Introducing the TRITON

Main features

Overview

The TRITON is a music workstation / sampler that features the **HI (Hyper Integrated) synthesis system** as its tone generator.

It provides high-quality preset multisamples / programs / combinations and an effect section, and functionality such as sampling, sequencer, song play, dual polyphonic arpeggiator, RPPR, and two audio inputs and six audio outputs.

A rich array of controllers such as the joystick, ribbon controller, [SW1], [SW2], REALTIME CONTROLS [1]–[4] knobs, ARPEGGIATOR [TEMPO], [GATE], [VELOCITY] knobs, and connected pedals can be used to modify the sound etc. while you play (☞p.25).

In addition, options such as a **MOSS tone generator**, **PCM/sampling memory**, or **SCSI interface board** can be installed to further expand the potential of the TRITON (**OK button**p.237 in the *Parameter Guide*).

The TRITON music workstation is a powerful tool for music production or live performance.

HI (Hyper Integrated) synthesis system

The HI (Hyper Integrated) synthesis system is a PCM tone generator system with full digital signal processing that guarantees pristine sound, and featuring enormous flexibility in musical extensibility, modulation, and effect routing.

Tone generator section:

- 32 Mbytes of preset PCM ROM contains 425 multisamples and 413 drumsamples.
  Separately sold EXB-PCM series PCM expansion boards (16 Mbytes PCM ROM) can be optionally installed to add more PCM data.
- 16 Mbytes of RAM is standard (expandable to a maximum of 64 Mbytes). Samples / multisamples that you sampled or edited in Sampling mode or loaded in Disk mode can be used as sound sources.
- The sampling frequency is 48 kHz, and the maximum polyphony is 62 voices.

Filter / synthesis section:

- 24 dB / oct Low Pass Resonance type or 12 dB / oct Low Pass & High Pass type filters can be used. A wide variety of filter effects can be achieved, from active sounds with aggressive resonance to subtle tones using a high pass filter.
- A broad range of editing parameters gives you minute control over every aspect of the sound.

Effect section:

- Five insertion effects (stereo-in / stereo-out), two master effects (mono-in / stereo-out), and a three-band master EQ (stereo-in / stereo-out) can all be used simultaneously. You can select from 102 types of effect algorithm, and edit them.
- Highly flexible effect routing is possible. Effects can also be routed freely to the individual outputs.

Alternate Modulation and Effect Dynamic Modulation:

- The synthesis section (filter etc.) provides Alternate Modulation functionality, and the effect section provides Effect Dynamic Modulation functionality. This allows you to freely apply modulation to parameters that affect the pitch, filter, amp, EG, LFO, and effects etc.
- LFO and delay time etc. can be synchronized to MIDI clock / tempo. You can synchronize sounds or effects to the tempo of the sequencer or the arpeggiator.

Programs and combinations

- In preset ROM, the TRITON provides 640 user programs, and 256 programs + 9 drumsets for GM2 compatibility. When shipped from the factory, it contains high-quality preset programs that cover a wide range of musical needs.
  The 640 user programs can be modified by adjusting the numerous editing parameters, the effects and the arpeggiator, to create your own original programs.
  When the separately sold EXB-MOSS option is installed, 128 programs for the Korg MOSS tone generator will also be available.
- For use as the oscillator of a drum program, the TRITON provides 64 user drum kits and nine GM2-compatible ROM drum kits. With the factory settings, preset drum kits that cover a variety of musical genres are provided. You can create your own original drum kits by assigning a drumsample or an original sampled sound to each note of the keyboard. For each note, you can make filter and amp settings, and even route the sound through effects and to a individual audio output.
- It's easy to create a program using samples / multisamples that you sampled in Sampling mode or loaded in Disk mode. These programs can also be used in combinations or songs. Samples can also be used as drum instruments in a drum kit.
- The TRITON provides 512 user combinations. With the factory settings, these contain a wide variety of preset combinations.
  A combination allows you to use layers, splits, or velocity switches etc. to combine up to eight pro-

grams together with effects and two arpeggiators, in order to create complex sounds that could not be produced by a program. You can also make settings that include external tone generators.

Sampling

The TRITON provides 48 kHz 16 bit linear mono / stereo sampling functionality. 16 Mbytes of memory are provided as standard, allowing approximately 2 minutes 54 seconds of mono sampling (or approximately 1 minute 27 seconds of stereo sampling). When expanded to a maximum of 64 Mbytes, you can record up to four mono samples of 2 minutes 54 seconds, for a total of 11 minutes 39 seconds of sampling.

For more on the sampling features of the TRITON (☞p.75).

Sequencer

The TRITON provides a high-performance 16-track MIDI sequencer, with more than sufficient power for use as a stand-alone sequencer. The sequencer can serve as the core that brings together the TRITON's numerous capabilities, allowing it to serve as an integrated music workstation / sampler.

For more on the TRITON's sequencer (☞p.58).

Song Play

In Song Play mode, SMF (Standard MIDI File) data can be played back directly from a floppy disk or SCSI device (when the separately sold EXB-SCSI is installed). You can play along on the keyboard as you listen to the SMF playback, and even play the arpeggiator in synchronization with the playback tempo of the SMF.

- Formats 0 and 1 are supported.
- A jukebox function lets you edit the order in which songs are played back.

Dual polyphonic arpeggiator

- Five preset arpeggio patterns (UP, DOWN, ALT1 ALT2, RANDOM) and 232 user arpeggio patterns are provided. With the factory settings, these contain a wide variety of preset user patterns.
  In addition to providing conventional arpeggiator functionality, the polyphonic arpeggiator of the TRITON can respond to the pitches or timing at which you play the keyboard, and produce a diverse range of chords or phrases. This can be used to play a variety of drum phrases (using the "Fixed Note Mode" that is ideal for drums), bass phrases, or guitar and keyboard backing riffs. The arpeggiator is also effective for use with subtly moving pads, synth sounds, or sound effects.
  In Combination mode, Sequencer mode, and Song Play mode, the TRITON provides dual arpeggiators that can simultaneously play two arpeggio patterns. You can apply separate arpeggio patterns to drum and bass programs, or use keyboard splits or velocity to switch between arpeggio patterns for an even more dynamic performance.

RPPR

The TRITON features a RPPR (Realtime Pattern Play / Recording) function.
In Sequencer mode, this function allows you to assign preset patterns or user patterns (with a specified playback track) to individual notes of the keyboard, and playback or record that pattern in realtime simply by pressing the assigned note. Numerous preset patterns, including patterns ideal for a drum track, are built into the internal memory.

2 channel audio input / 6 channel audio output

- The two channel audio input allows you to record samples in stereo. The MIC / LINE level select switch and the level adjustment knob can be used to support a wide range of external audio sources from mic level to line level.
  The audio inputs can also be routed through the effects. You can apply effects while sampling, use the TRITON as a 2-in / 6-out effect processor, or use it as a vocoder effect that joins the external source with the TRITON's internal sounds.
- In addition to the L / MONO and R main stereo audio outputs, the TRITON provides four individual audio outputs, for a total of six channels of audio output. The sound from each oscillator, drum, timbre / track, or insertion effect can be routed freely to any output.

TouchView user interface

The TRITON uses a TouchView user interface that lets you operate the instrument by directly touching a large 320 · 240 pixel LCD screen, for a revolutionary leap in ease of operation and user friendliness. When selecting programs, combinations, multisamples, drumsamples, or effects in the LCD screen, you can also view and select by categories such as types of instrument.

Overview of the modes

The TRITON has a large number of functions that let you play and edit programs and combinations, record and play sequence data, record and play back samples, and manage data on disk. The largest unit used to organize these functions is called a **mode**. The TRITON has seven modes.

Program mode

- Select and play programs
  You can choose programs from rewritable banks A, B, C, D, E and F which contain a total of 768 programs, and non-rewritable bank G (256 programs compatible with the GM2 standard, and nine drum programs).
  (The 128 programs of bank F can be selected only if the EXB-MOSS option has been installed.)
- Edit a program
  Make settings for the oscillator, filter, amp, EG, LFO, effects, and arpeggiator.
  Select a multisample (the following multisamples are available)
  - 425 internal multisamples (ROM)
  - Expanded multisamples (when a separately sold EXB-PCM series board is installed)
  - Multisamples (RAM) created in Sampling mode

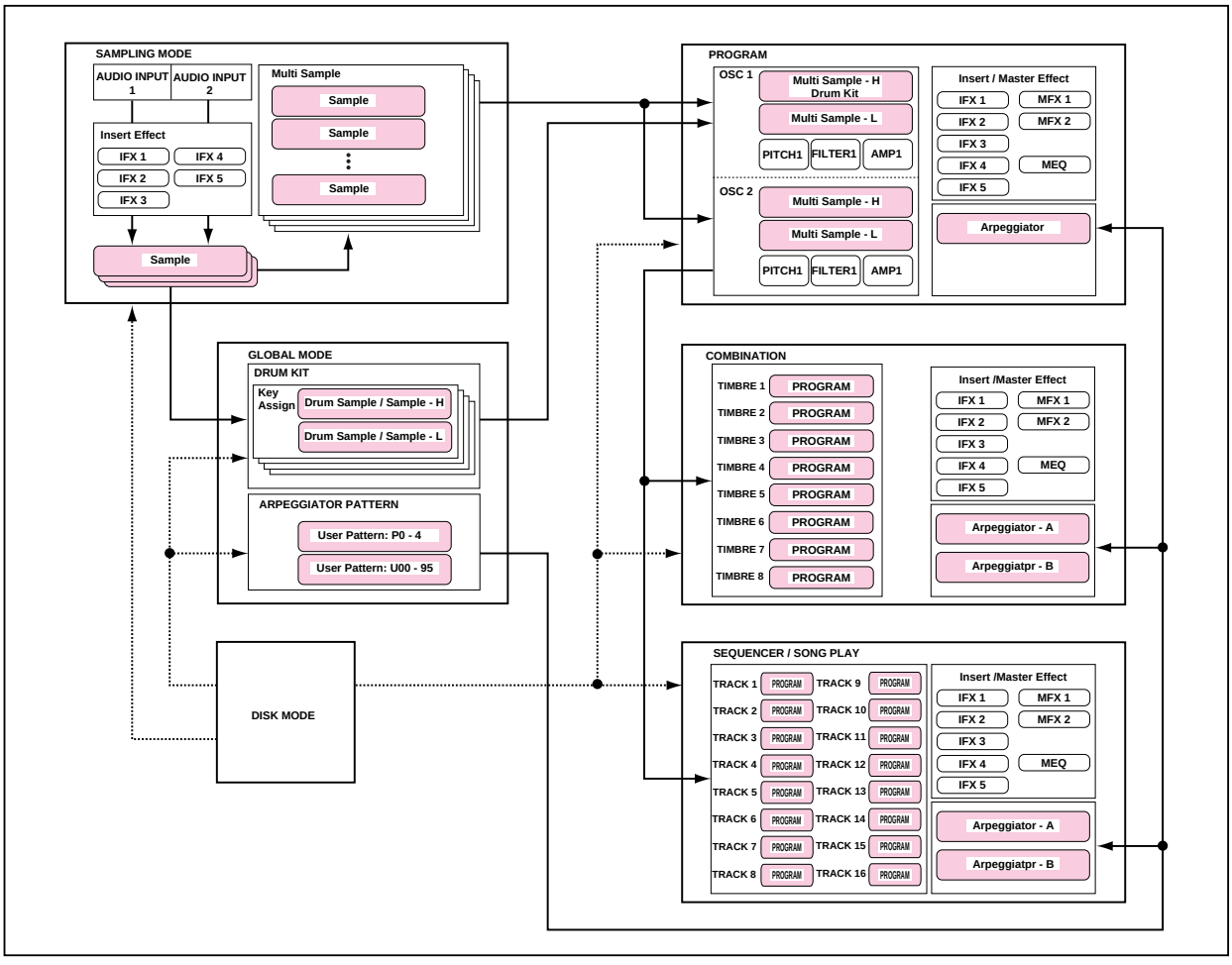
  Create drum programs using a drum kit (created in Global mode)

Combination mode

- Select and play combinations
  A combination is a set of two or more programs (a maximum of eight), and allows you to produce complex sounds that could not be created by an individual program.
  You can choose combinations from rewritable banks A, B, C, and D which contain a total of 512 combinations.
- Edit a combination
  Make settings for volume, pan, layer / split etc. for each timbre (program), and make settings for effects and the two arpeggiators etc.

Sequencer mode

- Use the 16-track sequencer to record and playback songs.
- Make effect settings for the song.
- You can record a performance using the arpeggiator(s) into a song or pattern.



- You can use a cue list to set up consecutive playback of multiple songs, and specify the number of repeats for each song.
- You can use a maximum of 20 cue lists, 200 songs, and 100 preset patterns. One song can use as many as 100 patterns.
- The TRITON can be used as a 16-track multitimbral tone generator.
- Perform using the RPPR (Realtime Pattern Play / Recording) function, and make settings for it.

Song Play mode

- Playback SMF (Standard MIDI File) data from a floppy disk or an external SCSI device such as a hard disk (when the separately sold EXB-SCSI option is installed), and play along with the playback if desired.
- Make effect settings for use in Song Play mode.
- The arpeggiator can be used while you play along with the SMF playback.
- SMF songs can be played back in succession. You can use the jukebox function to playback songs in any specified order.

Sampling mode

- Sample sounds from an external audio device or mic connected to the rear panel AUDIO INPUT jacks. Insert effects can be applied to the external input sound while you sample.
- Edit the waveform data you sampled or waveform data that you loaded in Disk mode, and set loop points etc.
- Edit multisamples consisting of two or more samples.
- A multisample can be converted into a program, so that a multisample created in Sampling mode can be used in Program, Combination, Sequencer, or Song Play modes.

Global mode

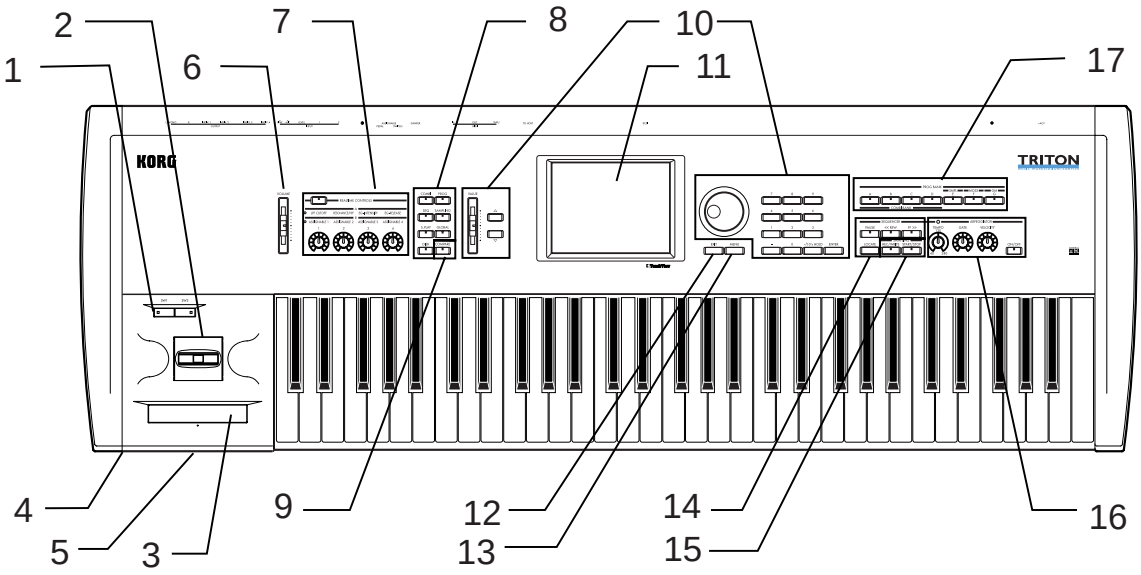
- Make settings that affect the entire TRITON, such as master tune and global MIDI channel.
- Create drum kits (64 kits), arpeggio user patterns (232 patterns), and user scales (16 one-octave scales and 1 all-note scale).
- Create drum kits using the 413 internal drumsamples (ROM). You can also use drumsamples from an optional EXB-PCM series board (if installed), or samples (RAM) that you created in Sampling mode.
- Adjust the input level etc. from the AUDIO INPUT 1 and 2. These settings are valid in modes other than Sampling mode. The TRITON's effects can be applied to the external input sound. (The settings for Sampling mode are made independently within Sampling mode.)
- Set the function of the assignable pedals and assignable switches.
- Transmit data dumps of MIDI exclusive data.

Disk mode

- Data of each mode can be saved and loaded using the floppy disk drive or an external SCSI device (when the separately sold EXB-SCSI option is installed).
- Media such as floppy disks or hard disks (when the separately sold EXB-SCSI option is installed) can be formatted, and data can be managed by copying etc.
- Korg format sample data can be loaded and saved. Akai, AIFF, and WAVE format sample data can be loaded.
- Songs that you created in Sequencer mode can be saved in SMF format. SMF files can be loaded as Sequencer mode songs.
- You can use the Data Filer function (to save / load MIDI exclusive data).

Front and rear panel

Front panel



1. [SW1] key, [SW2] key

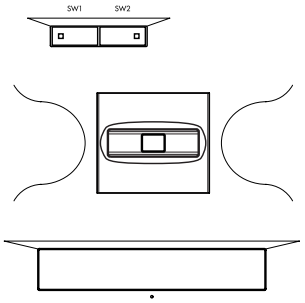
These keys are on / off switches for the functions to which they were assigned in Program, Combination, Sequencer, Song Play, and Sampling modes. When on, the LED will light (☞p.25).

2. Joystick

This controls pitch or modulation, etc.
Move the joystick up / down or left / right (+Y, –Y, –X, +X) to control (☞p.25).
Various program parameters and effect parameters will determine what is controlled by the joystick.

3. Ribbon controller

Slide your finger to the left or right on this ribbon controller to control the pitch or modulation (☞p.25).
Various program parameters and effect parameters will determine what is controlled by the ribbon controller.



4. Headphone jack

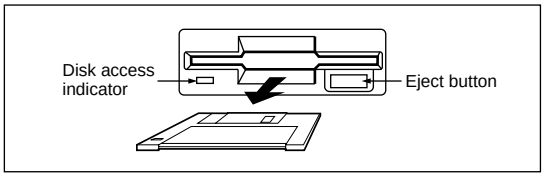
A set of headphones (standard stereo phone plug) can be connected here (☞p.135).
The output from the L / MONO and R OUTPUT jacks can be monitored in stereo through the headphones.

5. Floppy disk drive

Insert 3.5 inch 2DD (double-side double-density) or 2HD (double-side high density) floppy disks here. Edited data can be saved on a floppy disk, and the factory preset data, SMF data, or multi-sampling / sampling data etc. can be loaded from a floppy disk.
For details on handling floppy disks, refer to "Floppy disk handling" (☞p.95).

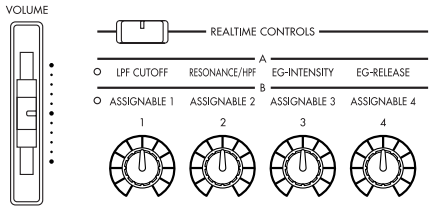
Eject button

To remove a floppy disk, first make sure that the **disk access indicator** is dark, and then press this button. If the disk does not eject when you press this button, do not attempt to remove the disk by force. Please contact your dealer.



6. [VOLUME] slider

This adjusts the volume that is output from the OUTPUT jacks (L / MONO, R) and the headphone jack.



7. REALTIME CONTROLS

Use the [REALTIME CONTROLS] key to select A or B mode for the realtime controllers, and use knobs [1]–[4] to control the tone, effects, and MIDI control changes etc. in realtime (☞p.26).

[REALTIME CONTROLS] key

This key selects either A or B mode for the realtime controllers. The selected mode will light.

[1] knob, [2] knob, [3] knob, [4] knob

In **A mode**, the function of each knob is fixed. **[1]** is the low pass filter cutoff frequency, **[2]** is the filter resonance level or the cutoff frequency of the high pass filter, **[3]** is the filter EG intensity, and **[4]** is the filter / amp release time.
In **B mode**, each knob will control the function that you assigned in Program, Combination, Sequencer, Song Play, or Sampling modes.

8. Mode keys

Use these keys to enter the desired mode.
When you press a key, the LED will light, and you will enter the mode whose key you pressed (☞p.12).

[COMBI] key

In Combination mode you can play or create combinations.

[PROG] key

In Program mode you can play or create programs.

[SEQ] key

Sequencer mode is mainly for recording / playing songs. (You can create 16-track sequence data.) Use this mode when you wish to create an original song from scratch, or to add to sequence data that was converted from a Standard MIDI File.

[SAMPLING] key

In Sampling mode you can record samples, edit the waveform of a sample, and create multisamples. Samples and multisamples created in this mode can be used by the oscillators of a drum kit or program.

[S.PLAY] key

In Song Play mode you can playback Standard MIDI Files from a floppy disk or external SCSI device (when the separately sold EXB-SCSI option is installed), and play along with the playback.

[GLOBAL] key

In Global mode you can make settings that affect the TRITON's entire system. In this mode you can also create drum kits and arpeggio user patterns.

[DISK] key

In Disk mode you can save TRITON data on a floppy disk or external SCSI media (when the separately sold EXB-SCSI option is installed), and load data from the above-listed media.

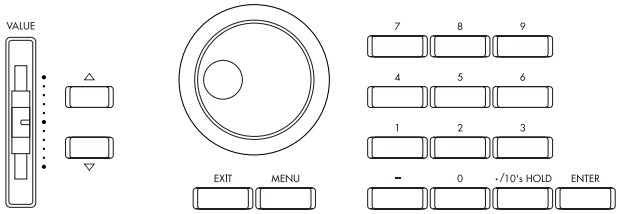


9. [COMPARE] key

Use this key when you wish to compare the sound of the program or combination that you are currently editing with the un-edited sound that was written into memory. You can also use this key to make "before and after" comparisons when recording or editing in Sequencer mode (☞p.14).

10. VALUE controllers

The following VALUE controllers are used to set the value of the selected parameter (☞p.13).



[VALUE] slider

Use this to modify the value of a parameter. This controller is convenient when you wish to make large changes in the value.
This slider can also be used as a modulation source.

[△][▽] keys

These are used to increase or decrease the parameter value in steps of one. It is convenient to use these to make fine adjustments.

[VALUE] dial

Use this dial to modify the value of the parameter.

Numeric keys [0] – [9]
[ENTER] key
[–] key
[. / 10's HOLD] key

Use these keys to numerically input a parameter value. Use numeric keys [0]–[9], the [–] key, and the [. / 10's HOLD] key to enter the value, and press the [ENTER] key to confirm it. The [. / 10's HOLD] key lets you input a value with a decimal point. The [–] key inverts the sign (+ / –) of the parameter value. The [. / 10's HOLD] key is also used when you wish to hold the 10's place while selecting programs or combinations.
By holding down the [ENTER] key and pressing a numeric key [0]–[9], you can select up to ten page menu commands in the current page.

11. LCD screen

The TRITON features a Touch-View system that uses a touch-panel LCD screen.
By pressing objects that are shown in the LCD screen, you can select pages, tabs, and parameters, and set values (☞p.10).

12. [EXIT] key

When in P (page) 1–9 of each mode, pressing the [EXIT] key will move to P (page) 0 of that mode. When a dialog box is open, this key, will cancel the settings made in the dialog box and close the dialog box (corresponds to the **Cancel button**). If a popup menu or page menu is open, pressing [EXIT] will close the menu.

13. [MENU] key

Use this key to move between pages. When you press the [MENU] key, a list of the pages in the mode will appear in the LCD screen. Press the desired page, and you will move to that page. You can also move to a page by holding down the [MENU] key and pressing the corresponding numeric key [0]–[9] (☞p.12).

14. SEQUENCER

[PAUSE] key

In Sequencer mode, this key pauses the song or cue list playback. In Song Play mode, this key pauses SMF playback. When paused, the LED will light. Press [PAUSE] once again to defeat pause, the LED goes off.

[<<REW] key

In Sequencer mode this key rewinds the song or cue list playback. When you press and hold this key, the LED will light, and the playback will rewind. (This will not function during recording.)

[FF>>] key

In Sequencer mode this key fast-forwards the song or cue list playback. When you press and hold this key, the LED will light, and the playback will fast-forward. (This will not function during recording.)

[LOCATE] key

In Sequencer mode, this key returns the song or cue list playback location to the specified point. In Song Play mode, this key returns the playback location of the SMF to the specified point.
If for some reason any "stuck notes" occur, press this key.

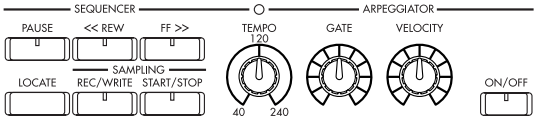
15. SEQUENCER / SAMPLING

[REC / WRITE] key

In Sequencer mode, pressing this key will make the LED light, and if you then press the [START / STOP] key, recording will begin (☞p.64).
In Sampling mode, pressing this key will make the LED light, and if you then press the [START / STOP] key, sampling will begin (☞p.80).
In Program, Combination and Global modes, pressing this key will open a dialog box, and if you then press the **OK button**, the edited contents will be written (☞p.38, p.39).

[START / STOP] key

This is the start / stop key for song or cue list recording and playback in Sequencer mode, and SMF playback in Song Play mode. (During recording and playback, the LED will blink in time with the beat.)
In Sampling mode, press the [REC / WRITE] key (LED lights), and then press the [START / STOP] key to start / stop sampling. In Sampling P1, pressing this key (the LED will light) will sound the sample.



16. ARPEGGIATOR

These knobs control the performance of the arpeggiator in realtime (☞p.29).

[TEMPO] knob

This adjusts the base tempo of the arpeggiator and sequencer.

[GATE] knob

This adjusts the gate time (note duration) of the arpeggio notes. At the center position (12 o'clock), the gate time will be the same as the "Gate" parameter of the arpeggiator. Rotating the knob toward the left will shorten the gate time, and rotating it toward the right will lengthen the gate time.

[VELOCITY] knob

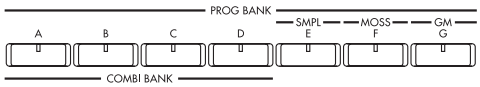
This adjusts the velocity (playing strength) of the arpeggio notes. At the center position (12 o'clock), the velocity will be the same as the "Velocity" parameter of the arpeggiator. Rotating the knob toward the left will weaken the velocity, and rotating it toward the right will strengthen the velocity.

[ON / OFF] switch

This switches the Arpeggiator function on / off. When on, the LED will light.

17. [BANK] keys

These keys are used to switch Program / Combination banks.



PROG BANK: [A], [B], [C], [D], [E], [F], [G]

When selecting programs, use keys [A], [B], [C], [D], [E], [F] (available when the EXB-MOSS is installed), and [G]. The LED of the selected bank will light.
Each time you press [G], you will cycle through the GM(2) variation banks and the drum bank as follows: G, g(1), g(2), ... g(8), g(9), g(d), G ... etc.

COMBI BANK: [A], [B], [C], [D]

When selecting combinations, use keys [A], [B], [C], and [D]. The LED of the selected bank will light.
In Combination, Sequencer, and Song Play modes when the edit cell (highlighted area) is located at the program of a timbre or track, you can use the BANK keys to select the bank of the program. The bank LED of the program selected for that timbre / track will light.

Rear panel

1. AC power supply connector

Connect the included power supply cable here. After connecting the power supply cable to the TRITON, connect the other end to an AC outlet (☞p.15).

2. [POWER] switch

This switch turns the power on / off (☞p.17).

3. SCSI connector (separately sold EXB-SCSI option)

Use a SCSI cable to connect SCSI-compatible devices (hard disk drives, CD-ROM drives etc.) here (☞p.15).

4. TO HOST connector

A special cable (sold separately: AG001B / 002B) can be connected from here directly to your computer, to transmit and receive musical data and sound settings etc. (☞p.112).

5. MIDI THRU connector

Musical data and sound settings etc. that are received at the MIDI IN connector are re-transmitted without change from the MIDI THRU connector.
You can use this to connect multiple MIDI devices via MIDI cables (☞p.111).

6. MIDI OUT connector

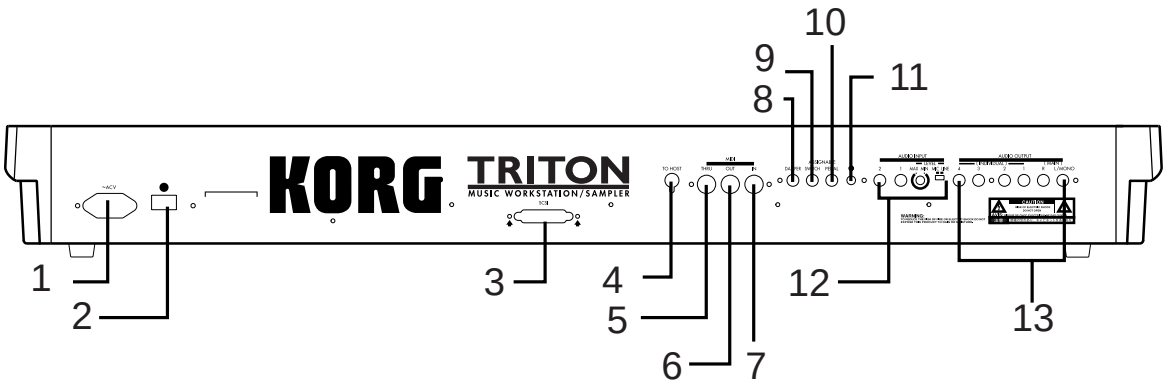
Musical data and sound settings etc. are transmitted from this connector.
Use this to control another connected MIDI device from the TRITON (☞p.111).

7. MIDI IN connector

Musical data and sound settings etc. are received at this connector.
Use this to play the TRITON from another connected MIDI device (☞p.111).

8. DAMPER jack

A separately sold switch-type pedal such as the Korg DS-1H damper pedal can be connected here. If a DS-1H is connected, it will function as a half-damper pedal. If another switch-type pedal is connected, it will function as a damper switch. In order to ensure that the half-damper pedal functions correctly, please adjust the polarity and the sensitivity (☞p.115, 121 in the *Parameter Guide).*



9. ASSIGNABLE SWITCH jack

A separately sold on / off foot switch such as the Korg PS-1 foot switch can be connected here (☞p.16).
Its function can be assigned in Global mode, allowing you to use the foot switch as a modulation controller, to select programs or combinations, or to start / stop the sequencer (☞p.125).

10. ASSIGNABLE PEDAL jack

A separately sold Korg EXP-2 or XVP-10 expression pedal can be connected here (☞p.16).
Its function can be assigned in Global mode, allowing you to use the pedal to control the volume etc. (☞p.126)

11. [Contrast adjustment] knob

This adjusts the contrast of the LCD screen.
The optimal setting will depend on the height or angle from which you view the screen display, so please adjust this as necessary.

12. AUDIO INPUT

These two audio inputs are used when recording a mono / stereo sample from a mic or external audio source (☞p.78), or when applying the TRITON's internal effects to an external audio source ☞p.109).
The MIC / LINE level select switch ([MIC-LINE] switch) and the level adjustment knob ([LEVEL] knob) allow you to use a wide range of external audio sources, from mic level to line level.

AUDIO INPUT 1 / 2 jacks

These are unbalanced phone jacks (☞p.136).

[LEVEL] knob

This adjusts the input level of the AUDIO INPUT 1 / 2 jacks.

[MIC-LINE] switch

This switches the input level of the AUDIO INPUT 1 / 2 jacks.

13. AUDIO OUTPUT

Connect these outputs to the input jacks of your amp or mixer. In addition to the L / MONO and R main stereo audio outputs, the TRITON provides four individual audio outputs. The sound from each oscillator, drum, timbre / track, or insertion effect can be freely routed to any output (☞p.107–).

(MAIN) L / MONO, R

These are unbalanced phone jacks (☞p.135).
These are the main audio output jacks. By setting "Bus Select" to **L/R**, the output from an oscillator, an insertion effect, an individual drum part, or the metronome can be output to the (MAIN) L / MONO and R jacks. When making connections in stereo, use L / MONO and R. When making connections in mono, use the L / MONO jack.

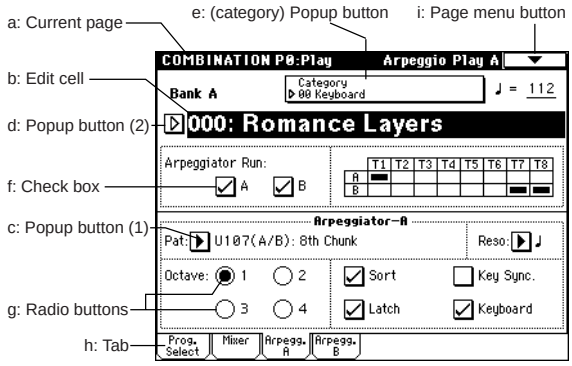
(INDIVIDUAL) 1, 2, 3, 4

These are unbalanced phone jacks (☞p.135).
These are individual (independent) audio output jacks. These are individual (independent) audio output jacks. By several times to make the "Bus Select" to **1**, **2**, **3**, **4**, **1/2**, or **3/4**, an oscillator, an insertion effect, an individual drum part, or the metronome etc. can be assigned to be output from the (INDIVIDUAL) 1, 2, 3, 4, jacks. The output from the 1, 2, 3, 4 jacks is not affected by the [VOLUME] slider.

Names and functions of objects in the LCD screen

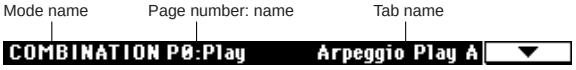
The TRITON's LCD screen features a Touch View system that uses a touch panel.
By pressing objects displayed in the LCD screen, you can select pages, set parameter values, rename programs and combinations, write data, and perform many other operations.

note References in the TRITON's owner's manual to the "... button" or "... tab" refer to objects displayed on the LCD screen. References to the "[...] key," "[...] knob," "[...] dial]," or "[...] slider" refer to controls on the front or rear panel of the TRITON.



a: Current page

This shows the page within the currently selected mode.
From the left, this displays the **mode name**, the **page number: name** selected in the Jump page, and the **tab name**.



b: Edit cell

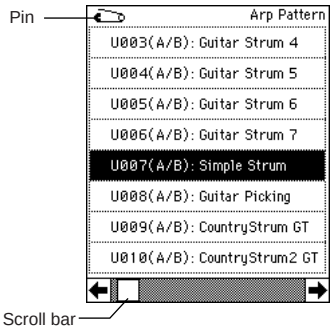
When you press a parameter in the LCD screen, the parameter or parameter value will sometimes be highlighted (displayed in inverse video). This is called the **edit cell**, and the highlighted item will be subject to your editing.
The parameter value of the edit cell can be modified using the VALUE controllers (☞p.13) or by using a popup button in the LCD screen. For parameters that accept a key number or a velocity value, you can also hold down the [ENTER] key and play a note on the keyboard to enter the key number or velocity value.

c: Popup button (1)

When this button is pressed, a **popup menu** will appear, showing the parameter values that are available for selection.
To input the parameter value, press the desired value in the popup menu.

When a popup menu is displayed, operating a VALUE controller (☞p.13) will close the popup menu. If the popup menu is unlocked (see below "Pin"), it will close if you touch a location outside the popup menu.

** Popup menu*

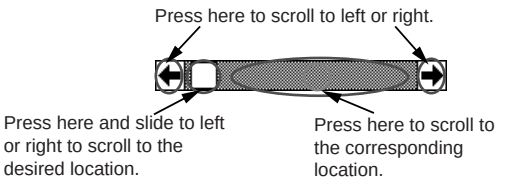


Pin

This switches the popup menu display between **locked** and **unlocked**.
When locked, the pin will be shown closed, and the popup menu will remain displayed even after you press a parameter value. When unlocked, the pin will be shown opened, and the popup menu will close immediately when you press a parameter value.

Scroll bar

Use this when you wish to see parameter values that cannot be displayed in the screen at once.



d: Popup button (2)

When you press this button, a tabbed **popup menu** will appear, allowing you to perform the following selections.

- "Bank / Program Select," "Bank / Combination Select": Select programs or combinations by bank
- "Multisample Select": Select a multisample for a program oscillator by category (ROM multisamples only)
- "Category / Effect Select": Select an insert effect or master effect by category

To close the tabbed popup menu, press the **OK button** or **Cancel button**.

e: (Category) popup button

When you press this button, a tabbed **popup menu** will appear, allowing you to perform the following selections.

- "Category / Program Select," "Category / Combination Select": Select programs or combinations by category

To close the tabbed popup menu, press the **OK button** or **Cancel button**.

f: Check box

Each time you press a check box, a check mark will be added or removed.
When **checked**, the parameter will function; when **unchecked**, the parameter will not function.

g: Radio buttons

Press a radio button to select one value from two or more choices.

h: Tab

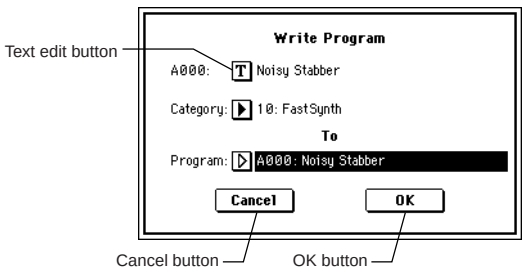
Press the tab to select a page.

i: Page menu button

When this button is pressed, a list of **page menu commands** will appear.
The page menu commands that appear will depend on the page that is selected.
You can also select up to ten page menu commands by holding down the [ENTER] key and pressing a numeric key [0]–[9].
The page menu will close when you press the LCD screen at a location other than the page menu, or when you press the [EXIT] key.

* Dialog box

The **dialog box** that appears will depend on the **page menu command** that you select.
When selecting a program or combination number in a dialog box, use the VALUE controllers (☞p.13) to input the number.
Sometimes a **text edit button** will be displayed. In any case, perform the operations directed by the message in the dialog box.
To execute, press the **OK button**. To cancel without executing, press the **Cancel button**. (The operation will occur when you press and release the button.) The dialog box will close. The [EXIT] key corresponds to the **Cancel button**, **Done button**, and **Exit button**.

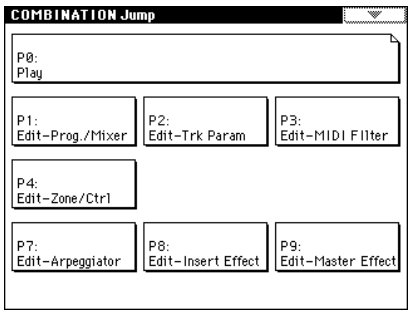


After some commands are executed, the previously-locked page menu will be unlocked automatically, and the page menu will be closed.

* Text edit button

When you press this button, a **text edit dialog box** will appear.
Here you can rename text (such as the name of a program, combination, or song etc.) (☞p.38).

* Page jump menu



In Combination, Program, Sequencer, Sampling, Song Play, or Global modes, you can press the front panel [MENU] key to view a list of the pages in that mode. (As a reminder, the page in which you were when you pressed the [MENU] key will have its top right corner bent over.) By pressing one of the pages shown, you can move to that page. (You can also move to the corresponding page by pressing a numeric key [0]–[9].)
When you press the [EXIT] key, P0 will be displayed.

* Other objects

To modify the parameter value of an object shaped like a slider or knob, press it to move the edit cell to that object, and use the VALUE controllers to modify the value. In addition, there are also buttons similar to the **OK button** and **Cancel button** explained in "* dialog box" which execute an operation when they are pressed and released, such as the **Done button**, **Copy button**, and **Insert button**.

Toggle buttons

This type of button will change its function or switch on / off each time it is pressed.

PLAY / MUTE / REC button in Sequencer and Song Play mode

SOLO ON / OFF button in Sequencer and Song Play mode

ON / OFF button for Insert Effect and Master Effect

1. Selecting modes

○ **In order to use a particular function on the TRITON, you must first select the appropriate mode. Press one of the front panel mode keys ([COMBI] key – [DISK] key) to enter the corresponding mode.**

[COMBI] key:	**Combination mode**
[PROG] key:	**Program mode**
[SEQ] key:	**Sequencer mode**
[SAMPLING] key:	**Sampling mode**
[S.PLAY] key:	**Song Play mode**
[GLOBAL] key:	**Global mode**
[DISK] key:	**Disk mode**



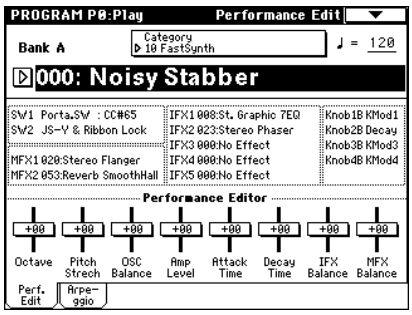
2. Selecting pages and tabs

Each mode has a large number of parameters, which are grouped into pages. Each page is further divided into as many as eight groups. These are referred to as “tabs.”

Selecting a page

① **Make sure that the desired mode is selected.**

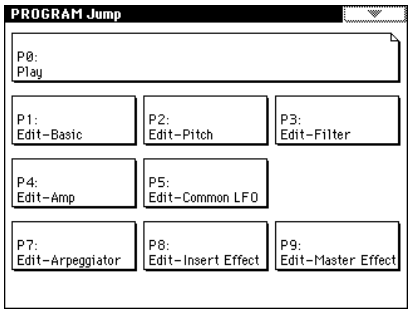
To select a mode, press the appropriate mode key ([COMBI] key – [DISK] key). Here we will use Program mode as an example for our explanation. Press the [PROG] key.



② **Press the [MENU] key.**

The page jump menu will appear.

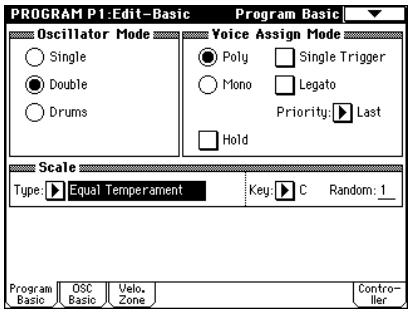
note In Disk mode there is only one page, so the page jump menu will not appear.



③ **In the LCD screen, press the desired page.**

You will jump to the selected page, and it will appear. As an example here, press P1: Edit-Basic.

- As a reminder, the page in which you were when you pressed the [MENU] key will have its top right corner bent over.
- You can also jump to the corresponding page by pressing a numeric key [0]–[9]. (P0–P9 correspond to numeric keys [0]–[9].)
- By holding down the [MENU] key and pressing a numeric key [0]–[9], you can jump directly to the corresponding page without displaying the page jump menu.



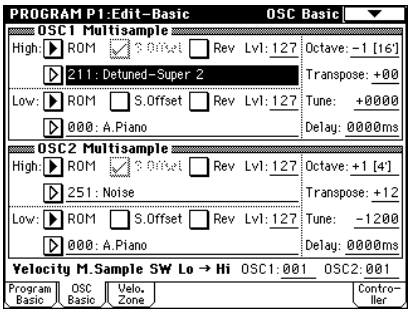
note When you press the [EXIT] key, you will return to P0 from any page.

Selecting a tab

④ **Press one of the tabs located at the bottom of the page.**

As an example here, press the “OSC Basic” tab which is the second from the left.

- Some pages have no tabs.



⑤ **To move to another page or tab, press the [MENU] key and repeat the procedure from step ②.**

3. Setting a parameter

The parameter value in the edit cell can be set by using the front panel VALUE controllers ([VALUE] slider, [△][▽] keys, [VALUE] dial, numeric keys [0]–[9], [–] key, [ENTER] key, and [. / 10's HOLD] key). As necessary, you can also use the [BANK] keys and the [COMPARE] key.
For some parameters, the value can be set by pressing a popup button to display the popup menu and then selecting a parameter value, or by holding down the [ENTER] key and playing a note on the keyboard to input a note number or velocity value.

VALUE controllers

[VALUE] slider

Use this when you wish to make major changes in the value.
In Program mode and Combination mode, this slider can also be used as a control source for alternate modulation or dynamic modulation. (This is active in Program or Combination P0: Play when the "Program Number: name" or "Combination Number: name" (the large characters in the upper part of the LCD) is selected).

[△][▽] keys

Use these when you wish to make small changes in the value.

[VALUE] dial

Use this when you wish to make large changes in a value.

Numeric keys [0]–[9], [ENTER] key, [–] key, [. / 10's HOLD] key

Use these when you know the parameter value that you wish to input.
After using the numeric keys [0]–[9] to input a number, press the [ENTER] key to finalize the parameter value.
Use the [–] key to enter negative numbers.
Use the [. / 10's HOLD] key to enter a decimal point. In Program and Combination mode P0: Play, the [. / 10's HOLD] key performs the 10's Hold function. (☞p.21, p.23)

[BANK] keys

The [BANK] keys are used in Program mode to select the program bank and in Combination mode to select the combination bank. In Combination mode, they are also used to select the program bank for each timbre of the combination. In Sequencer and Song Play modes, these keys are used to select the bank of the program used by each track of the song.

[BANK] key	Program		Combination	
A *1	Bank A	(000...127)	Bank A	(000...127)
B *1	Bank B	(000...127)	Bank B	(000...127)
C *1	Bank C	(000...127)	Bank C	(000...127)
D *1	Bank D	(000...127)	Bank D	(000...127)
E *2	Bank E	(000...127)	---	
F *3	Bank F	(000...127)	---	
G *4	Bank G	(001...128)	---	
	Bank g(1)	(001...128)	---	
	Bank g(2)	(001...128)	---	
		:		
	Bank g(9)	(001...128)	---	
	Bank g(d)	(001...128)	---	

*1 **Banks A–D** are rewritable user program / combination banks. The factory settings and the preset programs / combinations of the separately sold EXB-PCM series options are provided for banks A–D.

*2 **Bank E** is also a rewritable user program bank (like banks A–D). We recommend that you use bank E for programs that you yourself create. When converting a multisample created in Sampling mode into a program ("Convert MS to Program"), it is best to use bank E.

*3 **Bank F** is available if the separately sold EXB-MOSS option is installed. This bank is only for programs that use the EXB-MOSS.

*4 **Banks G**, **g(1)–g(9)**, and **g(d)** comprise eleven banks. They contain 256 programs compatible with GM2, and 9 drum programs. These banks cannot be rewritten.
Each time you press the BANK [G] key, you will cycle through banks **G**, **g(1)–g(9)**, **g(d)** and back to **G**.
Bank G contains 128 programs for the basic GM sounds. **Banks g(1)–g(9**) contain variation sounds. **Bank g(d)** contains drum programs. In banks which contain no variation sounds, the basic GM sounds will be selected. (An asterisk * will be added to the beginning of the program name.)

G001	Acoustic Piano
g(1) 001	Acoustic Piano w
g(2) 001	Acoustic Piano d
g(3) 001	*Acoustic Piano
g(4) 001	*Acoustic Piano
	:
g(9) 001	*Acoustic Piano
g(d) 001	STANDARD Kit
G001	Acoustic Piano
	:

[COMPARE] key

Use this key when you wish to compare an edited **program** or **combination** sound with the un-edited original (i.e., the sound that is written into memory).
When editing a program or combination, press this key. The LED will light, and the last-written settings for that program number or combination number will be recalled. When you press the [COMPARE] key once again, the LED will go dark and you will return to the settings that you were editing.
If you edit the settings that are recalled by pressing the [COMPARE] key (i.e., the settings that are written into memory), the LED will go dark, and it will not be possible to return to the previous settings by pressing the [COMPARE] key again.

In **Sequencer mode**, you can use the [COMPARE] key to make "before and after" comparisons immediately after using realtime recording or step recording to record a song, or after performing a track edit operation.

For example, this can be used effectively when realtime-recording a track for a song.

① **Realtime-record a track. (Take 1)**

② **Once again, realtime-record on the same track. (Take 2)**

③ **Press the [COMPARE] key. The LED will light, and take 1 will be recalled.**

④ **Press the [COMPARE] key once again. The LED will go dark, and take 2 will be recalled.**

⑤ **If at step ③ you once again realtime-record on the same track (take 3), the object of the Compare function will now be take 1. If at step ④ you once again realtime-record on the same track (take 3), the object of the Compare function will be take 2.**

In this way, the Compare function lets you recall the previous recording or the previous state of event editing.

The Compare function is not available Sampling, Song Play, or Global modes.

Popup buttons and popup menus

You can press a popup button to access a popup menu, and then set parameter values (☞p.10).

Keyboard input

When inputting a note name or velocity value as the value of a parameter, you can use the keyboard to input the setting. Hold down the [ENTER] key and play the note that you wish to enter as a value. The note name (number) or velocity value will be input.

When the Global P5: DrumKit page is displayed, you can hold down the [ENTER] key and play a note to recall the settings that have been assigned to the note you played.
In Sampling mode, you can hold down the [ENTER] key and play a note to recall the index that is assigned to the note you played.

Connections

Connections must be made with the power turned off. Please be aware that careless operation may damage your speaker system or cause malfunctions.

1. Connecting the power cable

○ **Connect the included power cable to the AC power supply inlet of the TRITON, and then connect the other end of the cable to an AC outlet.**

2. Connecting audio output devices

Connect a set of amplified monitor speakers or your audio system to output the TRITON's sound.

If you playback the TRITON through your stereo audio system, be aware that high volumes may damage your speakers. Be careful not to raise the volume excessively.

○ **Connect the AUDIO OUTPUT (MAIN) L/MONO and R jacks to the INPUT jacks of your powered monitor system, etc.**

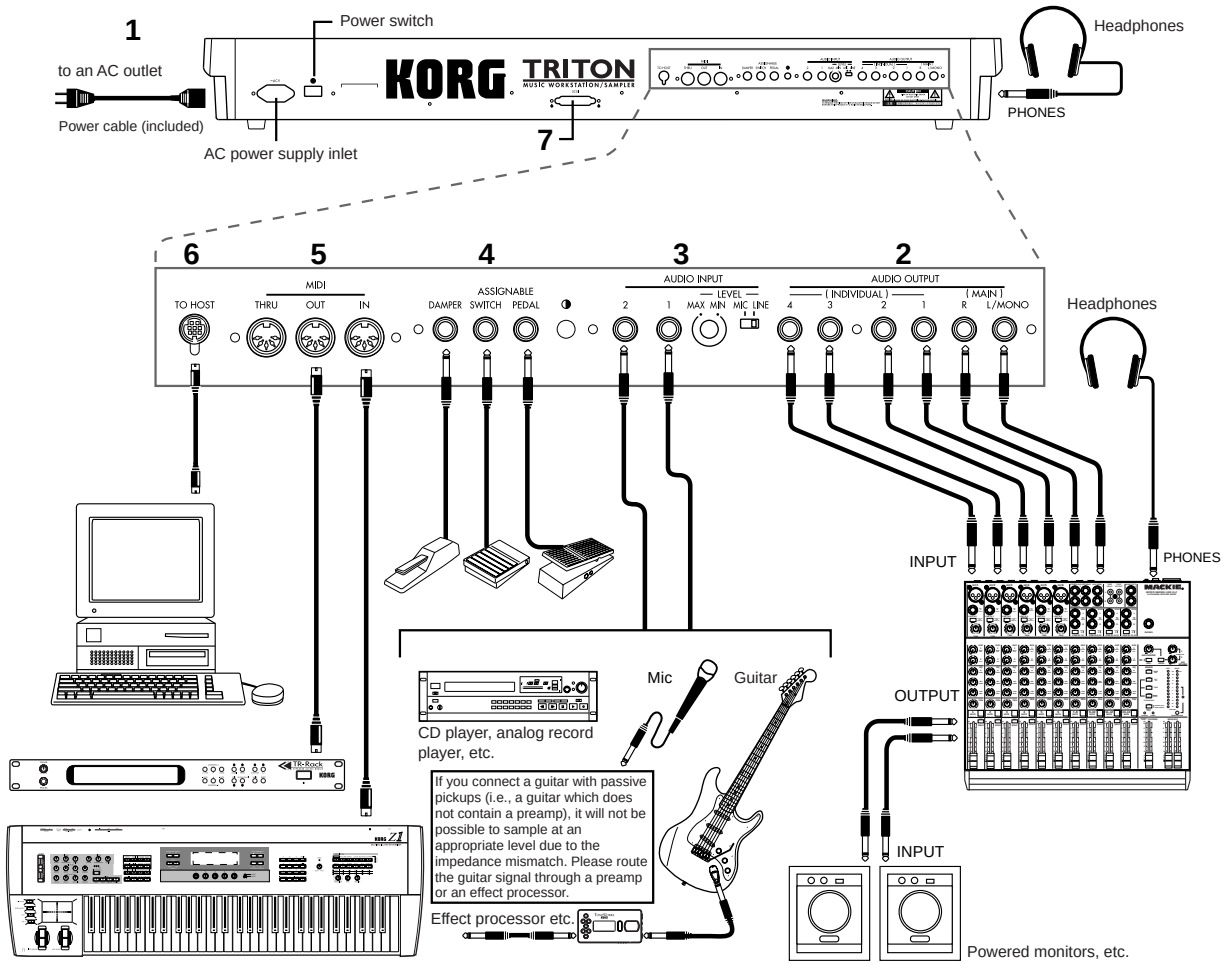
L/MONO and R are the main outputs. If you are outputting in stereo, make connections to the (MAIN) L/MONO jack and the R jack. If you are outputting in monaural, make connections to the (MAIN) L/MONO jack. We recommend that you playback in stereo if possible.

○ **If you wish to output from the AUDIO OUTPUT (INDIVIDUAL) 1, 2, 3, 4 jacks, connect these jacks to your mixer, and then connect the mixer output to the INPUT of your powered monitor system etc.**

For details on the output of each jack (☞p.107–"Routing").

3. Connecting audio input devices

When sampling in Sampling mode, or when you wish to apply the TRITON's effects to an external audio source in Program, Combination, Sequencer, or Song



Play mode and output the sound from the OUTPUT jacks, connect a mic or an external audio source to the AUDIO INPUT 1 and 2 jacks.

○ **For details on connections when sampling in Sampling mode (☞p.78).**

○ **For details on connections when outputting from the OUTPUT jacks in other modes (☞p.109)**

4. Connecting pedals etc.

Foot pedal connections

A foot pedal controls etc.
Connect a separately sold Korg assignable pedal such as the XVP-10 or EXP-2 to the rear panel **ASSIGNABLE PEDAL jack**.
The function controlled by the foot pedal is specified in Global: P2 “Foot Pedal Assign” (☞p.125). (☞p121, 220 in the *Parameter Guide*)

Foot switch connections

A foot switch controls sostenuto, soft pedal on / off, arpeggiator on / off, to select programs or combinations, and to start / stop the sequencer etc.
Connect a separately sold Korg foot switch such as the PS-1 to the rear panel **ASSIGNABLE SWITCH jack**.
The function that will be controlled by the foot switch and the polarity of the foot switch can be set in Global: P2 “Foot Switch Assign,” and “Foot Switch Polarity” (☞p.125). (☞p.121, 219 in the *Parameter Guide*)

Damper pedal connections

A damper pedal applies a damper effect as you play.
Connect a separately sold Korg DS-1H damper pedal to the DAMPER jack of the TRITON. If a DS-1H is connected, half-damper effects can be produced.
The polarity of the pedal is set in Global P1 “Damper Pedal Polarity” and the sensitivity is set in Global P1 “Half Damper Calibration.” (☞p.115, 121 in the *Parameter Guide*)

5. Connections to MIDI equipment

The keyboard, controllers and sequencer of the TRITON control and play an external MIDI tone generator, and an external MIDI keyboard or sequencer plays the TRITON’s tone generator.

○ **Use MIDI cables to connect the MIDI connectors of the TRITON to the MIDI connectors of your external MIDI device (☞p.111).**

6. Connections to a computer

An IBM PC (compatible) or Apple Macintosh computer can be connected to the TRITON, so that the TRITON’s keyboard, controllers and sequencer can transmit data to the computer, and so that the computer can play the TRITON’s tone generator.

○ **Connect the TRITON’s TO HOST connector to the appropriate port of your computer (☞p.112).**

7. Connections to a SCSI device

If the separately sold EXB-SCSI option is installed, you can connect the TRITON to a SCSI-compatible device (hard disk drive, CD-ROM drive, etc.).
For the EXB-SCSI installation refer to p.237 in the *Parameter Guide*.