

MIDI file loading: Tutorial for editing MIDI files with the Triton line of keyboards

Triton's full line of keyboards is GM2 compatible. Which means a standard midi file (abbreviated SMF from now on) which was created on GM, GS or XG instrument, will sound correctly with in the Triton's Song play or sequencer/multi mode (depending on your model). There are a few things to look out for when editing SMF's.

I load my SMF from disk/media mode, but when I go to sequencer, the sounds are not correct?

Always remember to GM initialize the sequencer **FIRST**, before loading in a SMF. This command is located at the opening page of the Sequencer mode. Touch screen top right corner pull down menu and highlight GM initialize. For non-touch screen models, push F8 and cursor over to GM initialize. Then go to disk mode and load the SMF using the "Load Selected" command.

I do not have a GM initialize with my model/operating system?

No problem, simply make a GM template that you will ALWAYS USE FIRST before loading the SMF.

To create a GM template simply:

- 1) Go to sequencer mode
- 2) Start with a new, blank song, name the song GM template
- 3) Go through each track and change the program from **A000 to GM G001**. When you get to track 10, be sure to make this a GM drum bank, meaning you should see **g(d)001**

TIP: To speed up the process simply highlight the program, push the G bank button followed by the enter button.

- 4) Push the menu button and go to the master effects menu. Set the MFX1 to Stereo chorus (16) and MFX2 to reverb (53). Be sure to turn on both master effects. Send the effects returns to 127 for return 1, 50 for return 2.
- 5) Push the exit button twice to return to the main menu. Touch screen top right corner pull down menu (or push F8 for non-touch screen) and highlight "**Save template Song**". Save this to any of the 16 user templates.

Now when you need to load an SMF into the sequencer, simply go to the sequencer mode first, highlight "**Load template Song**". Load in the GM template, then go to disk mode and use the "**Load selected**" command. Return to sequencer mode and all is well.

I edited a SMF by deleting one of the tracks from track 1 to 9; I then saved this SMF as a format 1. Then I loaded in my edited SMF but now my drum track is messed up?

This seems to be a problem with the Triton's saving and loading of format 1 MIDI files. Since one of the tracks from track 1 to 9 has been completely removed, the Triton has now shifted all tracks over by one. Now the drums are on track 9, which is no good for SMF format. The secret fix for this is, if you delete a track from 1 to 9 be sure to save your SMF **as a format 0** in disk mode. When you reload the file, the Triton will not shift the tracks.

I edited the volume, pan and program number of one track of my SMF, and then saved this SMF. Now when I reload the SMF the original volume and program is still there! What am I doing wrong?

The problem here is that the original volume, pan and program are events within the track; manually changing them will do nothing. You must first remove the program change; volume and panning first then proceed with your tweaks.

- 1) Go to disk mode, highlight "Load Selected" to load your SMF into the sequencer
- 2) Go to sequencer mode. Push the menu button and go to the **Track Edit**
- 3) Touch screen top right corner (or F8) and highlight the **Erase Controller Data** command
- 4) Set the From and To measure parameters to the beginning and end of you song
- 5) Under the Control Change parameter, set to CC007 for volume
- 6) Repeat steps 3 to 5 except now change to CC010 for panning

Now you can edit the volume and panning by either manually inputting your desired volume and panning, or use OVERDUB recording mode if you want to have fade in/outs or panning automation.

To change the program

- 1) Push the menu button and go to **Track Edit**
- 2) Touch screen top right corner (or F8) and highlight the **Event Edit** command

- 3) Have a check mark next to program change and remove the check marks from all other parameters
- 4) You should see only program now within the editor, highlight the program(s) and change it to which program you wish

Now that the volume, panning and program change has been made, do not forget to resave your SMF so that the changes are permanent

I would like to transpose my SMF but I do not see a transpose button or transpose feature?

To transpose a track simply

- 1) Go to disk mode, highlight "Load Selected" to load your SMF into the sequencer
- 2) Go to sequencer mode. Push the menu button and go to the **Track Edit**
- 3) Touch screen top right corner (or F8) and highlight **Shift/Erase note**
- 4) Set the From and To measure parameters to the beginning and end of you song
- 5) Set the note range from C-1 to G9
- 6) Shift the note up or down in semitones. For example, to change a song in C major to the key of D major, set Shift note to 002
- 7) Make sure you have selected the **"Replace"** parameter
- 8) Repeat process for all tracks except track 10 (Drums). Do not transpose this track.
- 9) Resave you SMF

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