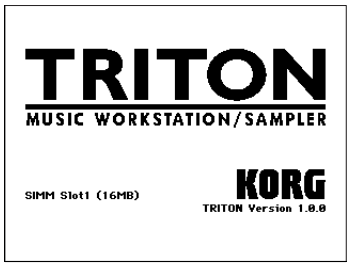
Turning the power on / off

Before you turn on the power, make sure that the desired connections have been made as described in “Connections” (☞p.15).

1. Turning the power on

① **Press the TRITON’s [POWER] switch to turn on the power.**

The LCD screen will display the name of your model (TRITON, TRITON pro, or TRITON proX), and the software version.
(The following graphic shows the factory-set LCD screen of the TRITON. The version number is subject to change without notice.)



② **Turn on your powered monitors or stereo amp.**

③ **Raise the TRITON’s [VOLUME] slider to an appropriate level, and adjust the volume of your powered monitors or stereo amp.**

2. Turning the power off

① **Set the TRITON’s [VOLUME] slider and the volume of your powered monitor or stereo amp to zero.**

② **Turn off the power of your powered monitor or stereo amp.**

③ **Press the TRITON’s [POWER] switch to turn off the power.**

The mode and page that will be selected when the power is turned on

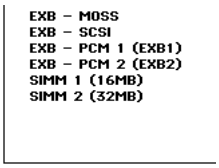
The state of the TRITON when the power is turned on will depend on the setting of “Power On Mode” (Global P0: System Preference tab).

If “Power On Mode” is **Reset** (factory setting), the TRITON will automatically selects the Combination mode P0: Play.
If “Power On Mode” is **Memorize**, the TRITON will be in the mode and page that were last selected when the power was turned off.

The **Memorize** setting will remember the mode and page that were last selected, the combination number that was last selected in Combination mode, and the program number that was last selected in Program mode.
If another mode is selected when the power is turned on, you can press the [COMBI] key or [PROG] key to select the P0: Play page with the last-selected combination number or program number.

The LCD screen when separately sold options or SIMM modules are installed

The TRITON series allows you to install separately sold options or SIMM (sampling memory) boards.



When the power is turned on, the type of installed options will be displayed. After installing an option, be sure to check this display to verify that the option was installed correctly. If the option is not displayed here even though it was installed, it was not installed correctly. Turn off the power and re-install the option. (☞For details on installing an option, refer to p.237 in the *Parameter Guide*)

EXB-MOSS: The EXB-MOSS option is installed.
EXB-SCSI: The EXB-SCSI option is installed.
EXB-PCM Slot1 (****): A PCM expansion board is installed in EXB-PCM series slot 1. The type of board is shown in parentheses.
EXB-PCM Slot2 (****): A PCM expansion board is installed in EXB-PCM series slot 2. The type of board is shown in parentheses.
SIMM Slot1 (MB):** A SIMM is installed in SIMM slot 1. The capacity of the SIMM is shown in parentheses. When the TRITON is shipped from the factory, a 16 MB SIMM is already installed in this slot.
SIMM Slot2 (MB):** A SIMM is installed in SIMM slot 2. The capacity of the SIMM is shown in parentheses.

Listening to a demo song

Here's how to listen to a demo song on the TRITON.

Contents of the disks

The TRITON series comes with two floppy disks (TNFD-00P and TNFD-01P).

PRELOAD.PCG

- Preloaded data (programs, combinations, drum kits, arpeggio patterns, global settings)
- Program data (programs using the sampling function) used by the demonstration songs

note When you load PRELOAD.PCG, it will be written into internal memory. This data is preserved even if the power is turned off.

When you load PRELOAD.PCG, the data that had been written before loading this data will be rewritten. If you wish to keep this data, you must first save it on a floppy disk before loading PRELOAD.PCG (☞p.40).

PRELOAD.SNG

- Demonstration song and demonstration cue list data

note When you load PRELOAD.SNG, it will be written into internal sequencer memory. This memory is volatile, and the data will be lost when the power is turned off.

When you load PRELOAD.SNG, the data that had been written before loading this data will be rewritten. If you wish to keep this data, you must first save it on a floppy disk before loading PRELOAD.SNG. (☞p.40)

PRELOAD.KSC

- Sample program data used by the demonstration songs

note When you load PRELOAD.KSC, its multisample/sample data will be written into the TRITON's multisample/sample memory. This memory is volatile, and the data will be lost when the power is turned off.

Whether or not previously-written data will be erased when you load PRELOAD.KSC is determined by the "Select .KSC Allocation" setting. Refer to step ⑦ of the following procedure.

1. Loading the demo song data in Disk mode

① **Insert the included "TNFD-00P" floppy disk into the disk drive.**

For details on handling a floppy disk and inserting it into the disk drive, refer to "Disk mode" ☞p.95.

② **Press the [DISK] key (the LED will light).**



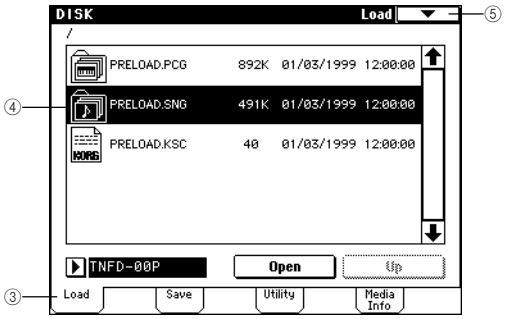
You will enter Disk mode.

③ **Press the Load tab.**

The Load window will appear, and file information will be displayed.

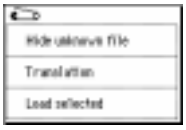
④ **Press "PRELOAD.SNG."**

The display will be highlighted. This is the demo song data.



⑤ **Press the page menu command button.**

The page menu commands will be displayed.



⑥ **Press "Load selected."**

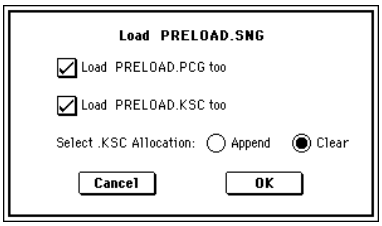
A dialog box will appear.

⑦ **Press the check boxes to add a check mark.**

Check "Load PRELOAD.PCG too." When the data is loaded, the .PCG file will be loaded along with the .SNG file.

Check "Load PRELOAD.KSC too." When the data is loaded, the .KSC file will be loaded along with the .SNG file.

The "Select .KSC Allocation" radio buttons specify how the sample data will be loaded into sample memory. For this example, select **Clear**.

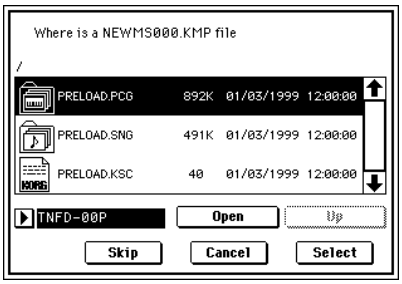


If you load with "Select .KSC Allocation" set to **Clear**, the sample data will be loaded from the beginning of the sample memory area.
If you load with "Select .KSC Allocation" set to **Append**, the sample data will be loaded into the unused portion of the sample memory.

If sample memory already contains sample data that you do not wish to lose, either select **Append**, or save the sample data to a floppy disk (☞p.40).

⑧ **Press the OK button.**

The data will be loaded in the order of PRELOAD.PCG, PRELOAD.SNG, and PRELOAD.KSC. When the PRELOAD.KSC file begins to load, the following dialog box will appear.



The sample / multisample data listed in PRELOAD.KSC is contained in "TNFD-01P."

⑨ **Remove the "TNFD-00P" floppy disk from the floppy disk drive, and insert the "TNFD-01P" floppy disk.**

⑩ **Press the LCD screen once.**

The LCD display will change. (The newly inserted floppy disk will be recognized when you press the LCD screen.)



⑪ **Press the Select button to resume loading.**

2. Selecting and playing a demonstration song in Sequencer mode

⑫ **Press the [SEQ] key (the LED will light).**

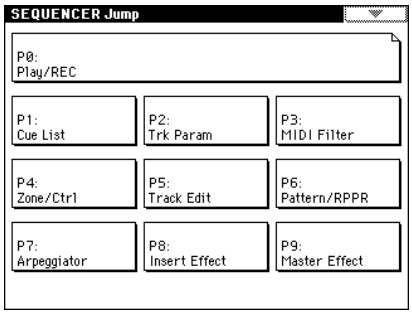
SEQ

You will enter Sequencer mode.

⑬ **Press the [MENU] key.**

MENU

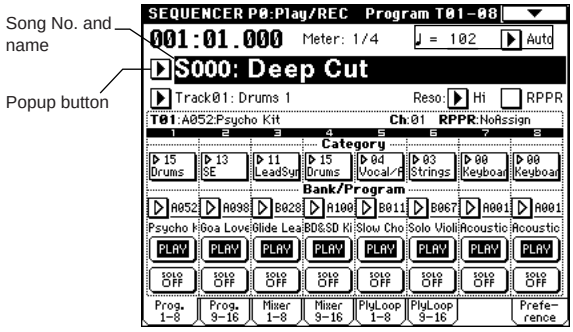
The LCD screen will show a list of the pages in Sequencer mode.



For this example, press either "P0: Play/REC" or numeric key [0]. The P0: Play/REC page will appear.

⑭ **Select the demonstration song.**

Press the "Song No. and name" area to highlight the song name.



⑮ **To select the first song, press numeric key [0], and press the [ENTER] key.**

To select the second song, press numeric key [1], and press the [ENTER] key.

note You can select songs from a popup menu.
Press the popup button for "Song No. and name" to access the popup menu.
In the LCD screen, press the song that you wish to play. The popup menu will close, and the song you pressed will be selected.

⑯ **Press the front panel [START/STOP] key.**

START/STOP

The LED will blink and the selected song will play.

⑰ **If you wish to stop playback, press the [START/STOP] key once again.**

3. Playing a cue list

Here's how to playback the demonstration cue list. A cue list allows you to playback multiple songs in succession, and specify the number of times that each song will be repeated.

① **Press the [MENU] key.**

The LCD screen will show a list of the pages in Sequencer mode.

② **Press either "P1: Cue List" or numeric key [1].**

The P1: Cue List page will appear.

③ **Press the [START/STOP] key.**

④ **To stop playback, press the [START/STOP] key once again.**

If the last step is **End**, playback will stop automatically when it reaches that point. If the last step is **Continue to Step01**, playback will return to the first step and continue.

Cue lists can be selected in the same way that songs are selected. Refer to ⑮ and ⑯ in the previous page.

Selecting and playing a program

In Program mode you can select a program from **banks A–G** and play it. Here we will show how to select preset programs. Select various programs and hear how they sound.

Selecting a program

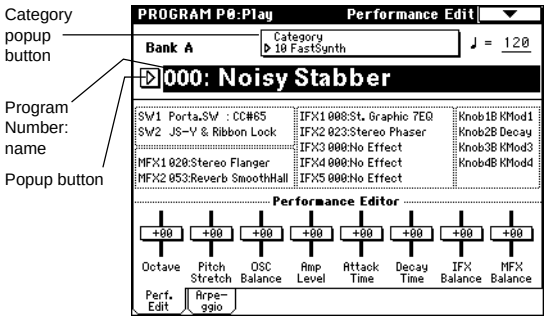
① **Press the [PROG] key (the LED will light), and you will enter Program mode.**



② **Make sure that P (page) 0: Play is selected in the LCD screen.**

If this page is not selected, press the [MENU] key to access the page jump menu, and either select "P0: Play" in the LCD screen or numeric key [0] to display P0: Play.





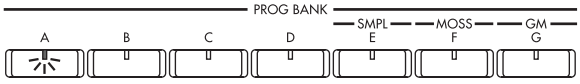
③ **Press "Program Number: name" in the LCD screen to select the program.**

The display will be highlighted.

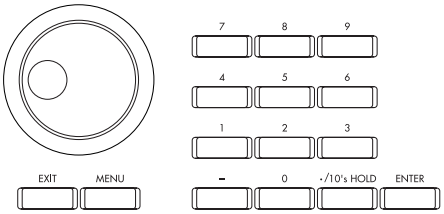
④ **Press a PROGRAM BANK [A]–[G] key to select the bank. (☞p.22 "Program banks of the TRITON")**

For example to select **bank A**, press the [A] key. (The LED will light, and the upper left of the LCD screen will indicate **Bank A**.)

Bank G is unlike other banks. Each time you press the [G] key, the selection will cycle in the order of G fi g(1) fi g(2) fi g(3) fi g(4) fi g(5) fi g(6) fi g(7) fi g(8) fi g(9) fi g(d) fi G (the LED will light, and the upper left of the LCD screen will indicate **Bank G**, **g(1)–g(9)**, **g(d)** respectively.



⑤ **Use numeric keys [0]–[9] to input the program number, and press the [ENTER] key. Alternatively, you can use the [VALUE] dial or [△][▽] keys to make a selection.**



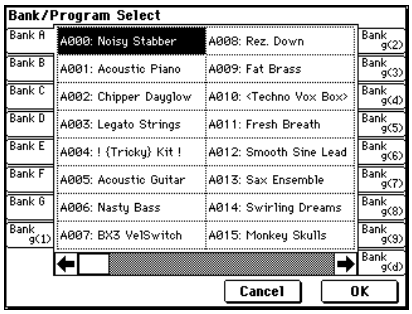
If you press the [./10's HOLD] key to turn on the **10's Hold function** (the LCD screen will indicate), the ten's place of the program number will be fixed, and you will be able to switch programs simply by pressing a single numeric key. Each time you press a numeric key, the one's place will change. You can also use the [△][▽] keys to change the ten's place.
To release the 10's Hold function, press the [./10's HOLD] key once again.

Selecting programs from Bank/Program Select

You can select programs from a list organized by program bank.

① **Press the "Program Number: name" popup button.**

A tabbed "Bank/Program Select" popup menu will appear.



In the graphic, bank A is selected. The center area shows the programs contained in that bank.

② **Press the tabs located at the left and right to select banks.**

③ **Press program names in the center area to select programs.**

The selected program will be highlighted.

④ **When you are satisfied with the selected program, press the OK button to close the popup menu.**

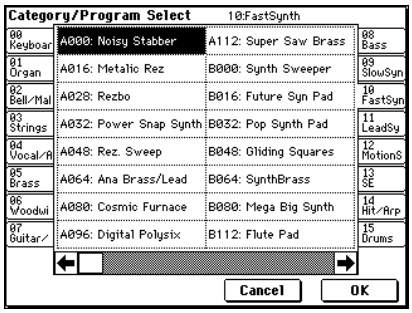
If you press the **Cancel button**, the selection you made here will be discarded, and you will return to the program that had been selected when you opened the popup menu.

Selecting programs from Category / Program Select

You can select programs from a list organized by category. With the factory settings, the programs are classified into sixteen categories of instrument (keyboard, organ, bass, drums etc.).

① **Press the Category popup button.**

A tabbed "Category / Program Select" popup menu will appear.



In the above graphic, category 10: FastSynth is selected. The center area shows the programs contained in that category.

② **Press the tabs located at the left and right to select a different category.**

The name of the selected category will be displayed in full in the upper right.

③ **Press a program name in the center area to select a program.**

The selected program will be highlighted.

note If you wish to change a program to a different category, you can set in the dialog box when writing the program (☞p.39). Category names can be changed in "Category Name" (Global P4).

④ **When you are satisfied with the selected program, press the OK button to close the popup menu.**

If you press the **Cancel button**, the selection you made here will be discarded, and you will return to the program that had been selected when you opened the popup menu.

Other ways to select a program

Using a connected switch to select programs (☞p.125)

An separately sold on / off type foot switch such as the Korg PS-1 can be connected to the ASSIGNABLE SWITCH jack, and used to select programs.

Selecting programs from a MIDI device (☞p.114)

MIDI program change messages can be transmitted from an external MIDI device, and received by the TRITON to select programs.

Program banks of the TRITON

The TRITON contains **program banks A–G**.

- **Banks A–E** each contain 128 programs (numbered 000–127), for a total of 640 programs.
  With the factory settings, **banks** contain a variety of preset programs that use the internal PCM ROM multisamples, effects, and arpeggiator patterns etc. With the factory settings, **bank E** does not contain programs. It can be used as a user bank for you to write programs you yourself create (such as programs that use multisamples you sampled in Sampling mode).
- **Bank F** can be used if the EXB-MOSS option (sold separately) is installed. It can contain 128 programs (numbered 000–127) that use the MOSS tone generator. (☞For the program names, refer to the owner's manual of the EXB-MOSS option.)
- **Bank G** contains 256 programs compatible with the GM2 sound map, and nine drum programs. This bank is read-only.
  Bank G consists of banks G, g(1), g(2)–g(9), and g(d). The 128 programs from 001–128 can be used. **G** contains the GM2 original programs. **g(1)–g(9)** allow you to select variation programs of the G bank programs. **g(d)** lets you select drum programs.

☞ For the preset program banks and program names, refer to the separate *Voice Name List*.

Selecting and playing a combination

In Combination mode you can select a combination from **banks A–D** and play it. Here we will show how to select preset combinations. Select various combinations and hear how they sound.

Selecting a combination

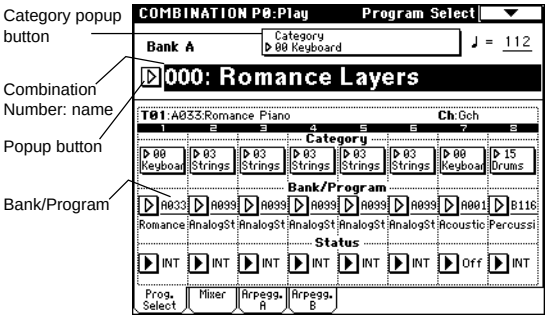
① **Press the [COMBI] key (the LED will light), and you will enter Combination mode.**



② **Make sure that P (page) 0: Play is selected in the LCD screen.**

If this page is not selected, press the [MENU] key to access the page jump menu, and either press "P0: Play" in the LCD screen or numeric key [0] to display P0: Play.





③ **Press "Combination Number: name" in the LCD screen to select the combination.**

The display will be highlighted.

④ **Press a COMBI BANK [A]–[D] key to select the bank. (☞p.24 "Combination banks of the TRITON")**

For example to select **bank A**, press the [A] key. (The LED will light, and the upper left of the LCD screen will indicate **Bank A**.)



When the edit cell is located at the "Bank / Program" of a timbre 1–8, pressing a [BANK] key will allow you to select the program bank for that timbre, and the LED of the program bank selected for that timbre will light. If you wish to select a combination bank, make sure that the edit cell is not located at the "Bank / Program" of timbres 1–8.

⑤ **Use numeric keys [0]–[9] to input the combination number, and press the [ENTER] key. Alternatively, you can use the [VALUE] dial or [△][▽] keys to make a selection.**

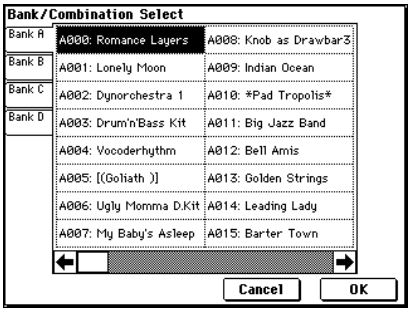
If you press the [. / 10's HOLD] key to turn on the **10's Hold function** (the LCD screen will indicate), the ten's place of the combination number will be fixed, and you will be able to switch combinations simply by pressing a single numeric key. Each time you press a numeric key, the one's place will change. You can also use the [△][▽] keys to change the ten's place.
To defeat the 10's Hold function, press the [. / 10's HOLD] key once again.

Selecting combinations from Bank / Combination Select

You can select combinations from a list organized by combination bank.

① **Press the "Combination Number: name" popup button.**

A tabbed "Bank / Combination Select" popup menu will appear.



In the above graphic, bank A is selected. The center area shows the combinations contained in that bank.

② **Press the tabs located at the left to select banks.**

③ **Press combination names in the center area to select combinations.**

The selected combination will be highlighted.

④ **When you are satisfied with the selected combination, press the OK button to close the popup menu.**

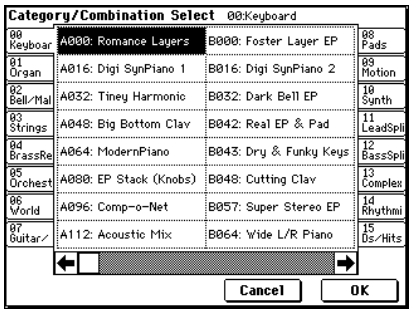
If you press the **Cancel button**, the selection you made here will be discarded, and you will return to the combination that had been selected when you opened the popup menu.

Selecting combinations from Category / Combination Select

You can select combinations from a list organized by category. With the factory settings, the combinations are classified into sixteen categories of instrument (keyboard, organ, bass, drums etc.). Here the combinations are divided into sixteen categories.

① **Press the Category popup button.**

A tabbed "Category / Combination Select" popup menu will appear.



In the graphic, category 00: Keyboard is selected. The central area shows the combinations contained in that category.

② **Press the tabs located at the left and right to select a different category.**

The name of the selected category will be displayed in full in the upper right.

③ **Press a combination name in the central area to select a combination.**

The selected combination will be highlighted. Press the scroll bar to move to additional pages of combinations in the selected category.

note If you wish to change a combination to a different category, you can set in the dialog box when writing the combination (☞p.39). Category names can be changed in "Category Name" (Global P4).

④ **When you are satisfied with the selected combination, press the OK button to close the popup menu.**

If you press the **Cancel button**, the selection you made here will be discarded, and you will return to the combination that had been selected when you opened the popup menu.

Other ways to select a combination

Using a connected switch to select combinations (☞p.125)

An separately sold on / off type foot switch such as the Korg PS-1 can be connected to the ASSIGNABLE SWITCH jack, and used to select combinations.

Selecting combinations from a MIDI device (☞p.114)

MIDI program change messages can be transmitted from an external MIDI device, and received by the TRITON to select combinations.

Combination banks of the TRITON

The TRITON contains **combination banks A–D**.

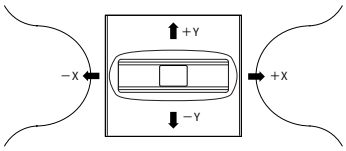
Each bank contains 128 combinations (numbered 000–127), for a total of 512 combinations.
With the factory settings, these banks contain a variety of preset combinations that use programs, effects, and arpeggio patterns.

☞ For the preset combination banks and combination names, refer to the separate *Voice Name List*.

Using controllers to modify the sound

The TRITON provides a variety of controllers that can be used to control the tone, pitch, volume, effects, and arpeggiator etc. in realtime while you play.

Joystick



JS(+X): Move the joystick toward the right to apply an effect. Normally this is used to control the pitch (bend up).

JS(–X): Move the joystick toward the left to apply an effect. Normally this is used to control the pitch (bend down).

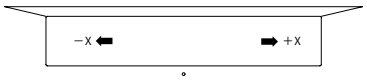
JS(+Y): Move the joystick away from yourself to apply an effect. Normally this is used to control the oscillator LFO (vibrato).

JS(–Y): Move the joystick toward yourself to apply an effect. Normally this is used to control filter LFO (wah).

note You can use the **Lock function** of SW 1 or 2 to hold the effect even after the joystick is returned to the center position. For the procedure, refer to "SW1, SW2."

note You can use the joystick as a source for alternate modulation or effect dynamic modulation, to control program parameters or effect parameters.

Ribbon controller



Move your finger to the left and right on the ribbon controller to apply an effect.
Normally, this is used to control pitch, volume or filter etc.

note You can use the **Lock function** of SW 1 or 2 to hold the effect even after you release your finger from the ribbon controller. For the procedure, refer to "SW1, SW2."

note You can use the ribbon controller as a source for alternate modulation or effect dynamic modulation, to control program parameters or effect parameters.

SW1, SW2



You can use these keys as sources for alternate modulation or effect dynamic modulation to control program parameters or effect parameters.
These switches can also be used to switch the octave, to turn portamento on / off, or to lock the position of the ribbon controller or after touch function.

You can specify the way in which the [SW1] and [SW2] keys will operate: either **Toggle**, when the assigned function will be switched on / off each time the key is pressed, or **Momentary**, when the assigned function will be switched on only as long as you hold down the key.

note In Program mode, the function of the [SW1] and [SW2] keys can be checked in the P0: Play tab Performance (☞p.27).

note When you write a program or combination, the on / off status of the [SW1] and [SW2] keys is saved.

note For details on making these settings, refer to "Setting the functions of [SW1] and [SW2]" (☞p.127).

The Lock function

Joystick

When the [SW1] or [SW2] key function is set to **JS X Lock**, **JS +Y Lock**, or **JS –Y Lock**, the sound produced by moving the joystick can be held even after the joystick is returned to the center position.

When the [SW1] key is set to **JS–Y Lock** and is operating as a **Toggle** switch, the lock function can be used as described in the following example.

① **Move the joystick toward yourself to modify the sound.**

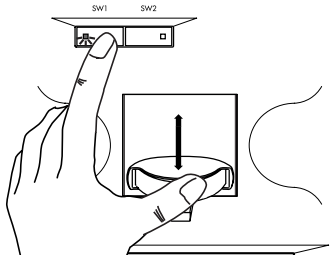
② **While continuing to hold the joystick toward yourself, press [SW1] (the [SW1] key LED will light).**

The sound at this point will be held.

③ **Even if you release the joystick, or move it toward yourself once again, the sound will remain unchanged from when the [SW1] key was pressed.**

This is the "locked" condition. Moving the joystick to left or right will produce the normal result.

④ **To release the locked condition, press the [SW1] key once again.**



Ribbon controller

When the [SW1] or [SW2] key function is set to **Ribbon Lock**, the sound produced by moving the ribbon controller can be held even after the ribbon controller is released.

When the [SW1] key is set to **Ribbon Lock** and is operating as a **Toggle** switch, the lock function can be used as described in the following example.

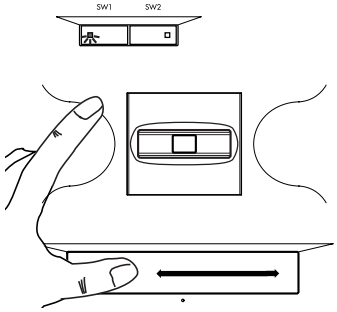
① **Press [SW1] (the [SW1] key LED will light).**

② **Move your finger to left or right on the ribbon controller. The sound will change.**

③ **Even when you remove your finger from the ribbon controller, the sound at that point will be held.**

This is the "locked" condition.

④ **To release the locked condition, press the [SW1] key once again.**



note When the [SW1] or [SW2] key function is assigned to **JS X & Ribbon Lock**, **JS+Y & Ribbon Lock**, or **JS–Y Ribbon Lock**, both locking functions will apply simultaneously.

After touch

When the [SW1] or [SW2] key function is set to **After Touch Lock**, the sound produced by applying pressure to the keyboard can be held even after the keyboard is released.

When the [SW1] key is set to **After Touch Lock** and is operating as a **Toggle** switch, the lock function can be used as described in the following example.

① **After playing a note, apply pressure to the keyboard (after touch). The sound will change.**

② **While maintaining the pressure on the keyboard, press [SW1] (the [SW1] key LED will light).**

③ **Even when you apply further pressure to the keyboard, the sound at the moment you pressed [SW1] key will be held.**

This is the "locked" condition.

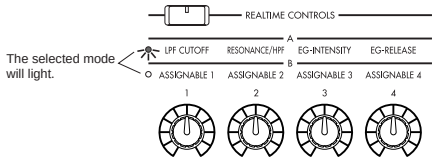
④ **To release the locked condition, press the [SW1] key once again.**

Realtime control knobs [1], [2], [3], [4]

These knobs can be used to control the filter cutoff frequency and resonance, the amp and filter EG, volume, portamento time, pan, pitch LFO, or the send levels to the master effects, etc.

① **Press the [REALTIME CONTROLS] key to switch the function of the realtime controllers to A mode or B mode.**

Each time you press the key, A mode or B mode will be selected alternately, and the corresponding LED will light.



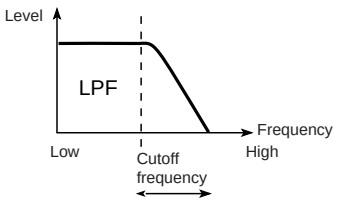
② **Rotate the desired knob to control the sound, etc.**

A mode controls

In A mode, knobs [1]–[4] will control / edit the following functions.
Placing the knobs in the center (12 o'clock) position will produce the values specified by the program parameters.

Knob [1]: LPF CUTOFF

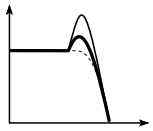
Adjust the cutoff frequency of the low pass filter.
When you adjust the cutoff frequency of the filter, the brightness of the sound will change. The effect will depend on the settings of the program parameters, but normally, rotating the knob toward the left will darken the sound, and rotating it toward the right will brighten it.



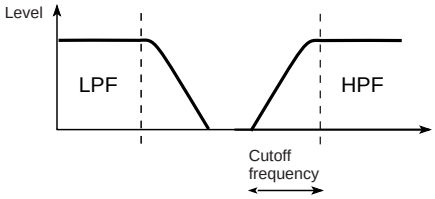
Knob [2]: RESONANCE / HPF

Adjust the resonance level of a low pass filter or the cutoff frequency of a high pass filter.
The content that is controlled will depend on the filter type specified by the program.

By adjusting the filter resonance level, you can increase or decrease the resonance level to add a unique character to the sound.



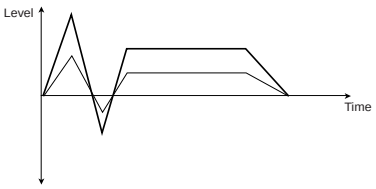
By adjusting the cutoff frequency of a high pass filter, you can modify the brightness of the sound.



Knob [3]: EG-INTENSITY

Adjust the filter EG intensity (the depth at which the filter EG is applied).

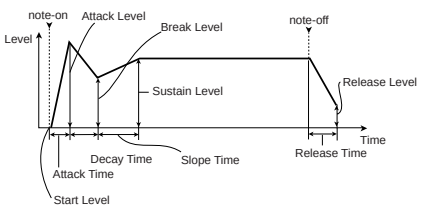
Rotating the knob will affect the depth of the filter EG. Normally, rotating the knob toward the left will make the filter EG apply less deeply, and rotating it toward the right will make the filter EG apply more deeply. Since the filter EG will operate based on the cutoff frequency of the filter, knobs [1] and [3] will work together to control the tonal changes produced by the filter.



Knob [4]: EG-RELEASE

Adjust the EG release times of the filter and amp. This will determine the time from note-off until the sound disappears.

When you operate the knob, the release times of the filter EG and the amp EG will change. Normally, rotating the knob toward the left will shorten the release time, and rotating it toward the right will lengthen the release time.
When the arpeggiator is running, it is effective to use this in conjunction with the arpeggiator [GATE] knob to control the arpeggiated notes.



B mode controls

You can control parameters such as volume, portamento time, pan or filter and amp EG, pitch LFO, and master effect send levels etc.

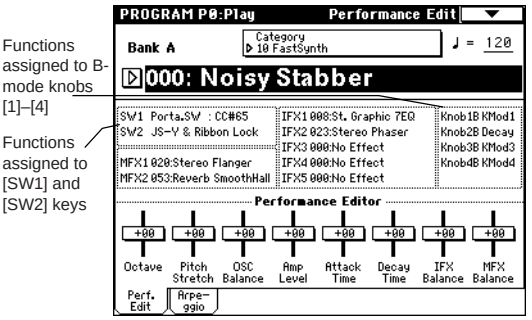
note In each preset program, appropriate functions are assigned to the B-mode knobs. The functions that are assigned can be viewed in the LCD screen.

The B-mode function settings are made for each individual program, combination, or song. In Sampling mode and Song Play mode, the B-mode functions are set for the entire mode.

For details on making these settings (☞p.127).

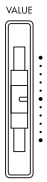
Viewing the parameters that are assigned to [SW1], [SW2], and the realtime control B-mode

In Program mode, the P0: Play shows the functions that are assigned to [SW1] and [SW2], and to the B-mode of realtime control knobs [1], [2], [3], and [4].



[VALUE] slider

When a program number is selected in Program P0: Play, or when a combination number is selected in Combination mode page P0: Play, you can use the [VALUE] slider as a source for alternate modulation or effect dynamic modulation, and control program parameters or effect parameters.



Keyboard

Velocity

The force with which you play a note can apply an effect.
Normally this is used to control volume, or the speed or sensitivity of the EG.

After Touch

An effect can be applied by pressing down on the keyboard after playing a note.
Normally this is used to control volume, tone (cutoff frequency), or LFO sensitivity etc.

Note Number

An effect can be applied by the note number (keyboard location) that you play.
Normally this is used to control volume, tone (cutoff frequency), LFO sensitivity, and EG sensitivity etc.

note This can be used as a source for alternate modulation or effect dynamic modulation, to control program parameters or effect parameters.

Foot pedals

Damper Pedal

A separately sold Korg switch-type damper pedal such as the DS-1H can be connected to the TRITON. If a DS-1H is connected, it will function as a half-damper pedal. The half-damper function cannot be controlled by other pedals.

Assignable Foot Switch

A separately sold on / off switch such as the Korg PS-1 foot switch can be connected to the TRITON, allowing you to turn an assigned function on / off by stepping on the foot switch.

The function of the foot switch is assigned in Global P2: Controller “Foot Switch Assign” (☞p.125).

Assignable Foot Pedal

A separately sold Korg expression pedal such as the EXP-2 orXVP-10 can be connected to the ASSIGNABLE PEDAL jack, and used to apply an effect.
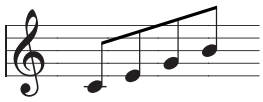
The function of the foot pedal is assigned in Global mode P2: Controller “Foot Pedal Assign” (☞p.125).

ARPEGGIATOR [TEMPO] knob, [GATE] knob, [VELOCITY] knob

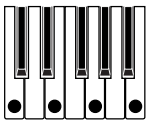
These knobs control the effect of the arpeggiator in realtime. For details on the operation, refer to p.29 “Using the arpeggiator while you play.”

Using the arpeggiator while you play

The **arpeggiator** is a function that automatically generates arpeggios (broken chords). Most arpeggiators produce an arpeggio when you play a chord on the keyboard.



The chord you played on the keyboard is sounded as an arpeggio (broken chord)



In addition to this, the TRITON's arpeggiator is a polyphonic arpeggiator that is able to produce a variety of chordal transformations or phrases based on the pitch or timing of the notes you play on the keyboard. These functions let you use the arpeggiator to play a wide range of patterns including drum or bass phrases, and guitar or keyboard backing riffs. It is also effective to use the arpeggiator as part of the sound-creating process when creating subtly-moving pads, synth-sounds, or sound effects.

In addition, the TRITON features a Dual Arpeggiator that lets you simultaneously use two arpeggio patterns in Combination mode, Sequencer mode, and Song Play mode. You can take advantage of this in many ways, such as applying separate arpeggio patterns to a drums program and a bass program, or using keyboard split or velocity to switch between two arpeggio patterns.

The TRITON provides five preset arpeggio patterns (the standard **UP**, **DOWN**, **ALT1**, **ALT2**, and **RANDOM**), and lets you program and store 232 user arpeggio patterns. With the factory settings, these contain a wide variety of preset user patterns. An arpeggio pattern that you create can also be stored as a user arpeggio pattern.

For the arpeggio pattern names, refer to the separate *Voice Name List*.

Using the arpeggiator in Program mode

① **Press the [PROG] key to enter Program mode, and select a program. (☞p.21 "Selecting and playing a program")**

As you select various programs, you will notice that the ARPEGGIATOR [ON / OFF] key LED will light for some programs. (☞p.31 "Linking the arpeggiator to programs") When you press the keyboard, the arpeggiator will start.
For other programs, you can press the ARPEGGIATOR [ON / OFF] key (the LED will light) to turn on the arpeggiator. Arpeggios will begin sounding when you play the keyboard.

② **As described in the following sections "Settings using controllers" and "Settings in the LCD screen," move the controllers or modify the parameters to change the way in which the arpeggios are played.**

Settings using controllers

Arpeggio on / off

○ **Each time you press the ARPEGGIATOR [ON/OFF] key, the arpeggiator will be switched on/off.**

When the arpeggiator is turned on, the LED will light, and the selected arpeggio pattern will begin sounding when you play the keyboard.

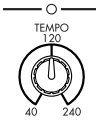


note The on / off status is saved when you write the program.

In Combination, Song, and Song Play modes, depending on the arpeggiator A, B settings, the arpeggio may not start when you press the ARPEGGIATOR [ON / OFF] key to turn it on (☞p.31).

Adjusting the arpeggiator tempo

Rotate the ARPEGGIATOR [TEMPO] knob to adjust the tempo. The "♩=" display in the upper right of the LCD will change. The tempo can be adjusted over a range of **40–240**. You can also set the tempo by selecting "♩=," using numeric keys [0]–[9] to enter a tempo, and pressing the [ENTER] key. The tempo can also be set by the [VALUE] slider, [VALUE] dial, or [△][▽] keys. The LED will blink in time with the specified tempo.



note The knob setting is saved when you write the program.

note The arpeggio playback speed is affected by the "Reso" setting (Program P0: Arpeggio tab, or "Resolution" P7: Arpeg.Setup tab).

If "MIDI Clock" (Global P1: MIDI) is set to **External MIDI** or **External PCI/F**, the display will indicate "♩=" **EXT**. The tempo will be synchronized to an external MIDI device, and it will not be possible to adjust the tempo on the TRITON.

Adjusting the length of the arpeggio notes

Rotate the ARPEGGIATOR [GATE] knob to adjust the length of the arpeggio notes. Rotating the knob toward the left will shorten the notes, and rotating it toward the right will lengthen the notes. At the center position (12 o'clock), the note length will be as specified by the program parameter "Gate" (Program P7: Arpeg. Setup tab).



note The knob setting is saved when you write the program.

note It is effective to control this in conjunction with the REALTIME CONTROLS A-mode knob [4] **EG RELEASE**.

Adjusting the strength of the arpeggio notes

Rotate the ARPEGGIATOR [VELOCITY] knob to adjust the strength of the arpeggio notes. Rotating the knob toward the left will make the notes weaker, and rotating the knob toward the right will make the notes stronger. At the center position (12 o'clock), the velocity will be as specified by the program parameter "Velocity" (Program P7: Arpeg. Setup tab).

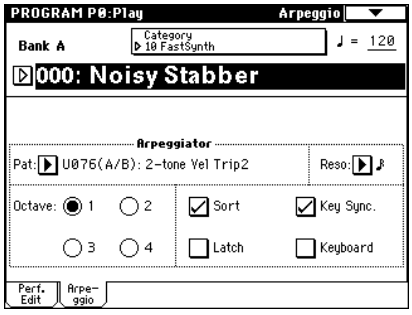


note The knob setting is saved when you write the program.

note It is effective to control this in conjunction with the REALTIME CONTROLS A-mode knobs [1]–[3] **LPF CUTOFF, RESONANCE/HPF**, and **EG-INTENSITY**.

Settings in the LCD screen

○ **In Program P0: Play, press the Arpeggio tab.**



Selecting an arpeggio pattern

An arpeggio pattern can be selected from preset arpeggio patterns **P000–P004** and user arpeggio patterns **U000–231**. With the factory settings, **U000–179** contain a wide variety of preset user arpeggio patterns. For the arpeggio pattern names, refer to the separate *Voice Name List*.

○ **Press "Pat" (Pattern Select).**

Use the [VALUE] slider, [VALUE] dial, [△][▽] keys, or popup menu to select the desired arpeggio pattern. To select a user arpeggio pattern **U000–231**, use numeric keys [0]–[9] to input the pattern number, and press the [ENTER] key (☞p.96).

Changing the interval of the arpeggio notes

The "Reso" (Resolution) parameter in the LCD screen lets you set the interval between arpeggio notes in a range of $\mathrm{♪_3}$–♩.

○ **Press "Reso," and use the [VALUE] slider, [VALUE] dial, [△][▽] keys, or popup menu to select the desired arpeggio note interval.**

Selecting the octave range in which the arpeggio is sounded

Use the "Octave" radio buttons in the LCD screen to specify the range of octaves in which the arpeggio will be sounded (☞p.97).

○ **Press an "Octave" radio button to make your selection.**

Sounding an arpeggio in the order of the pitches in the chord you played

You can select whether the notes of the arpeggio will be sounded in the order of the pitches in the chord you played (regardless of the order in which you actually played the notes), or in the order in which you played the notes.

○ **Press the "Sort" check box in the LCD screen to make this setting.**

Checked: the arpeggio will sound each note in the order of its pitch, regardless of the order in which you actually played the notes.
Unchecked: the arpeggio will sound each note in the order in which you actually played the notes.

Letting the arpeggio continue playing even after you take your hand off the keyboard

You can select whether the arpeggio will continue playing when you take your hand off the keyboard, or whether the arpeggio will stop playing when you take your hand off the keyboard.

○ **Press the "Latch" check box in the LCD screen to make this setting.**

Checked: The arpeggio will continue playing even after you remove your hand from the keyboard.
Unchecked: The arpeggio will stop playing when you remove your hand from the keyboard.

Synchronizing the arpeggiator to your keyboard timing

You can specify whether the arpeggio will begin at the moment you play the keyboard, or whether it will always play in synchronization to the MIDI clock tempo.

○ **Press the “Key Sync.” check box in the LCD screen to make this setting.**

Checked: When you take your hand completely off of the keyboard and then play the first note-on, the arpeggio pattern will start from the beginning. This setting is suitable when you want the arpeggio to start from the beginning of the measure as you are playing in realtime.
Unchecked: The arpeggio will always be synchronized to the MIDI clock tempo.

Sounding both the arpeggio notes and the notes you play

○ **Press the “Keyboard” check box to make this setting.**

Checked: The notes you play on the keyboard and the notes played by the arpeggiator will both sound.
Unchecked: Only the arpeggio notes will sound.

Other settings for the arpeggiator

You can also set “Gate,” “Velocity,” “Swing,” and “Scan Zone.” These parameters are set in Program P7: Arpeggiator (☞p.97).

Linking the arpeggiator to programs

You can specify whether the arpeggiator settings written in a program will change when the program is switched (check “Auto Arpeggiator”), or whether the state of the arpeggiator will not change (uncheck “Auto Arpeggiator”).
With the factory settings, the former is selected. Use the latter when you want to keep the same arpeggio pattern running, and change only the program sound. This setting is made in “Auto Arpeggiator” (Global P0: Basic tab).

Creating an user arpeggio pattern

Arpeggio patterns that you create can be written to U000–231.
These can be created in Global P6: User Arpeggio (☞p.100).

Using the arpeggiator as you play in Combination mode

In Combination mode the TRITON provides dual arpeggiators, allowing you to run two arpeggio patterns simultaneously.

① **Press the [COMBI] key to enter Combination mode, and select a combination. (☞p.23 “Selecting and playing a combination”)**

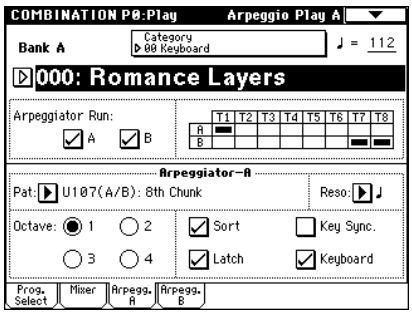
As you select various combinations, you will notice that the ARPEGGIATOR [ON / OFF] key LED will light for some combinations. (☞p.32 “Linking the arpeggiator to combinations”) When you press the keyboard, the arpeggiator will start.
For other combinations, you can press the ARPEGGIATOR [ON / OFF] key (the LED will light) to turn on the arpeggiator.

② **As described in the preceding section “Settings using controllers” and the following section “Settings in the LCD screen,” move the controllers or modify the parameters to change the way in which the arpeggios are played.**

The ARPEGGIATOR [ON / OFF] key, ARPEGGIATOR [TEMPO] knob, ARPEGGIATOR [GATE] knob, and ARPEGGIATOR [VELOCITY] knob will apply to both arpeggiators A and B. Their state is saved when the combination is written.

Settings in the LCD screen

○ **In Combination mode P0: Play, press the Arpeggio Play A tab.**



Select the arpeggiator(s) that will run

Use the “Arpeggiator Run” **check** boxes to specify the arpeggiator(s) that you want to run. The arpeggiator(s) that are checked here will operate when the ARPEGGIATOR [ON / OFF] key is on. However, the arpeggiator will play a timbre only if the table displayed beside the check boxes assigns arpeggiator A or B to a T (timbre) 1–8. These settings are made in Combination P7: Edit-arpeggiator Setup tab “Arpeggiator Assign” (☞p.98).

Arpeggiator-A, Arpeggiator-B

For each arpeggiator A and B, you can make settings for “Pattern Select,” “Resolution,” “Octave,” “Sort,” “Latch,” “Key Sync,” and “Keyboard.” (☞p.96)

Other settings for the arpeggiator

You can also set “Gate,” “Velocity,” “Swing,” and “Scan Zone.” These parameters are set in Combination P7: Arpeggiator (☞p.99).

Linking the arpeggiator to combinations

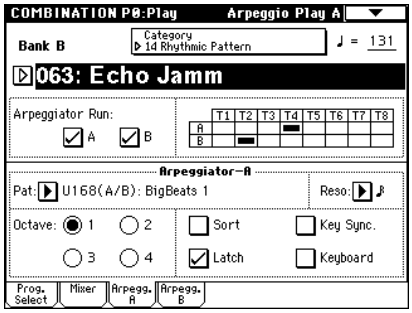
You can specify whether the arpeggiator settings written in a combination will also be selected when you switch combinations, or whether the arpeggiator status will not change when you switch combinations.
With the factory settings, the former is selected. Use the latter when you want to keep the same arpeggio pattern running, and change only the combination sound.
This setting is made in “Auto Arpeggiator” (Global P0: Basic tab).

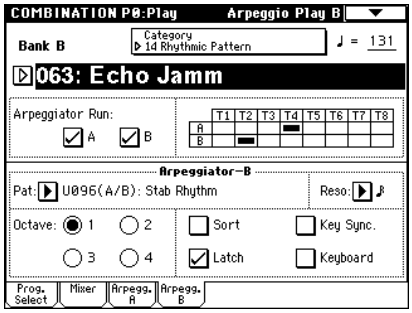
Creating an user arpeggio pattern

Arpeggio patterns that you create can be written to U000–231.
These can be created in Global P6: User Arpeggio (☞p.100).

Checking the structure of a user arpeggio pattern

Combination B063: Echo Jamm





① **Select combination B063: Echo Jamm, and look at the Arpegg. A tab and Arpegg. B tab.**

- Arpeggiator A is assigned to **T** (timbre) **4**, and arpeggiator B is assigned to **T** (timbre) **2**. When you play the keyboard, the **T4** program **B068: Drum’n’Bass Kit** will be sounded by the **U168: Bigbeats 1** arpeggio pattern. The **T2** program **B053: Funkin’ Guitar** will be sounded by the **U096: Stab Rhythm** arpeggio pattern.
- If you **uncheck** “Arpeggiator Run A” or “Arpeggiator Run B,” the unchecked arpeggiator will stop.
  If you **check** it once again and play the keyboard, the arpeggiator will begin running.
- The “Scan Zone Key” is set so that notes **B3 and below** will use arpeggiator **A**, and notes **C4 and above** will use arpeggiator **B**. (These settings are made I Combination P7: Scan Zone A / B tab parameters A and B, “Top Key” and “Bottom Key.”)

Playing with the RPPR (Realtime Pattern Play / Recording) function

The TRITON's Sequencer mode provides an RPPR (Realtime Pattern Play / Recording) function.
Using the **RPPR function**, a note of the keyboard can be assigned to a preset pattern or user pattern and a track that will play the assigned pattern. You can then playback the assigned pattern in realtime (and record it, if desired) simply by playing a single note. (Preset patterns suitable for playing by the drum track are already provided in internal memory.)

In this section, we will explain how to load an RPPR demo song, and play it.
As described in steps ①–⑧ of "Listening to a demo song" (☞p.18), load PRELOAD.SNG and PRELOAD.PCG.

① **Press the [SEQ] to enter Sequencer mode.**

② **Press the [MENU] key to access the page list.**

Either press the P0: Play / REC area, or press numeric key [0].
The P0: Play / REC page will appear.

③ **Press the "Song No. and name" area in the display.**

The song name will be highlighted.

④ **Use the numeric key [3], and press the [ENTER] key.**

S003: FEVER will be selected.

note You can also select a song from the popup menu.



⑤ **Make sure that the RPPR check box is checked.**

Checked: The specified RPPR (set in Sequencer P6 Pattern / RPPR RPPR Setup) will function.
Unchecked: RPPR will not function. Operation will be as in normal Sequencer mode.

⑥ **Press a key.**

The pattern assigned to that key will playback.
In some cases, the pattern will continue playing after you release your hand from the keyboard. You can stop playback either by pressing that key once again, or by pressing a key in the area of C2 or below.

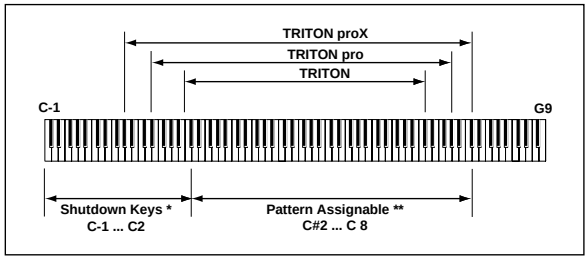
Shutdown Key *:

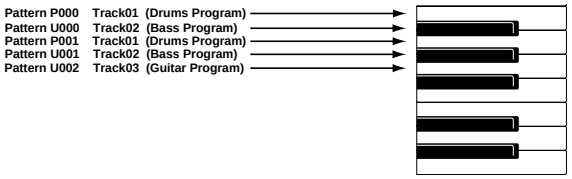
When you play a key in the range of C–1 – C2, the currently-playing pattern will stop.

Pattern Assignable**:

A pattern and track can be assigned to each of the 72 keys in the range of C#2–C8. If you do not assign a key, it can be used to play as usual.

As in the example shown in the following diagram, you can make one key play a drums pattern, another key a bass phrase, and yet another key play guitar chords, all by specifying a different pattern and track for each key.





Simple program editing

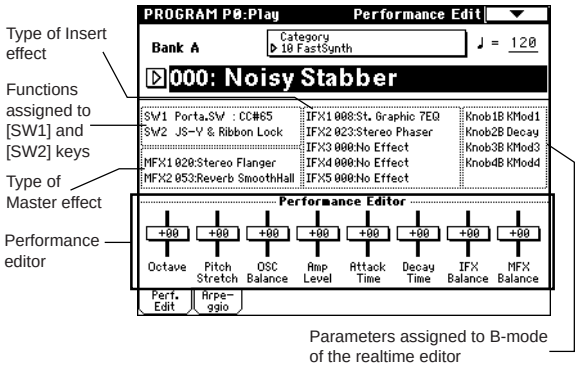
Program sounds can be modified and created in Program P1: Edit-Basic–P9: Edit-Master Effect. However, you can also use the “Performance Editor” to perform simple editing in Program P0: Play as well.
You can also use REALTIME CONTROLS [1]–[4] knobs to modify the sound.

The sound that you edit using the Performance Editor or using REALTIME CONTROLS knobs [1]–[4] in A-mode (or B-mode if CC#70–79 are assigned) can be saved by writing the program. If you wish to keep the edited sound, you must write the program before selecting another program or turning off the power (☞p.38).

Performance Edit

① **Press the [PROG] key to enter Program mode.**

② **Press the Performance Edit tab.**



By using the eight sliders of the Performance Editor, you can make overall adjustments to the sound. When you move a slider, multiple program parameters are adjusted simultaneously.

Depending on the settings of the program parameters, the result may not be noticeable.

Octave

Adjust the octave.

Pitch Stretch

Simultaneously adjust the transpose and tune settings of the oscillator. This allows you to produce a variety of tonal changes without losing the character of the original sound.

This Performance Edit function cannot be used on bank F.

OSC Balance

Adjust the level balance between oscillators 1 and 2.

On programs whose “OSC Mode” (Program P1: Program Basic tab) is **Single** or **Drums**, oscillator balance does not apply. This parameter will affect only the level of oscillator 1.

Amp Level

Adjust the amp level. This will adjust the volume of the entire program.

Attack Time

Adjust the attack time of the filter EG and amp EG. This will adjust the speed of the attack from note-on.

In order to maximize the effect of the Attack Time adjustment, the amp EG Start Level, Attack Level, Start Level Modulation, and Attack Time Modulation parameters are also adjusted.

Decay Time

Adjust the decay time and slope time of the filter EG and amp EG.

IFX Balance

This simultaneously adjusts the “Wet / Dry” balance of all insert effects 1–5. The type of each insert effect is shown in the LCD screen.

MFX Balance

This simultaneously adjusts the Return 1 and 2 parameters of the master effects. The type of each master effect is shown in the LCD screen.

Realtime controls

These can be used to edit parameters such as the filter cutoff frequency, resonance, the amp and filter EG, volume, portamento time, pan, pitch LFO, and master effect send level etc. (☞p.26).

Simple combination editing

A combination is a set of multiple (up to eight) programs, and allows you to create complex sounds that could not be produced by a single program.
You can edit a combination in Combination P1: Edit-program / Mixer–P9: Edit-Master Effect, but can also make settings for “Program Select,” “Status,” “Pan,” and “Volume” in Combination P0: Play as well.

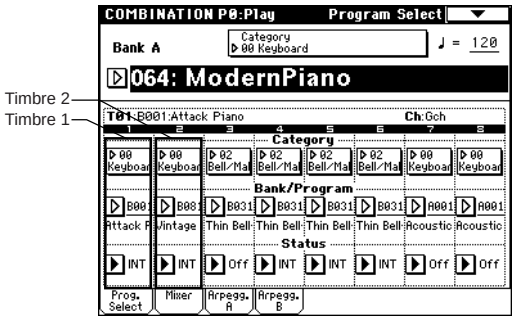
If you wish to keep the results of your editing, you must Write the combination into memory before selecting another combination or turning the power off. (☞p.38)

An example of editing

As an example, here’s how to do some simple editing on combination **Bank A064: ModernPiano**.

① **Press the [COMBI] key to enter Combination mode.**

② **Select preset combination Bank A064: ModernPiano.**



This combination **layers** (simultaneously sounds) the programs of timbre 1 and timbre 2. Timbre 1 sounds **B001: Attack Piano**, a piano with a crisp attack. Timbre 2 sounds **B081: Vintage EP**, a classic electric piano. These two programs are layered to produce a piano-type sound that you may have heard in various contexts.

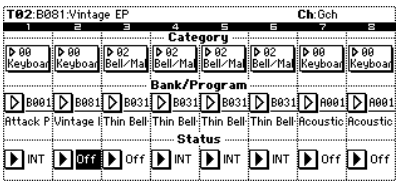
note A **timbre** consists a of program together with multiple parameters that control that program. A combination can use up to eight of these timbres.

Selecting the program for a timbre

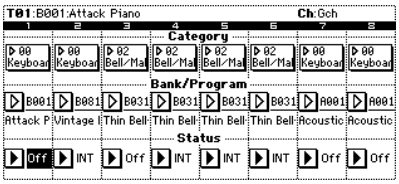
③ **Press the Prog. Select tab.**

When a timbre’s “Status” is turned **Off**, the program assigned to that timbre will not sound. If the “Status” is set to **INT**, the program will sound. Try setting timbres 1 and 2 alternately to **INT** and **Off**, and listen to the result.

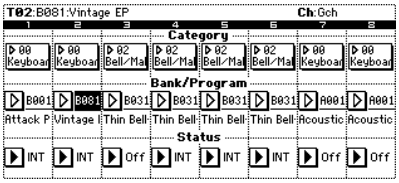
Only timbre 1 will sound



Only timbre 2 will sound



④ **Now let’s change the program of timbre 2 to a different program. (Make sure that the “Status” of timbres 1 and 2 are set to INT.)**
Press the timbre 2 “Bank/Program” switch (it will be highlighted).



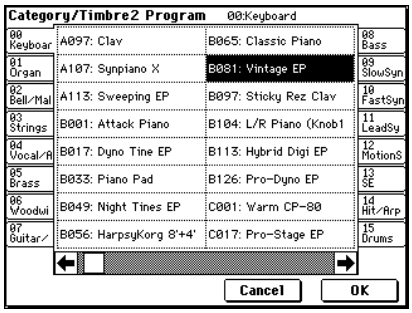
Use the [BANK] keys, numeric keys [1]–[9], [ENTER] key, [VALUE] slider, [VALUE] dial, and [△][▽] keys to select a program.

Alternatively, you can select a program from a popup menu. Press the popup button, and select the desired program from the popup menu that appears.

⑤ **You can also select programs by category. Press “Category” for timbre 2.**

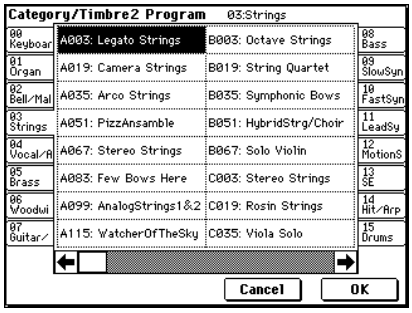
The “Category / Timbre2 Program” select menu will appear. In this combination, a program from the “Keyboard” category is selected for both timbres 1 and 2.

○ If you wish to select a different program from the same category, press the desired program. That program will be highlighted. Press the scroll bar to see other programs in the same category.



○ If you wish to select a program from a different category, press one of the tabs located at left and right to select the desired category. The full name of the selected category will appear in the upper right. Let's select the 03 Strings category. Press the 03 Strings tab, and then press the desired program to select it. The program you pressed will be highlighted. Press the scroll bar to see other programs in the same category.

For this example, select **A003: Legato Strings**. This will produce a layered combination consisting of a piano and rich strings.

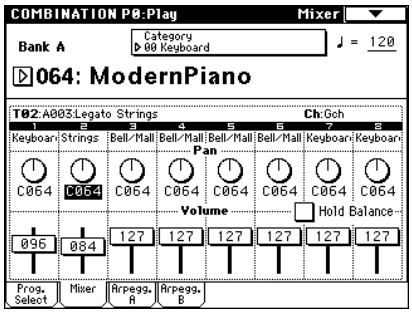


⑥ **If you are satisfied with the selected program, press the OK button to close the popup menu.**

If you press the **Cancel button**, your selection will be discarded, and you will return to the program that had been selected when the popup menu was opened. For this example, press the **OK button**.

Adjusting the stereo position

⑦ **Press the Mixer tab.**



⑧ **Press timbre 2 "Pan" (it will be highlighted).**

Use the [BANK] keys, numeric keys [0]–[9], [ENTER] key, [VALUE] slider, [VALUE] dial, or [△][▽] keys to modify the value.

With a setting of **C064** the sound will be located in the center. A setting of **L000** places the sound at the far left, and **R127** at the far right. With a setting of **RND**, the sound will move randomly between left and right each time a note is played.

Adjusting the volume

⑨ **Press timbre 2 "Volume" (it will be highlighted).**

Use the [BANK] keys, numeric keys [0]–[9], [ENTER] key, [VALUE] slider, [VALUE] dial, or [△][▽] keys to modify the value.

If you **check** "Hold Balance" and adjust the "Volume" value, the volume balance between the timbres at the time that "Hold Balance" was checked will be maintained while the volume of all timbres is adjusted.

