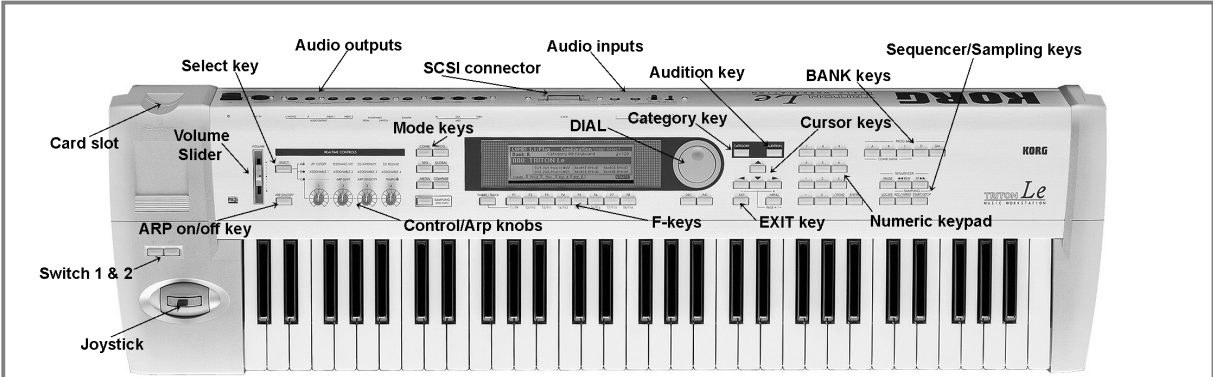


EasyStart



KORG



TRITON *Le* MAIN FEATURES

- Famous TRITON sound engine, hundreds of sound locations, plus dual polyphonic arpeggiators.
- New Programs and Combinations voiced especially for the TRITON *Le*.
- Four-part effects section for studio-quality sound
- Onboard 16-track sequencer with extensive editing, Song Templates, RPPR and more!
- Optional Sampling board (EXB-SMPL)
- SmartMedia™ storage lets you load and save sounds, songs and sample data quickly and economically.
- Easy-to-use interface

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Loading the Factory Data

! *Make sure to backup any of your own internal songs/sounds to SmartMedia™ before proceeding!*

1. Press the **[GLOBAL]** key.
2. Press the **[F8] [UTILITY]** key.
3. Press the **[F7]** key and **CURSOR ▼** to select “Load Preload/Demo Data”.
 - a. **To load all of the factory data at once:** Use the **DIAL** or the **[INC]/[DEC]** keys to select “All” (Preload PCG and Demo Songs) → Press **[F8]** (“OK”), and once again to confirm.
 - b. **To load just the factory demo songs:** Use the **DIAL** or the **[INC]/[DEC]** keys to select “All Demo Songs” → Press **[F8]** (“OK”), and once again to confirm.
 - c. **To load just the factory sounds:** Use the **DIAL** or the **[INC]/[DEC]** keys to select “All Preload PCG” → Press **[F8]** (“OK”), and once again to confirm.

In-Store Note: *When you power off the TRITON Le, loaded demo songs will be erased from memory. For sales presentations, make sure to reload the demos each morning using the above procedure!*

Listening to the Demo Songs

1. After the preload demo songs have been loaded, press the **[SEQ]** key.
2. **CURSOR ▼** to highlight the “song name edit cell”.
3. Select a song (“Midnight Sun” or “DEEP ENDZ”) with the **DIAL** or the **[INC]/[DEC]** keys.
4. Press the **[START/STOP]** key to begin playback. Press the **[START/STOP]** key again to stop playback.

Selecting and playing Programs and Combinations

1. To select Programs, press the **[PROG]** key. To select Combinations, press the **[COMBI]** key.
2. Then press a **BANK** key to select one of the sound banks, followed by using the **DIAL**, **[INC]/[DEC]** keys, or **numeric keypad** to select sounds from within a bank.

! *Programs are located in BANKS A-D (and GM for General MIDI). Combinations are in BANKS A-C.*

Selecting Programs and Combinations by Category

1. Press the **[CATEGORY]** key → Select the category in the display, via the four Category-direction “tabs” accessed from keys **[F1]-[F4]** → To select and then play sounds from the category chosen, use the **DIAL** or **[INC]/[DEC]** keys → Continue scrolling through the categorized list, or finalize your choice by pressing **[F8]** (“OK”).

Using the AUDITION function as you select Programs

Whenever you select a new Program, in normal play mode or when using the Select by Category function, press the **[AUDITION]** key to playback a pre-programmed musical phrase. This is a great way for you to see how the sound you've selected will work in your performance or sequencing applications! Try it!

Work with these great TRITON Le Programs and Combinations:

PROGRAM	Name	Performance Tips
A005	Bass4DaPhunk	SW1: Pitch; SW2: Portamento, Try with ARP on!
A015	Xpanded Voice	SW1: Modulate pitch; Knob1: LFO depth; Knob2: LFO speed
A031	Joystick Machine	JS-X: Modulate RingMod freq; SW2: RingMod Wet/Dry balance
B025	Reactor Pad	Knob2: Modulate filter LFO; SW1: Pitch from 5th to unison
C084	D'n'B Gate Kit	SW2: JS-X lock, pitch of kit; Knob2: Lo and Hi Gain of EQ
COMBINATION	Name	Performance Tips
A007	Real Steppers	JS-Y: zero output of Drum Arp; Knob2: zero output of organ timbre
A020	Fantasmagoria	ARP on: # of notes played = # of drum parts (up to 8)
B016	Damper Wah Clav	Damper: Wah; JS-Y: Clav mute; SW2: JS-Y lock; Play over ARP
C007	Strumin' 2step	SW2: zero output Drum ARP; Knob3: Volume of guitar ARP
C050	isabellacoola	Knob2: LFO; Knob3: Doppler effect
C099	StreetCatScratch	Knob1: scratch; SW1: Portamento; JS-Y: Pitch, up a 5th

Sequence Mode: Creating songs quickly with Song Templates

1. Press the **[SEQ]** key → Type in a "Song #" not yet in use (if you've loaded the Preload Songs, type #2) on the **numeric keypad**, then press **[ENTER]** → Confirm "Create New Song?" by pressing **[F8]** ("OK").
2. Press **[F8]** ("UTILITY") and **CURSOR ►** to "Load Template Song" → Press **[F8]** to confirm → Use the **DIAL** to choose one of Song Templates: "P00-P16". Each song selection will load programs and effects to tracks.
3. **CURSOR ▼** to "Copy Pattern to Track too?" and "check" the box with the **DIAL** or by pressing the **[INC]** key. → Press **[F8]** to confirm: make sure that the pattern field highlighted is set to "Preset" → **CURSOR ▼** to the Pattern number and use the **DIAL** to select a Pattern *in the same style* as your Song Template choice → Press **[F6]** 4 to 8 times, to copy the pattern into the track for a number of measures, and then press **[F7]** to exit. → Press the **[START/STOP]** key to audition the copied drum pattern → Press the **[START/STOP]** key again to stop.



*When you press **[F6]** to copy the pattern, you can first select a new pattern to create a series of patterns in the track.*

4. Press the **[LOCATE]** key to return to the beginning of the Song → **CURSOR ▼** to the Track edit cell on the main sequence page, and press the **[INC]** key to select **Track 2** (*except for the **Orchestral Template**, Track 2 is **always Bass***) → Press the **[REC/WRITE]** key, and then the **[START/STOP]** key, and record 2 to 4 measures → When finished, press **[START/STOP]** to stop recording.

5. Press the [MENU] key, and then press [F1] to highlight “Loop” → Press [F8] to open the Loop Page → Hold down the [TIMBRE/TRACK] key and press [F2] (or CURSOR ►) to select Track 2 → Press the [INC] key to “check” Track 2’s “loop box” → CURSOR ▼ and leave the “loop start value” at “measure 001” → CURSOR ▼ and set the “loop end value” to the last measure you played on Track 2 → Press [LOCATE] to move to the song beginning, and then press the [START/STOP] key to playback the song and looped bass track → Press the [START/STOP] key again to stop.
6. Repeat previous steps 4 and 5 as you record additional tracks and set desired Play Loops.

...Continue by Automating the Mix:

7. CURSOR to the “Track edit cell” and select a track from the previous steps for mixing.
8. Press [F6] (“Pref”), and then press the [INC] key to select “Over Dub” for “REC setup.”
9. Press [F4] to view the Mix for tracks 1-8. → While holding down the [TIMBRE/TRACK] key, press the [F1] - [F8] keys to highlight one of the tracks. → CURSOR ▼ once to highlight the volume parameter for the selected track.
10. Press the [REC/WRITE] key, then the [START/STOP] key, and record volume changes on the track by using the DIAL → Press [START/STOP] when finished.
11. Press [START/STOP] to audition the results - the volume parameter and value will update as the song plays back. *Note that track pan messages may be recorded in similar fashion.*

Using the Compare function as ‘UNDO’ in Sequence mode

If you are dissatisfied with a ‘take’ or a recorded mix, press the [COMPARE] key once so it is lit: it serves as “one level of Undo”. Simply Record again while the [COMPARE] key is lit, and you’ll record new data in the current track. “Toggle” the COMPARE key to listen to both “takes”. *Note that moving to, and recording/editing another track (or leaving sequence mode) will clear the Compare buffer. Before you begin work on a new track, make sure that the currently selected state of Compare contains the data that you want to keep!*

Sampling with the EXB-SMPL Option

The user-installable EXB-SMPL sampling option provides the user with everything needed for serious sampling: a pair of audio inputs with Level control and Mic/Line level switching, a SCSI connector, and 16 MB of Sampling RAM.

The Triton LE samples at 48kHz, 16-bit, in mono or stereo. With the provided 16 MB, the Triton LE is capable of recording samples of 174 seconds @ mono, or 87 seconds @ stereo. Fully expanded with SIMM modules to 64 MB, it allows about 11 ½ mono minutes or 5.8 stereo minutes of sampling! The correct SIMMS are 72-pin, non-parity, EDO or Fast Page (FPM) DRAM SIMM, 60 ns (nanoseconds) or faster, 11 Bit Addressing.

Recording “one-shot” vocal samples

1. Connect a microphone to the [AUDIO INPUT 1] jack on the rear panel, set the MIC/LINE switch to MIC, and set the LEVEL control to the 12 o’clock position.
2. Press the [SAMPLING] key → Press [F1] (“Sample” tab) and make sure that “MS” (Multisample) is set to “000:new MS ___000” → CURSOR to, and set both the “Orig K” and “Top K” (original and top key) fields to a value of “C2”. *The easiest way to set this is by holding down the [ENTER] key and pressing the [C2] key on the keyboard.*
3. Press [F3] (“In/Pref”) → CURSOR ► to “Input 1 Pan”, and set this value to “C064” with the DIAL or numeric keypad (Enter 6 > 4, followed by pressing the [ENTER] key).

4. **CURSOR** ► to “Input 1 BUS” → Set this value to “L/R” → **CURSOR** to the “Create” edit cell and set the “Range” value to “001”.
5. Press **[F2]** (“Rec”), and in “Sample Setup”, **CURSOR** ► to “Mode” and set to “L-Mono”.
6. **CURSOR** ▼ to “REC Setup”, and highlight “Mode”, and set to “Auto” → **CURSOR** ► to “Threshold” and set to a value of “-30dB” → **CURSOR** ▼ to “Pre Trigger” and set to “5ms”.
7. Press the **[REC/WRITE]** key to “arm” the sampler, and then speak into the microphone. If “ADC Overload” flashes above the “level indicators”, lower the rear panel **LEVEL** control until this message no longer flashes → **CURSOR** ► to the “Recording Level” “Fader” and adjust with the **DIAL** while speaking into the mic. Set this for a “hot” signal level, but watch and adjust if the display indicates, “CLIP”.
8. Press **[F1]** (“Sample”) → Press the **[START/STOP]** key and say the word, “Sampling” → press **[START/STOP]** again to stop sampling, and then press **[F6]** (“CREATE”). *Note that the “keyboard” display moves to the next key after you press “CREATE”.*
9. Press the **[REC/WRITE]** key → Press the **[START/STOP]** key and say, “is easy” → press **[START/STOP]** again to stop sampling, and then press **[F6]** (“CREATE”).
10. Press the **[REC/WRITE]** key → Press the **[START/STOP]** key and say, “with” → press **[START/STOP]** again to stop sampling, and then press **[F6]** (“CREATE”).
11. Press the **[REC/WRITE]** key → Press the **[START/STOP]** key and say, “TRITON Le” → press **[START/STOP]** again to stop sampling, and then press **[F6]** (“CREATE”).
12. That’s it! Now play the keyboard: play each note (half-step) from **C2** to **D#2**, and you’ll hear the sampled words, “Sampling is easy with TRITON Le”.

...Continue by sampling through one of TRITON Le’s 89 Insert Effects:

13. Press **[F3]** (“In/Pref”) → **CURSOR** to Input 1’s “BUS:” and select “IFX” → Press the **[MENU]** key, and then press **[F7]** to select “IFX” → Press **[F8]** to “Open” this page.
14. **CURSOR** to “OFF” and set to “ON” → **CURSOR** to highlight the “00 No Effect” edit cell → Use the **numeric keypad**, to enter **5 > 2**, then press the **[ENTER]** key (“52: Reverb Hall”) → Speak into the microphone to hear the effect being applied → Press **[F4]** (“IFX”) to view and edit the effect parameters.
15. Press the **[MENU]** key → Press **[F1]** (“Rec”) → Press **[F8]** to “Open” this page → Press **[F1]** (“Sample”).
16. Press **[F6]** (“CREATE”) to make a new index in the multisamples → Press **[F2]** (“Rec”) → Press the **[REC/WRITE]** key to “arm” the sampler → Speak into the mic and adjust the recording level as needed (see step 7 above) → Press the **[START/STOP]** key, speak to sample → Press **[START/STOP]** again to stop sampling. The new sample will playback on key **E2** – the next available index.

TRITON Le “QuickTips”

Discovering “hidden” arpeggio patterns in Program and Combi modes:

When selecting some sounds, the **ARP ON/OFF** key is unlit, and with other sounds, the key automatically lights, and the arpeggio pattern(s) trigger as soon as you play the keyboard. *Note that there are patterns pre-assigned to every Program and Combination in the TRITON Le.* Simply press to turn the **ARP** key **ON** (lit), and then play the keyboard to trigger the assigned patterns.

Trying out new arpeggio patterns in Programs and Combis:

After selecting a **Program** and triggering the assigned arpeggio pattern: Press the **[F3]** key (“Arp”) → **CURSOR ▼** to highlight the “**Pattern**” name assigned → Press the **[INC]** key or rotate the **DIAL** to select new patterns. (*Basic Guide, page 27*)

After selecting a **Combination** and triggering the assigned arpeggio pattern(s): Press the **[F4]** key, and the “check boxes” in the display will indicate which patterns are set to trigger (A, B or both) → Select either with the **[F4]** or **[F5]** keys, then → **CURSOR ▼** to highlight the “**Pattern**” name assigned → Press the **[INC]** key or rotate the **DIAL** to select new patterns. (*Basic Guide, page 28*)

Checking the current ROM version # and installed EXB-SMPL option in the TRITON Le:

On Power-up, the display will indicate the current software version and all installed options. To download the newest operating systems as they become available, visit www.korg.com

A few words on user- installation of the EXB-SMPL Sampling option:

The Sampling option includes the EXB-SMPL board/SCSI connector, a 16 Mbyte DRAM SIMM module and screws. You can add another 16 Mbyte or 32 Mbyte SIMM module for a total of 32 or 48 Mbyte sample ram, or reach the maximum sample memory capacity of 64 Mbytes by removing the 16 Mbyte SIMM module, and installing 2- 32 Mbyte SIMM modules. (*Specific instructions on how to easily- install this option can be found in the Parameter Guide, page 254*)

To adjust the display contrast:

Press the **[GLOBAL]** key → Press **[F2]** (“Pref”) → **CURSOR** to “**LCD Contrast**” and use the **DIAL** to set as needed.

Save your valuable data!

Any edits you make to Programs, Combinations, Drumkits or Global parameters can be written to internal memory and retained on power-you’re your songs and samples **will not** be retained on power-off, however. Make sure that you back up all of your valuable data to SmartMedia™ or via SCSI, if the EXB-SMPL option is installed! *For more information, see the Basic Guide, page 41.*

Important Owner’s Manual References

Basic Program and Combination editing	Basic Guide, pages 48 and 56
Copying a Combination to the Sequencer	Basic Guide, page 75
Creating and recording RPPR (Realtime Pattern Play/Record)	Basic Guide, page 73
Sampling: Converting a Multisample to a Program	Basic Guide, page 91
Sample Looping, Time Slicing and advanced sample editing	Basic Guide, pg 91-Param Guide, pgs 98-117
Creating a user arpeggio pattern	Basic Guide, pg 103
Effect Guide	Param Guide, pg 155
Alternate Modulation	Param Guide, pg 211
Dynamic Modulation	Param Guide, pg 217
Routing Individual Outputs	Param Guide, pg 162