardware must connect to a MIDI interface attached to the computer. If the hardware is connected directly to the computer in any way (USB, serial port, parallel port) then it is not a patch bay.

If your MIDI device is connected to a MIDI patch bay then enable patch bay control and set the Port, MIDI Ch, and Cntrl# parameters. This will allow the KRONOS Editor to send a patch change command to the patch bay to select a control configuration on the patch bay that connects the computer to the instrument.

# Parameter Editor reference

## Parameter Editor View

Editors are the core of the program's parameter editing capabilities. The editors allow you to change the values of individual parameters contained within the Patch data such as volume levels, panning, envelopes, etc.

Each editor is created using a combination of standard and custom controls. Operation of the standard controls will be discussed later in this reference guide. Any custom controls used by the editor will be covered in an instrument specific manual.

The software is configured so that as changes are made to the on screen parameters, SysEx messages are sent to the instrument so that the contents of the edit buffer in the software is the same as the edit buffer in the instrument. This real time updating allows you to test the sound as frequently as you wish to ensure that the sound is developing into what you want.

If you are developing a sound for a particular part of a song, in most cases you can actually have the part looping in the background using your sequencer.

---

## Parameter Editor Keyboard Commands

### Control Navigation Keys

**right arrow:** set the control to the right of the focus control as the new focus control

**left arrow:** set the control to the left of the focus control as the new focus control

**up arrow:** set the control above the focus control as the new focus control

**down arrow:** set the control below the focus control as the new focus control

### Value Edit Keys

**<** - reduce the value of the focus control by 1

**>** - increase the value of the focus control by 1

**ctrl + down arrow:** reduce the value of the focus control by 1

**ctrl + up arrow:** increase the value of the focus control by 1

**alt + down arrow:** reduce the value of the focus control by 10

**alt + up arrow:** increase the value of the focus control by 10

**[**: reduce the value of the focus control by 10

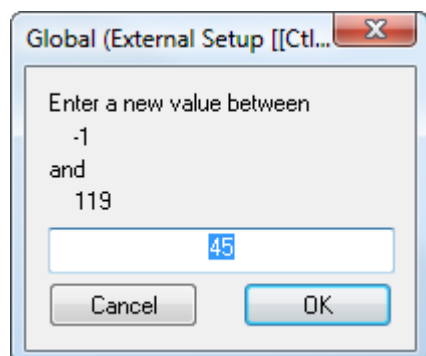
**]**: increase the value of the focus control by 10

**Page Down:** reduce the value of the control by 1/10<sup>th</sup> of the control's range (Windows only)

**Page Up:** increase the value of the control by 1/10<sup>th</sup> of the control's range (Windows only)

### Direct Entry

0 to 9: click on any number key to open the direct entry dialog. After opening the dialog, enter the value and press OK to finish. For more information, see the various notes about Direct Entry later in this document.



## Audition Keys (Windows only)

Shift F2 – F9: these function keys play pre-programmed notes to audition the data being edited.

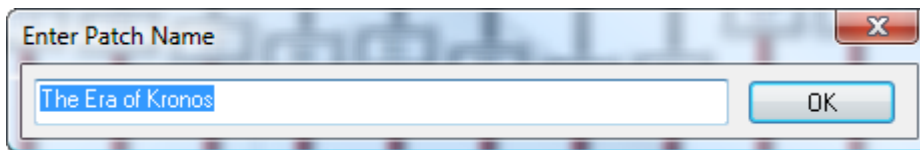
## Editor Controls

Not all controls can be edited. Those that are editable will be selected when clicked on with the Preferences option *Patch Edit | Shows Selected Control* enabled. If the control is display only, when clicked on, nothing will happen.

### The String Control

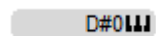
#### The Era of Kronos

The string control is used to enter text into the editor, usually names for different types of data. Clicking on the control will open a dialog to enter new text



Enter the new text and press the OK button to accept it.

### The Numeric Control



The numeric control is used to enter and display numbers.

Most numeric controls are designated with an entry arrow pointing to the number. The control is capable of displaying numbers in a wide range of formats and the value will normally exactly match what is shown on the instrument.

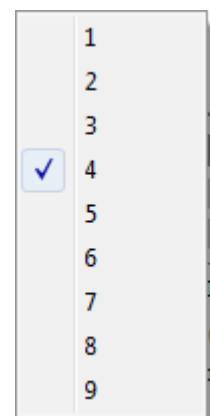
To the right of the value there is normally an icon. The icon indicates how the control can be edited. There are three basic modes: standard, click, and keyboard. The color of the text will also usually change to show which parameters have been edited.

#### Standard mode editing

To change the value of a standard numeric control, there are the following options.

Click and drag – depending on the setting in Preferences, left click and hold the mouse button down then drag left/right or up/down to change the value of the parameter.

Right click (Ctrl-click) – presents one of two possible displays. If the number range is small then a pop-up menu similar to the following one is displayed to allow selection of the appropriate value. If the range of the control is sufficiently large that the values can't be clearly displayed, the direct numeric entry dialog (described immediately below) is displayed.



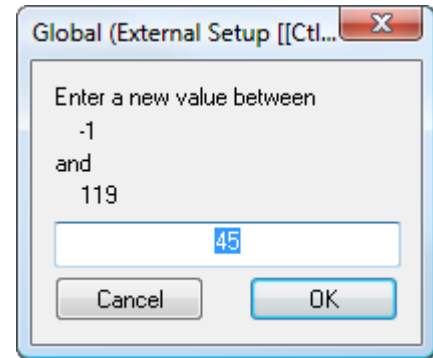


## Direct numeric entry

Select the control then pressing a number (0, 1, 2, . 9) on the computer keyboard will display a popup dialog similar to this one.

Finish entering the value that you wish to assign the parameter to and press the Enter key or the Ok button and the control will take on that value. The value you enter should match the way that it is displayed in the editor so if the control displays "45" as "CC#45," you will need to enter "CC#45" for that value to be accepted.

Double click – opens the direct numeric entry dialog to accept a new value for the control



## Click mode editing

3 ■

Click mode editing is usually reserved for numeric controls that have only two or three values. It functions the same way as standard mode except the left clicking on the control automatically advances it to the next value.

## Keyboard mode editing

D#0lll

Keyboard mode editing is reserved for parameters where the value is displayed as a note. In this case, a small keyboard graphic is displayed to the right of the value. Right clicking or double clicking on the control displays a popup keyboard which allows you to graphically set the parameter value by clicking on the appropriate note.



## The String List Control

+48dB ▼

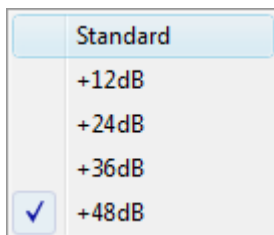
The String List control is used to display and edit parameters that are shown as strings. A simple example would be selecting that sample name for patch in an instrument which plays samples.

This control usually has a down-facing arrow to the right of the value. The color of the text will also usually change to show which parameters have been edited.

The editing options for the String List control are similar to the Numeric control. .

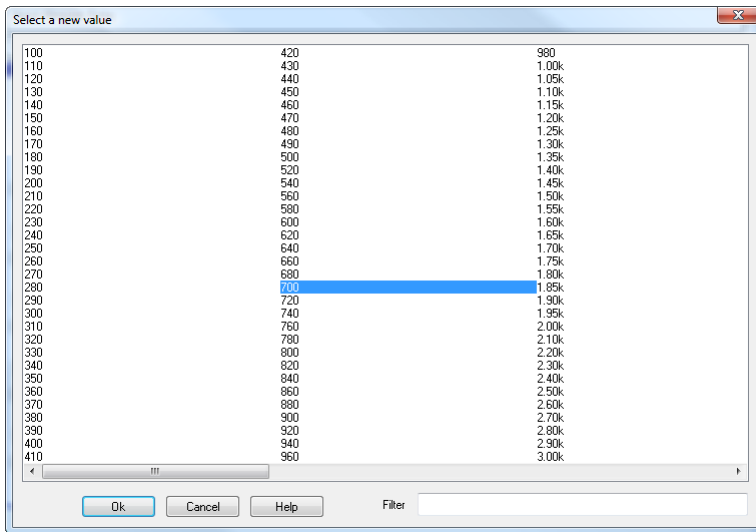
**Click and drag** – depending on the setting in Preferences, left click and hold the mouse button down then drag left/right or up/down to change the value of the parameter.

## Pop-up menu



The pop-up menu allows you to select from the available options. The menu is displayed by: left click on the down arrow, double left-click on the control, or right click on the control.

### Pop-up Dialog

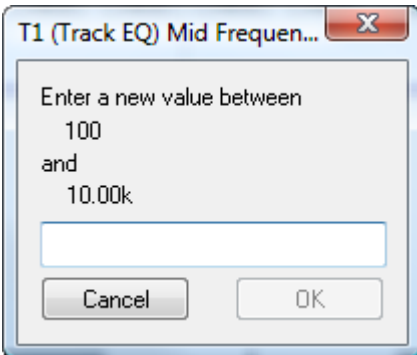


In some cases there are too many string values to be able to effectively display them in a pop-up menu. In these cases, a pop-up dialog is displayed instead. This dialog displays all of the possible values. To select a new value, double click on it or single click and press the OK button.

It is possible to try out different parameter values. Each time a different entry in the list is selected, it is sent to the instrument to try out. When satisfied, press the **Ok** button. To return to the original parameter value, press the **Cancel** button.

This dialog also has a filter option so if you are looking through a large list (of samples for example) and are looking for something specific enter it in the **Filter** area and only the options with that text will be displayed. For example, if you are looking for a bass sample, enter "bass" and only the samples with "bass" in their name are displayed.

### Direct entry

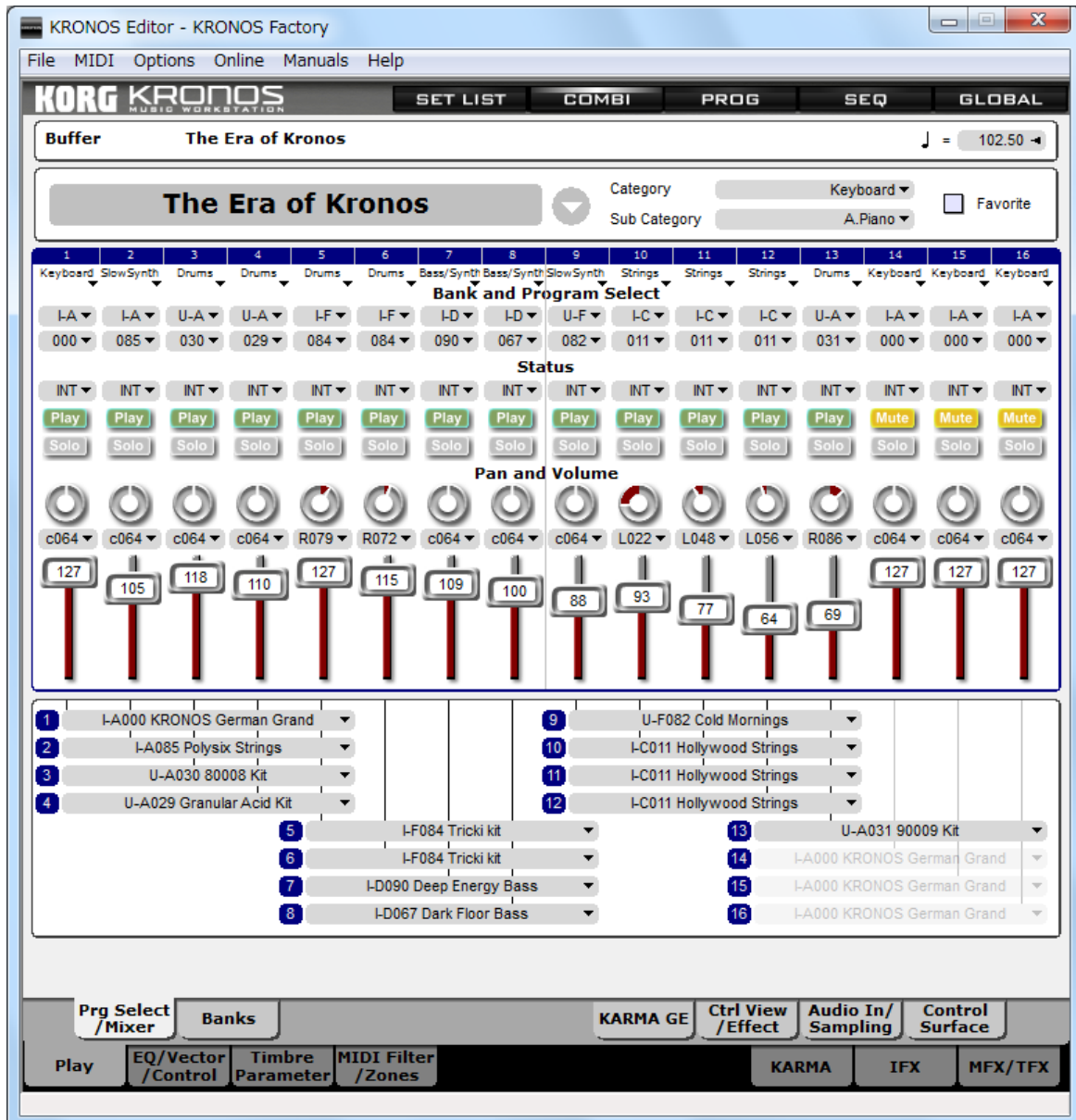


Select the control then press any number on the computer keyboard then enter the text of the value that you want set. Press <ENTER> or the OK Button to accept the new value.

## Double Click Link

If the String List displays a link to another type of data then double clicking on the control will cause the program to display that editor.

For instance, suppose that you are working in a Combination editor that has a list of the Patches being used as in the example below.



Double clicking on “Hollywood Strings” will access the program and put it in the Program editor for editing. This is just an example, of course, so double clicking on Drum Kit data would put that data in a drum editor or double clicking on arpeggio data would cause the editor to jump to the arpeggio editor.

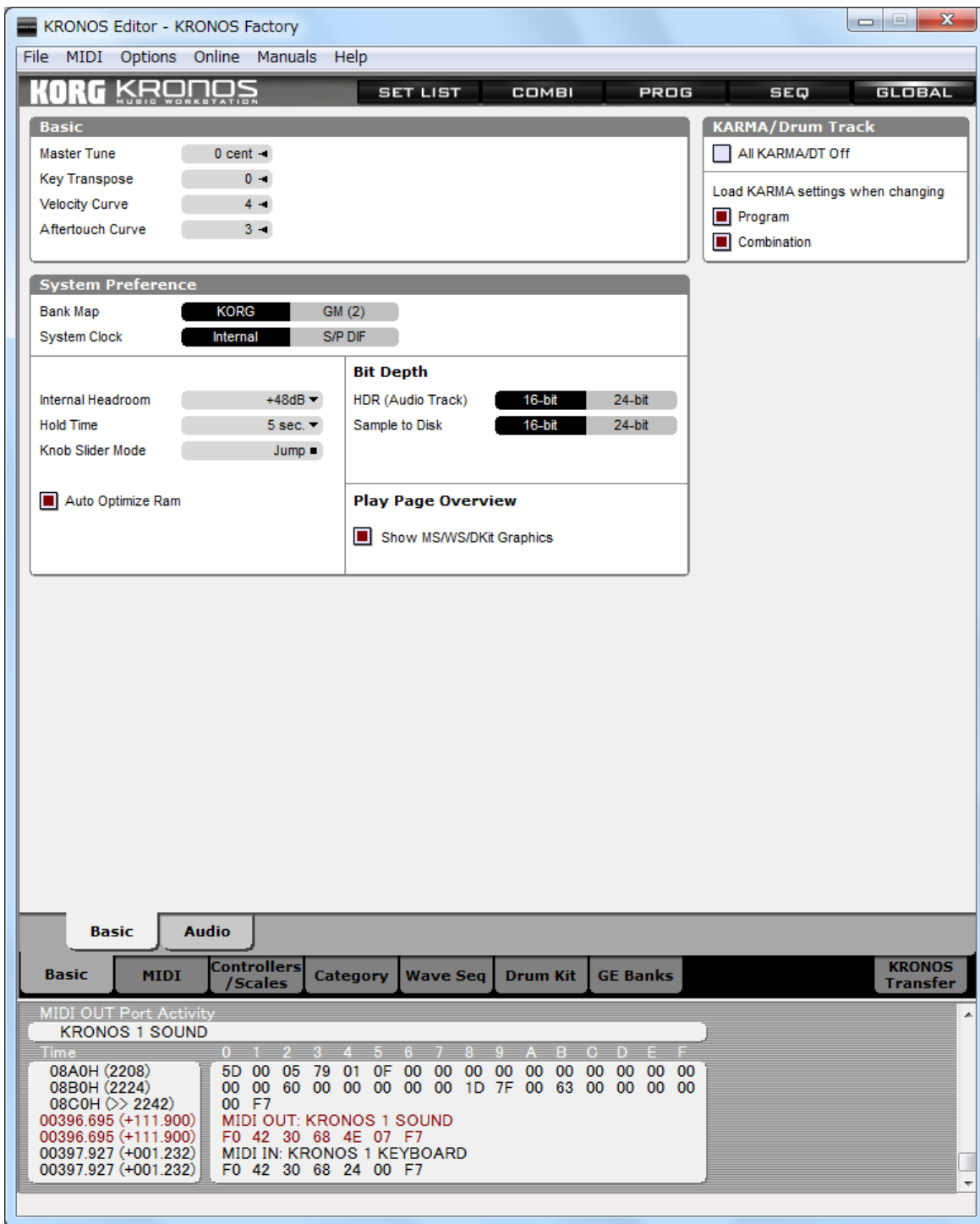
## The Toggle Control

Auto Optimize Ram

Auto Optimize Ram

The Toggle control typically uses a graphic to display the setting of a parameter that has only two states (on and off for example). While the graphic used to display the value may change, the control functions the same way. Left clicking on the control will toggle the control’s state.

## The Tab Control



The Tab control uses text or graphics to show all of the possible values of a control. Click on the text or graphic to set the control to that value.

## The Slider Control



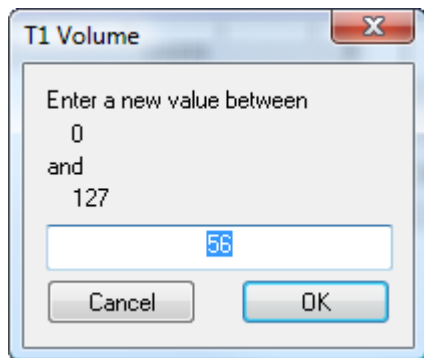
The Slider control can function as either vertical or horizontal directions and is usually used to display a parameter that covers a wide range of values. You can edit sliders either by clicking and dragging, or by calling up the Direct Entry dialog.

### Click and drag

The primary method of editing a slider is to left click on the drag bar and drag it to the desired position. Left clicking above or to the right of the drag bar will increment the value by one. Left clicking below or to the left of the drag bar will decrement the value by one.

### Direct Entry

Select the control then press a number (0, 1, 2, ...9) on the computer keyboard or right click (Mac ctrl-click) on the control to display a popup dialog.



Finish entering the value that you wish to assign the parameter to and press the Enter key or the Ok button and the control will take on that value. The value you enter should match the way that it is displayed in the editor so if the control displays "45" as "CC#45," you will need to enter "CC#45" for that value to be accepted.

## The Knob Control



The Knob control is typically used to edit parameters which are shown as knobs in the instrument's interface. This may include both parameters with large and small ranges.

### Click and drag

The primary method of editing a knob is to left click on the control and to drag. The control can operate in three different ways: up/down, left/right, and circular. All knobs will operate the same way and the operation mode can be set in the Patch tab of Preferences.

### Pop-up menu

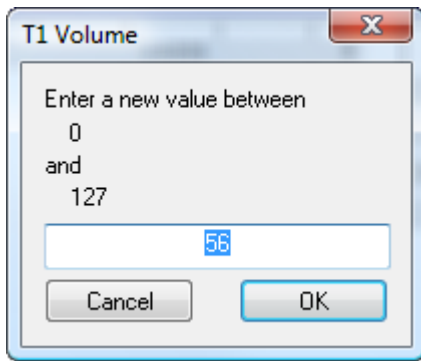
The pop-up menu allows you to select from a list of available options. The menu is displayed by: left click on the down arrow, double left-click on the control, or right click (Mac ctrl-click) on the control. You can also edit menu values by Direct Entry, as described below.

The knob pop-up menu operates a little differently from that of other controls. If the knob has more discrete values than can be displayed on the screen by a menu, the menu is automatically scaled back (entries are removed) so that it will display properly.

If you wish to select a value not displayed in the pop-up menu, use the mouse to set the correct value or use the Direct Entry method described below.

|        |      |     |
|--------|------|-----|
| RND    | L024 | L04 |
| ✓ L001 | L025 | L04 |
| L002   | L026 | L05 |
| L003   | L027 | L05 |
| L004   | L028 | L05 |
| L005   | L029 | L05 |
| L006   | L030 | L05 |

## Direct Entry



Select the control then press a number (0, 1, 2,...9) on the computer keyboard or right click (Mac ctrl-click) on the control to display a popup dialog.

Finish entering the value that you wish to assign the parameter to and press the Enter key or the Ok button and the control will take on that value. The value you enter should match the way that it is displayed in the editor so if the control displays "45" as "CC#45," you will need to enter "CC#45" for that value to be accepted.

## The Envelope Control



The Envelope control is most frequently used to edit envelopes. This control is almost always associated with a set of knobs or numbers that display the current value of each point. Editing the envelope automatically updates the state of the knobs and vice versa.

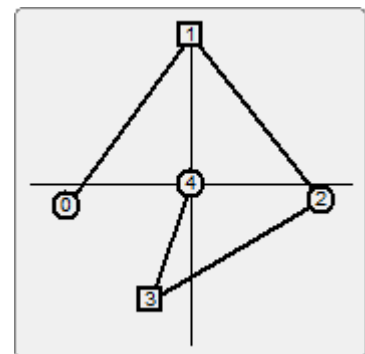
To edit this control, click and drag any of the points along the envelope. In this example, the points are red but they may also be represented by other colors or a graphic. The program will automatically limit the range of motion to what is appropriate for the point. This means that any given control point may have a full range of motion or it may be limited to only up/down (level) or left/right (rate) changes.

## The XY Control

The XY control is very similar to the envelope control in that it is typically used to edit multiple parameters and that the control is almost always associated with a series of knobs or numbers that display the value of each point independently.

This control differs by displaying each point relative to a central point. The control is most often used to represent an instrument's two dimensional controller and allows two parameter's locations to be specified relative to each other over time.

To edit the control, left click on any of the available points and drag it to a new location.



## Parameter Editor contextual menu

|                             |        |
|-----------------------------|--------|
| Undo                        | Ctrl+Z |
| Learn                       | Ctrl+L |
| Clear CC Assignments...     |        |
| Clear All CC Assignments... |        |
| Transmit Combination        | Ctrl+T |
| Get Combination             | Ctrl+G |
| Store                       |        |
| Store in...                 |        |
| Open Combination...         |        |
| Save Combination As...      |        |

Each parameter editor in the program offers a collection of editing options that are available using a context menu. To display the menu, right click (Windows) or control-click (Macintosh) the mouse over a parameter editor window where there is no parameter located and the menu will pop up.

The popup menu will typically contain the following entries:

**Undo:** undo the last edit

**Learn:** place the editor in “Learn” mode to assign CCs

**Clear CC Assignments...:** remove a control’s CC assignment

**Clear All CC Assignments...:** clears all of the CC assignments made in the editor

**Transmit <type of Instrument data>:** transmit the data to the instrument as a bulk dump

**Get <type of Instrument data>:** get the current data from the instrument

**Store:** store the edited Patch in a bank

**Store In...:** store the edited Patch in a selected bank location

**Open <type of instrument data>:** load data for this editor from disk

**Save <type of instrument data> As...:** save the data in the editor to disk

Note: menu key command shortcuts do not work in the Macintosh plug-in version

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## Undo

Each time the patch is edited, be it editing a parameter or using cut, copy, paste, patch edit, and so on, the program automatically makes a backup of the current state of the patch so that you can undo the change. There are an infinite number of undo levels (limited by computer memory). To undo the change, simply select the *Editor/Undo* option. It is possible to undo all the way back to the original unedited patch.

## Using Undo

To undo the last change:

1. Display the context menu by right clicking (Mac ctrl-click) in the editor in a location where there is no edit controls
2. Choose *Undo*

## Key Equivalents

Windows: Ctrl + Z

Macintosh: Cmd + Z

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## Store

When an item is being edited from a bank (double clicking on a given entry in a bank will move it into the editor) then the *Store* command is used to store the edited version back to the same location.

In many circumstances you will not need to use this command since before an item is replaced by another in the editor, the editor will prompt you with what to do with the current item (unless over-ridden in the Preferences).

However, there are situations where you will want to use this command. Two examples are, you want to download an entire bank to the instrument and you want to use the latest version of the patch. While editing, the latest version of the patch is stored in the editor but not in the bank itself. Use *Store* to copy the edited patch back into the bank before sending the bank to the instrument.

A second example would be that you have selected a patch into the instrument's editor and you want to transfer that patch from the instrument into the software. Before doing so, use *Store* to store your edited patch back to its location in the bank.

## Storing edits

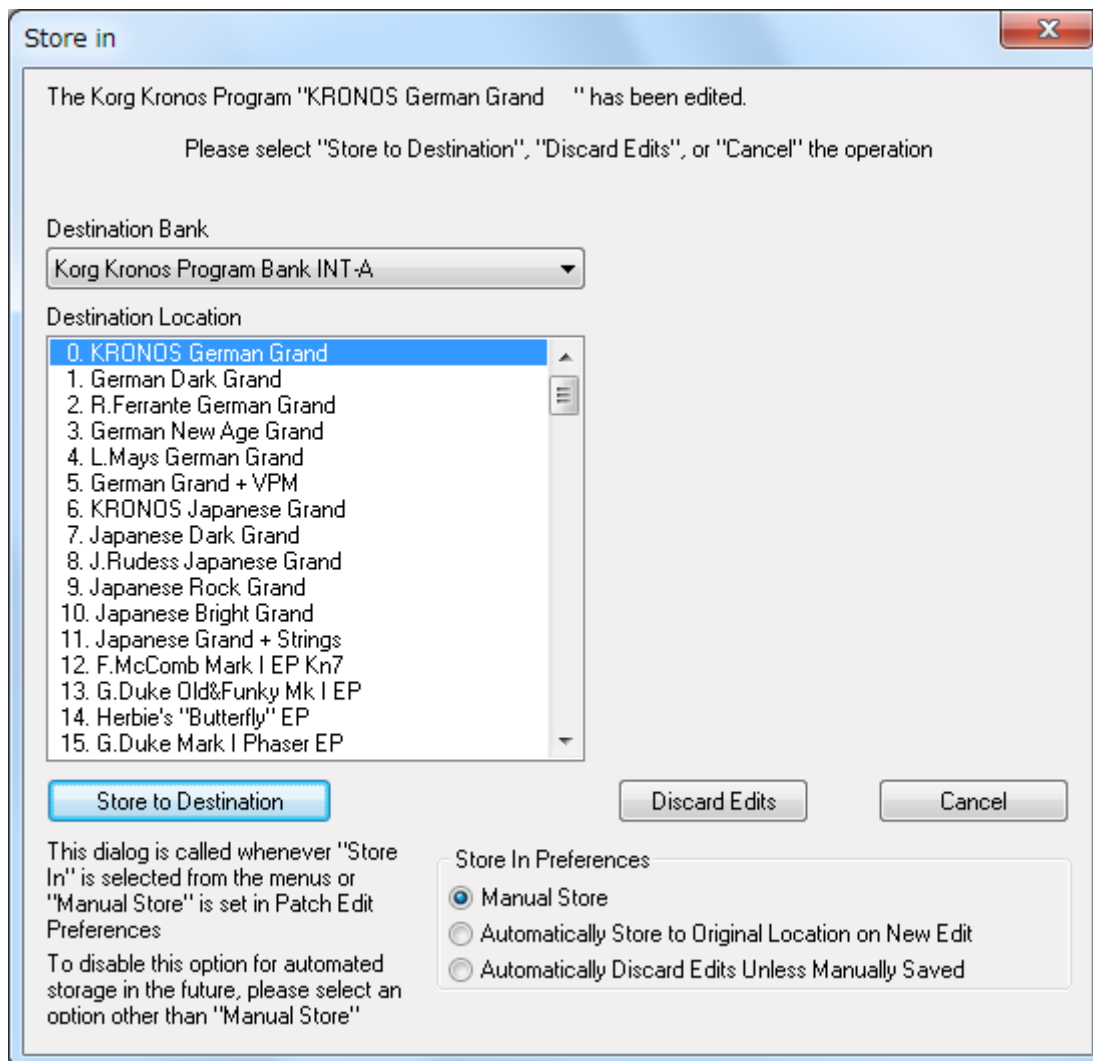
To store the patch:

1. Display the context menu by right clicking (Mac ctrl-click) in the editor in a location where there is no edit controls
2. Choose *Store* from the menu

## Store In...

When any type of patch is being edited from a bank (double clicking on a given entry in a bank will move it into the editor) then the *Store In* command is used to store the edited patch back to a location in a compatible bank.

This command is similar to the *Store* command (described above). If you are not familiar with either command, please read the description of *Store* first. *Store In* differs from *Store* in that it allows you to choose which location in a bank the modified patch is stored in.



Selecting *Store In* will display the above dialog. With it, select where the current patch is to be stored.

*Destination Bank* – use this list to select the destination bank

*Destination Location* – use this list to select the location in the selected destination bank

*Store to Destination* – press to store the patch in the selected location, overwriting the existing patch



*Discard Edits* - when a different patch is being moved into the editor and the current editor contents is to be discarded  
*Cancel* – press to cancel the store operation. If *Store In* was selected from the Edit context menu, the storage operation is cancelled. If the dialog is displayed as a result of the request to edit a different patch, that patch will not be placed in the editor

## Storing edits to a specific location

To store the patch in a particular bank location:

1. **Display the context menu by right clicking (Mac ctrl-click) in the editor in a location where there is no edit controls**
2. **Choose *Store In* from the menu**
3. **Use the displayed dialog to select where the patch will be stored**
4. **Press *Store to Destination* to store the patch or *Cancel* to stop the operation**

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## Open <data type>...

This option is used to load an individual Patch file from disk directly into the editor.

Loading a file will overwrite the current contents of the editor so if you wish to keep the current editor's contents it must be saved using *Store* or *Store In* context menu options.

For example, if you are working in a Program editor then the menu will read as "Open Program...." When selected, this item will display a file open dialog. Select the file you wish to load and press the OK button.

The file you select should contain SysEx data that is compatible with the editor. If not, the program will display an error and fail to load it.

### Directions

1. **Display the context menu by right clicking (Mac ctrl-click) in the editor in a location where there is no edit controls**
2. **Choose *Open...* from the menu**
3. **Use the file selector to choose the file to load**
4. **Press the *OK* button to load the file or *Cancel* to stop the operation**

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## Save <data type> As...

*Save As* allows the data displayed in an editor to be saved to disk as a separate file. This is an ideal way to share individual Patches that you have created with friends who has the same instrument as you.

For example, if you are working in a Program editor, this menu will read as "Save Program As...." Selecting the item from the menu will display a dialog to save the data as a separate file. By default, the name of the file will be the same as the current name of the Program.

### Directions

To save the data in an editor as an individual file:

1. **Display the context menu by right clicking (Mac ctrl-click) in the editor in a location where there is no edit controls**
2. **Choose *Save As...* from the menu**
3. **Use the file selector to name the file**
4. **Select *OK* to save the file or *Cancel* to stop the save**

# Bank Editor reference

## Bank Editor View

|                             |                              |                             |                              |
|-----------------------------|------------------------------|-----------------------------|------------------------------|
| 0 Particles & Waves         | 32 Monster Power Synth       | 64 Advanced VJS Groove      | 96 Rewind Keys               |
| 1 WS Layer Keys             | 33 Buzzy Finga Clav          | 65 Pensive EP Pad           | 97 Hybrid E.Piano 2          |
| 2 Orchestra & Timpani       | 34 Orchestral Horns          | 66 Small Orchestra          | 98 Xylo & Piccolo Orch       |
| 3 Locale Five               | 35 Call the Choreographer!   | 67 Bass & Wurlly Split      | 99 Breakbeat Vector Jam !    |
| 4 Always Watching You...    | 36 Lord of Saturn's Rings    | 68 Galactic Journey         | 100 Lac des Deux-Montagnes   |
| 5 Hitsville                 | 37 Drumz & Hitz              | 69 Tangerine Skies          | 101 Drum Pad Jam             |
| 6 Delicato Strings          | 38 Tape-Hop                  | 70 Velvety Strings          | 102 Oct.GrandLegato Strings  |
| 7 The Gates of Mordor       | 39 Nylon Guitars + Pad VJS   | 71 Guitar Hold 4 the Angels | 103 Guitar Club              |
| 8 Asian Mystery             | 40 Atmospheric Hybrid Bass   | 72 Tone Adjusted EP         | 104 Above & Beyond           |
| 9 Butterfly Jam             | 41 Whacktronix JS+Y          | 73 Prisoner for Life        | 105 Our Hero's Last Battle   |
| 10 Drawbars for Upper Funk  | 42 Vintage Tremolo EP        | 74 Piano for Ballads        | 106 Safe from the Storm      |
| 11 Silver Slumbers          | 43 Parametric Vector         | 75 Nimbus Bells             | 107 A Tender Film Moment     |
| 12 Orchestral Slow Brass 1  | 44 Sforzando Brass           | 76 Super Sax Section        | 108 Brass SW1 Bright         |
| 13 Funk In The Year 2525    | 45 Ethno-Hop                 | 77 Floating Ghosts          | 109 Chance Encounter         |
| 14 Siberian Bells           | 46 Balinese Joy              | 78 Bell Bell & Bell         | 110 Ice Glass                |
| 15 Backwards World          | 47 Planet Vector             | 79 Under The Bed...         | 111 GuitaRevolution          |
| 16 Club Fantasy SW1,2       | 48 Air Pressure              | 80 Dancing Perky Vokal Pad  | 112 L'il Digital Boy         |
| 17 Dreaming withoutSleeping | 49 Piano & Constant Voices   | 81 Princess Hannah's Piano  | 113 The Sneak                |
| 18 Strings&WoodwindsRbn/JSY | 50 Sugar Dreams              | 82 Orchestral F.Horns&Bones | 114 Basic Orchestra          |
| 19 E.Bass & Old EP          | 51 Harmonics & Keys JS+Y     | 83 Do Da Nod                | 115 Funky Fusion Jam         |
| 20 The Secret Adventure     | 52 The Time's Signature      | 84 Static Movement          | 116 Tinsel Town              |
| 21 Vocoder Remix Hits       | 53 Rockers Revenge Kit       | 85 Plucking & Strumming     | 117 Lucid Dreamin' Rap Star  |
| 22 Velvet Pad Strings       | 54 After Touch Strings       | 86 String Quart./KARMA Arco | 118 Pleasant Piano           |
| 23 The Musical Fox          | 55 E.Guitars + Pad VJS       | 87 Harp Strings Age Nouveau | 119 Keys 'n Frets            |
| 24 Dark Ritual              | 56 Dynamic EP Pad            | 88 Irish Ballad Split VJS   | 120 For Magical Moments      |
| 25 Birds On The Wire        | 57 Disco Electrique          | 89 Genetik Introdution      | 121 Live Mix Loops Knobs_Rbn |
| 26 BX-3 Key Click Organ     | 58 Cathedral Organ           | 90 PianoBassVibe&Flugel VJS | 122 Trickadelic              |
| 27 Eagle's Flight JS+Y      | 59 AtmosphereThing Sweep Rbr | 91 Berimbau VJS Motion      | 123 New Orchestral           |
| 28 Havana By Night          | 60 3 Silver Flutes           | 92 Clarinet Suite           | 124 Trumpets Over Bones      |
| 29 Citadel in Space         | 61 Skippy Wants to Dance!    | 93 The Spirit Lives         | 125 SoftBrass & Clarinet     |
| 30 Gossamer Wind            | 62 Dynamic Mallet            | 94 Chimes 'n Tines          | 126 Tribal Mallets           |
| 31 Pod Doors are Opening... | 63 Horror World              | 95 Ocean of Pearls          | 127 Pretty Little Lead Split |

The Bank Editor is used to load and organize banks of data.

The primary purpose of the bank is to provide a selection of tools you can use to keep your sounds organized. Use the copy, paste, and swap functions to move sounds within a bank or to a different bank.

When using the Drag and Drop facilities, it is possible to control how the drag and drop works. If a patch is dragged and dropped within the same bank, then there are three options: overwrite the destination patch with the source patch, swap the source patch and destination patch, or insert the patch at the destination patch location. When dragging and dropping to a different bank, the source patch can either overwrite the destination patch or can be inserted at the destination patch location. The drag and drop options are set in the Preferences Bank Tab where there is additional information on these functions.

In most banks, it's easy to audition patches. Click on a Patch and the program will send it to the instrument and audition it. Double clicking on a patch will open that patch in the associated editor. There's no need to go to the synthesizer to audition patches. If you have problems auditioning, make sure the Midi Channel, Comm Channel, and MIDI Ports are set.

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## Bank Mouse Editing

In the KRONOS Editor, the mouse is the primary method used to edit the contents of a bank.

### Single mouse click

When single clicking and releasing on an item in a bank, that item is selected and “auditioned.” Auditioning means that the item you clicked on is sent to the instruments edit buffer so that you can listen to it.

Auditioning of bank items can be enabled/disabled from the Bank Edit tab of Preferences.

Single clicking the mouse in the space between items in a bank, will clear all selected items.

### Double mouse click

When double clicking on a bank entry, the item is opened in the appropriate editor so that the parameters can be edited. For example, double clicking on a Program in a bank will open the Program editor with selected program.

### Extended Selection

There are three different ways to select multiple items in a bank:

Method 1. Click-release on one entry in the bank to select it. Hold down the computer keyboard’s SHIFT key and click-release on another item in the bank. All of the items between the first and last selected items in the bank will be selected.

Method 2. Hold down the CTRL key and click on a bank entry to toggle the selection state of that item without changing the selection state of all other items in the bank.

Method 3. To select a continuous range of items in a bank with just the mouse, click and hold the mouse button to the left or right of the first item you wish to select. Continue to hold the button down and drag the mouse over the items to select. You will see these items selected until the button is released.

### Drag and Drop Editing

Items in a bank can be rearranged by using the mouse to drag and drop them to a new location.

Click on an item in the bank to select and hold the mouse button down. Drag the mouse to a new location in the bank and release the mouse. By default you will see the two items swap locations in the bank.

You may change the default behavior in the Bank Edit tab of the Preferences dialog (see “Bank Edit” on page 62).

As noted above, the **Swap** option is selected by default. There are two additional options. **Paste** makes a copy of the item being dragged and places it in the location where the mouse is release. **Insert** shifts items around in the bank so that the selected item can be moved to the new location.

### Drag and Drop Editing Modifiers

It is possible to perform a different type of drag and drop editing without going in to Preferences to modify the default option. Based on the default selection, modifier keys can be used to force a different drag and drop mode. The following chart indicates the options

Default: Swap

To Paste, hold down the CNTRL (Windows) or CMD (Macintosh) key

To Insert, hold down the SHIFT key

Default: Paste

To Swap, hold down the CNTRL (Windows) or CMD (Macintosh) key

To Insert, hold down the SHIFT key

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## Bank Editor Keyboard Commands

### Control Navigation Keys

**right arrow** – select the patch to the right of the currently selected patch

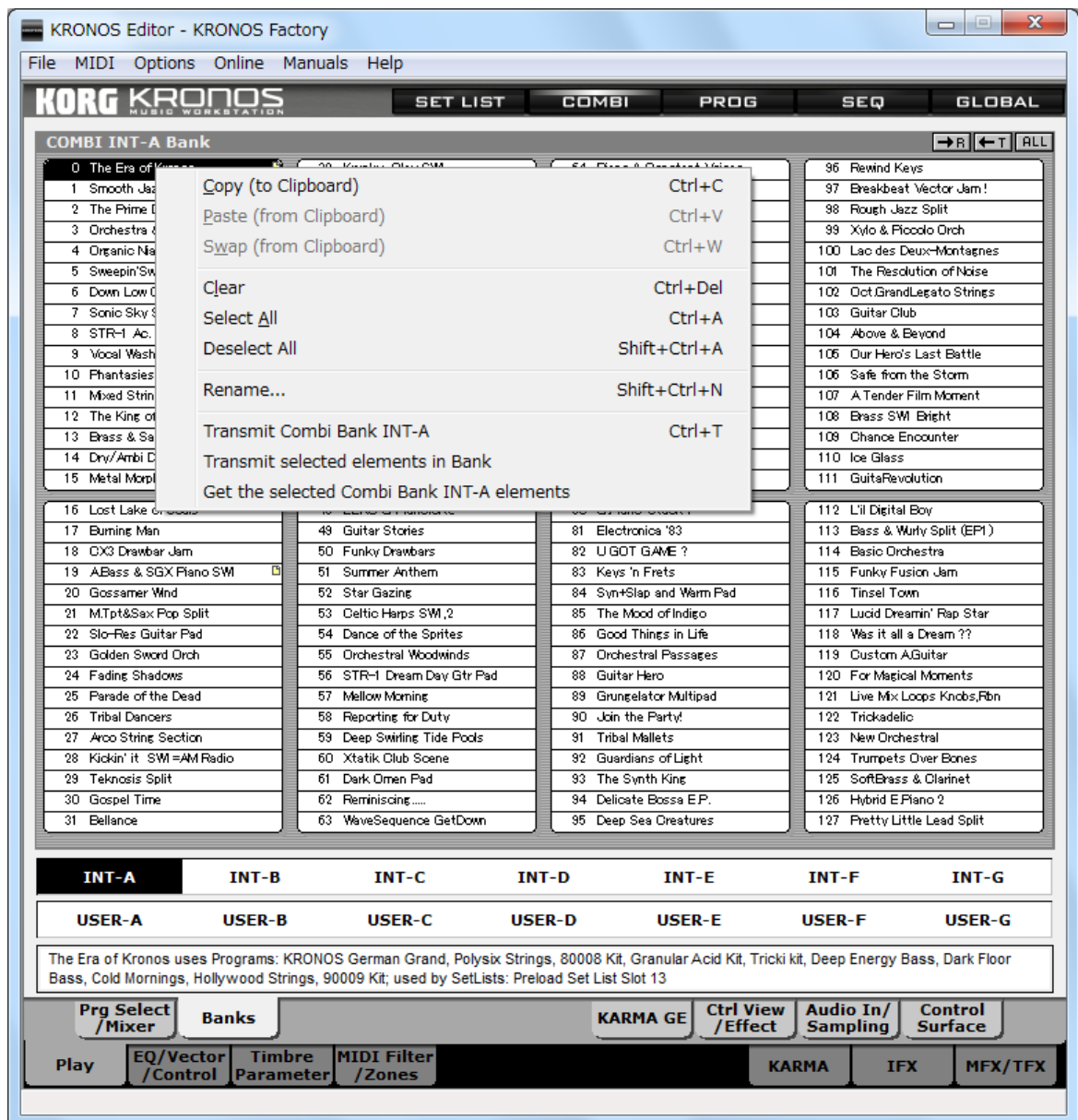
**left arrow** – select the patch to the left of the currently selected patch

**up arrow** – select the patch above the currently selected patch

**down arrow** – select the patch below the currently selected patch

**any character key** – pressing any character key on the keyboard (a -> z, 0 -> 9, etc) will select the next sound which includes that character.

## Bank Editor contextual menu



Each bank editor in the program offers a collection of editing options that are available using a context menu.

To display the menu, right click (Windows) or control-click (Macintosh) the mouse over a bank editor window and the menu will pop up.

Selecting a menu command will apply the command to all of the elements selected in the bank.

Typically, the menu options are

**Copy (to Clipboard):** copy the selected Patches to the clipboard

**Paste (from Clipboard):** paste the clipboard into the selected bank Patches

**Swap (from Clipboard):** swap the clipboard with the selected bank Patches

**Clear:** initialize the selected Patches

**Select All:** select all Patches in the bank

**Deselect All:** de-select all Patches in the bank

**Rename...:** rename the selected Patch

**Transmit <type of Instrument data>:** Transmit the entire bank to the instrument

**Transmit selected elements in Bank:** Transmit the selected elements to the instrument

**Get the selected <type of instrument data> elements:** Loads the selected bank elements

Note: menu key command shortcuts do not work in the Macintosh plug-in version

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## Copy (to clipboard)

*Copy* places a copy of the bank's selected patches in the bank clipboard. Once in the clipboard, the patches can be pasted to different locations in the same bank or in a different bank.

The copy function is used in conjunction with *Paste* and *Swap*. It is necessary to first copy the patches before they can be pasted or swapped with other patches. For examples, see the bank *Paste* function.

The KRONOS Editor maintains parent/child relationships between Songs, Combinations, Programs, Wave Sequences, and Drum Kits. If you move items which are referenced by other items—for instance, if you move a Program which is referenced by a Combination—the Combination will be updated automatically to point to the new Program location. For more information, see “Parent/child relationships” on page 39.

### Directions

To start the copy/paste or copy/swap process:

1. **Select one or more patches in the bank (use the Ctrl/Cmd key for extended selection)**
2. **Display the context menu by right clicking (Mac ctrl-click) in the bank**
3. **Choose *Copy* from the menu**

### Key Equivalents

Windows: Ctrl + C

Macintosh: Cmd + C

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## Paste (from Clipboard)

Paste works in combination with Copy. Paste takes the patches you have copied to the bank clipboard and pastes them into the locations currently selected in the active bank.

Paste is the primary method of moving one or more Patches to a new location within the same Bank or to different Banks of the same type.

After creating a new Set, use the *Paste* function to create new banks by copying patches from a selection of different banks and pasting them into a new bank.

### Directions

To Paste Patches:

1. **Copy the Patch(es) you wish to paste**
2. **Select the destination location(s) for the Patches**
3. **Display the context menu by right clicking (Mac ctrl-click) in the bank**
4. **Choose *Paste* from the menu**

### Key Equivalents

Windows: Ctrl + V

Macintosh: Cmd + V

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## Swap (from Clipboard)

Swap is used to swap patches in a Bank. Swap can also swap patches between two banks.

The program allows you to select any number of patches which are then “copied.” After copying, select the patches that are to be swapped with the “copied” patches. The same number of patches should be selected for swapping as were selected for copying. otherwise, the program will stop swapping when it runs out of either “copied” or selected Patches.

### Directions

To swap multiple patches:

1. **Select one or more Patches to swap**
2. **Display the context menu by right clicking (Mac ctrl-click) in the bank**
3. **Select *Copy* from the menu**

4. Select the patches to swap with the copied patches
  5. The number of copied patches should equal the number of selected Patches
  6. Display the context menu by right clicking (Mac ctrl-click) in the bank
  7. Choose *Swap* from the menu
- 

## Clear

Clear sets all parameter values for each selected Patch to zero and marks the patch as undefined.

Use this function to clear patches from a bank. If you clear the unwanted patches, you will find it much easier in the future to determine where new Patches can be added since the name will be blank.

## Directions

1. Select the Patch(es) to clear
2. Display the context menu by right clicking (Mac ctrl-click) in the bank
3. Choose Clear from the menu

## Key Equivalent

Windows: Ctrl + Del

Mac: None

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## Select All

Select All selects all of the Patches in a Bank for further processing. An example would be to copy all of the Patches from one Bank to another.

## Selecting all patches

To select all of the Patches in a Bank:

1. Display the context menu by right clicking (Mac ctrl-click) in the bank
2. Choose *Select All*

## Key Equivalents

Windows: Ctrl + A

Macintosh: Cmd + A

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## Transmit <Bank Name>

Transfers the entire bank from the instrument to the instrument.

Warning! This function will permanently overwrite the instrument's memory.

If a patch from the bank is currently being edited, those edits will not be part of the download. To include these edits as part of the download, first go to the editor and use the *Store* command in the context menu to save the changes to the bank then transmit the bank to the instrument.

This option is not available for ROM banks.

## Directions

1. Display the context menu by right clicking (Mac ctrl-click) in the bank
  2. Choose *Transmit <bank name>* from the menu
  3. The entire bank is sent to the instrument replacing the current contents
- 

## Transmit Selected Patches in Bank

Transfers only the selected patches in the bank to the instrument.

 Warning! This function will permanently overwrite the data in the KRONOS.

If a patch from one of the selected elements in the bank is currently being edited, those edits will not be part of the download. To include these edits as part of the download, first go to the editor and use the *Store* command in the context menu to save the changes to the bank then transmit the bank to the instrument.

## Directions

1. Select the patches in the bank to be transferred to the instrument
2. Display the context menu by right clicking (Mac ctrl-click) in the bank
3. Choose *Transmit Selected Patches in Bank* from the menu
4. The selected elements in the bank are sent to the instrument, replacing the current contents

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## Get <bank> from <instrument>

Transfers only the selected patches in the bank from the instrument to the bank.

## Directions

1. Select the patches in the bank to be retrieved from the instrument
2. Display the context menu by right clicking (Mac ctrl-click) in the bank
3. Choose *Get <bank> from <instrument>* from the menu
4. The selected elements in the bank are retrieved from the instrument, replacing the current contents



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