

KRONOS 61/73/88
KRONOS X 61/73/88
KRONOS 2 61/73/88/PLATINUM/LS/GOLD

System Version 3.1.3

February 25, 2019

Changes Since KRONOS System Version 3.1.2

Program mode

Bug fixes

Using the HD-1 Filter LFO Intensity in the Tone Adjust function might have caused an operational error. This has now been fixed.

Disk mode

Bug fixes

The Piano Type parameter didn't function correctly just after installing an EXs sound library. This has now been fixed.

Saving sample data to a KMP file might have caused an operational error. This has now been fixed.

Changes Since KRONOS System Version 3.1.1

Disk mode

Bug fixes

In system version 3.1.1 only, when installing an EXs sound library, the operation failed with the error message "Install EXs Error. Error: the EXs installation was not successful." This has now been fixed.

Changes Since KRONOS System Version 3.1.0

MIDI

Bug fixes

If MIDI Realtime Universal Exclusive messages were received while playing notes on the keyboard, stuck notes might have occurred. This has now been fixed. (This occurred only in system version 3.1.0, and not in any previous versions.)

KARMA

Bug fixes

When playing specific KARMA GEs, Latch might not have worked correctly. This has now been fixed. (This occurred only in system version 3.1.0, and not in any previous versions.)

If a User GE (.KGE) file was loaded containing User Templates Banks, the Template bank order would be incorrect the next time that the Kronos was turned on, making it appear that Templates were not correctly remembered. This has now been fixed.

Combination mode

Bug fixes

In the Quick Layer window, changing the Layer's Zone setting might have caused an operational error. This has now been fixed.

Sampling mode

Bug fixes

The front panel START and STOP buttons did not correctly control audio CDs in external USB drives. This has now been fixed. (This occurred only in system version 3.1.0, and not in any previous versions.)

Changes Since KRONOS System Version 3.0.4

New features

KRONOS software version 3.1 adds a new Quick Layer/Split feature that lets you easily “layer” (overlay) another program with the selected program or combination, or create a “split” in which you place a different program in the higher or lower region of the keyboard. For more information, please see the updated PDF manuals and the onboard Help system.

In addition to these new features, the update includes various improvements and important resolutions to specific operational issues. For more information, please see “Other Improvements and bug fixes” section in this documentation.

If you're using an older version, you can download the latest software free of charge from the Korg website (<http://www.korg.com>). We recommend that all KRONOS, KRONOS X, and new KRONOS users update to version 3.1. This update may be installed on any KRONOS, regardless of the currently installed

system version; it is not necessary to install intermediate upgrades first.

KRONOS Editor and Plug-In Editor 3

Version 3.1 adds support for the KRONOS Editor and Plug-In Editor 3.1, which let you edit and organize sounds from your Mac OS X or Windows computer.

Plug-in operation allows you to save settings as part of your project with any VST-compatible Windows software, or any VST- or AU- compatible software on Mac OS X. The KRONOS Editor and Plug-In Editor 3.1 will be available for free download at <http://www.korg.com>.

Other improvements and bug fixes

In addition to the new features, KRONOS system version 3.1 includes the following functional improvements and bug fixes.

General

Improvements

The available PCM RAM memory has been increased by approximately 30MB.

The accuracy of the TouchView response has been improved.

Bug fixes

When playing the keyboard or when switching the System Clock parameter in Global mode, glitches might have been introduced into the audio input signal from AUDIO INPUT, USB or S/P DIF. This has now been fixed.

Audio Input's Send2 Level value might have been stored incorrectly in Programs, Combinations, or Songs. This has now been fixed.

In rare cases, pressing on the TouchView screen, Bank buttons and/or Mode buttons in a specific timing might have caused an operational error. This has now been fixed.

When using the HELP button while moving Vector Joystick, it took a while to open the Help window. This has now been fixed.

MIDI

Bug fixes

When playing on an external MIDI device and switching the Local Control On parameter in Global mode, stuck notes might have occurred with mono voice-allocation Programs. This has now been fixed.

When receiving MIDI Realtime Universal System Exclusive messages, KRONOS might have responded incorrectly. This has now been fixed.

EFFECT

Bug fixes

In the Drum Kit IFX Patch command, “Off” value functioned incorrectly. This has now been fixed.

When using the Copy From Program command with the IFXs-All used option on, and with a Drum Track Program as the source, insert effects routing was set incorrectly. This has now been fixed.

KARMA

Bug fixes

The Update On Release On parameter setting didn’t function correctly after combination change operation. This has now been fixed.

When using the Drum Track Run parameter to mute the Drum Track while KARMA is On, the Drum Track should have been unmuted when KARMA is Off. Instead, it remained muted. This has now been fixed.

When changing modes (Global, Program, etc.) immediately after selecting a Song Slot in Set List mode, KARMA might have not been triggered by playing the keyboard. This has now been fixed.

Set List mode

Bug fixes

After using the “Edit Song” command from a Song Slot, recording in Sequencer mode might have caused an operational error. This has now been fixed.

Program mode

Improvements

Tone Adjust’s MS Select feature now provides access to the expanded EXs bank

number space, as introduced in System Version 3.0.4.

Bug fixes

The Vector Envelope might have stopped while the Drum Track was on. This has now been fixed.

EXs Programs might have generated incorrect sounds depending on the operational order of the EXi Instrument Type parameter and the Program Select window.

The Reset Tone Adjust command might have functioned incorrectly depending on the selection of EXi1 and EXi2 Instrument Types. This has now been fixed.

When storing a Program containing edits made via Tone Adjust, the Program might have generated incorrect sounds. This has now been fixed.

When enabling Solo for the Drum Track, if the Global Mute Mode parameter was set to Live, the Drum Track generated no sound. This has now been fixed.

Program mode (SGX-2)

Improvements

When re-pedaling on half-damper pedals, the attenuation curve has been improved for more natural piano sounds.

Bug fixes

Vector Volume Control might not have functioned for SGX-2 Programs. This has now been fixed.

The Max # of Notes parameter might have functioned incorrectly for SGX-2 Programs. This has now been fixed.

Program mode (CX-3)

Bug fixes

The “Stop/Slow/Fast” display at the top of the Main page might not have matched the actual Rotary Speaker status. This has now been fixed.

Program mode (HD-1)

Bug fixes

Using the Pitch EG Sustain Level (N/A) in the Tone Adjust function might have caused an operational error. This has now been fixed.

Program mode (AL-1)

Bug fixes

When setting both Osc1 and 2 levels to zero via Tone Adjust, playing notes on the keyboard might have generated some popping noises. This has now been fixed.

In rare cases, when editing Step Sequencer parameters, the Step Sequencer graphic might have disappeared. This has now been fixed.

Combination mode

Bug fixes

When changing a Combination while the Damper pedal was On, if the Combination had an EXT timbre (to play an external MIDI device), stuck notes might have occurred. This has now been fixed.

The Tone Adjust Hold On parameter functioned incorrectly when a Timbre's OSC Select parameter was set to OS2. This has now been fixed.

When setting a Timbre's Portamento to "PRG", the portamento function might have temporarily been disabled. This has now been fixed.

Sequencer mode

Bug fixes

When using the Auto Song Setup function, Common FX LFO values were not copied into the Song. This has now been fixed.

When copying Drum Patterns to a Track via the Load Template Song command, the Loop All Tracks setup might have been temporarily invalid. This has now been fixed.

In rare cases, loading a Song file and using various edit functions, such as MIDI Step Recording, MIDI Event Edit, Copy Measure, or Put To Pattern, might have caused an operational error. This has now been fixed.

The Memory status value in the MIDI Step Recording dialog might have displayed an incorrect percentage value. This has now been fixed.

In rare cases, edit operations in the RPPR Setup page might have caused an operational error. This has now been fixed.

Immediately after selecting a Program for a MIDI track, RT KNOBS values might have been displayed incorrectly on the Control Surface page. This has now been fixed.

Depending on the order in which settings were changed, the indication that a Track was inactive due to insufficient EXi resources might not have been correct. This has now been fixed.

When the amount of free sequencer memory became very small, realtime recording might have caused an operational error. This has now been fixed.

Global mode

Bug fixes

In rare cases, an operational error might have occurred when using the Update System Software command. This has now been fixed.

In the KSC-Auto Load page, the “Do Auto-Load Now” button might have been grayed out incorrectly. This has now been fixed.

Drum Kit

Bug fixes

If Sampling Mode or User Sample banks contained empty Sample slots, the displayed Sample numbers for those banks might have differed between the Select Drum Sample dialog and the main Sample Setup page. This has now been fixed.

After using the Global mode Set Program Bank Type command to change a Program bank type from HD-1 to EXi, Drum Kits might have sounded incorrectly. This has now been fixed.

Disk mode

Improvements

In the Load Set List and Load Drum Track Pattern dialogs, the numeric keypad

can now be used to select items.

When loading User Drum Track Patterns from a PCG file, if no more free memory was available, loading would stop without notification. This has been improved to display a message noting the lack of available memory.

If you open a PCG file in Disk mode and select a Program inside the file, the keyboard will play that Program without needing to load it first. Previously, if an EXi Program had been selected in Program mode, this audition-from-disk function would not work with HD-1 Programs. Now, audition-from-disk will work regardless of the Program selected in Program mode.

When loading sample data from a KSC file, the progress bar animation has been improved.

Bug fixes

When installing an optional EXs sound library, if the installer file (.exsins) was at the root level of a USB storage device, the install operation failed. This has now been fixed.

When loading an .SNG file, an empty dialog or the "Where is a .SNG file" dialog might have appeared incorrectly. This has now been fixed.

When browsing inside a KSC file with Show L/R as Stereo Pair enabled, Stereo Multi Sample or Drum Sample names might not have been displayed correctly, depending on the order of the left and right samples. This has now been fixed.

In addition to those listed above, various other minor improvements and bug fixes are also included in this update.

