X50 micro X

Editor / Plug-In Editor Manual

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Introduction

Thank you for purchasing the microX/X50. To help you get the most out of your new instrument, please read this manual carefully.

Main features

The microX/X50 Editor and microX/X50 Plug-In Editor are applications that let you edit microX/X50 programs, combinations, multi sets, drum kits, arpeggios, and global settings from your Macintosh or Windows computer.

The microX/X50 Editor is a stand-alone editor.
The microX/X50 Plug-In Editor is an editor that is compatible with the VST, Audio Units, or RTAS formats. It lets you use the microX/X50 just like a plug-in instrument from within your DAW (Digital Audio Workstation) software or other host application.

Please note before use

- Copyright to all software included in this product is the property of Korg Inc.
- The license agreement for this software is provided separately. You must read this license agreement before you install this software. Your installation of this software will be taken to indicate your acceptance of this agreement.

microX/X50 Editor and microX/X50 Plug-In Editor operating requirements

Windows:

- Computer

  CPU: Pentium III/1 GHz or better
  Memory: 256 MB or more
  Monitor: 1,024 × 768 pixels, 16-bit color or better
  A computer with a USB port, that satisfies the requirements of Microsoft Windows XP

- Operating system

  Microsoft Windows XP Home Edition or Professional, Service Pack 1 or later

Macintosh:

- Computer

  CPU: Apple G4/400 MHz or better
  Memory: 256 MB or more
  Monitor: 1,024 × 768 pixels, 32,000 colors or better
  An Apple Macintosh with a USB port that satisfies the requirements of Mac OS X

- Operating system

  Mac OS X version 10.3.9 or later

Note: It is not possible to run multiple instances of the microX Editor or microX Plug-In Editor on the operating system. This means that it is not possible to use these editors to edit more than one microX synthesizer simultaneously. The same applies to the X50 Editor and X50

Plug-In Editor. It is not possible to use these editors to edit more than one X50 synthesizer simultaneously. However if you have one microX and one X50, you can run the above editors to edit these units simultaneously.

Installation

Installation in Windows XP

To install the microX/X50 Editor and microX/X50 Plug-In Editor into Windows XP, use the following procedure.

⚠ You must install the KORG USB-MIDI Driver (included) if you want to connect the microX/X50 to your computer via USB and use the microX/X50 Editor or microX/X50 Plug-In Editor. (For details on installing the KORG USB-MIDI Driver, refer to the Operation Guide.)

1 Insert the included CD-ROM into your CD-ROM drive.

Normally the "microX/X50 Application Installer" will start up automatically.

If your computer is set so the installer does not run automatically, double-click "KorgSetup.exe" on the CD-ROM.

2 From the list, select the product, and click [Next>].

Note: The explanation that follows will describe how to install the microX Editor/ microX Plug-In Editor. The procedure for the X50 Editor is the same.

3 From the list, select the applications that you want to install, and click [Install].
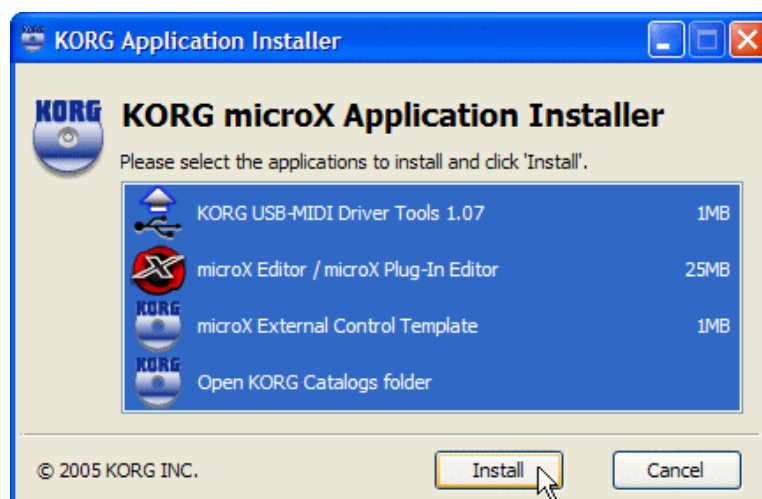
The applications you selected will be successively installed.

4 Follow the on-screen instructions to install each application.

5 "microX Editor/Plug-In Editor Installer" will appear.

Successively select and install the Editor (Standalone), Plug-In Editor (VST), and/or Plug-In Editor (RTAS) as desired.

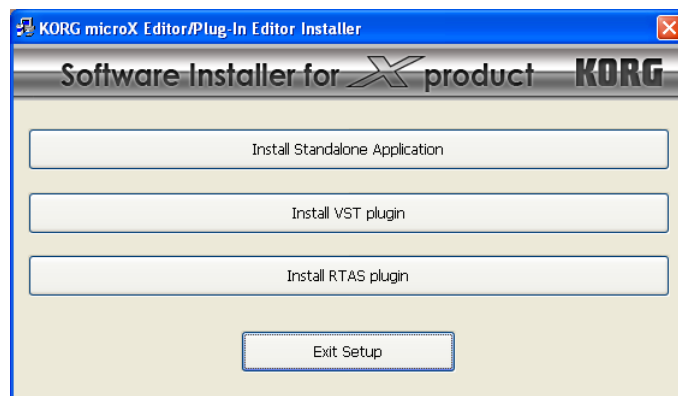For example if you want to install the stand-alone version, click [Install Standalone Application].

6 The microX Editor screen will appear. Click [Next>].

7 The "Welcome to the microX Editor setup wizard" screen will appear. Click [Next>].

8 "microX Editor information" will appear. Read the displayed content, and click [Next>].

9 The "License agreement" will appear. Carefully read the contents, and if you agree, check "I accept the terms of the license agreement" and click [Next>].

10 The "Select installation folder" screen will appear. Choose the location and user(s) for which you want to install the software, and click [Next>].
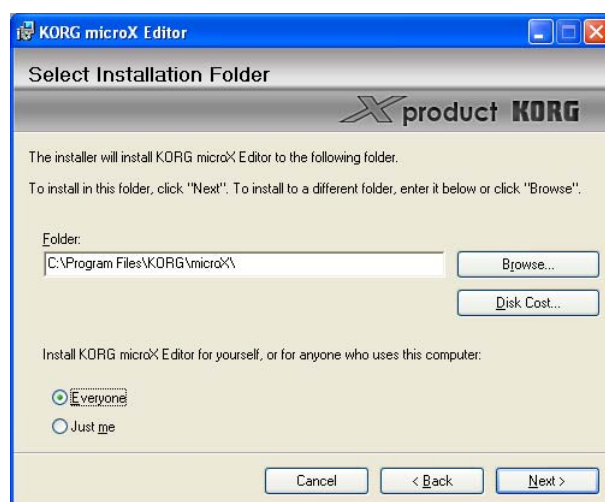
11 "Verify installation" will appear. To proceed with installation, click [Next>]. Installation will begin.

12 If installation is successful, click [Close]. "microX Editor/Plug-In Editor Installer" will appear.

13 Next you will install the plug-in version(s) that you want to use. Using the procedure described above in steps 5 and following, install the plug-in version(s) that you want to use.

If you don't want to install the VST plug-in version or RTAS plug-in version, click [Exit Setup] to end the installation.

When you've finished installing the application(s) you want, click [Exit Setup] to exit the installer.

14 When all the selected applications have been installed, click [Finish] to exit the installer.

Installation in Mac OS X

To install the microX/X50 Editor and microX/X50 Plug-In Editor into Mac OS X, use the following procedure.

🖊 You must install the KORG USB-MIDI Driver (included) if you want to connect the microX/X50 to your computer via USB and use the microX/X50 Editor or microX/X50 Plug-In Editor. (For details on installing the KORG USB-MIDI Driver, refer to the Operation Guide.)

1 Insert the included CD-ROM into your CD-ROM drive.

2 Start up the installer by double-clicking either "microX Editor Installer.pkg" located in the "microX Editor" folder of the CD-ROM, or "X50 Editor Installer.pkg" located in the "X50 Editor" folder.

Select the editor that matches the product you're using.

3 Depending on the version of your Mac's operating system, a confirmation dialog box may appear at this point. If so, enter your password and click [OK].

When the installer starts up, the following screen will appear. Click [Continue].
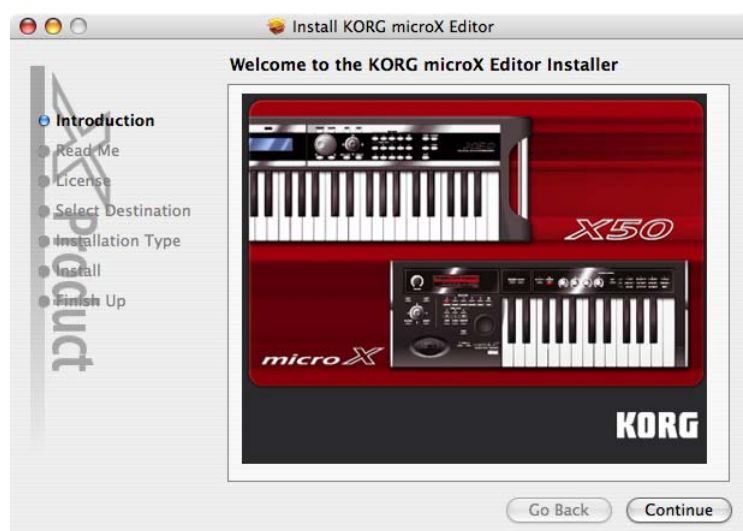
4 "Import information" will appear. Read the contents, and click [Continue].

5 The "License agreement" will appear. Carefully read the contents, and click [Continue].

A dialog box will ask whether you accept the terms of the license agreement. If you accept, click [Agree].

6   A screen where you can choose the "Installation destination" will appear. Choose the installation destination and click [Continue].

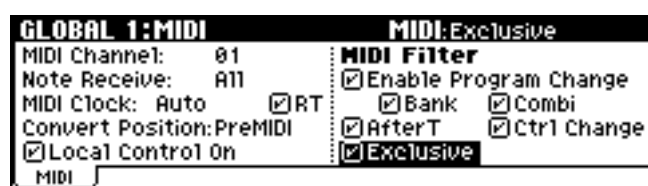7   The "Easy Installation" dialog box will appear. Click [Install].

8   Depending on the version of your Mac's operating system, a confirmation dialog box may appear at this point. If so, enter your password and click [OK].

9   When the installation has been successfully completed, click [Restart] to exit the installer.

     Note: Under Mac OS X, the plug-in version will also be installed in the appropriate folder.

Setup

Setting up the microX/X50 Editor

✎ If you want to use the microX/X50 Editor with the microX/X50 connected to your computer via USB, you must make sure that you have finished installing and setting-up the KORG USB-MIDI Driver before you start up the microX/X50 Editor.

1 Use a USB cable to connect the microX/X50's USB B connector to the USB port of your computer.

2 In the microX/X50's Global mode, make sure that MIDI Filter "Exclusive" is on (the check box should be checked). (The factory setting is on.)

```
GLOBAL 1:MIDI          MIDI:Exclusive
MIDI Channel:    01    MIDI Filter
Note Receive:    All    ☑Enable Program Change
MIDI Clock: Auto    ☑RT    ☑Bank    ☑Combi
Convert Position:PreMIDI    ☑AfterT    ☑Ctrl Change
☑Local Control On    ☑Exclusive
  MIDI
```

3 Start up the microX/X50 Editor and verify that it's operating correctly.

Windows XP

Starting up the microX Editor

Navigate to the "KORG" folder -> "microX" folder, and double-click the "microX Editor.exe" icon.

The "KORG" folder is in the location you selected during installation. By default it's in the "Program Files" folder.

Alternatively, you can start up the editor by clicking the taskbar [Start] button -> [All Programs] and then pointing to "KORG"-"microX"-"microX Editor."

Starting up the X50 Editor

Navigate to the "KORG" folder -> "X50" folder, and double-click the "X50 Editor.exe" icon. (Refer to "Starting up microX Editor.")

Mac OS X

Starting up the microX Editor

Navigate to the "Applications" folder - "KORG" folder - "microX" folder, and double-click the "microX Editor" icon.

Starting up the X50 Editor

Navigate to the "Applications" folder - "KORG" folder - "X50" folder, and double-click the "X50 Editor" icon.
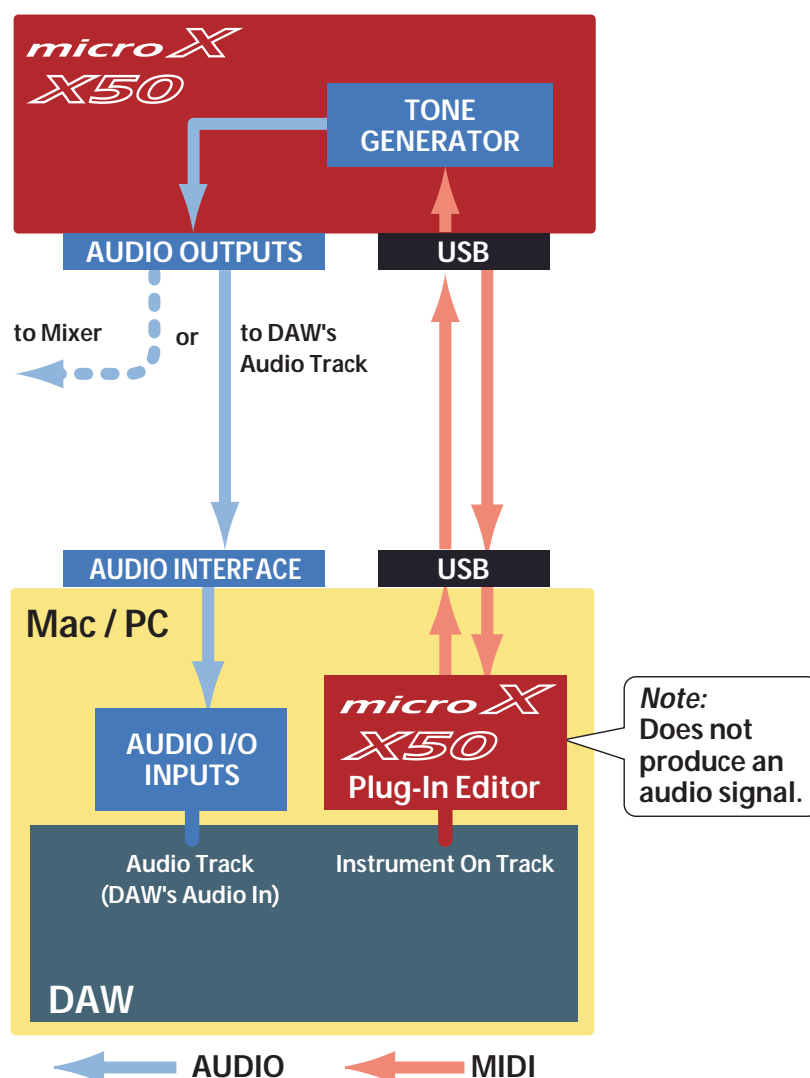
Setting up the microX/X50 Plug-In Editor

✍ If you want to use the microX/X50 Plug-In Editor with the microX/X50 connected to your computer via USB, you must make sure that you have finished installing and setting-up the KORG USB-MIDI Driver before you start up the microX/X50 Editor.

This section explains how to set up the microX/X50 Plug-In Editor in your host application and make settings so that it will operate correctly. Make settings as appropriate for your system and setup.

About the microX/X50 Plug-In Editor

The microX/X50 Plug-In Editor sends and receives only parameter data to and from the microX/X50. Unlike typical plug-in instruments, the microX/X50 Plug-In Editor does not produce an audio signal. Your microX/X50 will output audio signals when the microX/X50 Plug-In Editor sends it MIDI messages.

If you want to send the microX/X50's audio signal to an audio track of your host application and use it in conjunction with a plug-in effect etc., refer to "Using your host application to control the microX/X50's audio signal" (☞p. 10).

Note: Because the microX/X50 Plug-In Editor does not handle audio signals, you can't insert a plug-in effect into the channel of the track in which the microX/X50 Plug-In Editor is inserted, or send its audio signal via a send or bus.

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Using an external mixer to control the microX/X50's audio signal

If you want to mix the microX/X50's audio signals with the audio signals sent from your host application via your audio interface, or with audio signals from another sound module, make connections as shown below.
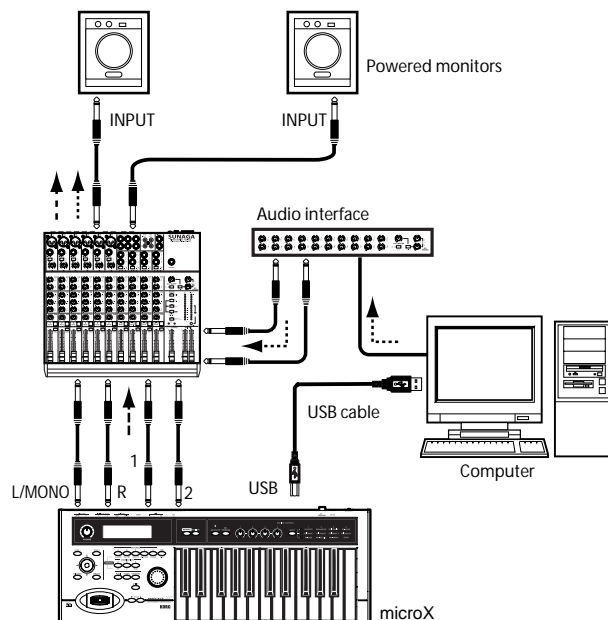
Using your host application to control the microX/X50's audio signal

If you want to apply a plug-in effect to the microX/X50's audio signal, or to control the microX/X50's audio signal in your host application along with other audio tracks, connect the microX/X50 to your audio interface and route the audio signal into your host application. Refer to the example explanations for various popular host applications on the following pages.
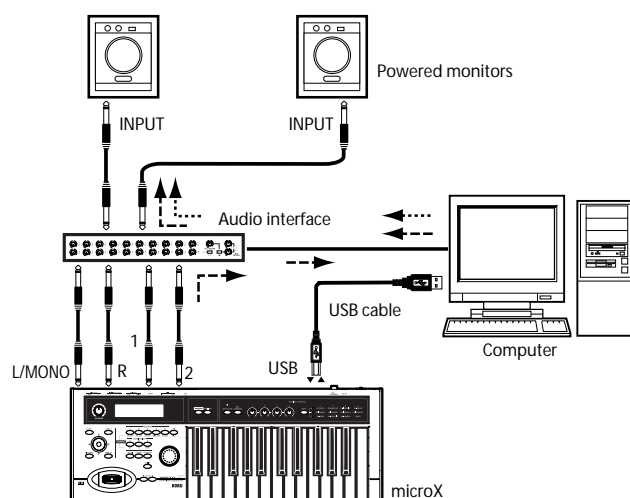
Note: For details on creating audio tracks, MIDI tracks, and plug-in instrument tracks, and on how to perform operations and make settings in your host application, refer to the host application's owner's manual.

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Apple - Logic Pro 7

1　Start up Logic Pro 7.

2　Create an audio instrument track, and start up "microX/X50 Plug-In Editor."

Audio Instrument Track

3　To route the microX/X50's audio signal into Logic Pro 7, create an audio track or an audio AUX track. As the I/O source for that track, select the audio interface input to which you've connected the microX/X50's audio signal.

Audio Track

4　If you're routing the microX/X50's audio signal to an audio track, turn the REC button on so that you can hear the audio signal.

If you are routing the microX/X50's audio signal to an audio AUX track, this setting is not necessary.

Audio Track

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Steinberg - Cubase SX3

1   Start up Cubase SX3 and create a project.

2   In the VST Instruments window, start up "microX/X50 Plug-In Editor."

3   Create a MIDI track. As the output of that MIDI track, choose "microX/X50 Plug-In Editor" which you started up in the VST Instruments window.

4   To route the microX/X50's audio signal to Cubase SX3, create an audio track. As the input of the track, select the audio interface input to which you've connected the microX/X50's audio signal.
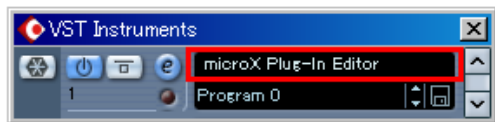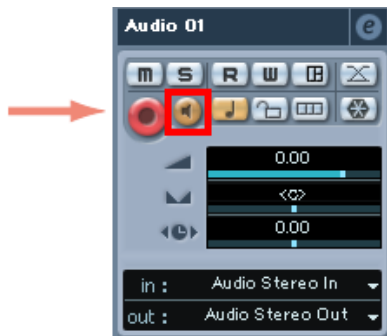
5   Turn the Monitor button on so that you can hear the audio signal.

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Ableton - Live 5

1 Start up Live 5, and choose "View"->"Session View."

2 From the plug-in device browser, drag and drop "microX/X50 Plug-In Editor" onto the session view. This will create a MIDI track with "microX/X50 Plug-In Editor" started up. Verify that "microX/X50 Plug-In Editor" is running in the MIDI track view.

3 Press the arm button so that the MIDI input from the external source will be sent to "microX/X50 Plug-In Editor."

MIDI Track
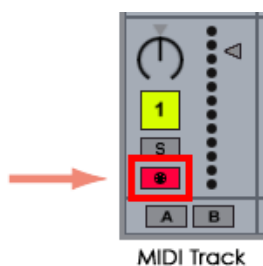
4 To route the microX/X50's audio signal to Live 5, create an audio track. As the input of the audio input/output section, select the audio interface input to which you've connected the microX/X50's audio signal.

Audio Track
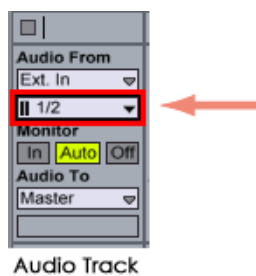
5 Set the Monitor setting to "In" so that you can hear the audio signal of the microX/X50.

Audio Track

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MOTU - Digital Performer 4

1   Start up Digital Performer 4

2   Create an instrument track. Start up "microX/X50 Plug-In Editor."
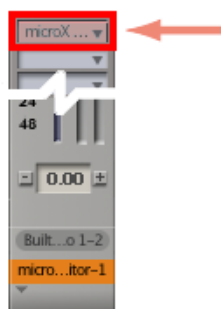
Instrument Track

3   Create a MIDI track. Choose "microX/X50 Plug-In Editor" as the output of that MIDI track.
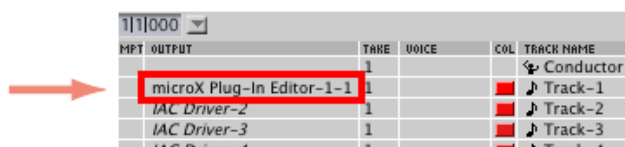
Tracks Windwos - Midi Track

4   To route the microX/X50's audio signal to Digital Performer 4, create an audio track or an AUX track. As the input of that track, select the audio interface input to which you've connected the microX/X50's audio signal.
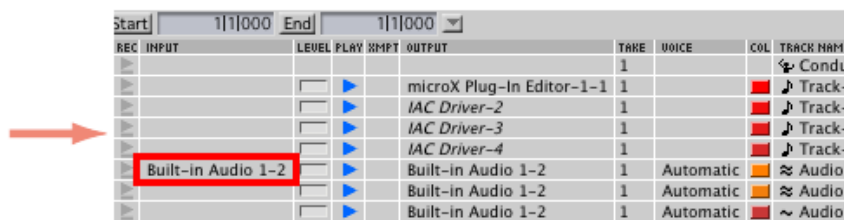
Tracks Window - Audio Track

5   If you're routing the microX/X50's audio signal to an audio track, turn the REC button on so that you can hear the audio signal.

If you are routing the microX/X50's audio signal to an AUX track, this step is not necessary.

Audio Track

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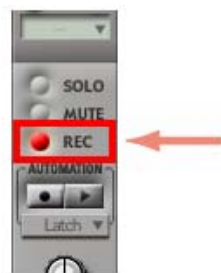
Digidesign - Pro Tools LE 6

1   Start up Pro Tools LE 6, and open a session.

2   Create an audio track, and start up "microX/X50 Plug-In Editor."
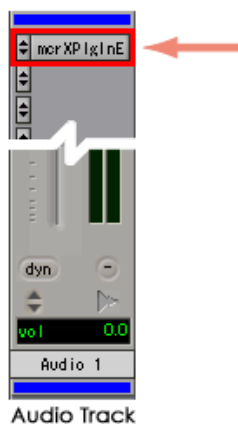
3   Create a MIDI track. Choose "microX/X50 Plug-In Editor" as the output of that MIDI track.

4   To route the microX/X50's audio signal to Pro Tools LE 6, create an audio track or an AUX input track. As the input, select the audio interface input to which you've connected the microX/X50's audio signal.

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5 If you're routing the microX/X50's audio signal to an audio track, turn the REC button on so that you can hear the audio signal.

If you are routing the microX/X50's audio signal to an AUX input track, this setting is not necessary.
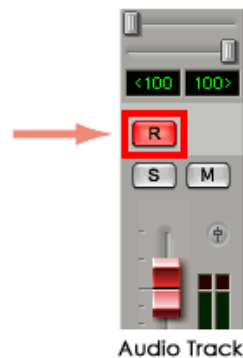
Other host applications

1 Start up your host application.

2 Start up "microX/X50 Plug-In Editor" as a plug-in instrument.

3 Create a MIDI track. Choose "microX/X50 Plug-In Editor" as the output of that MIDI track.

4 To route the microX/X50's audio signal to your host application, create an audio track. As the input of that audio track, select the audio interface input to which you've connected the microX/X50's audio signal.

5 So that you can hear the microX/X50's audio signal that is being routed to the audio track, turn the monitor button on for that audio track.

Note: The instructions given here for "Other host applications" may not necessary be appropriate for setting-up all host applications. Please refer to the instructions for a host application that has a similar structure to the host application you're using, and also refer to the owner's manual for the specific host application that you are using.

About MIDI timing

If you experience irregularities in MIDI timing, make settings so that MIDI messages are sent directly to the microX/X50 rather than being routed through the microX/X50 Plug-In Editor. In this case, choose the microX/X50's SOUND port as the MIDI OUT destination of the MIDI track in your host application, so that the MIDI messages will be sent directly to the microX/X50.

Note: For details on how to create a MIDI track and specify the MIDI OUT destination for that MIDI track, refer to the host application's owner's manual.

Basic functions and operation

Start-up

microX/X50 Editor

microX Editor
• From the "KORG"-"microX" folder, start up "microX Editor."

X50 Editor
• From the "KORG"-"X50" folder, start up "X50 Editor."

Note: When you start up the editor, the microX/X50 programs and other settings will be loaded automatically.

✎ Don't touch the keyboard or the mouse of your computer while data is being sent or received.

Windows XP
Access the "KORG" folder from the taskbar via [Start]-[All Programs].

Mac OS X
The "KORG" folder is located in the "Applications" folder.

microX/X50 Plug-In Editor

For details on starting-up the microX/X50 Plug-In Editor, refer to the section for your host application in "Setting up the microX/X50 Plug-In Editor" (☞p.9).

Note: When you start up the editor, the microX/X50 programs and other settings will be loaded automatically.

✎ Don't touch the keyboard or the mouse of your computer while data is being sent or received.

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Items in the screen

A screen like the following will appear when you start up the editor. (This illustration here shows the Program mode screen.)

Mode   Program (Combination/Multi set) Name   SELECT   REALTIME CONTROLS

Browser/
Small Browser/
Utility

Category
Select/
Bank Select

Edit
Pages

Arpeggiator

[OK] button
Program (Combination/
Multi set) Select

Performance Editor   Program Overview
and Page Jump

Keyboard

Mode: Here you can select Program, Combination, Multi, or Global mode.

Browser/Small Browser/Utility: The Browser and the Small Browser display the programs, combinations, and multi sets in the microX/X50. Utility lets you view and execute the utility commands that are available in the selected page. Here you can also write (save) settings.

Category Select/Bank Select: If you've selected the Browser or Small Browser, you can choose Category Select to view the programs (or combinations) in the sound list by their category. Choose Bank Select to view them organized by bank.

Program (Combination/Multi set) Select: If you've selected the Browser or Small Browser, you can select programs here. Press the [OK] button in the bottom line to load your selection.

Program (Combination/Multi set) Name: This area indicates the name of the program, combination, or multi set.

Edit Pages: Use this area to select the page you want to edit.

SELECT, REALTIME CONTROLS: Here you can switch between the Realtime Controls' A/B/C settings, and use the realtime controls to control the sound or arpeggiator.

Keyboard: This section consists of an 88-note keyboard, a pitch bend wheel, and a modulation wheel.
You can click the keyboard to play notes, and even play a glissando by dragging over the keyboard to the left or right. Operate the pitch bend wheel and modulation wheel by dragging them upward or downward.

The functions listed below are for Program mode.

Arpeggiator: Here you can edit the arpeggiator settings that are available in 0: Play.

Program Overview and Page Jump: In Program mode this area shows an overview of the program settings. You can click an EG or other displayed item to jump to the corresponding page. This function is available only in Program mode.

Performance Editor: This is the PROG 0: Play, Performance Edit page. Use these sliders to control the sounds and settings.

Note: For details on the parameters and what you can do in each mode, refer to the included parameter guide (PDF) and the operation guide.

Operating procedure

Selecting a mode

• Click the button to select the corresponding mode.

COMBI: Select, play, and edit combinations.
PROG: Select, play, and edit programs.
MULTI: Select, play, and edit multi sets.
GLOBAL: Edit the software setup, global settings, drum kits, arpeggio patterns, scales (temperaments), and external control setups (microX only). (☞ p. 22 "Selecting pages and tabs")

Selecting programs, combinations, and multi sets

• Choose the Browser or the Small Browser to access the sound list, and select a program (or combination or multi set). The items you can select will depend on the mode.

• Depending on whether you choose Category Select or Bank Select, the programs (or combinations) in the sound list will be arranged by category or by bank.

Auditioning programs, and selecting a program to edit

1   Click the [PROG] mode button to enter Program mode.

2 Click the [Browser] button to view the program list.

3 Click any program to select it. Play the keyboard of the microX/X50 and you will hear that program.

4 When you've decided on a program to edit, click the [OK] button to load that program.

Simple program editing

1 In the Edit Pages area, click the [Play] button to view the Play page.

2 Edit the sound using the eight performance editor sliders, [SELECT] A/B, and the REAL TIME CONTROLS [1]–[4] knobs.

3 Turn [ARP ON/OFF] on and play the microX/X50's keyboard to start the arpeggiator. You can use the Arpeggiator [Pattern] pulldown menu to switch to a different arpeggio pattern, and use [SELECT] C and the REAL TIME CONTROLS [1]–[4] knobs to vary the pattern.

4 In Program mode, you can click the mouse on the desired section in Program Overview and Page Jump to move to the corresponding edit page and perform detailed editing.

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Selecting pages and tabs

When you want to perform detailed editing, you can switch to other pages and tabs to access the desired parameters.

Global mode is divided into separate pages where you can edit drum kits, arpeggio patterns, and scales (temperaments). Select the desired page (or tab), and edit the settings.

• To select a page, click the tab for the desired edit page.
• To move between tabs within a page, select one of the tabs located in the center of the window.
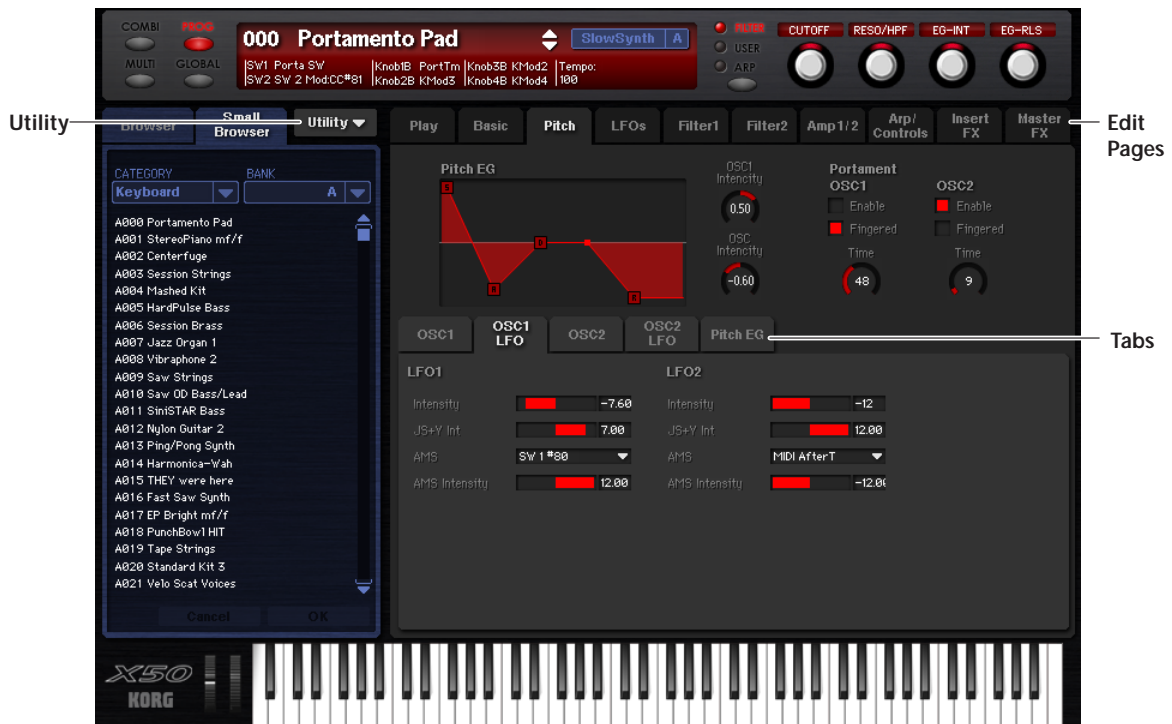
Selecting a parameter and editing the value

• Use the mouse to edit the items in the display

  For example you can change the shape of the EG by using the mouse to drag the rectangles shown in the EG graphic.

Note: For details on the parameters, refer to the included "Parameter guide" (PDF version).

Selecting and executing utility functions

The utility functions are various commands available in each page. The available utility commands will differ depending on the page. These commands also let you save or load the edited or created data on your computer, and to import system exclusive data. Click the [Utility] button and choose a command from the menu that appears.

Note: For details on utility commands that are specific to the editor, refer to "Functions specific to the editor" (☞p. 25).

1 From the [UTILITY] button, choose the command that you want to execute.

2 Make the necessary settings, and click OK to execute.

Writing (saving)

If you want to keep any of the edits you have made, you must write (save) them if you want to keep the changes you made.

✎ This Write operation will save the edited settings on the microX/X50.

If you select another program or close the application before you execute the Write operation, the content you had been editing will be lost. The same applies to combinations or multi sets.

Global mode settings are maintained until you close the application, but your edits will be lost when the application is closed.

As an example, here's how to write a program that you've edited in Program mode.

1   Click [Utility] to access the utility menu.

2   From the menu list, choose [Write Program].

3 Specify the program name, category, and save destination, and click the [OK] button.

Functions specific to the editor

These are functions that are not found on the microX/X50, and are available only from the editor (microX/X50 Editor, microX/X50 Plug-In Editor).

Utility commands

Load

Loads editor data that was previously saved on the computer.

Save

Saves data from the editor to your computer as a file.

Note: These functions load or save the data as dedicated files for the editor application. Data can also be loaded between the microX and X50. If you do so, multisamples and drum samples will automatically be rearranged as necessary. When you load an X50 file into the microX, all programs of program bank E and all external control setup data will be filled with initialized data.

Receive All

Receives all data from the microX/X50 data into the editor.

Transmit All

Transmits all data from the editor to the microX/X50 and writes it.

Receive Combi/Multi/Prog/Drum Kit/Arp. Pattern/Ext. Control/Global data

Receives the corresponding data from the microX/X50 into the editor.

Transmit Combi/Multi/Prog/Drum Kit/Arp. Pattern/Ext. Control/Global data

Transmits the corresponding data from the editor to the microX/X50 and writes it.

Receive 1 Combi/1 Multi/1 Prog

Receives the corresponding data from the microX/X50 into the editor.

Transmit 1 Combi/1 Multi/1 Prog

Transmits the corresponding data from the editor to the microX/X50. This operation will not write the data into the microX/X50's memory.

Note: These Receive and Transmit commands use KORG SysEx MIDI Dump to send or receive data, or to synchronize the data between the microX/X50 and the software.

✎ Don't touch the keyboard or the mouse of your computer while data is being sent or received. Also, don't touch the panel switches or the keyboard of the microX/X50.

Import

Loads PCG data from the TRITON series or the KARMA Music Workstation into the editor.

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Export

Saves data from the editor as PCG data for the TRITON series or KARMA.

Note: These functions allow flexible data exchange between the microX/X50 and the Korg TRITON series or KARMA. For details, refer to "Data compatibility between the microX/X50 and the Korg TRITON series or KARMA Music Workstation" (☞p. 27).

Save Default

Writes the current GLOBAL [Software Setup] settings of the editor so that they will be the default values when you start up the editor.

Restore Data

Restores the microX/X50's data to the state in which it was when the editor was connected (started up). You can execute this command if you've deleted data accidentally.

Note: When you start up the editor, it will synchronize its own state with the data currently in the microX/X50. The data the editor receives at this time is held as backup data until you close the editor.

Note: These utility commands can be selected only from the GLOBAL [Software Setup] page of the editor.

Parameters

You can set the following parameters in the GLOBAL [Software Setup] page.

Total Recall Data Setting
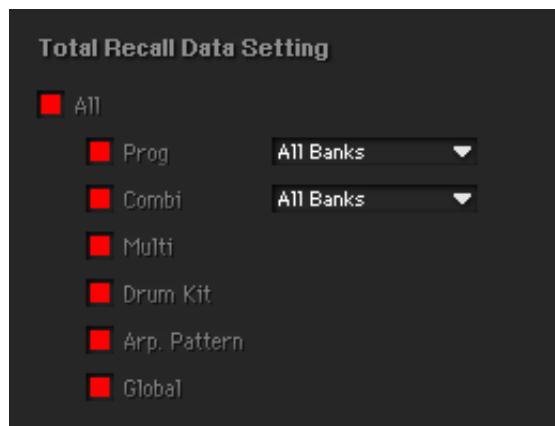
This specifies the editor data that will be saved and loaded as part of the song data by your DAW software. You can make these settings to specify that only specific types of data will be saved or loaded.

Note: This function is available only in the microX/X50 Plug-In Editor.

Auto Local Control

This setting automatically sets the microX/X50's Local Control setting to the appropriate state when you start up the editor. We recommend that you normally leave this parameter on. The microX/X50's Local Control setting will be reset to its original state when you close the editor.

Appendix

Data compatibility between the microX/X50 and the Korg TRITON series or KARMA Music Workstation

You can use the Import and Export functions to exchange data with the Korg TRITON series or KARMA in the form of PCG files. However in the case of parameters that have a differing structure, some are modified appropriately, some are packed with default data, and some are deleted.

Import

[1] TRITON series (except for TRITON Le) and the microX/X50

1-1 Parameters whose structure differs between the TRITON series and the microX/ X50 will be adjusted appropriately.
- Program mode Multisample settings
- Program mode Drum Kit settings
- Combination mode Timbre Program Bank settings
- Global mode Drum Kit drumsample settings
- Arpeggio Pattern settings in each mode
- SW 1, 2 Assign settings in each mode
- BUS Select settings in each mode
- Post IFX BUS Select settings in each mode

1-2 Some parameters that are valid on the TRITON series but invalid on the microX/ X50 will be deleted.
- TRITON series IFX2–5 settings
- TRITON series Drum kit: 40(D) and higher settings
- TRITON series Arpeggio Pattern: 251 (K, E-D) and higher settings

1-3 Parameters that are invalid on the TRITON series but valid on the microX/X50 will be filled with default data.
- Combination mode Timbre Tone Adjust settings
- OCTAVE [▼][▲] settings in each mode (microX only)
- Ext. Control Setup settings (microX only)

[2] TRITON Le/TR and the microX/X50

2-1 Parameters whose structure differs between the TRITON Le/TR and the microX/ X50 will be adjusted appropriately.
- Program mode Multisample settings
- Combination mode Timbre Program Bank settings (X50 only)
- Global mode Drum Kit drumsample settings
- SW1, 2 Assign settings in each mode

2-2 Parameters that are invalid on the TRITON Le/TR but valid on the microX/X50 will be filled with default data.
- Combination mode Timbre Tone Adjust settings
- OCTAVE [▼][▲] settings in each mode (microX only)
- Ext. Control Setup settings (microX only)

[3] KARMA Music Workstation and the microX/X50

3-1 Parameters whose structure differs between the KARMA and the microX/X50 will be adjusted appropriately.
- Program mode Multisample settings
- Program mode Drum Kit settings
- Combination mode Timbre Program Bank settings
- Global mode Drum Kit drumsample settings
- SW 1, 2 Assign settings in each mode
- BUS Select settings in each mode
- Post IFX BUS Select settings in each mode

3-2 Some parameters that are valid on the KARMA but invalid on the microX/X50 will be deleted.
- KARMA IFX2–5 settings
- KARMA Drum kit: 40(D) and higher settings
- All KARMA settings related to the KARMA function

3-3 Parameters that are invalid on the KARMA but valid on the microX/X50 will be filled with default data.
- All settings related to the Arpeggiator and Arpeggio Patterns
- Combination mode Timbre Tone Adjust settings
- OCTAVE [▼][▲] settings in each mode (microX only)
- Ext. Control Setup settings (microX only)

Export

[4] The microX/X50 and the TRITON series (except for the TRITON Le)

4-1 Parameters whose structure differs between the microX/X50 and the TRITON series will be adjusted appropriately.
- Program mode Multisample settings
- Global mode Drum Kit drumsample settings

4-2 Some parameters that are valid on the microX/X50 but invalid on the TRITON series will be deleted.
- OCTAVE [▼][▲] settings in each mode (microX only)
- Ext. Control Setup settings (microX only)

4-3 Parameters that are invalid on the microX/X50 but valid on the TRITON series will be filled with default data
- TRITON series IFX2–5 settings
- TRITON series Drum kit: 40(D) and higher settings
- TRITON series Arpeggio Pattern: 251 (K, E-D) and higher settings

[5] The microX/X50 and the TRITON Le/TR

5-1 Parameters whose structure differs between the microX/X50 and the TRITON Le/ TR will be adjusted appropriately.
- Program mode Multisample settings
- Program mode Drum Kit settings
- Global mode Drum Kit drumsample settings
- Arpeggio Pattern settings in each mode

5-2 Some parameters that are valid on the microX/X50 but invalid on the TRITON Le/ TR will be deleted.
- OCTAVE [▼][▲] settings in each mode (microX only)
- Ext. Control Setup settings (microX only)

[6] The microX/X50 and the KARMA Music Workstation

6-1 Parameters whose structure differs between the microX/X50 and the KARMA will be adjusted appropriately.
- Program mode Multisample settings
- Program mode Drum Kit settings

6-2 Some parameters that are valid on the microX/X50 but invalid on the KARMA will be deleted.
- All settings related to the Arpeggiator and Arpeggio Patterns
- Combination mode Timbre Tone Adjust settings
- OCTAVE [▼][▲] settings in each mode (microX only)
- Ext Control Setup settings (microX only)

6-3 Parameters that are invalid on the microX/X50 but valid on the KARMA will be filled with default data.
- KARMA IFX2–5 settings
- KARMA Drum kit: 40(D) and higher settings
- All KARMA settings related to the KARMA function

Caution regarding USB connection

If you lose data synchronization with the microX/X50 when starting-up the editor, please check the following points.
- If you're using a USB hub, try connecting the microX/X50 directly to a USB port on the computer itself to see whether it will work. You can also try removing all other connected USB devices except for the microX/X50 itself.

When you lose data synchronization, please perform the "Receive All" or "Transmit All" function in the Editor's "Utility" menu in order to synchronize the data between the editor and the hardware.