

# EasyStart

TRITON *Le*  
MUSIC WORKSTATION

**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
- **Easy-to-use interface**
- **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.

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## Before you begin:

Make sure that you've upgraded to the latest TRITON Le operating system! For this free upgrade, visit [www.korg.com](http://www.korg.com)

## 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!

## Listen 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. 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

When 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!

## Working with the TAP TEMPO Function

1. Tap Tempo in Program Mode: Select Program **A066, Wild Arp** → Hold down some notes on the keyboard, and press the **TIMBRE/TRACK** key 3 or 4 times at the desired tempo: The Metronome updates accordingly.
2. Tap Tempo in Combi Mode: Select Combi **A102, The 16<sup>th</sup> Strummer** → Hold down some notes on the keyboard, and press the **TIMBRE/TRACK** key 3 or 4 times at the desired tempo: The Metronome updates accordingly.
3. Tap Tempo in Sequence Mode: After creating a New Song and pressing the **REC/WRITE** key, press the **TIMBRE/TRACK** key 3 or 4 times at the desired tempo: The Metronome updates accordingly.
4. Tap Tempo of tempo-based Effects: Select Program **B082, Space Pod for 2** → Note that the **ARP ON/OFF** switch is **off** → Press the **TIMBRE/TRACK** key 3 or 4 times at the desired tempo: the program's LFO and the BPM of Insert Effect 2 (algorithm 50: St. BPM Delay) both update to the tapped tempo.

## Work with these great TRITON Le Programs and Combinations:

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

## One-Touch Recording

1. Choose any Program or a Combi → Tap the **TIMBRE/TRACK** key at least **3x** to enter a desired tempo.
2. Hold down **ENTER** and press **REC/WRITE** → Press **F8** to answer "OK" to "**Setup to Record: Are you sure?**" → Triton Le jumps to Record mode, with the **REC/WRITE** key already armed.
3. Press **START/STOP** to begin recording → Press **START/STOP** again to stop recording. What could be easier?!

## Alternate song method for copying Combis with Arpeggio Patterns

1. Choose any Combi with the **ARP ON/OFF** switch on (lit).
2. Press the **SEQ** key and create a new song → Press **F8, Utility** and **CURSOR** to "**Copy from Combi**" → Confirm **OK** with **F8** → **CURSOR** to and check both boxes "**with Effects**" and "**Auto Adjust Arp for Multi REC**" → Confirm **OK** by pressing **F8**.
3. Press **START/STOP** to begin recording → Press **START/STOP** again to stop recording.

## Using the Swing Quantize function

1. Press **MENU** → Press **F5**, then **CURSOR ▼** to **T Edit** → Press **F8** to **Open** → Select a Track to edit; select the first four measures as a region to edit (from M:001 to End of M:004).
2. Press **F8 Utility** and **CURSOR** to **Quantize** → Press **F8** to confirm **OK** → Set **Resolution** to the 16<sup>th</sup> note icon, and **DIAL** (or type in, pressing **Enter** after) a swing percentage and press **F8, OK**.

## 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 48 kHz, 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**".

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- 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".
- 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".
- 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".*
- 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").
- 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").
- 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").
- 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:

- 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.
- 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.
- Press the MENU key → Press F1 ("Rec") → Press F8 to "Open" this page → Press F1 ("Sample").
- 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.

## More great features of OS V 1.5!

**Time Slice Samples to Pattern/RPPR:** This makes it easier to use multiple samples that were originally at different tempos.

**Load PCG (RAM) and samples:** This intelligently loads only the sample-related Programs and Drumkits from a PCG file (and their samples) and allows you to append them to any Bank, facilitating the merging of multiple sample files. *This is a big benefit when using the new CD sample libraries! (TNCD001 TRITON Sampler Starter Pak, TNCD002 Global Village, TNCD003 TRITON Drum Hits & Ambience, TRCD Trinity Drum Loops for TRITON, and more!)*

**Additional Footswitch and pedal assignments:** This allows hands-free control of more controller functions than ever before.

**Append Load SNG Files:** It is easy to merge any number of Songs for a given performance.

**Improved behavior with external sequencers:** Any parameter change can be recorded to an external sequencer. In addition, the internal sequencer can ignore realtime commands that would reset the sequencer to an initialized state.

**Individual Output for Metronome Click when Sampling:** Now there can be a tempo reference, not only a count-off, for sampling.

**File Compatibility:** Sound and song files may be shared between ALL the Korg workstation instruments.

## TRITON Le “Quick Tips”

### 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](http://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