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MUSIC WORKSTATION/SAMPLER

Editor / Plug-In Editor Manual



KORG

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Introduction

Thank you for purchasing the M3. To help you get the most out of your new instrument, please read this manual carefully.

Main features

M3 Editor and M3 Plug-In Editor are applications for Macintosh or Windows that allow you to edit the M3's EDS programs, RADIUS programs (if the EXB-RADIUS is installed), combinations, songs, KARMA settings, effects, and global settings.

The M3 Editor is a stand-alone editor.

The M3 Plug-In Editor is an editor that is compatible with the VST, Audio Units, or RTAS formats. It lets you use the M3 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.

M3 Editor and M3 Plug-In Editor operating requirements

Windows:

- Computer
 - CPU: Pentium III/1 GHz or better
 - Memory: 512 MB or more (1 GB or more is recommended)
 - Monitor: 1,024 x 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 2 or later

Macintosh:

- Computer
 - CPU: Apple G4 800 MHz or better (Intel Mac is supported), G5 or Core Duo or better is recommended
 - Memory: 512 MB or more (1 GB or more is recommended)
 - Monitor: 1,024 x 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 M3 Editor or M3 Plug-In Editor on the operating system. This means that it is not possible to use these editors to edit more than one M3 synthesizer simultaneously.

Installation

Installation in Windows XP

To install the M3 Editor and M3 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 M3 to your computer via USB and use the M3 Editor or M3 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 “M3 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 applications that you want to install, and click [Install].

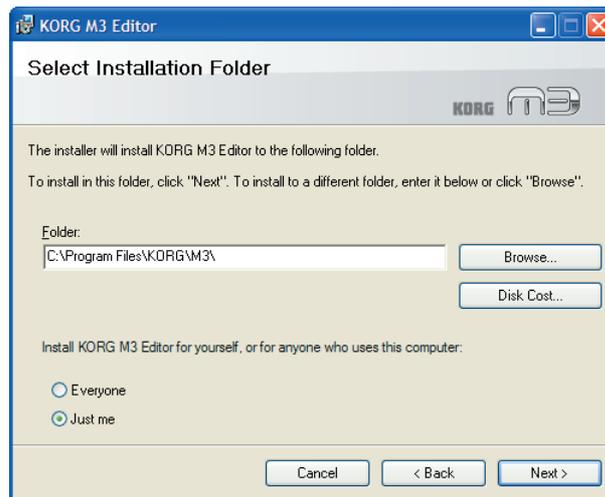


The applications you selected will be successively installed.

- 3 Follow the on-screen instructions to install each application.
- 4 “M3 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].



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- 5 The M3 Editor screen will appear. Click [Next>].
 - 6 The “Welcome to the M3 Editor setup wizard” screen will appear. Click [Next>].
 - 7 “M3 Editor information” will appear. Read the displayed content, and click [Next>].
 - 8 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>].
 - 9 The “Select installation folder” screen will appear. Choose the location and user(s) for which you want to install the software, and click [Next>].



- 10 “Verify installation” will appear. To proceed with installation, click [Next>]. Installation will begin.
- 11 If installation is successful, click [Close]. “M3 Editor/Plug-In Editor Installer” will appear.
- 12 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.
- 13 When all the selected applications have been installed, click [Close] to exit the installer.

Installation in Mac OS X

To install the M3 Editor and M3 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 M3 to your computer via USB and use the M3 Editor or M3 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 “M3 Editor Installer.pkg” located in the “M3 Editor” folder of the CD-ROM.
- 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 “Important 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].

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- 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.

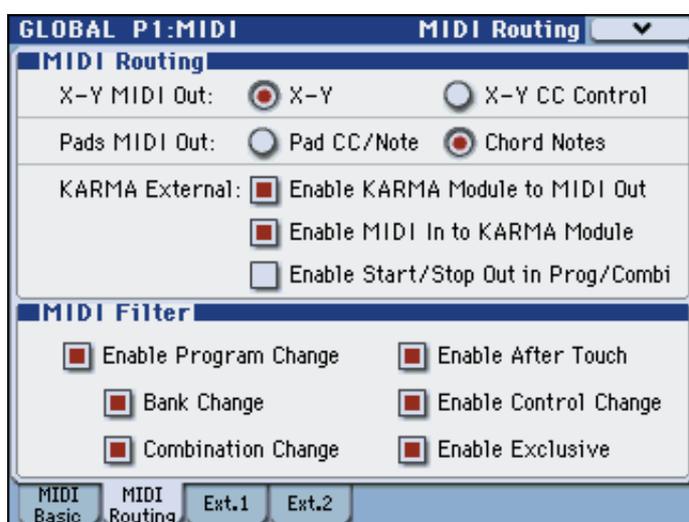
Note: Under Mac OS X, the plug-in version will also be installed in the appropriate folder.

Setup

Setting up the M3 Editor

⚡ If you want to use the M3 Editor with the M3 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 M3 Editor.

- 1 Use a USB cable to connect the M3's USB B connector to the USB port of your computer.
- 2 In the M3's Global mode, make sure that MIDI Filter "Enable Exclusive" is on (the check box should be checked). (The factory setting is on.)



- 3 Start up the M3 Editor and verify that it's operating correctly.

Windows XP

Starting up the M3 Editor

Navigate to the "KORG" folder -> "M3" folder, and double-click the "M3 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"- "M3"- "M3 Editor."

Mac OS X

Starting up the M3 Editor

Navigate to the "Applications" folder - "KORG" folder - "M3" folder, and double-click the "M3 Editor" icon.

Setting up the M3 Plug-In Editor

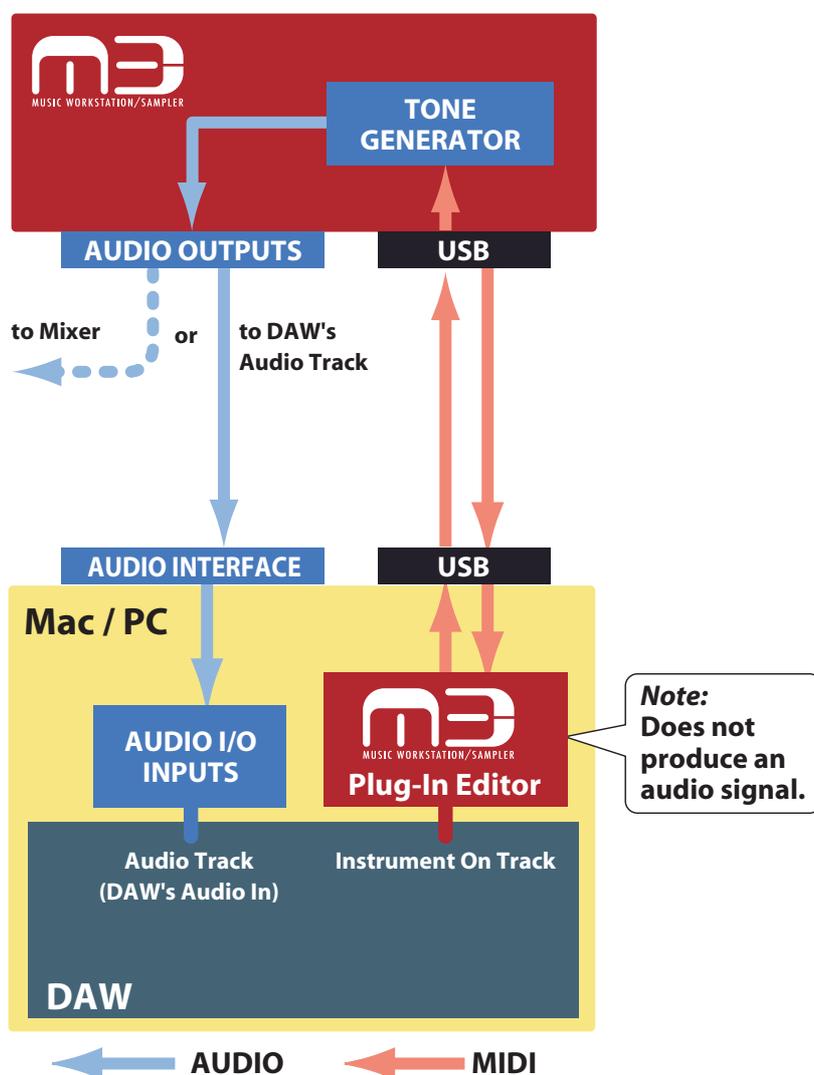
⚠ If you want to use the M3 Plug-In Editor with the M3 connected to your computer via USB, you must make sure that you have finished installing and setting-up the KORG USB-MIDI Driver before you start up the M3 Editor.

This section explains how to set up the M3 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 M3 Plug-In Editor

The M3 Plug-In Editor sends and receives only parameter data to and from the M3. Unlike typical plug-in instruments, the M3 Plug-In Editor does not produce an audio signal. Your M3 will output audio signals when the M3 Plug-In Editor sends it MIDI messages.

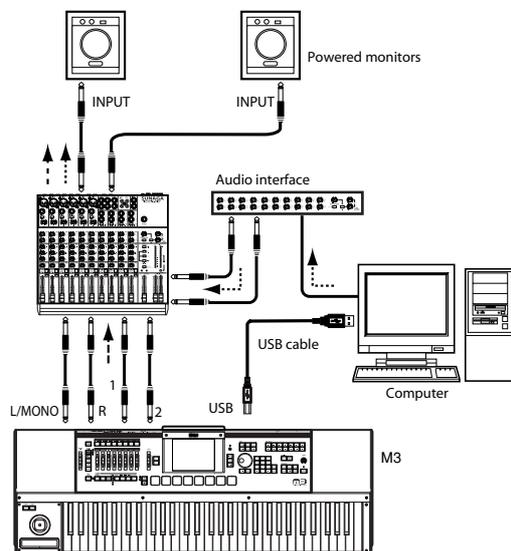
If you want to send the M3's audio signal to an audio track of your host application and use it in conjunction with a plug-in effect etc., refer to "Using your host application to control the M3's audio signal" (p.8)



Note: Because the M3 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 M3 Plug-In Editor is inserted, or send its audio signal via a send or bus.

Using an external mixer to control the M3's audio signal

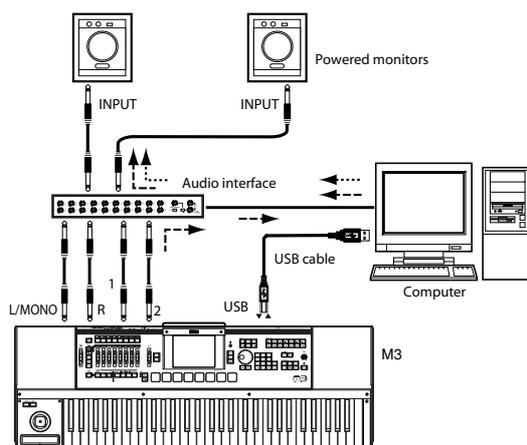
If you want to mix the M3's audio signals with the audio signals sent from your host application via your audio interface, or with audio signals from another sound module, make connections as shown below.



Note: If you're using only the module portion of the M3 as a sound module, you'll need to connect a master keyboard (master keyboard → M3)

Using your host application to control the M3's audio signal

If you want to apply a plug-in effect to the M3's audio signal, or to control the M3's audio signal in your host application along with other audio tracks, connect the M3 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.

Note: If you're using only the module portion of the M3 as a sound module, you'll need to connect a master keyboard (master keyboard → M3)

Apple - Logic Pro 7

- 1 Start up Logic Pro 7.
- 2 Create an audio instrument track, and start up “M3 Plug-In Editor.”



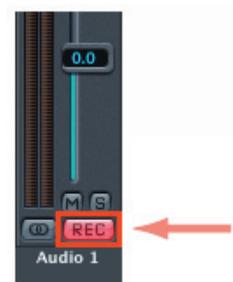
Audio Instrument Track

- 3 To route the M3'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 M3's audio signal.



Audio Track

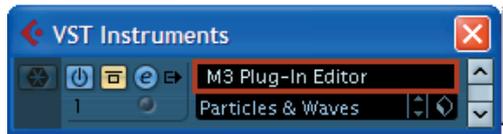
- 4 If you're routing the M3's audio signal to an audio track, turn the REC button on so that you can hear the audio signal.
If you are routing the M3's audio signal to an audio AUX track, this setting is not necessary.



Audio Track

Steinberg - Cubase SX4

- 1 Start up Cubase SX4 and create a project.
- 2 In the VST Instruments window, start up "M3 Plug-In Editor."



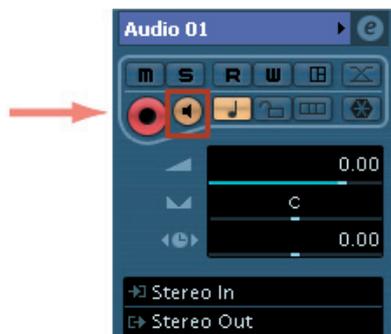
- 3 Create a MIDI track. As the output of that MIDI track, choose "M3 Plug-In Editor" which you started up in the VST Instruments window.



- 4 To route the M3's audio signal to Cubase SX4, create an audio track. As the input of the track, select the audio interface input to which you've connected the M3's audio signal.

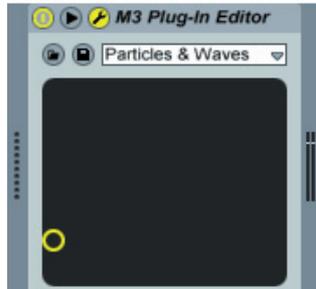


- 5 Turn the Monitor button on so that you can hear the audio signal.

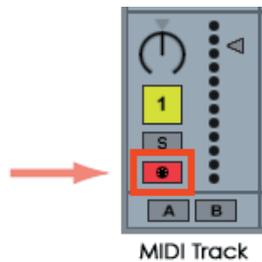


Ableton - Live 6

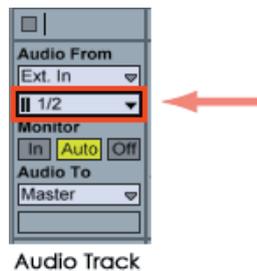
- 1 Start up Live 6, and choose "View"->"Session View."
- 2 From the plug-in device browser, drag and drop "M3 Plug-In Editor" onto the session view. This will create a MIDI track with "M3 Plug-In Editor" started up. Verify that "M3 Plug-In Editor" is running in the MIDI track view.



- 3 Press the arm button so that the MIDI input from the external source will be sent to "M3 Plug-In Editor."



- 4 To route the M3's audio signal to Live 6, create an audio track. As the input of the audio input/output section, select the audio interface input to which you've connected the M3's audio signal.

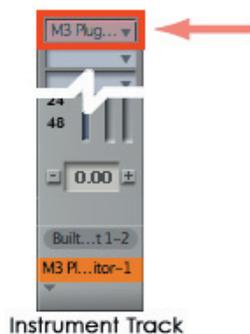


- 5 Set the Monitor setting to "In" so that you can hear the audio signal of the M3.

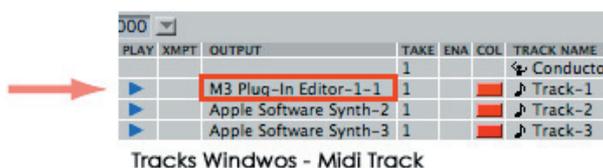


MOTU - Digital Performer 5

- 1 Start up Digital Performer 5
- 2 Create an instrument track. Start up “M3 Plug-In Editor.”



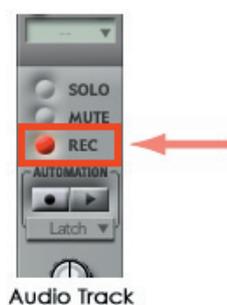
- 3 Create a MIDI track. Choose “M3 Plug-In Editor” as the output of that MIDI track.



- 4 To route the M3’s audio signal to Digital Performer 5, 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 M3’s audio signal.

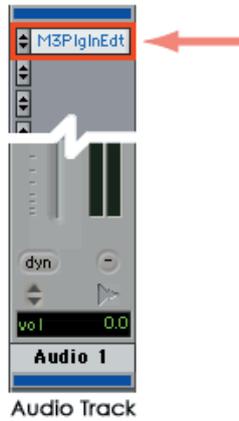


- 5 If you’re routing the M3’s audio signal to an audio track, turn the REC button on so that you can hear the audio signal.
If you are routing the M3’s audio signal to an AUX track, this step is not necessary.



Digidesign - Pro Tools LE 7

- 1 Start up Pro Tools LE 7, and open a session.
- 2 Create an audio track, and start up “M3 Plug-In Editor.”



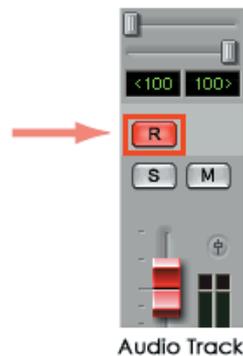
- 3 Create a MIDI track. Choose “M3 Plug-In Editor” as the output of that MIDI track.



- 4 To route the M3’s audio signal to Pro Tools LE 7, create an audio track or an AUX input track. As the input, select the audio interface input to which you’ve connected the M3’s audio signal.



-
- 5 If you're routing the M3'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 M3'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 "M3 Plug-In Editor" as a plug-in instrument.
- 3 Create a MIDI track. Choose "M3 Plug-In Editor" as the output of that MIDI track.
- 4 To route the M3'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 M3's audio signal.
- 5 So that you can hear the M3'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 M3 rather than being routed through the M3 Plug-In Editor. In this case, choose the M3'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 M3.

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

M3 Editor

- From the “KORG”-“M3” folder, start up “M3 Editor.”

Note: When you start up the editor, the M3 programs and other settings can be loaded automatically. (See p.27 “Preferences”)

 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.

M3 Plug-In Editor

For details on starting-up the M3 Plug-In Editor, refer to the section for your host application in “Setting up the M3 Plug-In Editor” (p.7).

Note: When you start up the editor, the M3 programs and other settings can be loaded automatically. (See p.27 “Preferences”)

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

When using the software for the first time

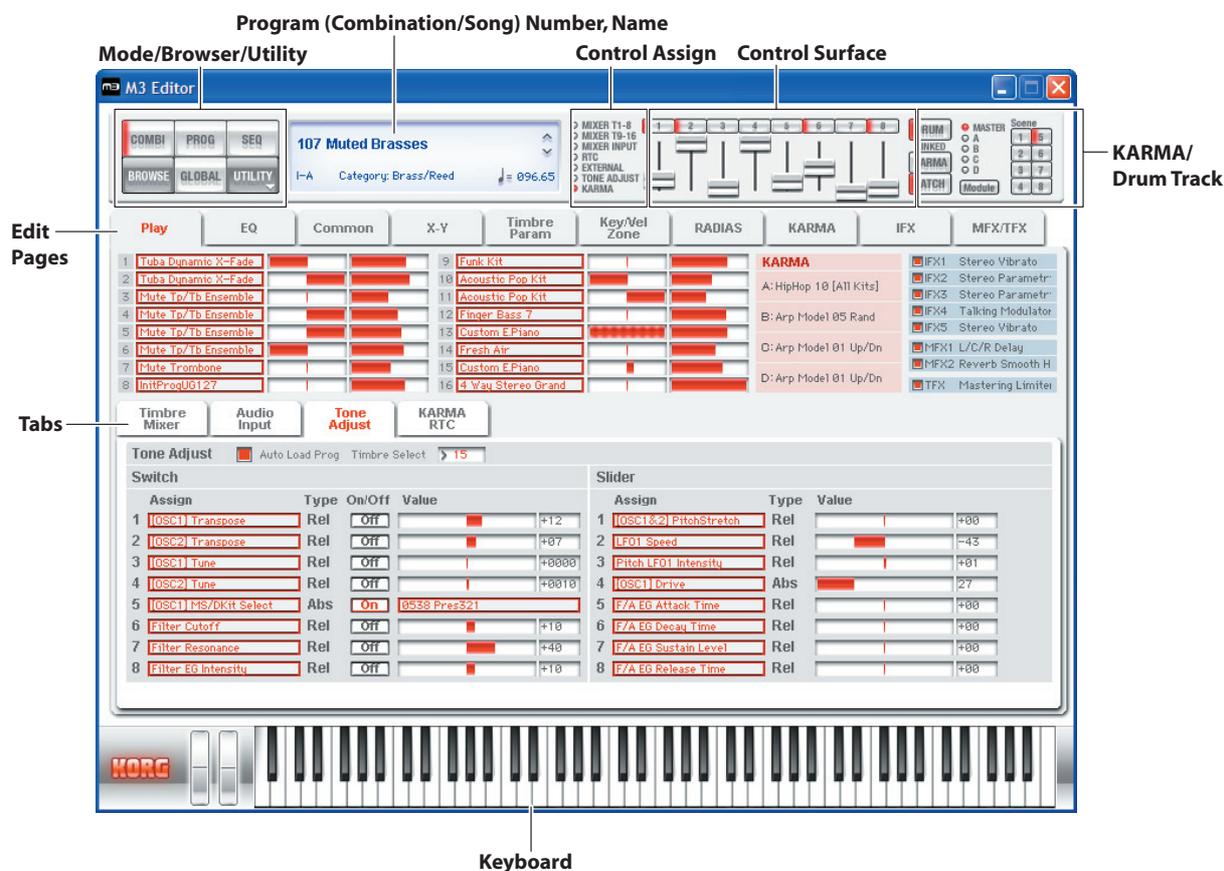
When you use M3 Editor/Plug-In Editor for the first time, you'll need to load all data (pre-loaded data) from the M3 itself, and save it as an Editor data file.

About the Prirord data

When you install M3 Editor, the preloaded data “PRELOAD.M3all” will be copied to the “My Documents” folder (Windows version) or the “Applications”-“KORG”-“M3” folder (Mac version). This is the sound data that is saved in the M3 when it is shipped from the factory. To shorten the startup time, you can make settings so that this data file is loaded automatically when M3 Editor starts up, so that you won't need to read the data from the M3. Refer to p.27 “Software Setup (Initial settings for M3 Editor).”

Items in the screen

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



Mode (COMBI, PROG, SEQ, GLOBAL)/Browser (BROWSE)/Utility (UTILITY):

Here you can select program, combination, sequencer, or global mode. The browser will display the names of the programs, combinations, and songs that are in the M3. UTILITY lets you view and execute the utility commands that are available for the page you've selected. This is where you write (save) data.

Program (Combination/Song) Number, Name:

This area shows the number and name of the program, combination, or song. Use the up/down arrows at the right side to change programs, combinations, or songs.

Edit Pages, Tabs:

Use these to select the page that you want to edit.

Control Assign:

Here you can change the function of the eight control surface sliders and switches.

Control Surface:

Here you can control the tone, volume, or KARMA settings depending on the currently selected control assign functions.

KARMA/Drum Track:

Here you can make settings for the KARMA function and the drum track, and select the KARMA module and scene that will be controlled from the control surface when the control assign setting is KARMA.

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.

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.
 - SEQ:** Select, play, and edit sequencer songs.
 - GLOBAL:** Edit the software setup, global settings, MIDI settings, controller CC assignments, scale, category names, drum kits, and RADIAS formant motions.

Selecting programs, combinations, and songs

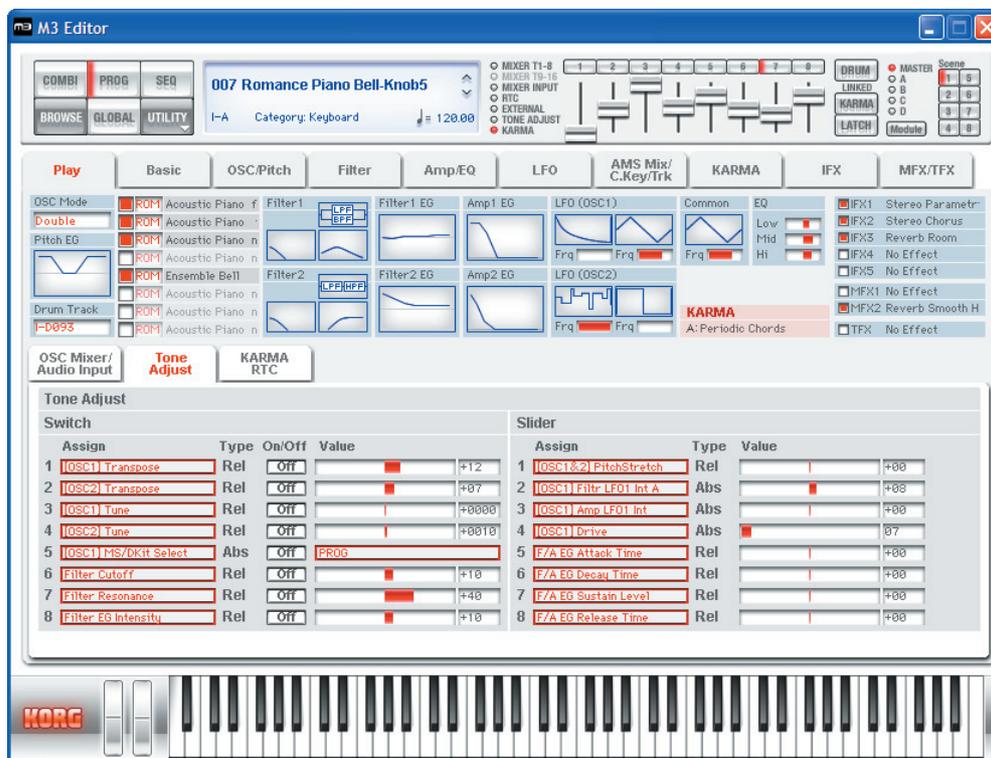
- Click the [BROWSE] button to display the sound list, and then select a program (or combination or song). The items you can select will depend on the mode.
- Depending on whether you choose Category Select or Bank Select, the programs (or combinations) in the sound list will be arranged by category or by bank.

Auditioning programs, and selecting a program to edit

- 1** Click the [PROG] mode button to enter Program mode.
- 2** Click the [BROWSE] button to view the program list.
- 3** Click any program to select it. Play the keyboard of the M3 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 In the upper line of the screen, choose [TONE ADJUST] in the selector located at the left of the control surface.
- 3 In the set of tabs located in the center of the screen, choose [Tone Adjust].



- 4 Use the eight sliders and switches of the control surface to modify the sound. The parameters are shown in the Tone Adjust tab in the lower half of the screen. For an explanation of these parameters, refer to the M3 parameter guide (PDF).
- 5 At the right of the control surface sliders, turn on the KARMA button and DRUM button, and play the keyboard or pads on the M3 itself; a performance generated by the KARMA function and the drum track will begin playing. To change the drum pattern that is playing, change the Pattern No. in the Basic/Drum Track page. To change the GE program used by KARMA, change the GE in the KARMA page.

Writing (saving)

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

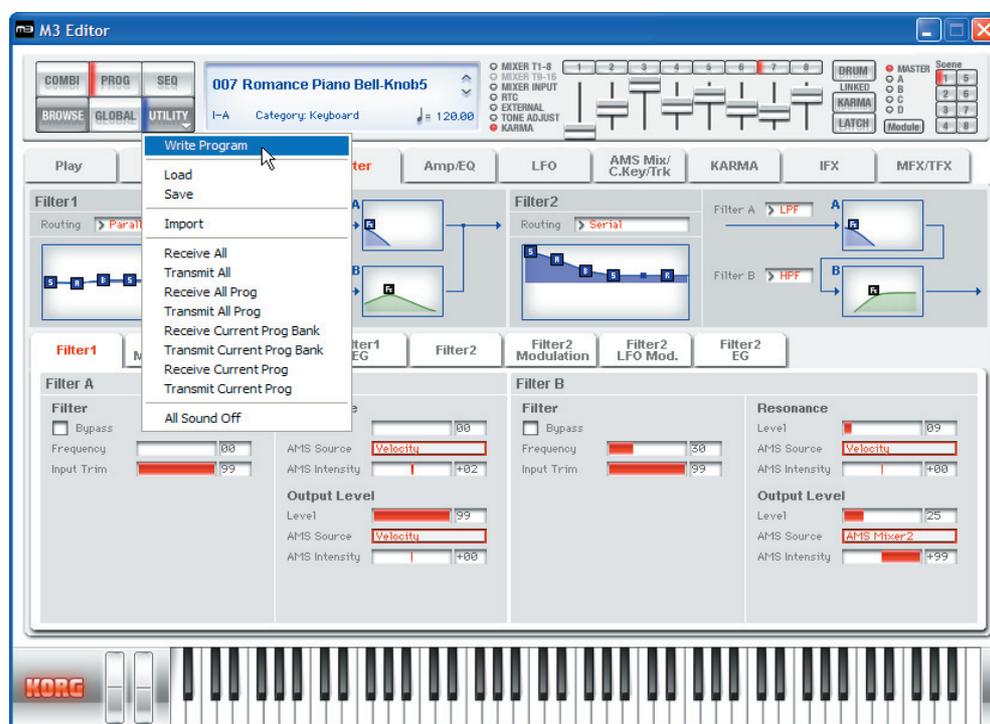
 This Write operation will save the edited settings on the M3.

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 songs.

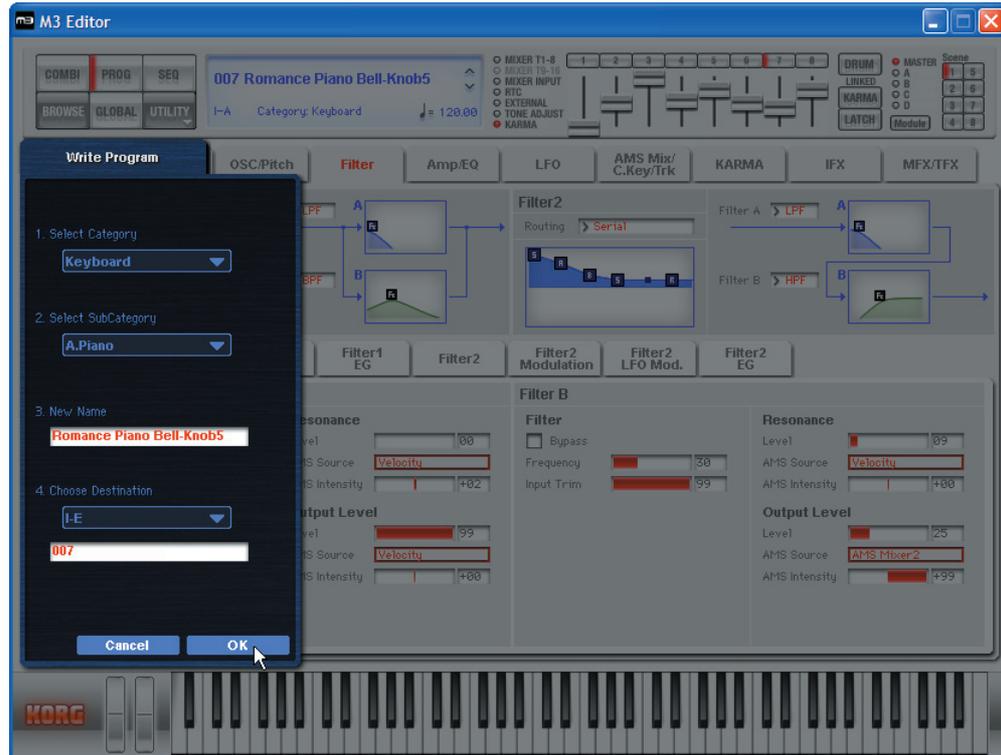
Global mode settings are maintained until you close the application, but your changes will be lost when you close the application. If you click the [DUMP] button located in the upper right of each page in Global mode, the current settings will be saved in the M3. (Some pages do not have the [DUMP] button.)

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.



If you execute a menu command (such as Swap Oscillator) on the M3 itself, the data in the Editor and the data in the M3 may lose synchronization. In this case, execute a UTILITY menu command (such as Receive Current Combi) in the Editor to receive a data dump for the current data.

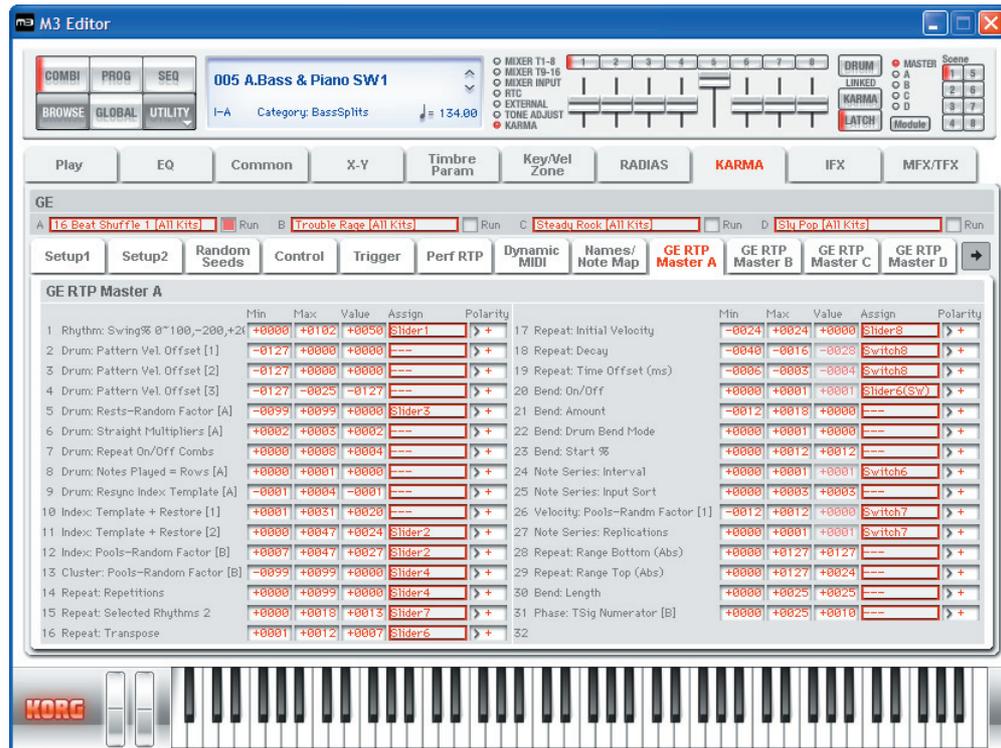
Special functions provided on the M3

1 Tone Adjust

This function provides an easy way to edit the sound of programs, the programs used within a combination, or the programs used by song tracks.

2 KARMA

In the M3 Editor window, you can perform essentially all editing operations that can be performed on the M3 itself, including turning the KARMA function on/off, scene changes, editing the realtime parameters, and editing the GE parameters.

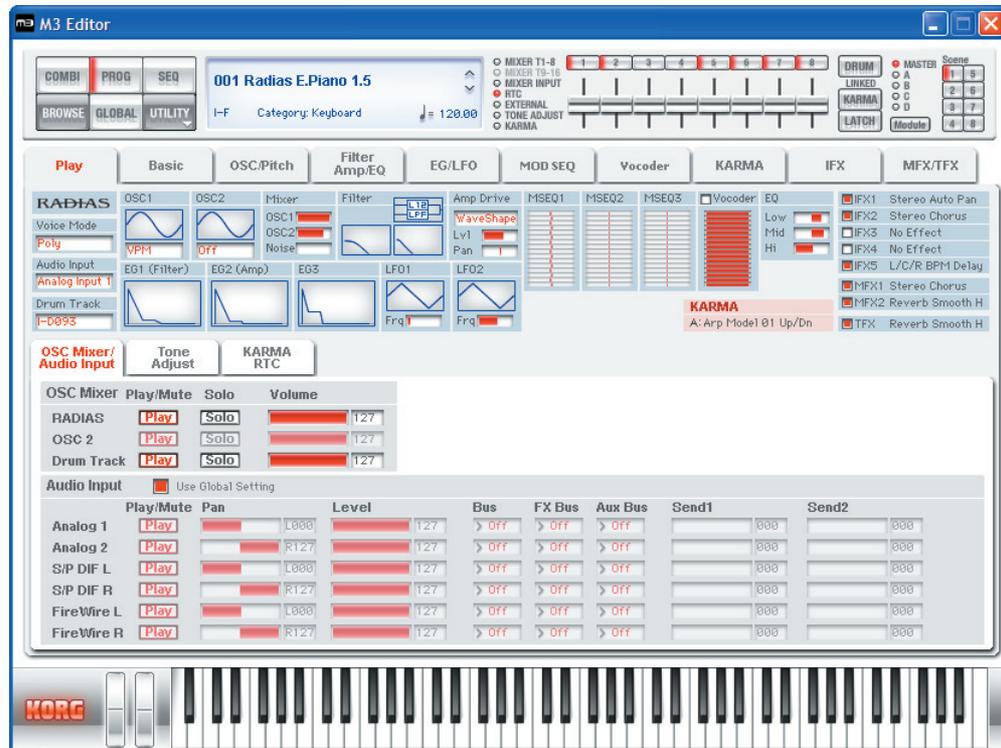


3 Drum Track

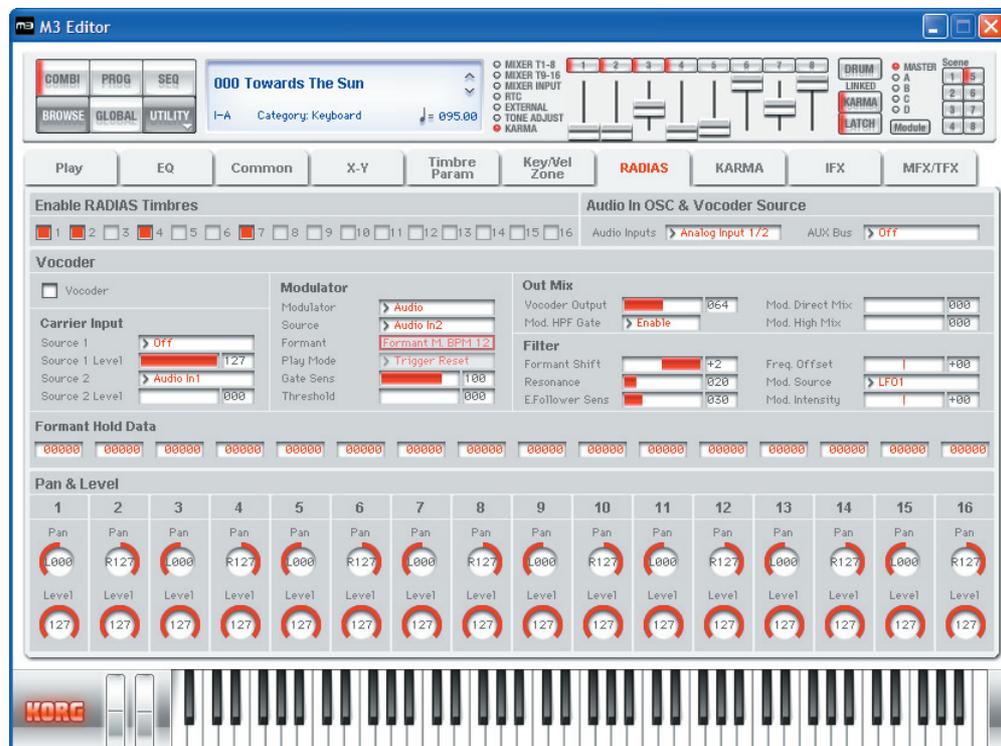
The Drum Track is a pattern sequencer dedicated to playing drum patterns. You can use it in any mode: Program, Combination, or Sequencer. In M3 Editor you can turn the drum performance on/off, select drum patterns, select drum programs, and edit the settings of the assigned timbre – all in realtime.

4 RADIUS (when the EXB-RADIUS is installed)

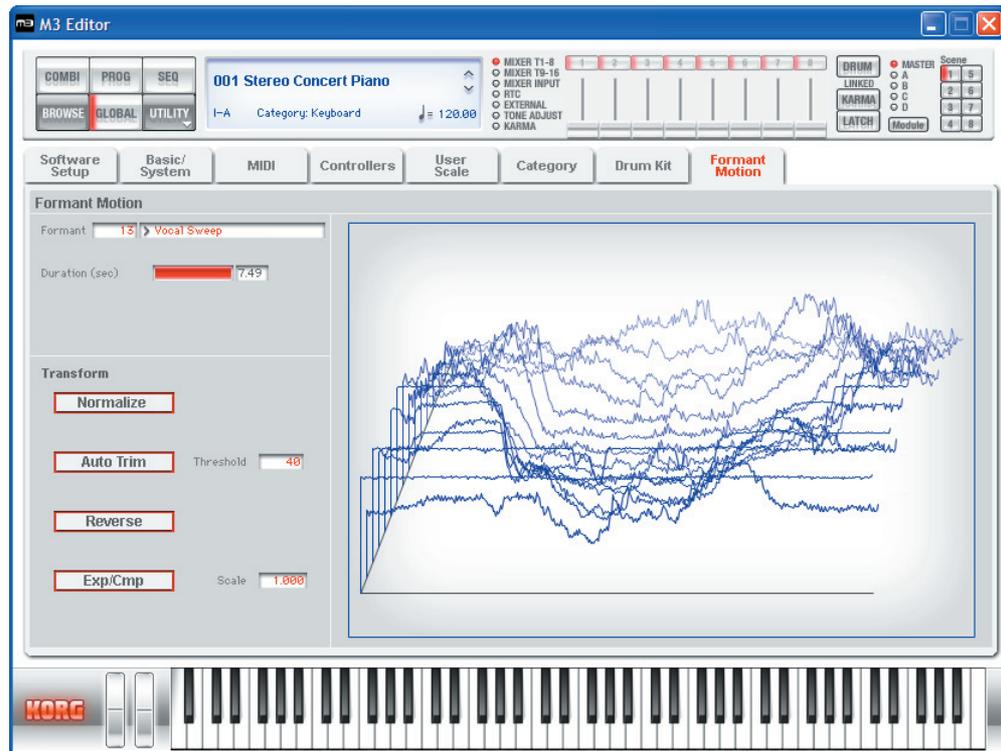
If the EXB-RADIUS option is installed in the M3, you'll be able to edit RADIUS programs using M3 Editor. Bank INT-F is dedicated to RADIUS programs. You can also assign desired user banks to be dedicated to storing RADIUS programs.



In Combination mode and Sequencer mode, you will also be able to use a special screen to edit the vocoder section separately from the sound generator.



In Global mode, you can edit formant motion data for the RADIAS vocoder and save it in the M3's internal memory. (This cannot be done using the M3 itself.)



Functions specific to the editor

These are functions that are not found on the M3, and are available only from the editor (M3 Editor, M3 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.

Receive All

Receives all data from the M3 data into the editor.

Note: The sample data of Sample mode and the sequencer performance data of Sequencer mode are excepted.

Transmit All

Transmits all data in the editor to the M3 and writes it into internal memory.

Receive All Combi/Current Combi Bank

Receive All Prog/Current Prog Bank

Receive SEQ

Receive Global Data/Drum Kit/Formant Motion/Current Formant Motion

Receive the corresponding data from the M3 into the editor.

Note: Receive Formant Motion/Current Formant Motion can be used only if the EXB-RADIAS is installed.

Transmit All Combi/Current Combi Bank

Transmit All Prog/Current Prog Bank

Transmit SEQ

Transmit Global Data/Drum Kit/Formant Motion/Current Formant Motion

Transmit the corresponding data from the editor to the M3 and writes it.

Note: Receive Formant Motion/Current Formant Motion can be used only if the EXB-RADIAS is installed.

Receive Current Combi/Current Prog/1 SEQ

Receive the respective data from the M3 into the editor.

Transmit Current Combi/Current Prog/1 SEQ

Transmit the respective data from the editor to the M3. This operation does not write the data into the M3's internal memory. You'll need to write (save) it if necessary.

Note: These Receive and Transmit commands use KORG SysEx MIDI Dump to send or receive data, or to synchronize the data between the M3 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 M3.

Import

Loads PCG data from the M3 into the editor.

Save Default

Writes (saves) the global mode Software Setup settings of the editor as the default settings that will be used when you start up the editor.

Note: These utilities can be selected only in the editor's global mode Software Setup page.

Select Auto Load File

In the Software Setup tab, use "Load data file automatically" to select the desired file.

Note: Refer to "Load data file automatically."

All Sound Off

Depending on the host application, "hung" notes may have sometime occurred while operating the host's functions.

If this symptom occurs, please execute the "All Sound Off" command.

Preferences

Global mode Software Setup lets you specify the default settings that M3 Editor will use when it starts up. These settings will be saved when you execute the UTILITY command Save Default.

Total Recall & Data Sync Setting

Total Recall & Data Sync Setting					
<input type="checkbox"/> ALL					
<input checked="" type="checkbox"/> PROG		<input checked="" type="checkbox"/> COMBI			
<input type="checkbox"/> I-A	<input checked="" type="checkbox"/> U-A	<input type="checkbox"/> I-A	<input checked="" type="checkbox"/> U-A		
<input type="checkbox"/> I-B	<input checked="" type="checkbox"/> U-B	<input type="checkbox"/> I-B	<input checked="" type="checkbox"/> U-B		
<input type="checkbox"/> I-C	<input type="checkbox"/> U-C	<input type="checkbox"/> I-C	<input checked="" type="checkbox"/> U-C		
<input type="checkbox"/> I-D	<input checked="" type="checkbox"/> U-D	<input type="checkbox"/> I-D	<input type="checkbox"/> U-D		
<input type="checkbox"/> I-E	<input type="checkbox"/> U-E	<input type="checkbox"/> I-E	<input type="checkbox"/> U-E		
<input type="checkbox"/> I-F (RADIAS)	<input type="checkbox"/> U-F	<input type="checkbox"/> I-F	<input type="checkbox"/> U-F		
	<input type="checkbox"/> U-G	<input type="checkbox"/> I-G	<input type="checkbox"/> U-G		
<input checked="" type="checkbox"/> SEQ					
<input checked="" type="checkbox"/> Drum Kit					
<input type="checkbox"/> Formant Motion					

Here you can specify the editor data that will be saved and loaded as part of the song data by your DAW software. This setting lets you save only the data you need. When M3 Editor starts up, the types of data that you've checked here will also be loaded automatically from the M3 that's connected to your computer. (In other words, this data will be synchronized.) Since a

data dump requires a certain amount of time, you may wish to shorten the startup time by using the Load Data File Automatically function instead of this function, or by using the UTILITY command Load to load a previously-saved data file into M3 Editor.

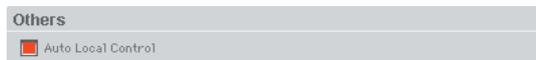
Note: The Total Recall & Data Sync Setting function is available only with M3 Plug-In Editor.

Load data file automatically



When M3 Editor starts up, the data file you specify here will automatically be loaded into the editor. After this process is completed, the data you checked in Total Recall & Data Sync Setting will be loaded via data dump.

Auto Local Control



This setting automatically sets the M3's Local Control setting to the appropriate state when you start up the editor. We recommend that you normally leave this parameter on. The M3's Local Control setting will be reset to its original state when you close the editor.

Caution regarding USB connection

If you lose data synchronization with the M3 when starting-up the editor, please check the following points.

- If you're using a USB hub, try connecting the M3 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 M3 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.

The M3's USB ports support USB 2.0.

- Since the M3 supports USB 2.0, we recommend that you connect it to a USB port on your computer that supports USB 2.0, in order to allow high-speed data transfer.

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