



KORG Legacy Collection

M1 Owner's manual

KORG

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Introduction

Thank you for purchasing the KORG Legacy Collection - DIGITAL EDITION M1 software synthesizer. To maximize your enjoyment of this product, please read this owner's manual carefully and use the product as directed.

Main features

The “Korg M1 Music Workstation” created the Workstation category, and went on to become one of the most popular synthesizers of all time. This legendary PCM synthesizer possessed a sonic character all its own. Now the M1 has been resurrected as a software synthesizer that provides all of the sounds of the original series, together with many new functions and sounds.

A staggering collection of more than 2,700 preset sounds

The original M1 contained a broad variety of sounds that allowed you create an entire song without needing any other equipment.

The M1 software synthesizer provides not only all sounds of the M1EX internal PCM expansions, but also the PCM data, program data, and combination data of all nineteen optional ROM cards.

It also provides additional PCM data and program data for drum sounds that suit the music production needs of today, giving you a total of more than 2,700 preset sounds.

Data that was created on the original M1 series can also be imported into the M1 software synthesizer as a system exclusive file.

A user interface that's easy to use

The user interface has been completely revised for the M1 software synthesizer to ensure maximum ease of use. The new Browser function lets you quickly and easily search for a desired sound by the type of instrument or the tonal character.

When you've selected a sound, you can edit it to your liking in the Easy page or the Performance page. Never again will you forget great ideas or lose your inspiration while you hunt through a sprawling sound library and then wait for a sound to load.

Many new functions for flexible sound creation

The M1 software synthesizer adds many new functions that were wished-for by users of the original M1. Filter resonance, VDA modulation, and compressor effects have been

added, and the original M1's two effects have been boosted to two insert effects for each timbre (track) plus two master effects, giving you richer sounds. In addition, there's now a Multi mode that is separate from Combination mode and lets you use the M1 software synthesizer as an eight-part multi-timbral sound module.

Edit programs in any mode

The M1 software synthesizer lets you edit programs in either Combination or Multi mode.

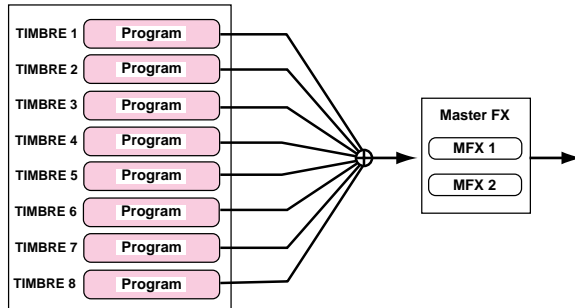
On the original M1, the combination simply stored the number of the program to be used, so you had to move to Program mode and edit the parameters if you want to make changes in the program.

On the M1 software synthesizer, the program data itself is loaded into the edit buffer of each mode, so you can edit program parameters while paying attention to the overall tonal balance even if you're in Combination mode or Multi mode.

How the M1 is structured

Combination mode

In this mode, the sound consists of eight timbres, each assigned to its own program.



On the M1 software synthesizer, the actual program data (not just a reference to a program) is loaded in each mode, so you can stay in the current mode and edit the programs you're actually using. (See "Many new functions for flexible sound creation" on page 1)

Each combination contains the following parameters.

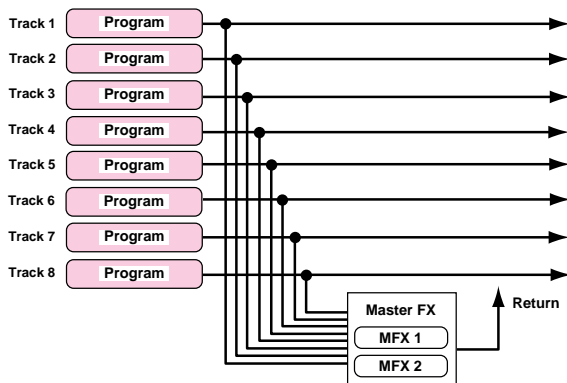
- Timbre adjustment parameters such as the output level, pan, and insert effect on/off settings for each timbre.

- MIDI-related parameters for each timbre.
- Master effect parameters.
- The parameters of each program in the combination.

You can select combinations from 21 preset cards and from new combinations (KLC PRESET card). You can also edit and create your own combinations, and store them in the four cards (each accommodating 50 combinations, for a total of 200) provided by the M1 software synthesizer.

Multi mode

In this mode, the M1 software synthesizer functions as an eight-part multi-timbral sound module.



On the M1 software synthesizer, the actual program data (not just a reference to a program) is loaded in each mode, so you can stay in the current mode and edit the programs you're actually using. (✎ “Many new functions for flexible sound creation” on page 1)

Multi mode and Combination mode are structured almost identically, but have the following differences.

- Default output destination setting for each track (track 1 is 1+2, track 2 is 3+4, ...)
- Default MIDI channel setting for each track (track 1 is channel 1, track 2 is channel 2, ...)
- In Multi mode, the master effects are used as send effects. The send levels, return levels, and return destinations will determine how the signal is routed. If you lower the send levels to 0, the signals from the insert effects will be output directly, bypassing the master effects. If you raise the send levels, the direct sound will be mixed with the signals from the master effects and then output.

Except for the points listed above, Combination mode and Multi mode have the same structure. You can use Combination mode as a multi-timbral sound module, or use Multi mode to create a single sound just like a combination.

Program mode

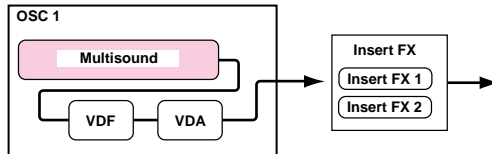
In this mode you can play and edit programs.

You can select programs from 21 preset cards and from new programs (KLC PRESET card). You can also edit or create your own programs, and store them in the four cards (each accommodating 50 programs, for a total of 200) provided by the M1 software synthesizer.

Each program uses one of three oscillator modes.

Single

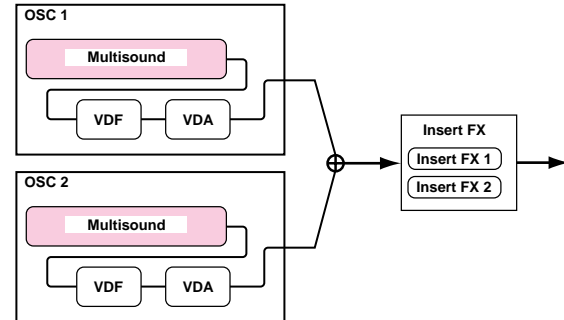
These programs use one oscillator. The oscillator consists of OSC, VDF, VDA, and Insert FX sections.



The multisounds used by the oscillator can be selected from 16 preset cards.

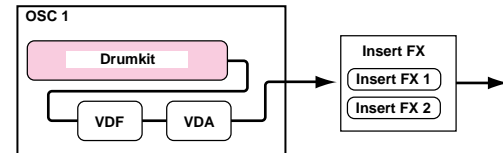
Double

These programs use two oscillators. Each oscillator consists of OSC, VDF, and VDA sections, and the combined output of the oscillators is routed to the insert effects.



Drums

These programs use a drum kit as the oscillator. The program consists of an OSC, VDF, VDA, and Insert FX.



Introduction

On the original M1, you used Global mode to edit a drum kit. However on the M1 software synthesizer, the drum kit parameters are part of the program.

You can select drum kits from 21 preset cards and from new drum kits (KLC PRESET card). You can also edit or create your own drum kits, and store them in two cards (each accommodating 20 drum kits, for a total of 40) provided by the M1 software synthesizer.

Global mode

In this mode you can make settings that affect the entire M1 software synthesizer, such as Master Tune, Transpose, Global MIDI Channel, MIDI Filter, and User Scale.

Basic operations

When you move the mouse pointer over a controller or parameter, the pointer will change shape from an arrow to a hand. In this state, you can edit the value of a controller or parameter.

About the Key Focus function



When you click a controller or parameter, a green border will appear around it. This state is called “**key focus**.” In this state, you can use the up/down/left/right cursor keys of your computer to edit the value.

If you prefer, you can disable Key Focus in Global mode. You may wish to do this if you’re using the M1 software synthesizer as a plug-in inside another application (sequencer etc.), and don’t want the cursor key operations to conflict.

The De-acceleration function

The **De-acceleration function** lets you edit a value by the speed at which you move the mouse. This applies to knobs, graphic envelopes, graphic filters, value bars, zone bars, and parameters. Just as when dragging while holding down the

[Shift] key, this lets you make fine adjustments by using the mouse alone.

If you want to make large changes in a setting, move the mouse at the usual speed until you reach the approximate value. Then move the mouse slowly to make detailed adjustments.

Extended keyboard input functions

In addition to numerical values, you can also use the keyboard of your computer to input note numbers, etc. using non-numerical values.

Note numbers

You can use your computer keyboard to type note numbers such as C#1. You can also type the numerical value as usual.



Panpot

You can use your computer keyboard to type pan values such as L43. You can also type the numerical value as usual.



If you double-click the parameter area of a control and type a value, your typing is filtered to allow only the permitted characters. This makes it obvious whether the characters you typed are valid for that parameter.

Keyboard



- **Click the keyboard**
A note will play.
- **Drag over the keyboard**
A glissando will play.

Pitchbend wheel and Modulation wheel



- **You can drag these up/down** to control them.

Knobs



- **Drag (De-acceleration function)**
This will adjust the value of the knob. The type of response will depend on the “Knob operation” setting you choose in Settings.
- **Drag while holding down the [Shift] key of your computer**
This will make fine adjustments to the value. The type of response will depend on the “Knob operation” setting you choose in Settings.
- **Double-click the value**
This lets you type a numerical value from your computer keyboard. You can also type values that include an alphabetical character, such as L24.
- **Click the knob (Key Focus)**
This allows you to use the up/down/left/right cursor keys of your computer to make fine adjustments to the value.
- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**
This will restore the default value (the initialized value).

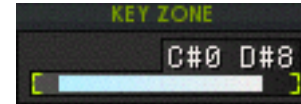
Value bars



- **Click the bar (Key Focus)**
The value corresponding to the location on which you clicked will be assigned. You can also use the up/down/left/right cursor keys of your computer to make fine adjustments to the value.
- **Drag the bar left/right (De-acceleration function)**
This adjusts the value.
- **Drag the bar left/right while holding down the [Shift] key of your computer**
This lets you make fine adjustments to the value.
- **Click the value (Key Focus)**
This lets you use the up/down/left/right cursor keys of your computer to make fine adjustments to the value.
- **Drag a value up/down (De-acceleration function)**
This adjusts the value.
- **Drag the value up/down while holding down the [Shift] key of your computer**
This lets you make fine adjustments to the value.
- **Double-click the value**
This lets you type a numerical value from your computer keyboard.

- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**
This will restore the default value (the initialized value).

Zone bars



- **Click the bar (Key Focus)**
The value corresponding to the location on which you clicked will be entered. You can also use the up/down/left/right cursor keys of your computer to make fine adjustments to the value.
- **Drag the bar left/right (De-acceleration function)**
This adjusts the value.
- **Drag the bar left/right while holding down the [Shift] key of your computer**
This lets you make fine adjustments to the value.
- **Double-click the bar**
The bar will be set to the maximum value and minimum value.
- **Click a value (Key Focus)**
This lets you use the up/down/left/right cursor keys of your computer to make fine adjustments to the value.

Basic operations

- **Drag a value up/down (De-acceleration function)**
This adjusts the value.
- **Drag the value up/down while holding down the [Shift] key of your computer**
This lets you make fine adjustments to the value.
- **Double-click a value**
This lets you type a numerical value from your computer keyboard. You can also type note numbers such as C#1 or D5.
- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**
This will restore the default value (the initialized value).

Switches



- **Click**
The setting will alternate each time you click.
- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**
This will restore the default value (the initialized value).

Inc/Dec switches



- **Click**
The value will increment/decrement each time you click.
- **Press**
The value will increment/decrement at a speed corresponding to the length of time you continue pressing the mouse button.
- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**
This will restore the default value (the initialized value).

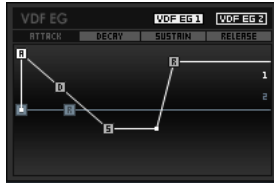
Slide switches



- **Click a location, or drag to the desired position**
The setting will change.

- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**
This will restore the default value (the initialized value).

Graphical envelopes



- **Drag a point (De-acceleration function)**
This adjusts the value.
- **Drag a point while holding down the [Shift] key of your computer**
This makes fine adjustments to the value.
- **Click a point (Key Focus)**
Now you can use the up/down/left/right cursor keys of your computer to make fine adjustments to the value.
- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**
This will restore the default value (the initialized value).
- **Click the Point Select switch**
If there are points that overlap, you can select the point you want to edit. When you click it, Key Focus will also be

enabled, letting you edit the point by just using your computer's up/down/left right cursor keys.

- note** If the oscillator mode is Double, the Point Select switch function applies to the EG that is selected by the EG SELECT setting in the EASY page.

Graphical filters



- **Drag a point (De-acceleration function)**
This adjusts the value.
- **Drag a point while holding down the [Shift] key of your computer**
This makes fine adjustments to the value.
- **Click a point (Key Focus)**
Now you can use the up/down/left/right cursor keys of your computer to make fine adjustments to the value.
- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**
This will restore the default value (the initialized value).

Popup menus

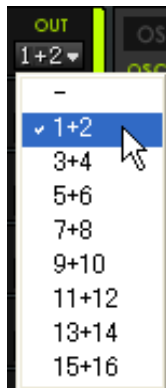
- **Click ▼**

Here you can choose a value from the popup menu that appears.

When the menu is displayed, you can also use the up/down cursor keys of your computer to choose a value. If the menu contains a sub-menu, you can also use the left/right cursor keys.

- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**

This will restore the default value (the initialized value).



Entering a name



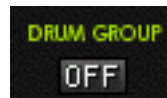
- **Double-click**

Here you can type the desired name from your computer keyboard, and press the [Enter] key.



You can enter names for combinations, programs, and drum kits that can be written to a memory card. You can't enter names for drum sounds or multisounds.

Parameters



- **Click the value (Key Focus)**

This lets you use the up/down/left/right cursor keys of your computer to make fine adjustments to the value.

- **Drag a value up/down (De-acceleration function)**

This adjusts the value.

- **Drag the value up/down while holding down the [Shift] key of your computer**

This lets you make fine adjustments to the value.

- **Double-click the value**

This lets you type a numerical value from your computer keyboard. You can also type note numbers such as C#1 or D5.

- **Click while holding down the [Ctrl] key of your computer (Mac: Command+click)**

This will restore the default value (the initialized value).

Items in the screen



1. Mode Name

This indicates the current mode.

2. Master Volume

This adjusts the overall output level.

3. Combi/Prog Name, INSTRUMENT

This indicates the name of the current combination or program, and the type of instrument.

To select the combination or program, click the name and drag up/down or use the up/down/left/right cursor keys of your computer.

If you click “INSTRUMENT,” a browser will appear, showing other instruments and sound characters of the same type. This is a useful way to find another sound that’s similar to the currently selected one. (See “The Browser” on page 18)

4. FILE button

This button lets you save and load M1 software synthesizer file data, or import system exclusive data.

Click the button and choose a command from the menu that appears.

Load

Loads an M1 software synthesizer data file from your computer.

For details on loading data, refer to “Loading data from your computer” on page 76.

Save

Saves an M1 software synthesizer data file to your computer.

For details on saving data, refer to “Saving data on your computer” on page 74.

Import

Imports system exclusive data created by the original M1 or M1EX into the M1 software synthesizer.

For details on importing data, refer to “Importing system exclusive data” on page 77.

5. WRITE button

Writes (stores) edited or created data into the M1 software synthesizer’s internal memory.



The WRITE command does not save the data to your computer; it only stores it to the M1 software synthesizer’s internal memory. Any data you’ve stored will be lost if you exit the application without saving. If you want to keep your stored combinations and programs, click the [FILE] button and use “Save” to save them.

For details on writing data etc., refer to “Writing to internal memory” on page 70.

6. UTILITY button

Copies data between modes, or loads the preloaded data. Click the [UTILITY] button and choose a command from the menu that appears.

Copy From Combi Mode...

Copies all the parameter settings of the combination currently selected in Combination mode to the Multi mode. Even the parameter settings that have not been stored to the internal memory will be copied.

When you execute the copy command, the SEND 1 and SEND 2 levels will be set to 0 and the RETURN 1 and RETURN 2 levels will be set to 99 for each track in Multi mode. The output destination will be assigned as 1+2 for RETURN 1, and as 3+4 for RETURN 2.

Copy From Multi Mode...

Copies all current Multi mode settings to the combination selected in Combination mode. Even the parameter settings that have not been stored to the internal memory will be copied.

However, parameters that exist only in Multi mode, such as the MASTER FX page “SEND” and “RETURN” parameters, will not be copied.

Copy From Program Mode...

Copies the settings of the program currently selected in Program mode to the selected timbre or track in Combination or

Multi mode. Parameters that have not been stored to the internal memory will be initialized, not copied.

All Clear...

Resets all timbres or tracks to a cleared state.

Pre Load Data...

Reloads the factory data and returns all parameters to their factory settings.

7. BROWSER switch

Opening the Browser lets you select combinations and programs. (☞ “The Browser” on page 18)

8. Mode Select switches

Use these to select the various modes.

COMBI: Selects Combination mode.

MULTI: Selects Multi mode.

PROG: Selects Program mode.

GLOBAL: Selects Global mode.

9. KORG logo menu

Clicking on the KORG log allows you to access the following commands.

All Sound Off

Transmits a MIDI All Sound Off message. You can execute this command if the software becomes unstable or if you experience “stuck” notes.

Load Controller Map...

Loads a controller assignment file from the computer. For details on loading, refer to “Loading data from your computer” on page 76

Save Controller Map...

Saves the assignment settings of the knobs and switches as a file on your computer. For details on saving, refer to “Saving data on your computer” on page 74.

Show Controller Assign

Shows or hides the CC# number assigned to performance parameters.



In Combination or Multi modes, the CC# assignments are shown only in the PERFORMANCE page.

Memory Card

Displays the memory cards built into the M1 software synthesizer. These are shown with the design of the original M1 option cards that were on sale in the past. Click on a card, and a browser showing the sounds of that card will appear. (☞ “The Browser” on page 18)

About M1

Displays the O.S. version and other information about the M1 software synthesizer.

10. Page Select switches

These select the edit pages in each mode. The editing area (12.) located below this row of switches displays the parameters available in the edit page that you’ve selected.

PERFORMANCE: Displays the PERFORMANCE page.

☞ “PERFORMANCE page” on page 27

MIDI: Displays the MIDI page

☞ “MIDI page” on page 31

MASTER FX: Displays the MASTER FX page

☞ “MASTER FX page” on page 33

EASY: Displays the EASY page.

☞ “EASY page” on page 36

OSC: Displays the OSC page.

☞ “OSC page” on page 39

VDF: Displays the VDF page.

☞ “VDF page” on page 44

VDA: Displays the VDA page.

☞ “VDA page” on page 47

CONTROL: Displays the CONTROL page.

☞ “CONTROL page” on page 49

INSERT FX: Displays the INSERT FX page.

☞ “INSERT FX page” on page 52

11. PREVIEW switch

The PREVIEW switch plays the selected sound using one of six audition phrases, so you can quickly audition a sound.

The timbre played by the preview playback function will be the timbre that's selected by “Timbre Select” or “Track Select” (☞ “Timbre Select” on page 24, ☞ “Track Select” on page 55) and any other timbres or tracks that are set to the same MIDI channel (☞ “MIDI Ch” on page 32) as that timbre or track.

When you click the ▼ symbol located at the right of the [PREVIEW] switch, a popup menu will appear, allowing you to choose the phrase used for auditioning. You can choose from six phrases.

12. Editing area

In this area you can edit the parameters shown in each editing page.

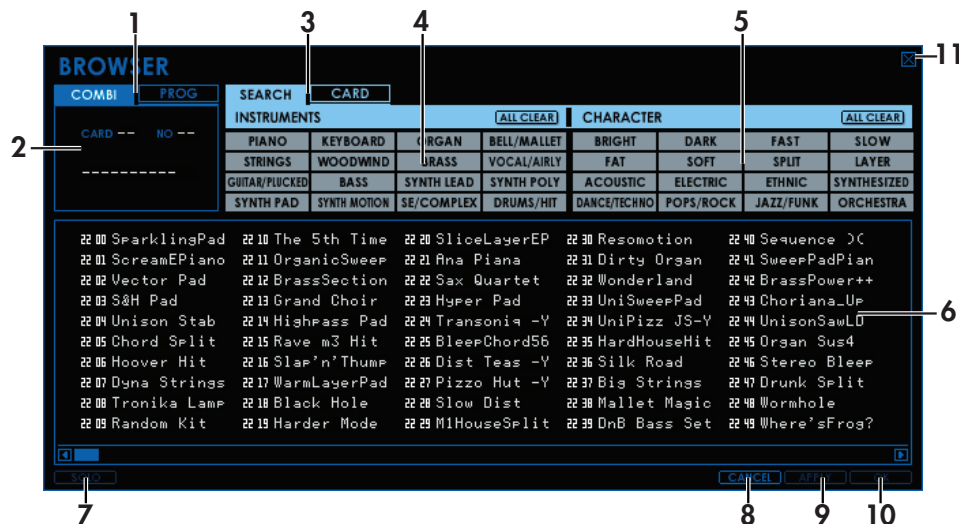
The Browser

The M1 software synthesizer provides a Browser function that goes beyond a simple category-based classification, making it easy to search through the gigantic library of sounds to find the one you need.

You can search for a single instrument or sound character, or search for multiple instruments or sound characters.

Selecting a combination or program

In each mode, click the [BROWSER] switch to access the browser screen shown below.



1. COMB/PROG Select tabs

Use these to select the type of data you want to find.

COMBI: Search for a combination.

PROG: Search for a program.

note In Multi mode and Program mode, only PROG will be available.

2. SOUND DETAIL

This area shows the number and name of the sound that's selected in the browser's sound list.

3. SEARCH/CARD Select tabs

Use these to select how you want to find the sound.

SEARCH: Search by type of instrument or sound character.

CARD: Search by card banks.

4. INSTRUMENTS

Use these buttons to specify the type of instrument. If you've chosen SEARCH in the SEARCH/CARD tab, you can click here to specify the type of instrument you want to find.

You can specify multiple instruments by holding down your computer's [Shift] key while clicking. However if no further sounds would be found by clicking another choice, that instrument will be grayed-out, and cannot be selected.

ALL CLEAR switch

Clears the selected instruments.

5. CHARACTER

Use these buttons to specify the sound character. If you've chosen SEARCH in the SEARCH/CARD tab, you can click here to specify the character of the sound you want to find.

You can specify multiple characters by holding down your computer's [Shift] key while clicking. However, mutually-exclusive characters such as those listed below will be grayed-out when you hold down the [Shift] key, and cannot be specified.

- When selecting or writing, the following items are mutually exclusive.
 - BRIGHT <-> DARK
 - FAST <-> SLOW
 - FAT <-> SOFT
 - SPLIT <-> LAYER (combinations only)
 - SOLO <-> ENSEMBLE (programs only)
- When selecting or writing, you may select more than one of the following items.
 - ACOUSTIC
 - ELECTRIC
 - ETHNIC
 - SYNTHESIZED
 - DANCE/TECHNO
 - POPS/ROCK
 - JAZZ/FUNK
 - ORCHESTRA

ALL CLEAR switch

Clears the selected sound characters.

6. Sound list

This area shows the combinations or programs that were found. When you double-click a displayed name, that sound will be selected and the browser will close.

If you've selected a sound in this list by clicking it, you can send note-on messages from the on-screen keyboard or an external MIDI device to play the sound selected in the browser as well as the currently selected timbre (track) and any timbre (track) that is set to the same MIDI channel. If the [SOLO] button (7.) is ON, only the sound selected in the list will be heard.



While you're selecting a sound in the browser, you can't use a connected external MIDI device to edit the sound (or perform automation or control changes).

7. SOLO button

This specifies how sounds will play when you're using the browser.

ON: Only the program selected in the browser's sound list will play. Use this setting if you want to hear only the program you're searching for.

OFF: The timbre (track) selected by "Timbre Select" ("Track Select") and any sound assigned to the same MIDI channel will sound. Use this setting if you want to use multiple sounds as a layer, and would like to hear the mix balance of these sounds.

8. CANCEL button

Closes the browser without applying the selected sound.

9. APPLY button

Applies the selected sound.

10. OK button

Applies the selected sound and closes the browser.

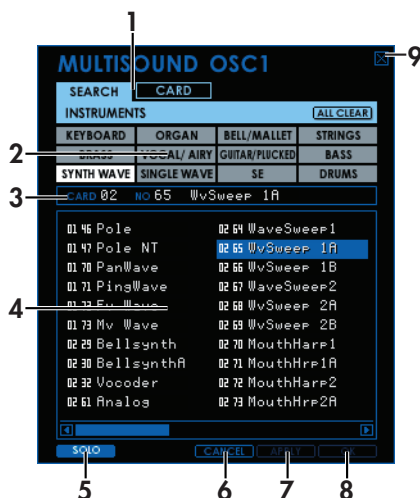
11. CLOSE button

Closes the browser.

Selecting multisounds, drum sounds, and drum kits

You can also use the browser to find multisounds, individual drum sounds, and drum kits. Click the [BROWSER] switch for a parameter shown in the edit area of the EASY, OSC page etc., and the browser will appear.

The browser when searching for multisounds



1. SEARCH/CARD Select tabs

Use these to select how you want to find the sound.

SEARCH: Search by type of instrument.

CARD: Search by card banks.

2. INSTRUMENTS

Use these buttons to specify the type of instrument if you've chosen SEARCH in the SEARCH/CARD tabs. You can specify more than one type of instrument.

ALL CLEAR switch

Clears the selected instrument types.


3. SOUND DETAIL

This area shows the number and name of the sound selected in the browser.

4. Sound list

This area shows the multisounds, drum kits, and drum sounds that were found. If you double-click a displayed name, that sound will be applied and the browser will close.

If you've selected a sound in this list by clicking it, you can send note-on messages from the on-screen keyboard or an external MIDI device to play the sound selected in the browser as well as the currently selected timbre (track) and any timbre (track) that is set to the same MIDI channel. If the [SOLO] switch is ON, only the sound selected in the list will be heard.

 While you're selecting a sound in the browser, you can't use a connected external MIDI device to edit the sound (or perform automation or control changes).

5. SOLO button

This specifies how sounds will play when you're using the browser.

ON: The sound will play in the state in which it's saved on the card, without reflecting the parameters of the edit pages.

OFF: The sound will play according to the state of the parameters on the edit pages.

6. CANCEL button

Closes the browser without applying the selected sound.

7. APPLY button

Applies the selected sound.

8. OK button

Applies the selected sound and closes the browser.

9. CLOSE button


Closes the browser.

Copying and pasting in the browser

You can copy and paste combinations, programs, and drum kits in the browser. Select a sound in the sound list, right-click (Mac: Control-click), and choose "Copy" from the

menu that appears; the selected sound will be copied to the clipboard. Then select a paste-destination in the sound list, right-click (Mac: Control-click), and choose "Paste" from the menu that appears; the sound will be pasted from the clipboard. The sound that previously occupied that destination will be overwritten. If you drag and drop a sound in the sound list while holding down your computer's [Alt] (Mac: [Option]) key, the destination sound (on which you dropped the dragged sound) will be overwritten.

When searching in a User Card, you can swap the location of two sounds by dragging and dropping a sound to a different location in the sound list. If you've started up multiple instances of the M1 software synthesizer, dragging and dropping between the sound lists of different instances will overwrite the sound onto the location where you dropped it. You can also overwrite a preset sound onto a user card.

 Sounds can only be overwritten onto a user card.

Preview playback in the browser

When using the browser in Combination or Multi mode, preview playback using the [PREVIEW] switch will occur as follows.

Timbres (tracks) that are set to the same MIDI channel as the sound selected in the browser's sound list will play together with it. If the browser's "SOLO" button is on, only the sound selected in the browser's sound list will play.

Parameters of each mode

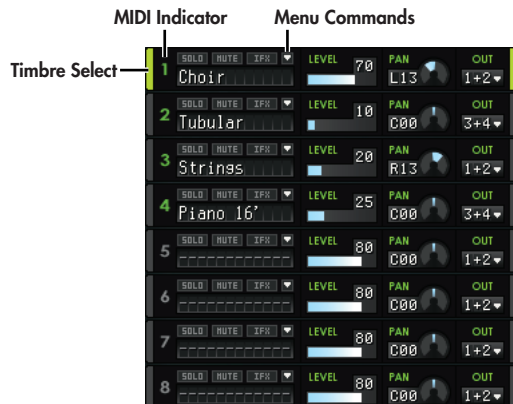
Combination mode

In this mode you can create a single sound by assigning different programs to up to eight timbres. Click the [COMBI] switch to enter Combination mode.



Timbre Parameters

Here you can select the program used by each timbre, and set the output level, pan, and output destination of each timbre.



Timbre Select [1...8]

This selects the current timbre that is available for editing. To select a timbre, click the timbre number or the bar shown at either edge of the parameter area.

When you click the on-screen keyboard or drag the pitch bend or modulation wheel to operate them, MIDI messages will be transmitted on the MIDI channel of the timbre

you've selected here. If you're controlling the M1 software synthesizer from an external MIDI device, you won't hear anything unless the MIDI channel of your external MIDI device matches the MIDI channel of the timbre you've selected here. The same applies to the pitch bend wheel and modulation wheel.

The editing area at the right will show the parameters (selected by the [Page Select] switches) of the program used by this timbre, allowing you to edit them.

MIDI Indicator (Timbre indicator)

When a timbre receives MIDI messages from the on-screen keyboard or pitch bend wheel etc., or from an external MIDI device, the number of that timbre (i.e., the timbre of the matching channel) will light. However, this indicator will not light in response to incoming MIDI realtime messages.

SOLO[OFF, ON]

Only timbres for which this is on will play.

MUTE[OFF, ON]

Timbres for which this is off will not play.

IFX.....[OFF, ON]

Switches the insert effect on/off.

OFF (dark): The insert effect section is bypassed.

ON (lit): The insert effect section is active.

Menu Commands

You can click the “▼” located at the right of “IFX,” and choose one of the following commands.

Load

Lets you select a program.

The browser will appear in the same way as when you click the [BROWSER] switch. (☞ “The Browser” on page 18)

Write

Writes (stores) edited program data into the M1 software synthesizer’s internal memory.

☞ “Writing to internal memory” on page 70.

Search Similar Program

The browser will appear with the same instrument and sound character search settings as the currently-loaded program. This is a useful way to find another sound that’s similar to the currently selected one. (☞ “The Browser” on page 18)

Copy

Copies the settings of the currently selected program to the clipboard.



Settings not written to internal memory will not be copied.

Paste

Pastes the program settings that were copied to the clipboard. When you execute the Paste command, any settings that had not been copied will be initialized.



Data copied to the clipboard can be pasted into the browser or a timbre. If you’re running more than one instance of the M1 software synthesizer, you can copy and paste between different instances of the M1.

Clear

Clears the settings of the program used by the timbre, and resets the timbre settings. Once cleared, the timbre will not be assigned a program, and will no longer sound. Clearing a timbre will reduce the load on your computer’s CPU, so we suggest that you execute this command on timbres you’re not using.

Initialize

Initializes the settings of the program used by the timbre and the setting of the timbre itself. Multisound card number 1-00 will be loaded into Oscillator 1. Execute this command if you want to create a sound from scratch.



The timbre output destination (“OUT”) and MIDI channel (“MIDI Ch”) will not be initialized.

Apply Performance

The performance parameter settings (☞ “PERFORMANCE page” on page 27) will be applied to the program. When you execute this command, the performance parameters will be reset to 0.

Parameters of each mode

PROGRAM Select [BROWSER]

Selects the program used by the timbre. To select the program, use the browser that appears when you execute the menu command “Load” or when you click the [BROWSER] switch. (☞ “The Browser” on page 18)

You can also select the program, click the name and drag up/down or use the up/down/left/right cursor keys of your computer.


 “IFX” (☞ “IFX” on page 24) is automatically turned on when you select a program.

LEVEL..... [00...99]

Specifies the output level of each timbre.

PAN..... [L50...C00...R50]


Specifies the pan of each timbre.

 If DRUMS is specified as the oscillator mode (☞ “OSC MODE” on page 37) in the program used by this timbre, the “PAN” field will not appear. Use the “PAN” setting (☞ p.42) in the DRUM KIT EDIT section of the OSC page to specify the pan of each sound in the drum kit.

OUT..... [-, 1+2...15+16]

Selects the output destination of each timbre.

If DRUMS is specified as the oscillator mode (☞ “OSC MODE” on page 37) in the program used by this timbre, OUT AB or OUT CD can be selected as the bus to which the output will be sent.

 In the stand-alone version, nothing will be output if you set this to other than 1+2 or 3+4.

PERFORMANCE page

Here you can adjust the program parameters used by each timbre. Click the [PERFORMANCE] switch to access this page.

	OSC BALANCE	VDF RESONANCE	VDF CUTOFF	VDF EG INT	ATTACK TIME	DECAY TIME	RELEASE TIME	IFX BALANCE
1								
2								
3								
4								
5								
6								
7								
8								

note Adjusting the parameters in the PERFORMANCE page will not change the displayed value of the program parameters. When you execute a Write, Copy, or Apply performance command, the adjustments you made here will be applied to the program parameters.

Parameters of each mode

TABLE.....[OFF, ON]

Switches the parameter display.

OFF: Close-up display of the parameters of the selected timbre.

ON: Display the parameters for all eight timbres.

LINK.....[OFF, ON]

Links adjustments for the programs of several timbres.

Click the [LINK] switch for each timbre you want to link. You can also turn linking on or off for all timbres by using the [ALL LINK ON] and [ALL LINK OFF] switches located below the [TABLE] switch.

ON (ALL LINK ON)[OFF, ON]

If you click this to select “ALL LINK ON,” the “LINK” setting of all timbres will be on. Click this again to return to the state prior to when you selected “ALL LINK ON.”

OFF (ALL LINK OFF)[OFF, ON]

If you click this to select “ALL LINK OFF,” the “LINK” setting of all timbres will be off. Click this again to return to the state prior to when you selected “ALL LINK OFF.”

OSC

BALANCE.....[-50...+00...+50]

Adjusts the volume of the oscillators.

If the program’s “OSC MODE” is Double, this adjusts the volume balance of OSC1 and OSC2. The adjusted value is added to the OSC1 “OSC LEVEL,” and subtracted from the OSC2 “OSC LEVEL.”

VDF

RESONANCE.....[-50...+00...+50]

Adjusts the VDF resonance. The adjusted value is added to the VDF1 and VDF2 “RESONANCE.”



This setting is unavailable if the OSC page “RESONANCE Switch” (p.37) is OFF.

CUTOFF[-50...+00...+50]

Adjusts the VDF cutoff frequency. The adjusted value is added to the VDF1 and VDF2 “CUTOFF.”

EG INT[-50...+00...+50]

Adjusts the VDF “EG INT.” The adjusted value is added to the VDF1 and VDF2 “EG INT.”

VDF&VDA EG

ATTACK TIME [-50...+00...+50]

Adjusts the VDF and VDA attack time. The adjusted value is added to the “Attack Time” of each EG.

DECAY TIME..... [-50...+00...+50]

Adjusts the VDF and VDA decay time. The adjusted value is added to the “Decay Time” of each EG.

RELEASE TIME [-50...+00...+50]

Adjusts the VDF and VDA release time. The adjusted value is added to the “Release Time” of each EG.

INSERT FX

IFX BALANCE..... [-50...+00...+50]

Adjusts the balance between the insert effect’s processed sound and the direct sound. The adjusted value is added to the “DRY/WET” setting of each effect. If a composite effect (Delay/Hall – Delay/Tremolo) is selected, the adjusted value is added to both of the “DRY/WET” settings.

Assigning MIDI control change messages

You can assign CC# (MIDI control change messages) to the eight parameters of the PERFORMANCE page, and control these parameters via MIDI. You can also use “Learn mode” to automatically assign the CC# by receiving it from an external MIDI device.

To save these assignments on your computer, use the “Save Controller Map...” command from the KORG logo menu.



When you’re controlling parameters from an external MIDI device, the “LINK” settings are not used; you can only control the program that’s being edited. The same applies when you’re playing back automation while using the M1 software synthesizer as a plug-in within a host application.

Assigning a CC# to a knob

1. Right-click the knob (Mac: Control-click). A popup menu will appear.
2. Choose “Control Change” from the main menu, and the desired CC# from the sub-menu.
You can choose a CC# from the range of 01–95. CC#00 is used for Bank Select, and is not available.

The CC# you assigned is used in common by all modes and each timbre (track). Timbres (tracks) set to the same MIDI channel will have their parameters controlled simultaneously.

Parameters of each mode

If you choose Learn from the main menu, the CC# assignment indication will blink, and you will be in Learn mode. In this state when you operate a controller on your external MIDI device, the M1 software synthesizer will receive that CC# and will assign it to the knob. Learn mode will remain active until a CC# is received. If you want to exit Learn mode, right-click (Mac: Control-click) the knob and choose “Cancel Learn Controller” from the popup menu



You can't assign the same CC# to more than one knob. The most recent knob assignment will be used.

MIDI page

Here you can specify the MIDI channel, MIDI filtering, key zone, velocity zone, and pitch for each timbre. Click the [MIDI] switch to access this page.

MIDI CH	KEY ZONE	VELOCITY ZONE	MIDI FILTER	DETUNE	TRANSPOSE
01 ▾	C -1 G 9	001 127	PC CC AT DMP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+00	+00
01 ▾	C -1 G 9	001 127	PC CC AT DMP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+00	+00
01 ▾	C -1 G 9	001 127	PC CC AT DMP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+00	+00
01 ▾	C -1 G 9	001 127	PC CC AT DMP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+00	+00
01 ▾	C -1 G 9	001 127	PC CC AT DMP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+00	+00
01 ▾	C -1 G 9	001 127	PC CC AT DMP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+00	+00
01 ▾	C -1 G 9	001 127	PC CC AT DMP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+00	+00
01 ▾	C -1 G 9	001 127	PC CC AT DMP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+00	+00

Parameters of each mode

MIDI Ch

MIDI Ch[01...16]

Specifies the MIDI channel for each timbre.

KEY ZONE

TOP[C-1...G9]

BOTTOM.....[C-1...G9]

Specify the key zone for each timbre.

note You can also enter these values by double click, playing a note on the external MIDI keyboard, and press the [Enter] key of your computer.

VELOCITY ZONE

TOP[001...127]

BOTTOM.....[001...127]

Specify the velocity zone for each timbre.

MIDI FILTER

You can filter out certain types of MIDI messages, to prevent them from being received by the M1 software synthesizer.

Set the filter to “ON” if you do not want to receive that type of MIDI message.

You can use multiple filters at the same time.

PC (Program Change)[OFF, ON]

Specifies whether each timbre will receive MIDI program changes. Turn this on to prevent the timbre from receiving these messages.

OFF (dark): Receive.

ON (lit): Don't receive.

CC (Control Change)[OFF, ON]

Specifies whether each timbre will receive MIDI control changes. Turn this on to prevent the timbre from receiving these messages.

OFF (dark): Receive.

ON (lit): Don't receive.

AT (After Touch)[OFF, ON]

Specifies whether each timbre will receive aftertouch messages. Turn this on to prevent the timbre from receiving these messages.

OFF (dark): Receive.

ON (lit): Don't receive.

DMP (Damper).....[OFF, ON]

Specifies whether each timbre will receive damper messages. Turn this on to prevent the timbre from receiving these messages.

OFF (dark): Receive.

ON (lit): Don't receive.

DETUNE

DETUNE[-50...+00...+50]

Adjusts the pitch of each timbre in one-cent steps.

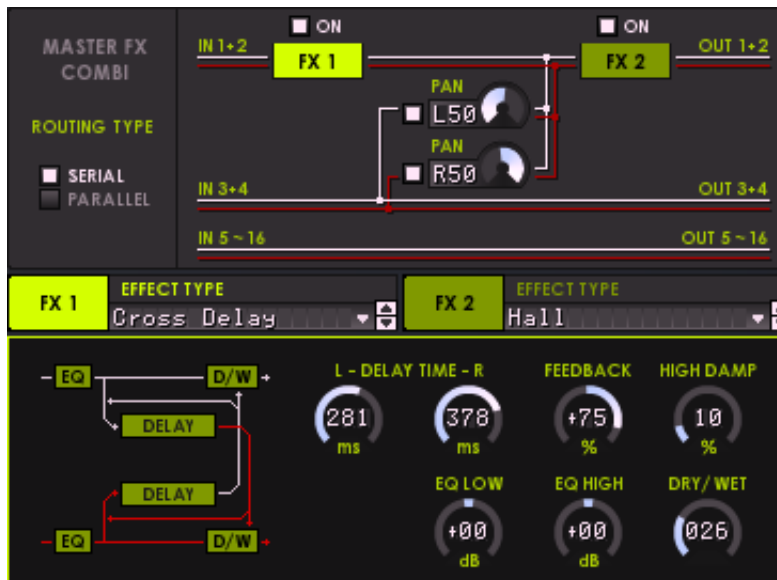
TRANSCOPE

TRANSCOPE[-12...+00...+12]

Adjusts the pitch of each timbre in semitone steps.

MASTER FX page

Here you can specify the master effects used by the combination, and the output destinations for the master effects. Click the [MASTER FX] switch to access this page.



MASTER FX

ROUTING TYPE [SERIAL, PARALLEL]

Selects the effect routing.

FX 1/FX 2 [OFF, ON]

Switches the effect on/off.

PAN ON/OFF..... [OFF, ON]

Switches the pan on/off.

If this setting is OFF, the signals will not be send.

PAN..... [L50...C00...R50]

Specifies the panning of IN 3 and IN 4.



In the stand-alone version, the sound of that timbre will not be output if you set the timbre output (OUT "OUT" on page 26) to a setting other than 1+2 or 3+4.

FX 1/FX 2

EFFECT TYPE..... [No Effect, Reverb...Delay/Tremolo]

Selects the effect type.

Effect Parameters

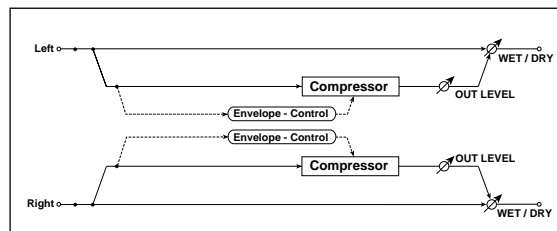
Here you can edit the parameters of the effect selected by "EFFECT TYPE." For details on the parameters available for each effect, refer to the PDF of the original M1 owner's manual included on the CD-ROM.

M1 owner's manual PDF, page 36 "3 - Effect parameters"

The M1 software synthesizer adds one new effect, a "Compressor." The compressor's parameters are shown in the diagram to the right.

Compressor

This effect compresses the input signal, making it more consistent. It is particularly good when applied to instruments such as guitar, piano, and drums.



ATTACK..... [000...500ms]

Adjusts the strength of the attack.

SENSITIVITY [00...99]

Adjusts the sensitivity of the compressor.

OUT LEVEL [000...100]

Adjusts the output level of the compressor.

EQ TRIM..... [000...100]

Adjusts the input level to the compressor.

PRE LEQ..... [-15...+00...+15dB]

This EQ control will boost or cut the low frequencies of the input signal, before the compressor.

PRE HEQ..... [-15...+00...+15dB]

This EQ control will boost or cut the high frequencies of the input signal, before the compressor.

DRY/WET [DRY, 001...099, WET]

Adjusts the balance of the processed sound and the direct sound.

Using MIDI control change messages to control the speed of the Rotary Speaker

When you're using the Rotary Speaker as master effect, you can use MIDI control change messages to switch the speed of rotation.

Transmitting CC#76 (Vibrato Rate) with a value of 64–127 from your external MIDI device on the Global MIDI Channel (🔊 “MIDI CHANNEL” on page 67) will switch the rotary speed to Fast; transmitting a value of 00–63 will switch to the Slow speed.

Parameters of each mode

EASY page

Here you can edit the major parameters of the program. Click the [EASY] switch to access this page. Parameters not shown in this page can be edited in the OSC – INSERT FX pages.



OSC

OSC MODE..... [SINGLE, DOUBLE, DRUM]

Selects the oscillator mode.

MULTISOUND 1/MULTISOUND 2/DRUMKIT [BROWSER]

Here you can select a multisound or drum kit.

Click the [BROWSER] switch to access the browser (☞ “The Browser” on page 18), and make your selection by dragging up/down or by clicking (Key Focus) and using your computer’s up/down/left/right cursor keys.

LEVEL [00...99]

Specifies the oscillator’s output level.

LINK EDIT [OFF, ON]

ON: The VDF, VDF EG, and VDA EG parameters will be linked between 1 and 2.

OFF: The VDF, VDF EG, and VDA EG parameters can be adjusted separately for 1 and 2.



The “LINK EDIT” setting has no effect in the OSC – VDA pages.

SELECT..... [SELECT1, SELECT2]

Switches VDF Select, VDA EG Select, and VDA EG Select in a single operation.

SELECT 1: Switch to VDF1, VDF EG1, and VDA EG1.

SELECT 2: Switch to VDF2, VDF EG2, and VDA EG2.

VDF

VDF SELECT

Specifies whether the VDF1 or the VDF2 will be shown in the foreground.

CUTOFF [00...99]

Specifies the cutoff frequency. Drag the point in the graphic.

RESONANCE [00...99]

Specifies the resonance. Drag the point in the graphic.

RESONANCE Switch..... [OFF, ON]

Turns resonance on/off.

☞ “RESONANCE Switch” on page 45

EG INT 1 [00...99]

Specifies how deeply the VDF EG1 will be applied.

EG INT 2..... [00...99]

Specifies how deeply the VDF EG2 will be applied.

VDF EG

VDF EG SELECT

Specifies whether the VDF EG1 or the VDF EG2 will be shown in the foreground.

VDF EG

Drag the points of the graphic envelope to specify the shape of the VDF EG.

note If you're using the composite effect (Delay/Hall etc.) as an insert effect, and if the "DRY/WET" values differ between Delay and Hall, the Delay value is shown here.

note If you've selected a composite effect (such as Delay/Hall or Delay/Chorus) as an insert effect, editing "DRY/WET" in the EASY page will set the "DRY/WET" values of both effects to the same value.

VDA EG

VDA EG SELECT

Specifies whether the VDA EG1 or the VDA EG2 will be shown in the foreground.

VDA EG

Drag the points of the graphic envelope to specify the shape of the VDA EG.

INSERT FX

FX1/FX2.....[OFF, ON]

Switches each insert effect on/off.

FX1/FX2 EFFECT TYPE [No Effect, Reverb...Delay/Tremolo]

Selects the effect type.

FX1/FX2 DRY/WET[DRY, 001...099, WET]

Specifies the effect level.

OSC page

Here you can make oscillator settings for the program. Click the [OSC] switch to access this page.



OSC BASIC

☞ M1 owner's manual PDF, page 22 "OSC BASIC"

OSC MODE [SINGLE, DOUBLE, DRUMS]

Selects the oscillator mode.

ASSIGN [MONO, POLY]

Specifies monophonic or polyphonic operation.

MONO: Play monophonically.

POLY: Play polyphonically.

HOLD [DISABLE, ENABLE]

DISABLE: Play according to the settings of the VDA.

ENABLE: The sound will continue even if you release the keyboard.

OSC1

☞ M1 owner's manual PDF, page 22 "F0-2: OSC1"

MULTISOUND 1 [BROWSER]

Here you can select a multisound.

Click the [BROWSER] switch to access the browser (☞ "The Browser" on page 18), and make your selection by dragging up/down or by clicking (Key Focus) and using your computer's up/down/left/right cursor keys.

OSC LEVEL [00...99]

Specifies the oscillator's output level.

OCTAVE [4', 8', 16']

Selects the octave of the oscillator.

PITCH EG

Specify the shape of the pitch EG. Drag the points of the graphic envelope to specify the shape of the EG. (☞ "Graphical envelopes" on page 11)

VEL SENS

EG INT [-99...+00...+99]

Specify how velocity will affect the depth of the EG.

EG TIME [-99...+00...+99]

Specify how velocity will affect the speed of the EG.

OSC2

INTERVAL [-12...+12]

Specifies the pitch of oscillator 2 in semitones relative to oscillator1.

DETUNE [-50...+50]

Specifies the pitch of oscillator 2 relative to oscillator1 in cents.

DELAY START [00...99]

Specifies the delay time from note-on until the oscillator 2 will sound.

The other parameters are the same as for OSC1.

Drum Parameters

This screen will appear if “OSC MODE” is set to DRUMS.



DRUMS

DRUM KIT SELECT [BROWSER]

Here you can select a drum kit.

OSC LEVEL [00...99]

Specifies the oscillator's output level.

OCTAVE [4', 8', 16']

Selects the octave of the oscillator.

PITCH EG

Specify the shape of the pitch EG. Drag the points of the graphic envelope to specify the shape of the EG. (See “Graphical envelopes” on page 11)

See M1 owner's manual PDF, page 24 “F1-1: OSC1 PITCH EG”

VEL SENS

EG INT [-99...+00...+99]

Specify how velocity will affect the depth of the EG.

EG TIME [-99...+00...+99]

Specify how velocity will affect the speed of the EG.

DRUM KIT EDIT

INDEX KEY [000: C-1...127: G9]

Here you can select the note that you want to edit.

DRUM SOUND [BROWSER]

Here you can select a drum sound. Click the [BROWSER] switch to access the browser (See “The Browser” on page 18), and make your selection by dragging up/down or by clicking (Key Focus) and using your computer's up/down/left/right cursor keys.

Parameters of each mode

KBD CHASE.....[OFF, ON]

ON: Receiving a note-on message will automatically set the index to that key.

IFX BUS[A+B, C+D]

Selects the bus to the insert effect.

CUTOFF[-99...+00...99]

Applies an adjustment relative to the VDF CUTOFF setting.

RESONANCE.....[-99...+00...99]

Applies an adjustment relative to the VDF RESONANCE setting.

PAN.....[L50...C00...R50]


Specifies the panning of each drum sound.

INST TUNE [-120...+120]

Specifies the tuning (or pitch) of each drum sound.

INST LEVEL..... [-99...+99]

Specifies the volume level of each drum sound.

 “INST LEVEL” is relative value to the oscillator level (see “OSC LEVEL” on page 40).

INST DECAY [-99...+99]

Specifies the decay time of each drum sound.

 “INST DECAY” is relative value to the VDA EG decay time.

DRUM GROUP..... [OFF, 001...127]

Indexes that are set to the same Drum Group will sound using last-note priority. For example, you can set the open and closed high hats to the same group, so that only one or the other will sound.

NOTE ON RECEIVE [DISABLE, ENABLE]

Specifies whether note-on messages will be received.

DISABLE: Don't receive.

ENABLE: Receive.

NOTE OFF RECEIVE..... [DISABLE, ENABLE]

Specifies whether note-off messages will be received.

DISABLE: Don't receive.

ENABLE: Receive.

PITCH MG

The PITCH MG applies modulation to the pitch of the oscillators.

 M1 owner's manual PDF, page 30 “F6-1: PITCH MG”

OSC 1/OSC 2/DRUMS [DISABLE, ENABLE]

Selects the oscillator(s) to which modulation will be applied.

WAVEFORM[SIN...RANDOM]

Selects the MG (Modulation Generator) waveform.

KEY SYNC[DISABLE, ENABLE]

ENABLE: The phase of the MG (Modulation Generator) will be reset by each note-on.

INTENSITY [00...99]

Specifies the depth of modulation.

DELAY..... [00...99]

Specifies the time from note-on until when modulation is applied.

TEMPO SYNC.....[DISABLE, ENABLE]

ENABLE: The MG frequency will be synchronized according to the “BASE NOTE” setting.

DISABLE: The MG frequency can be specified independently of the tempo.



If you’ve selected a MIDI device in the “Clock Master” setting of the Settings-MIDI Settings dialog box, the MG will synchronize to the MIDI Clock from that MIDI device. If you’re using the M1 software synthesizer as a plug-in, the MG will synchronize to the tempo of the host application.

FREQ/TIMES[00...99/1...16]

If “TEMPO SYNC” is set to ENABLE, this setting determines the MG frequency in conjunction with the “BASE NOTE” setting. If “TEMPO SYNC” is set to DISABLE, this setting directly specifies the MG frequency.

BASE NOTE..... [1/1...1/32]

If “TEMPO SYNC” is set to ENABLE, one cycle of the MG will occupy a length equivalent to the “TIMES” number (specified in “FREQ/TIMES”) of the note values specified by “BASE NOTE” relative to the synchronized tempo.

If “TEMPO SYNC” is set to DISABLE, this setting is ignored. When “BASE NOTE” = 1/4 (quarter note), the MG cycle will be:

- If “TIMES” =1 (one beat per MG cycle)
- If “TIMES” =2 (two beats per MG cycle)
- If “TIMES” =4 (four beats per MG cycle)

When “BASE NOTE” = 1/16 (sixteenth note), the MG cycle will be:

- If “TIMES” =1 (four MG cycles per beat)
- If “TIMES” =2 (two MG cycles per beat)
- If “TIMES” =4 (one MG cycle per beat)

VDF page

Here you can make VDF settings for the program. Click the [VDF] switch to access this page.



VDF1

CUTOFF [00...99]

Specifies the cutoff frequency.

RESONANCE Switch [OFF, ON]

Switches the resonance on/off.

The M1 software synthesizer adds a new “RESONANCE” parameter that was not included on the original M1. The CUTOFF response will vary depending on whether this is ON or OFF. In order to faithfully reproduce the preset sounds of the original M1, the “RESONANCE Switch” is normally turned OFF. If you want to use resonance, turn the “RESONANCE Switch” ON.

RESONANCE [00...99]

Boosts the region at the cutoff frequency.

EG INT [00...99]

Specifies the depth of tonal change produced by the VDF 1 EG.

☞ M1 owner’s manual PDF, page 25 “F2-1: VDF1”

VDF 1 EG

Specifies the envelope of the VDF 1 EG. Drag the points of the graphic envelope. (☞ “Graphical envelopes” on page 11)

☞ M1 owner’s manual PDF, page 25 “F2-2: VDF1 EG”

VEL SENS

☞ M1 owner’s manual PDF, page 26 “F2-3: VDF1 VEL SENS”

EG INT [-99...+00...+99]

EG TIME [00...99]

☞ “OSC1” on page 40

TIME POLARITY A, D, S, R [+ , x, -]

These specify how velocity will affect the VDF 1 EG’s A (Attack Time), D (Decay Time), S (Slope Time), and R (Release Time).

KBD TRK

☞ M1 owner’s manual PDF, page 27 “F2-4: VDF1 KBD TRK”

CUTOFF [-99...+00...+99]

Specifies the degree to which keyboard tracking will change the cutoff frequency.

EG TIME [00...99]

Specifies the degree to which keyboard tracking will affect the speed of the VDF EG.

TIME POLARITY A, D, S, R [+ , x, -]

These specify how keyboard tracking will affect the VDF 1 EG’s A (Attack Time), D (Decay Time), S (Slope Time), and R (Release Time).

Parameters of each mode

CENTER KEY [C-1...G9]

Specifies the key (note) that will be used as the center for keyboard tracking.

note You can also enter these values by double click, playing a note on the external MIDI keyboard, and press the [Enter] key of your computer.

VDF MG

The VDF MG applies modulation to the VDF. These parameters are the same as for the PITCH MG of the OSC page.

☞ “PITCH MG” on page 42

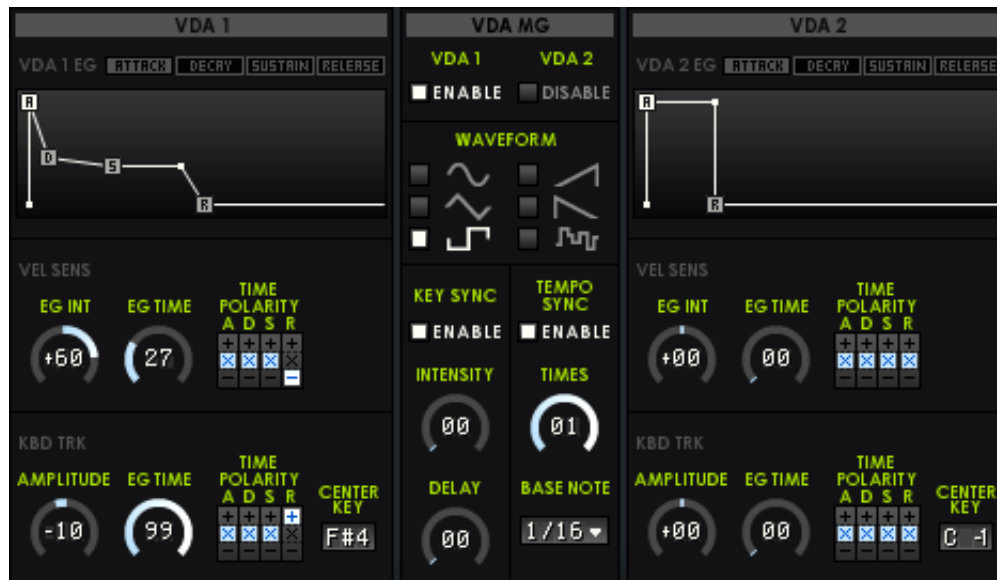
VDF 2

These parameters are the same as for VDF 1.

☞ “VDF1” on page 45.

VDA page

Here you can make VDA settings for the program. Click the [VDA] switch to access this page.



VDA 1

VDA EG

Specifies the envelope of the VDA 1 EG. Drag the points of the graphic envelope. (☞ “Graphical envelopes” on page 11)

☞ M1 owner’s manual PDF, page 28 “F4-1: VDA1 EG”

VEL SENS

☞ M1 owner’s manual PDF, page 28 “F4-2: VDA1 VEL SENS”

EG INT [-99...+00...+99]

EG TIME [00...99]

☞ “OSC1” on page 40.

TIME POLARITY A, D, S, R [+ , x, -]

☞ “TIME POLARITY A, D, S, R” on page 45.

KBD TRK

☞ M1 owner’s manual PDF, page 28 “F4-3: VDA1 KBD TRK”

AMPLITUDE [-99...+00...+99]

Specifies the degree to which keyboard tracking will affect the depth of volume change.

EG TIME [00...99]

Specifies the degree to which keyboard tracking will affect the speed of the VDA EG.

TIME POLARITY A, D, S, R [+ , x, -]

These specify how velocity will affect the VDA 1 EG’s A (Attack Time), D (Decay Time), S (Slope Time), and R (Release Time).

CENTER KEY [C-1...G9]

Specifies the key (note) that will be used as the center for keyboard tracking.

note You can also enter these values by double click, playing a note on the external MIDI keyboard, and press the [Enter] key of your computer.

VDA MG

The VDA MG applies modulation to the VDA. These parameters are the same as for the PITCH MG of the OSC page.

☞ “PITCH MG” on page 42

VDA 2

These parameters are the same as for VDA 1.

CONTROL page

Here you can make settings that specify how aftertouch and external controllers will affect the tone and pitch. Click the [CONTROL] switch to access this page.



AFTER TOUCH

☞ M1 owner's manual PDF, page 32 "F7-1: AFTER TOUCH"

PITCH[-12...+00...+12]
Specifies the degree to which aftertouch will affect the pitch.

PITCH MG[00...99]
Specifies the degree to which aftertouch will affect the PITCH MG depth.

CUTOFF VDF[-99...+00...+99]
Specifies the degree to which aftertouch will affect the VDF cutoff frequency.

VDF MG.....[00...99]
Specifies the degree to which aftertouch will affect the VDF MG depth.


VDA AMPLITUDE[-99...+00...+99]
Specifies the degree to which aftertouch will affect the VDA volume change.

VDA MG[00...99]
Specifies the degree to which aftertouch will affect the VDA MG depth.

CONTROLLER

☞ M1 owner's manual PDF, page 33 "F7-2: JOY STICK"

PITCHBEND[-12...+00...+12]
Specifies the pitch bend range of an external controller.

 This setting may have no effect, depending on the Global mode "GLOBAL PITCHBEND Switch" setting. (☞ "GLOBAL PITCHBEND" on page 67)

VDF SWEEP INT.....[-99...+00...+99]
Specifies the amount of VDF cutoff frequency change produced by an external controller.

PITCH MG INT[00...99]
Specifies the degree to which an external controller will affect the PITCH MG depth.

PITCH MG FREQ/PITCH MG TIMES[0...3]
Specifies how an external controller will affect the PITCH MG speed as a ratio relative to the "FREQ/TIMES" value of the OSC page.

This setting will be either PITCH MG FREQ or PITCH MG TIMES, depending on the OSC page "TEMPO SYNC" setting.

VDF MG INT.....[00...99]
Specifies the degree to which an external controller will affect the VDF MG depth.

VDF MG FREQ/VDF MG TIMES [0...3]

Specifies how an external controller will affect the VDF MG speed as a ratio relative to the “FREQ/TIMES” value of the VDF page.

This setting will be either VDF MG FREQ or VDF MG TIMES, depending on the VDF page “TEMPO SYNC” setting.

VDA MG INT..... [00...99]

Specifies the degree to which an external controller will affect the VDA MG depth.

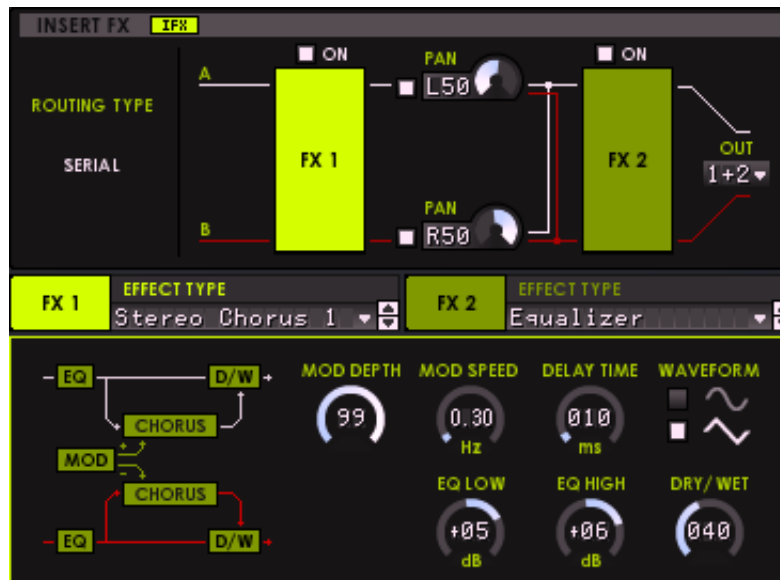
VDA MG FREQ/VDA MG TMES..... [0...3]

Specifies how an external controller will affect the VDA MG speed as a ratio relative to the “FREQ/TIMES” value of the VDA page.

This setting will be either VDA MG FREQ or VDA MG TIMES, depending on the VDA page “TEMPO SYNC” setting.

INSERT FX page

Here you can select the insert effects for the program, and specify their output destination. Click the [INSERT FX] switch to access this page.



INSERT FX

☞ M1 owner's manual PDF, page 36 "3 - Effect parameters"

IFX [OFF, ON]

This switch acts as a bypass, turning the entire insert effect section on/off. This setting is linked with the Timbre Parameter "IFX."

OFF (dark): The insert effects will not be heard (bypassed).

ON (lit): The insert effects will be heard (active).

ROUTING TYPE [SERIAL, PARALLEL]

Selects the routing of the insert effects.

☛ The Routing Type can only be selected when the "OSC MODE" (☞p.40) is set to DRUMS. In this case, there are two stereo buses available. When the "OSC MODE" is set to SINGLE or DOUBLE, one stereo bus is available, the Routing Type is set to Serial, and PAN controls are inserted between FX1 and FX2.

FX 1/FX 2 [OFF, ON]

Switches the individual insert effects on/off.

PAN ON/OFF [OFF, ON]

Switches the pan on/off.

If this setting is OFF, the signals will not be send.

☛ If you've turned PAN off in DRUM mode and then change the OSC MODE to SINGLE or DOUBLE, you will need to turn the PAN controls on again in order to hear any sound.

PAN [L50...C00...R50]

Specifies the panning of A and B when the "OSC MODE" is set to SINGLE or DOUBLE.

Specifies the panning of C and D when the "OSC MODE" is set to DRUMS.

OUT [-, 1+2...15+16]

Selects the output destination for each timbre. This is linked with the timbre parameter "OUT." (☞ "OUT" on page 26)

FX 1/FX 2

EFFECT TYPE..... [No Effect, Reverb...Delay/Tremolo]

Selects the effect type.

Effect Parameter

Here you can set the parameters of the effect selected in "EFFECT TYPE." For the effects that were added in the M1 software synthesizer, refer to "Effect Parameters" on page 34.

For the parameters of the other effects, refer to the original M1 owner's manual provided on the CD-ROM.

☞ M1 owner's manual PDF, page 36 "3 - Effect parameters"

Using MIDI control change messages to control the speed of the Rotary Speaker

Refer to "Using MIDI control change messages to control the speed of the Rotary Speaker" on page 35.

Transmitting CC#76 (Vibrato Rate) with a value of 127 from your external MIDI device on the Global MIDI Channel (☞ "MIDI Ch" on page 32) will switch the rotary speed to Fast; transmitting a value of 000 will switch to the Slow speed.

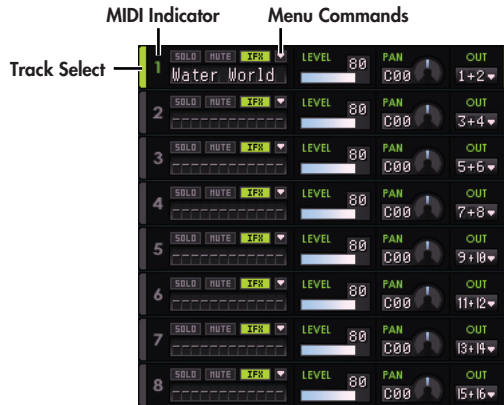
Multi mode

In this mode the M1 software synthesizer functions as an eight-part multi-timbral sound module. Click the [MULTI] switch to enter Multi mode.



Track Parameter

Here you can choose the program used by each track, and set the output level, pan, and output destination of each track.



Track Select..... [1...8]

This selects the track. To select a track, click the track number or the bar shown at either edge of the parameter area.

When you click the on-screen keyboard or drag the pitch bend wheel or modulation wheel to operate them, MIDI messages will be transmitted on the MIDI channel of the

track you've selected here. If you're controlling the M1 software synthesizer from an external MIDI device, you won't hear anything unless the MIDI channel of your external MIDI device matches the MIDI channel of the track you've selected here. The same applies to the pitch bend wheel and modulation wheel.

The editing area at the right will show the parameters (selected by the [Page Select] switches) of the program used by this track, allowing you to edit them.

MIDI Indicator (Track indicator)

When a track receives MIDI messages from the on-screen keyboard or pitch bend wheel etc., or from an external MIDI device, the number of that track (i.e., the track of the matching channel) will light. However, this indicator will not light in response to incoming MIDI realtime messages.

SOLO[OFF, ON]

Only tracks for which this is on will play.

MUTE.....[OFF, ON]

Tracks for which this is off will not play.

IFX[OFF, ON]

Switches the insert effect section on/off.

OFF (dark): The insert effect section is bypassed.

ON (lit): The insert effect section is active.

Parameters of each mode

Menu Commands

You can click the “▼” located at the right of “IFX,” and choose one of the following commands.

Load

Lets you select a program.

The browser will appear in the same way as when you click the [BROWSER] switch. (☞ “The Browser” on page 18)

Write

Writes (stores) edited program data into the M1 software synthesizer’s internal memory.

☞ “Writing to internal memory” on page 70.

Search Similar Program

The browser will appear with the same instrument and sound character search settings as the currently-loaded program. This is a useful way to find another sound that’s similar to the currently selected one. (☞ “The Browser” on page 18)

Copy

Copies the settings of the currently selected program to the clipboard.



Any settings you have changed and not written to internal memory will not be copied.

Paste

Pastes the program settings that were copied to the clipboard. When you execute the Paste command, any settings that had not been copied will be initialized.



Data copied to the clipboard can be pasted into the browser or a track. If you’re running more than one instance of the M1 software synthesizer, you can copy and paste between different instances of the M1.

Clear

Clears the settings of the program used by the track, and resets the track settings. Once cleared, the track will not be assigned a program, and will no longer sound. Clearing a track will reduce the load on your computer’s CPU, so we suggest that you execute this command on tracks you’re not using.

Initialize

Initializes the settings of the program used by the track and the settings of the track itself. Multisound card number 1-00 will be loaded into Oscillator 1. Execute this command if you want to create a sound from scratch.



The track output destination (“OUT”) and MIDI channel (“MIDI Ch”) will not be initialized.

Apply Performance

The performance parameter settings (☞ “PERFORMANCE page” on page 27) will be applied to the program. When you execute this command, the performance parameters will be reset to 0.

PROGRAM Select [BROWSER]

Selects the program used by the track.

To select the program, use the browser that appears when you execute the menu command “Load” or when you click the [BROWSER] switch. (☞ “The Browser” on page 18)



“IFX” (☞ “IFX” on page 24) is automatically turned on when you select a program.

LEVEL [00...99]

Specifies the output level of each track.

PAN [L50...C00...R50]

Specifies the pan of each track.



If DRUMS is specified as the oscillator mode (☞ “OSC MODE” on page 37) of the program used by the track, this “PAN” field will not appear. Use the “PAN” setting (☞ p.42) in the DRUM KIT EDIT section of the OSC page to specify the pan of each key.

OUT [-, 1+2...15+16]

Selects the output destination of each track.

If DRUMS is specified as the oscillator mode (☞ “OSC MODE” on page 37) of the program used by the track, this selects OUT AB or OUT CD as the bus to which the output will be sent. OUT AB is sent to SEND 1, and OUT CD is sent to SEND 2.

PERFORMANCE page

Here you can edit the program parameters used by each track. Click the [PERFORMANCE] switch to access this page. The contents of the parameters are the same as in Combination mode. Refer to “PERFORMANCE page” on page 27

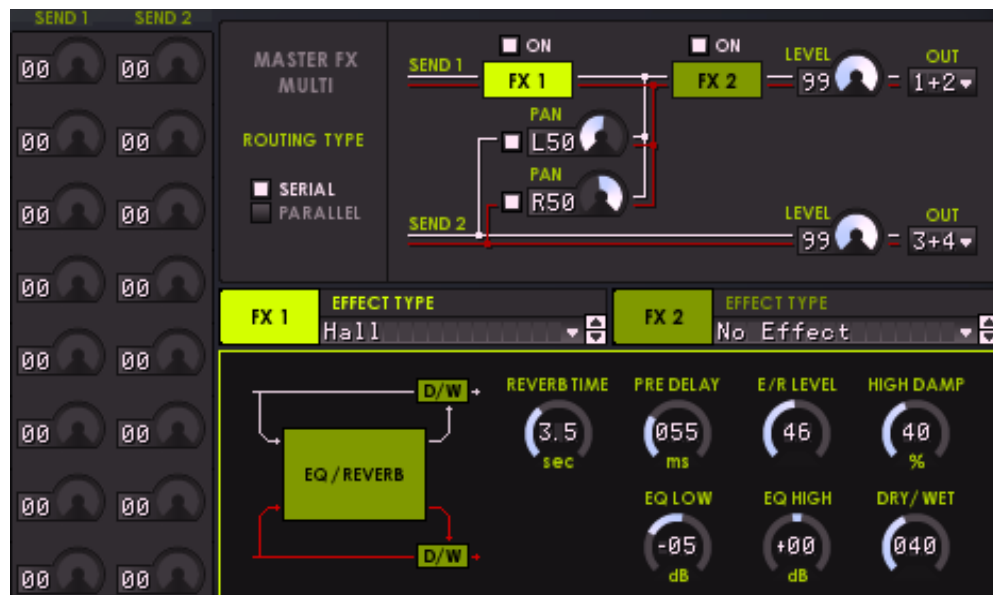
MIDI page

Here you can specify the MIDI channel, MIDI filter, key zone, velocity zone, and pitch of each track. Click the [MIDI] switch to access this page. The contents of the parameters are the same as in Combination mode. Refer to “MIDI page” on page 31.

MASTER FX page

Here you can edit the master effect settings. Click the [MASTER FX] switch to access this page.

In Multi mode the master effects are used as send effects, so the input and output of the effects is determined by the send, return, and return destination settings.



SEND 1 [00...99]

Specifies the volume level sent to the master effect SEND 1.



If SINGLE or DOUBLE is specified as the oscillator mode (☞ “OSC MODE” on page 40) of the program used by the track, the output of the track will be sent to SEND 1 and SEND 2. If the oscillator mode is DRUMS, output OUT AB of the track will be sent to SEND 1, and OUT CD will be sent to SEND 2.

SEND 2 [00...99]

Specifies the volume level sent to the master effect SEND 2.



In the stand-alone version, tracks whose output (☞ “OUT” on page 53) is set to other than 1+2 will not be output if the “SEND 1” or “SEND 2” values are 000.

MASTER FX**ROUTING TYPE [SERIAL, PARALLEL]**

Selects the type of effect routing.

FX 1/FX 2 [OFF, ON]

Switches each effect on/off.

LEVEL (RETURN 1/2 LEVEL) [00...99]

Specifies the return level from the master effects to the outputs.

PAN ON/OFF [OFF, ON]

Switches the pan on/off.

If this setting is OFF, the signals will not be send.

PAN [L50...C00...R50]

Specifies the panning of SEND2.

OUT [-, 1+2...15+16]

Selects the output.



In the stand-alone version, the sound will not be output the from master effect if you choose a setting other than 1+2.

FX1/FX2**EFFECT TYPE..... [No Effect, Reverb...Delay/Tremolo]**

Selects the effect type.

Effect Parameter

Here you can set the parameters of the effect selected in “EFFECT TYPE.” For the effects that were added in the M1 software synthesizer, refer to “Effect Parameters” on page 34.

For the parameters of the other effects, refer to the original M1 owner’s manual provided on the CD-ROM.

☞ M1 owner’s manual PDF, page 36 “3 - Effect parameters”

EASY page

Here you can edit the major parameters of the program. Click the [EASY] switch to access this page. The parameters are the same as in Combination mode. Refer to “EASY page” on page 36.

OSC page

Here you can edit the oscillator settings of the program used by each track. Click the [OSC] switch to access this page. The parameters are the same as in Combination mode. Refer to “OSC page” on page 39.

VDF page

Here you can edit the VDF settings of the program used by each track. Click the [VDF] switch to access this page. The parameters are the same as in Combination mode. Refer to “VDF page” on page 44.

VDA page

Here you can edit the VDA settings of the program used by each track. Click the [VDA] switch to access this page. The parameters are the same as in Combination mode. Refer to “VDA page” on page 47.

CONTROL page

Here you can specify how aftertouch and external controllers will affect each program’s pitch and tone. Click the [CONTROL] switch to access this page. The parameters are the same as in Combination mode. Refer to “CONTROL page” on page 49.

INSERT FX page

Here you can edit the program’s insert effect settings for each track. Click the [INSERT FX] switch to access this page. The parameters are the same as in Combination mode. Refer to “INSERT FX page” on page 52.

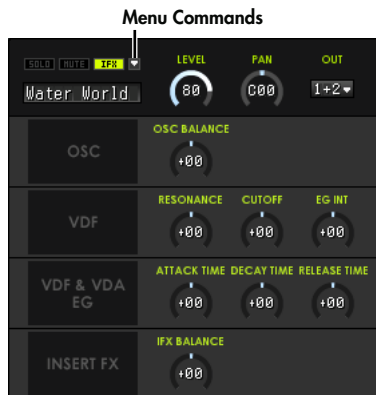
Program mode

In this mode you can play and edit a single program. Click the [PROG] switch to enter Program mode.



Performance Parameter

Here you can edit the program's output level, pan, and output destination.



IFX.....[OFF, ON]

This switch acts as a bypass, turning the entire insert effect section on/off.

OFF (dark): The insert effects will not be heard (bypassed).

ON (lit): The insert effects will be heard (active).

Menu Commands

You can click the “▼” located at the right of “IFX” and choose one of the following commands.

Load

Lets you select a program.

The browser will appear in the same way as when you click the [BROWSER] switch. (☞ “The Browser” on page 18)

Write

Writes (stores) edited or created program data into the M1 software synthesizer's internal memory.

☞ “Writing to internal memory” on page 70.

Search Similar Program

The browser will appear with the same instrument and sound character search settings as the currently-loaded program. This is a useful way to find another sound that's similar to the currently selected one. (☞ “The Browser” on page 18)

Copy

Copies the settings of the currently selected program to the clipboard.



Settings not written to internal memory will not be copied.

Paste

Pastes the program settings that were copied to the clipboard. When you execute the Paste command, any settings that had not been copied will be initialized.



Data copied to the clipboard can be pasted into the browser or a timbre or track. If you're running more

than one instance of the M1 software synthesizer, you can copy and paste between different instances of the M1.

Clear

Clears the settings of the program. No program will be used, and no sound will be produced.

Initialize

Initializes the settings of the program. Multisound card number 1-00 will be loaded into Oscillator 1. Execute this command if you want to create a sound from scratch.

note “OUT/OUT AB, OUT CD” parameter is not Initialized.

Apply Performance

The performance parameter settings (see “PERFORMANCE page” on page 27) will be applied to the program. When you execute this command, the performance parameters will be reset to 0.

PROGRAM Select [BROWSER]

To select a program, use the browser that appears when you execute the menu command “Load” or when you click the [BROWSER] switch. (see “The Browser” on page 18)

You can also select the program, click the name and drag up/down or use the up/down/left/right cursor keys of your computer.

note “IFX” (see “IFX” on page 24) is automatically turned on

when you select a program.

LEVEL..... [00...99]

Specifies the output level of the program.

PAN [L50...C00...R50]

Specifies the pan of the program.



If DRUMS is specified as the oscillator mode (see “OSC MODE” on page 37) in the program used by this timbre, the “PAN” field will not appear. Use the “PAN” setting (see p.42) in the DRUM KIT EDIT section of the OSC page to specify the pan of each sound in the drum kit.

OUT [-, 1+2...15+16]

Selects the output destination of the program.

If DRUMS is specified as the oscillator mode (see “OSC MODE” on page 37) in the program used by this timbre, OUT AB or OUT CD can be selected as the bus to which the output will be sent.



In the stand-alone version, nothing will be output if you set this to other than 1+2.

OSC

OSC BALANCE [-50...+00...+50]

These parameters are the same as in the “PERFORMANCE page” of Combination mode. Refer to “PERFORMANCE page” on page 27.

VDF

RESONANCE.....[-50...+00...+50]

CUTOFF[-50...+00...+50]

EG INT.....[-50...+00...+50]

These parameters are the same as in the “PERFORMANCE page” of Combination mode. Refer to “PERFORMANCE page” on page 27.

VDF&VDA EG

ATTACK TIME.....[-50...+00...+50]

DECAY TIME[-50...+00...+50]

RELEASE TIME.....[-50...+00...+50]

These parameters are the same as in the “PERFORMANCE page” of Combination mode. Refer to “PERFORMANCE page” on page 27.

INSERT FX

IFX BALANCE[-50...+00...+50]

These parameters are the same as in the “PERFORMANCE page” of Combination mode. Refer to “PERFORMANCE page” on page 27.

EASY page

Here you can edit the major parameters of the program. Click the [EASY] switch to access this page. The parameters are the same as in Combination mode. Refer to “EASY page” on page 36.

OSC page

Here you can edit the oscillator settings of the program. Click the [OSC] switch to access this page. The parameters are the same as in Combination mode. Refer to “OSC page” on page 39.

VDF page

Here you can edit the VDF settings of the program. Click the [VDF] switch to access this page. The parameters are the same as in Combination mode. Refer to “VDF page” on page 44.

VDA page

Here you can edit the VDA settings of the program. Click the [VDA] switch to access this page. The parameters are the same as in Combination mode. Refer to “VDA page” on page 47.

CONTROL page

Here you can specify how aftertouch and external controllers will affect the program's pitch and tone. Click the [CONTROL] switch to access this page.

The parameters are the same as in Combination mode. Refer to "CONTROL page" on page 49.

INSERT FX page

Here you can edit the insert effect settings. Click the [INSERT FX] switch to access this page. The parameters are the same as in Combination mode. Refer to "MASTER FX page" on page 33 and to "INSERT FX page" on page 52.

Global mode

Here you can make settings that apply to the entire M1 software synthesizer, such as master tune, transpose, global MIDI channel, MIDI filtering, and user scale. Click the [GLOBAL] switch to enter Global mode.





MIDI SETTING

GLOBAL MIDI CHANNEL

MIDI CHANNEL [01...16]

Specifies the global MIDI channel.

The global MIDI channel is used for several purposes. In Combination mode, it's used as the channel for changing from one combi to another, and for controlling the master effects (the rotary speed when "EFFECT TYPE" is Rotary Speaker  p.35). In Multi mode, it's used as the channel for controlling the master effects. In Program mode, it's used as the channel that will play the program and for controlling the insert effects (the rotary speed when "EFFECT TYPE" is Rotary Speaker  p.35).

GLOBAL PITCHBEND

GLOBAL PITCHBEND [DISABLE, ENABLE]

DISABLE: The individual program parameter CONTROL page "PITCHBEND" settings in each mode will be used.

ENABLE: The "RANGE" setting you make here will be used for every program in every mode.

RANGE [-12...+12]

Specifies the pitch bend range. If "GLOBAL PITCHBEND" is set to ENABLE, this setting will be used for every program in every mode.

MIDI FILTER

You can filter out certain types of MIDI messages, to prevent them from being received by the M1 software synthesizer.

Set the filter to "ON" if you do not want to receive that type of MIDI message.

You can use multiple filters at the same time.

CONTROL CHANGE FILTER [OFF, ON]

Specifies whether MIDI control change messages will be received. Turn this on to prevent from receiving these messages.

OFF (dark): Receive.

ON (lit): Don't receive.

COMBI/PROG CHANGE FILTER [OFF, ON]

Specifies whether combination changes and program changes will be received. Turn this on to prevent from receiving these messages.

OFF (dark): Receive.

ON (lit): Don't receive.

AFTER TOUCH FILTER [OFF, ON]

Specifies whether aftertouch will be received. Turn this on to prevent from receiving these messages.

OFF (dark): Receive.

ON (lit): Don't receive.

KEYBOARD SETTING

TUNNING

MASTER TUNE A4 [420.00...460.00 Hz]

Adjusts the overall pitch of the M1 software synthesizer in 0.01 Hz steps. This is shown as the pitch of the A4 (middle A) note.

TRANPOSE [-24...+24]

Adjusts the overall pitch of the M1 software synthesizer in semitone (100 cent) steps. The range is +/-2 octaves.

SCALE

ROOT KEY [C...B]

Specifies the tonic key for the scale selected in “SCALE TYPE.”

SCALE TYPE [Equal Temp...Pure Minor, User1...User12]

Selects the scale type (temperament). You can choose one of twelve scale types.

Equal Temp: This is the most commonly used scale. Each semitone is spaced at an equal distance from the others (equal temperament).

Equal Temp Random Pitch: A random pitch deviation is applied to equal temperament each time a note-on occurs.

Pure Major: In this scale, the principle major chords in the selected key will be perfectly harmonious (pure major temperament).

Pure Minor: In this scale, the principle minor chords in the selected key will be perfectly harmonious (pure minor temperament).

User1–12: The scale you created in “USER SCALE” will be used. You can choose from twelve user-edited scales.

USER SCALE [-99...+99 cent]

Specifies a user scale. In “SCALE,” choose one of the user scales User 1–12, and then adjust the pitch of each note of the octave. These settings are saved automatically. You can use them at any simply by selecting a user scale in “SCALE TYPE.”

You can adjust each note of the octave (C–B) in a range of -99 – +99 cents. These adjustments are relative to the equal tempered pitch (0).

A setting of +99 raises the pitch approximately one semitone above the standard pitch. A setting of -99 lowers the pitch approximately one semitone below the standard pitch.



You can't make “USER SCALE” settings when “SCALE” is set to Equal Temp, Equal Temp Random Pitch, Pure Major, or Pure Minor.

SYSTEM SETTING

VOICE NUMBER

MAXIMUM VOICE NUMBER.....[8, 16, 32, 64, 128, 256]

Specifies the maximum polyphony.

OUTPUT SETTING

OUTPUT GAIN [-12, -6, +0, +6 dB]

Adjusts the final output level.

STEREO OUTPUTS [1...8]

Specifies the number of output buses. When you make the desired setting here and use SAVE DEFAULT to write the Global data, this setting will be applied the next time you start up the M1 software synthesizer.

OPTIONAL FUNCTION

CC TO AUTOMATION.....[ENABLE, DISABLE]

When using MIDI control change messages to control parameters, this setting specifies whether those values will also be written to the automation of the host application.

If this setting is disabled, controlling parameters will not cause automation to be written.



This parameter is valid when using the M1 software synthesizer as a plug-in.

KEY FOCUS.....[ENABLE, DISABLE]

Specifies whether Key Focus will be enabled.

DISABLE: Key Focus will be disabled.

ENABLE: Key Focus will be enabled.



You can enter characters and numeric values for combination names and parameter values regardless of the Key Focus setting.

TOOL TIP[ENABLE, DISABLE]

Specifies whether Tool Tip display will be enabled

This is a function that temporarily displays the value when you're editing a parameter (such as a graphical filter) that does not normally display the value.

DISABLE: Tool Tips are not shown.

ENABLE: Tool Tips are shown.

SAVE DEFAULT

SAVE [Button]

This writes the settings of the Global page as the initial values for the global data when the M1 software synthesizer is started up.


The settings you wrote will take effect the next time you start up the software.

Writing, saving, and loading data

Writing to internal memory

The settings you edit or create can be stored in the M1 software synthesizer's internal memory.

On the original M1, the programs used by a combination were the same data as the programs in Program mode. On the M1 software synthesizer, Combination, Multi, and Program modes each maintain their program data independently. This means that even if you edit a program in Program mode, the programs used in Combination mode or Multi mode will not be affected.

 The WRITE command does not save the data to your computer; it only stores it to the M1 software synthesizer's internal memory. Any data you've stored will be lost if you exit the application without saving. If you want to keep your stored combinations and programs, click the [FILE] button and use "Save" to save them (see "Saving data on your computer" on page 74).


Combinations

Combinations you create or edit can be written (stored) into the M1 software synthesizer's internal memory.

The M1 software synthesizer provides four internal "user cards," each holding 50 combinations. This gives you a total of 200 combinations stored within the M1.

Settings that are remembered when you Write

- Programs used by each timbre
- Each timbre's output settings, MIDI settings, key zone, velocity zone, and master effect settings

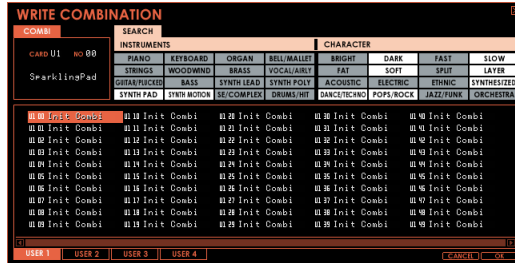
 The program adjustment parameters in the Performance page are applied to the program parameters when you Write, and their values will be reset to 00.

Settings that are not remembered when you Write

- Solo/Mute.
- The TABLE and LINK ON/OFF settings of the Performance page.
- The LINK EDIT, VDF Select, VDF EG Select, and VDA EG Select settings of the EASY page.
- The "KBD CHASE" setting of the OSC page DRUM KIT EDIT section and the "Point Select" setting of the PITCH EG section.
- The "Point Select" setting of the VDF page VDF EG section.
- The "Point Select" setting the VDA page VDA EG section.

Writing

1. Click the [WRITE] button located in the upper left, and choose Combination from the menu that appears. The WRITE COMBINATION dialog box will appear, with the instrument (s) and sound character(s) that are currently specified for the combination selected.



2. Select the writing-destination card. Click one of the [USER1]–[USER4] buttons shown at the bottom of the screen.
3. If you want to change the name of the combination before saving, double click on the combi name displayed at the top of the window, and using your computer’s keyboard type in a name and press the [Enter] key.
4. Select the type of instrument in the SEARCH “INSTRUMENTS” area, and the character of the sound in the “CHARACTER” section.

You may choose multiple items in the instrument and character sections by holding down the [Shift] key on your computer.

5. Select the writing-destination number.
6. Click the [OK] button.

The combination will be written to the user card you chose as the writing-destination.

Programs

Programs you created or edited in Combination, Multi, or Program mode can be written (stored) to a user card in the M1 software synthesizer.

The M1 software synthesizer provides four internal “user cards,” each holding 50 programs. This gives you a total of 200 programs stored within the M1.

Settings that are remembered when you Write

- Settings of the OSC page, VDF page, VDA page, CONTROL page, and INSERT FX page with the exception of the parameters listed below as “Settings that are not remembered when you Write”

note

The program adjustment parameters in the Performance page of Combination mode and Multi mode and in the Performance Edit page of Program mode are applied to the program parameters when you Write, and their values will be reset to 00.

Writing, saving, and loading data

Settings that are not remembered when you Write

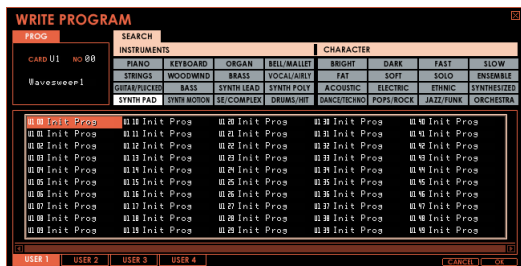
- The LINK EDIT, VDF SELECT, VDF EG Select, and VDA EG Select settings of the EASY page.
- The “KBD CHASE” setting of the OSC page DRUM KIT EDIT section and the “Point Select” setting of the PITCH EG section.
- The “Point Select” setting of the VDF page VDF EG section.
- The “Point Select” setting the VDA page VDA EG section.

Writing

Combination mode, Multi mode

1. Click the [WRITE] button located in the upper left, and choose Selected Program or Program from the menu that appears.

The WRITE PROGRAM dialog box will appear with the instrument and sound character that are specified for the program.



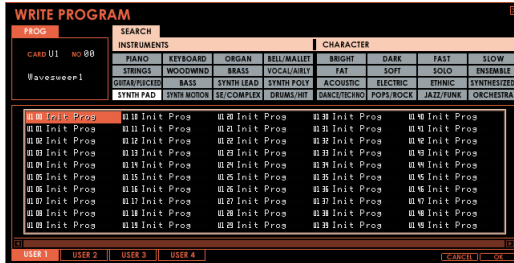
note You can also access the WRITE PROGRAM dialog box by selecting the Write menu command for each timbre (track).

2. Select the writing-destination card.
Click one of the [USER1]–[USER4] buttons shown at the bottom of the screen.
3. If you want to change the name before saving, double click on the program name displayed at the top of the window, and using your computer’s keyboard, type in a name and press the [Enter] key.
4. Select the type of instrument in the SEARCH “INSTRUMENTS” area, and the character of the sound in the “CHARACTER” section.
You may choose multiple items in the instrument and character sections by holding down the [Shift] key on your computer.
5. Select the writing-destination number.
6. Click the [OK] button.

The program will be written to the user card you chose as the writing-destination.

Program mode

1. Click the [WRITE] button located in the upper left, and choose Selected Program from the menu that appears. The WRITE PROGRAM dialog box will appear with the instrument and sound character that are specified for the program selected.



- note** You can also access the WRITE PROGRAM dialog box by choosing the menu command Write.
2. Select the writing-destination card. Click one of the [USER1]–[USER4] buttons shown at the bottom of the screen.
 3. If you want to change the name before saving, double click on the program name displayed at the top of the window, and using your computer’s keyboard, type in a name and press the [Enter] key.

4. Select the type of instrument in the SEARCH “INSTRUMENTS” area, and the character of the sound in the “CHARACTER” section.
You may choose multiple items in the instrument and character sections by holding down the [Shift] key on your computer.
5. Select the writing-destination number.
6. Click the [OK] button.
The program will be written to the user card you chose as the writing-destination.

Drum Kits

Drum kits you created or edited in Combination, Multi, or Program mode can be written (stored) to a user card in the M1 software synthesizer.

The M1 software synthesizer provides two internal “user cards” for storing drum kits. Since each card holds 20 drum kits, this gives you a total of 40 drum kits stored within the M1.

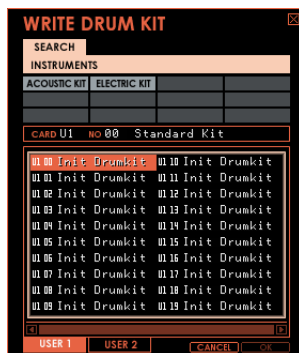
Settings that are remembered when you Write

OSC page DRUM KIT EDIT section parameters other than KBD CHASE will be remembered when you Write.

Writing

1. Click the [WRITE] button in the OSC page DRUMS section of each mode.

The WRITE DRUM KIT dialog box will appear with the attribute that is specified for the drum kit selected.



2. Select the writing-destination card.
Click either [USER 1] or [USER 2] shown below.
3. If you want to change the name before saving, double click on the drum kit name displayed in the OSC Edit screen and using your computer's keyboard, type in a name and press the [Enter] key.
4. Select the desired attribute(s) for this drum kit.
You may select more than one attribute by holding down the [Shift] key on your computer.

5. Click the [OK] button.
The drum kit will be written to the user card.

Saving data on your computer

Here's how the M1 software synthesizer's internal data can be saved as a file on your computer.

[FILE] button

1. Click the [FILE] button displayed in the upper left of the screen in each mode. In the menu that appears, choose "Save" → "data to save."

All Data...

The currently loaded parameters of all modes, the Master Volume setting, and all user data (combinations, programs, and drum kits) will be saved.

This data consists of an ".fxb" file (containing the banks) and an ".m1all" file (All Data).

1 Combination...

The currently loaded parameters of Combination mode will be saved. The file will have an extension of ".m1combi".

1 Multi...

The currently loaded parameters of Multi mode will be saved. The file will have an extension of ".m1multi".

1 Program...

The parameters of the currently loaded program (OSC, VDF, VDA, CONTROL, INSERT FX page parameters) and the PERFORMANCE parameters will be saved. The file will have an extension of “.m1prog”.

2. In the dialog box that appears, choose the save-destination and the type of file you want to save.
3. Type a file name, and click the [Save] button. The file will be saved.

File menu

Save bank

1. From the file menu located in the upper left of the screen, choose “Save Bank As...”.
2. In the dialog box that appears, choose the save-destination, specify a file name, and click the [Save] button. The currently loaded parameters of all modes, the Master Volume setting, and all user data (combinations, programs, and drum kits) will be saved. The file will have an extension of “.fxb”.

Save Program

1. From the file menu located in the upper left of the screen, choose “Save Program...”.
2. In the dialog box that appears, choose the save-destination, specify a file name, and click the [Save] button. The currently loaded program parameters except for Global mode parameters will be saved. The file will have an extension of “.fxp”.

KORG logo menu

Saving your MIDI control change assignments

1. Click the KORG logo located in the upper right of the screen, and choose “Save Controller Map...” from the menu that appears.
2. In the dialog box that appears, specify a file name and click the [Save] button. The assignments of MIDI control changes to the Performance page parameters will be saved as a file.

Loading data from your computer

[FILE] button

1. Click the [FILE] button located in the upper left of the screen in each mode. From the menu that appears, choose “Load” and select the data that you want to load.

All Data...

The parameters of all modes, the Master Volume setting, and all user data (combinations, programs, and drum kits) will be loaded. The filename extension will be “.fxb” (bank data) or “.m1all” file (all data).

1 Combination...

The parameters of one Combination will be loaded. These files have an extension of “.m1combi”.

1 Multi...

The parameters of one Multi will be loaded. These files have an extension of “.m1multi”.

1 Program...

The parameters of one program will be loaded. These files have an extension of “.m1prog”.

2. In the dialog box that appears, choose the location of the file, the type of file, and the file name. Then click the [Open] button to load the file.

File menu

Load bank (.fxb files)

1. From the file menu located in the upper left of the screen, choose “Load Bank...”.
2. In the dialog box that appears, specify the file location, the file name, and click the [Open] button. The parameters of all modes, the Master Volume setting, and all user data (combinations, programs, and drum kits) will be loaded.

Load program (.fxp files)

1. From the file menu located in the upper left of the screen, choose “Load Program...”.
2. In the dialog box that appears, specify the file location, the file name, and click the [Open] button. The parameters of one program will be loaded.

KORG logo menu

Loading MIDI control change assignments

1. Click the KORG logo located in the upper right of the screen, and choose “Load Controller Map...” from the menu that appears.
2. In the dialog box that appears, specify the file location, the file type, the file name, and click the [Open] button. The MIDI control change assignment file will be loaded.

Importing system exclusive data

Here's how a system exclusive file created on the original M1 hardware series can be imported into the M1 software synthesizer.

1. Click the [FILE] button shown in the upper left of the screen in each mode. From the menu that appears, choose "Import" and then choose the data that you want to import.

All Data...

Global, program, and combination data will be imported. The drum kits in the Global data will be written into user card 1, and the program data and combination data will be loaded into their respective user cards.

All Combination...

All combination data will be imported. The data will be written into the combination user card. The data saved in the user card will be loaded as the program data, so if you have program data or global data (drum kit data) you should import this data in the order of GLOBAL, ALL PROGRAM and then ALL COMBINATION.

All Program...

All program data will be imported. The data will be written into the program user card. The drum kits in the user card will be loaded as the drum kits, so if you have global data, you should import this data in the order of GLOBAL and then ALL PROGRAM.

1 Combination...

Data for one combination will be imported. The data will be written into the combination user card 1. The operation is the same as for ALL COMBINATION.

1 Program...

Data for one program will be imported. The data will be written into the program user card 1. The operation is the same as for ALL PROGRAM.

Global Data...

Global data will be imported. Parameters that correspond to the M1 software synthesizer's Global mode will be overwritten. Drum kits will be written to the user card 1.

2. In the dialog box that appears, choose the location of file, select the file, and click the [Open] button. The system exclusive file will be imported.



If you're using an M1 or M1EX multisound or drum sound, the bank data of the original M1 will be recognized correctly. However if you're using an option card, it will be recognized as card 1 by the M1 software synthesizer, so you'll need to re-select this after importing.

Appendices

Computer menus

The menus appearing on your computer contain the following commands. These are shown only when the M1 software synthesizer is running in stand-alone mode, and not when you're using it as a plug-in.

File menu

Load Bank...

Loads an “.fxb” file. This is the same operation as when you click the [FILE] button and choose “Load” -> “All Data” from the menu that appears.

Shortcut key: [Ctrl] key (Mac: [Command] key) + [O]

Save Bank As...

Saves the currently loaded parameters of all modes, the Master Volume setting, and all user data (combinations, programs, and drum kits).

Shortcut key: [Ctrl] key (Mac: [Command] key) + [S]

Load Program...

Loads an “.fxp” file.

Shortcut key: [Ctrl] key (Mac: [Command] key) + [I]

Save Program...

The currently loaded parameters other than Global mode will be saved in a file with an extension of “.fxp”.

Shortcut key: [Ctrl] key (Mac: [Command] key) + [E]

Quit

Exits the software.

Shortcut key: [Ctrl] key (Mac: [Command] key) + [Q]

System menu

Play audio / Stop audio

This switches between allowing and stopping audio playback. This command toggles between the two settings.

Preference...

Opens the Preference dialog box.

Background playback...

This switches background playback on your computer on/off.

Troubleshooting

Please check the following points if you experience problems.

No sound

- Have you made the appropriate settings in System menu [Setup] → [Audio Settings] and [MIDI Settings]?
- Is the Master Level or any other volume-related parameters set to 0?
- Is your computer set to produce sound?
If you're using Windows XP, open the Control Panel and check [Sound and Audio Device Properties].
If you're using Mac OS X, check [System Settings] → [Sound] and Application folder → Utility folder → [Audio MIDI Settings] → [Audio Devices].
- If you're using your computer's sound card, is the sound card set up correctly?
- If you've connected an audio device to your computer, is the audio device set up so that sound is being output from it?

The sound has clicks, pops, or noise

You may experience clicks, pops, or noise if your computer's CPU is experiencing a heavy load.

If you are having this type of problem, try the following.

- If other applications are running, close them.
- Reduce the maximum polyphony of the synthesizer you're using.
- In the System Menu [Settings] → [Audio settings], increase the audio buffer size. However, increasing this too much will also increase the latency (the delay before you hear the sound).

Sound is delayed

- Latency is determined by "the number of samples" x "the number of buffers." In the System Menu [Settings] → [Audio Settings], set the "number of buffers" and the "number of samples" to the lowest setting that still allows stable operation.

Can't control the software synthesizer from a MIDI device connected to the computer

- Are your computer and MIDI device connected correctly?
- Is the connected MIDI device detected by your computer?

If you're using Windows XP, open the Control Panel and check [Sound and Audio Device Properties] → [Hardware].

If you're using Mac OS X, open the Application folder → Utility folder → [Audio MIDI Settings] → [MIDI Device], and make sure that your MIDI device is detected.

- Are the correct settings made in System menu [Settings] → [MIDI Settings]?

The software synthesizer does not appear as a VST plug-in instrument in your host application

- If you're using Windows XP, you'll need to install the plug-in as a separate step in addition to installing the software. When you insert the CD-ROM into your CD-ROM drive, the screen "KORG Legacy Collection - DIGITAL EDITON" will appear. In this screen, click "Install VST plug-in." Proceed as directed. When you come to "Choose installation folder," select the plug-in folder for your host application, and execute the installation. (☞ Installation Guide)

Can't operate the software synthesizer's knobs etc. with the mouse

- Are you operating the mouse in the way that's selected in the System menu [Settings] → [Other] "Knob operation method" setting?



If you're using the M1 software synthesizer as a plug-in instrument in your host application, you'll need to use the "System Settings" (or equivalent) dialog box of your host application to make the appropriate "Audio Settings" and "Knob Operation Method." For details on how to make these settings, refer to the owner's manual for your host application.

Specifications

M1 software synthesizer

- Maximum polyphony: 256 notes (depending on the computer's CPU)
- Number of parts: 8
- PCM waveforms: more than 900
- Sounds:
 - Presets: more than 2,700
 - User presets: 440 (including the drum kits)
- Effects: 34 types
- M1 series data import is supported (via .syx file)
- Standalone operation or as a VST/AU/RTAS plug-in instrument
- Realtime MIDI control and automation is supported
- Supported sampling rates: 44.1 kHz – 192 kHz
- Optimized for G4 Velocity Engine (Macintosh) and Intel Pentium 4 SSE/SSE2 (Windows)

Operating requirements

[Mac]

- Computer
 - CPU: Apple G4/500 MHz or better, G4/800 MHz recommended

Memory: 256 MB or more

Monitor: 1,024 x 768 pixels and 32,000 colors or better

- Operating system
 - Mac OS X 10.2.8 or later
- Audio interface
 - Standalone: Core Audio compliant audio interface (the built-in sound output of the Mac may also be used)
 - Plug-in: Depends on the requirements of the host application

[Windows]

- Computer
 - CPU: Intel Pentium III/1 GHz or better, Pentium 4, Pentium M, Celeron, Celeron M/900MHz or better recommended
 - Memory: 256 MB or more
 - Monitor: 1,024 x 768 pixels and 16-bit color or better
- Operating system
 - Windows XP Home/Professional Edition SP1 or later
- Audio interface
 - Standalone: ASIO or DirectSound/MME compliant audio interface
 - Plug-in: Depends on the requirements of the host application.

* Appearance and specifications of this product are subject to change without notice.

M1 MIDI Implementation chart

Function		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	×	1 1 – 16	
Mode	Default Messages Altered	×	3 ×	*1
Note Number:	True Voice	×	0 – 127 0 – 127	
Velocity	Note On Note Off	×	○ 9n, V=0 – 127 ×	
Aftertouch	Polyphonic (Key) Monophonic (Channel)	×	○ ○	
Pitch Bend		×	○	
Control Change	0	×	○	Bank select (MSB) *2
	1	×	○	Modulation wheel
	2	×	○	VDF MG
	32	×	○	Bank select (LSB) *2
	64	×	○	Damper pedal
	76	×	○	Rotary speaker *3
	92	×	○	VDA MG
	1–95 121	×	○ ○	Assignable controllers Reset All Controllers
Program Change	Variable Range	×	○ 0 – 99	*4
System Exclusive		×	×	
System Common	Song Position Song Select Tune	×	×	
System Real Time	Clock Command	×	○ ×	
Aux Messages	Local On/Off All Notes Off Active Sense Reset	×	×	
Notes *1: Mode messages are ignored. *2: MSB is received as 0, and LSB specifies the bank (0–25). *3: Received when the effect type is Rotary Speaker. *4: Combination mode: Received on the Global MIDI channel to change the combination. Received on the timbre's MIDI channel to change programs on channels that do not match the Global MIDI channel. Multi mode: Received on the track's MIDI channel to change programs. Program mode: Received on the Global MIDI channel to change programs.				

Mode 1: OMNI ON, POLY
Mode 3: OMNI OFF, POLY

Mode 2: OMNI ON, MONO
Mode 4: OMNI OFF, MONO

○ : Yes
× : No

Consult your local Korg distributor for more information on MIDI IMPLEMENTATION.

IMPORTANT NOTICE TO CONSUMERS

This product has been manufactured according to strict specifications and voltage requirements that are applicable in the country in which it is intended that this product should be used. If you have purchased this product via the internet, through mail order, and/or via a telephone sale, you must verify that this product is intended to be used in the country in which you reside.

WARNING: Use of this product in any country other than that for which it is intended could be dangerous and could invalidate the manufacturer's or distributor's warranty.

Please also retain your receipt as proof of purchase otherwise your product may be disqualified from the manufacturer's or distributor's warranty.

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