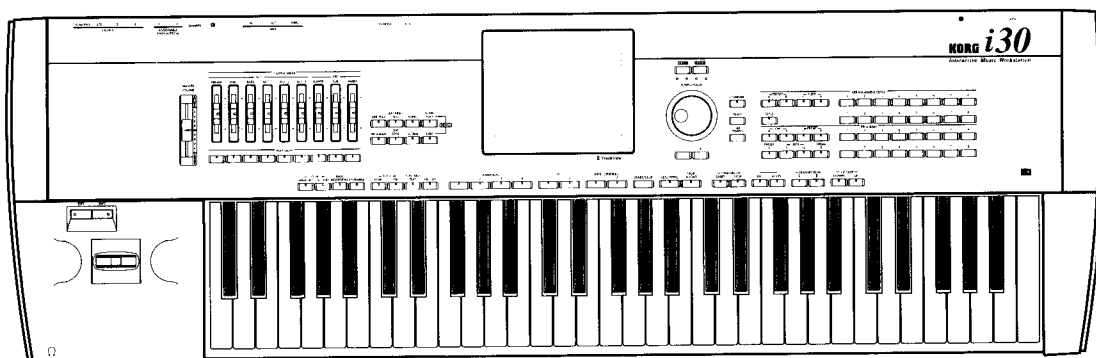


i30

Update Guide 2.0

**Also Contains
2.1 UPDATE - pages 6 & 7**



KORG

Additions and changes in #2.0

The following functions have been added or changed in #2.0 (revision number 2.0).

1. Change in Chord Scanning parameter specifications

The method of chord detection used when the Chord Scanning parameter is set to **Lower** can now be specified as an Arrangement Global parameter.

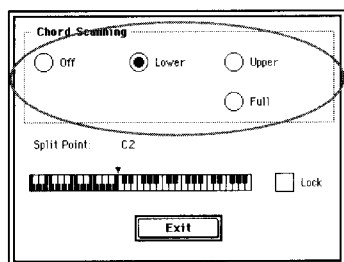
The specifications for Chord Scanning in Arrangement Play mode and Backing Sequence mode have changed. In conjunction with this, Arrangement Play mode "Global" has a new **Option page**, which allows you to make settings related to chord scanning.

The following material explains the specifications of the Chord Scanning parameters and how to save them as Arrangement Global parameters.

Chord Scanning parameter

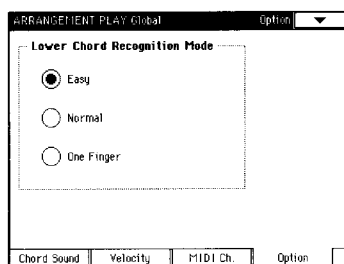
Operation when Chord Scanning has been set to **Off**, **Upper** or **Full** in Arrangement Play mode and Backing Sequence mode has not changed, and is the same as before. Please refer to p.1 or 12 of the Parameter Guide.

If you select **Lower**, press the **Exit** button to close the dialog box, and use the Option page to specify the method of chord detection.



Entering the Option page and making settings

- ① In Arrangement Play mode, press the **MENU** key and then press the **Global** button.
- ② Press the **Option** tab.
The Option page will appear.



- ③ Set the **Lower Chord Recognition Mode** parameter.
Easy: Chords will be detected when you play notes to the left of the split point. Operation will be the same as for Lower (Easy) before the change (refer to Parameter Guide p.1 or 12).

Normal: Chords will be detected when you play a chord of three or more notes to the left of the split point. Operation will be the same as for Lower (Normal) before the change (refer to Parameter Guide p.1 or 12).

One Finger: The following major chords – minor seventh chords will be detected when you press between one and three notes to the left of the split point.

Major chords... When you play a single note to the left of the split point, a major chord will be specified with that note as the root. For example if C3 is played, the chord will be C (C major).



Minor chord... When you play a single note (the root) to the left of the split point and then add the black key located to the left of that note, a minor chord will be specified. For example if you play C3 and add B2, a Cm (C minor) chord will be specified.



Seventh chord... When you play a single note (the root) to the left of the split point and then add the white key located to the left of that note, a seventh chord will be specified. For example if you play C3 and add B2, a C7 (C seventh) chord will be specified.



Minor seventh chord... When you play a single note (the root) to the left of the split point and then add the black key and white key located to the left of that note, a minor seventh chord will be specified. For example if you play C3 and add B2, a Cm7 (C minor seventh) chord will be specified.



Saving the setting

The Lower Chord Recognition Mode parameter setting can be saved as an Arrangement Global parameter. This means that the chord detection method used when the Chord Scanning parameter is set to Lower will also be used in other arrangements.

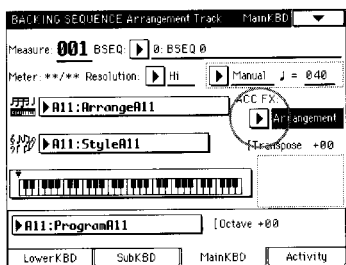
- ① In the Option page, press the **page menu** button, and press the **Write Arrangement Global**.
The Write Arrangement Global dialog box will appear.
- ② Press the **OK** button.

2. Effects for the ACC part can be specified in Backing Sequence mode

An ACC FX parameter and ACC Effect setting items have been added to Backing Sequence mode, making it possible to set the effects for the ACC part in Backing Sequence mode as well.

- ① In Backing Sequence mode, access the **Arrangement Track page**.

You can access this page by pressing the EXIT key in Backing Sequence mode.



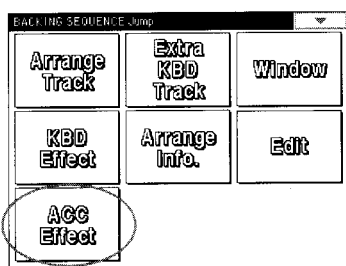
- ② Press the popup button for the **ACC FX parameter**. This parameter selects the mode whose effect selection will be applied to the ACC part.



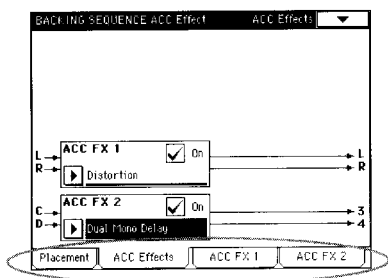
- ③ Press **Backing SEQ**.


If you set this to Arrangement, the effect that was specified in Arrangement Play mode will be used, meaning that operation will be the same as on the previous version of the i30 and i30HD.

- ④ Press the **MENU** key. The ACC Effect buttons will appear.



- ⑤ Press the **ACC Effect** button. The Placement tab and ACC Effects tab etc. will appear. For details on the pages that will appear when you press these tabs, refer to p.4 of the Parameter Guide.



 The settings of Pan (L, R) and Send Level (C, D) for the arrangement will be used without modification.

3. Enhanced functionality for the page menu commands of Edit Style mode

In the page menu command of the **Recording page**, the functionality of Get Drums Part – Get Style Element has been enhanced.

Get Drums/Perc/Bass/ACC1/ACC2/ACC3 Part: If the specified part contained a pattern, executing these commands did not correctly obtain the pattern data. This has been changed so that the expanded contents of the pattern will be included.

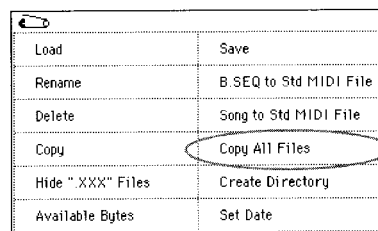
However if memory is insufficient to expand the pattern, a message of “Not enough memory” will be displayed, and the command cannot be executed.

Get Style Element: If the specified style contained a pattern, executing this command did not correctly obtain the pattern data. This has been changed so that the expanded contents of the pattern will be included.

However if memory is insufficient to expand the pattern, a message of “Not enough memory” will be displayed, and the command cannot be executed.

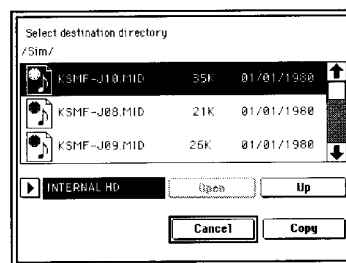
4. Copy All Files added to the page menu commands of Disk mode

Copy All Files has been added to the page menu commands of the File page.



Copy All Files: All files in the **current directory** (excepting DOS directory and SET directory) will be copied to the specified directory.

- ① In the File page, press the **Open button** or **Up button** to select the desired current directory.
- ② From the page menu commands, select **Copy All Files**. The Copy All Files dialog box will appear.



- ③ Use the **Open button** or **Up button** to select the copy destination directory.
- ④ Press the **Copy** button.

5. New lyrics display function for SMF files with embedded lyrics

A **Lyrics** page has been added to Song Play mode "Program & Mix." In the Lyrics page, lyrics will be displayed in time with the music when SMF data of the following formats containing English lyrics is played back.

Supported formats

Tune 1000	filename extension .MID
Edirol	filename extension .MID
XF	filename extension .MID
KAR	filename extension .KAR
General Music	filename extension .MID
SOLTON	filename extension .MID
Midisoft	filename extension .MID

- If the file includes chord display data, **chord names** will be displayed in the lowest line of the LCD screen.
- The lyrics will be highlighted as the song progresses. However depending on the way in which the lyrics data was input, the highlighting may not be correct in some cases.



When data containing lyric display data is loaded into the **i30** or **i30HD**, please be aware that lyric data and chord display data will not be loaded.

6. Loading data

i1, i2, i3, i4S, iS40 and iS50 data can be loaded by the **i30** and **i30HD**. However, i3, iS40 and iS50 data can be loaded into the **i30** or **i30HD** in units of an entire file, but not in units of 1 Program or 1 Arrangement.

The following **restrictions apply** when loading data.

i1, i2, i3, i4S data

.PCG files (programs)

	i2/i3/i4S	i1	⇒	i30/i30HD
Program	[U11–U88]	[U11–U88]		[F11–F88]

- When i1, i2, i3 and i4S programs are loaded into the **i30** or **i30HD**, they will be placed in the **User** category.
- When i1, i2, i3, or i4S programs are loaded into the **i30** or **i30HD**, the equivalent **Multisamples** of the **i30** or **i30HD** will be assigned to **Multisounds**.

.PCG files (drum programs)

	i2/i3/i4S	i1	⇒	i30/i30HD
Drum Prog	[Dr7–Dr8]	[Dr17–Dr18]		[R51–R52]

- When i1, i2, i3 and i4S drum programs are loaded into the **i30** or **i30HD**, they will be placed in the **Drum/Perc.** category.
- When i1, i2, i3, or i4S programs are loaded into the **i30** or **i30HD**, the equivalent **Drumsamples** of the **i30** or **i30HD** will be assigned to **Drumsounds**.
- In some cases, **Drum Kits** of the i1/i2/i3/i4S which have been constructed in a special way may not be reproducible when loaded into the **i30** or **i30HD**.
- If a drum program has been created in [U11–U88] of the i1, i2, i3 or i4, loading this into the **i30** or **i30HD** will produce a program which uses **Multisamples**.
- i1/i2/i3/i4S drum programs which specify Drum Kit parameters other than User Kit 1 or 2 cannot be reproduced on the **i30** or **i30HD**.

.ARR files

	i2/i3/i4S	i1	⇒	i30/i30HD
Arrangement	[11–88]	[11–88]		[C11–C88]

- When an i1/i2/i3/i4S arrangement is loaded into the **i30** or **i30HD**, it will be assigned to the **User 4** category.
- Arrangements which use i1/i2/i3/i4S Styles [P11–P68] will use **i30** or **i30HD** Styles [A11–A68] when loaded into the **i30** or **i30HD**.
- Arrangements which use i1 Styles [I11–I48] will use **i30** or **i30HD** Styles [B11–B48] when loaded into the **i30** or **i30HD**.
- Arrangements which use i1/i2/i3/i4S Styles [U1–U4] will use **i30** or **i30HD** Styles [C11–C14] when loaded into the **i30** or **i30HD**.
- Arrangements which use i1 Styles [U11–U24] will use **i30** or **i30HD** Styles [C11–C24] when loaded into the **i30** or **i30HD**.
- The program mapping differs between the i1/i2/i3/i4S and the **i30** or **i30HD**, but a mapping conversion table allows a certain degree of reproducibility.
- i1 settings [Dr21–25] or [Dr31–35] will be played as [R11] on the **i30** or **i30HD**.
- Even if the KBD part is loaded into the **i30** or **i30HD**, the effects cannot be reproduced.
- In some cases, **i30** or **i30HD** Chord Scanning or KBD Assign etc. will not be able to reproduce the i1/i2/i3/i4S settings precisely.
- Parameters which were added or modified on the **i30** or **i30HD** will be given their recommended default values.

.STY files

	i2/i3/i4S	i1	⇒	i30/i30HD
Style	[U1–U4]	[U1–U4]		[C11–C14 recommended]

- When i1/i2/i3/i4S Styles are loaded into the **i30** or **i30HD**, they will be assigned to the **User 4** category.
- When loading a .ST file into the **i30** or **i30HD** at the same time that you load an .ARR file of the same file name, we recommend that you load them into Block 1.
- The program mapping differs between the i1/i2/i3/i4S and the **i30** or **i30HD**, but a mapping conversion table allows a certain degree of reproducibility.
- Other i1/i2/i3/i4S parameters will be loaded without change into the **i30** or **i30HD**.

.ST2 files

	i1	⇒	i30/i30HD
Style	[U15–U18]		[C15–C18 recommended]

- When i1 Styles are loaded into the **i30** or **i30HD**, they will be assigned to the **User 4** category.
- When loading a .ST2 file into the **i30** or **i30HD** at the same time that you load an .ARR file of the same file name, we recommend that you load them into Block 2.
- The program mapping differs between the i1 and the **i30** or **i30HD**, but a mapping conversion table allows a certain degree of reproducibility.
- Other i1 parameters will be loaded without change into the **i30** or **i30HD**.

.ST3 files

	i1	⇒	i30/i30HD
Style	[U21–U24]		[C21–C24 recommended]

- When i1 Styles are loaded into the **i30** or **i30HD**, they will be assigned to the **User 4** category.
- When loading a .ST3 file into the **i30** or **i30HD** at the same time that you load an .ARR file of the same file name, we recommend that you load them into Block 3.
- The program mapping differs between the i1 and the **i30** or **i30HD**, but a mapping conversion table allows a certain degree of reproducibility.
- Other i1 parameters will be loaded without change into the **i30** or **i30HD**.

.BSQ files

- Limitations on arrangements and styles used by the **i30** or **i30HD** are also applied to backing sequences. (Refer to .ARR files and .STY files in “i1, i2, i3, i4S data.”)
- Effect settings for i1, i2, i3, and i4S backing sequences will be loaded into the **i30** or **i30HD** as effects of the ACC part.
- i1, i2, i3, and i4S [Extra Tracks 1–5] will be loaded into the **i30** or **i30HD** as [KBD 4–8]. Also, KBD Effect setting will be used for this data.
- In some cases, parameters which have been newly added or modified on the **i30** or **i30HD** may make it impossible for that the loaded data to be reproduced.
- Backing sequence data which was converted by the i1/i2/i3/i4S into SMF data (.SMF files) cannot be reproduced when loaded into the **i30** or **i30HD**.

.SNG files

- The program mapping differs between the i1/i2/i3 and the **i30** or **i30HD**, but a mapping conversion table allows a certain degree of reproducibility.
- Effect parameters etc. of the i1/i2/i3 will be loaded without change into the **i30** or **i30HD**.
- Data which was converted on the i1/i2/i3 into SMF data (.SMF files) cannot be reproduced even if it is loaded into the **i30** or **i30HD**.

iS40 and iS50 data**.PRG files (programs)**

	iS40/iS50	⇒	i30/i30HD
Program	[U11–U88]		[F11–F88]

- When iS40/iS50 programs are loaded into the **i30** or **i30HD**, they will be assigned to the **User** category.
- When iS40/iS50 programs are loaded into the **i30** or **i30HD**, the equivalent **i30** or **i30HD Multisamples** will be assigned for each **Multisample**.

.PRG files (drum programs)

	iS40/iS50	⇒	i30/i30HD
Drum Prog	[Dr27–Dr28]		[R51–R52]

- When iS40/iS50 drum programs are loaded into the **i30** or **i30HD**, they will be assigned to the **Drum/Perc.** category.

.ARR files

	iS40/iS50	⇒	i30/i30HD
Arrangement	[U11–U88]		[C11–C88]

- When iS40/iS50 Arrangements are loaded into the **i30** or **i30HD**, they will be assigned to the **User 4** category.
- The program mapping differs between the i40/i50 and the **i30** or **i30HD**, but a mapping conversion table allows a certain degree of reproducibility.
- **i30** and **i30HD** Chord Scanning and KBD Assign etc. may not precisely reproduce the settings of the iS40/iS50.
- Even if the KBD part is loaded into the **i30** or **i30HD**, the effects cannot be reproduced.
- Parameters which were added or modified on the **i30** or **i30HD** will be given their recommended default values.

.STY files

	iS40/iS50	⇒	i30/i30HD
Style	[U11–U28]		[C11–C28]

- When an iS40/iS50 Style is loaded into the **i30** or **i30HD**, it will be assigned to the **User 4** category.
- The program mapping differs between the i40/i50 and the **i30** or **i30HD**, but a mapping conversion table allows a certain degree of reproducibility.
- Other iS40/iS50 programs will be loaded without change into the **i30** or **i30HD**.

.BSQ files

- Limitations on arrangements and styles used by the **i30** or **i30HD** also apply to backing sequences. (Refer to .ARR files and .STY files of “iS40/iS50 data.”)
- Effect settings of iS40/iS50 backing sequences will be loaded into the **i30** or **i30HD** as effects for the ACC part.
- iS40/iS50 [Extra Tracks 1–5] will be loaded into the **i30** or **i30HD** as [KBD 4–8]. Also, KBD Effect settings will be used for this data.
- In some cases, parameters which have been newly added or modified on the **i30** or **i30HD** may make it impossible for that the loaded data to be reproduced.
- Backing sequence data which was converted by the iS40/iS50 into SMF (.SMF files) cannot be reproduced if loaded into the **i30** or **i30HD**.

.SMF files

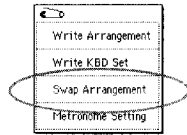
- SMF data (.SMF files) created by the iS40/iS50 in Song Edit mode cannot be reproduced if loaded into the **i30** or **i30HD**.

Additions and changes in #2.1

In #2.1, the following functions have been added or modified.

1. Swap Arrangement added to the page menu command of Arrangement Play mode

A **Swap Arrangement** function has been added to the page menu commands in **Home** (Lower KBD page, Sub KBD page, Main KBD page).



Swap Arrangement: This command exchanges arrangement banks A and B with banks C and D. This makes it possible to edit the arrangements (preset) that were in banks A and B.

Before you edit the data, we recommend that you save it on a floppy disk.

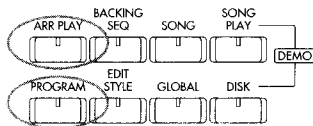
2. Effect settings for the Main KBD part can be saved as .ARR or .ARK data

The effect settings of the program selected for the Main KBD part are used for the Main KBD part of an arrangement.

Until now, the effect settings of a program were not reflected by the Main KBD part unless they were written. In particular when the Main KBD part of an arrangement used a bank A–E program, the effect settings could not be written to these banks, so that if you wished to use modified effect settings, it was necessary to write the program to bank F or G.

With the new functionality, the effect settings of a program will be reflected by the Main KBD part of the arrangement even if the program was not written. Also, if you use Write Arrangement or Write KBD Set to write the data, those effect settings will now be saved in the arrangement or keyboard set.

In Arrangement Play mode if you **hold down the ARR PLAY key and press the PROGRAM key**, the program selected for the Main KBD part will be selected (Program mode), and you can edit it.



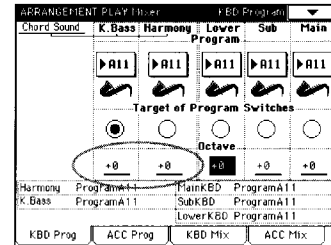
When an .ARR or .ARK file that was saved on a #2.1 i30/i30HD is loaded into a previous version, the following restrictions will apply.

Load ARR File	loaded correctly
Load 1 Arrange	loaded correctly
Load ARK File	cannot be loaded
Load 1 KBDSET	loaded correctly

3. The octave of the K.Base and Harmony parts can be set

In the KBD Prog page of Arrangement Play mode, you can now set the **octave** of the **K.Bass part** and the **Harmony part**.

As for the other parts, the basic pitch of the parts can be set in 1-octave units (± 2 octave range).



4. Sort/Search File page menu command added to Song Play mode

A **Sort/Search File** function has been added to the page menu commands in the Prog & Mix page and Track Status page of Song Play mode.



Sort/Search File: This command sorts the songs in alphabetical order. When you specify a character string, the song containing the specified characters will be selected.

- ① Select the **Sort/Search File** page menu command.



- ② If you know the song name that you wish to select, use the **text edit button** in the dialog box to input the song name.
If you wish to sort the songs in alphabetical order, this step is not necessary.
- ③ Press the **OK button**.

If you input a song name, the song with the specified character string will appear for the File parameter. If there is no such name, the song with the closest name will be selected.



You can use the popup menu of the File parameter to view a list of the sorted songs.

If you execute this function during playback, playback will stop.

5. Front panel OUTPUT MIXER sliders can be used during song playback

In Song Play mode, you can now use the **OUTPUT MIXER sliders** while a song is playing back.

As shown in the following table, the sliders will adjust the volume of the corresponding channels during song playback, or the volume during keyboard performance.

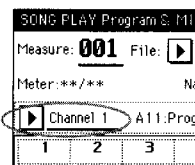
OUTPUT MIXER sliders

DRUMS	10ch
PERC	1ch
BASS	2ch
ACC1	3ch
ACC2	4ch
ACC3	5ch, 6ch
LOWER	7ch, 8ch, 9ch
SUB	11ch–16ch
MAIN	Keyboard performance*

The MAIN slider will take priority for channels that match the keyboard performance channel.

If you move to Song Play mode but have not yet operated the sliders, the volume of each channel will be as specified by the song, regardless of the physical position of the sliders. If you then operate even one of the sliders, each channel will be set to the volume that is specified by the OUTPUT MIXER sliders.

*Keyboard performance uses the channel that is specified by the Channel Select parameter.



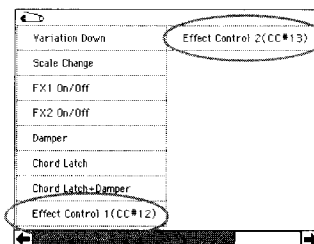
6. New function to cancel your keyboard input

In Song Play mode, **simultaneously pressing** the front panel **SYNCHRO START** key and **SYNCHRO STOP** key will cause any playing on the keyboard to be cancelled. This function allows you to “pretend to play” when on-stage, etc.

To turn off this function, press either the SYNCHRO START key or the SYNCHRO STOP key. This function will also be turned off automatically when you exit Song Play mode.

7. Effect Control 1/2 can be selected for SW1/2 or EC-5

In the Global mode SW1, SW2 and EC5 pages, Effect Control 1 (CC#12) and Effect Control 2 (CC#13) have been added to the functions that can be selected for SW1/2 and EC5.

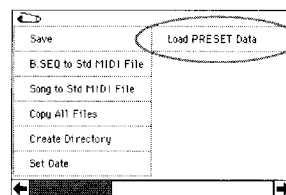


By selecting Effect Control 1 (CC#12) or Effect Control 2 (CC#13), you can control an effect for which CC#12 or CC#13 was specified for dynamic modulation.

For example suppose that in the Global mode SW1, SW2 page you select Effect Control 1 (CC#12) for SW1. In another mode, select the Rotary Speaker effect, and select CC#12 for the Dynamic Modulation parameter. Each time you press the front panel SW1, the rotary speaker will switch between slow and fast rotation.

8. Load PRESET Data page menu command added to Disk mode

In Disk mode, a **Load PRESET Data** command has been added to the page menu commands of the **File** page.



Load PRESET Data: The factory data will be loaded into arrangement banks A and B, and into program banks A–E and Dr11–48.

If these banks contain data that you do not want to lose, save the data to a floppy disk before executing this command.

- 1 Insert the **included floppy disk** into the disk drive.
- 2 In the Disk mode **File** page, choose the **RESTORE.PRD** file which is located in the RESTORE directory.
- 3 From the list of page menu commands, select **Load PRESET data**, and press the **OK** button to execute.