

If you are updating from an earlier version, please see the "What's new in Version 3.2" and "What's new in Version 3.1" documents included in the Tutorials folder (accessible from the application's Help Menu).

New Features

- Now supports six different Yamaha instrument series:
Adds support for the S70/S90 XS to the already supported Motif XF, Motif XS, MOXF, MOX, and Motif Rack-XS. All six devices can use the same KARMA Motif application and KDF Data files, for interchangeable Performances that run on any supported model.
- Mac: Is compatible with OS X 10.10 Yosemite. Mac OS X Installer updated to work with new Yosemite GateKeeper requirements.
- Added "Auto Fill On Scene Change" feature, with a checkbox located next to the Fill button in the Real-Time Controls Editor. When on, selecting any scene change in the Master RT Control Layer automatically triggers a fill leading into the scene change. If you like having a fill every time you change scenes, you can avoid having to additionally hit the Fill button by using this feature, which is stored with each Performance. Note: When using this feature, you may wish to increase the size of the Scene Change Quantize Window (usually set to 1 Bar in most Factory Performances) in order to allow longer fills.
- Added keyboard shortcuts for Scene Advance (Next Scene, Prev Scene, Startup Scene). Both Mac/Win:
Ctrl + Shift + < - Previous Scene (in current Control Layer)
Ctrl + Shift + > - Next Scene (in current Control Layer)
Ctrl + Shift + ? - Startup Scene (in current Control Layer)
- Added a menu command shortcut for "Clear Solo" to the Edit Menu, to coincide with the '+' key being used in the S70/S90 XS Remote Mode. When one or more Modules and/or Keyboard Layers is soloed, this command will clear all of the solos at the same time - the same as command-clicking on one of them (Mac) or control-clicking on one of them (Windows).
- Added a new Remote Mode Control Map for S70/S90 XS. The "HID number key buttons" of the S70/S90 XS (and therefore computer keyboard) select 8 different Function Sets. Added a label to display the current Function Set in the Status Area of the Main Window. The label only shows when using and S70/S90 XS.

Factory KDF File changes (KARMA Performances):

- Certain changes have been made in the Factory Performance KDF file that we supply. The version of the KDF File itself has been changed from 3.1.0.0 to 3.2.0.0, to support various improvements.
- Any KDF files from the previous versions will be converted to KDF 3.2 format the first time they are opened (you will see an information dialog stating that the file will be converted.) You can save the changes over your previous data, or save the file with a new name if you wish to preserve your older data files for any reason. The newer version files cannot be opened with

older versions of the software.

- Changed name of Bank 1 of Performances to "Factory Performances" from "Motif Performances", since not all supported Yamaha devices are Motifs.
- Two Cluster Templates in Templates Bank A had an invalid Weighting Curve setting of 64 (no effect on sound):
26: ostinato1, 27: ostinato2
- Fixed two Performances that had Global [G] settings in the Performance MIDI Setup Page (no affect to sound):
41 Ethnolo-G
44 Hot Nights In Havana
- Minor change in the CCs Templates in Templates Bank B: turned on the inversion bits in Templates 24~27 so they would be the same as the ones in Bank A.
- The default Templates Bank B did not have [As Stored] for the first item name in the 3 Drum Pattern Banks.
- Set the default MSB/LSB for Program change waveseq (in all GEs):
If Drum GE:
63 / 32 - PRE Drum Bank
All others
63 / 0 - PRE1
This has no effect on anything, but relates to whether or not you ever try to use a GE to perform Program Change wave-sequencing.
- Modified one UNUSED GE in the KMO Factory Data 1.kdf file because of the Cluster Pattern Strum issue (KL#2680 discussed below): 3.1 Acid Groove.
- Added a few additional Module Names to the available list of Module Names.

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Yamaha Data File changes
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[MOXF/MOX] =====
Our Custom Control Template "45: KARMA Motif" has been modified to use the "-64 to 63" Display Format for the Tone 1 Knob settings, so that the "as stored" value is indicated by +0, and negative values indicate "less" while positive values indicate "more". (Previously, a value of 64 indicated "as stored"). Consequently, the MOXF and MOX KARMA Yamaha Data Files have been modified.

If you would like to update this template in your own Data file without loading our full KARMA Data file, we have included the Yamaha Remote Editor files in the Tutorials Folder > Tutorials Files > Remote Editor.

Also as a result of this, the following documents including discussion of the MOXF/MOX Custom Control Template have also been revised:

- Tutorials Folder:
- Tone 1 Knobs Reference.pdf
 - Using the Remote Mode - MOXF, MOX.pdf
- Performance Notes:
- Tone 1 Knobs Reference

[XF, XS, Rack-XS] =====
For the Motif XS, XF, Rack-XS and S70/S90XS, the Tone 1 Knobs Sustain Knob sends SysEx, rather than a CC. If the Tone 1 Knobs are set such that Sustain is being routed to the RH lead sound, and there is a switchable lead sound (for example, 001 Industrial Strength) then

the way this works is the SysEx is sent to the song/Multi Part corresponding to the assigned MIDI Channel in the KARMA Software. Therefore, the part number in the Song/Multi *must* match the MIDI Channel. For example, in Industrial Strength, the secondary lead sound was on Channel 12, but in Part 14 in the Yamaha - so the Sustain Knob would not work on the second lead sound.

This required fixing several Performances in the Yamaha Data for the XF, XS and Rack-XS. The following Performances were affected:

1	Industrial Strength	swapped parts 12 and 14; manually fixed tracks page
2	The Acid Test	swapped parts 12 and 15; manually fixed tracks page
34	HouseMeister	swapped parts 8 and 10; manually fixed tracks page
38	Glam-Pop Shuffle	swapped parts 12 and 16; manually fixed tracks page
59	Look to the Stars	swapped parts 8 and 10; manually fixed tracks page
62	Diva's Delight	swapped parts 12 and 13; manually fixed tracks page
63	Electronic Café	swapped parts 12 and 16; manually fixed tracks page

[XF, XS] =====

Fixed 5 bogus Mix Voices in the XS/XF Data Files.

There were supposed to be 248 Mix Voices, but it was found that actually 253 mix voice slots were occupied - meaning there were 5 unused mix voices stored in various Performances:

2	The Acid Test	mixv 15 Supertramp
36	At An Exhibition	mixv 1 Initialized
40	Can't Stop Da Nod	mixv 1 Initialized
45	Rock Anthem Sketcher	mixv 11 Over the Top
50	Upward Spiral	mixv 3 chillin chords

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Documentation/Help

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[Help File - Online and PDF versions] =====

09/14/14 - KL#2365.9 - Added two new sections in the GE Dialogs chapter of the

Help File 3.2:

- GE Dialogs - Template Edit Warning
- GE Dialogs - Template Overwrite Warning

- Performance Editor > Control : description of new Force Range setting and other clarifications.
- New Appendices chapter for S70/S90 XS;
- Various corrections and minor edits.

For those who may have printed out the manual previously, and wish to know which chapters have changed, here is a list of edited chapters:

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[Performance Notes] =====

- New section in Tone 1 Knobs Reference for S70/S90 XS
- New Remote Mode Map for S70/S90 XS
- minor corrections in a few individual Performance Notes documents

[Tutorials] =====

The following Tutorial Documents were updated with new sections related to the S70/S90 XS:

- Creating your own KARMA Yamaha Data
- Installation and First Launch
- Tone 1 Knobs Reference

The following new tutorial was included:

- Using the Remote Mode - S70 S90 XS

All other tutorials have minor revisions, corrections and updated diagrams where required.

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Other changes and improvements

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[General] =====

- KL#2361.3 - Added mousewheel support to the MIDI Port Manager Dialog.
- KL#1595.6 - arrow keys, page buttons and home/end didn't work in the MIDI Port Manager Dialog. But since there are two areas (input/output) and no real concept of focus, they now work on both of them at the same time.
- KL#2484.4 - In the application's Help File, added a red arrow that points to the current item you have located to when you click on any hyperlink in the file, or use the tooltips and cmd+H (Mac) or ctrl+H (Win) to locate to a tooltip description. Removed the highlighting of the text in the Help File, that was supposed to show you basically the same thing, because it didn't work consistently, and depending on the highlight color specified by the user's computer, the appearance could make the line of text unreadable.

As part of this, removed the empty space at the end of each Help Chapter (which was inserted to allow tooltips to more visually locate to an item near the end of a chapter), since we now have added the red arrow that points to the current link.

- KL#2653 - New Force Range setting (Performance Editor > Control Page). Added a new setting "C2B2[3]". Normally, when you used C2B2[1], then if you play a chord voicing that spans greater than an octave (say C-E-G-B-D),

the notes all get compressed into one octave, so the voicing changes.
The new option does not compress, so the exact spread of the voicing is maintained, yet still placed in the 4th octave and wrapped around according to the Force Wrap setting. Changed the wording in the popup menu:

C2B2[1] - all notes near 4th octave (compress 1 oct, maintain inversion)
C2B2[2] - all notes in 4th octave (compress 1 oct, can change inversion)
C2B2[3] - all notes near 4th octave (don't compress, maintain inversion)

Help File was updated with a description of this setting and other clarifications.

- KL#2659.2 - Made it so targeting a slider on the CMC-PD brings the RTC Editor page to the front.
 - KL#2667 - Improved issue with occasional triggering of incorrect chords when starting a Performance with a LH chord. For example, if you played a 4 note chord, it might trigger after only getting the first two notes, then trigger again with the correct chord a moment later. While the user does not hear a double trigger, the riffs might start playing initially with the wrong notes.
 - KL#2317.2 - Improving the Utilities > Export Lists > Export Performance Names function:
 - added printout of second 8 chords
 - added printing out X's for which Modules are hooked up to which controls
 - thru columns had weird symbols (was using √, changed to x)
- [GE Templates] =====
- Improvements related to the use and editing of Templates in the various GE Editor pattern grids, such as Rhythm Pattern, Duration Pattern, etc.
 - KL#2642 - Rewrote the way that Templates manage and indicate if they are edited or not in conjunction with the improvements to the overall GE editing indications. Previously, editing the pattern grid or the other parameters that are part of each attribute's template (i.e. Rhythm Template, Velocity Template etc.) would put an "edited" mark in the Template Name Popup Menu and the GE Name popup menu, and even if you returned the Template parameter to what it was before, the GE and Template would still be marked as edited. Now, it is intelligent enough to realize that the setting is back to what it was before and that the GE and Template are actually no longer edited.
 - KL#2642.8 - Added dialogs that warn you when you try to edit the following template-related parameters that have an [As Stored] type of setting, when they are not in the [As Stored] position (i.e. have one of the Templates selected):
 - Phase Mutes Template+Restore (Phase)
 - Repeat On/Off Combs (Drum)
 - Phase Resync Index Template (Drum)
 - Template or Template+Restore, in Rhythm, Duration, Index, Cluster, Velocity, CCs, WaveSeq and Drum
 - KL#2644 - Several issues with Templates and Template + Restore:
 - 1) if a GE has Template + Restore assigned (any Template Type), and the [As Stored] position matches an available template, loading the GE into an INIT Performance will set the Template menu and virtual parm to the matched template, and not the [As Stored] position. Now it will always display [As Stored].
 - KL#2365.6 - Added the Drum Mel Rpt On/Off Templates and Resync Index Templates to the warnings that you can get when storing a GE.
 - KL#0135.5 - Previously, fixed the template select popup menus, if assigned as RTP such as Template+Restore, to change the template in

both phases if they are both connected (when you edit using the command key) back in KL#0135.2, KL#0135.3, KL#0135.4. However, nothing like this happened when you open the template window and manually select one, or use the arrow keys inside that window. Now it does.

- KL#2669 - If you assign say Drum Pattern 2 to Template+Restore 3, it doesn't change the bank menu to the correct setting until a template is selected.
 - KL#2670 - if a GE RTP is assigned to a Template+Restore parameter type, and you change the RTP to just the Template version without assigning or unassigning the modules that are already assigned. In this case, if the selected tempnum is [As Stored] it should set it to the first template and then load that template.
 - KL#2681 - fixed it so that selecting empty template locations in an individual temp bank display window would set the popup menu to the correct number, even though it was empty.
 - KL#2642.19.2 - When a template is loaded (and you save the GE) then if an RTP is NOT assigned (i.e. the Rhythm Pattern in a Drum GE, we just used the popup to select one, but no RTP is assigned) display the name [As Stored], which matches what it says in the Help File in each template section.
 - KL#2636, KL#2636.2 - Fixed several issues related to using Phase 2 of the CCs page as a Pitch Pattern:
 1. When viewing the Pitch Pattern, if the Template menu was showing [As Stored], editing the Pitch Pattern did not place the edited mark in the menu unless you switched phases and back.
 2. Changing the CC Data Mode from the one with Pitch patterns back to the other (or vice versa) initializes the data in Phase 2. Therefore, even though it says [As Stored], technically, the pattern is already edited and should have the edited mark right away.
- [GE Editing/Saving] =====
- KL#2642 - Improved and rewrote the way that GEs determine and indicate that they have been edited. As before in previous versions, the GE is compared with a backup unedited version in a buffer, to see if any changes have actually been made. Therefore, if you edit a parameter, the GE is edited mark will appear, and if you return the parameter to the previous value, the edit mark should go away. In previous versions, this was not always the case. Furthermore, scene changes that control and vary the GE parameters should be taken into account such that they are not considered edits. Only manually editing a parameter in a GE is an edit. This did not always work right in previous versions - especially where controlling Templates such as Rhythm Patterns, Duration Patterns etc.
 - KL#2365.8 - There is no longer a warning when you go to save a GE, and a template has been changed by RTP, yet not edited in any way. The [As Stored] setting will be automatically restored to the GE upon saving.
 - KL#2642.23 - Changed the way that the "Save All Edits" command handles edited GEs, in conjunction with the new GE restoring concept for templates and parms. Before, we just overwrote the GE, replacing various [As Stored] templates indiscriminately. The way that it works now is:
 - if an assigned RTP template function has the [As Stored] position selected, and is edited, then we save it that way into the GE. No warning dialog or choice.
 - if any template is selected, edited or not, it is restored.
 - So generally, in most cases, the [As Stored] settings will not be disturbed.
 - KL#2668 - A Drum GE (Melodic or Drum) when loaded sets the Repeat On/Off Combs to the first thing that matches; i.e. if "As Stored" is repeats on for pattern 1,

it will set it to Template val 1 instead of 8; furthermore, the RTCModels for DP1 and DM1 specifically would set that slider (if reps == 0) to 1 for DP1, and 7 for DM1. Has been changed so that it always sets it to "8", which is "As Stored".

- KL#2365.7 - Redesigned the warning dialog that you get when you save a GE and may be about to overwrite an [As Stored] setting in one of the Templates. Now you have a choice of whether to save the GE without overwriting any templates (the default), cancelling, or saving the GE and overwriting the changes.
- KL#2641 - Certain on/off type GE parameters assigned to GE RTP (example: Bend On/Off) might be written incorrectly if you saved the GE after a Scene Change has altered the setting. In other words, if the GE was stored with Bend Off, but a scene change has turned it on, and you save the GE, it is supposed to be automatically returned to the off position in the stored version, since a scene change is not considered to be an edit. However, it would end up getting stored as on (wrong). A full list of the affected parameters (if assigned as GE RTP):
 - GE: Force Mono
 - Phase: Step Tranpose On/Off
 - Duration: Use Rhythm Multiplier
 - WavSeq: On/Off
 - WavSeq: Wave Type (Multisound/WaveSequence) (Korg)
 - WavSeq: Kbd Track On/Off
 - Envelopes: On/Off
 - Envelopes: Note Trigger
 - Envelopes: Tempo Relative On/Off
 - CCs: Pitch Offsets On/Off
 - Drum: Play On/Off
 - Drum: Pools/Poly
 - Drum: Note Series -> Length
 - Drum: Keyboard Track
 - Drum: NTT On/Off
 - Drum: Link To Next
 - Drum: Notes Played = Rows
 - Bend: On/Off
 - Bend: Drum Bend Mode
 - Bend: Force Bend If Zero
 - Repeat: Tempo Lock On/Off
 - Repeat: Key Mode (RT)
 - Repeat: Chord Quantize (RT)
 - Repeat: Use Swing
 - Direct Index: Repeat On/Off

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Bug Fixes
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[GEs] =====

- KL#2680 - When the GE Type is Generated-Gated, and the Gate Type is "Vel" (regular) and not "Vel CP", the Cluster Pattern is not used and is grayed out. However, the strumtime bits were still being used. This meant that whatever grayed-out disabled cluster pattern is selected can influence the strum time. However, with these settings it should strum all clusters at 100%, since there really isn't the concept of an index moving through a pattern - and the pattern is disabled. This might have an effect on playback in some cases, but the chance is extremely small based on analysis of GEs and Performances.
- KL#2679 - Fixed: With Phase 2 showing and WavSeq turned on, copy it to Phase 1. Then switch to Phase 1 - everything goes disabled as if the switch is off. Toggle it off then back on and everything is enabled again.

- KL#1409.2 - In the GE Editor: WavSeq Page, when switching between waveform lists for different synths (i.e. XF vs. XS), or between sysex lists and say the Program Change list, the "OUT OF RANGE" label would not be displayed for the first out of range index, so for Program Changes 128 would not display the OUT OF RANGE Label even though it should, or changing from XF list to XS list, 2671 would not display OUT OF RANGE even though XS has only 2670 waveforms.

- KL#2678 - If you try to use the "Program Change" type of WavSeq, fixed some issues:
 - Let's say you set up a single program change in each phase, and both of them are the same number (i.e. 000), but the MSB and LSB change so that it should select program 0 in a different bank in each phase. Doesn't work because the bank changes are never sent because it thinks the wav is the same.
 - The way it was written, if the program changes with every note, then we send bank changes before every program change - but really, we only need to change the bank once, when we first enter the phase.
 - Furthermore, some other cases of changing from say Program Change WavSeq type to Sysex type would not send out the first message since the wave hadn't changed.

- KL#1677.3 - Noticed that it was possible to overwrite GE 001 (forbidden) if it was in a perf, edited, and you used the Save All option and answered "yes" to overwrite the GEs.

- KL#2650.1 - Fixed an issue where adding steps to a cluster pattern in Gated Vel CP Mode (using the Pattern Length parameter), where it would add a strum bit automatically to empty columns, would potentially overwrite the Cluster Weighting curve (KL#2650) since it would actually insert one more value than necessary, and if you set it to 32, it would index a non-existent 33rd step and overwrite the Cluster Weighting Curve.

- KL#2671 - Once you change a drum pattern bank, say assign drum pat 1 to "Percussion" (without it hooked up to anything) - it stayed that way. Change GE, change Performances, it stays set to Percussion. I have made it so that it resets the 3 Drum Pats to the correct 3 banks by default when you load a GE or Performance.

- KL#2654 - In Gated Vel-CP mode, the Cluster Pattern Y-Axis (vertical) Tracker Leds never displayed the correct cells being used - it displayed a single led corresponding to the number of notes currently being generated, rather than a led for each cell in the column.

- KL#2365.5 - The code that would test and warn you about overwriting Phase Mute Templates was only testing 'on' bits, and not the status of cells with off settings, so [x - x -] and [x x x -] would be considered a Match.

- KL#2651 - Fixed an issue where, when the Note Series Input Sort is down on Gated Vel and Vel-CP GEs, certain settings of Open Voicing cause it to sort Up, not down. This might have an effect on playback in some cases, but the chance is extremely small based on analysis of GEs and Performances.

- KL#2649 - Fixed an issue with Cluster Templates and Generated-Riff mode. If the GE is using Cluster Templates from Template Bank 1, these templates are meant for the Gated-VelCP type GEs, and many/most have spaces in them (which are not valid for this GE Type: Generated-Riff). The empty columns would return a large cluster size of "11" (wrong).

The new implementation checks the GE Type (when a cluster template is selected or the GE Type is changed), and if it is not a GE Type: Generated-Gated, it fills in the empty steps with a value of "1" (both visually and internally);

if it is a Generated-Gated GE, it reloads the template so the empty spaces are properly restored. This might have an effect on playback in some cases, but the chance is extremely small based on analysis of GEs and Performances.

- KL#1436.3 - When saving a GE into a new location, it would not update the "Perfs used in" area of the Perf Info Window. Same thing with saving a Performance into a new location.
- KL#2648 - Sometimes, when turning off the Bend On button in a Module's layer, a bend might still issue or partially issue, resulting in an out-of-tune voice.
- KL#2636.4 - You should not be able to use the Copy Phase dialog to copy CCs when in the mode of having Pitch Patterns - since the two phases are completely different.
- KL#2645 - The GE Phase Copy dialog would not mark the GE edited when used.
- KL#0278.2 - When using Generated-Riff GEs, and a Cluster Pattern with "lock to rhythm pattern", you might not get the correct strum direction because it was using the wrong index - the index was simply moving forwards by 1 and not jumping with the rhythm pattern.
- KL#2400.3 - Fixed bug with potential overwrite of memory affecting RT Modified States, related to the parameters in the GE Editor > Drum Additional Parameters dialog.
- KL#1888.2 - For Drum Fills, "Intro Uses End Of Fill" was not working correctly when changing the rhythm multiplier (Slider 2 in the Module Layer), and also the fact that pat restart buttons were turned on in various places in the GE's Phase Pattern would screw it up when using the larger Rhythm Multiplier values.

Rewrote to work better, and added a note to the Help File:

With a GE having a "Drum Fill - DF1" RTC Model (almost always the case for Drum Fill GEs), this feature works best when the GE has been constructed with both Phases's Rhythm Patterns having the same values in all steps in both phases: i.e. all steps set to a 16th note, or an 8th note, or an 8th triplet note, etc.

[Performances] =====

- KL#1570.3 - If you Swap Modules while a template is loaded, the [As Stored] settings would be replaced with the loaded template, so attempting to go back to [As Stored] after the swap would not work.
- KL#1570.2 - Using "Copy/Swap Module" (Swap) would not properly handle the two Perf RTP that relate to Kbd Layers: Key Zone: Kbd Layer Transpose, and MIDI Setup: Kbd Layer Channel.
- KL#1731.9 - Fixed major issues with the use of a PE Time Signature (i.e. setting it to 4/4 instead of GE/TS) not fast-forwarding to the correct places in the Phase Pattern when changing scenes. Also fixed issues with changing, for example, the drum pattern's Rhythm Multiplier - it doesn't go out of sync, but it restarts in the wrong phase pattern step.
- KL#1351.3 - When the computer system has over 32 ports connected, in the MIDI Port Manager, the final row was not handled, leaving it as "Some Port Name". Secondly, I added a warning dialog if you have more than 32 ports, alerting the user that only the first 32 will be shown.
- KL#2665 - Noticed that in the Perf Notes Name field in the Perf Ed: Other Page, you could not type special characters like option-1, option-2, the new Shift+ (clear solos) etc. because they would perform the menu commands instead of typing characters into the box.
- KL#2657 - Added the ability to change Yamaha "Masters"; apparently this

was unfinished (in the Performance Editor > Other Page) - you could change the Mode To Master, but sending a specific Master ID (program) did nothing. Also, the number box for the Master# in Master Mode was incorrectly limited to 64, but there are 128 Masters. Also, when using the Renumber Yamaha IDs function, and setting the Bank to Master, would wrap around at 64.

- KL#2601.2 - MOXF has only two Performance Banks, but the Performance Editor > Yamaha page enabled all 4 Perf Banks when Performance Mode was selected.
- KL#2226.3 - If a Performance is edited, and you do something to cause a locate command to be sent from the Yamaha (SPP = 0, loc = 0) and you get the warning dialog about reloading the Performance, if you happened to do the operation again while the dialog was up (but as of yet unanswered), the Performance would reload itself without waiting for your decision.
- KL#2459.7 - If you edit a scene, and then compare it, the Perf would still remain "edited" with the edited indicator, when it should revert to non-edited.
- KL#1387.3 - unassigning all modules from the Performance Editor > RT Params "P" Page for the virtual param "~Note Map Table and Off" could possibly crash, or overwrite the wrong memory location.
- KL#2639 - On the Perf > MIDI Setup page, "GCh Also" checkboxes inappropriately enabled:
 1. Turn off "Link all ports to global ports". GCh Also checkboxes are disabled.
 2. Change Performance. All GCh Also buttons become enabled (NG).
 3. Turn on/off "Link All Ports" checkbox. They properly become disabled again.The problem here is it was looking for a match on the Global In Port, so if you change Performances and the in port changes, it would enable the checkboxes.
- KL#2374.6 - in the RTC Name dialogs, some names were not in exact alphabetical order.
- KL#1628.2 - When using the "Set Mix Values In Scenes" function from the RTC Editor's Menu Button, changes to the Mix would not be reflected to the Performance Editor's GE Setup/Mix page (which also shows the Mix levels).
- KL#1815.3 - Fixed an issue with using Melodic Fills where final note might be chopped off:
 1. Set up a Melodic Fill, with Trigger Mode: 1st.
 2. Set it to "Play Last Event".
 3. When using it as an Intro, the Final event would be played, but with a chopped duration of 0 ms. It would chop off immediately.

[Help System] =====

- KL#2674 - Noticed that the page "end" and "home" buttons would continue to call the Help File and try to store in the Link History, even if the top and bottom buttons of the help file were grayed out. For example, you could go to a section header with no scroll bar, and hit the end button and have it store a link even though nothing happened. Also, repeatedly hitting the end button (example) while already at the end would continue to try and store multiple links in the link history.
- KL#2673 - Noticed that locating to the same spot in the Help File (i.e. going to the same tooltip multiple times, or using the Menu Button to go to the same chapter multiple times) would store multiple redundant links in the link History. Now, it will not store it if it's the same as the previous link in the list.
- tooltip <0980> at the top of the Bank Add Dialog (the title) did not locate to anywhere in the help file (error).
tooltip <1816> "RTC View" in the RTC Editor did not locate anywhere.

- KL#2484.5 - Clicking on a link in the Help File would stop the arrow keys from working to select the next/prev chapter (left/right) or scroll up/down, until you clicked on the Help Window itself.

[Dialog related] =====

- KL#1391.2 - When using the <esc> or enter key on a number box in a dialog, such as the Phase Step Transpose Dialog, once you pressed esc or enter/return and accepted the value into the numbox or deselected it, the esc and return keys would not function to close the dialog unless you clicked on the background first.
- KL#2581.2 - In the dialog that comes up when you try to store in a locked bank, the <esc> Escape key would activate the proceed button (unexpectedly). Since Cancel is the default, the return key calls it; so made the <esc> key call Cancel as well.
- KL#2661 - Noticed that when a modal dialog was up, the arrow keys would still be passed down to the app, such that you could be changing Perfs or GEs in the Bank Display Editor (example) while a modal was up. Didn't seem to be very logical.
- KL#1391.3 - noticed a discrepancy in the operation of enter and escape when in dialogs with number boxes. This is the behavior that we want, in a dialog, in a number box:
 - if an entry is pending:
 - <esc> exits the number box, restores the previous value, and stops.
 - <enter> accepts the value, and the number box stays highlighted.
 - if an entry is not pending (but numbox is highlighted):
 - <esc> and <enter> exit the numbox and are funneled up to the dialog to operate the cancel and OK buttons.

Therefore, with a pending entry, it now takes 2 presses of enter to leave the dialog, not 3 as in some cases before.

Dialogs where this behavior is apparent:

- Phase Step Xpose dialog
- Drum Choices dialog
- Waveform Select dialog (bottom Numbox)
- Set RTC Values in Scenes
- Set Mix Values in Scenes

[Other] =====

- Fixed Several issues with the Chord Input Grid. Turn off KARMA.
On the Chord Grid, drag around the mouse to trigger a bunch of chords on the LH:

KL#1534.2 - Dragging, the displayed chord does not change (it should...) Also, if using the Random Chords feature and changing to the Chord Triggers page, the Kbd Grid was not displaying the chords; then...

KL#2663 - then turn KARMA On, then press Chord Trigger 1 - buffer is whacked and full of bad notes.

- KL#2662 - Fixed issues with certain modifier keys on the computer keyboard not being updated on key release.
- KL#2660 - Using the RTC CCs for the Knobs (which are supposed to be the rotary encoder style inc/dec) was not working correctly when the Mix View was displayed (was sending the incremented value to the GUI, but was transmitting the actual controller value). This would not be a problem with the currently supported products, since the knobs on the XS/XF, and MOX/MOXF come in on the Remote Mode Port 2, and are handled elsewhere. But it might have been a problem if configuring an external controller box.

- KL#1699.2 - Fixed an issue on Windows where bringing the app to the front using the taskbar would not accept any keystrokes until you clicked on the app.
- KL#2143.3 - Added a fix for the issue of the Motif Rack XS (or S90 XS) echoing MIDI Clock back to KARMA when started up in external mode, such that it creates a MIDI clock loop. Now, it will ignore incoming MIDI Clock that is echoed by the Yamaha if it is the same port as one of the selected echoing ports, if in Auto Mode.
- KL#1466.2 - Command-Clicking a cell in a Bank Display would not select the Performance, but appear to do nothing. Now, it works the same as if the command key is not down (selects the Performance).
- KL#1846.2 - Slightly improved triggering when playing softly, by fixing the adjustment of the time collection windows to be slightly wider when the velocities received are softer (previously broken).
- KL#2638 - Fixing the issue where the Steinberg CMC-PD Shift button activates A.SW2.
- KL#2637 - Cannot use MIDI Setup Assistant to connect to Rack-XS with FW. Displays error "It does not appear that you have the specified MIDI ports on your computer." This was because Rack-XS Ports with FireWire had slightly different names, i.e. MOTIF-RACK XS instead of MOTIF-R XS like USB. Also, for Mac, fixed issue where the second port name which begins with "----" would be displayed as a line in the popup menus.
- KL#0243.2 - Fixed Export Perf Names to use I-A and U-A etc. labels for banks, instead of archaic "EXB-A" designations. When showing the RTC Names, fixed it to say "Slider" instead of Knob.

If you are updating, please see the "What's new in Version 3.1" Tutorial in the Tutorials folder.

New Features

- Now supports five different Yamaha instruments:

Adds support for the Yamaha MOXF, MOX, and Motif Rack-XS, to the already supported Motif XF and XS Series. All five devices can use the same KARMA Motif application and KDF Data files, for interchangeable Performances that run on any supported model.

- Mac: Now compiled as a Universal application. Runs natively on Intel Processors; is now compatible with OS X 10.7 Lion, 10.8 Mountain Lion, and 10.9 Mavericks. Supports 10.4.11 and higher, PPC or Intel.

- Mac: Greatly improved memory size and resource usage - uses approximately one-half to one-third the real and virtual memory.

- Mac: greatly improved CPU usage. Fixed an issue that would cause the app to peg 1 CPU at 100% (while in the background), and would cause it to use more CPU when in the foreground than necessary.

- Help File (app version - which was incomplete before in v3.0) is now 100% complete and up-to-date. Tooltips are now 100% complete and up-to-date.

- Help File (pdf version for printing and searching) is now included and 100% up-to-date.

- Added support for scrolling via MouseWheel where applicable. (KDF Window, Help File)

- New Tutorials and updated Tutorials have been included.

- Added a new Phase Activity Display in the Real-Time Controls Editor that displays the length and execution of the Phase Pattern for all modules at the same time. The area at the top is now switchable between the regular MIDI Activity Display and the new Phase Activity Display. The current choice is stored in the Preferences so it remembers when you relaunch the app.

- Added a [Global Device] setting to the KARMA GE's Wave-Sequencing Device Type setting, so that you can change the type of Yamaha the software is working with, and all the GEs still work to send the correct SysEx to the correct Device Type. With this change, there is now only one KDF file included with the installation, "KMO Factory Data 1.kdf", and it works with any of the five supported Yamaha models.

- Added a new method of changing scenes in the Remote Mode: Next Scene, Previous Scene, and Stored Scene can be used, instead of selecting a scene directly by number. For the XS and XF, these are added on the Seq Transport Fast Forward, Rewind, and Locate buttons.

- Added three more Remote Input Ports, for supporting more external controllers connected at the same time.

- Added multiple Remote Mode "Control Maps" for the support of more external devices. Added Control Maps for the Steinberg CMC-QC Quick Controller and CMC-PD Pad Controller.

- Added an additional RTC receive port, for supporting more external devices connected at the same time.

- Tone 1 Knob 5 (AEG Sustain) was not used by the KARMA Performances in version 3.0 because there was no CC associated with it (for the XF and XS) – only SysEx. However, since the MOX and the MOXF use CC#31 for it, we added the ability to use it in the XF and XS by treating the SysEx as CC#31 – therefore, Knob 5 is now functional in Song Mode when on Track 1 for controlling various KARMA Modules or Keyboard Layers – and all of the Performance Notes have been updated to reflect this change.

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Factory KDF File changes (KARMA Performances):
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Certain changes have been made in the Factory Performance KDF file that we supply. The version of the KDF File itself has been changed from 3.0.0.5 to 3.1.0.0, to support various improvements.

Any KDF files from the previous version will be converted to KDF 3.1 format the first time they are opened (you will see an information dialog stating that the file will be converted.) You can save the changes over your previous data, or save the file with a new name if you wish to preserve your older data files for any reason.

- Added a [Global Dev] WaveSeq device type so that you can use a single KDF file with any of the 5 supported Yamaha device types instead of having 5 KDF files. Therefore, the KMO Factory Data 1 file has had all GEs converted and changed to use the new [Global Dev] setting for WaveSeq Device Type. If you wish to apply this change to your own KDF file, use the GE Editor > WaveSeq Page > Menu Button "Set All GEs in KDF to Global Device" command.
- The two Template Banks at the end of the KDF area have been renamed:
Template Bank ROM A --> Template Bank A
Template Bank ROM B --> Template Bank B
There is no "ROM" concept in KMO; this was left over from Korg versions.
- Template Bank B Drum Template Banks did not have [As Stored] for the first item in each bank.
- Adding a new Template Bank does not put "User" in the title. There are no User or ROM Template Banks in KMO - just Template Banks.
- Updated the KMO Factory Data KDF to have the bank of empty GEs (Bank 13) initialized with the new Init GE Names that include the RTC Model ID.
- Made some changes in the default RTC Names, mainly fixing those missing a space before the number in double brackets.
- The following GEs had a Cluster Random Weighting Curve greater than 3, resulting in an empty popup menu - this setting is not used in this type of GE so it has no effect on the operation. So this has now been fixed in KMO Factory Data 1.kdf.
 - 1/46 Simple Comp 1 - Phase 1,2
 - 1/47 Simple Comp 2 - Phase 1
 - 1/49 Simple Comp 4 - Phase 1
- Performance: "Darkness Falls" - swapped the four guitar chords and record scratches on Chord Triggers 5-8 and 9-12 to make more sense on the MOX/MOXF Remote Mode.
- Cleaned up the WaveSeq Templates, so that unused rows are turned off. This has no affect on the musical output of the data.

- Mac: Decided to have a "KARMA Data" folder for the Mac version (same as Windows), which is now where the single "KMO Factory Data 1.kdf" file is located.

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Yamaha Data File changes

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- Made a separate "KARMA Yamaha Data File" for the each supported device type. Please see the newly revised "Installation and First Launch" tutorial for device-specific instructions on loading the KARMA Yamaha Data.

With regards to XF owners, we have now included a .X3A file specifically created for the XF.

Originally, we only provided the XS file, which can be loaded into the XF as well. However, this causes a few problems (none of which actually affect using the XF with KARMA Motif; it's just better to have a native file for the XF). Summary of the problems:

The XS has 3 USR Banks; the XF has 4 USR Banks. While the XF is completely compatible with XS data, Yamaha shifts each USR bank down by 1 in the XF, so the 3 XS USR Banks are in USR2-USR4 of the XF. USR1 in the XF then contains 128 new voices that are specific to the XF.

So loading our XS format Data File into XF caused these issues:

- XF USR1 would be replaced by XS USR 1 (which is actually XF USR2)
- XF USR2 would be replaced by XS USR 2 (which is actually XF USR3)
- XF USR4 would be initialized, since there is no XS USR4 (but it should have stayed as XF USR4).

Again, this had no affect on using KMO, but it was confusing to some XF owners.

Therefore, the new XF Data File keeps the contents of USR1, USR2, and USR4 the same as the factory preset; only USR3 (which contains our modified Karma-Lab voices used by the 64 songs) is replaced, leaving your XF closer to what it is normally.

- There is now a new tutorial included named "Creating your own KARMA Yamaha Data" that explains how to combine our data with your data to create your own file that can include your normal edited data and the required KARMA pieces.
- Fixed the XS and XF KARMA Yamaha Data Files: had a wrong Voice in USR1 001 (Cosmic Psyche (unused edit), instead of Everlasting Glory).
- In the version 3.0 release, any custom Karma-Lab User Voice or User Drum Kit had the abbreviation [K] at the end of the Voice's name. With version 3.1, all of the custom Karma-Lab User Voices in the Yamaha Data have been renamed to have the [K] at the beginning of the name, to facilitate loading and viewing them individually on the MOX and MOXF, where you often cannot see the full name with the [K] at the end.

Example:

version 3.0	version 3.1
002 Filter Sweeps [K]	002 [K]Filter Sweeps

For users of the previous version, it's not imperative that you update your Yamaha data to this version if you've already modified it - nothing else has changed, nothing affects the sounds - it's only the names that have been changed.

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Important changes you need to be aware of

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- Changed the location of the Performance Notes in a new installation:

Starting with v3.1, the Performance Notes folder is named "Performance Notes" (with a space), and is located in the application's folder:

Mac OS X:

~/Applications/KARMA Motif/Performance Notes/

Windows XP:

C:\Program Files\KARMA Motif\Performance Notes\

Windows 8, 7, Vista:

C:\Users\Your Account\Documents\KARMA Motif\Performance Notes\

Therefore, if you have modified the Performance Notes in any way, or created any of your own, you will need to move those versions to this new location.

Furthermore, if you have the earlier KMO 3.0 version installed and you uninstall it the way we recommend before installing the new version 3.1, it will not remove the old PerformanceNotes folder. If you want to clean this up, you need to go manually delete the files, which in a default installation, were located at:

Mac OS X:

~/Library/Application Support/Karma-Lab/KARMA Motif/PerformanceNotes/

Windows XP:

C:/Documents and Settings/Your Account/Application Data/Karma-Lab/KARMA Motif/
PerformanceNotes/

Windows 8, 7, Vista:

C:/Users/Your Account/AppData/Roaming/Karma-Lab/KARMA Motif/PerformanceNotes/

You can delete the entire "Karma-Lab" folder at this location containing the Performance Notes.

Note: the above may be hidden folders depending on your operating system and personal settings. You may need to "unhide" them in order to perform the removal of the old Performance Notes.

- Modifications to the Performance Notes:

All 64 Factory Performance Notes documents have been updated to reflect the changes to the Tone 1 Knob 5 now being available to control the XS and XF. Minor changes related to the MOX and MOXF have been included where necessary. Furthermore, the Table of Contents now includes a few additional documents, and Remote Mode Diagrams for the MOX and MOXF, and Remote Screen explanations for the MOX and MOXF.

- The default Latch On/Off button CC#31 has been changed to #21, because #31 is used by MOX/MOXF for AEG Sustain Level. Therefore, if you have an external controller programmed to control the KARMA Latch On/Off button using CC#31, you *must* change it to use CC#21. Do not change the RTC Setup page back to CC#31; this will interact with the Sustain Level CC.

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Other changes and improvements

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- KL#0684.2 - removed the Close All item from the File Menu for KMO, it's not relevant to the single window design.
- KL#1256.2 - Renamed the "Save All Changes (PE/GE/KDF)" command in the File Menu to "Save All Edits (Perf/GE/KDF)".
- Gave the MIDI Port Manager the key shortcut '=' on the Window Menu. Karma.ppop
- KL#2535 - Added the ability to filter various realtime messages in the Sync Editor. When the MOX/MOXF is in EXT sync mode, triggering KARMA starts the 1-bar MOX/MOXF song that corresponds to the KARMA Performance, by sending a MIDI Start message, and when it the 1 bar ends in the MOX/MOXF, it sends a MIDI Stop message back to the software that stops KARMA. The problem here is that the MOX/MOXF will not respond to Song Select messages (change Performances) unless UTILITY "SeqCtrl" is set to in/out. For the XS/XF, we normally have this set to out. So we added the ability to filter out specific RT messages in the Sync Editor. This way, for the MOX/MOXF, we can set it by default to not send the MIDI Start message.
- KL#2533 - Added a special note number (100) to the Remote Mode for controlling the Control Layer in Cycle mode, for use with external pad devices.
- KL#2232.2 - implemented the ability to create new KDF files with the default factory GEs and Templates built-in (which is now the recommended method).
- KL#2608 - Removed the Chord Display from the top of the GE Editor, since it's redundant to the one in the Main Window, and it doesn't show the Master Transpose.
- KL#1843.2 - Added another half octave to the Virtual Keyboard (additional computer keys...)
- KL#2611 - Made it so the Cluster Random Weighting parameters are grayed out for Gated: Vel CP mode, because they don't do anything, and never have in that mode.
- KL#2613 - Removed the "Cluster Advance Mode" parameter from the GE Editor > CCs Page (when the Phase is being used for CCs and not Pitch Patterns), since the parameter does nothing in that case.
- KL#1845.3 - Made the "Reset All" command in the Vel. Response Menu Button also turn the Curves off.
- KL#2331.5 - Redid appearance of Copy Note Map dialog to not use a copper background, but to just use the blue color scheme like the rest of the dialogs. Also changed tooltips to remove "Table" since we are just calling them Note Maps.
- KL#2258.2 - changed "Note Map Table Name:" to "Note Map Name:" in the rename Note Map Dialog.
- KL#1493.2 FB#0291 - Changed the title of "Restore Current Note Map..." to "Restore This Note Map..." to match the title in the Note Maps Menu Button.
- KL#1587.2 - different titles for Note Map "Transpose By" and "Shift By" dialogs. Also, made the title field in the Generic Rename dialogs (which is what is used) wider, because it was not displaying the full title "Set Transpose Amount (Semitones)".
- Renamed Trigger Fill Mode -> Trigger Fill in Dyn MIDI Destinations menu.

- Changed the "Select Motif Type" dialog to "Choose Device Type".
 - KL#2334.4 - Added a checkbox to the Choose Motif Type Dialog (when used while the app is already running, not during first launch) so that you can change between multiple connected Yamaha Devices without closing all of the already open ports in the MIDI Port Manager (unless you want to).
 - KL#2334.4 - improved the operation of the MIDI Setup Assistant Loop by only querying the ports that are open in the MIDI Port Manager instead of all ports.
 - KL#2622 - Added the functioning of Tone 1 Knob 5 AEG Sustain on the XS/XF by reading/routing the sysex which is sent by Tone 1 Knob 5 (no CC) as CC#31 - same as the MOX and MOXF. So now, Knob 5 can be used when before it was non-functional for XS/XF. As a result of this, all the Performance Notes were changed to reflect the availability of Tone 1 Knob 5.
 - KL#2207.2 FB#0963 - Changed Performance Editor > Other Page, Yamaha Bank Menu to not show numbers before the banks, and to not be affected by the Preferences > Popups tab. Removed "Program Popups Menu" section from Preferences > popups, since it no longer does anything for KMO.
 - KL#2590 FB#1393 - When making Init GEs, and choosing an RTC Model, add the RTC Model's Type to the end of the name, i.e. "Initialized GE (CL1)".
 - KL#2621.2 - Added a "Set All GEs To Global Device" utility command to the GE Editor > WaveSeq page's Menu Button (explained earlier).
 - KL#2621 - Added a [Global Device] WaveSeq device type so that you can use a single KDF file with any of the 5 supported Yamaha device types instead of having 5 KDF files (explained earlier).
 - KL#2338.11 - Changed what happens if you have more than one Yamaha model hooked up and you manually change the Global Ports from one Yamaha model to another; instead of asking you whether you want to change the Device Type (it makes no sense NOT to), we just change it, set up various related ports and inform the user. We also do this for changing the Rack-XS to a regular XS and vice versa.
- Secondly, removed the ability to change Global Device types with the Device Type Menu between different Yamaha devices, since it makes no sense and has no use. Therefore, we now enable only the item on the menu that matches the detected device.

- Updated Mac Icons to have hi-res 512 and 256 pixel versions.
- Updated Windows Icons to have hi-res 256 pixel versions.

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Bug Fixes

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- KL#2538 - improved and eliminated for the most part the occasional feeling of a slight delay or hesitation when changing scenes.
- KL#2084.2 FB#1438 - Fixed: Can make Motif Arp stuck.
 - 55 Synthorchestra Disko
 - Start groove, Trigger Arp 1 or Arp 2
 - Trigger Fill Riff
 - Then Stutter on top of the end of the fill riff
 - Stop KARMA - Motif arp is stuck on.

- KL#2056.2 - The default Global Note Map Tables (which would be used to init a new KDF file) were not up-to-date. They were up-to-date in the Factory Preload KDF, so this only affected new KDF files.
- KL#1247.2 FB#1435 - two bugs with the Chord Trigger Editor Chord Names:
 - 1) if you transpose only one chord, it transposes the names of all four chords that are showing.
 - 2) If you have transposed a chord, changing the Chords Menu to other settings does not refresh properly the names.
- KL#2631 - Due to a lack of rounding on some of the pitch bend math, certain RT Bend GEs could output flat pitches. For example, Module 4 in Scene 8 of Prism Garden.
- KL#2630 FB#1425 - when using Latch Off, must reset the first note trigger flags when you hit the 10 second reset, so that starting with a fill that happens to be set to use first note trigger starts at the beginning.
- KL#2445.2 - It was possible for the Remote Text to show the wrong Volumes and Mutes information on the screen if you were in another layer besides the Master Layer and a different scene ID from the Master Layer was selected. It would use the scene ID from the current Layer, and not the Master, to get the Volumes and Mutes values. Since all the factory Perfs have the scene IDs lined up, this would normally not be noticed.
- KL#2076.2 FB#1424 - When copying/swapping/clearing Chord Triggers in the CtgEditor, was neglecting to reset the toggle mode of the latched Chord Trigger Buttons in the RTC Editor, so they might not correctly reflect the latching functions depending what was swapped, until the performance was reloaded.
- KL#2037.3 - When turning on the Global Note Filter on the output, notes could hang on modules doing KARMA wave-sequencing due to the 2 ms delay.
- KL#2389.2 - if we just loaded the perf, and you start with the stutter or retrigger, there will already be notes in the input buffer (from the first chord, caused by the loading of the perf), so the call to DoInputBufferIsEmpty() in DoDynamicMidi() will do nothing, and consequently no chord will be displayed when the music starts playing. If you hit stop and do it again, then it works because the input buffer is empty.
- KL#2627 FB#1410 - When you set the RTC Prefs to Transmit the Chord Trigger Notes (not the CC/single note), nothing is sent on the RTC Transmit port even though transmit is selected.
- KL#2036.3 - Fixed issue with applying the XS -> XF waveform remapping table even when using Programs or CCs. With programs, for example, a value in 0~127 could get remapped to a greater value, hitting an assert, when devType set to XF or MOXF.
- KL#2625 - When assigning a different WaveSeq DevType to a GE with WaveSeq RTParms connected, if the number of waveforms is less, you get the warning dialog. If you go from larger to smaller list, the GE RTParm info strings would be refreshed when you go to the GE RTP page. But if the list went from smaller to larger, they would not.
- KL#2624 - initializing a bank would not populate the GE Editor pop-up menu if the current edit GE was set to that bank.
- KL#1649.2 - If you turned the Latch button off, and had a Gated CC GE, if you release while the "slice" is on, the RTC Editor Meter would be stuck. Example: 3: The Funk That Hopped, Module 4. So now we reset it the same

as when the On/Off button is used.

- KL#2616 FB#1408 - When changing the GE Type to "Drum", if the CCs Editor Phase 2 is showing the Pitch Offsets, would not disable the grid if all the PO buttons in the Phase Page were off. Example:
Select a GE like 15/11 Comp Thing.
Go to CCs Phase 2 (Pitch Offsets).
Change GE Type to Drum. Note that the grid does not get disabled.
Change Phases and come back. Now it's disabled.
(The drum rows in the Phase Page do not have the [po] buttons on.)
- KL#2249.2 - The Help button in Copy/Swap Modules was doing nothing.
- KL#1527.3 - Fixed top of Module Name dialog for Kbd Layers to say "Keyboard Layer" instead of "Zone".
- KL#2614 - The bottom of the 'y' in "Velocity" and "Decay" would be cutoff in the status line of the Envelope Editor graphical display.
- Fixed layering of the "GE Type Not Drum" label in the Drum Editor.
- KL#2612 - In the GE RT Parms Editor, using the "Current (Controlled) Values" setting would show incorrect values, because it was always displaying the value for the Master Layer, and not which ever of the Module or Master has priority. For example, if you modified the Swing Slider inside a Module Layer, it would still show the value for the Master Layer. And if you modified something that was only hooked up to a control in the Module Layer, such as Rhythm Template, it would not show the controlled value since it would still show the Master Layer setting (which doesn't apply).
- KL#1474.2 - Using the "clear 8" or "Clear 32" or "Set RTCModel to Custom" utility function on the GE RTParms Menu Button would not set the RTC Model Name label to Custom if the GE was already edited. Secondly, using any of those commands would not display the asterisks in front of all of the RTParm names until you switched sub-pages.
- KL#2143.3 - When we added the auto sync mode, we broke the function that loads the GE Tempo if "Load GE Tempo" is checked, because it would only work for sync mode = internal. As part of this, also noticed that when you manually edit the GE tempo, and it causes the Perf Tempo to change, the Perf Tempo field would not get updated, even though you could hear the new tempo.
- KL#2610 - Fixed bug with the utility functions in the Key Zone Menu Button -
For example, if you have Industrial Strength loaded, and you switch to show the top/bottom fields, and you do "Set all Off", the top value for Kbd Layer 2 would not be changed in the Number Box.
- KL#1843.2 - Virtual Keyboard, fixed a bug where you could not overlap octaves (i.e. hold a low C and trigger a High C 'z' and 'q').
- KL#2602 - was not properly handling the number of voices in drum banks and user drum banks in the Performance Editor
> Other Page.
- KL#1727.2 - When using the Scene Matrix grids or the 8 buttons in the RTC Editor below the grid (with the mouse), and trying to cancel pending scene changes, the logic was not the same as what happens when you do it with external MIDI control (i.e. remote mode or other controllers.) It seems they should work the same, so I chose to make the grids work the same as external MIDI control.

1. From external MIDI Control: Select same scene, it blinks. Select same scene again, it cancels.

From Grid or RTC buttons w/mouse: Select same scene, it blinks. Select same scene again, IT DOES NOT CANCEL.

2. From ext MIDI Control: Select another scene, the new scene blinks; select current scene (go back) - it cancels

From Grid or RTC buttons w/mouse: Select another scene, the new scene blinks; select current scene (go back), IT DOES NOT CANCEL.

3. From ext MIDI Control: Select another scene, the new scene blinks; select another new scene, the previous one cancels and it blinks; select current scene (go back) - it cancels

From Grid or RTC buttons w/mouse: Do the same thing; IT DOES NOT CANCEL.

- KL#2599 - Added GE Subcategory and RTC Model to Perf Info Window.
Changed some labels to be clearer and more consistent.
- KL#2597 - Made it so the Data Display Setup Window remembers where it has been moved during the current session, so that if you place it above the Main Window it will subsequently open there again (but only during the current session.)
- KL#2596 - Made improvements to the Data Display Window:
 - 1. The drawing is now buffered so that nothing can erase it anymore. If you stop KARMA after drawing some data in the Window, you can switch to other pages and back, move other windows and apps in front of KARMA and off again, and the data remains drawn. This was mainly a problem on Windows, but certain Mac OSX issues have been improved as well.
 - 2. Also implemented a mechanism where, if KARMA is stopped, and you switch back to the Data Display Window from some other page, it internally prepares it so that the next event that gets triggered, note or cc or whatever, will restart drawing from the far left, instead of wherever the wraparound time happens to be. Also added this to the DataDisplay On/Off button, so that when you turn it on, the next event (however long you wait) will start at the far left instead of somewhere in the middle.
 - 3. KL#2222.2 - When using the metronome to make vertical lines in the Data Display Window, the first line might get lost.
- KL#2081.5 - Individual Template Bank titles (in title bar of window) were not one-relative for KMO. Also, the Ind TE Title would still put the KDF name first if more than one KDF file was open. Lastly, we made it not use "TE Bank" in the title, since it really is not necessary.
- KL#1020.7 - Got rid of the ** Not Defined ** items at the end of each GE Sub-Category list in the GE Filter By Category dialog. Not relevant in this situation.
- KL#1020.5 FB#1337 - Sub-Category menu could come up blank in GE Filter by Category dialog.
 - Use Filter By Category on a GE Bank to select Arpeggio, and sub-category Complex" (example). Close it.
 - Choose Filter By RTC Model, set it to something, then set it Off and close it.
 - Open the Filter by Category dialog again - the sub-category menu is blank (was not returned to the first item).
- Bank Lock Icons did not have tooltips. Also, some of the descriptions for Bank Type made no sense.
- Fixed the issue with the gray dividing lines in the MIDI Port Manager drawing strangely when scrolling the list.
- KL#2593 - Fixed issues with Compare/Restore:
 - 1. Let's say you have both the Mix edited, and the RTC Master Layer.

Let's say you have it set to 2 bars or 4bars for testing.

If you did a compare in the RTC page while running, and the scene LED is blinking, then you switch to the Mix page and also do a compare, it would cancel the scene change, leaving the compare/restore button in the wrong state.

2. If you press Compare, and it's blinking, and then you Stop (or turn KARMA Off), the button is stuck in the wrong status. Example:

- RTC Page, turn on SW1 and SW3. They get yellow dots. Scene is edited.
- Trigger a chord. Hit compare button. Scene blinks.
- Press stop: scene change does not occur. But internally, some scene buffers have already been swapped.
- Button is still in "Restore" position. Yellow dots still show on SW1 and SW3.
- Turn on SW2. It gets a yellow dot. Button goes back to Compare position. Now it shows 3 SW with dots.
- Toggle Compare/Restore - we lose the edits to SW1 and SW3, and only SW2 has a yellow dot.

- KL#2320.4 - Fixed issue where once you use a chord trigger directly after using the Retrigger buttons such that the Chord Trigger does the final retrigger, the Scene Quantize Window is out of sync. Furthermore, using the Chord Trigger after a Retrigger also did not reset the tempo LED downbeat.
- KL#2591 FB#1396 - Help Window Fwd/Back can get screwed up, when you use a Menu Button help item, or a tooltip
- KL#2557.2 FB#1391 - If you "Init Selected GEs" in a GE Bank, or Init the entire bank, and any modules were pointing at those GEs, they would not be loaded.
- KL#2589 - Initializing GEs in various ways would not set the GE's WaveSeq DevType correctly:
- FB#1392 - GE WaveSeq Menu Button > "Default Setup for Motif" would always set to Motif XS WaveSeq devtype, even if XF or MOX etc.
- FB#1390 - Init GEs should have WSeq Mode set to current Dev Type. Applies to "Initialize Selected GEs", "Init Current GE", "Init Bank".
- KL#1604.2 - The "Remove Input Notes" button in the Remote Mode was only considering it pressed if the value was 127 - but when using the external controllers with velocity sensitive buttons, it should be anything greater than 0.
- KL#2022.7 - Improvements to the ability to hook up multiple supported Yamaha Devices and switch the software manually, or via the MIDI Setup Assistant, between them, and have the various Global Settings automatically changed to function properly with the new device.
- KL#2486.2 - noticed that it was possible for an incoming scene change CC #33 to get echoed out to the Kbd Layers. We prevented things like this from getting echoed to the Module Layers by KL#2486 - however, it wasn't done for the Kbd Layers.
- KL#2588 - when you are recording into a DAW with the control track method, and you are sending/receiving the RTC on the virtual MIDI Driver or IAC, the sw1/sw2 values would never get sent to the LEDs on the Motif, even with the KL#2191.3 change below. Therefore, if the transmit port is set to something other than the global port, we also echo these sw1/sw2 changes to the global port.
- KL#2191.3 - When you change scenes that contain sw1/sw2 settings, the LEDs on the Motif would not be changed to match the status inside the app.
- KL#2587 - When switching scenes with KARMA not running, using the computer

keyboard, the Scene Matrix Grid in the RTControls Editor would sometimes display the wrong scenes.

- KL#2465.3 - when using the "Import To GE" Editor and importing GEs, if the Resolution menu was set to anything besides a 16th note, the resulting Rhythm Pattern in both Phases would be incorrectly set, with only the first column having the correct value, and the other 31 columns having a 16th note. All columns should be set to the same value as the first column.
- KL#2580 - Fixed a rare potential for crash on quit related to the Data Display Editor.
- KL#2576.2 - WINDOWS: Help file now properly displays (tm) symbol, left/right curly (smart) quotes.
- KL#2169.2 - WINDOWS: If you happen to crash during the first session, the KARMA.INI file will not get the smaller centered window dimensions, and next time you run it will be maximized. Therefore, store them immediately in the INI file when applying the first time.
- KL#2577 - when running in a VMWare Fusion 5 XP Virtual machine, The app will freeze on quitting because of the "Creative Sound Blaster MPU-401" emulated driver that VMWare creates. So we disable this port and ignore it.
- KL#0946.2 - WINDOWS: Fixed issue that cause the background of the windows to refresh white when revealed, instead of a darker color.
- KL#2570 FB#1350 - Clearing a bank in the Bank Display Editor in non-current Bank would erase the Performance or GE Menu.
- KL#0473.2 - improvements related to changing the phase pattern items in real-time from a longer to a shorter pattern, (example: let's say the drum GE has 16 items, and it is presently in step 11, and you change to 8 items, it would reset to step 1, instead of the more logical step 3.)
- KL#1731.2, KL#1731.3 - Fixed issue where the Scene Change Qtz Window might not change scenes in the correct place, if the GE Time Signature has been modified by the scene.
- KL#1731.4 - improvements related to allowing a slider to change the GE Time Signature in real-time, in the middle of a scene.
- KL#1731.5 - improvements related to allowing a slider to change the Performance Time Signature in real-time, in the middle of a scene.
- KL#1731.6 - improvements related to scene changes and Modules that have different time signatures and phase pattern step lengths that are multiples of each other.
- KL#1731.7 - When using a Performance Time Signature, if one of the module was set to 3/4 (example) and the other modules were set with longer time signatures, the ratio calculations would be off due to division rounding errors and the modules could drift out of sync.
- KL#0896.3 - Fixed a situation where loading a GE referencing non-existent Template banks puts up the out of range warning (OK), but then selecting a GE that does not (the first time) puts up the dialog as well.
- KL#2557 - pasting a GE into a location did not actually load it, which seems wrong.
- KL#2440.3 - the warning for deleting banks of GEs from a KDF where the current perf has out of range GEs has been changed to warn if any GE in the current Perf is no longer pointing at the same GE.

- KL#2440.2 - a warning for deleting banks of GEs from a KDF where the current perf has out of range GEs was being done even when deleting banks from a non-current KDF.
- KL#2556 - WINDOWS: the "Init Selected Performances" dialog in the SWGUI Bank Display page would be blank, because hiding some buttons would cause the background to draw over the remaining controls.
- KL#1595.5 - Arrow keys didn't work in the scroller for Import To GE Window.
- KL#1595.4 - Fixed: Page buttons and home/end didn't work in the Import To GE Window, when files with many notes are imported and provide scrollable material.
- KL#2552 - WINDOWS: fixed issue where a modal dialog when going up did not cause the main app window's title bar to disable. However, if you then selected a different app, and came back to KARMA, it would be disabled.
- KL#2551 - WINDOWS: If a Modal dialog with a Help button is up, like the MIDI port Manager and you bring the Help Window to the front, it may be partially obscured by the modal dialog, and when you close the modal, it remains unrefreshed.
- KL#2484.3 - Fixed issue in Help File with keyboard keys losing their functions when going to a highlighted link (because the cursor is in the file).
- KL#2550 - WINDOWS - fixed issue with 16-bit graphics and invalid output ports.
- KL#0955.2 - Fixed issue on WINDOWS, where if the Help Window is up, and you grab another window so that it becomes deactivated, if you swipe it or move it over non-custom scroll bars.
- KL#2546 - Fixed issue with the buttons at the top of the Help Window sometimes disappearing (on Windows) when the window is resized.
- KL#1518.4 - Fixed issues where the output User CC filters (Global MIDI Filter page) only worked if they were set the same as the input User CCs.
- KL#2536 - Import to GE would crash with the following situation:
 - Melodic default settings
 - turn on "split into 3 patterns"
 - all notes moved to the 3rd pattern by default split points
 - Create Vel Pat is on, with only pattern 1 selected (which has no notes)
 - press execute, crash from zero divide
- KL#1518.3 FB#1347 - Global MIDI Filter was not working on system real-time out messages. Turn on, still sends clock, start/stop etc.
- FB#1356 - Import To GE window's scroll bars would not enable with scrollable material, i.e. a drum pattern import with lots of different notes.
- KL#2128.2 - If you were on the Global MIDI Editor General page, and you change the global ports and channels so as to lose communication, then use the MIDI Setup Assistant to restore it, the port and channel settings would not be refreshed - unless you changed to another tab and back.
- KL#2482.2 - On Mac, the "Send SX Message" and "Send CC Message" Utility Dialogs did not respect the MIDI Port Manager and simply enabled all ports.
- KL#2460.2 - (Windows) noticed that, when clicking on the "Tutorials Folder" button in the First Launch dialog, if the tutorial folder is not located and it pops up the error dialog, the area underneath the error dialog will remain white (unrefreshed).
- KL#2501 - Toggle Mix/RTC View in Remote Mode was keyed to change off of == 127,

so if you tried to do it with a nanopad, you had to whack it at top velocity.
Made it > 0.

- KL#2496 - On Windows, could not open KARMA Motif as the same time as KARMA Oasys (assuming you had both).
- In Windows, when the Prefs dialog is up, if you change to another app that overlaps the window and then go back, the OK and Cancel buttons would get erased.
- KL#2494 - If you put the Motif's keyboard up or down 3 octaves, it was possible to index non-existent LEDs in the Activity Display KbdGrid, same in the Key Zones page. Would cause a crash.
- KL#2493 - When using an external controller to control the scene Compare feature, could get out of sync. Example: With a nanopad button set to perform the toggle, toggle it first so it's at the 127 position and the next press will set it to 0. Edit a scene. Press the nanopad button so it sends 0. This would cause it to "revert", yet we never backed up the scene, so it would load all initialized values. In this case, it should ignore the revert value of "0" because it's already essentially at 0. Another example: Set the nanopad so next press will send "127" (on). Edit a scene, then use the mouse to click the Compare button so it's on. Press the nanopad, it sends a 127 which blows out the scene edits because it's already at 127, and should be ignored.

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KARMA Motif 3.0.0 (193)	08 Jul 2012
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- Initial Release