

KORG

KROSS

MUSIC WORKSTATION

Quick Start Guide

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Introduction

Thank you for purchasing the Korg KROSS music workstation. To ensure trouble-free enjoyment, please read this manual carefully and use the product as directed.

Precautions

Location

Using the unit in the following locations can result in a malfunction.

- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration
- Close to magnetic fields

Power supply

Please connect the designated AC adapter to an AC outlet of the correct voltage. Do not connect it to an AC outlet of voltage other than that for which your unit is intended.

Interference with other electrical devices

Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Handling

To avoid breakage, do not apply excessive force to the switches or controls.

Care

If the exterior becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Keep this manual

After reading this manual, please keep it for later reference.

Keeping foreign matter out of your equipment

Never set any container with liquid in it near this equipment. If liquid gets into the equipment, it could cause a breakdown, fire, or electrical shock.

Be careful not to let metal objects get into the equipment. If something does slip into the equipment, unplug the AC adapter from the wall outlet. Then contact your nearest Korg dealer or the store where the equipment was purchased.

DECLARATION OF CONFORMITY (for USA)
Responsible Party : KORG USA INC.
Address : 316 SOUTH SERVICE ROAD, MELVILLE
Telephone : 1-631-390-6500
Equipment Type : Music Workstation
Model : KROSS-61/KROSS-88
This device complies with Part 15 of FCC Rules.
Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

THE FCC REGULATION WARNING (for USA)


NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:


- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

If items such as cables are included with this equipment, you must use those included items.

Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

Notice regarding disposal (EU only)

 When this "crossed-out wheeled bin" symbol is displayed on the product, owner's manual, battery, or battery package, it signifies that when you wish to dispose of this product, manual, package or battery you must do so in an approved manner. Do not discard this product, manual, package or battery along with ordinary household waste. Disposing in the correct manner will prevent harm to human health and potential damage to the environment. Since the correct method of disposal will depend on the applicable laws and regulations in your locality, please contact your local administrative body for details. If the battery contains heavy metals in excess of the regulated amount, a chemical symbol is displayed below the "crossed-out wheeled bin" symbol on the battery or battery package.



Data handling

Incorrect usage or malfunctions may cause the contents of the memory to be lost. Please use the included Editor to back up your important data to your computer or removable media. Please be aware that Korg will accept no responsibility for any damages which may result from loss of data.

Copyright Warning

This professional device is intended only for use with works for which you yourself own the copyright, for which you have received permission from the copyright holder to publicly perform, record, broadcast, sell, and duplicate, or in connection with activities which constitute "fair use" under copyright law. If you are not the copyright holder, have not received permission from the copyright holder, or have not engaged in fair use of the works, you may be violating copyright law, and may be liable for damages and penalties. If you are unsure about your rights to a work, please consult a copyright attorney.

KORG TAKES NO RESPONSIBILITY FOR ANY INFRINGEMENT COMMITTED THROUGH USE OF KORG PRODUCTS.

About this manual

The manuals and how to use them

The KROSS comes with the following manuals.

- KROSS Quick Start Guide (printed) (this document)

The manuals listed below can be downloaded from the Korg website.

- KROSS Operation Guide (PDF)
- KROSS Parameter Guide (PDF)
- KROSS Voice Name List (PDF)

You can also watch video manuals on the Korg website.

- KROSS video manuals

<http://www.korg.co.jp/English/Distributors/> or

<http://www.korg.com/>

Quick Start Guide (this document)

This provides a simple explanation of the KROSS's functions.

Video Manual

This video illustrates the main functionality of the KROSS.

Operation Guide

Put simply, the Operation Guide is designed to answer the question, "How do I do this?"

Parameter Guide

The Parameter Guide is designed to answer the question, "What does this do?"

Organized by mode and page, the Parameter Guide includes information on each and every parameter in the KROSS.

Voice Name List

The **Voice Name List** lists all of the sounds and setups that are in the KROSS when it is shipped from the factory, including Programs, Combinations, Multisamples, Drumsamples, Drum Kits, Arpeggio Patterns, Drum Track Patterns, Demo Songs, and Template Songs.

PDF versions

The KROSS PDF manuals are designed for easy navigation and searching. They include extensive PDF contents information, which generally appears on the side of the window in your PDF reader and lets you jump quickly to a specific section. All cross-references are hyper-links, so that clicking on them automatically takes you to the source of the reference.

Conventions in this manual

References to the KROSS

The KROSS is available in 88-key, and 61-key models. The manuals refer to all models without distinction as "the KROSS."

Symbols , *Note*, *Tips*

These symbols respectively indicate a caution, a supplementary note, or a tip.

Example screen displays

The parameter values shown in the example screens of this manual are only for explanatory purposes, and may not necessarily match the values that appear on the LCD screen of your instrument.

* All product names and company names are the trademarks or registered trademarks of their respective owners.

Main features

The KROSS lets you choose a sound and start playing. The KROSS provides an easy way to express yourself, create phrases and rhythms, and even record your vocal and guitar — it's a friendly music workstation that turns musical wishes into accomplishments.

Sound selector makes it easy to choose sounds 4

You can use the two dedicated dials to select sounds. Finding the sound that you want is easy and intuitive.

Favorites function for instant recall 11

You can assign a total of 64 sounds to the 16 buttons on the front panel for instant recall. This is a great feature for live performances.

Expressive power of the EDS-i sound engine

The high-quality sounds are powered by the EDS-i (Enhanced Definition Synthesis-integrated) sound engine that is inherited from Korg's professional synthesizers. You'll enjoy richly expressive sounds in your performances and productions.

A wide range of preset sounds and effects

The 112 MB of PCM sample data provides numerous instruments and sound effects. Also provided are 1,033 realistic preload sounds.

Choose from 134 types of effects. These effects include chorus, delay, reverb, overdrive, vintage effects, amp simulations, and even a vocoder.

Quick Layer/Split function 14

The **Quick Layer function** and **Quick Split function** make it easy to layer two sounds or assign them to the left- and right-hand regions of the keyboard.

Versatile functions to enhance your performances and productions 8 9 10

To support your performances and productions, there's an arpeggiator that can automatically generate rhythmical chords or arpeggios, a Drum Track that can instantly play drum patterns in a variety of styles, and a step sequencer that lets you use 16 buttons to intuitively create original drum patterns.

Sequencer for MIDI recording 12

The KROSS features a 16-track MIDI sequencer with 1/480 timing resolution. You can use it to record and play back your performance on the keyboard and controllers of the KROSS.

Multi-track audio recorder for your vocals and keyboard performances 16

There's a built-in audio recorder that can record your KROSS performances and external audio input onto an SD card. In addition to recording and playing back, you can overdub, as well as import and play WAVE files.

Lightweight body that you can take with you and play anywhere

The KROSS features a full-size keyboard, yet is even lighter than before. Since it can be powered by AA batteries as well as by an AC adapter, it's easier than ever to use it anytime and anywhere.

Computer connection via USB

You can connect the KROSS to your computer via USB for easy exchange of MIDI data.

By using the KROSS Editor or Plug-In Editor, you can edit while simultaneously viewing numerous parameters on your computer, or use the KROSS as a software synthesizer within your DAW.

* The KROSS Editor and Plug-In Editor can be downloaded from the Korg website (<http://www.korg.com/>).

Front panel



Mode select

1 Mode

Here you can select the operating mode. Select the appropriate operating mode for what you want to do: perform, compose, adjust overall settings for the KROSS, or save data.



Sound control

2 Volume

Adjusts the volume that's output from the AUDIO OUTPUT L/MONO and R jacks, and from the headphone jack.

3 Controllers

SW1, SW2

Use these to switch octaves, or to utilize functions such as Wheel Lock.

Modulation wheel (right)

Pitch bend wheel (left)

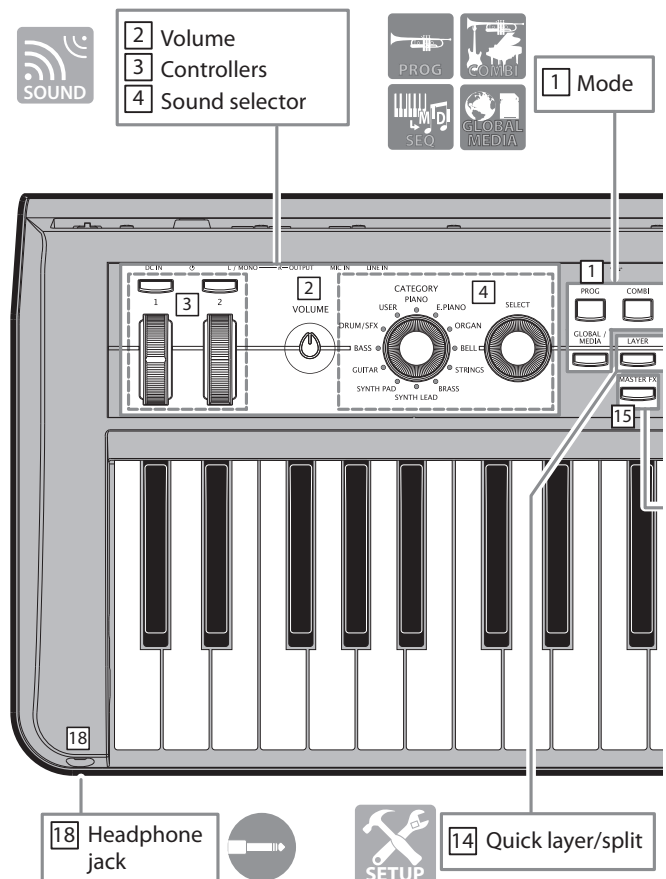
Use these to apply effects such as vibrato, or to raise/lower the pitch.

4 Sound selector

Use the two dials to select the sound that you want to play.

11 Favorites

Controls the Favorites function which lets you store sounds to buttons 1–16 for quick recall.





Display control

5 Display

Shows the sounds of the KROSS, as well as the parameters and settings that specify how the KROSS will function.

6 Cursor/value controllers

Use these to control the cursor or values shown in the display.

Tip: You can adjust the display contrast by holding down the EXIT button and turning the dial.

7 Function / Page controllers

Use these to move between pages in the display, to view a list of functions in each page, or to execute a command function.



Production Tools

8 Arpeggiator

This function plays an arpeggio (broken chord) based on the keys that you hold down.

9 Drum track

This function plays the built-in drum patterns.

10 Step sequencer

Use buttons 1–16 to create drum loop patterns on the step sequencer.



Sequencer

12 Sequencer

Here you can control the sequencer, which records MIDI data such as your keyboard performance.

The REC (●) button is also used to access the auto song setup function.

13 Tempo

Adjusts the tempo.



Quick layer/split

14 Quick layer/split

This button lets you layer two sounds or split two sounds to the left and right regions of the keyboard.



Effect switch

15 Master effect

This button turns master effect 1/2 on/off in a single action.



Audio

16 Audio recorder

Here you can set up and control the audio recorder, which lets you record your KROSS performance or an external audio source.

17 External input on/off

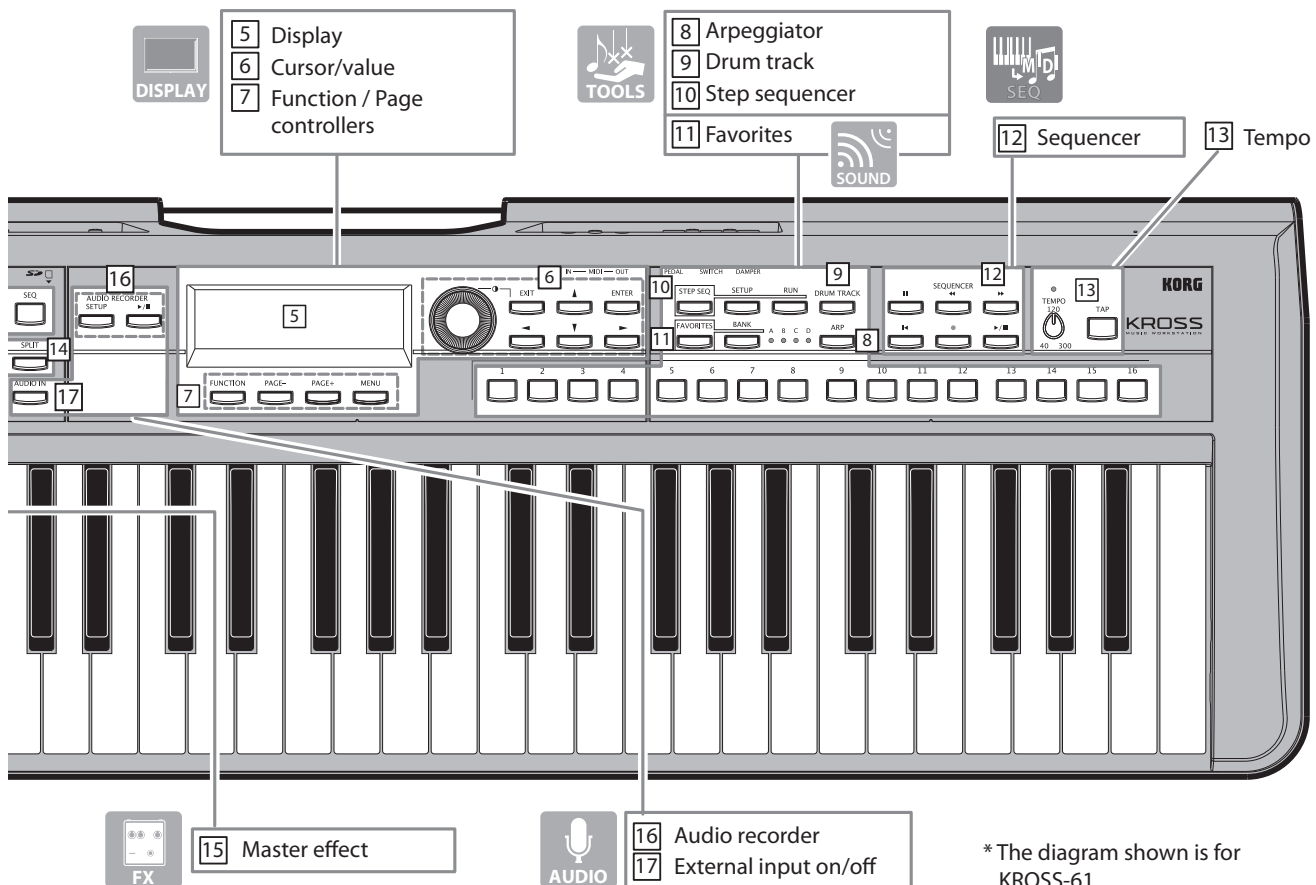
This enables the external input. By default, this can be used with MIC IN.



Headphones

18 Headphone jack

Connect your stereo headphones here.



* The diagram shown is for KROSS-61

Rear panel and connections



Connecting the power

- 1 Power button, 2 Power supply jack,
- 3 Cord hook

Using the following procedure, connect the AC power supply adapter.

If you want to use batteries, refer to “Using batteries.”

1. Check

Check the following before you connect anything.

- Use an AC outlet of the correct voltage
- Use only the included AC adapter

2. Connect the AC adapter

- a. Connect the DC plug of the included AC adapter to the power supply jack of the KROSS.
- b. Connect the plug of the AC adapter to an AC outlet.
- c. To prevent the DC plug from being inadvertently disconnected, use the cord hook of the KROSS to fasten the cord.

The KROSS has an auto power-off function. If four hours elapse with no user input on the KROSS, the power will turn off automatically (factory setting). (See “Auto power-off function” on page 8.)



Connecting your audio equipment

Turn off the power to your equipment before you connect anything. If you connect gear while the power is on, you risk damaging your equipment or speakers.

4 Audio output jacks

Connect these jacks to your powered monitors or mixer. Use the VOLUME knob to adjust the volume.

5 Mic input jack

This is a monaural input jack for connecting a dynamic mic or an electric guitar.

(This is a 1/4" phone jack. It does not support phantom power or plug-in power.)

6 Line input jack

This is a stereo line input jack for connecting your audio player. (Stereo mini-jack)

Note: Use the AUDIO IN dialog box to make input settings. (See page 19)

Note: You cannot use the mic input and line input signals simultaneously.

Connecting your computer and MIDI equipment

7 USB B port

You can connect your computer here, and transfer performance data and sound settings via MIDI.

8 MIDI IN/OUT connectors

You can connect an external MIDI device here, and transfer performance data and sound settings via MIDI.



Preparing to save/load data

9 SD card slot

You can use an SD card to save/load sounds and song data, and for recording/playback with the audio recorder.

The KROSS can use **SD** and **SDHC memory cards**.

You must format an SD card before using it for the first time with the KROSS. For details on formatting, refer to page 19.

Inserting/removing an SD card

1. Inserting an SD card into the slot

With the label facing upward, insert a commercially-available SD card into the SD card slot, and push it in until you hear it click into place.

Make sure that the card is oriented correctly.

2. Removing an SD card

Push the card inward; you will hear a click, and the card will pop outward, allowing you to pull it completely out of the slot.

Note: Store SD cards correctly as directed by the manual accompanying your card.

Never insert or remove the SD card while data access is occurring, such as while the KROSS is starting-up or powering-off, while saving/loading, or while playing or recording on the audio recorder.



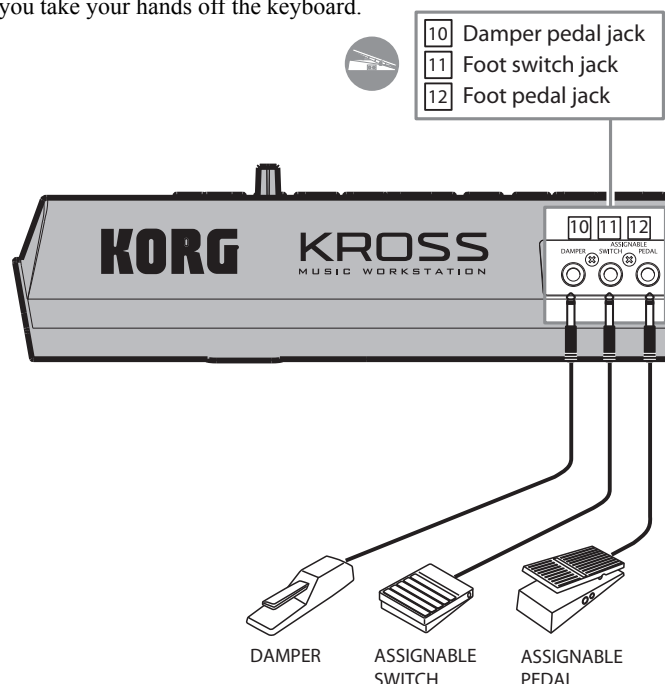
Connecting foot controllers

You can connect optional pedals (sold separately) that let you control the KROSS with your feet.

Note: When connecting these optional pedals for the first time, you'll need to specify the polarity and assign their function. (See “Connecting foot controllers” of the Operation Guide)

10 Damper pedal jack

You can use a damper pedal (separately sold) to control the damper effect, which sustains the sound even after you take your hands off the keyboard.



11 Foot switch jack

You can use a pedal switch (separately sold) to switch sounds or to start/stop the sequencer.

12 Foot pedal jack

You can use a foot controller (separately sold) to control the volume or tone.



Using batteries

Batteries that can be used

Use six AA nickel-metal hydride batteries or alkaline batteries. Zinc-carbon batteries cannot be used.

Continuous operating time

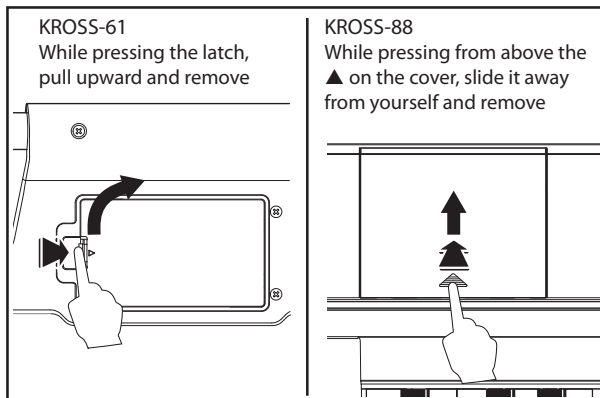
Alkaline batteries will allow approximately four hours of usage. Battery life will depend on the type of batteries and on the conditions of use.

- ⚠ Do not mix new and old batteries, or batteries of differing types. Mixing batteries in this way may cause them to leak or burst.
- ⚠ If the batteries are exhausted, remove them immediately. Exhausted batteries may leak or burst if you leave them installed.

Installing batteries

Note: Batteries are not included. You'll need to obtain them separately.

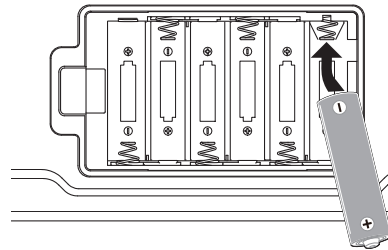
1. Remove the battery compartment cover



⚠ The battery compartment of the KROSS-61 is located on the bottom panel. When turning the unit upside down, place it on a blanket or similar material to prevent damage to the knobs and dials.

2. Installing batteries

When inserting the batteries, make sure that you observe the correct polarity (“+” and “-”).



Note: The illustration shows the KROSS-61. Note that on the KROSS-88, the batteries are oriented in the opposite way.

3. Close the battery compartment cover

Close the cover by reversing the steps you took to remove it.

Specifying the type of batteries that you installed

After you've installed the batteries, turn on the power and specify the type of batteries you're using.

- a. Press the GLOBAL/MEDIA button to enter GLOBAL/MEDIA mode.
- b. Press the PAGE+ (or PAGE-) button to access the GLOBAL > PREF (Preferences) page.
- c. Press the cursor button ▼ (or ▲) to select the Battery Type parameter, and press the ENTER button to switch the setting.

Alkaline batteries: Alkaline

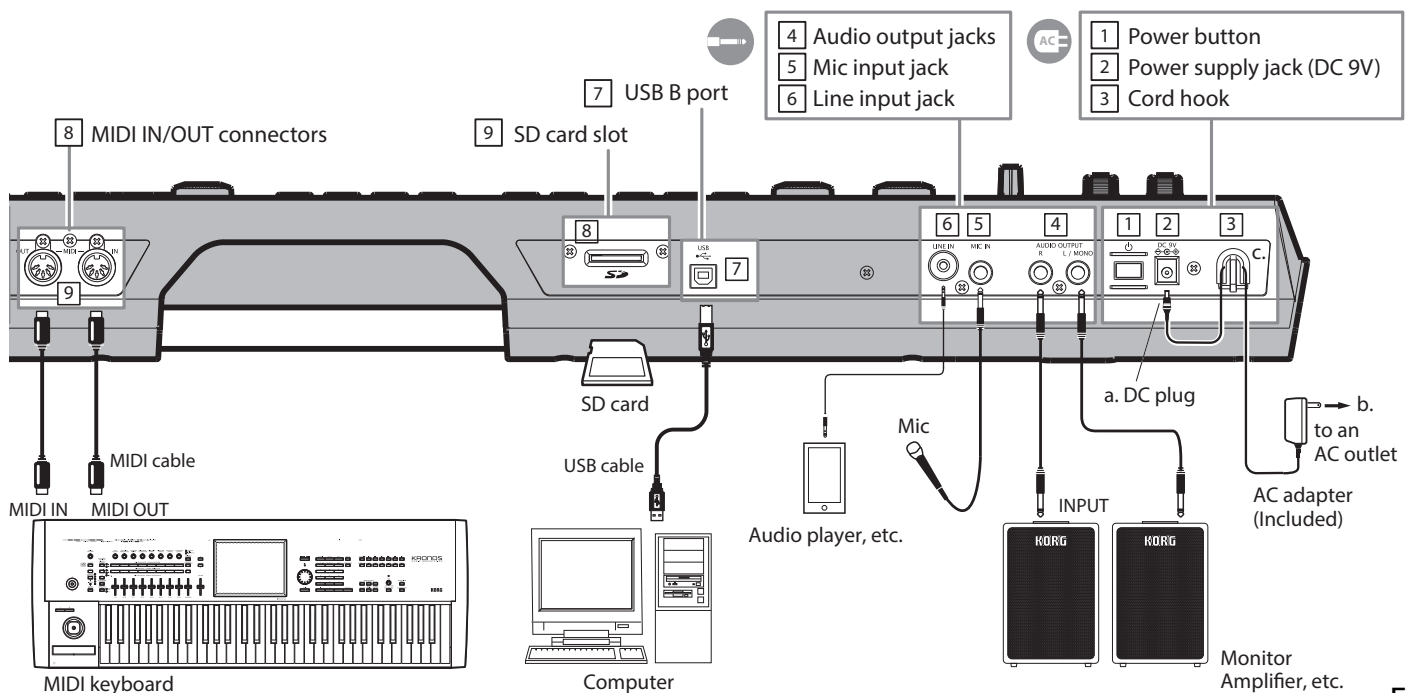
Nickel-metal hydride batteries: Ni-MH

- d. Save the settings (see “Saving your settings (Global Settings)” on page 8.)

Battery remaining indication (, ,)

An indicator in the upper right of the screen shows the remaining battery capacity. If you're using the AC adapter, this will indicate .

Note: If is flashing, the batteries are almost exhausted. Immediately save any important data, and either install fresh batteries or switch to using the AC adapter.



Turning the power on or off

Getting ready to play

1. Preparing the power supply

Prepare the power supply. The KROSS can be powered either by an AC adapter or by AA batteries.

AC adapter: “Connecting the power” on page 6

AA batteries: “Using batteries” on page 7

2. Connecting peripheral equipment

Connect your **audio equipment**, **foot controllers**, and **SD card**.

Depending on how you’re using the KROSS, you can also connect MIDI and USB devices at this time.

Audio equipment: “Connecting your audio equipment” on page 6

Foot controllers: “Connecting foot controllers” on page 6

SD card: “Preparing to save/load data” on page 6


3. Turning the power on



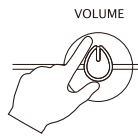
Lower the VOLUME knob of the KROSS and the volume of your monitor amp.

Hold down the power button until the display backlight of the KROSS illuminates.

After the KROSS has powered-on, turn on the power of your monitor amp.

 Do not insert or remove the SD card from the slot while the KROSS is starting-up.

4. Adjusting the volume





VOLUME

Adjust the volume while playing the keyboard. Use the VOLUME knob of the KROSS and the volume control of your monitor amplifier to adjust the volume to an appropriate level.

When you’ve finished

When you have finished using the KROSS, first lower the volume by turning down the VOLUME knob of the KROSS and the volume of your monitor amp. Then turn off the power of your monitor amp. Finally, **hold down the power button** until the backlight of the KROSS goes dark.

 You must save your data before you turn off the power. Data that you haven’t saved will be lost. Be sure to save important data to internal memory or to an SD card.

 Do not turn off the power while any operation is being performed.

Never turn off the power while the display indicates “Now writing into internal memory.” Doing so may cause internal data to be damaged.

Auto power-off function

The KROSS has an auto power-off function that automatically turns off the power when the unit has not been played or operated (*) for a certain length of time. With the factory settings, this is set to four hours.

* Using the VOLUME knob is not considered to be an operation.

Auto power-off settings

If auto power-off is enabled, a window regarding auto power-off will appear when start-up is completed.

If you want to change the time setting, or disable the auto power-off function, proceed as follows.

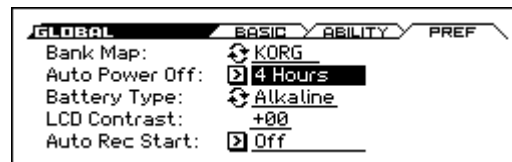
1. Select GLOBAL mode

Press the GLOBAL/MEDIA button.

2. Access the setting page and change the setting

Press the PAGE+ (or PAGE-) button to access the GLOBAL > PREF page. Use the cursor buttons ▲/▼ to select the Auto Power-Off parameter, and use the VALUE dial to set the value.

Note: If you choose Disabled, the function itself will be disabled.

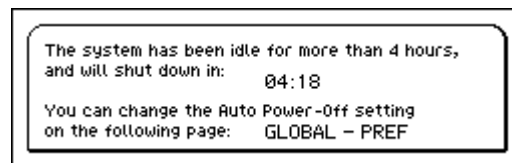


3. Saving your settings (Global Settings)

Press the FUNCTION button. Use the ▲(PAGE-) button to select **Write Global Setting**, and then press the OK (MENU) button. Press the OK (MENU) button once again to save the data.

Warning message before auto-off

If there has been no user input for the specified length of time of time, a message will inform you that the power will turn off soon.



If you want to continue using the KROSS, press a key or button, or use a controller.

Note: The same message will appear again if the specified length of time elapses without any user input.

The display and the modes

Display



The display of the KROSS provides various types of information.

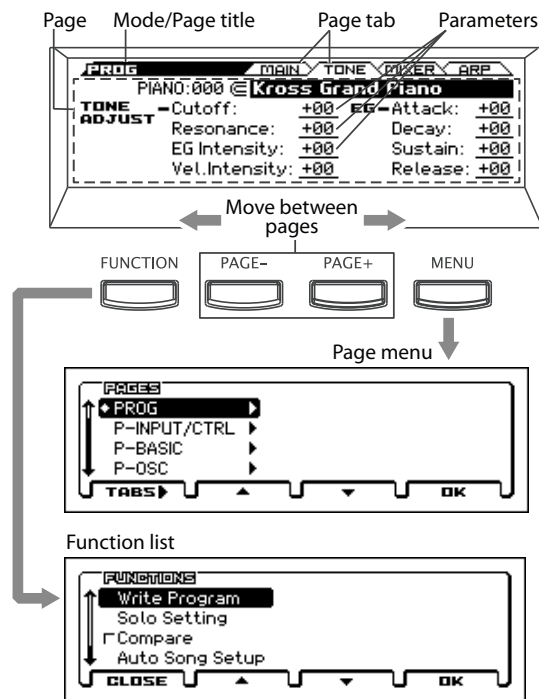
Tip: If the surrounding conditions make the display difficult to read, you can adjust the contrast. Hold down the **EXIT** button and turn the **VALUE** dial to adjust the contrast at any time.

Pages and functions

One screen of displayed information is called a “page.” To access the page you want, you can use the PAGE- and PAGE+ buttons, or you can press the MENU button and choose from the page menu.

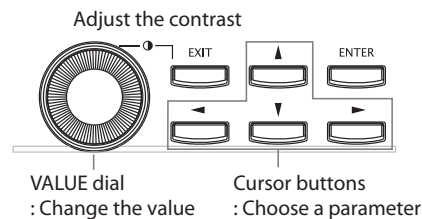
Each page also contains convenient “functions.”

In the page menu and on the function page, use the PAGE- and PAGE+ buttons to choose an item, and press the MENU button to view or execute that function.



When you're at the page you want, use the cursor buttons (◀▶▲▼) to select a parameter and the VALUE dial to adjust the value of that parameter.

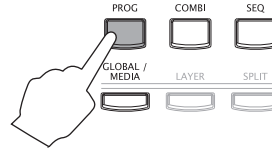
Press the ENTER button to confirm the value, and press the EXIT button to cancel.



Selecting a mode

The KROSS has four **operating modes**. You'll switch to the appropriate mode depending on whether you want to perform, compose, or make overall settings.

- **Press a mode button to enter that mode**



Creating and playing sounds

Program mode (PROG)



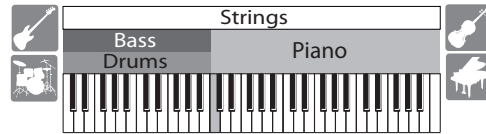
In this mode you can play or edit “**programs**,” which are the basic sounds of the KROSS.

Combination mode (COMBI)



In this mode you can play and edit “**combinations**,” which are multiple sounds used together.

You can combine programs in various ways; for example you can make “**layer**” settings so that two programs will be heard together, “**split**” settings that assign different programs to different regions of the keyboard, or use layers and splits together.



Creating phrases and songs

Sequencer mode (SEQ)



Here you can use a 16-track sequencer to create phrases and songs.

Your performance using the keyboard and controllers can be recorded as MIDI data, and then played back.

Saving/loading your settings and data

Global/Media mode (GLOBAL/MEDIA)



In this mode you can select **various settings** for the KROSS itself, such as keyboard transpose and sensitivity, controllers, and MIDI.

You can also use an SD card to **save or load** KROSS sound settings and song data.

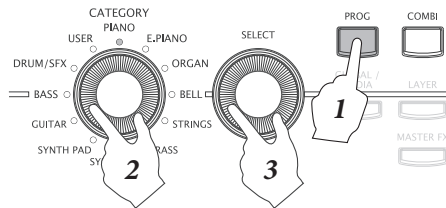


Selecting and playing sounds

Selecting a program or combination

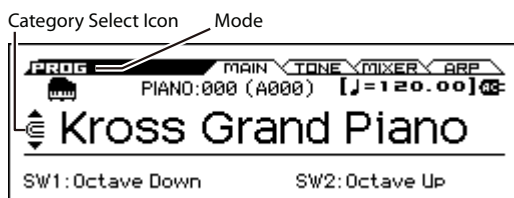


It's easy to select sounds on the KROSS. The **sound selector** that's located on the left side of the front panel makes the process of sound selection easy.



1. Select a mode

Press a mode button to select either Program mode or Combination mode. The top page will appear.



If (the category select icon) is shown, you can also use the sound selector to select a sound.

2. Choose the category of sound

In the sound selector, turn the **CATEGORY** dial to choose the sound category that you want. The sound select list will appear when you use the sound selector.



3. Select the sound variation, and play

In the sound selector, turn the **SELECT** dial to select a variation sound in that category.

To return to the top page, press the OK (MENU) button or the ENTER button. If you press the Cancel (FUNCTION) button or the EXIT button, you'll return to the sound that you had been using.

Tip: You can also select sounds in the top page.

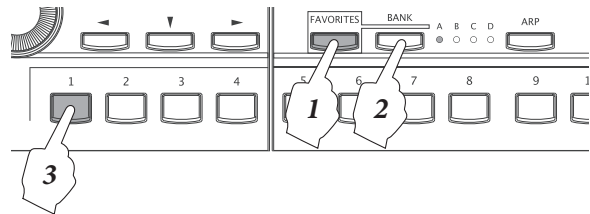
Use the VALUE dial or the cursor buttons ▲/▼ to select a sound.

Using the Favorites function

The Favorites function lets you register and recall your favorite sounds or audio songs. If you register them using the front panel 1–16 buttons, you'll be able to easily recall them at any time.

Recalling a sound

Here's how to recall a sound that you registered. With the factory settings, specially recommended sounds are registered in favorites bank A and B.



1. Turn on the Favorites function

Press the FAVORITES button to turn it on.



2. Select a Favorites bank

Press the BANK button to select the Favorites bank that contains the sound that you want to recall. The A, B, C, and D LEDs will light up consecutively. In this example, select A.

3. Recall a sound

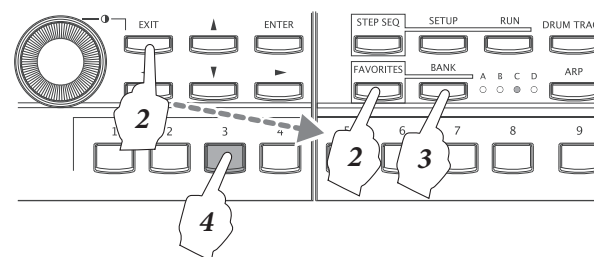
Press one of the 1–16 buttons to recall the sound.

Registering a sound in a button

Here's how to register a sound to one of the 1–16 buttons.

1. Select a sound

Select the program or combination that you want to register. (See the left column.)



2. Enter registration mode

Hold down the EXIT button and press the FAVORITES button to enter registration mode.

3. Select the bank for registration

Press the BANK button to select the bank you want.

4. Register the sound to a button

Press one of the 1–16 buttons to register the sound to that button.

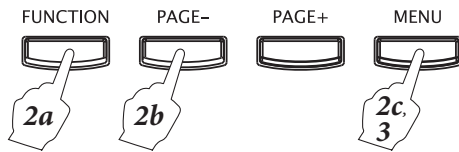
Tip: You can also change a sound that you registered as a favorite. (See "Registering a sound in Favorites" of the Operation Guide)

Saving your Favorites

When you've finished registering sounds to buttons, save your Favorites settings. If you turn off the power without saving your settings, they will be lost.

1. Turn on the Favorites function

Press the FAVORITES button to turn it on.



2. Select the Write Favorites function

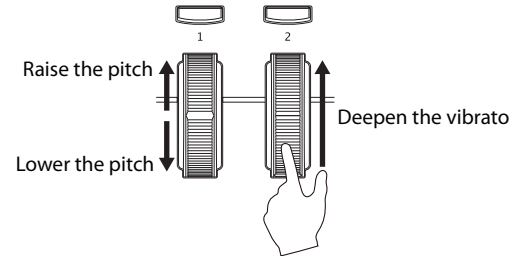
Press the FUNCTION button. Use the ▲(PAGE-) button to select **Write Favorites**, and then press the OK (MENU) button.

3. Execute save

Press the OK (MENU) button. The settings will be saved.

Using controllers to modify the sound

Front panel controllers



You can modify the sound by using the **SW1, SW2, pitch bend wheel** (left), and **modulation wheel** (right) located to the left of the panel.

SW1, SW2

SW1 and SW2 can be assigned to various functions such as **changing the octave of the keyboard, turning portamento on/off, or locking/unlocking the pitch bend wheel.**

Pitch bend wheel (left)

Move this wheel forward or backward to control the pitch. You can adjust the range of pitch change (See "Controlling pitch" of the Operation Guide). When you take your hand off the pitch bend wheel, it will return to the center position.

Modulation wheel (right)

You can use this wheel to control the sound in various ways. Although the effect will depend on the sound that's selected, this wheel is usually assigned to modulation. (See "Controlling pitch" of the Operation Guide)

Foot controllers

You can connect and use various types of foot controller to control the KROSS with your feet.

Note: When connecting a foot controller for the first time, you'll need to adjust the settings and adjustments for it. (See "Connecting foot controllers" of the Operation Guide)

Damper pedal



Use this to sustain the sound after you take your hand off the keyboard, as long as you continue holding down the pedal. Half-damper is supported if using the Korg DS-1H (sold separately).

Foot switch



You can use this type of pedal to switch sounds, or to play/stop the sequencer or Drum Track.

Foot pedal



This type of pedal can be used to adjust the volume, tone, or effects.



Production Tools

Performing with the arpeggiator

The arpeggiator is a function that automatically plays rhythmic chords or arpeggios according to the keys that you press.



Basic operation

1. Turn on the function



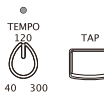
Press the **ARP button** to turn the arpeggiator on.

2. Start playing



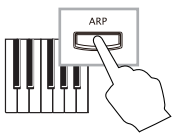
The arpeggiator will start when you press the keyboard. For some sounds, the arpeggiator will start in a specific region of the keyboard. Try holding down keys in various regions.

3. Adjust the speed



You can adjust the speed of the arpeggiator by setting the tempo. To set the tempo, turn the **TEMPO knob** or press the **TAP button** several times.

4. Stop the arpeggiator, and turn it off



The arpeggiator will stop when you take your hand off of the keyboard. If the arpeggiator does not stop, turn off the **ARP button**. (See the following section “Latch.”)

Changing the arpeggiator’s behavior

You can adjust the arpeggiator settings in the **ARP** page of each mode. We’ll give an example in Program mode.

1. Select the page that you want to edit

Press the **PROG** button. Press the **PAGE+** button to select the **PROG > ARP** page.



Arpeggio Pattern Latch

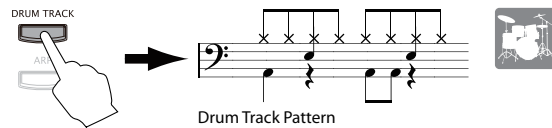
2. Adjust the settings

Use the cursor buttons ◀▶▲▼ to select a parameter, and use the **VALUE** dial to adjust the value.
GATE: Duration of the notes, **VEL**: Strength of the notes
SWING: Sense of swing
Arpeggio Pattern: Selects an arpeggio pattern
Latch: Enables the Latch function that lets the arpeggio continue after you take your hand off the keyboard

For more about the arpeggiator, refer to “Arpeggiator function” of the Operation Guide.

Performing with the Drum Track

The Drum Track is a function that plays drum patterns in a variety of styles.



Basic operation

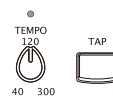
1. Turn on the Drum Track function and start playing (start/standby)



Turn on the **DRUM TRACK** button; the Drum Track will start playing.

Note: If the button **blinks**, the Drum Track is in the standby condition. The Drum Track will start playing when you press the keyboard. (See the following section “Trigger Mode.”)

2. Adjust the speed



You can adjust the speed of the Drum Track by setting the tempo. To set the tempo, turn the **TEMPO knob** or press the **TAP button** several times.

3. Turn off the Drum Track to stop it

Turn off the **DRUM TRACK** button; the Drum Track will stop playing.

Changing the drum sounds, patterns, and settings

You can change the drum pattern as well as the sounds and the volume.

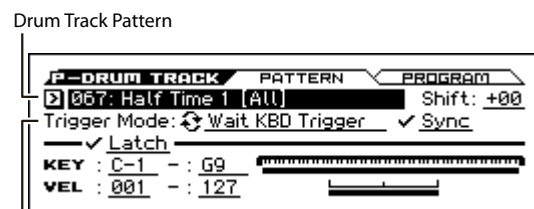
You’ll make these settings in the **DRUM TRACK** page of each mode.

We’ll give an example in Program mode.

1. Select the page that you want to edit

Press the **PROG** button. Press the **MENU** button (see page 9) to access the page menu, and then press the cursor button ▼ to select **P-DRUM TRACK**.

Press the **OK (MENU)** button to move to the **DRUM TRACK** page. Use the **PAGE+** and **PAGE-** buttons to select the **PATTERN** or **PROGRAM** page.



Trigger Mode:

2. Adjust the settings

Use the cursor buttons ◀▶▲▼ to select a parameter, and use the **VALUE** dial to adjust the value.

PATTERN page

Drum Track Pattern: Select a Drum Track pattern

Trigger Mode: Select how the Drum Track will start playing

PROGRAM page

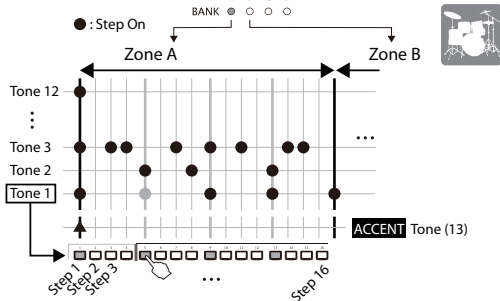
DRUM/SFX: Select a drum program

For more about the Drum Track, refer to “Drum Track function” of the Operation Guide.

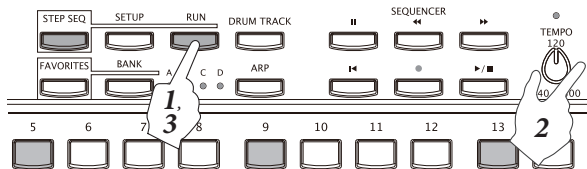
Performing with the step sequencer

The step sequencer is a function that lets you use buttons 1–16 to easily create drum loop patterns.

Note: The loop patterns you create can be saved together with the sound and song data.



Basic operation



1. Start playing

Turn on the **RUN** button; the loop pattern will start playing. Turn off the button to stop the pattern.

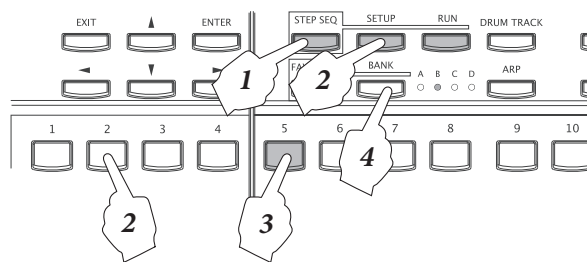
2. Adjust the speed

You can adjust the speed of the loop pattern by setting the tempo. To set the tempo, turn the **TEMPO knob** or press the **TAP** button several times.

3. Turn off the step sequencer to stop it

Turn off the **RUN** button; the step sequencer will stop playing.

Entering a pattern



1. Turn on the function

When the **STEP SEQ** button is lit (or blinking), you can use the front panel to control the step sequencer.

2. Select the tones that you want to enter, such as kick or snare

While holding down the **SETUP** button, press buttons 1–12 to select tones.

By default, the following drum instruments (drum set) are assigned to these buttons.

Tone 1: Kick	Tone 5: H.H Open	Tone 9: Tom H
Tone 2: Snare 1	Tone 6: Crash	Tone 10: Perc 1
Tone 3: Snare 2	Tone 7: Ride	Tone 11: Perc 2
Tone 4: H.H Close	Tone 8: Tom L	Tone 12: SFX

3. Enter the pattern (turn steps on/off)

Press buttons 1–16 to enter the pattern. Each step whose button is lit will produce sound. The button will alternate on/off each time you press it. The steps correspond to intervals of time where the drum sounds are heard.

Note: The steps will play at timing intervals of the note value specified by **Reso** (Resolution), and will repeat after the number of steps specified by **Lgth** (Length). (See “Changing the drum sounds” **SETUP** page illustration)

4. Switch between zones

Use the **BANK** button to switch between zones of the pattern. There can be up to 64 steps (specified by **Lgth**), and each zone A–D contains 16 steps. The zone is indicated by the **BANK A–D** LEDs.

Changing the drum sounds

Switching the sounds of all tones (switching the drum set)

Here’s how to change the drum sounds. We’ll give an example in **Program** mode.

1. Select the page that you want to edit

Access the **P-STEP SEQ > BASIC** page. (For the procedure, refer to step 1 of “Changing the drum sounds, patterns, and settings.”)

In this page you can also see a list of the steps for all tones.



2. Use Program to change the drum program

Changing the sounds (instruments) for each tone

Variations are provided for the sounds played by each tone. In the **STEP SEQ > INST** page, use **INST SELECT** to select a variation.

Adjusting how the loop pattern will play

You can adjust the volume, the **sense of swing** (groove), and **accent** for the pattern.

Make these adjustments in the **STEP SEQ > MOD** page.

Velocity: Basic volume, **Swing:** Sense of swing

Accent: Accent volume

To add an accent to a step

1. Select the accent tone

While holding down the **SETUP** button, press button 13 to select the accent tone.

2. Turn on the steps at which you want to boost the volume

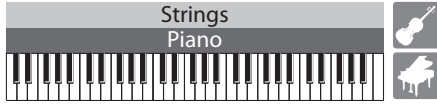
Use the 1–16 buttons and the **BANK** button to press the steps to which you want to add an accent, making those step light. The volume of all tones in the selected steps will be emphasized.

Note: The accent volume is adjusted by the **Accent** parameter in the **MOD** page described earlier.



Easily editing a sound

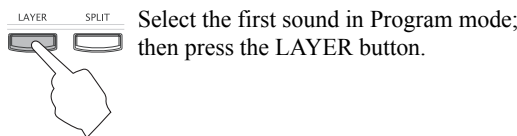
Quick Layer



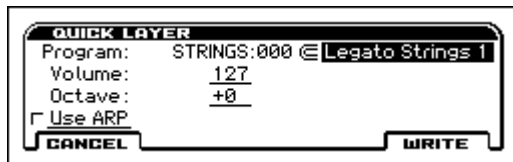
This is a function that makes it easy to set up a layer, letting you play two sounds that are layered together. You can also adjust the volume balance.

Creating a sound with Quick Layer

1. Select the first sound, and then press the **LAYER** button



2. Select the second sound, and make adjustments



Select the second program sound, and specify whether that program's volume (Volume), octave (Octave), and arpeggiator (Use ARP) settings will be copied.

Use the cursor buttons ◀▶▲▼ to select a parameter, and use the VALUE dial to adjust the value. You can use the sound selector to choose a program.

Press the **WRITE (MENU)** button.

3. Save (write) your settings as a combination



The sounds that you create using Quick Layer or Quick Split will be saved as a combination.

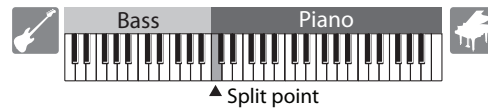
Specify the combination name, category, and save-destination (WRITE To). The user bank is the only save-destination allowed.

Press the **OK (MENU)** button; the sound settings will be saved as a combination.

Note: The combination you save can be selected from either of the following locations.

- The user category which you specified as the save-destination (WRITE To) (For example, USER:000)
- Within the category you specified for Category (for example, PIANO:030)

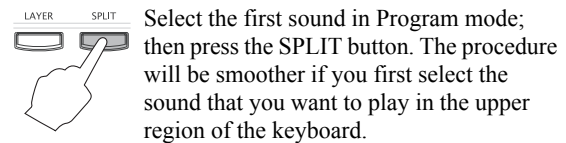
Quick Split



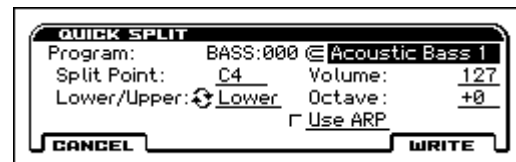
This function lets you make split settings so that you can play different sounds on the left and right regions of the keyboard. You can select two programs, adjust their volume and octave settings, and save these settings as a combination.

Creating a sound with Quick Split

1. Select the first sound, and then press the **SPLIT** button



2. Select the second sound, and make adjustments



Select the second program sound, and make adjustments. Refer to step 2 of "Quick Layer."

Set the split point (Split Point) to specify the point where the two sounds will be divided. If you select the Lower/Upper parameter and press the **ENTER** button, the two sounds will be exchanged.

Press the **WRITE (MENU)** button.

3. Save (write) your settings as a combination

Refer to step 3 of "Quick Layer."

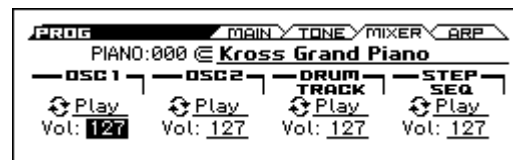
Adjusting the volume balance

You can adjust the volume balance of the sounds you're playing, the Drum Track, and the step sequencer.

Adjusting the volume of the program



To adjust the volume balance of the programs, you'll use the **PROG > MIXER** page. Press the **PROG** button and the **PAGE+** button to select this page.



Use these parameters to adjust the volume.

Use the cursor buttons ◀▶▲▼ to select a parameter, and use the VALUE dial to adjust the value.

OSC1, OSC2: Volume of the sounds you play

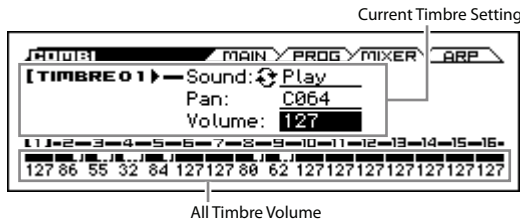
DRUM TRACK: Volume of the Drum Track

STEP SEQ: Volume of the step sequencer

Adjusting the volume of the combination



To adjust the volume balance of the combination, you'll use the **COMBI > MIXER** page. Press the COMBI button and the PAGE+ button to select this page.



A combination contains 16 “timbres” to which you can assign programs; the Drum Track and the step sequencer also play these timbres. Here’s how to adjust the volume of each timbre.

- 1. Select the timbre that you want to adjust**
Use the cursor buttons ◀/▶ to select a timbre.
- 2. Adjust the volume of the timbre**
Use the cursor buttons ▲/▼ to select the Volume parameter, and use the VALUE dial to adjust the value.

Adjusting the overall volume together

Here’s how the various volume settings that you can adjust in the MIXER page of the program or combination can be adjusted together in a single operation.

- 1. Select the Hold Balance function**
Press the FUNCTION button, use the ▲(PAGE-) and ▼(PAGE+) buttons to select Hold Balance, and then press the OK (MENU) button.
- 2. Adjust the volume**
When you turn the VALUE dial, all volumes of the program or combination will change while maintaining their relative balance.

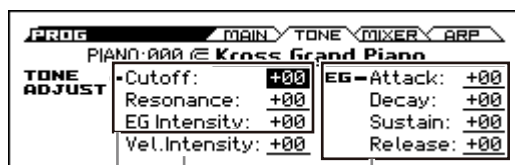
Adjusting brightness and changes in volume

You can use the **Tone Adjust function** and the **EG Adjust function** to adjust the tone of the sound and to adjust the way that the volume and brightness will change over time during the attack and release of the note.

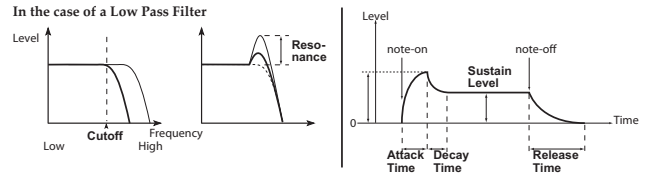
Adjusting a program



In Program mode, use the **PROG > TONE** page to make these adjustments. For details on selecting pages and editing values, refer to “Adjusting the volume of the program.”



Tone Adjust (Filter): Brightness of the sound
Tone Adjust (Amp): Volume change produced by your keyboard dynamics
EG Adjust: Time-varying change in volume and brightness



Adjusting a combination



In Combination mode, use the **C-TONE ADJ > TONE ADJUST** page to adjust the brightness, and use the **EG ADJUST** page to adjust time-varying changes in volume or brightness.

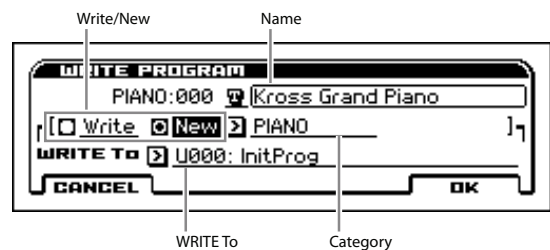
For details on how to select a timbre and edit the values, refer to the procedure that’s described in the “Adjusting the volume of the combination” section.

Saving the sound you edited

If you’re happy with the edited sound, you should save it to internal memory. If you turn off the power without saving, the edited sound will be lost.

The procedure of saving a sound to internal memory is called “writing.” To write a sound, proceed as follows in either Program mode or Combination mode.

- 1. Select the Write function**
Press the FUNCTION button, and use the ▲(PAGE-) button to select **Write Program** (or **Write Combination**). Press the OK (MENU) button.
- 2. Choose whether to save by overwriting or as a new item**
Choose whether you want to overwrite the existing version of the sound that you edited (Write) or save the edited sound as a new sound (New). For this example, select **New**. Use the cursor buttons ◀▶▲▼ to select **New**, and press the ENTER button to check it.



- 3. Specify the save-destination, and save (write) the data**
Specify the name, category, and the user area save-destination (**WRITE To**).

When you’ve finished making settings, press the OK (MENU) button to save the sound as a new sound.

Note: A combination you save can be selected from either of the following locations.

- The user category you specified as the save-destination (**WRITE To**) (For example, USER:000)
- Within the category you specified for Category (for example, PIANO:054)



Recording on the sequencer

Recording functionality that lets you record phrases and songs is one of the most important aspects of a music workstation.

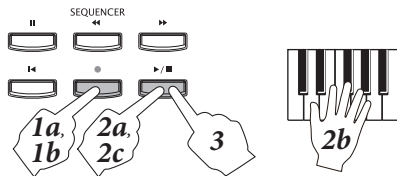
The KROSS provides two types of recording functionality; the sequencer and the audio recorder.

The **sequencer** records your performance as **MIDI data**. After recording, you are free to edit your performance, the control data, and even the instruments that are played.

Recording your performance as MIDI

Auto song setup

Auto song setup is a function that instantly sets up the sequencer according to the program or combination, the **arpeggiator**, and the **Drum Track** settings that you're using. Proceed as follows.



1. Execute auto song setup

After selecting a sound in Program mode or Combination mode, press the REC (●) button; the setup confirmation dialog box will appear.

Press the REC (●) button once again to execute the function; the settings will be made, and you'll be in the record-standby condition.

2. Start recording, perform, and then stop

When you press the START/STOP (▶/■) button, you'll hear a two-measure pre-count; then recording will start. Play along in time with the click.

When you've finished playing, press the START/STOP (▶/■) button once again to stop. You will automatically return to the point where you started recording (in this case, the beginning of the song).

3. Listen to the recorded performance

Press the START/STOP (▶/■) button and listen to the performance.

Note: If you decide to re-record your performance, use the Undo function in the function list; you'll return to the state prior to recording.

Automatically correcting the timing of the notes (Quantize)



You can use the Quantize function to correct the timing of the notes. In addition to aligning the notes to the correct timing, you can also adjust the settings to add a sense of swing by shifting the timing.

Let's try applying the Quantize function to your recorded performance.

1. Select the page

Access the S-TRACK EDIT > SELECT MEASURE TO EDIT page.

Press the MENU button to access the PAGES menu.

Press the ▼(PAGE+) or ▲(PAGE-) button to select **S-TRACK EDIT**. Press the OK (MENU) button; that page will be selected.

2. Specify the track and the range of measures that you want to quantize

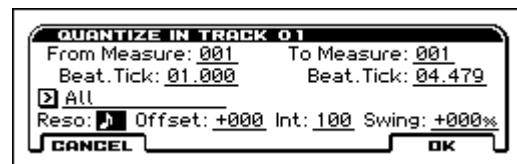
Use the ▲/▼ cursor buttons to select the track, use the ◀▶ buttons to select the measures, and use the value dial to set the measures.

3. Select the Quantize function

Press the FUNCTION button.

Use the ▼(PAGE+) or ▲(PAGE-) button to select **Quantize**, and then press the OK (MENU) button.

4. Specify the steps that you want to correct, and the amount of correction you wish to apply



Use the **Resolution** parameter to specify the timing value to which the notes will be aligned. It's best to specify the shortest note value that you actually played in the phrase.

Use the **Int** (Intensity) parameter to specify the amount of correction. If you specify 100%, the notes will be corrected all the way to exact steps of the specified timing, but your performance may feel more mechanical.

5. Apply the Quantize function with the settings that you made

Press the OK (MENU) button to quantize the selected data. Play back to hear the result.

Note: If you want to return to the state prior to quantizing, use the Undo function from the function list. (See "Pages and functions" on page 9.)

Using a template song



Template songs are a convenient way to start creating a new song. Templates are **sets of sounds**, **effect settings**, and **drum patterns**; by recalling a suitable template you can quickly get started creating a song. Proceed as follows.

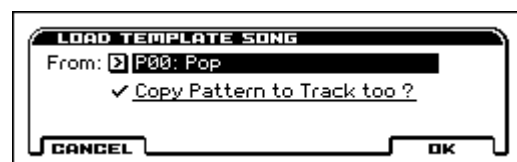


Loading a template song

1. Select the Load Template Song function

In the SEQ > MAIN page, press the FUNCTION button.

Use the ▼(PAGE+) or ▲(PAGE-) button to select **Load Template Song**, and then press the OK (MENU) button.



2. Select and load a template

Use the **From** parameter to specify the template that you want to load.

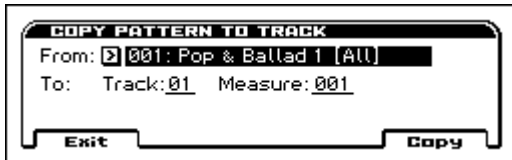
When you press the OK (MENU) button, the set of sounds and effects will be loaded into the song.

Note: If you want to create a rhythm track as well, select the **Copy Pattern to MIDI Track too?** option.



Creating a rhythm track

If you selected **Copy Pattern to MIDI Track too?** in step 2, the following dialog box will appear after you load the template.



3. Select the drum pattern that you want to copy

Select a pattern and press the Copy (MENU) button; the phrase of several measures will be copied from the pattern to track 1. You can press the Copy (MENU) button repeatedly to copy the phrase more times.

When you've finished copying the phrase, press the Exit (FUNCTION) button.

Note: Since track 1 of the template is for drums, we recommend that you copy the drum pattern phrase to track 1.

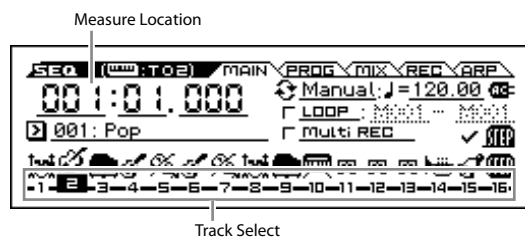
Recording on tracks

1. Specify the recording method

In the SEQ > REC page, use Recording Setup to specify the type of realtime recording. By default, this will be **Overwrite**. Overwrite will overwrite the performance data as you record.

2. Select the track that you want to record

In the SEQ > MAIN page, press the cursor button ▼ to select Track Select, and use the cursor buttons ◀▶ to select a track.



3. Press the REC (●) button to enter record-standby mode

4. Start recording, perform, and then stop

Refer to step 2 of "Auto song setup" on page 16.

5. Recording on other tracks

In the Track Select area, use the cursor buttons ◀▶ to select the track that you want to record (see step 2), and proceed to record (see steps 3 and 4).

Note: If you want to change the location for recording or playback, use the REW (◀◀) and FF (▶▶) buttons during playback, or use the Measure Location area. By default, the Locate (⏪) button will return to the beginning (001:01:000).

Creating a new song

You'll use the Create New Song function.

In the SEQ > MAIN page, choose the Create New Song function (see "Pages and functions" on page 9); in the settings dialog box use Set Length to specify the number of measures, and then execute. (You can change the number of measures later.)

Saving a song you created



A song that you created can be saved on an SD card.

- ⚠ **You can't save songs to internal memory.**
When you turn off the power, the data in the KROSS will disappear.
- ⚠ Use an SD card that you formatted with the KROSS.
- ⚠ Never remove the SD card while the display indicates "Scanning Media" after you've inserted a card.

About the saved data



Song data is saved as an **.SNG file**. This contains the performance data and the sound (program) numbers. **It does not contain the data for the sound programs themselves.** (SNG: SoNG)



Sound data is saved as a **.PCG file**. To ensure that the correct sound will be used for playback, we recommend that you save the **.SNG file** and **.PCG file** together. (PCG: Program/Combination/Global)



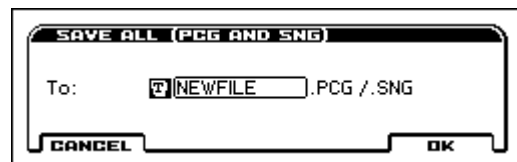
Saving the song and sounds

1. Select the page

In GLOBAL/MEDIA mode, select the MEDIA > FILE page. You can move directly to the MEDIA page by holding down the EXIT button and pressing the GLOBAL/MEDIA button.

2. Selecting Save All function

Press the FUNCTION button. Use the ▼ (PAGE+) or ▲ (PAGE-) button to select **Save All**, and then press the OK (MENU) button.



3. Name the file, and save it

Press the OK (MENU) button to save the data.

Note: To assign a name to the file that is saved, press the ENTER button and enter a name in the text window that appears.



Saving a song

Select and execute the **Save SEQ** function. All the other steps are the same. Refer to the preceding "Saving the song and sounds."



Recording on the audio recorder

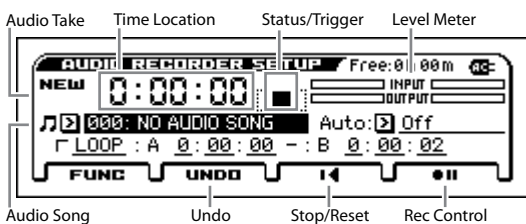
The **audio recorder** lets you record your KROSS performance and external audio input as audio data. You can overdub, or re-record over the previous recording.

- ▶ In order to use the audio recorder, you'll need an SD card that was formatted by the KROSS.
- ▶ Never remove the SD card while the audio recorder is recording or playing, or while the display indicates "Scanning Media" after you've inserted a card.

Display and operations (Setup window)



You'll perform audio recorder operations in the **setup window** that appears when you press the **SETUP** button.



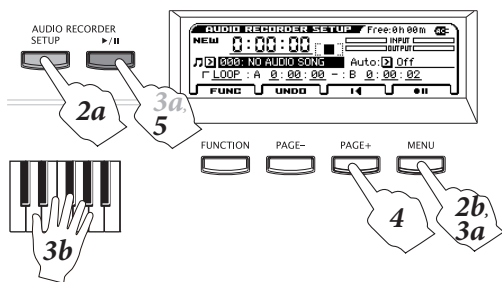
Recording the performance of the KROSS

If you want to record the sound of the KROSS, proceed as follows.

Basic operation

1. Get ready to perform or play back (Select a sound or song)

Select the sound (program or combination) or the sequencer song that you want to play, and get ready to perform or play back.



2. Prepare to record

Press the **SETUP** button to access the setup window. Press the **Rec Control** [■ ■] (**MENU**) button to enter the record-standby condition. (**AUDIO RECORDER** ▶/|| button: blinking red)

3. Start recording

Press the **Rec Control** [■ ▶] (**MENU**) button or the **AUDIO RECORDER** ▶/|| button; recording will start. (**AUDIO RECORDER** ▶/|| button: lit red)
Play the keyboard or use the Drum Track or sequencer; the performance will be recorded.

Note: Even if you close the setup window, the recording or standby condition of the recorder will be maintained.

Tip: There's also a function that lets you start recording the instant you begin playing the keyboard. (See "Specifying how recording will start" of the Operation Guide)

4. Stop recording

Press the **Stop/Reset** [■] (**PAGE+**) button. When you stop, you'll automatically return to the point where you started recording.

Note: If you press the **AUDIO RECORDER** ▶/|| button during recording, you'll pause while remaining in the record-standby state. If you stop by pressing the **Stop/Reset** [■] (**PAGE+**) button, you'll also return to the point where you started recording.

5. Listen to the recording

Press the **AUDIO RECORDER** ▶/|| button to play back the recorded performance. If you stop by pressing the **Stop/Reset** [■] (**PAGE+**) button, you'll return to the point where you started playback.

Note: If you press the **Stop/Reset** [■] (**PAGE+**) button while stopped, you'll return to the beginning of the audio song.

Overdubbing

If you want to overdub, change the time location and the sound as desired, and then repeat the above steps.

Note: If you want to change the volume of the overall sound, it's convenient to use the Hold Balance function. (See page 15)

Returning to the state before or after recording (Undo/Redo)

If you decide to re-record, you can use **Undo** to return to the state prior to recording. If you decide to cancel the **Undo** operation, use the **Redo** operation.

1. Access the undo list

Press the **UNDO** (**PAGE-**) button.

2. Select the take to where you want to return, and use the Undo function

From the takes that you've recorded, use the **VALUE** dial to select the take to where you want to return; then press the **OK** (**MENU**) button (the **UNDO** indication will change). Play back to hear the result.



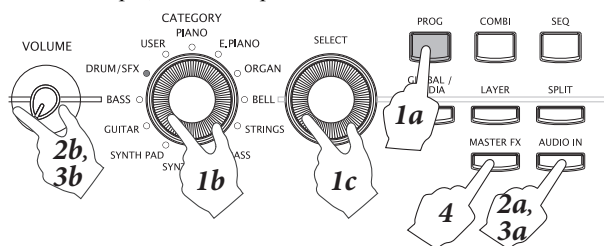
If you want to cancel an **Undo** operation (i.e., if you want to **Redo**), specify the most recent take (the highest-numbered take) and press the **OK** (**MENU**) button.

Note: If you record from the state following **Undo**, the subsequent takes will be erased, and **Redo** will no longer be possible (the **UNDO** indication will return to its original state).

Recording external audio input

If you want to record the sound of an external audio input source, proceed as follows.

As an example, we will explain how to record from a mic.



1. Select a mic program

Recording from a mic will be easy if you use a program whose input and effect settings have been set up appropriately for a mic.

Press the PROG button to enter Program mode, then select the “067: Mic & Reverb” from the DRUM/SFX category. (This is located before the GM programs.)

2. Turn off the AUDIO IN button, and connect a mic



Turn the AUDIO IN button off (unlit). Turn the VOLUME knob all the way to the left to lower the volume. Then connect a dynamic mic to the rear panel mic input (MIC IN) jack.

⚠ You must turn the AUDIO IN button off and use the VOLUME knob to minimize the volume before you connect a mic or any other device.

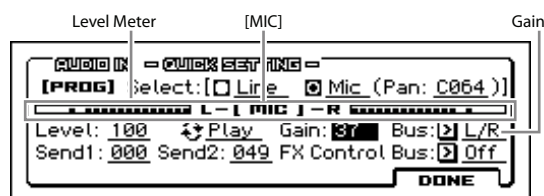
If you fail to observe this precaution, your speaker system or other equipment might be damaged.

Note: Also use the MIC IN jack if you’re connecting an electric guitar. If you’re connecting a guitar equipped with passive pickups, we recommend that you connect a preamp or effect unit between your guitar and the KROSS.

3. Turn the AUDIO IN button on, and adjust the input volume

Press the AUDIO IN button to turn it on (lit). The mic input will be enabled. Turn the VOLUME knob back toward its original position to adjust the volume appropriately, and play the keyboard or play back the audio recorder while you input audio from the mic to check the volume balance.

If you need to adjust the mic volume, hold down the EXIT button and press the AUDIO IN button to access the AUDIO IN -QUICK SETTING dialog box, and then adjust the Gain value.



Note: Ideally, the level meter should be moving in approximately 70% of its full range. If the input is overloaded, the [MIC] indicator will be highlighted. When you’ve finished adjusting the volume, save the setting. (See “Global audio input settings (G-SET) and individual settings” of the Operation Guide)

4. Make effect settings



In the mic program, the Reverb Hall effect etc., which applies reverberation to your vocal is assigned to Master FX. If you want to turn off the effect, turn the MASTER FX button off.

5. Record

Verify that you’re at the appropriate time location for recording, and record as described in step 2 and following of “Basic operation.”

Creating a new audio song

You’ll use the Create New Audio Song function.

In the setup window, select **Create New Audio Song** (see “Pages and functions” on page 9) and execute.

Formatting an SD card



Before a new SD card or an SD card that has been used by another device can be used with the KROSS, the card must be formatted by the KROSS.

⚠ Formatting will erase all data that had been saved on the SD card. Before you format a card, make sure that you don’t mind losing any of the data that was on that card.

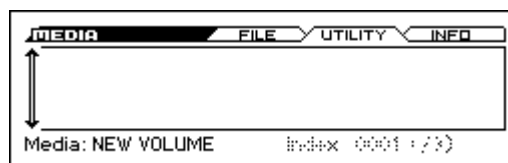
⚠ The SD card must be formatted on the KROSS. An SD card that was formatted by a device other than the KROSS might not be recognized correctly.

1. Insert the SD card

Correctly insert the SD card to be formatted into the SD card slot. (See “Inserting/removing an SD card” on page 6.)

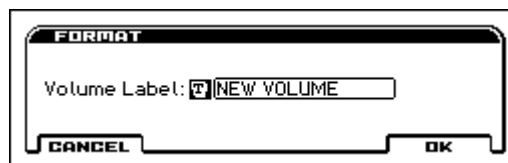
2. Access the MEDIA > UTILITY page

As a shortcut, you can move directly to the MEDIA page by holding down the EXIT button and pressing the GLOBAL/MEDIA button. Use the PAGE+ button to access the MEDIA > UTILITY page.



3. Select the Format function

Press the FUNCTION button. Use the ▼(PAGE+) button to select **Format**, and then press the OK (MENU) button.



4. Execute formatting

When you press the OK (MENU) button, a message will ask you to confirm the format procedure. Press the OK (MENU) button once again to execute formatting.

⚠ Never remove the SD card while formatting is in progress.

If you decide not to format the card, press the CANCEL (FUNCTION) button.

Listening to the demo songs

⚠ This procedure will load program and combination data and demo song data into the KROSS. This means that any data you've edited or newly created will be overwritten and lost. If you want to keep this data, save it on an SD card (commercially available) before you continue.

1. In Global/Media mode, select the page that you want to load

Press the GLOBAL/MEDIA button to enter Global mode. Access the GLOBAL > BASIC page. (If something other than the BASIC page is shown, press the EXIT button several times.)

2. Load the demo songs and preload programs

Press the FUNCTION button. Use the ▼(PAGE+) and ▲(PAGE-) button to select "Load Preload/Demo Data." Press the OK (MENU) button.

In the dialog box, set the Kind field to **All (Preload PCG and Demo Songs)**.

Press the OK (MENU) button. A confirmation message will appear; press the OK (MENU) button once again. The data will be loaded.

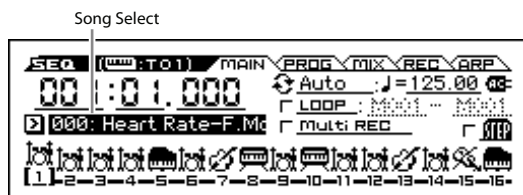
⚠ Never turn off the power while data is being loaded.

3. In Sequencer mode, select the playback page

Press the SEQ button to enter Sequencer mode. Access the SEQ > MAIN page. (If something else is shown, press the EXIT button several times.)

4. Select a demo song

Use Song Select to select a demo song. Use the cursor buttons ▲▼◀▶ to select a parameter, and use the VALUE dial to make your selection.



5. Start and stop playback

Press the START/STOP (▶/■) button to start playback.

Playback will stop automatically when the song ends. If you want to stop during the song, press the START/STOP (▶/■) button once again.

⚠ The demo songs you loaded will disappear when you turn off the power, so you'll need to reload them if necessary.

Restoring the factory settings

Here's how to restore the KROSS to the factory settings. As described in steps 1 and 2 of "Listening to the demo songs," choose **All Preload PCG** in the Kind field of the dialog box, and load the data.

Specifications (general)

System:

EDS-i (Enhanced Definition Synthesis - integrated)

Keyboard section:

KROSS-61: 61 keys (velocity sensitive; aftertouch not supported)
KROSS-88: NH (natural weighted hammer action) keyboard (velocity sensitive; aftertouch not supported)

Maximum polyphony: 80 voices (80 oscillators)

Preset PCM memory:

Approximately 112 MB (calculated as 48 kHz / 16-bit linear PCM data equivalent)

Sounds:

384 combinations (256 preload)

905 programs (512 preload / 265 preset)

Favorites: 64 (16 favorites × 4 banks)

Drum Kit: 57 Drum Kits (32 preload / 9 preset)

Effects: 134 types, 5 insert effects, 2 master effects

Production Tools:

Dual polyphonic arpeggiator, step sequencer, Drum Track

Recorder:

16-track MIDI sequencer,

Audio recorder (audio format: PCM audio format 48 kHz / 16-bit)

Control inputs/outputs:

DAMPER (half-damper supported), ASSIGNABLE SWITCH, ASSIGNABLE PEDAL

MIDI IN, MIDI OUT, USB (TYPE B) USB-MIDI interface

Audio output:

AUDIO OUTPUT L/MONO, R: 1/4" phone jacks (TS unbalanced)

Headphone output: 1/8" stereo mini phone jack

Audio input:

LINE IN: 1/8" stereo mini phone jack

MIC IN: 1/4" phone jack (TS unbalanced)

Phantom power and plug-in power are not supported

Power supply:

AC adapter power supply jack (DC 9V, ⚡)

AA alkaline batteries × 6, or nickel-metal hydride batteries × 6

Battery life:

AA alkaline batteries × 6: Approximately 4 hours

AA nickel-metal hydride batteries (1900 mAh) × 6:

Approximately 5 hours

* Battery life will vary depending on the batteries used and on the conditions of use.

Usable SD cards:

SD memory cards up to 2 GB

SDHC memory cards up to 32 GB

(SDXC memory cards are not supported)

Dimensions (width × depth × height):

KROSS-61: 942 × 281 × 91 mm / 37.09" × 11.06" × 3.58"

KROSS-88: 1,448 × 383 × 135 mm / 57.01" × 15.08" × 5.31"

Weight:

KROSS-61: 4.3 kg/9.48 lbs

KROSS-88: 12.4 kg/27.34 lbs

Power consumption: 5 W

Included items:

AC adapter, KROSS Quick Start Guide (this document)

Options:

XVP-10: Expression/volume pedal

EXP-2: Foot controller

DS-1H: Damper pedal

PS-1, PS-3: Pedal switches

* Specifications and appearance of this product are subject to change without notice for improvement.

IMPORTANT NOTICE TO CONSUMERS

This product has been manufactured according to strict specifications and voltage requirements that are applicable in the country in which it is intended that this product should be used. If you have purchased this product via the internet, through mail order, and/or via a telephone sale, you must verify that this product is intended to be used in the country in which you reside.

WARNING: Use of this product in any country other than that for which it is intended could be dangerous and could invalidate the manufacturer's or distributor's warranty.

Please also retain your receipt as proof of purchase otherwise your product may be disqualified from the manufacturer's or distributor's warranty.

KORG KORG INC.

4015-2 Yanokuchi, Inagi-city, Tokyo 206-0812 Japan