

## Catalyst Volume 1 – Creativity Xplosion!

### USER'S GUIDE - Kronos

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## Introduction

Thank you for purchasing Catalyst Volume 1! This collection of 32 high quality combis for the Korg Kronos Music Workstation represents hundreds of hours of effort, and contains a wide variety of styles, ranging from a mixture of dance categories to jazz to rock to ambient pads and special FX. Each combi within this collection uses all four available KARMA Modules and all eight Scenes for maximum sonic possibilities, and to demonstrate the power and potential of multiple GE's. Enjoy!

- Jim (Eric) Sawyer and Stephen Kay

## How to Load

### Loading the Bank (32 Combis, 96 Empty)

Catalyst Volume 1 is a combi-only set. There are no additional programs or GEs to reference, so loading is simple: just load into any available Combi Bank. The supplied PCG and KDF files have the combis in the User-A Bank, but you can load them anywhere you want by using the Disk Mode Load tab, highlighting the file and pressing [OPEN] to reveal the "Combinations" icon. Press [OPEN] again will show you the Bank U-A icon. Selecting this and pressing [LOAD] gives you the option to specify a destination bank other than USER-A.

### Loading Individual Combis to combine with others

If you would like to combine the 32 combis of Catalyst Vol. 1 with the 32 combis of another Karma-Lab sound set (or any other bank with available slots), you can press the [OPEN] button one more time when the Bank U-A icon is selected, and you will see the individual combis in locations 000 ~ 031. You can select them, one at a time, and load them into any 32 locations that you choose. For example, to combine with another Karma-Lab set (in locations 0~31), you could load the Catalyst Combis into 32~63. *Note: if you have the KARMA Kronos software, it can be easier to do this in the software and then send via SysEx to the Kronos - see the next section.*

*Note: When using the KARMA Kronos Software and selecting a different bank other than USER-A to load the PCG, you also need to change the Bank Type setting at the top of the Bank Display Window in the KDF file to match the bank that you are going to load the data into. See the next section as well.*

## KARMA Kronos Software – Combining KDF's

To use Catalyst with the KARMA Kronos Software, simply open the KDF using the File Menu > Open command. To combine the Catalyst Combi Bank into another KDF file (such as the Factory Preload KDF File):

1. Have both KDF files open (you can use the File Menu > Open command to locate the other one).
2. Select the "Combi U-A (Catalyst 1)" row in the Reincarnated KDF File and use the Edit menu > Copy command.
3. Select the other KDF file and perform Edit > Paste, placing the Catalyst Performance bank in with the other Combi Performance Banks.
4. If you have decided to put Catalyst into a different Bank than USER-A, you also need to change the Bank Type setting at the top of the Bank Display Window (double-click the Catalyst Bank row to open the Bank Display Window) in the KDF file to match the bank that you are going to load the data into.

### Combining with others in the same Bank

To put the 32 Catalyst combis into the same bank as another Karma-Lab set or other combis:

1. Open the two Bank Display windows side by side.
2. Select all 32 Catalyst combis using the mouse and the shift key.
3. Use the Edit Menu > Copy command.
4. Select 32 empty destinations in the other bank.
5. Perform Edit > Paste.
6. Renumber the bank to correspond to the correct combi locations in the Kronos by using the Menu Command "Renumber Korg Prg/Cmb Ids" in the Bank Display Window of the bank you pasted into.
7. Send the resulting combined bank to the Kronos via SysEx by using the Menu Button command "Send Bank..." in the Bank Display window you wish to send. By default, the dialog will come up with the proper banks selected. Click the OK button (green checkmark) and the data will begin sending to the Kronos.

## About the Vector Joystick

In nearly all of the combis in this set, the Vector Joystick has been set up to mix the four Modules, in a somewhat standardized fashion. Down will fade-out (mute) the Drums, up will fade-out (mute) the Bass, and left/right will fade-out the other two parts. There are a few exceptions to this, so consult the Vector Joystick notes in each Combi description.

## About Triggering

Some of the Modules in these combis have been set so that you can retrigger them while the groove is playing, perhaps while the drums maintain their groove. This allows you to do more intricate chord patterns than would normally be possible. If you find that this is causing you to go off the beat too much, or you are having difficulty playing them this way, the fix is easy: go to 7-4 [KARMA][Trigger] and set the Note Trigger Parameter to “1st” for any Modules that are not already set that way. If you are using KARMA Kronos Software, this can be handled in the Performance Editor > Trigger Page.

## About Scene Changes and the Quantize Window

In nearly all of these combis, the Scene Change Quantize Window has been set to be “1 Bar”, so that you can select a scene change ahead of time, and have it change on the downbeat. If you want to change this for some reason, the parameter can be found on 7-5 [KARMA][GE RTP/Scenes], on the Scene Matrix tab. If you are using the KARMA Kronos Software, this can be located in the RT Controls Editor.

## About the Key Zones

Most of the combis in this collection use the following easy-to-remember key zoning: KARMA “action” (e.g., drumbeat, bass line, etc.) on the lower octaves, lead timbre(s) on the upper octaves. In some cases, the split point is moved up an octave so that the LH has more range – you can find this info in the description of each combi. In most cases, each combi is meant to be played with a LH Chord in the octave below or surrounding Middle C (C4). Alternately, you can use a “two hand chord” consisting of a LH bass note in the lowest octave and a RH chord in the octave below or surrounding Middle C, after which you can solo or do chord work with the RH in the area above C5.

Check each combi’s description for a diagram and zoning notes. Additionally, see the following section “How to Play – Key Zones and Techniques.”

## About the Drum Track

All of the combis in this set have the Kronos’s Drum Track feature programmed to add an additional element (usually percussion). You can turn the Drum Track button on, while KARMA is playing, and then play a chord or notes on the downbeat to add the Drum Track. Although this set has the Drum Track active in every scene (but the Drum Track is off by default), you could also have the Drum Track active in certain scenes only by using the DT Run settings on page 7-5d [KARMA][GE RTP/Scenes][Scene Matrix]. If you are using the KARMA Kronos Software, this can be located in the RT Controls Editor, in the top row of

the Scene Matrix grid. Please check the Drum Track notes in each combi’s description for more detailed information.

Note that when turning KARMA off on these combis and using the Drum Track, you may also need to turn off the Drum Track button at the same time – and then when turning KARMA back on, you need to turn on the Drum Track buttons as well. However, using the Return Key in KARMA Kronos to stop KARMA will automatically stop the Drum Track as well.

## About the Drum Track & KARMA Kronos Software (Sync)

When playing the combis from the KARMA Kronos software, you may notice the Drum Track (in the scenes where it is being used) going out of sync with the KARMA groove. This will happen if the Kronos is not MIDI Clock synchronized with the KARMA Kronos software. The fix for this is simple:

1. Make sure that in the Kronos’s Global Mode > MIDI page the MIDI Clock is set to “External USB” (when using USB and the Korg USB MIDI Driver) or “External MIDI” (when using a standard MIDI interface).
2. Set the KARMA Kronos software’s Sync Editor to send MIDI Clock to the port on which the Kronos is located.

Furthermore, when using the Kronos by itself, it is possible to turn on the Drum Track while KARMA is playing, hit the next Chord Trigger or chord and have the Drum Track come in perfectly synchronized with the KARMA groove. This is possible because both features are internal to the Kronos. This is not possible when using the KARMA Kronos software since the Drum Track is not part of the software, and the KARMA feature is external to the Kronos when using the software. Hence, there is no way for them to synchronize while one is already running, unless your timing is perfect. However, they will stay synchronized when started at the same time provided the previous section is followed.

## Module Names

When using this sound set with the optional KARMA Kronos Software, each Module has been given an appropriate name label in the Performance Editor (these “Instrument” labels are shown in each of the Combi Descriptions in this document), making it easier to see which Module is performing which part.

## About Pads & Chord Triggers

The Kronos's eight pads are also sometimes referred to as "Chord Triggers" in this document. This also refers to using the function keys of the computer keyboard with the KARMA Kronos Software. Note that with the KARMA Kronos software, you can have up to 16 Chord Triggers (eight more - but only the first eight are programmed in this set - the second eight are copies of the first eight that you can replace with your own).

Since the Kronos does not have physical pads, you should try each combi initially with the onscreen pads of the 1-8 [EQ/Vector Control][Pads] page to get an idea of the types of voicings that are intended to produce the best results with these combis. Also, an external pad device can be programmed to trigger the 8 stored pads in each combi, giving you the same type of control as the OASYS or M3.

## About the Order of the Scenes (Simpler <-> Busier)

Generally, the startup scene when you first load the combi represents the "basic full groove" with a medium level of activity (there are only a few exceptions to this). The general concept is that from the startup scene, moving to higher numbered scenes increases the energy and business of the groove, and moving to lower numbered scenes decreases the activity and simplifies. In addition, bending and buzzy drum grooves tend to end up in Scene 8 mostly. Scene 1 is usually quite simple and useful for a complete breakdown – in fact, it's a great contrast to jump from one of the busier scenes to Scene 1 during a live jam with nearly any of these combis.

When using the KARMA Kronos software, there are 32 scenes per combi – the first eight scenes are the programmed ones, and the startup scene has been copied into the other 24 scenes as a starting point for your own creations.

## About the Real-Time Control Mode

Each combi loads in "KARMA/Real-Time Control Mode", like the factory combis. Each of the following combi descriptions includes a table showing the assignments for each of the eight knobs in Real-Time Control Mode, as well as the 8 sliders of the KARMA Mode.

Note: Knobs 7 & 8 are standardized for control of the effects settings. For example, the Reverb wet/dry mix is most often found on Knob 8 – you can easily vary the effects levels to have less or more to suit your taste.

## About the GE Locations








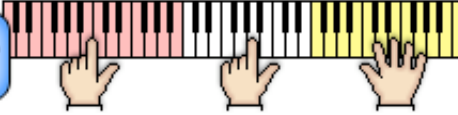




In each of the combi descriptions in this document, you will see a listing of the GE being used and some information about it. One line gives the location of the GE, in both the Kronos itself, and in the KARMA Kronos software. For example:

GE Kronos (KK): 1453 (11/45)

What this means is that in the Korg Kronos, the GE is number 1453, and in the KARMA Kronos software, it is number 45 in GE Bank 11. (And if you do the math, you'll see it works out the same:  $(11 * 128) + 45 = 1453$ .)

## How to Play – Key Zones and Techniques

The combis in this collection fit one of 12 different ways of playing from the keyboard, as illustrated below:

	
<p><b>1. Full Keyboard (no Split)</b> Play single notes in LH, chords in RH</p>	<p><b>7. Split Keyboard</b> Play two-handed chords in LH, single notes in RH.</p>
	
<p><b>2. Split Keyboard</b> Play chords in LH, chords/notes in RH</p>	<p><b>8. Three-Way Split Keyboard</b> Play single notes in lowest zone and chords in next zone to control KARMA, chords in top zone for soloing</p>
	
<p><b>3. Split Keyboard</b> Play single notes in LH, chords in RH</p>	<p><b>9. Three-Way Split Keyboard</b> Play single notes in lowest zone and chords in next zone to control KARMA, single notes in top zone for soloing</p>
	
<p><b>4. Split Keyboard</b> Play chords in LH, single notes in RH</p>	<p><b>10. Three-Way Split Keyboard</b> Play single notes in lowest zone and single notes in next zone to control KARMA, chords in top zone for soloing</p>
	
<p><b>5. Split Keyboard</b> Play single notes in LH, single notes in RH</p>	<p><b>11. Three-Way Split Keyboard</b> Play single notes in lowest zone and next zone to control KARMA, single notes in top zone for soloing</p>
	
<p><b>6. Split Keyboard</b> Play two-handed chords in LH, chords in RH</p>	<p><b>12. Multi-Zone Split Keyboard</b> Multiple zones trigger different modules</p>

*Note: the actual location of zones and split points varies from combi to combi. In addition, not all of the setups are necessarily used in this collection.*

You will find one of these diagrams at the beginning of each combi's description, giving you a basic idea of how it is to be played. Of course, you can experiment with your own playing styles!

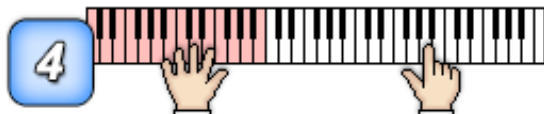
*Note: depending on the type of sounds layered across the keyboard (mono/poly) and their pitch ranges, "single notes" can also mean octaves, or fifths, or harmonies, etc. The diagrams show where chords should be played to control KARMA, and where you should "solo" or play lead melodies. For example, in many combis it may not be obvious that you need to play a chord in the LH, because single notes will also trigger the sounds; but often a 3-note chord is necessary to actually give the generated notes their proper "tonality" (major, minor, diminished, etc.)*

## Catalyst Volume 1 – by Order

	<u>Name</u>	<u>Style Category</u>	<u>Combi Category</u>
000	Katja's House	House/Jazz	LeadSplits
001	Funkadelic	Hip-Hop/Jazz	LeadSplits
002	Cool Suitcase	Light Jazz	Keyboard
003	UK Electro	Trance/Electro	LeadSplits
004	Grand Illusion	Ambient Techno/Latin	MotionSynth
005	5th Degree	New Age	LeadSplits
006	Electric Gate	Techno/Electro	LeadSplits
007	The Dark Side <LAC-1>	Ambient Techno	LeadSplits
008	Rave Wake	Trance	Synth
009	Wah sup?	Hip-Hop/Jazz	Keyboard
010	Organ Tranzplant	Trance	Organ
011	Jungle Fever	World/Ethnic	World
012	Metro Digital	Techno	Synth
013	Vox Omnium	Pop Rock	Organ
014	Tommy at the Gate	Rock	LeadSplits
015	Fathom Five	Orchestral/Film	Orchestral
016	Rezbo Pulse	Pop	LeadSplits
017	Analogous	Ambient Techno	Synth
018	Flute Fantasy	New Age	Orchestral
019	Hey Tony	Dance	LeadSplits
020	Latin Night	Latin	Organ
021	Sunday Afternoon	Funk/Jazz	Keyboard
022	Dutch Treat	Dance/Techno	Synth
023	Sahara	World/Ethnic	World
024	PopKorn	Dance/Trance	Synth
025	Bo's New Entrance	Orchestral/Film	Orchestral
026	DRAG.net	Hip-Hop/Pop	LeadSplits
027	Cathedral of Dance	Dance/Techno	Organ
028	Albert's Hall	Jazz	Keyboard
029	Brass Balls	House/Trance	BrassReed
030	Temple of Mordra	World/Fusion	Guitar/Plucked
031	Warm Analog	Trance/Garage	LeadSplits

## Catalyst Volume 1 – by Style

	<u>Name</u>	<u>Style Category</u>	<u>Combi Category</u>
017	Analogous	Ambient Techno	Synth
007	The Dark Side <LAC-1>	Ambient Techno	LeadSplits
004	Grand Illusion	Ambient Techno/Latin	MotionSynth
019	Hey Tony	Dance	LeadSplits
027	Cathedral of Dance	Dance/Techno	Organ
022	Dutch Treat	Dance/Techno	Synth
024	PopKorn	Dance/Trance	Synth
021	Sunday Afternoon	Funk/Jazz	Keyboard
001	Funkadelic	Hip-Hop/Jazz	LeadSplits
009	Wah sup?	Hip-Hop/Jazz	Keyboard
026	DRAG.net	Hip-Hop/Pop	LeadSplits
000	Katja's House	House/Jazz	LeadSplits
029	Brass Balls	House/Trance	BrassReed
028	Albert's Hall	Jazz	Keyboard
020	Latin Night	Latin	Organ
002	Cool Suitcase	Light Jazz	Keyboard
005	5th Degree	New Age	LeadSplits
018	Flute Fantasy	New Age	Orchestral
025	Bo's New Entrance	Orchestral/Film	Orchestral
015	Fathom Five	Orchestral/Film	Orchestral
016	Rezbo Pulse	Pop	LeadSplits
013	Vox Omnium	Pop Rock	Organ
014	Tommy at the Gate	Rock	LeadSplits
012	Metro Digital	Techno	Synth
006	Electric Gate	Techno/Electro	LeadSplits
010	Organ Tranzplant	Trance	Organ
008	Rave Wake	Trance	Synth
003	UK Electro	Trance/Electro	LeadSplits
031	Warm Analog	Trance/Garage	LeadSplits
011	Jungle Fever	World/Ethnic	World
023	Sahara	World/Ethnic	World
030	Temple of Mordra	World/Fusion	Guitar/Plucked

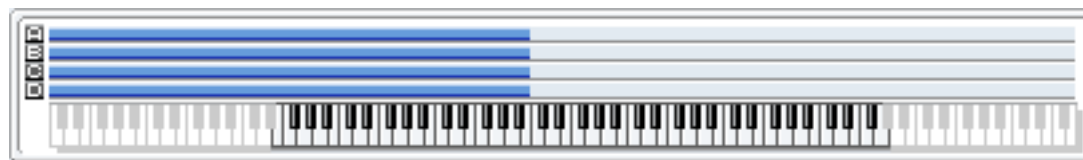


An infectious bubbling synth bass riff with some heavily accented notes provides the focal point for this very jammable house combi. Gated organ and panning synth arpeggio notes punctuate the tight drum groove. With the fact that the LH synth pad is in 5ths, the Gated Organ is in 5ths, and the bass line is based around a minor riff, minor chords and minor 7th

chords work best, as demonstrated by the eight Chord Pads. Note that you can remove the pitches from the Bass by going into Module Layer B and using Switch 2 "Pitch Pattern", which forces the Bass to stay on a single note. A layered RH mono lead with stereo delay effectively yields expressive synth lines, especially with judicious use of the JS-X or JS+/-Y.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad with 5ths  
**Right Hand:** Mono Synth Lead  
**Split Points:** B3/C4  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Gated Organ	Bass	Synth Arp	Drums
GE Kronos (KK):	1280 (10/000)	1218 (09/066)	0004 (00/004)	1401 (10/121)
GE Name:	Good Old B	Soul	Arp Model 05 Rand	HipHop 02 [Dance Kits]
Category:	Gated	Bass Pattern	Arpeggio	Drum
RTC Model:	GC1 - Gated CCs 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1	DP1 - Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:				x	Percussion Pattern	Selects one of many different Percussion Patterns for the Drums
Slider 3:	x	x	x		Duration Control	Controls the length of notes in the Gated Organ, Bass and Synth Arp
Slider 4:		x	x		Velocity Accents	Controls the level of some notes in the Bass and Synth Arp
Slider 5:	x				Transpose Pattern	Selects one of many different alternating octave patterns for the Gated Organ
Slider 6:		x			FX/Ctrl Pattern	Selects one of many Resonance Patterns for the Bass – min = Off
Slider 7:			x		Velocity Pattern	Selects one of many different Velocity Patterns for the Synth Arp
Slider 8:				x	Alternate Drum Map	Selects one of many different Note Maps for the Drums
Switch 1:	x				Module Run [A]	Turns the Gated Organ on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Synth Arp on and off
Switch 4:				x	Module Run [D]	Turns the Drums on and off
Switch 5:	x				Octave [A]	Changes the octave of the Gated Organ
Switch 6:		x			Octave [B]	Changes the octave of the Bass
Switch 7:			x		Rhythm Multiplier	Multiplies the rhythm of the Synth Arp by a factor of 2
Switch 8:				x	Alternate Drum Map On/Off	Activates the Alternate Drum Map selected by Slider 8 for the Drums

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:		x						Filter Cutoff	CC74	Brightens/Darkens the Synth Bass (use with Knob 2)
Knob 2:		x						Resonance	CC71	Controls the Resonance on the Synth Bass (use with Knob 1)
Knob 3:			x					Filter EG	CC79	Brightens/Darkens the Synth Arpeggio
Knob 4:					x			Release	CC72	Lengthens/Shortens the release time on the LH Synth Pad
Knob 5:		x				x		Knob Mod. 5	CC17	Brightens one of the bass timbres; controls octave of some of the elements of the RH Synth Lead
Knob 6:		x	x			x		Volume	CC07	Turn to the left for an alternate Mix; all the way to the right to restore
Knob 7:		x	x		x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the Mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the Mix

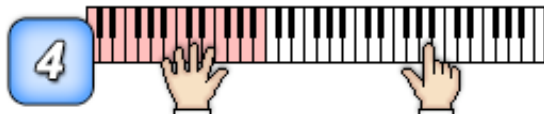
Joystick	CC#	Function
+X (Right)	----	Bend on RH Lead Synth
-X (Left)	----	Bend on RH Lead Synth
+Y (Up)	CC01	Vibrato on RH Lead Synth
-Y (Down)	CC02	Fades out one of the RH Lead Synth timbres

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Organ
-X (Left)		Mutes the Synth Arpeggio
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Pitch Mod on the Drums; activates portamento on one of the Synth Arp timbres, vibrato on the Gated Organ
Switch 2:	CC65	Activates portamento on the RH Lead Synth
Ribbon:	CC16	Filter and Amp Modulation on the LH Pad and RH Lead Synth
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	410: Jam On Pads [Cuban Perc]
Function:	Off by default – use to add some high-end percussion to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	E Min	A Min	F# Min	B Min	E Min	G Min	D Min	F Min



This slow, funky hip-hop groove features a dreamy random electric piano riff run through a Stereo Vibrato effect to give it a slightly sci-fi feel, on top of a solid bass line and groove, with a sporadic synth arp punctuating the mix. A thin “hooky lead” sound in the right hand provides just the right sound for jamming on top of this infectious groove. The scenes provide

numerous interesting variations on the basic idea. Note that the bass line is “hard-wired” to play the minor third. If you wish to have the bass line be able to play a major third (for major chords), change GE RTP #32 in Module B (CCs: P. Offset Chord Shift) to 1 – this will also have a slight effect on the minor bass line, which is why it is not set that way by default. With KARMA off, improvise a slow soulful intro using the first few chord triggers while playing a lead line in the RH. Kick in the KARMA after a few bars and continuing jamming with Funkadelic - SW2 will provide a darker color to the lead.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Motion Pad  
**Right Hand:** Mono Hooky Lead  
**Split Points:** B3/C4  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Synth Arp	Piano Comp
GE Kronos (KK):	1447 (11/039)	1190 (09/038)	0206 (01/078)	0110 (00/110)
GE Name:	HipHop Momma [All Kits]	House Bass 1	Spatial	NewAge Ostinato
Category:	Drum	Bass Pattern	Melodic	Arpeggio
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Pattern Variation	Selects one of many Pattern Variations for the Drums
Slider 3:		x	x	x	Duration Control	Shortens/Lengthens the duration of notes for all Modules except Drums
Slider 4:			x	x	Velocity Accents	Controls the level of some notes in the Synth Arp and Piano Comp
Slider 5:	x				Alternate Drum Map	Selects one of many different Note Maps for the Drums
Slider 6:		x			Note Pattern	Selects one of many different Note Patterns for the Bass
Slider 7:			x		Note Pattern	Selects one of many different Note Patterns for the Synth Arp
Slider 8:	x				Repeat Repetitions	Activates repeated notes on the Drums for syncopations and fills
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Synth Arp on and off
Switch 4:				x	Module Run [D]	Turns the Piano Comp on and off
Switch 5:	x				Improvisation On/Off	Activates Improvisation on the Drums
Switch 6:		x			Octave [B]	Changes the octave of the Bass
Switch 7:			x		Octave [C]	Changes the octave of the Synth Arp
Switch 8:				x	Octave [D]	Changes the octave of the Piano Comp

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:			x					Filter Cutoff	CC74	Brightens/Darkens the Filter on the Synth Arp (use w/ Knob 2)
Knob 2:			x					Resonance	CC71	Controls the Resonance on the Synth Arp (use w/ Knob 1)
Knob 3:		x						Filter EG	CC79	EG Intensity on one of the Bass Timbres
Knob 4:		x	x	x				Release	CC72	Lengthens the Release Time of the Bass, Synth Arp, and Piano
Knob 5:						x		Knob Mod. 5	CC17	Envelope/Filter Modulation on the RH Lead
Knob 6:				x				Knob Mod. 6	CC19	Filter/Resonance modulation on the Piano Comp
Knob 7:			x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on various parts of the Mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on various parts of the Mix

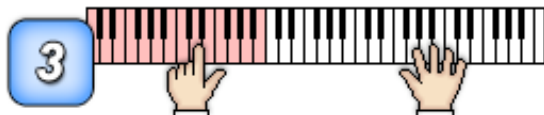
Joystick	CC#	Function
+X (Right)	----	Bend on RH Synth Lead
-X (Left)	----	Bend on RH Synth Lead
+Y (Up)	CC01	Vibrato on RH Synth Lead
-Y (Down)	CC02	Filter Mod on nearly everything

Vector JS	CC#	Function
+X (Right)	CC118	Mute the Piano Comp
-X (Left)		Mute the Synth Arp
+Y (Up)	CC119	Mute the Bass
-Y (Down)		Mute the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Pitch Mod on the Drums, doubling effect on the Synth Arp
Switch 2:	CC81	Changes the timbre of the RH Synth Lead to a darker sound
Ribbon:	CC16	Brings in Amplitude Modulation on the RH Synth Lead
Damper:	CC64	Latches the LH Synth Motion Pad

Drum Track	
Pattern:	384: Breakbeat Tamb [BrzPrc]
Function:	Off by default – use to add a tambourine part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	G Min7	D Min7_9	F Min7	C Min7_9	B Min7	F# Min7_9	A Min7	E Min7_9



This cool jazz combi layers two vintage Rhodes Suitcase EPs accompanied by a hip rhythm section complete with walking acoustic bass, guitar strumming or chugging, and complimentary pop drum kits – all of which the eight different KARMA Scenes modify for very cool jazzy change-ups. With KARMA Off or on, a nice hybrid acoustic/fretless bass in the LH can

be expressively played with bending and vibrato while the damper latches the piano in the RH. Alternatively, play full-range like a piano - since KARMA is using “SmartScan” in the Dynamic MIDI Page, you can play one and two note lead lines over the chordal activity without changing the chord, and when the Damper is down, the chord cannot be changed no matter what you do. The scenes provide a nice build from minimal activity in Scene 1 up to a busier, more electronic groove in Scene 8. Note that the octave above Middle C (C4 to C5) can trigger the guitar and drums with a three-note chord, but not the bass.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Acoustic/Fretless Bass Hybrid  
**Right Hand:** Layered Rhodes E. Piano  
**Split Points:** B3/C4 (Bass) B4/C5 (Guitar)  
**Special Notes:** KARMA uses SmartScan so the keyboard can be played full-range



KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Guitar	Percussion
GE Kronos (KK):	1333 (10/053)	1201 (09/049)	0950 (07/054)	1898 (14/106)
GE Name:	Ride Pop 1 [All Kits]	Open Funk 1	Dotted 16 Strum	Hipster [Orig Perc Kit]
Category:	Drum	Bass Pattern	Strumming	Drum
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1	DP1 - Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:		x			Bend On/Off	Activates different types of bending for the Bass
Slider 3:		x			Duration Control	Shortens/lengthens the duration of notes for the Bass
Slider 4:			x		Duration Control	Shortens/lengthens the duration of notes for the Guitar
Slider 5:	x				Alternate Drum Map	Chooses and alternate map for the Drums, such as sidestick/snare/rides
Slider 6:	x				Kick/Snare Level	Controls the level of the Kick and Snare/Sidestick
Slider 7:	x				HiHats/Cym Level	Controls the level of the Hihats and Cymbals in Module A
Slider 8:				x	Percussion Level	Controls the overall level of the Percussion
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Guitar on and off
Switch 4:				x	Module Run [D]	Turns the Percussion on and off
Switch 5:	x				Alternate Drum Map On/Off	Activates the Alternate Drum Map chosen by Slider 5 for the Drums
Switch 6:		x			Octave [B]	Changes the octave of some of the notes in the Bass
Switch 7:			x		Octave [C]	Changes the octave of the Guitar
Switch 8:	x				Note Randomize	Applies randomization to the Drums

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x		x					Filter Cutoff	CC74	Brighten/darken the Guitar and Kick/Snare/Sidestick (use with Knob 2)
Knob 2:	x		x					Resonance	CC71	Resonance on the Guitar and Kick/Snare/Sidestick (use with Knob 1)
Knob 3:						x		Filter EG	CC79	Brighten/darken (raise envelope) on the RH E. Piano
Knob 4:						x		Release	CC72	Lengthen/tighten the release of the RH E. Piano
Knob 5:						x	x	Knob Mod. 5	CC17	Amount of Delay on RH E. Piano
Knob 6:						x	x	Knob Mod. 6	CC19	Depth of Chorus on RH E. Piano
Knob 7:						x	x	Knob Mod. 7	CC20	Amount of Chorus (Wet/Dry) on RH E. Piano
Knob 8:							x	Knob Mod. 8	CC21	Amount of Reverb

Joystick	CC#	Function
+X (Right)	----	Bend on LH Bass
-X (Left)	----	Bend on LH Bass
+Y (Up)	CC01	Vibrato on LH Bass
-Y (Down)	CC02	Pitch Mod on Drums, tighten Bass and Gtr

Vector JS	CC#	Function
+X (Right)	CC118	Mute Perc
-X (Left)		Mute Guitar
+Y (Up)	CC119	Mute Bass
-Y (Down)		Mute Drums

Other Controllers	CC#	Function
Switch 1:	----	Octave Up (on keyboard and split point)
Switch 2:	----	JS -Y & Ribbon Lock
Ribbon:	CC16	Brightens/Darkens the RH E.Piano
Damper:	CC64	Latches the RH E. Piano

Drum Track	
Pattern:	399: SwingHop Tamb [BrzPrc]
Function:	Off by default - use to add a tambourine part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Min7_9	G 7_9_13	C Min7_9	F 7_9_13	F# Min7_9	B Aug7_9	E Min7_9	A 7sus4_9

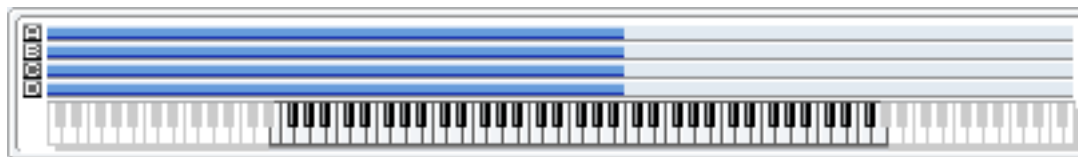


This hard-driving electro groove features an effects extravaganza: the gated organ and synth arp running through two BPM-synced vintage wahs that are 180 degrees out of phase, so that one is rising while the other is falling, as they both pan around courtesy of KARMA, providing an interesting shifting soundscape on top of the slowly flanging backbeat synth bass. A

polyphonic synth lead is provided in the RH area that runs through a Stereo Dynamic Delay, so that the delays rise when you stop playing. The keyboard has been zoned for two-handed chords in the LH area, as illustrated by the eight pad assignments. Hit SW1 to modify the drums and arpeggiating square synth lead – pull down on the JS to tighten the drums. Note that the Drum Track can be used to add an additional beat running through one of the Vintage Wah effects.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** Synth Lead (poly)  
**Split Points:** B4/C5  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Synth Arp	Gated Organ
GE Kronos (KK):	1784 (13/120)	1059 (08/035)	0011 (00/011)	1264 (09/112)
GE Name:	U-T E K N O [Dance Kits]	Back Beat Bass	Arp Model 12 Up	Gator
Category:	Drum	Bass Pattern	Arpeggio	Gated
RTC Model:	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	CL1 - Comp/Lead 1	GC1 - Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Rhythm Complexity	Controls the Complexity of the Drum Groove
Slider 3:		x	x	x	Duration Control	Controls the duration of notes for the Bass, Synth Arp and Gated Organ
Slider 4:			x		Velocity Pattern	Selects one of many patterns for Velocity Accents on the Synth Arp
Slider 5:	x				Alternate Drum Map	Selects one of many Note Maps for the Drums
Slider 6:		x			Note Pattern	Selects one of three Note Patterns for the Bass
Slider 7:			x		Note Pattern	Selects one of many Note Patterns for the Synth Arp
Slider 8:				x	Note Voicing	Changes the voicing of the notes on the Gated Organ
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Synth Arp on and off
Switch 4:				x	Module Run [D]	Turns the Gated Organ on and off
Switch 5:	x				Rhythm Syncopation	Activates a syncopation on the Drum beat
Switch 6:		x			Octave [B]	Changes the octave of the Bass
Switch 7:			x		Octave [C]	Changes the octave of the Synth Arp
Switch 8:				x	Octave [D]	Changes the octave of the Gated Organ

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x	x		Filter Cutoff	CC74	Brightens/Darkens the LH/RH Synths (use w/ Knob 2)
Knob 2:					x	x		Resonance	CC71	Controls Resonance on the LH/RH Synths (use w/ Knob 1)
Knob 3:						x		Filter EG	CC79	Controls the amount of Filter EG on the RH Synth only
Knob 4:					x	x		Release	CC72	Lengthens/Shortens the Release on the LH/RH Synths
Knob 5:			x					Knob Mod. 5	CC17	Controls a Chorus modulation on the Synth Arp
Knob 6:		x					x	Knob Mod. 6	CC19	Controls the level of the Flanger on the Synth Bass
Knob 7:		x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the mix
Knob 8:		x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Chorus on the mix

Joystick	CC#	Function
+X (Right)	----	Bend on the RH Synth Lead
-X (Left)	----	Bend on the RH Synth Lead
+Y (Up)	CC01	Vibrato on the RH Synth Lead
-Y (Down)	CC02	Pitch Mod on the Drums and Synth Arp

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Organ
-X (Left)		Mutes the Synth Arp
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Activates Pitch Mod on Drums, Portamento on the Synth Arp, and Vibrato on the Gated Organ
Switch 2:	CC81	Activates Portamento on the RH Lead Synth (on by default)
Ribbon:	CC16	Filter Modulation on the LH Pad and RH Synth Lead
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	422: Techno Trance 4[Trance]
Function:	Off by default – use to add an additional beat running through one of the Vintage Wah effects

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min7	C 7_9	F Min/C	C Maj	F Min	F 7sus4_9	A# Sus4	G Min7

# 004 Grand Illusion - Motion Synth - 103 bpm

Ambient Techno/Latin

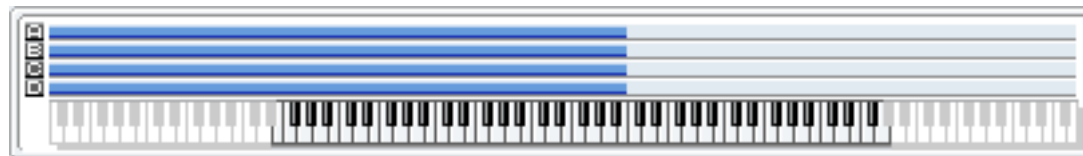


A pulsing, latinesque synth bass drives this ambient techno combi, along with a filtered resonant gated synth. Experiment with Slider 4, Time Signature, to change the overall shape of the Bass pattern. The RH provides an evocative layered synth-mallet sound that lends a very unique character to the lead, whether playing single note leads or chords. The LH provides a

light slow synth combination filter pad that sweeps in and out under the punchy drums and bass. Pull back on JS-Y to tighten the drums. While holding the JS back, lock it in by pressing SW2. Try the ribbon control to modify the sweeping filter pad and brighten the bass riff. Play around with the different KARMA Scenes to add some interesting variety and change-ups to the GE driven grooves – Scene 1 provides an interesting half-time feel.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Pad  
**Right Hand:** Synth Mallet Lead  
**Split Points:** B4/C5  
**Special Notes:** KARMA Off provides a nice, thicker pad sound



KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Gated Synth	Perc
GE Kronos (KK):	1616 (12/080)	1104 (08/080)	1282 (10/002)	1872 (14/080)
GE Name:	Electro Beat [Dance Kits]	Latin Bass 2	OutOfTheClouds	Big Ens. 1 [Brazil Perc Kit]
Category:	Drum	Bass Pattern	Gated	Drum
RTC Model:	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	GC1 - Gated CCs 1	DP1 - Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Rhythm Multiplier	Puts the Drum groove into half-time
Slider 3:			x		Duration Control	Shortens/Lengthens the duration of the slices for the Gated Synth
Slider 4:		x			Time Signature	Changes the Time Signature on the Bass, 0= 1/4, 64 = 4/4, 127 = 8/4
Slider 5:	x				Alternate Drum Map	Chooses an alternate map for the Drums, such as different kick/snare
Slider 6:			x		Gate Type Vel<->CC	Changes the Gate Type from chopping to retriggering on the Gated Synth
Slider 7:	x				Velocity Level [1]	Controls the level of the Kick in the Drums
Slider 8:				x	Velocity Level [2]	Controls the level of some of the Percussion
Switch 1:	x				Module Run [A]	Turns the Drums on/off
Switch 2:		x			Module Run [B]	Turns the Bass on/off
Switch 3:			x		Module Run [C]	Turns the Gated Synth on/off
Switch 4:				x	Module Run [D]	Turns Percussion on/off
Switch 5:	x				Alternate Drum Map On/Off	Activates the Alternate Drum Map chosen by Slider 5 for the Drums
Switch 6:			x		Note Scale Type	Changes the chord voicing on the Gated Synth
Switch 7:			x		Octave [C]	Changes the octave on the Gated Synth
Switch 8:				x	Alternate Drum Map On/Off	Activates an Alternate Drum Map for the Percussion

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:			x					Filter Cutoff	CC74	Modulate filter on Gated Synth (use with Knob 2)
Knob 2:			x					Resonance	CC71	Modulate resonance on Gated Synth (use with Knob 1)
Knob 3:		x						Filter EG	CC79	Increase/decrease brightness on Bass
Knob 4:						x		Release	CC72	Increase the release time on the RH Lead
Knob 5:						x	x	Knob Mod. 5	CC17	Increase/decrease delay on the RH Lead
Knob 6:					x			Knob Mod. 6	CC19	Add pitch modulation to the LH Pad
Knob 7:		x						Knob Mod. 7	CC20	Modulate envelope and resonance on Bass
Knob 8:							x	Knob Mod. 8	CC21	Increase/decrease reverb

Joystick	CC#	Function
+X (Right)	----	Bend RH Lead
-X (Left)	----	Bend RH Lead
+Y (Up)	CC01	RH Lead Vibrato
-Y (Down)	CC02	Drums Pitch Bend (lock with SW2)

Vector JS	CC#	Function
+X (Right)	CC118	Mute Perc
-X (Left)		Mute Gated Synth
+Y (Up)	CC119	Mute Bass
-Y (Down)		Mute Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Modulation on LH Pad
Switch 2:	----	JS -Y and Ribbon Lock (Drums Pitch and Bass Mod)
Ribbon:	CC16	Modulation on LH Pad, and Bass (lock with SW2)
Damper:	CC64	Latches the LH Pad

Drum Track	
Pattern:	390: Hip Bossa Tamb [BrzPrc]
Function:	Off by default – use to add an additional tambourine part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	G Min	D Min	F Min	C Min	D# Min	A# Min	C# Min	G# Min



This lush and thick pad-based combi takes its name from the fact that the pad (timbres one and two) are tuned a 5th apart, giving even simple chords an exotic feel. The combi is meant to be played with two-handed chords below C5, using the sustain pedal to latch them while playing lead with the RH. Percolating bells and a pulsing synth spice up the orchestral percussion groove, while an arpeggio with a velocity envelope (causing it to die away) courtesy of Module D provides a nice accent. SW1, SW2, Ribbon, and JS all provide nice real-time control on the RH Synth Lead. The eight Scenes provide different combinations and levels of activity for all four KARMA parts.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Thick Synth Pad  
**Right Hand:** Mono Synth Lead  
**Split Points:** B4/C5  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Orchestral Percussion	Tubular Bells	Pulsing Synth	Arpeggio
GE Kronos (KK):	1883 (14/091)	0083 (00/083)	0767 (05/127)	0230 (01/102)
GE Name:	Djemba1ia 1 [Orig Perc Kit]	Drifting Cloud Pad Mover	Tagadah 2	Arp w/End Loop
Category:	Drum	Arpeggio	Chord Rhythmic	Melodic
RTC Model:	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Rhythm Complexity	Controls the complexity of the rhythm for the percussion
Slider 3:			x		Duration Control	Controls the length of notes for the Pulsing Synth
Slider 4:		x	x	x	Velocity Accents	Controls the velocity level of some notes for the Bells, Synth and Arpeggio
Slider 5:	x				Rhythm Multiplier	Doubles the rhythm of the Orchestral Percussion
Slider 6:			x		FX/Ctrl Pattern	Selects one of many panning patterns for the Pulsing Synth
Slider 7:			x		Note Pattern	Changes the pattern and number of notes being generated for the Synth
Slider 8:				x	Note Voicing	Changes the voicing (and hence the Note Pattern) of the Arpeggio
Switch 1:	x				Module Run [A]	Turns the Orchestral Percussion on and off
Switch 2:		x			Module Run [B]	Turns the Tubular Bells on and off
Switch 3:			x		Module Run [C]	Turns the Pulsing Synth on and off
Switch 4:				x	Module Run [D]	Turns the Arpeggio on and off
Switch 5:	x				Alternate Drum Map On/Off	Selects on a variation for the Orchestral Percussion
Switch 6:		x			Octave [B]	Changes the octave of the Tubular Bells
Switch 7:			x		Octave [C]	Changes the octave of the Pulsing Synth
Switch 8:				x	Octave [D]	Changes the octave of the Arpeggio

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x							Filter Cutoff	CC74	Opens/Close the Filter on the Drums – use with Knob 2
Knob 2:	x							Resonance	CC71	Resonance on the Drums – use with Knob 1
Knob 3:		x	x					Filter EG	CC79	Brightens/Darkens the Pulsing Synth and Tubular Bells
Knob 4:					x			Release	CC72	Lengthens/Shortens the release on the LH Pad
Knob 5:						x		Knob Mod. 5	CC17	Modulation on the RH Synth Lead
Knob 6:							x	Knob Mod. 6	CC19	Amount of Tremolo effect on Tubular Bells
Knob 7:							x	Knob Mod. 7	CC20	Amount of BPM Delay on the Mix
Knob 8:							x	Knob Mod. 8	CC21	Amount of Reverb on the Mix

Joystick	CC#	Function
+X (Right)	----	Bend on Synth Lead
-X (Left)	----	Bend on Synth Lead
+Y (Up)	CC01	Vibrato on RH Synth Lead
-Y (Down)	CC02	Filter Modulation on RH Synth Lead

Vector JS	CC#	Function
+X (Right)	CC118	Mute Synth Pad, Arpeggio
-X (Left)		Mute Pulsing Synth
+Y (Up)	CC119	Mute Tubular Bells
-Y (Down)		Mute most of the Percussion, leaving Bass Drum

Other Controllers	CC#	Function
Switch 1:	CC80	Adds 5th to RH Synth Lead
Switch 2:	CC81	Activates Portamento on RH Synth Lead
Ribbon:	CC16	Filter Modulation on RH Synth Lead
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	216: Balinese Joy [Rock]
Function:	Off by default – use to add additional delayed percussion to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D# Maj	C# Maj7	G# Maj7_9	F# Maj6_9	F Min7	D# Maj7	C# Maj7_9	A# 7_9

# 006 Electric Gate - LeadSplits - 128 bpm

Trance/Electro



This up-tempo electro-tech combi employs a unique gated vocoder riff supported by a solid house organ bass line and punchy big beat drum kit. An arpeggio driven by Module D on a reverb/delayed pure square lead is hidden (off) in the start-up Scene 7; however, very interesting additional flavors are easily accessed in the other scenes. Vocal, slow synth, and string pads can be played in the LH, (with a thicker pad kicking in when KARMA is turned off), while layered mono synths are available for lead runs/improvisations in the RH. Pull back on JS – Y to tighten the drums and modulate the Bass, then lock it in while simultaneously hitting SW2. This various KARMA Scenes in this combi provide some really interesting alterations to each Module’s elements. Have fun!

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Pad  
**Right Hand:** Mono Analog Synth Lead  
**Split Points:** B3/C4  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Synth Bass	Drums	Gated Synth	Arpeggio
GE Kronos (KK):	1094 (08/070)	1532 (11/124)	1279 (09/127)	0057 (00/057)
GE Name:	Groove Globe 2	BigBeat 05 [Some Kits]	Gated Thing 2	arpeggiations
Category:	Bass Pattern	Drum	Gated	Arpeggio
RTC Model:	GV1 - Gated Vel/Pat 1	DP1 - Drum/Perc 1	GC1 - Gated CCs 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:		x			Rhythm Complexity	Controls the rhythmic activity of the Drums
Slider 3:	x		x		Duration Control	Lengthens/shortens the duration of notes on the Bass and Gated Synth
Slider 4:			x		Velocity Accents	Controls the velocity accents on some of the slices of the Gated Synth
Slider 5:		x			Velocity Randomize	Controls the velocity of some notes in the Drum groove, simplifying it
Slider 6:		x			HiHats Level	Controls the overall level of the hihats in the Drum groove
Slider 7:	x				Rhythm Randomize[1]	Controls one way of randomizing the rhythm of the Bass
Slider 8:	x				Rhythm Randomize[2]	Controls a second way of randomizing the rhythm of the Bass
Switch 1:	x				Module Run [A]	Turns the Synth Bass on and off
Switch 2:		x			Module Run [B]	Turns the Drums on and off
Switch 3:			x		Module Run [C]	Turns the Gated Synth on and off
Switch 4:				x	Module Run [D]	Turns the Arpeggio on and off
Switch 5:			x		Note Scale Type	Changes the notes and chord of the Gated Synth
Switch 6:		x			Note Transpose	Transposes the Drum groove to provide a breakdown effect
Switch 7:			x		Octave [C]	Changes the octave of the Gated Synth
Switch 8:				x	Octave [D]	Changes the octave of the Arpeggio

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x			Filter Cutoff	CC74	Brightens/darkens the LH Pad timbres (use w/ Knob 2)
Knob 2:					x			Resonance	CC71	Controls resonance on the LH Pad timbres (use w/ Knob 1)
Knob 3:	x							Filter EG	CC79	Brighten/darkens the Synth Bass via Filter Envelope
Knob 4:					x			Release	CC72	Lengthens/shortens the release on the LH Pad timbres
Knob 5:						x		Knob Mod. 5	CC17	Controls an octave effect on the RH Synth Lead
Knob 6:						x	x	Knob Mod. 6	CC19	Controls the amount of delay on the RH Synth Lead
Knob 7:			x	x			x	Knob Mod. 7	CC20	Controls the amount of delay on the Gated Synth and Arp
Knob 8:		x	x				x	Knob Mod. 8	CC21	Controls the amount of reverb on the Drums and Gated Synth

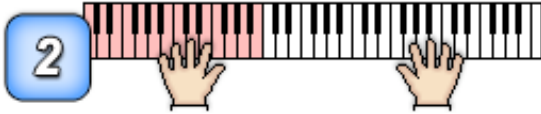
Joystick	CC#	Function
+X (Right)	----	Bend on RH Lead
-X (Left)	----	Bend on RH Lead
+Y (Up)	CC01	Vibrato on RH Lead
-Y (Down)	CC02	Pitch Mod Drums, Filter Mod Bass

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Synth
-X (Left)		Mutes the Arpeggio
+Y (Up)	CC119	Mutes the Synth Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Modulation on LH Pad and RH lead
Switch 2:	----	JS -Y Lock (Pitch Mod Drums, Filter Mod Bass)
Ribbon:	CC16	Filter Modulation on LH Pad sounds
Damper:	CC64	Latches the LH Pad

Drum Track	
Pattern:	386: Clave [BrzPrc]
Function:	Off by default – use to add an additional synthetic clapping part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	G Min	D# Maj7_9	C Min7	D 7sus4_9	F 7th/D#	A# Maj9/D	A Min7	D Sus2



As the last part of the title suggests, this combi was specifically designed to capitalize on the sounds from Legacy Collection EXi LAC-1. In fact, 9 of the 11 timbres in this combi are LAC-1 programs (MS-20/Polysix). These are complimented by the punchy HD-1 Trance Kit drums and a beautiful guitar from Exi STR-1 (driven by the versatile Pink Guitar 2 GE reminiscent of some

of Chris Isaak’s slower expressive picking). This evocative combi easily lends itself to dramatic television or movie sound tracks, with a set of dark and moody riffs and progressions artistically altered by the various KARMA Scenes. With KARMA running, pull back on JS-Y to induce a raunchy modulation to the Thick Synth Bass. Touching or sliding left on the ribbon control muffles the drums and bass. A Doppler Effect on the Synth Arp has it fading in and out, providing an interesting sense of movement along with the echoing Guitar notes (you can remove the Doppler with SW2). The scenes get busier as you go up from the startup scene (5), and sparser as you go down, with Scene 1 dropping into a half-time feel.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** Poly Synth Lead  
**Split Points:** B3/C4 (KARMA) B4/C5 (Pad/Lead)  
**Special Notes:** One octave of the synth pad (C4-B4) can be played without affecting KARMA



KARMA Module	A	B	C	D
Instrument:	Synth Arp	Drums	Synth Bass	Guitar
GE Kronos (KK):	0588 (04/076)	1325 (10/045)	1084 (08/060)	0986 (07/090)
GE Name:	SitarSitar 3	Pop Groove 1 [All Kits]	Electro Bass 1	Pink Guitar 2
Category:	Harmonic (Poly)	Drum	Bass Pattern	Pick
RTC Model:	CL1 - Comp/Lead 1	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:		x			Rhythm Multiplier	Changes the Drums to half-time
Slider 3:	x		x		Duration Control	Controls the length of notes for the Synth Arp and Bass
Slider 4:		x			Alternate Drum Map	Selects one of many different drum maps for the Drums
Slider 5:	x				Velocity Accents	Controls the velocity level of some of the notes in the Synth Arp
Slider 6:	x				Velocity Range Top	Controls the overall velocity level of the Synth Arp
Slider 7:	x				Note Range Top	Controls the highest pitch of the repeated notes in the Synth Arp
Slider 8:				x	Note Pattern	Changes the notes in the Guitar pattern
Switch 1:		x			Module Run [B]	Turns the Drums on and off
Switch 2:			x		Module Run [C]	Turns the Bass on and off
Switch 3:	x				Module Run [A]	Turns the Synth Arp on and off
Switch 4:				x	Module Run [D]	Turns the Guitar on and off
Switch 5:	x				Octave [A]	Changes the octave of the Synth Arp
Switch 6:		x			Rhythm Complexity	Changes the activity level of the Drums – sparse or busy
Switch 7:			x		Octave [C]	Changes the octave of the Bass
Switch 8:				x	Octave [D]	Changes the octave of the Guitar

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x				x			Filter Cutoff	CC74	Opens/Close the Filter on the Synth Arp and Pad (KARMA Off)
Knob 2:	x				x			Resonance	CC71	Resonance on the Synth Arp and Pad (KARMA Off) – use w/ Knob1
Knob 3:						x		Filter EG	CC79	Brightens/darkens the RH Synth Lead slightly
Knob 4:					x			Release	CC72	Lengthens/shortens the release on the LH Pad
Knob 5:	x							Knob Mod. 5	CC17	Portamento on Synth Arp (Detune on revoiced version)
Knob 6:				x			x	Knob Mod. 6	CC19	Controls the tape delay effect on the Guitar
Knob 7:	x		x		x	x	x	Knob Mod. 7	CC20	Controls the overall delay on various instruments
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the overall reverb on the mix

Joystick	CC#	Function
+X (Right)	----	Bend on RH Synth Lead
-X (Left)	----	Bend on RH Synth Lead
+Y (Up)	CC01	Vibrato on RH Synth Lead
-Y (Down)	CC02	Filter Mod on Bass, and LH Pad

Vector JS	CC#	Function
+X (Right)	CC118	Mute the Synth Arp
-X (Left)		Mute the Guitar
+Y (Up)	CC119	Mute the Bass
-Y (Down)		Mute the Drums

Other Controllers	CC#	Function
Switch 1:	CC65	Portamento On/Off on RH Synth Lead
Switch 2:	CC81	Remove Doppler effect from Synth Arp
Ribbon:	CC16	Opens/Closes Filter on LH Pad (KARMA Off), and Drums/Bass (KARMA On)
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	378: Conga Grv 2 [Conga]
Function:	Off by default – use to add a conga groove to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	E Min9	C 7th	A Min9	F 7th	D Min9	A 7sus4	F# Min7	B 7th



A throbbing backbeat synth bass anchors this dark trance groove. Switch 1 over the JS can be used at any time to add a “doubled fill effect” courtesy of a delay effect, while Switch 2 activates a Talking Modulator effect on the Drums – try turning them both on and off at the same time. Start with KARMA off to improvise an intro while activating the chord pads. Make sure you hold the pad long enough for the motion synth “Pods in the Pad” to trickle in. The RH area features a thick evolving Pad/Lead that works nicely on top of the other pad, or the KARMA groove. When the feeling is right, turn KARMA on and hit chord pad 1 and jam away. Work through the KARMA Scenes to bring out variations, bridges and endings - have fun with this dynamic moving combi!

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** Synth Pad/Lead  
**Split Points:** B4/C5  
**Special Notes:** Use SW1/SW2 for Drum Effects



KARMA Module	A	B	C	D
Instrument:	Synth 1	Drums	Bass	Synth 2
GE Kronos (KK):	0090 (00/090)	1648 (12/112)	1059 (08/035)	0190 (01/062)
GE Name:	Filter Arp	House 08 [Some Kits]	Back Beat Bass	Monophrase 2
Category:	Arpeggio	Drum	Bass Pattern	Melodic
RTC Model:	GV1 - Gated Vel/Pat 1	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:		x			Keys Held = Notes Played	Allows the number of notes you play to influence the complexity of the Drums
Slider 3:	x		x		Duration Control	Controls the length of notes for Synth 1 and the Bass
Slider 4:	x				Velocity Accents	Controls the velocity level of some of the notes in Synth 1
Slider 5:				x	Duration Control	Controls the length of notes for Synth 2
Slider 6:		x			Kick/Snare Level	Controls the level of the Kick and Snare
Slider 7:		x			Repeat Repetitions	Controls the number of repeated notes for the Drums
Slider 8:		x			Alternate Drum Map	Selects one of many different drum maps for the Drums
Switch 1:	x				Module Run [A]	Turns Synth 1 on and off
Switch 2:		x			Module Run [B]	Turns the Drums on and off
Switch 3:			x		Module Run [C]	Turns the Bass on and off
Switch 4:				x	Module Run [D]	Turns Synth 2 on and off
Switch 5:	x				Octave [A]	Changes the octave of Synth 1
Switch 6:		x			Note Randomize	Activates a randomization on the Drums
Switch 7:			x		Octave [C]	Changes the octave of the Bass
Switch 8:				x	Octave [D]	Changes the octave of Synth 2

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:		x						Filter Cutoff	CC74	Opens/Close the Filter on the Drums – use with Knob 2
Knob 2:		x						Resonance	CC71	Resonance on the Drums – use with Knob 1
Knob 3:				x				Filter EG	CC79	Brightens/Darkens Synth 2
Knob 4:					x	x		Release	CC72	Lengthens/Shortens the release on the LH/RH pad
Knob 5:				x				Knob Mod. 5	CC17	Changes the octave of the oscillators in Synth 2
Knob 6:		x					x	Knob Mod. 6	CC19	Turn right to control the mix of the Bass Amp Tube Drive (on Drums)
Knob 7:					x	x	x	Knob Mod. 7	CC20	Increases the amount of Chorus/Stereo Mod on the LH/RH
Knob 8:		x					x	Knob Mod. 8	CC21	Adds an Early Reflections Gated Reverb effect to the Drums

Joystick	CC#	Function
+X (Right)	----	Bend on RH Synths
-X (Left)	----	Bend on RH Synths
+Y (Up)	CC01	Modulation/Vibrato on LH and RH Synths
-Y (Down)	CC02	Filter Modulation on Synth 1 and Synth 2

Vector JS	CC#	Function
+X (Right)	CC118	Mutes Synth 1
-X (Left)		Mutes Synth 2
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums (except hi-hats)

Other Controllers	CC#	Function
Switch 1:	CC80	Activates BPM Delay effect on Drums for a fill effect; modulates Modules A and D Synths
Switch 2:	CC81	Activates a Talking Modulator effect on the Drums
Ribbon:	CC16	Filter Modulation on the Drums, and the LH and RH synths
Damper:	CC64	Latches the both the LH and RH Synth Pads

Drum Track	
Pattern:	444: Techno Train K1+S1[Dance]
Function:	Off by default – use to add a “techno train” hi-hat part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min7	G# Maj6	A# Maj	C Sus2	G# Maj6	A# Maj6	G Min7	C Min7



Here is a jazzy sort of hip-hop combi that uses three layered timbres to produce an EP processed by dual Mono-Mono IFX (parametric EQ plus Wah) for both hands in the lower C1 – B5 range, and a breathy flute for one or two note lead lines in the C6 – G9 zone. A full rhythm section complete with hip hop bass pattern, funky guitar strumming, and drop beat D n’ B drums, is punctuated (via KARMA Scenes 3, 7 & 8) with a very cool layered trumpet-sax riff that’s driven by the versatile Flute Improv GE (that is initially muted in Module D). The eight different KARMA Scenes provide for a nice variety of jazzy change-ups to the strumming, drum patterns and trumpet-sax improv. While playing a lead line in the upper RH and sustaining the piano with the damper, pull down on JS-Y to add a trill to the flute. Now hit SW2 to raise the keyboard an octave to provide a great range for this timbre. SW1 tightens the drum kit. As with most of these combis, you can use the VJS to mix and match the four modules. Touching the ribbon control at the left end muffles the drums. Playing the pad triggers (1 to 8) evokes a chord progression brimming with maj/min 9ths, 11ths etc.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Electric Piano  
**Right Hand:** Solo Flute (top of kbd)  
**Split Points:** B5/C6  
**Special Notes:** SmartScan used for the piano area, so will not trigger unless 3 notes or more (except bass)



KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Guitar	Brass
GE Kronos (KK):	1394 (10/114)	1045 (08/021)	0905 (07/009)	0260 (02/004)
GE Name:	Drop a beat [DanceKits]	HipHop Bass 2	Funk Gtr	Flute Improv
Category:	Drum	Bass Pattern	Strumming	Melodic
RTC Model:	DP1 - Drum/Perc 1	DM1 - Drum Melodic 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Improvisation	Adds more or less improvisational feel to the Drum groove
Slider 3:			x		Duration Control	Controls the duration of notes for the Guitar
Slider 4:				x	Duration Control	Controls the duration of notes for the Brass
Slider 5:	x				Alternate Drum Map	Chooses an alternate Drum Map for the Drums, i.e. different kick/snare
Slider 6:	x				Kick/Snare Level	Controls the overall level of the Kick/Snare in the Drum groove
Slider 7:	x				Percussion Level	Controls the overall level of the Percussion in the Drum groove
Slider 8:			x		Velocity Pattern	Varies the velocity of different notes in the Guitar Pattern, also activates bend
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Guitar on and off
Switch 4:				x	Module Run [D]	Turns the Brass on and off
Switch 5:	x				Rhythm Syncopation	Adds rhythmic syncopation to the Drums
Switch 6:		x			Rhythm Multiplier	Multiplies the rhythm of the Bass to half-time
Switch 7:			x		Octave [C]	Changes the octave of the Guitar
Switch 8:				x	Octave [D]	Changes the octave of the Brass, also provides more space in the phrase

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x			Filter Cutoff	CC74	Controls the Filter on the E.Piano (use with Knob 2)
Knob 2:					x			Resonance	CC71	Controls the Resonance on the E. Piano (use with Knob 1)
Knob 3:				x				Filter EG	CC79	Brightens/darkens the Brass
Knob 4:			x					Release	CC72	Increases/decreases amount of Release on the Guitar
Knob 5:			x				x	Knob Mod. 5	CC17	Controls the amount and depth of Phaser on the Guitar
Knob 6:					x			Knob Mod. 6	CC19	Changes the pitch (tuning) of the E.Piano
Knob 7:					x		x	Knob Mod. 7	CC20	Controls the amount of chorus and wah on the E.Piano
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of reverb on the overall mix

Joystick	CC#	Function
+X (Right)	----	Bend on RH Solo Flute
-X (Left)	----	Bend on RH Solo Flute
+Y (Up)	CC01	Vibrato on RH Solo Flute
-Y (Down)	CC02	Activate trill on RH Solo Flute

Vector JS	CC#	Function
+X (Right)	CC118	Mute Guitar
-X (Left)		Mute Brass
+Y (Up)	CC119	Mute Bass
-Y (Down)		Mute Drums

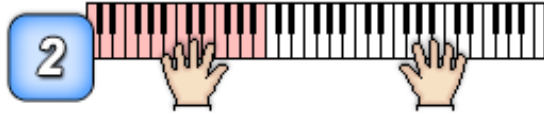
Other Controllers	CC#	Function
Switch 1:	CC80	Modulates the sound of the Drum groove
Switch 2:	----	Octave Up - Transposes the kbd and split down one octave for more RH Flute range
Ribbon:	CC16	Opens and closes the Filter on the Drums
Damper:	CC64	Latches the Electric Piano

Drum Track	
Pattern:	378: Conga Grv 2 [Conga]
Function:	Off by default – use to add a conga part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Min7_9	A 7sus4_9	F Maj7_9	G Maj9	F# Min7_11	F Min7_11	E Min7_9	A 7_9#11

# 010 Organ Tranzplant - Organ - 139 bpm

Trance



A hypnotic tribal marimba-esque wave-seq timbre of suspended tones provides the backdrop for this straight ahead trance groove, while a percolating synth arp weaves in and out of the steady driving beat of the drums and bass. The LH area provides an ethereal high-pitched pad to float on top, while the RH provides a heavy overdrive organ that sits nicely on top of it all.

The scenes provide a nice build to higher levels of activity, with Scene 8 being set up to provide a fill effect you can use to link any of the scenes. It's worth noting that due to the built-in stacked fourths nature of the GE in Module C playing the WaveSeq timbre, not all chord types will work well on all scenes – the chord triggers provide an example of the types of progressions that work well with this combi. For added variety in the KARMA grooves, use the JS +/- X to change the pitch of the drum groove, and lock it in with SW2.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** High Synth Pad  
**Right Hand:** Overdrive Organ  
**Split Points:** B3/C4  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Synth Arpeggio	Bass	WaveSeq	Drums
GE Kronos (KK):	0781 (06/013)	1076 (08/052)	0318 (02/062)	1293 (10/013)
GE Name:	Trance Riff 8	E.BassLine 01	12/4 Wash 5th/4th	4 on the floor [All Kits]
Category:	Chord Rhythmic	Bass Pattern	Harmonic (Poly)	Drum
RTC Model:	GV1 – Gated Vel/Pat 1	BL1 - Bass/Lead 1	CL1 - Comp/Lead 1	DP1 - Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:			x		Rhythm Pattern	Selects one of many different Rhythm Patterns for the Bass
Slider 3:	x	x	x		Duration Control	Shortens/Lengthens the duration of notes for the Arp, Bass and WaveSeq
Slider 4:	x				Velocity Accents	Controls the Velocity Level of some of the notes in the Synth Arp
Slider 5:	x				Note Pattern	Selects one of many different Note Patterns for the Synth Arp
Slider 6:		x			Rhythm Pattern	Selects one of many different Rhythm Patterns for the Bass
Slider 7:	x				Pan Pattern	Selects one of many different Panning Patterns for the Synth Arp
Slider 8:				x	Alternate Drum Map	Selects one of many different Note Maps for the Drums
Switch 1:	x				Module Run [A]	Turns the Synth Arp on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the WaveSeq on and off
Switch 4:				x	Module Run [D]	Turns the Drums on and off
Switch 5:	x				Octave [A]	Changes the octave of the Synth Arp
Switch 6:		x			Octave [B]	Changes the octave of the Bass
Switch 7:			x		Octave [C]	Changes the octave of the WaveSeq
Switch 8:	x				Transpose Pattern	Activates an alternating octave transpose of the Synth Arp

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x	x		Filter Cutoff	CC74	Brightens/Darkens the filter on the LH and RH (use w/ Knob2)
Knob 2:					x	x		Resonance	CC71	Controls Resonance on the LH and RH (use w/ Knob1)
Knob 3:				x				Filter EG	CC79	Brightens/Darkens the Drums
Knob 4:	x							Release	CC72	Lengthens/Shortens the Release on the Synth Arp
Knob 5:			x					Knob Mod. 5	CC17	Modulates the Pitch of the WaveSeq timbre
Knob 6:		x					x	Knob Mod. 6	CC19	Controls the amount of Phaser on the Bass
Knob 7:	x		x				x	Knob Mod. 7	CC20	Controls the amount of Delay on the mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the mix

Joystick	CC#	Function
+X (Right)	----	Bend on Drums (Use SW to lock)
-X (Left)	----	Bend on Drums (Use SW to lock)
+Y (Up)	CC01	Toggle Rotary Speaker Fast/Slow
-Y (Down)	CC02	Modulation on LH Synth Pad

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the WaveSeq
-X (Left)		Mutes the Synth Arp
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Transforms the RH Organ into a swelling pad sound
Switch 2:	----	JS X and Ribbon Lock (use to lock pitch bend on Drums, and/or Ribbon)
Ribbon:	CC16	Filter Modulation on the RH Organ - lock with SW2
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	422: Techno Trance 4 [Trance]
Function:	Off by default – use to add a tuned industrial groove through an Auto Pan Delay Effect to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	E Min7	A Maj/E	C 7sus4_9	C Maj	E 7sus4_9	E Maj	G 7sus4_9	A 7sus4_9

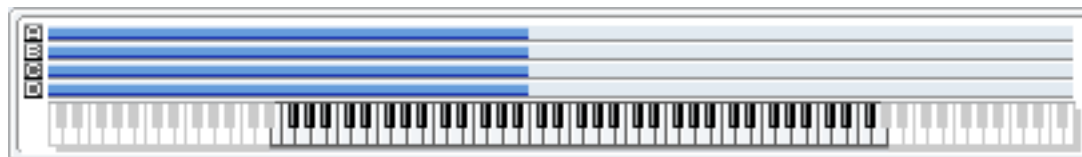


This “ethnic-flavored” combi provides a lush motion pad in the LH that triggers a shimmering backdrop texture of kalimba and ocarina running through beat-synchronized delays, over a simply syncopated bass line. The RH provides a chifty flute for soloing (hit it harder for more chiff). The kalimba on Module D has one oscillator being affected by KARMA Wave-Sequencing,

with different patterns and sounds available on Slider 8. Moving through the eight KARMA scenes yields a variety of change-ups to each module’s riffs. For example, go to Scene 3 to bring out an interesting bending oriental motif in module D; or, for a cascading ringing African Kalimba, go to Scene 7. The eight chord pad assignments illustrate the use of two-handed chords in the LH area, but single-handed chords can be used as well.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Motion Pad  
**Right Hand:** Chiffy Flute Lead  
**Split Points:** B3/C4  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Ocarina	Drums/Perc	Bass	Kalimba Wave-Seq
GE Kronos (KK):	0337 (02/081)	1877 (14/085)	1095 (08/071)	2005 (15/085)
GE Name:	Candyland 2	Conga 1 [Cuban Perc Kit]	Harmonics Bass	Melodic Mover WS
Category:	Harmonic (Poly)	Drum	Bass Pattern	Wavesequencing
RTC Model:	CL1 - Comp/Lead 1	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Rhythm Pattern	Selects one of many Rhythm Patterns for the Ocarina
Slider 3:	x		x	x	Duration Control	Shortens/lengthens the duration of notes for everything except the Drums
Slider 4:				x	Velocity Accents	Controls the level of certain notes in the Kalimba Pattern
Slider 5:	x				Cluster Randomize	Increases the polyphony for the Ocarina – min = single notes, max = chords
Slider 6:		x			Rhythm Complexity	Simplifies the Drum/Perc groove when moved towards 0
Slider 7:			x		Rhythm Pattern	Chooses one of many Rhythm Patterns for the Bass
Slider 8:				x	WaveSeq Pattern	Controls KARMA Wave-Sequencing on one oscillator of the Kalimba
Switch 1:	x				Module Run [A]	Turns the Ocarina on and off
Switch 2:		x			Module Run [B]	Turns the Drums/Perc on and off
Switch 3:			x		Module Run [C]	Turns the Bass on and off
Switch 4:				x	Module Run [D]	Turns the Kalimba on and off
Switch 5:	x				Octave [A]	Changes the octave of the Ocarina
Switch 6:		x			Note Transpose	Transpose the Drums/Perc for an alternate groove
Switch 7:			x		Octave [C]	Changes the octave of the Bass
Switch 8:				x	Octave [D]	Changes the octave of the Kalimba

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:		x			x			Filter Cutoff	CC74	Brightens/Darkens the LH Synth Pad and the Drums/Perc
Knob 2:		x						Resonance	CC71	Controls Resonance on the drums (use with Knob 1)
Knob 3:	x		x	x				Filter EG	CC79	Controls Filter EG Intensity on the Ocarina, Bass, Kalimba
Knob 4:					x	x		Release	CC72	Controls the Release Time on the LH Pad and RH Lead
Knob 5:			x					Knob Mod. 5	CC17	Has a subtle effect on the dampening of the Bass strings
Knob 6:					x			Knob Mod. 6	CC19	Filter and Resonance Modulation on LH Motion Pad
Knob 7:	x			x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on parts of the Mix
Knob 8:		x			x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on parts of the Mix

Joystick	CC#	Function
+X (Right)	----	Bend on RH Flute Lead
-X (Left)	----	Bend on RH Flute Lead
+Y (Up)	CC01	Vibrato on the LH Pad and RH Flute Lead
-Y (Down)	CC02	Subtle "growl" on RH Flute Lead

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Kalimba Pattern
-X (Left)		Mutes the Ocarina Pattern
+Y (Up)	CC119	Mutes the Bass and one Drum Timbre
-Y (Down)		Mutes two Drum timbres, leaving cymbals, low tom

Other Controllers	CC#	Function
Switch 1:	CC80	Changes the octave of one of the oscillators in the LH Motion Pad
Switch 2:	CC65	Activates Portamento on the Kalimba for an interesting "chirpy" effect
Ribbon:	CC16	Filter modulation on the Drums/Perc, and the RH Flute Lead
Damper:	CC64	Latches the LH Motion Pad

Drum Track	
Pattern:	367: Clave [OrigPerc]
Function:	Off by default – use to add an additional clave part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min7_9	G Min7_9	A# Min7_9	F Min7_9	F# Maj7_9	G# Maj7_9	D Min7	G7_9



This up-tempo techno combi presents 3 layered vintage fast synths slightly detuned against each other for classic single note leads or chords in the RH (C4 – G9). With KARMA Off, try improvising an intro with the two layered synth basses in the LH (C1 – B3) while playing leads or chords with the fast synths in the RH. Three drum kits have been zoned to bring out various pieces of their kits provided in the different KARMA Scenes with a 4-on-the-floor dance GE. Scene eight yields a buzzing drum breakdown. Module C's KARMA Wave-Sequencing GE results in different sounds, ranging from percolating rhythms to cycling waveforms in different scenes. Give the ribbon quick sweeps to bring in a Talking Modulator effect on the percolating WavSeq Synth. SW1 gives a nice portamento for the fast synths. Use the Vector JS Y to alternately mute the drums and bass.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Pad (KARMA On), Bass  
**Right Hand:** Poly Synth Lead  
**Split Points:** B3/C4  
**Special Notes:** Ribbon activates Talking Modulator effect



KARMA Module	A	B	C	D
Instrument:	Drums	Synth Bass	WavSeq Synth	Choppy Synth
GE Kronos (KK):	1663 (12/127)	1159 (09/007)	2011 (15/091)	1257 (09/105)
GE Name:	House4onFloor [Dance Kits]	Digi Syn Bass 2	WaveSeq 2 (Ind.Phases)	Analog Pad Gate 2
Category:	Drum	Bass Pattern	Wavesequence	Gated
RTC Model:	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	WS2 - Wave Seq 2	GC1 - Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				HiHats/Cym Level	Controls the level of the HiHats/Cymbals on the Drums
Slider 3:		x	x	x	Duration Control	Lengthens/Tightens the duration of Modules B,C, D
Slider 4:		x		x	Velocity Accents	Adds Velocity Accents to the Bass and Choppy Synth
Slider 5:	x				Rhythm Complexity	Controls the complexity of the Drum Groove
Slider 6:		x			Env. Attack Time	Controls a Filter Envelope on the Bass
Slider 7:			x		Note Scale Type	Changes the notes in the WavSeq Synth
Slider 8:				x	Note Scale Type	Changes the notes in the Choppy Synth
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Synth Bass on and off
Switch 3:			x		Module Run [C]	Turns the WavSeq Synth on and off
Switch 4:				x	Module Run [D]	Turns Choppy Synth on and off
Switch 5:	x				Note Transpose	Transposes the Drums for an alternate rhythm
Switch 6:		x			Octave [B]	Changes the octave of the Bass
Switch 7:			x		Octave [C]	Changes the octave of the WavSeq Synth
Switch 8:				x	Octave [D]	Changes the octave of the Choppy Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x		x	x	x			Filter Cutoff	CC74	Brightens/darkens a mix of various timbres
Knob 2:		x			x			Resonance	CC71	Increases/decreases resonance on the Synth Bass
Knob 3:		x			x			Filter EG	CC79	Increases/decreases brightness on the Synth Bass
Knob 4:					x	x		Release	CC72	Lengthens/tightens release on the RH Synth Lead, LH Pad
Knob 5:						x	x	Knob Mod. 5	CC17	Increases/decreases the amount of Chorus on the RH Lead
Knob 6:	x							Volume	CC07	Lowers the volume of one of the Drum Kit timbres
Knob 7:			x	x		x	x	Knob Mod. 7	CC20	Increases/decreases the amount of Delay on various timbres
Knob 8:			x	x	x	x	x	Knob Mod. 8	CC21	Increases/decreases the amount of Reverb on various timbres

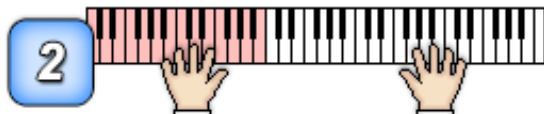
Joystick	CC#	Function
+X (Right)	----	Bend on RH Synth Lead
-X (Left)	----	Bend on RH Synth Lead
+Y (Up)	CC01	Vibrato on RH Synth Lead and LH
-Y (Down)	CC02	Filter Mod on RH Synth (lock w/SW2)

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Choppy Synth
-X (Left)		Mutes the WavSeq Synth
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC65	Portamento On/Off on RH Synth Lead
Switch 2:	----	JS -Y Lock (locks Filter Mod on RH Synth Lead)
Ribbon:	CC16	Activates a talking modulator effect on the WavSeq Synth
Damper:	CC64	Latches the LH Pad (KARMA On) or LH Bass (KARMA Off)

Drum Track	
Pattern:	375: Triangle 2 [Orig Perc]
Function:	Off by default – use to add an additional triangle part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D# Maj6	D# 7sus4_9	C# 7sus4_9	F# Maj9	D 7sus4_9	G Maj9	E 7sus4_9	A Maj9

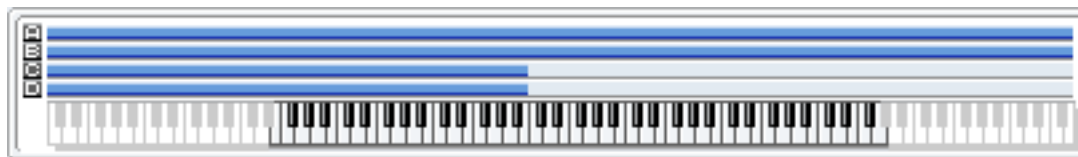


This combi features that classic “cheesy” combo organ sound and a trashy rock groove reminiscent of surf music or British Invasion rock n’ roll back in the ‘60s. Two instances of program “Vox Organ SW2 Tabs” have been assigned, layered with “Italian 60sOrgan” - one zoned C1 ~ B3 to simulate the lower left hand manual, and the other from C4 ~ G9

representing the upper manual. Two Drum GEs “trade-off” to produce a fill at different times - the frequency of the fill is controlled by Switch 7. This combi can be played with both hands across the keyboard for nostalgic vintage rock and roll riffs to take you down memory lane; or for those Quentin Tarantino B-Movie sound tracks. The scenes present many variations of strumming, drums and bass riff – try Scene 8 for a fast double time!

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Combo Organ (comp)  
**Right Hand:** Combo Organ (lead)  
**Split Points:** B3/C4  
**Special Notes:** If you start off with the RH, you can have it trigger the Drums.



KARMA Module	A	B	C	D
Instrument:	Drum Groove	Drum Fill	Bass	Electric Guitar
GE Kronos (KK):	1303 (10/023)	1981 (15/061)	1074 (08/050)	0926 (07/030)
GE Name:	Basic Rock [All Kits]	Solo-32nds [Acoustic Kits]	E.Bass Finger 2	Random Rhythm Guitars
Category:	Drum	Drum	Bass Pattern	Strumming
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x	x			Rhythm Complexity	Increases the rhythmic activity of the Drums
Slider 3:			x		Duration Control	Changes the duration of notes for the Bass
Slider 4:			x	x	Velocity Accents	Changes the velocity accents of some notes for the Bass and Guitar
Slider 5:	x	x			Alternate Drum Map	Chooses an alternate map for the both Drum GEs, such as sidestick/ride
Slider 6:	x	x			Repeat Repetitions	Increases the number of repetitions of repeated notes for the Drums, 0=Off
Slider 7:	x	x			Repeat Rhythm Value	Changes the rhythmic value of the repeated notes for the Drums
Slider 8:	x	x			Repeat Transpose	Changes the Transpose of the repeated notes for the Drums
Switch 1:	x				Module Run [A]	Turns the Drum Groove on and off
Switch 2:		x			Module Run [B]	Turns the Drum Fill on and off
Switch 3:			x		Module Run [C]	Turns the Bass on and off
Switch 4:				x	Module Run [D]	Turns the Electric Guitar on and off
Switch 5:	x	x			Alternate Drum Map On/Off	Activates the Alternate Drum Map chosen by Slider 5 for both Drum GEs
Switch 6:			x		Note Transpose	Controls the Octave of some of the notes in the Bass pattern
Switch 7:	x	x			Fill	Controls how often the Drum fill from Module B happens: 4 or 8 beats
Switch 8:				x	Rhythm Pattern	Switches the Guitar from sparse chords to a constant strumming

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x		x				Filter Cutoff	CC74	Makes the Drums and Guitar brighter/darker
Knob 2:	x	x		x				Resonance	CC71	Adds resonance to the Drums and Guitar (use with Knob 1)
Knob 3:			x					Filter EG	CC79	Controls Filter EG for the Bass, making it thinner
Knob 4:					x	x		Release	CC72	Lengthens the release of the Organs, for spacey sounds
Knob 5:					x	x		Knob Mod. 5	CC17	Adds modulation to the Organs, increasing the "cheese"
Knob 6:				x				Knob Mod. 6	CC19	Modulates the Guitar
Knob 7:					x	x	x	Knob Mod. 7	CC20	Increases/decreases the Tape Delay on the Organs
Knob 8:					x	x	x	Knob Mod. 8	CC21	Increases/decreases the reverb on the Organ and main mix

Joystick	CC#	Function
+X (Right)	----	Bend RH Organ Lead
-X (Left)	----	Bend RH Organ Lead
+Y (Up)	CC01	Vibrato on the Organs
-Y (Down)	CC02	Filter Modulation on the Organs

Vector JS	CC#	Function
+X (Right)	CC118	Affects the Organ mix
-X (Left)		Mutes the Guitar
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

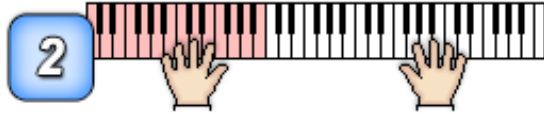
Other Controllers	CC#	Function
Switch 1:	CC80	Changes octave and tone of Electric Guitar (Module D)
Switch 2:	----	JS -Y and Ribbon Lock (Organ Filter Modulation)
Ribbon:	CC16	Filter Modulation on the Organs
Damper:	CC64	Latches the LH Organ

Drum Track	
Pattern:	390: Hip Bossa Tamb [BrzPrc]
Function:	Off by default – use to add an additional tambourine part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min7	F Maj	C Maj	G Maj	A Min	G Maj	F Maj	E 7th

# 014 Tommy at the Gate - LeadSplits - 120 bpm

Rock



This 15 timbre combi presents another classic British rock groove. A gated organ reminiscent of The Who's "Won't Get Fooled Again" is featured in this pad and analog lead split. This combi also shows how the Pads can be used to individually cut off different modules: Pads 1-4 trigger all Modules, Pads 5 and 6 turn off the Organ, and Pads 7 and 8 turn off the Drums and Piano Comp.

Thus, moving from Scene to Scene yields a variety of patterns, gated chops and drum rhythms, thanks to KARMA's ability to alter GEs. Two mono lead synths have been layered two octaves apart and detuned slightly against each other for piercing lead lines to play over the gated organ and other KARMA driven rhythms. SW1 applies/removes portamento to this great lead sound. With KARMA On and Latched, follow the progression through Pads 1 – 8 and have fun jamming while reminiscing to visions of The Who.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Synth Pad  
**Right Hand:** Mono Analog Lead  
**Split Points:** B4/C5  
**Special Notes:** Pads are set to stop certain Modules in Dynamic MIDI



KARMA Module	A	B	C	D
Instrument:	Drums	Bass	E.Piano Comp	Gated Organ
GE Kronos (KK):	1413 (11/005)	1101 (08/077)	0690 (05/050)	1272 (09/120)
GE Name:	HipHop 14 [All Kits]	Jungle Bass 2	Epic Trance Riff	Chop Pad/Arp
Category:	Drum	Bass Pattern	Chord Rhythmic	Gated
RTC Model:	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	GV1 - Gated Vel/Pat 1	GC1 - Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Note Randomize	Changes the activity of the Drum Groove
Slider 3:		x	x		Duration Control	Controls the duration of notes for the Bass and E.Piano Comp
Slider 4:		x	x		Velocity Accents	Controls the level of velocity accents for the Bass and E.Piano Comp
Slider 5:	x				Alternate Drum Map	Choose one of many different Drum Groove remappings
Slider 6:		x			Rhythm Pattern	Changes the rhythm and notes of the Bass pattern
Slider 7:			x		Note Pattern	Changes the rhythm and notes of the E.Piano Comp pattern
Slider 8:				x	Pan Pattern	Chooses one of many different panning patterns for the Gated Organ
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Synth Comp on and off
Switch 4:				x	Module Run [D]	Turns the Gated Organ on and off
Switch 5:	x				Rhythm Multiplier	Changes the Drum Groove to half-time
Switch 6:		x			Octave [B]	Changes the octave of the Bass
Switch 7:			x		Octave [C]	Changes the octave of the E.Piano Comp
Switch 8:				x	Octave [D]	Changes the octave of the Gated Organ

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:						x		Filter Cutoff	CC74	Controls Filter Cutoff on the RH Lead (use w/ Knob 2)
Knob 2:						x		Resonance	CC71	Controls Resonance on the RH Lead (use w/ Knob 1)
Knob 3:		x			x			Filter EG	CC79	Brightens/darkens the Bass (KARMA On) and LH Pad (K. Off)
Knob 4:					x			Release	CC72	Controls the Release Time for the LH Synth Pad
Knob 5:						x		Knob Mod. 5	CC17	Modulates the RH Synth Lead
Knob 6:						x		F/A Decay	CC75	Controls the Filter and Amplitude Decay for the RH Synth Lead
Knob 7:			x	x		x	x	Knob Mod. 7	CC20	Controls the amount of Delay on various timbres
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	----	Bend on the RH Synth Lead
-X (Left)	----	Bend on the RH Synth Lead
+Y (Up)	CC01	Vibrato on the RH Synth Lead
-Y (Down)	CC02	Pitch Modulation on the Drums (Lock SW2)

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Organ, Hi-hats and Perc
-X (Left)		Mutes the E.Piano Comp
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Kick, Snare

Other Controllers	CC#	Function
Switch 1:	CC65	Activates Portamento for the RH Synth Lead (on by default)
Switch 2:	----	JS-Y Lock (Drum Pitch Modulation)
Ribbon:	CC16	Provides Filter Modulation for the LH Pad and RH Synth Lead
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	431: Love for [Trance]
Function:	Off by default – use to add a metallic industrial groove to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Sus4	D Maj	C Sus4	C Maj	A# Sus4	A# Maj	A Sus4	A Maj

# 015 Fathom Five - Orchestral - 120 bpm

Orchestral/Film



In the style of an “Electronic Orchestral Film Cue”, this combi provides three orchestral GEs of brass and strings over a regular drum kit, with a choir and low analog strings in the LH area, and a fanfare hybrid acoustic/analog brass sound in the RH. The LH is zoned wide enough to use two-handed chords for basic input to KARMA, creating more interesting arpeggiations in

the strings. Activating SW2 in Scenes 6 or 7 brings out higher pitched horns slowly arpeggiating. Pull back on JS-Y in Scenes 3, 6, & 7 to modulate the pitch on the tambourine and drums.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Choir Pad, Analog Strings at the Bottom

**Right Hand:** Fanfare Brass Lead

**Split Points:** B4/C5

**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Drums	Brass Phrase	Strings1 (Arp)	Strings2 (Chord)
GE Kronos (KK):	1318 (10/038)	0034 (00/034)	0031 (00/031)	0682 (05/042)
GE Name:	Killer [All Kits]	Echo Arp 1	Classical Arpeggiando	Dynamic Orch.
Category:	Drum	Arpeggio	Arpeggio	Chord Rhythmic
RTC Model:	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1	GV1- Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				HiHats Level	Controls the overall level of the hihats in the Drum Groove
Slider 3:		x			Duration Control	Lengthens/shortens the duration of notes for the Brass Phrase
Slider 4:		x			Velocity Accents	Adds Velocity Accents to the Brass Phrase
Slider 5:	x				Percussion Level	Controls the overall level of the percussion in the Drum Groove
Slider 6:	x				Rhythm Complexity	Changes the overall rhythmic activity of the Drum Groove
Slider 7:				x	Cluster Pattern	Changes the Cluster Pattern for Strings 2, creating different note patterns
Slider 8:			x		Pan Pattern	Activates different Panning Patterns for Strings1
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Brass Phrase on and off
Switch 3:			x		Module Run [C]	Turns Strings1 (Arp) on and off
Switch 4:				x	Module Run [D]	Turns Strings2 (Chord) on and off
Switch 5:	x				Alternate Drum Map	Selects a different tuning for the Drum Kit, producing an alternate groove
Switch 6:		x			Octave [B]	Changes the octave of the Brass Phrase
Switch 7:			x		Octave [C]	Changes the octave of Strings1 (Arp)
Switch 8:				x	Octave [D]	Changes the octave of Strings2 (Chords)

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:						x		Filter Cutoff	CC74	Brightens/darkens the RH Brass Lead (use w/Knob 2)
Knob 2:						x		Resonance	CC71	Controls the resonance on the RH Brass Lead (use w/Knob 1)
Knob 3:			x	x				Filter EG	CC79	Brightens/darkens Strings1 and Strings2
Knob 4:					x			Release	CC72	Lengthens/shortens the release on the LH Choir Pad
Knob 5:				x				Knob Mod. 5	CC17	Controls the octave of one of the oscillators in Strings2
Knob 6:		x						Knob Mod. 6	CC19	Filter Modulation on the Brass Phrase
Knob 7:		x	x	x			x	Knob Mod. 7	CC20	Controls the amount of delay on the Brass Phrase, Strings1+2
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the overall amount of reverb (MFX 2)

Joystick	CC#	Function
+X (Right)	----	Bend on RH Brass Lead
-X (Left)	----	Bend on RH Brass Lead
+Y (Up)	CC01	Vibrato on RH Brass Lead
-Y (Down)	CC02	Filter Mod on Choir, Pitch Mod on Drums

Vector JS	CC#	Function
+X (Right)	CC118	Mute Strings1 (Arp)
-X (Left)		Mute Strings2 (Chords)
+Y (Up)	CC119	Mute Brass Phrase
-Y (Down)		Mute Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Adds an octave doubling on the Brass Phrase
Switch 2:	CC81	Adds a different octave effect on the Brass Phrase
Ribbon:	CC16	Brightens/darkens the Strings1, Strings2, and the LH Choir
Damper:	CC64	Latches the LH Choir Pad and Analog Strings

Drum Track	
Pattern:	329: Proud March [Orch]
Function:	Off by default – use to add additional orchestral percussion to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Dimb9/G#	G# Maj	C Sus4_9	C Min	C# Sus2#11	C# Maj	F Sus4_9	F Min

# 016 Rezbo Pulse - LeadSplits - 120 bpm

Pop



This pulsating upbeat groove features Module 4 trading off between an ascending airy synth riff and a descending bell riff every four beats (courtesy of key zoning on the timbres). A thick synth flute lead is provided for soloing in the upper octaves, while part of the name of the combi comes from the LH pad sound "Rezbo". Switch 1 over the joystick activates portamento on the Bells (which is cool in some of the scenes). Pull down on the JS-Y to really tighten the drums while slightly muffling the Bossa guitar riff. Continue to hold back JS-Y, then lock in this change by pressing SW2. Toggling SW2 returns to the original sounds. Scene 8 provides a full-on "improvisational" feel courtesy of KARMA's randomization features.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Rezbo Pad  
**Right Hand:** Synth Flute  
**Split Points:** B3/C4  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Guitar	Air/Bells
GE Kronos (KK):	1677 (13/013)	1130 (08/106)	0947 (07/051)	0504 (03/120)
GE Name:	Jungle 2 [Dance Kits]	Trance Bass 1	Bossa Guitar 2	Harmonic Pad
Category:	Drum	Bass Pattern	Strumming	Harmonic (Poly)
RTC Model:	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:		x	x		Rhythm Pattern	Selects one of many different Rhythm Patterns for the Bass and Guitar
Slider 3:		x	x	x	Duration Control	Shortens/Lengthens the notes for all Modules except the Drums
Slider 4:		x	x		Velocity Accents	Controls the level of certain notes in the Bass and Guitar
Slider 5:	x				Alternate Drum Map	Selects one of many different Note Maps for the Drums
Slider 6:			x		Pan Pattern	Selects one of many different Pan Patterns for the Guitar
Slider 7:			x		Cluster	Choose one of many different Cluster Patterns for the Guitar
Slider 8:				x	Rhythm Multiplier	Multiplies the rhythm of the Air/Bells, from slow to fast
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Guitar on and off
Switch 4:				x	Module Run [D]	Turns the Air/Bells on and off
Switch 5:	x				Rhythm Syncopation	Adds a syncopated turn around to the end of the Drum Phrase
Switch 6:		x			Octave [B]	Changes the octave for the Bass
Switch 7:			x		Octave [C]	Changes the octave for the Guitar
Switch 8:				x	Octave [D]	Changes the octave for the Air/Bells

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:		x	x					Filter Cutoff	CC74	Brightens/Darkens the Guitar and Bass (use w/ Knob 2)
Knob 2:		x	x					Resonance	CC71	Controls Resonance for the Guitar and Bass (use w/Knob 1)
Knob 3:						x		Filter EG	CC79	Filter Modulation on the RH Synth Flute
Knob 4:					x			Release	CC72	Lengthens/Shortens the release on the LH Rezbo Pad
Knob 5:			x	x				Knob Mod. 5	CC17	Brightens/Darkens the Guitar and Air/Bells
Knob 6:				x				Knob Mod. 6	CC19	Controls the Pitch of one oscillator in the Air/Bells
Knob 7:			x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on various elements in the mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on various elements in the mix

Joystick	CC#	Function
+X (Right)	----	Bend on the RH Synth Flute
-X (Left)	----	Bend on the RH Synth Flute
+Y (Up)	CC01	Vibrato on the RH Synth Flute
-Y (Down)	CC02	Pitch Mod on the Drums, dampen Gtr

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Guitar
-X (Left)		Mutes the Air/Bells
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC65	Activates Portamento on the Air/Bells phrase
Switch 2:	----	JS-Y Lock; locks the pitch mod on the Drums and dampening of the Guitar
Ribbon:	CC16	Filter Modulation on the LH Rezbo Pad
Damper:	CC64	Latches the LH Rezbo Pad

Drum Track	
Pattern:	667: Junglib 2 [Ind/Voc]
Function:	Off by default – use to add additional tuned metallic percussion with delay to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Maj7_9	D Maj7_9	A# Maj7_9	A Maj7_9	C Maj7_9	D Maj7_9	F Maj7_9	G7_9



This combi presents a moderately paced ambient techno groove powered by three complimentary drum grooves. The KARMA Scenes provide different combinations of the drum grooves - Scene 1 removes all drums and leaves just the percolating polysix synth as accompaniment, while Scene 8 culminates with a powerful buzzing drum breakdown. A

cinematic layered choir is provided in the LH area from B4 down (meant for two-handed chords as the 8 chord pads illustrate), with suboctave bass synth being added from E2 down, while the RH provides a powerful analog synth lead. Striking the lead at high velocity once the drums are running will retrigger the drum gooves for interesting accents. The Vector JS provides a further means of mixing between the different modules and the choir.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Choir Pad, Synth Bass  
**Right Hand:** Mono Analog Synth Lead  
**Split Points:** B4/C5 (Pad/Lead),  
 E2/F2 (Suboctave)



**Special Notes:**  
 RH Lead retriggers Drums when struck at high velocity (through Dynamic MIDI)

KARMA Module	A	B	C	D
Instrument:	Drums 1	Drums 2	Synth Riff	Drums 3
GE Kronos (KK):	1852 (14/060)	1859 (14/067)	0190 (01/062)	1812 (14/020)
GE Name:	Oldskool Vinyl [Vinyl Loop]	Slice Groove 3 [Vinyl Loop]	Monophrase 2	Funk Rock [All Kits]
Category:	Drum	Drum	Melodic	Drum
RTC Model:	DP1 – Drum/Perc 1	DP1 – Drum/Perc 1	CL1- Comp/Lead 1	DP1 – Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x	x		x	Rhythm Complexity	Changes the activity of notes generated for all 3 Drum Grooves
Slider 3:			x		Duration Control	Changes the duration for the Synth Riff
Slider 4:			x		FX/Ctrl Fixed/Pattern	Controls a fixed value 0-127 or a CC pattern (128) for pan and ribbon
Slider 5:	x				Velocity Level [1]	Mixes the level of Drums 1
Slider 6:		x			Velocity Level [2]	Mixes the level of Drums 2
Slider 7:				x	Repeat Repetitions	Adds repeats for Drums 3
Slider 8:				x	Alternate Drum Map	Chooses an alternate map for the 3 Drum Grooves with Switches 6 and 8
Switch 1:	x				Module Run [A]	Turns Drums 1 on and off
Switch 2:		x			Module Run [B]	Turns Drums 2 on and off
Switch 3:			x		Module Run [C]	Turns the Synth Riff on and off
Switch 4:				x	Module Run [D]	Turns Drums 3 on and off
Switch 5:	x	x			Alternate Drum Map On/Off	Activates the Alternate Drum Map chosen by Slider 8 for Drums 1 & 2
Switch 6:				x	Note Randomize	Randomizes the groove for Drums 3
Switch 7:			x		Octave [C]	Changes the octave for the Synth Riff
Switch 8:				x	Alternate Drum Map On/Off	Activates the Alternate Drum Map chosen by Slider 8 for Drums 3

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x	x	x	x			Filter Cutoff	CC74	Makes the Drums, Syth Riff, and LH Choir Pad brighter/darker
Knob 2:			x		x			Resonance	CC71	Adds resonance to the Synth Riff and LH Choir Pad (use with Knob 1)
Knob 3:						x		Filter EG	CC79	Makes the Synth Lead brighter/darker
Knob 4:						x		Release	CC72	Makes the release on the Synth Lead longer/shorter
Knob 5:						x		Knob Mod. 5	CC17	Modulates the Synth Lead sound
Knob 6:						x		Knob Mod. 6	CC19	Modulates the Synth Lead sound
Knob 7:				x	x		x	Knob Mod. 7	CC20	Increase reverb on Drum 3 and the Choir Pad
Knob 8:						x	x	Knob Mod. 8	CC21	Right increases reverb, left increases delay

Joystick	CC#	Function
+X (Right)	----	Bend Synth Lead
-X (Left)	----	Bend Synth Lead
+Y (Up)	CC01	Vibrato on Synth Lead
-Y (Down)	CC02	Pitch Bending on Drums (SW 2 locks)

Vector JS	CC#	Function
+X (Right)	CC118	Mute Drums 1
-X (Left)		Mute Choir Pad (LH)
+Y (Up)	CC119	Mute Drums 2 and Synth Riff
-Y (Down)		Mute Drums 3

Other Controllers	CC#	Function
Switch 1:	CC65	Portamento on Synth Lead (on by default)
Switch 2:	----	JS -Y Lock (Pitch-bending on Drums)
Ribbon:	CC16	Filter Modulation on everything
Damper:	CC64	Latches the LH Synth Pad and Bass

Drum Track	
Pattern:	378: Conga Grv 2 [Conga]
Function:	Off by default – use to add an additional conga groove to any scene

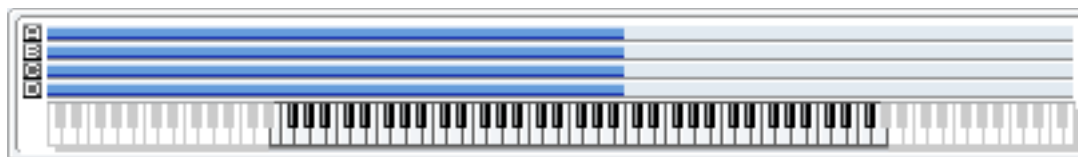
Pads 1-8	1	2	3	4	5	6	7	8
Chords	E Min	C Maj	G Maj	D Maj	C Sus2	G Maj9/B	A Min9	B Maj



This combi features two outstanding flute/woodwind programs – Magical Flute (RH C5 – G9) and Sad Wood Pad (LH C1 – B4). The latter is layered with dreamy vocals, delicious pads, and stereo analog strings in the LH area for a deep evocative pad with which to chord or play single note melodies. The former, with its velocity and pressure sensitivity, provides a wonderfully expressive flute for melodic or harmonic riffs. These are complimented by KARMA-fied jazzy drums, moving harmonic orchestral and vocal pads, and light chorded bells. Start with the combi in Scene 7 while improvising in the right hand lead and playing through the 8 chord pads (which play two-handed chords in the LH area). Next, select Scene 2 to remove the drums and leave only the shakers, with the moving orchestral/vocal pads running. Now improvise a sensitive flute lead in the upper registers while applying JS-X pitch bend. Judiciously pull back on JS-Y to evoke a flute trill. Turn off SW2 to add a chiff to the RH flute.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Flute Pad  
**Right Hand:** Solo Flute  
**Split Points:** B4 (Pad/Lead)  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	String Pad	Light Synth	Drum/Perc	Bells
GE Kronos (KK):	0389 (03/005)	0720 (05/080)	1311 (10/031)	0875 (06/107)
GE Name:	Orch.Movement	NuTrance	Easy Rider [All Kits]	TangoChords 7
Category:	Harmonic (Poly)	Chord Rhythmic	Drum	Chord Rhythmic
RTC Model:	CL1 - Comp/Lead 1	GV1 - Gated Vel/Pat 1	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules (extremely subtle)
Slider 2:	x				Rhythm Randomize	Randomization of the rhythm for the String Pad
Slider 3:	x	x			Duration Control	Controls Duration for the String Pad and Light Synth
Slider 4:	x				Velocity Accents	Velocity Accents in the notes for the String Pad
Slider 5:	x				Note Range	The overall Note Range for the String Pad (interacts with Repeat Transpose)
Slider 6:			x		Velocity Level [3]	Level of Pattern 3 (Perc) within the Drum Module
Slider 7:	x	x			Repeat Repetitions	Number of repeated notes for the String pad and Light Synth
Slider 8:	x	x			Repeat Transpose	Transpose for the repeated notes on the String Pad and Light Synth
Switch 1:	x				Module Run [A]	Turns the String Pad on and off
Switch 2:		x			Module Run [B]	Turns the Light Synth on and off
Switch 3:			x		Module Run [C]	Turns the Drums on and off
Switch 4:				x	Module Run [D]	Turns the Bells on and off
Switch 5:	x				Octave [A]	Changes the octave for the String Pad
Switch 6:		x			Octave [B]	Changes the octave for the Light Synth
Switch 7:			x		Alternate Drum Map On/Off	Activates one of two different Drum Map variations, according to SW8
Switch 8:			x		Alternate Drum Map	Switches the Drums between congas and ride variations, when SW7 is On

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x		x				Filter Cutoff	CC74	Brightens and darkens the String Pad, Light Synth and Bells
Knob 2:	x	x						Resonance	CC71	Controls Resonance for the String Pad and Light Synth
Knob 3:					x			Filter EG	CC79	Makes the LH Flute Pad brighter/darker
Knob 4:					x			Release	CC72	Extends the release for the LH Flute Pad
Knob 5:					x	x	x	Knob Mod. 5	CC17	Controls Chorus on the Flutes
Knob 6:	x							Knob Mod. 6	CC19	Adds pitch modulation to the String Pad
Knob 7:	x	x		x			x	Knob Mod. 7	CC20	Controls Chorus on the String Pad, Light Synth and Bells
Knob 8:			x				x	Knob Mod. 8	CC21	Controls Reverb on the Drums and Main Mix

Joystick	CC#	Function
+X (Right)	----	Bend RH Flute
-X (Left)	----	Bend RH Flute
+Y (Up)	CC01	Vibrato RH Flute
-Y (Down)	CC02	Trill RH Flute

Vector JS	CC#	Function
+X (Right)	CC118	Mute Light Synth
-X (Left)		Mute Bells
+Y (Up)	CC119	Mute String Pad
-Y (Down)		Mute Drums

Other Controllers	CC#	Function
Switch 1:	----	Locks the ribbon – try it at the right side
Switch 2:	CC81	Controls the “chiff” of the RH Flute
Ribbon:	CC16	Modulates the KARMA Strings, Light Synth and RH Flute
Damper:	CC64	Latches the LH Flute Pad

Drum Track	
Pattern:	385: Breakbeat Tri [BrzPrc]
Function:	Off by default – use to add an additional triangle part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min7_9	E 7sus4_9	F Maj7_9	G Maj9	D Min7_9	C Maj9/E	F Maj7_9	G Maj9

# 019 Hey Tony - LeadSplits - 120 bpm

Dance



This combi presents an up-tempo classic British dance groove loaded with great synths and solid drums reminiscent of the renowned group Genesis, hence the title. For chording or soloing with either or both hands in the lower keyboard zone, powerful fast synths have been layered and processed to yield some clout. In the upper zone, hard/bright fast synths have

been layered for potent chords or lead lines in the RH. When KARMA is Off, a darker, alternate RH Synth Lead sound is provided. The mix and insert effects applied to Module D's pulse morphed lead synth, bring out a MultiMode Filter on a neat random arp. Once the combi is active (KARMA On), try different positions with the Vector JS to alternately mute drums, bass, or synth arp. Each KARMA Scene provides a variety of change-ups especially to Module C and D's patterns.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Poly Synth Pad  
**Right Hand:** Poly Synth Lead  
**Split Points:** B4/C5  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Synth Bass	Drums	Synth 1 Comp	Synth 2 Arp
GE Kronos (KK):	1113 (08/089)	1768 (13/104)	0220 (01/092)	0025 (00/025)
GE Name:	Rock Bass 16ths 2	Techno Rand [Dance Kits]	Trance Riff 3	Basic Arp RANDOM
Category:	Bass Pattern	Drum	Melodic	Arpeggio
RTC Model:	DM1 - Drum Melodic 1	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:		x			HiHats Level	Controls the level of the HiHats
Slider 3:	x		x	x	Duration Control	Controls the duration of notes on Bass, Comp, and Arp
Slider 4:				x	Velocity Accents	Controls the level of velocity accents in the Synth 2 Arp
Slider 5:		x			Drum/Perc Sound	Changes the note/sample for the one of the sounds in the Drum Groove
Slider 6:		x			Rhythm Multiplier	Changes the Drum Groove to half-time
Slider 7:	x				Bend On/Off	Activates pitch-bending on the Synth Bass
Slider 8:		x			Rhythm Complexity	Controls the rhythmic activity of the Drum Groove
Switch 1:	x				Module Run [A]	Turns the Synth Bass on and off
Switch 2:		x			Module Run [B]	Turns the Drums on and off
Switch 3:			x		Module Run [C]	Turns the Synth 1 Comp on and off
Switch 4:				x	Module Run [D]	Turns the Synth 2 Arp on and off
Switch 5:	x				Octave [A]	Changes the octave of the Synth Bass
Switch 6:		x			Alternate Drum Map	Activates an alternate map for the Drum Groove (snare -> tambourine)
Switch 7:			x		Octave [C]	Changes the octave of the Synth 1 Comp
Switch 8:				x	Octave [D]	Changes the octave of the Synth 2 Arp

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:		x			x	x		Filter Cutoff	CC74	Brightens/darkens the Drums, and the LH/RH (KARMA Off)
Knob 2:		x			x	x		Resonance	CC71	Controls Resonance for the Drums, and LH/RH (KARMA Off)
Knob 3:	x		x	x				Filter EG	CC79	Brightens/darkens the Bass, Comp and Arp
Knob 4:					x	x		Release	CC72	Controls the length of Release on the LH/RH Synths
Knob 5:					x			Knob Mod. 5	CC17	Controls the attack on the LH Synths
Knob 6:				x			x	Knob Mod. 6	CC19	Controls the amount of Multimode Filter on the Synth 1 Arp
Knob 7:							x	Knob Mod. 7	CC20	Controls the amount of L/C/R BPM Delay on the overall mix
Knob 8:							x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	----	Bend on RH Synth
-X (Left)	----	Bend on RH Synth
+Y (Up)	CC01	Vibrato on RH Synth
-Y (Down)	CC02	Pitch Bend effect on Drums

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Synth 1 Comp
-X (Left)		Mutes the Synth 2 Arp
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

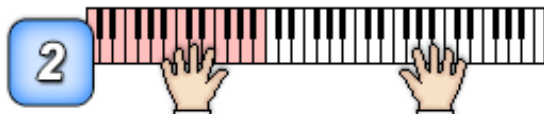
Other Controllers	CC#	Function
Switch 1:	CC80	Activates Filter Mod on the Drums
Switch 2:	CC81	Changes stereo spread on LH Synths
Ribbon:	CC16	Applies Filter Mod to the LH and RH Synths
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	384: Breakbeat Tamb [BrzPrc]
Function:	Off by default – use to add an additional tambourine part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D# Maj	D# 7sus4_9	D# Maj	C Maj	F Min	F 7sus4_9	F Min	A# 7sus4_9

## 020 Latin Night - Organ - 110 bpm

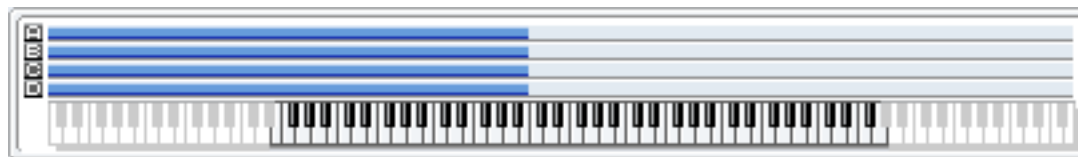
Latin



This Latin-flavored combi mixes a strumming bossa nova guitar with a modern flanged clav, a funky bass line and some Latin percussion and drums. An overdrive organ is provided in the RH for soloing. Try playing a slow sexy Em organ intro in the upper RH range before hitting a chord trigger/pad. Now trigger the KARMA modules with pad 1. The stored start up Scene is one of the busier ones, but try starting with Scene 1 and gradually move through the eight scenes as you build your jam – it works nicely. Change the drum tuning with JS-X (left to tune down; right to tune up). Now, lock it in with SW2. SW1 removes the organ tremolo. And, of course, to activate that classic Leslie rotary effect for this overdriven CX-3 organ, simply toggle it on and off with JS+Y.

### Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** String Pad  
**Right Hand:** OverDrive Organ  
**Split Points:** B3/C4  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Clav	Guitar	Bass	Drums
GE Kronos (KK):	0214 (01/086)	0893 (06/125)	1161 (09/009)	1685 (13/021)
GE Name:	Techno Riff 1	Bossa Guitar 1	Disco Slapper	Machine Groove [All Kits]
Category:	Melodic	Strumming	Bass Pattern	Drum
RTC Model:	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1	GV1 - Gated Vel/Pat 1	DP1 - Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x		x		Rhythm Pattern	Selects one of many Rhythm Patterns for the Clav and the Bass
Slider 3:	x	x	x		Duration Control	Shortens/Lengthens the notes for the Clav, Guitar and Bass
Slider 4:		x			Velocity Accents	Changes the level of certain notes in the Guitar Pattern
Slider 5:	x				Note Pattern	Selects one of many Note Patterns for the Clav
Slider 6:	x				Pan Pattern	Selects one of many Pan Patterns for the Clav
Slider 7:			x		Note Pattern	Selects one of many Note Patterns for the Bass
Slider 8:				x	Alternate Drum Map	Selects one of many different Note Maps for the Drums
Switch 1:	x				Module Run [A]	Turns the Clav on and off
Switch 2:		x			Module Run [B]	Turns the Guitar on and off
Switch 3:			x		Module Run [C]	Turns the Bass on and off
Switch 4:				x	Module Run [D]	Turns the Drums on and off
Switch 5:	x				Octave [A]	Changes the octave of the Clav
Switch 6:		x			Octave [B]	Changes the octave of the Guitar
Switch 7:			x		Octave [C]	Changes the octave of the Bass
Switch 8:				x	Percussion Pattern	Changes the Perc Pattern (when Switch 3 is turned on in the Drums Layer)

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x						Filter Cutoff	CC74	Brightens/Darkens the Clav and Guitar – use w/ Knob 2
Knob 2:	x	x						Resonance	CC71	Controls the amount of Resonance on the Clav and Guitar – use w/ Knob 1
Knob 3:			x					Filter EG	CC79	Brightens/Darkens the Bass
Knob 4:					x			Release	CC72	Lengthens/Shortens the Release on the LH Pad
Knob 5:						x		Knob Mod. 5	CC17	Controls the Vibrato effect of the Organ
Knob 6:	x						x	Knob Mod. 6	CC19	Controls the level of the Flanger on the Clav (right = off)
Knob 7:	x	x					x	Knob Mod. 7	CC20	Controls the amount of Delay on the Guitar, Organ, Clav
Knob 8:	x	x		x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the mix

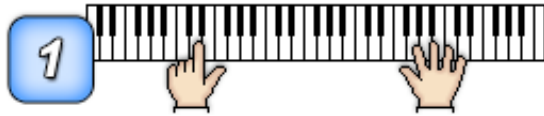
Joystick	CC#	Function
+X (Right)	----	Bend on Drums – lock w/ SW2
-X (Left)	----	Bend on Drums – lock w/ SW2
+Y (Up)	CC01	Toggles the Rotary Speaker Speed
-Y (Down)	CC02	Toggles the Organ Overdrive effect

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Clav
-X (Left)		Mutes the Guitar
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Turns off the Organ's Vibrato
Switch 2:	----	JS X Lock – locks the pitch bend on the Drums
Ribbon:	CC16	Brightens/Darkens the Clav and the Guitar
Damper:	CC64	Latches the LH String Pad

Drum Track	
Pattern:	379: Conga Grv 3 [Conga]
Function:	Off by default – use to add an additional conga part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	E Min	D Maj	C Maj	B Min	A Min7	B Min7	C Maj7	B Min/D



A lazy evolving gated synth drifts through a plucked guitar rhythm and a laid-back funk groove provided by the bass and drums in this combi - the start up scene is perfect for sunday afternoon jamming with the phased electric piano, with the other scenes providing some very different variations for constructing your own compositions. KARMA has been set to use “full-range scan mode”, meaning that the entire keyboard is controlling the chord recognition, but it takes three or more notes to change the chord. Also, when the sustain pedal is down, no change to the chord is possible. This allows you to play the full-range electric piano in a natural fashion while the groove is following you.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** String Pad in LH along with Full-range E. Piano  
**Right Hand:** KARMA: B3/C4 Drums  
**Split Points:** Start drums with a single note in the LH area, or start other modules with three notes in RH area  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Guitar	Gated Synth
GE Kronos (KK):	1414 (11/006)	1202 (09/050)	0976 (07/080)	1258 (09/106)
GE Name:	HipHop 15 [All Kits]	Open Funk 2	Country Picker 1	Dr. Chopper 1
Category:	Drum	Bass Pattern	Pick	Gated
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1	GC1 – Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Pattern Variation	Selects one of many Pattern Variations for the Drums
Slider 3:		x	x	x	Duration Control	Controls the length of the notes for the Bass, Guitar, and Gated Synth
Slider 4:		x	x	x	Velocity Accents	Controls the level of certain notes for the Bass, Guitar and Gated Synth
Slider 5:	x				Alternate Drum Map	Selects one of many different Note Maps for the Drums
Slider 6:		x			Time Signature	Changes the Time Signature for the Bass
Slider 7:			x		Rhythm Randomize	Controls randomization of the rhythm and durations of the Guitar
Slider 8:				x	Time Signature	Changes the Time Signature for the Gated Synth
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Guitar on and off
Switch 4:				x	Module Run [D]	Turns the Gated Synth on and off
Switch 5:	x				Percussion On/Off	Turns the Percussion Pattern of the Drums on and off
Switch 6:		x			Octave [B]	Changes the octave of the Bass
Switch 7:			x		Octave [C]	Changes the octave of the Guitar
Switch 8:				x	Octave [D]	Changes the octave of the Gated Synth

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x	x	x				Filter Cutoff	CC74	Brightens/Darkens various elements of KARMA (use w/ Knob 2)
Knob 2:	x	x		x				Resonance	CC71	Controls the Resonance on KARMA (use w/ Knob 1)
Knob 3:					x	x		Filter EG	CC79	Brightens/Darkens the E.Piano
Knob 4:			x					Release	CC72	Shortens/Lengthens the release time of the Guitar
Knob 5:	x	x	x	x				F/A Decay	CC75	Tightens up the Filter/Amp Decay on all KARMA instruments
Knob 6:	x		x					Volume	CC07	Provides an alternate Mix at far left; normal at far right
Knob 7:			x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Stereo BPM Mod. Delay on the mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the mix

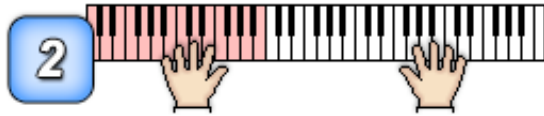
Joystick	CC#	Function
+X (Right)	----	Bend up on Drums (Use SW 2 to lock)
-X (Left)	----	Bend down on Drums (Use SW 2 to lock)
+Y (Up)	CC01	Phaser Speed on the Piano Sound
-Y (Down)	CC02	Modulates Guitar, Gated and Drums

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Synth
-X (Left)		Mutes the Guitar
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Activates the Phaser Effect on the E.Piano – on by default
Switch 2:	----	JS X Lock – use to lock the Pitch Bend up or down on the Drums
Ribbon:	CC16	Filter Modulation on the E. Piano and Strings Layer
Damper:	CC64	Latches the E.Piano and String Pad

Drum Track	
Pattern:	174: R & B 5 [HipHop]
Function:	Off by default – use to add additional high-end percussion and bell tree to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Min7_9	G 7_9_13	C Maj7_9	A Min7	B Min7b5_11	E 7th	A Min7_11	D 7_9



This full-frontal assault of raw analog synths features a synth riff using the “Amsterdam Momma” program, a solid “4 on-the-floor” dance groove, a throbbing dark synth bass, and a filtered techno riff percolating along in the background. The use of “Stereo Dynamic Delay” on the LH and RH Synths, along with the KARMA Synth Riff, provides an interesting “swelling delay” effect. Note that you can use the VJS +X (right) to control the level of the LH Pad, or remove it entirely. Note that Pad 8 has been configured to stop the Drums and the Bass, using Dynamic MIDI - tricky! SW2 activates a fill effect on the Drums courtesy of a Sequence Delay effect. There are some great scene variations, be sure to try them all.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Bright Synth Pad  
**Right Hand:** Bright Poly Synth Lead  
**Split Points:** B4/C5 (except Drums)  
**Special Notes:** Play notes in the RH area to start the drums without the rest of the groove



KARMA Module	A	B	C	D
Instrument:	Drums	Synth 1 - Riff	Bass	Synth 2 - Filter Riff
GE Kronos (KK):	1637 (12/101)	0163 (01/035)	1186 (09/034)	0226 (01/098)
GE Name:	Hard Trance 3 [Dance Kits]	Big Bottom Lead	Groove Analog 02	Watchamacallit
Category:	Drum	Melodic	Bass Pattern	Melodic
RTC Model:	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Pattern Variation	Selects one of many Pattern Variations for the Drums
Slider 3:		x	x		Duration Control	Controls the duration of notes for the Synth Riff and Bass
Slider 4:		x	x		Velocity Accents	Changes the Velocity Accents on the Synth Riff and Bass, removing notes
Slider 5:	x				Alternate Drum Map	Selects one of many different Note Maps for the Drums
Slider 6:		x			Rhythm Pattern	Selects one of many Rhythm Patterns for the Synth Riff
Slider 7:				x	Time Signature	Changes the Time Signature for the Filter Riff
Slider 8:				x	Note Pattern	Selects one of many Note Patterns for the Filter Riff
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Synth Riff on and off
Switch 3:			x		Module Run [C]	Turns the Bass on and off
Switch 4:				x	Module Run [D]	Turns the Filter Riff on and off
Switch 5:	x				Rhythm Multiplier	Doubles the Tempo of the Drums
Switch 6:		x			Octave [B]	Changes the octave of the Synth Riff
Switch 7:			x		Octave [C]	Changes the octave of the Bass
Switch 8:				x	Octave [D]	Changes the octave of the Filter Riff

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x		x	x				Filter Cutoff	CC74	Brightens/Darkens the KARMA Bass, Drums, Filter Riff
Knob 2:	x		x	x				Resonance	CC71	Controls Resonance on the KARMA Bass, Drums, Filter Riff
Knob 3:		x			x	x		Filter EG	CC79	Brightens/Darkens the Synth Riff, and the LH/RH Synths
Knob 4:					x	x		Release	CC72	Controls the length of Release on the LH/RH Synths
Knob 5:		x	x					Knob Mod. 5	CC17	To the right, fades Synth Riff and adds sub-octave to the Bass
Knob 6:						x		Knob Mod. 6	CC19	Modulates Resonance on the RH Synth
Knob 7:		x			x	x	x	Knob Mod. 7	CC20	Controls the level of the Stereo Dynamic Delay
Knob 8:		x		x	x	x	x	Knob Mod. 8	CC21	Controls the level of Reverb and Delay on the Mix

Joystick	CC#	Function
+X (Right)	----	Bend on RH Synth
-X (Left)	----	Bend on RH Synth
+Y (Up)	CC01	Vibrato on RH Synth
-Y (Down)	CC02	Filter Mod on Bass, Drums and Filt. Synth

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the LH Synth Pad
-X (Left)		Mutes the Filter Riff
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Synth Riff and one of the Drum Kits

Other Controllers	CC#	Function
Switch 1:	CC80	5ths Modulation on RH Synth
Switch 2:	CC81	Amp Modulation on RH Synth; activates Sequence Delay fill effect on Drums
Ribbon:	CC16	Filter Modulation on the Bass
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	429: Techno Trance11 [Trance]
Function:	Off by default – use to add additional high-end percussion and congas through the Phaser/Delay Effects

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min	G Maj	F Maj	E Maj	D Min	E Min	F Maj	G Maj



A polyrhythmic excursion into the mysterious middle east, where a serpentine bass line snakes over a pounding 12/8 rhythm, with tinkling bells droning in the background. A mysterious eastern sounding layered lead (set to mono for authentic trills) is great for idiomatic soloing. When KARMA is turned off, a Wave-Sequencing element is added to the LH. Timbre 2 is muted but can be unmuted to add a Shakuhachi layer to the lead sound. The left hand and chord pads have two layered slow synths assigned with the Talking Modulator IFX chained to Reverb Hall for a very evocative and mysterious pad sound (controlled by SW2). Since the zone of KARMA's Drums and Perc is mapped all the way across the keyboard, you can start the drums by playing a lead with the RH lead.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Pad; KARMA Off -> WS  
**Right Hand:** Middle Easter Layered Lead  
**Split Points:** B4/C5 Lead/KARMA, C4 WS  
**Special Notes:** Use SW1 to change zones



KARMA Module	A	B	C	D
Instrument:	Drums	Percussion	Bass	Bells
GE Kronos (KK):	1957 (15/037)	1889 (14/097)	1182 (09/030)	0142 (01/014)
GE Name:	African 12/8 [Acoustic Kits]	Bongo&Shaker [Cuban Perc Kit]	Future Funk Bass	Stepping
Category:	Drum	Drum	Bass Pattern	Arpeggio
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules (minimal effect in this combi)
Slider 2:	x	x			Randomize/Improvise	Randomizes and creates an improvisational feel on the Drums/Perc
Slider 3:			x		Duration Control	Controls the duration of the notes for the Bass
Slider 4:				x	Velocity Accents	Controls the level of velocity accents for the Bells
Slider 5:	x				Alternate Drum Map	Chooses one of many different mappings for the Drums
Slider 6:	x				Velocity Level [1]	Controls the level of Pattern 1 within the Drums
Slider 7:	x				Velocity Level [2]	Controls the level of Pattern 2 within the Drums
Slider 8:	x				Velocity Level [3]	Controls the level of Pattern 3 within the Drums
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns the Percussion on and off
Switch 3:			x		Module Run [C]	Turns the Bass on and off
Switch 4:				x	Module Run [D]	Turns the Bells on and off
Switch 5:		x			Note Transpose	Changes the Percussion Sound
Switch 6:			x		Octave [C]	Changes the octave of the Bass
Switch 7:				x	Octave [D]	Changes the octave of the Bells
Switch 8:				x	Note Voicing	Selects a different note voicing for the Bells

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x		x	x			Filter Cutoff	CC74	Controls Filter Cutoff for the LH Pad, Drums and Bells (use w/ Knob 2)
Knob 2:	x	x		x	x			Resonance	CC71	Controls Resonance for the LH Pad, Drums, and Bells (use w/Knob 1)
Knob 3:			x					Filter EG	CC79	Controls the brightness/darkness of the Bass
Knob 4:					x			Release	CC72	Controls the length of release for the LH Pad
Knob 5:						x		Knob Mod. 5	CC17	Controls the brightness/darkness of the RH Lead
Knob 6:			x					Knob Mod. 6	CC19	Modulates the physical modeling of the STR-1 Bells
Knob 7:						x	x	Knob Mod. 7	CC20	Controls the level of delay and bi-chorus on the RH Lead
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the level of reverb on the overall mix

Joystick	CC#	Function
+X (Right)	----	Bend on the RH Lead
-X (Left)	----	Bend on the RH Lead
+Y (Up)	CC01	Vibrato on the RH Lead and LH Pad
-Y (Down)	CC02	Modulation on the Drums, LH Wave-Seq

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Perc
-X (Left)		Mutes the Bells
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	----	Octave Up – changes the split point and zoning of the keyboard
Switch 2:	CC81	Adds a Talking Modulator effect to the LH Pad (on by default)
Ribbon:	CC16	Modulates the filter on the LH Synth Pad and RH Lead Sounds
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	375: Triangle 2 [OrigPerc]
Function:	Off by default – use to add an additional triangle part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Sus2	D 7sus4	G Maj/D	G Min/D	D Maj	G# Min7b5/D	G MnMj7/D	E Min7b5/D



This dancey/trancey groove features two KARMA driven percolating synth parts, along with a solid “4 on the floor” house drum groove and backbeat synth bass. Scene 8 has been set up to be a “fill”, but you can also try staying on it a bit and cycle through the 8 Pads, 1 or 2 beats on each one. A fast synth horn has been layered with a slow synth pad, both zoned in the lower area for playing mellow pad patterns in the lower keys. The eight chord triggers can also be used to present a neat British Pop progression applied to these synths. For playing harmonic leads in the upper keys area, two different synths blend with each other to compliment the pad sounds independent of KARMA. Toggling through the eight KARMA Scenes offers some very cool breaks and change-ups to the KARMA-fied riffs.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** Poly Synth Lead  
**Split Points:** B3/C4 or B4/C5 (SW1)  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Dance Comp (Synth 1)	Trance Riff (Synth 2)	Synth Bass	Drums
GE Kronos (KK):	0248 (01/120)	0159 (01/031)	1059 (08/035)	1521 (11/113)
GE Name:	Dance Comp 1	4tone Trance	Back Beat Bass	Basic House [Dance Kits]
Category:	Melodic	Melodic	Bass Pattern	Drum
RTC Model:	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1	BL1 - Bass/Lead 1	DP1 - Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x	x			Rhythm Pattern	Changes the Rhythm Pattern for the Dance Comp and Trance Riff
Slider 3:	x	x			Duration Control	Changes the Duration of notes for the Dance Comp and Trance Riff
Slider 4:	x	x			Velocity Accents	Changes the level of Velocity Accents for the Dance Comp and Trance Riff
Slider 5:				x	Alternate Drum Map	Chooses one of many different alternate Drum Maps – use with SW5
Slider 6:				x	Bend On/Off	Activates arpeggiated bending for the Drums
Slider 7:	x	x			Note Interval Shift	Changes the interval of some of the notes in the Dance Comp and Trance Riff
Slider 8:	x	x			Note Pattern	Changes the Note Pattern for the Dance Comp and Trance Riff
Switch 1:				x	Module Run [D]	Turns the Drums on and off
Switch 2:			x		Module Run [C]	Turns the Bass on and off
Switch 3:	x				Module Run [A]	Turns the Dance Comp on and off
Switch 4:		x			Module Run [B]	Turns the Trance Riff on and off
Switch 5:				x	Note Transpose	Transpose the Drums for an alternate pattern
Switch 6:	x				Octave [A]	Changes the octave of the Dance Comp
Switch 7:		x			Octave [B]	Changes the octave of the Trance Riff
Switch 8:	x				Note Pattern <-> Chord	Changes the Dance Comp from single notes to a chordal pattern

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x		x				Filter Cutoff	CC74	Controls filter cutoff on the Dance Comp, Trance Riff, some Drums
Knob 2:	x	x		x				Resonance	CC71	Controls resonance on the Dance Comp, Trance Riff, some Drums
Knob 3:						x		Filter EG	CC79	Controls the amount of Filter Env on the RH Synth Lead
Knob 4:					x	x		Release	CC72	Controls the Release Time on the LH Pad and RH Synth
Knob 5:					x	x		Knob Mod. 5	CC17	Controls various modulations on the LH Pad and RH Synth
Knob 6:		x						Knob Mod. 6	CC19	Adds Filter Mod to the Trance Riff (makes it fade in/out at Left)
Knob 7:	x	x		x	x	x	x	Knob Mod. 7	CC20	Amount of BPM Delay on the overall mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	----	Bend on the RH Synth Lead
-X (Left)	----	Bend on the RH Synth Lead
+Y (Up)	CC01	Vibrato on the RH Synth and F.Mod on LH
-Y (Down)	CC02	Pitch Mod on Drums and F.Mod on RH

Vector JS	CC#	Function
+X (Right)	CC118	Mute Dance Comp
-X (Left)		Mute Trance Riff
+Y (Up)	CC119	Mute Bass
-Y (Down)		Mute Drums except Kick

Other Controllers	CC#	Function
Switch 1:	----	Octave up (change split point of LH/RH from B3/C4 to B4/C5)
Switch 2:	----	JS-Y and Ribbon Lock – use with JS for Drum Pitch Mod, and with Ribbon for the LH/RH Synths
Ribbon:	CC16	Modulate Filter on LH Pad and RH Synth
Damper:	CC64	Latches the LH Pad

Drum Track	
Pattern:	404: World Grv 4 [BrzPrc]
Function:	Off by default – use to add additional high-end perc to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min	F Maj	C Maj	G Maj	E Min	F Maj	A# Maj	G Maj



With KARMA Off, the LH provides a thick orchestral brass and strings layer, with a bright trumpet section in the RH. Turn KARMA On, and start the drums by playing trumpet notes in the RH. Bring in the LH strings, or use the chord pads to trigger the rest of the modules, evoking a triumphant processional that, while not a bolero, brings to mind a famous piece of music that builds to a climax, much like the 8 Scenes do from left to right. Use the JS-Y to trigger Bass Drum and Cymbal Crashes.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** KARMA On = Strings,  
Off = Strings/Brass  
**Right Hand:** Trumpets  
**Split Points:** B4/C5 (except Drums/Perc)  
**Special Notes:** JS-Y Retrigger the Drums for Orch  
Crash and Bass Drum Accents



KARMA Module	A	B	C	D
Instrument:	Drums	Strings	Brass	Percussion
GE Kronos (KK):	1962 (15/042)	0229 (01/101)	0379 (02/123)	1918 (14/126)
GE Name:	Dramatic 1 [Orch&Ethnic Kit]	Armadillo Organ	KarMarch	Orch Perc [Orch&Ethnic Kit]
Category:	Drum	Melodic	Harmonic (Poly)	Drum
RTC Model:	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1	DM1 - Drum Melodic 1	DP1 - Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Rhythm Randomize	Controls the degree of rhythmic activity for the Drums
Slider 3:			x		Duration Control	Shortens or lengthens the duration of notes for the Brass
Slider 4:				x	Rhythm Randomize	Controls the degree of rhythmic activity for the Percussion
Slider 5:		x			Note Pattern	Changes the Note Pattern for the Strings
Slider 6:		x			Rhythm Randomize	Controls the degree of rhythmic activity for the Strings
Slider 7:			x		Rhythm Pattern	Selects one of many Rhythm Pattern variations for the Brass
Slider 8:			x		Note Pattern	Changes the Note Pattern for the Brass
Switch 1:	x				Module Run [A]	Turns the Drums on and off
Switch 2:		x			Module Run [B]	Turns Strings on and off
Switch 3:			x		Module Run [C]	Turns Brass on and off
Switch 4:				x	Module Run [D]	Turns Percussion on and off
Switch 5:	x				Alternate Drum Map On/Off	Chooses a different snare and bass drum sound for the Drums
Switch 6:		x			Octave [B]	Changes the octave of the Strings
Switch 7:			x		Octave [C]	Changes the octave of the Brass
Switch 8:	x				Note Transpose	Transposes the Drum Groove for a different alternate pattern

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:						x		Filter Cutoff	CC74	Controls the Filter Cutoff for the RH Trumpets (use w/Knob 2)
Knob 2:								Resonance	CC71	Controls the Resonance for the RH Trumpets (use w/Knob 1)
Knob 3:					x			Filter EG	CC79	Controls the brightness of the LH Strings
Knob 4:					x			Release	CC72	Controls the length of the Release for the LH Strings
Knob 5:					x			Knob Mod. 5	CC17	Changes the octaves of the LH Strings Oscillators
Knob 6:			x		x	x		Knob Mod. 6	CC19	Changes the brightness and envelopes of the LH & RH Brass
Knob 7:					x		x	Knob Mod. 7	CC20	Controls the amount of Chorus on the LH Strings
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the overall amount of reverb on everything

Joystick	CC#	Function
+X (Right)	----	Bend on the RH Trumpets
-X (Left)	----	Bend on the RH Trumpets
+Y (Up)	CC01	Vibrato on the RH Trumpets
-Y (Down)	CC02	Retriggers the Drums (use for accents)

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Brass
-X (Left)		Mutes the Strings
+Y (Up)	CC119	Mutes the LH Keyboard Strings
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	----	Octave Down – moves the octaves and split points of the keyboard instruments
Switch 2:	CC81	Activates a Stereo Multi-Mode Filter in TFX 1 for a swirling effect
Ribbon:	CC16	Controls the brightness and volume of the RH Trumpets
Damper:	CC64	Latches the LH Strings (KARMA On) or LH Strings/Brass (KARMA Off)

Drum Track	
Pattern:	311: New Orchestral [Ac.Pop]
Function:	Off by default – use to add an additional Tympani part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D 7_9	G Min/D	D Maj	D 7sus4_9	C 7_9	F Maj/C	C Maj	C 7sus4_9



This ominously cinematic combi features a versatile bass line generator accompanying three Drum Groove GEs to provide a variety of bass riffs and drum groove combinations. Three drum breakdowns are on provided on Scenes 6, 7, and 8 – try switching between them quickly for improvisational drum effects. (Note that the Scene Quantize Window is set to a 16th note to

allow quick switching between Scenes, unlike most of the Combis in this set.) Play two-handed chords in the LH area, for thick padded chords, and the bass line generally follows the lowest note to determine the octave. Play triad chords in the C4 area to limit the notes in the bass line, due to the timbre key zoning (in conjunction with SW 7 Octave [C]). The VJS allows mixing the different pad elements in the left, up and right positions (try with KARMA Off), while down (-Y) provides a breakdown and removes the bass. The Orch Hits on the first and fifth pad are hidden in the lowest octave - Timbre 11 can be muted to remove them.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** MonoSynth Lead, SW1 portamento  
**Split Points:** B4/C5  
**Special Notes:** Scene Qtz Window at 16th for fast changing



KARMA Module	A	B	C	D
Instrument:	Drums 1	Drums 2	Synth Bass	Drums 3
GE Kronos (KK):	1509 (11/101)	1549 (12/013)	0248 (01/120)	1704 (13/040)
GE Name:	AcidJazzFunk [All Kits]	Chord-Floor [All Kits]	Dance Comp 1	NuStep Garage [All Kits]
Category:	Drum	Drum	Melodic	Drum
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	DP1 - Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x	x		x	Rhythm Complexity	Simplifies or increases the activity of all 3 Drum Modules
Slider 3:			x		Duration Control	Lengthens/tightens the duration of notes for the Synth Bass
Slider 4:			x		Bend On/Off	Changes the Note Type and activates bending on the Synth Bass
Slider 5:		x		x	Kick/Snare Level	Controls the level of the Kick/Snare for Drums 2 and Drums 3
Slider 6:	x			x	HiHats/Cym Level	Controls the level of the hihats/cymbals for Drums 1 and Drums 3
Slider 7:				x	Repeat Repetitions	Controls the number of repeated notes for Drums 3
Slider 8:				x	Alternate Drum Map	Chooses an Alternate Drum Map for Drums 3 (use with Switch 8)
Switch 1:	x				Module Run [A]	Turns Drums 1 on and off
Switch 2:		x			Module Run [B]	Turns Drums 2 on and off
Switch 3:			x		Module Run [C]	Turns the Synth Bass on and off
Switch 4:				x	Module Run [D]	Turns Drums 3 on and off
Switch 5:	x	x			Alternate Drum Map On/Off	Activates an Alternate Drum Map for Drums 1 and Drums 2
Switch 6:	x			x	Note Randomize	Activates randomization for Drums 1 and Drums 3
Switch 7:			x		Octave [C]	Changes the octave of the Synth Bass notes, depending where you play
Switch 8:				x	Alternate Drum Map On/Off	Activates the Alternate Drum Map chosen by Slider 8 for Drums 3

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x	x		Filter Cutoff	CC74	Brightens/darkens the LH Pad and RH Synth Lead
Knob 2:					x	x		Resonance	CC71	Increases/decrease resonance on the LH Pad and RH Lead
Knob 3:			x					Filter EG	CC79	Brightens/darkens the Synth Bass by changing the envelope
Knob 4:						x		Release	CC72	Lengthens/tightens release on the RH Synth Lead
Knob 5:					x	x	x	Knob Mod. 5	CC17	Increases/decreases reverb on the RH Synth Lead and LH Pad
Knob 6:					x			Knob Mod. 6	CC19	Modulates the LH Pad
Knob 7:		x				x	x	Knob Mod. 7	CC20	Increases/decreases chorus on RH Lead and Synth Bass
Knob 8:	x		x	x			x	Knob Mod. 8	CC21	Increases/decreases reverb on overall mix

Joystick	CC#	Function
+X (Right)	----	Bend on RH Synth Lead
-X (Left)	----	Bend on RH Synth Lead
+Y (Up)	CC01	Vibrato on RH Synth Lead
-Y (Down)	CC02	Adds modulation to LH Pad

Vector JS	CC#	Function
+X (Right)	CC118	Mutes Timbre 1 of Synth Pad
-X (Left)		Mutes Timbre 2 of Synth Pad
+Y (Up)	CC119	Mutes Timbre 3 of Synth Pad
-Y (Down)		Mutes Drums 1 and the Bass, for a breakdown

Other Controllers	CC#	Function
Switch 1:	CC65	Portamento On/Off (CC65) for RH Synth Lead
Switch 2:	----	Ribbon Lock for LH Pad
Ribbon:	CC16	Opens and closes the filter on the LH Pad (use with SW2)
Damper:	CC64	Latches the LH Synth Pad

Drum Track	
Pattern:	386: Clave [OrigPerc]
Function:	Off by default – use to add an additional Clave part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min	G Min9	F Maj7	D# Maj7	D Min	D 7sus4_9	A# Maj9	A Sus4

# 027 Cathedral Of Dance - Organ - 136 bpm

Dance/Techno



A heavy pipe organ in the LH area (zoned for two-handed chords) drives a throbbing backbeat bass and dance groove through a BPM multimode filter in this combi. Dual flanged percolating synths provide the counterpoint, panning over the spatial spectrum. In keeping with the pipe organ theme, a mono synth lead layered with a pipe organ is provided in the RH area for soloing, but with the twist of adding some modern portamento (SW1 over the JS removes it). Scene 8 provides a “fill” that can be used to link the other scenes, which get progressively simpler towards the lower numbers. For a cool intro, start with KARMA off, then follow a classic pipe organ progression using the chord trigger pads from 1 to 8 while improvising a lead in the RH. Once you have reached pad 8, simultaneously reactivate KARMA and hit chord pad 1 to commence this fast paced baroque fusion groove.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Pipe Organ  
**Right Hand:** Mono Synth Lead  
**Split Points:** B4/C5  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Synth 1	Drums	Bass	Synth 2
GE Kronos (KK):	1274 (09/122)	1637 (12/101)	1059 (08/035)	1998 (15/078)
GE Name:	Classic Click	Hard Trance 3 [Dance Kits]	Back Beat Bass	Trance WS
Category:	Gated	Drum	Bass Pattern	Wavesequance
RTC Model:	GC1 - Gated CCs 1	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:		x	x		Rhythm Pattern	Selects one of many Rhythm Patterns simultaneously for the Bass and Drums
Slider 3:	x		x	x	Duration Control	Shortens/Lengthens the notes for Synth 1, Synth 2 and the Bass
Slider 4:	x		x	x	Velocity Accents	Controls the level of some of the notes for Synth 1, Synth 2 and the Bass
Slider 5:	x				Pan Pattern	Selects one of many Pan Patterns for Synth 1
Slider 6:		x			Alternate Drum Map	Selects one of many Note Maps for the Drums
Slider 7:				x	Note Pattern	Selects one of many Note Patterns for Synth 2
Slider 8:				x	Pan Pattern	Selects one of many Pan Patterns for Synth 2
Switch 1:	x				Module Run [A]	Turns Synth 1 on and off
Switch 2:		x			Module Run [B]	Turns the Drums on and off
Switch 3:			x		Module Run [C]	Turns the Bass on and off
Switch 4:				x	Module Run [D]	Turns Synth 2 on and off
Switch 5:	x				Octave [A]	Changes the octave of Synth 1
Switch 6:		x			Percussion On/Off	Activates a Percussion Pattern for the Drums
Switch 7:			x		Octave [C]	Changes the octave of the Bass
Switch 8:				x	Octave [D]	Changes the octave of Synth 2

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:		x						Filter Cutoff	CC74	Brightens/Darkens the Drums (use w/ Knob 2)
Knob 2:		x						Resonance	CC71	Resonance on the Drums (use w/ Knob 1)
Knob 3:			x	x				Filter EG	CC79	Brightens/Darkens the Bass and Synth 2
Knob 4:						x		Release	CC72	Shortens/Lengthens the Release on the RH Lead Synth
Knob 5:			x					Knob Mod. 5	CC17	Filter Modulation on the Bass (use w/ Knob 6)
Knob 6:			x					Knob Mod. 6	CC19	Pitch/Resonance Mod on the Bass (use w/ Knob 5)
Knob 7:	x	x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the level of Delay on the Mix
Knob 8:					x	x	x	Knob Mod. 8	CC21	Controls the level of Reverb – mainly on the Organ and Lead

Joystick	CC#	Function
+X (Right)	----	Bend on RH Synth Lead
-X (Left)	----	Bend on RH Synth Lead
+Y (Up)	CC01	Vibrato on RH Synth Lead
-Y (Down)	CC02	Filter Modulation on RH Synth Lead

Vector JS	CC#	Function
+X (Right)	CC118	Mute Synth 1
-X (Left)		Mute Synth 2
+Y (Up)	CC119	Mute the Bass
-Y (Down)		Mute the Drums

Other Controllers	CC#	Function
Switch 1:	CC65	Activates Portamento on the RH Lead (on by default)
Switch 2:	CC81	Removes the Multimode Filter on Drums and Bass and Modulates the Bass
Ribbon:	CC16	Filter Modulation (Cutoff) on everything except RH Synth Lead
Damper:	CC64	Latches the Pipe Organ

Drum Track	
Pattern:	429: Techno Trance11 [Trance]
Function:	Off by default – use to add additional filtered high-end percussion and congas to any scene

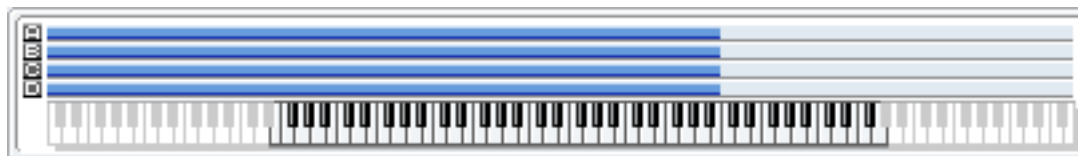
Pads 1-8	1	2	3	4	5	6	7	8
Chords	F Maj	G 7th/F	C Maj/E	C Min/D#	D Min	E 7th/D	A# Min/C#	C Sus2



This straight jazz combi features a slightly honky-tonk piano, acoustic bass, drums, and flugelhorn. The key zones have been set a bit differently in this one: you control KARMA and play the piano in the area up to B5, and solo with a breathy alto sax in the top octaves, from C6 up. Through the use of "SmartScan" in the Dynamic MIDI section on the piano, you need at least three notes to trigger a chord change, so you can play solo lines on the piano without affecting the current chord (and also, you can play anything you want on the piano with the sustain pedal down – it locks out any chord changes.) You can use SW2 to transpose the keyboard by an octave up, to provide more range for the Sax. SW1 provides an "old 78 analog record" effect.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Piano  
**Right Hand:** Sax  
**Split Points:** B5/C6  
**Special Notes:** three notes or more needed to trigger chord change in piano area



KARMA Module	A	B	C	D
Instrument:	Flugelhorn	Guitar	Acoustic Bass	Drums
GE Kronos (KK):	0386 (03/002)	0955 (07/059)	1057 (08/033)	1372 (10/092)
GE Name:	New Sax Ensemble	Jazz Gtr Comp 1	Walking Bass 4	Jazz Cymbal&RimSht [All Kits]
Category:	Harmonic (Poly)	Strumming	Bass Pattern	Drum
RTC Model:	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1	BL1 - Bass/Lead 1	DP1 - Drum/Perc 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:				x	Note Randomize	Simplifies/Randomizes the Drums
Slider 3:	x	x	x		Duration Control	Controls the length of notes for the Flugel, Guitar and Bass
Slider 4:		x	x		Velocity Accents	Controls the level of some of the notes for the Guitar and Bass
Slider 5:	x				Velocity Pattern	Selects one of many Velocity Patterns for the Flugelhorn
Slider 6:		x			Rhythm Complexity	Varies the complexity of the Guitar Pattern
Slider 7:			x		Note Movement	Controls the distance between notes in the Bass line
Slider 8:				x	Alternate Drum Map	Selects one of many different Note Maps for the Drums
Switch 1:	x				Module Run [A]	Turns the Flugelhorn on and off
Switch 2:		x			Module Run [B]	Turns the Guitar on and off
Switch 3:			x		Module Run [C]	Turns the Bass on and off
Switch 4:				x	Module Run [D]	Turns the Drums on and off
Switch 5:	x				Octave [A]	Changes the octave of the Flugelhorn
Switch 6:		x			Octave [B]	Changes the octave of the Guitar
Switch 7:			x		Octave [C]	Changes the octave of the Bass
Switch 8:				x	Rhythm Syncopation	Adds a repeat on the Drums for a syncopated feel

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:				x				Filter Cutoff	CC74	Brightens/Darkens the Drums (use w/ Knob 2)
Knob 2:				x				Resonance	CC71	Controls the Resonance on the Drums (use w/ Knob 1)
Knob 3:						x		Filter EG	CC79	Brightens/Darkens the RH Sax lead
Knob 4:					x			Release	CC72	Shortens/Lengthens the Release on the LH piano
Knob 5:		x						Knob Mod. 5	CC17	Dampens the strings of the Guitar to the left
Knob 6:			x					Knob Mod. 6	CC19	Dampens the strings of the Bass to the left
Knob 7:	x	x	x		x	x	x	Knob Mod. 7	CC20	Controls the amount of Chorus on the Mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the Mix

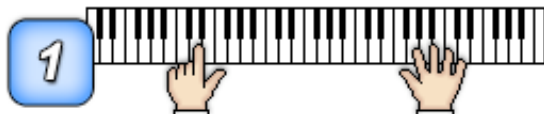
Joystick	CC#	Function
+X (Right)	----	Bend on the RH Sax
-X (Left)	----	Bend on the RH Sax
+Y (Up)	CC01	Vibrato on the RH Sax
-Y (Down)	CC02	Growl on the RH Sax

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Flugelhorn
-X (Left)		Mutes the Guitar
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Brings in an "old 78 analog record" effect
Switch 2:	----	Octave Up
Ribbon:	CC16	Volume control on the RH Sax
Damper:	CC64	Latches the Piano

Drum Track	
Pattern:	378: Conga Grv 2 [Conga]
Function:	Off by default – use to add an additional conga groove to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	G Min7_9	C 7_9_13	F Min7_9	A# 7_9_13	D# Maj7_9	D Min7	C Min7_9	F 7_9_13



Brass Balls is a somewhat martial sounding combi with layered brass and fast synth timbres. However, with its masy trance drum pattern, gated rhythms, and punchy hip-hop FM synth bass, this combi presents a blended cinematic dance flavor. Pull back on JS-Y and lock it in by simultaneously pressing SW2 to tighten and increase the pitch of the drums. Use the Vector

Joystick as well as the Karma Scenes to mute or highlight various elements/timbres. When KARMA is off, some synth layers are added to the pad to provide some motion to the sound. Also note that KARMA is using SmartScan (in Dynamic MIDI), so when first calling it up, even though KARMA is on, you can play single and double notes all over the keyboard, without triggering it. It takes a 3-note chord to trigger KARMA, or to change the chord once KARMA is playing.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Full Range:** Fat Layered Brass  
**Special Notes:** KARMA uses SmartScan, 3 Notes to Trigger or change chord.



KARMA Module	A	B	C	D
Instrument:	Keys	Drums	Synth Bass	Spiky Synth
GE Kronos (KK):	0636 (04/124)	1686 (13/022)	1096 (08/072)	0248 (01/120)
GE Name:	2tone Vel Trip1	Mash Trancy [Dance Kits]	HipHop Bass 3	Dance Comp 1
Category:	Chord Rhythmic	Drum	Bass Pattern	Melodic
RTC Model:	GV1 - Gated Vel/Pat 1	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:		x			Velocity Level [2]	Turns the hi-hats/cymbals on/off (GE Drum Pattern 2)
Slider 3:			x		Duration Control	Controls the duration of notes for the Synth Bass
Slider 4:		x			Rhythm Complexity	Controls the rhythmic density/randomization of the Drums
Slider 5:				x	Note Voicing	Provides a slight variation in the notes of the Spiky Synth
Slider 6:	x				Duration Control	Controls the duration of notes for the Keys
Slider 7:				x	Duration Control	Controls the duration of notes for the Spiky Synth
Slider 8:			x		Velocity Accents	Controls the velocity of some of the notes in the Synth Bass
Switch 1:	x				Module Run [A]	Turns the Keys on and off
Switch 2:		x			Module Run [B]	Turns the Drums on and off
Switch 3:			x		Module Run [C]	Turns the Synth Bass on and off
Switch 4:				x	Module Run [D]	Turns the Spiky Synth on and off
Switch 5:				x	Note Scale Type	Provides a slight variation in the notes of the Spiky Synth
Switch 6:		x			Velocity Level [1]	Turns the Kick/Snare on and off (GE Drum Pattern 1)
Switch 7:	x				Octave [A]	Transposes the octave of the Keys
Switch 8:				x	Octave [D]	Transposes the octave of the Spiky Synth

RT Control Knobs	Modules				Keyboard		IFX/MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:		x						Filter Cutoff	CC74	Makes the Drums darker/brighter, also Synth when KARMA Off
Knob 2:					x	x		Resonance	CC71	Adds Resonance to the Brass Layer (use w/Ribbon)
Knob 3:				x				Filter EG	CC79	Makes the Spiky Synth darker/brighter
Knob 4:					x	x		Release	CC72	Makes the release on the Brass Layer shorter/longer
Knob 5:				x				Knob Mod. 5	CC17	Makes the release on the Spiky Synth shorter/longer
Knob 6:					x	x	x	Knob Mod. 6	CC19	Adds/removes reverb to Brass Layer
Knob 7:					x	x	x	Knob Mod. 7	CC20	Adds OD/Hi-Gain Wah to the Synth Layers when KARMA Off
Knob 8:					x	x	x	Knob Mod. 8	CC21	Adds/removes delay to Brass Layer

Joystick	CC#	Function
+X (Right)	----	Bend Brass Layer
-X (Left)	----	Bend Brass Layer
+Y (Up)	CC01	Vibrato on Brass Layer
-Y (Down)	CC02	Pitch Bend on Drums (SW 2 locks)

Vector JS	CC#	Function
+X (Right)	CC118	Mute Keys
-X (Left)		Mute Spiky Synth
+Y (Up)	CC119	Mute Bass
-Y (Down)		Mute Drums

Other Controllers	CC#	Function
Switch 1:	CC65	Portamento on some of Brass timbres (and synth when KARMA Off)
Switch 2:	----	JS -Y Lock (Pitch-bending on Drums)
Ribbon:	CC16	Modulation on Brass, and KARMA Keys and Spiky Synth
Damper:	CC64	Latches the full-range Fat Layered Brass

Drum Track	
Pattern:	331: Wdblock March [Orch]
Function:	Off by default – use to add an additional tuned wood block and percussion part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Sus2	F Sus2	C Sus2	D# Sus2	G# Sus2	G Min7_11	C Sus2	A Sus4

# 030 Temple of Mordra - Guitar/Plucked - 90 bpm

World/Fusion



This combi provides an ethnic world-flavored backdrop for heavy fusion guitar soloing, with an overdrive distorted guitar through Chorus and Tape-echo in the RH area. Note that the KARMA Scan Zones extend from C2 to D#4. The bottom octave below C2 provides a layered Tympani and FM Tubular Bell sound that you can use for an intro, or to add hits during performance,

without affecting the KARMA generation. While Scene 5 is actually the “full groove”, we chose to store this with Scene 1 selected, to provide more space for soloing, and you can move up through the scenes and develop your improvisation. Use the higher numbered scenes to really kick it up a notch. The randomization in some of the scenes on the drums (Scene 5, for example) provides a very “live feel” – if you listen for a while, you will notice that the groove is constantly shifting and not always playing the same things. Scene 8 can be used as a “fill” to link other scenes.

### Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Analog String Pad  
**Right Hand:** Overdrive Guitar  
**Split Points:** D#4/E4: LH/RH  
 KARMA C2 to D#4  
**Special Notes:** Below C2, Tympani & Bell layer



KARMA Module	A	B	C	D
Instrument:	Drum/Perc	Bass	Synth	Strings
GE Kronos (KK):	1477 (11/069)	1097 (08/073)	0654 (05/014)	0079 (00/079)
GE Name:	SkippyHop [Dance Kits]	HipHop Bass 4	Anna Clavichordia	Crimson Copeland Glass Str
Category:	Drum	Bass Pattern	Chord Rhythmic	Arpeggio
RTC Model:	DP1 - Drum/Perc 1	DM1 - Drum Melodic 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Note Randomize	Controls the random business of the Drum groove, from min to max
Slider 3:		x	x	x	Duration Control	Shortens/Lengthens the notes for everything except the Drums
Slider 4:			x		Velocity Accents	Controls the level of certain notes in the Synth pattern
Slider 5:	x				Alternate Drum Map	Selects one of many different Note Maps for the Drums
Slider 6:		x			Rhythm Pattern	Selects one of many different Rhythm Patterns for the Bass
Slider 7:		x			Rhythm Multiplier	Multiplies the Rhythm of the Bass pattern, getting increasingly longer
Slider 8:				x	Rhythm Randomize	Increase/Decreases the rhythmic activity of the Strings
Switch 1:	x				Module Run [A]	Turns the Drum/Perc on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Synth on and off
Switch 4:				x	Module Run [D]	Turns the Strings on and off
Switch 5:	x				Note Transpose	Transposes the Drums, providing an alternate Drum Groove
Switch 6:		x			Note Pattern	Creates a different busier note pattern for the Bass using Melodic Repeat
Switch 7:			x		Octave [C]	Changes the octave of the Synth
Switch 8:				x	Octave [D]	Changes the octave of the Strings

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x							Filter Cutoff	CC74	Brightens/Darkens the Drums – use w/ Knob 2
Knob 2:	x							Resonance	CC71	Controls the Resonance on the Drums – use w/ Knob 1
Knob 3:			x	x				Filter EG	CC79	Brightens/Darkens the Synth and Strings
Knob 4:			x	x				Release	CC72	Shortens/Lengthens the Release on the Synth and Strings
Knob 5:				x				Knob Mod. 5	CC17	Changes the octaves of the oscillators on the Strings
Knob 6:						x	x	Knob Mod. 6	CC19	Controls the speed of the Tape Echo on the Guitar
Knob 7:		x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Chorus on the mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the mix

Joystick	CC#	Function
+X (Right)	----	Bend on the RH Lead Guitar
-X (Left)	----	Bend on the RH Lead Guitar
+Y (Up)	CC01	Vibrato on the RH Lead Guitar
-Y (Down)	CC02	Feedback on the Lead Gtr, Mod on the Pad

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Strings
-X (Left)		Mutes the Synth
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

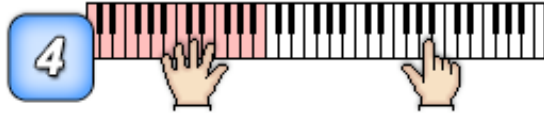
Other Controllers	CC#	Function
Switch 1:	CC80	Pitch modulation on the Drums
Switch 2:	CC81	Adds a Pitch EG to the LH Synth Pad – try it with KARMA Off.
Ribbon:	CC16	Bends the RH Lead Guitar up/down a minor third. Try holding the root note of the chord and tapping on either end.
Damper:	CC64	Latches the LH Analog String Pad

Drum Track	
Pattern:	378: Conga Grv 2 [Conga]
Function:	Off by default – use to add an additional conga part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	E Min7	A 7th	F# Min7	B 7th	E Min7	A 7th/E	D Min7	G 7th/D

# 031 Warm Analog - LeadSplits - 120 bpm

Ambient Techno



This combi takes its name from the warm Analog Pad in the LH, the warm Synth Lead in the RH, both of them nicely wrapped in a warm chorus and analog tape delay (use Knob 6 to control the amount of delay). The Scenes increase nicely in complexity from 1 to 8, ending with a buzzy drums variation. A layered metallic arp and a rhythmic 7tone ostinato interplay proving an

evocative percolating background over the bass line. Use the vector joystick to mute/highlight the various KARMA riffs to make quick and easy change-ups.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Warm analog pad  
**Right Hand:** Warm mono synth lead  
**Split Points:** B3/C4  
**Special Notes:**



KARMA Module	A	B	C	D
Instrument:	Synth 1	Bass	Drums	Synth 2
GE Kronos (KK):	0321 (02/065)	1082 (08/058)	1687 (13/023)	0150 (01/022)
GE Name:	7tone Ostinato	E.BassLine 07	Mashed Garage [Dance Kits]	The Power and the Glory
Category:	Harmonic (Poly)	Bass Pattern	Drum	Arpeggio
RTC Model:	GV1 - Gated Vel/Pat 1	BL1 - Bass/Lead 1	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Slider 1:	x	x	x	x	Rhythm Swing %	Changes the swing feel for all 4 Modules
Slider 2:	x				Rhythm Pattern	Selects one of many Rhythm Patterns for Synth 1
Slider 3:	x	x		x	Duration Control	Shortens/Lengthens the Duration of notes for the Bass and Synths 1 & 2
Slider 4:	x			x	Velocity Accents	Adds/removes accents to the level of notes for Synths 1 & 2
Slider 5:	x				Pan Pattern	Selects one of many Panning Patterns for Synth 1
Slider 6:				x	Rhythm Multiplier	Multiplies the Rhythm of Synth 2
Slider 7:			x		Alternate Drum Map	Chooses one of many different mappings for the Drums
Slider 8:				x	Note Input Sort	Selects between two different Note Patterns for Synth 2
Switch 1:	x				Module Run [A]	Turns Synth 1 on and off
Switch 2:		x			Module Run [B]	Turns the Bass on and off
Switch 3:			x		Module Run [C]	Turns the Drums on and off
Switch 4:				x	Module Run [D]	Turns Synth 2 on and off
Switch 5:	x				Octave [A]	Changes the octave of Synth 1
Switch 6:		x			Octave [B]	Changes the octave of the Bass
Switch 7:			x		Rhythm Complexity	Selects between a simple drum groove and a busy drum groove
Switch 8:				x	Octave [D]	Changes the octave of Synth 2

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x			x				Filter Cutoff	CC74	Brightens/Darkens the KARMA Synths (use with Knob 2)
Knob 2:	x			x				Resonance	CC71	Controls amount of Resonance on KARMA Synths (use w/ K. 1)
Knob 3:					x	x		Filter EG	CC79	Brightens/Darkens the LH and RH Synths
Knob 4:					x			Release	CC72	Lengthens/shortens the Release on the LH Synth
Knob 5:		x						Knob Mod. 5	CC17	Filter Modulation on the Bass
Knob 6:	x			x	x	x	x	Knob Mod. 6	CC19	Controls the amount of delay on the LH/RH Synths, and KARMA Synths 1 and 2 (Modules A and D)
Knob 7:					x	x	x	Knob Mod. 7	CC20	Controls the amount of Chorus on the LH/RH Synths
Knob 8:	x		x	x			x	Knob Mod. 8	CC21	Controls the amount of Reverb on elements of the mix

Joystick	CC#	Function
+X (Right)	----	Bend on the RH Lead
-X (Left)	----	Bend on the RH Lead
+Y (Up)	CC01	Vibrato on the RH Lead
-Y (Down)	CC02	Modulation on the Bass, and RH/LH

Vector JS	CC#	Function
+X (Right)	CC118	Mutes Synth 1
-X (Left)		Mutes Synth 2
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Pitch Modulation on the Drums
Switch 2:	CC81	Activates the Bass Amp Model and Cabinet on the Snare and Bass (on by default)
Ribbon:	CC16	Filter Modulation on Synth 2 (Module D)
Damper:	CC64	Latches the LH Analog Pad

Drum Track	
Pattern:	372: Shakers 3 [Orig Perc]
Function:	Off by default – use to add an additional shakers part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min9	G Maj9	D Min9	E Min7	F Maj7	C Maj7_9	D Min7_9	E Maj

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