

=====

KARMA M3 2.2.6 (148)

=====

09 Jul 2009

Bug Fixes:

KL#1388 - Fixed bug with broken MIDI file GE import (crash, end of file error).

KL#1383 - The "Import Note Maps from KDF File" function on the Note Map Menu button never worked on Windows, apparently, always giving an error message.

KL#1380 - Fixed a bug where storing any Template type other than Rhythm would crash.

KL#1340 - Fixed a bug with modules starting out of sync- when starting with say module 3 running only, the other muted modules may trigger first (and may be late according to the quantize count) but then when Mod 3 triggers, it was resetting the quantize count, so unmuting them they would be out of sync.

KL#1337 - Could not cancel a pending scene change on the grid by clicking the previously lit cell.

=====

KARMA M3 2.2.5 (146)

=====

16 May 2009

Important - Preload KDF file updated!:

- It was discovered that the default list of Module Names and Scene names in the originally released M3-Preload-v2.kdf file was incorrect. The version that comes with this release has been fixed. However, if you are using your own KDF files, or have modified the original M3-Preload-v2.kdf file, they may have the wrong default list of Module Names and Scene Names. Please read the description of the problem and the fix at:

<http://www.karma-lab.com/forum/showthread.php?t=15010>

Changes:

- Changed the default Chord Trigger Note Numbers to be 0~15, not 60~75

- KL#1214 - Made it so that the RTControl Preferences default to having transmit/receive checked, and the Program Changes front panel checked as well.

New Features:

- KL#1184 - Made M3, M50, respond to tempo change knob, when not externally synchronized.

- KL#1220 - Added a CC for Module Control in the RTC tab of Preferences.

- KL#1319 - Added "Reset Module Name List..." and "Reset Scene Name List..." commands to the KDF File's Menu Button.

Bug Fixes:

- KL#1318 - Fixed bug where Time Signature would get incorrectly converted when receiving a GE from M3, M50, or OASYS.

- KL#1317 - Fixed bug where getting a bank of GEs would incorrectly number the internal GE Markers for User GEs, causing the wrong bank to be selected when selecting a User GE.

- KL#1270 - pressing the stop key was clearing the blue row in the Scene Matrix. This was related to KL#1227, clearing the blinking cells.

- KL#1250 - fixed the fact that it would beep and dirty any KDF that had two Perf banks of the same type, on reading it in.
- KL#1249 - Fixed the Drum Row Solo feature - it was actually working across modules - if you soloed drum row 1 in one Module, and other modules were using Drum GEs or Melodic Drum GEs as well, that row would be soloed in all modules.
- KL#1242 - fixed issue where deleting a number of Perf or GE banks from a KDF file at the same time would result in NOT updating the KDF window, not dirtying the file. You had to resize the window to make it update.
- KL#1239 - Fixed bug where changing the number of Phase Pattern items via RTC Control or via editing the GE RTP in the Performance Editor would not update the number of steps in the Phase Pattern Grid in the GE Editor if that page was not showing, and you then selected it - it would have the wrong number of Pattern Steps displayed.
- KL#1238 - Fixed bug where writing resources (such as saving the prefs file by editing the prefs) could result in corrupt prefs file, because the app thought it was out of memory. This was happening on very large drives over 100GB or so. The number of free bytes was exceeding the scale of the integer used to store it.
- KL#1235 - Fixed issue where using MIDI Note Numbers to trigger the chord pads from an external controller would still match CCs; i.e. if you set a Chord Trigger to listen to MIDI Note # 41, and CC 41 made it into that function, it would trigger the Chord Button as well.
- KL#1234 - Loopback/crash problem when assigning Chord Buttons to be triggered by MIDI Notes, and the incoming note you are looking for happens to be one of the ones assigned to the Chord Trigger itself.
- Removed "Update MIDI Setup" item from MIDI Ins & Outs Editor Menu Button since it was unimplemented anyway - need to add back in future release.
- Made the INIT PE data have the Chord Trigger Channels on Global Channel GCh.
- KL#1229 - Fixed issue with chord pads set to the input channel of a module (and not global) not working correctly on KM50, and likely KM3 and KO as well.
- KL#1228 - Initializing the current Performance or GE would not properly display the name of the new RTCModel.
- KL#1227 - Setting up a pending scene change, so that the red LEDs were flashing in the RTC window, and then either turning off KARMA, stopping it with the Return Key, or selecting another performance would leave the RED Leds blinking and difficult to clear.
- KL#1226 - Improved handling of the "change Performance via Program Change" feature.
- KL#1225 - (M3/Oasys/M50) Noticed that the normal state of the Input section of the MIDI Ins & Outs Editor (with the input channels unavailable while set to Single Mode) does not accurately reflect how the Korg keyboards work. Changed to allow selection of different input channels for each module. Single/Multi now only affects the ports.
- Fixed title of tooltip for the Chord Trigger Editor, Transpose Semitones (missing).
- Changed item in RTControl Window Menu Button to say M3 instead of x4100.
- Fixed wrong tooltips for DTk Run row on top of scene matrix in RTC Editor (M3/M50), and labels for Link Scenes, Master RTC, and the numbers above the scene matrix. (M3/M50/Oasys)
- Fixed tooltips for Drum Track On/Off and DT Trigger Mode (M3/M50).

- KL#1222 - Made it so that you could not assign any of the RT Control CCs to do more than one thing at a time (not that this was ever useful) - improves code.
- KL#1221 - Adding code to convert earlier versions of prefs to the 143 version with the 8 CCs for scenes, and the CC for Module Control Layer.
- KL#1219 - When saving from the M3, M50, OASYS as a Standard MIDI File, the Import To GE Window would be unable to open it since it is a PC file and has no Mac File Type of Midi. Changed to allow opening all file types, and checking the first bytes of the file for SMF format.
- KL#1217 - Fixed bug that could cause a crash when using the Import To GE Editor, and importing patterns with greater than 32 steps and creating a Duration pattern.
- KL#1216 - fixed error that would cause it to report "file too long" on 64 bar files.
- KL#1215 - Made the Import To GE feature require format 0 MID files.
Also added error warnings for files containing sysex, or unable to find first MIDI event.
- KL#1210 - Operating DT Button on M50 was not operating it in the software when mirroring. same for M3. Also, the DT Switch Mode.
- KL#1206 - Fixed problem where, when mirroring and using the feature to select Performances from the front panel of the M50/M3/OASYS, changing modes from combi to prog (or vice versa) would not select anything. You had to actually choose a prog or combi to make it update. Now, we are attempting to remember the last combi/prog bank the user was in and switch to it upon a mode change.
- KL#1204 - Fixed potential crash when sending a bank of Performances via sysex from a non-current KDF File that had more banks than the current KDF file.
- KL#1203 - Improved handling of what happens when you are mirroring the software and choosing programs from the unit itself, and you select the GM Banks other than the first one - gave an option to stop seeing the warning dialog.
- KL#1198 (FB case 156) - Fixed issue with Chord Trigger buttons in KARMA software that are set to some other channel besides the RTC Receive channel, but not a module's input channel, not actually doing anything (they should send the notes out on that channel). An example is setting a pad to play a drum sound on channel 10.
- KL#1197 - more on KL#1105-A - fixed problem where, in Program Mode, with KARMA Off, the CCs for the Chord Triggers were being echoed thru, meaning that if there were different chords on the Chord Triggers as in the software, you would hear both of them at the same time. This would also happen on a Combi where one of the Modules was on the same channel as the Global Channel.
- KL#1196 - doing an average velocities on the chord triggers was not dirtying the perf.
- KL#1193 - Fixed crash on Windows when deleting a selection of banks. Improved the way it works when you deleted a bunch of banks.
- KL#1192 - Fixed bug (on Windows) where, if you had a KDF file that did not contain the normal M3 Preload GE Banks, and you were using the Import To GE Editor to create GEs, a byte-swap operation would be missed and the resulting GE data would be corrupted; as in completely wrong settings, and a crash when changing to the GE Editor WaveSequence window.
- KL#1191 - Fixed bug where pressing the default button on the Preferences RT Controls tab, then canceling, would not reset the edits.
- KL#1190 - Adding 8 scene CCs to the RT Controls preferences, and a checkbox

for selecting the special M50 Mode. Making this the default mode for M50.

- KL#1188 - Fixed a bug where selecting "Help" from a Menu Button to open a Chapter, then selecting the same thing again would put up a "Help Reference not located" error.
- KL#1187 - Tooltips were wrong or missing in the Templates Bank Display Window. Tooltip for GE Bank Display Bank Type was inaccurate.
- KL#1186 - Making the Drum Track ON/Off and Trigger Mode parameters (M3/M50) in the lower right of the Real-Time Controls editor actually reflect the current state of the stored PCM data in the KDF file. Also, have added storage of those two params in the Performance, which is only used for the Software version and not internally in the Korg Version.
- KL#1185 - When you use the GE Bank display and select "Initialize Selected GEs", or "Initialize This Bank", cancelling out of the RTC Model selection dialog still would perform the initializations.
- Fixed an issue where part of one of the outlines in the Import To GE Editor was being erased by a label.
- KL#1166 - Was not rejecting sysex messages if they didn't match the global port; hence if you had both a MIDI interface and a USB driver connected, you could process sysex messages twice.
- M3 Preload KDF File had wrong scene names - fixed them in the Preload.
- KL#1165 - Module Control Layer Change via sysex (mirroring) wasn't working on the M3. Neither was Pad Mode (Velocity/Fixed).
- KL#1163 - Fixed non-working menu item on GE Setup page Menu Button "GE Load Options". Affects M3, OASYS etc.
- KL#1155 - On OASYS, was not sending out a Local Control On when quitting the application in most cases.
- KL#1154 - Fixed the "Rename Korg Prog/Comb IDs function" to rename the Bank setting as well, in case you have pasted Performances from another bank into the current bank.
- More on KL#1099 - the escape key would not cancel a stuck sysex dialog that was the result of a send operation, just one that was the result of a receive operation.
- KL#1145 - discovered that the M3/M50 version was sending the DT Run status (sysex message to mute the DT during a scene change) 4 time every time, instead of just once.
- KL#1142 (M3) - was not adjusting the labels in the GE Send/Rcv dialogs that discuss how long it will take, for the Korg USB Driver.
- KL#1130 - Removed the maximize button from the Help Window (on Windows) due to the fact that it was buggy - the top buttons would disappear and not refresh.
- KL#1123 - If change the Chord Triggers to use Note Number in the Prefs, and close the Prefs, then reopen, the popup menus would be displaying CCs again, not note numbers.
- KL#1122 - When setting Chord Triggers in the KO Prefs to use Note Number, all the rest of the RTControls would be blocked from being operated via CCs from the control surface (mirroring).

=====

Documentation:

Updated "Import To GE" tutorial to reference the new "Drum Map" parameter.
Minor corrections and clarifications in all tutorials.

Updated Help File:

- Import To GE Editor: Drum Map parameter
- Menu Reference: removed "Save All (Update)"

New Features:

- Added option for selecting a GM drum map for splitting imported GE drum patterns, rather than just the +12 Korg Map.
- Added Pattern Rotate features to the Note Map Editor, allowing entire Note Maps to be shifted and transposed. For example, rotating once to the right and once in the up direction transposes the Note Map by a semitone.

Bug Fixes:

- KL#1121 - In the "Update User Program Bank Types" dialog, for the M3, it was displaying HD1/EXi instead of EDS/Radias.
- KL#1120 - Original KDF shipped with wrong number of Module Names. Now, when reading in the factory KDF, it checks to see if it has the correct number and fixes it if not.
- KL#1119 - Sending of Local Control On/Off during launch/quit of KARMA M3 was not working. However, Bypass would toggle it on/off.
- KL#1116 - Fixed issue with using non-standard CCs for the Gated CC in the Gated CC RTC Model. where switching from chopped to restrike might leave the CC at 0 instead of 127.
- KL#1115 - Added command to reset the file path to the RTC Model Data File in the GE Editor > RT Parm > Menu button.
- KL#1107 - discovered that Ctrl+E would open the Help File on the Mac, since it had same ASCII code as the help button. Fixed to use keyCode.
- KL#1105 - Fixed crash when importing certain .MID files in the Import To GE Editor, having very short notes.

More on KL#0916 - fixed issue that would cause (on Mac OS X) the user to receive a "RTC Model Data File" and "Waveform Data File" not located message when launching after performing an update to just the application piece.

- KL#1103 - Reading in a KGE file with no Template Banks would crash when trying to create the default bank.
- KL#1102 - Could not import KGE file exported by KM3 back in - was not correctly setting current version.
- KL#1101 - Fixed bug that was causing KM3 to crash when using the sliders and switches of the M3 and "mirroring" the control surface.

- KL#1100 – Fixed issue with not being able to transmit/receive GEs or Template Banks in the Windows Version.

=====

KARMA M3 2.2.0 (135)

=====

9 Oct 2008

- KL#1099 - Make a way to dismiss the sysex prog dialog if it gets stuck (no cancel button). Use ESC Key.
- KL#1098 - Fixed Windows with the Korg USB MIDI Driver to be able to send a bank quickly, instead of delaying between each prog/combi.
- KL#1097 - Added a time delay to the "Update User Program Bank Types" when using the Korg USB MIDI Driver so that it would actually take some time.
- KL#1095 - Fixed issue with checkbox to not show again missing from warning dialog when selecting Perfs in KARMA from the keyboard.
- Deleted the "Save All (Update)" menu item from the file menu.
- KL#1093 - fixed bug with checking user bank types on the M3, where it could get "stuck" by requesting a bank of the wrong type.
- KL#1092 - reported by 'proton' - Fixed bug where using the M3 Module would not allow the Program Changes to be "mirrored" according to the tutorial.
- KL#1091 - Making it so KARMA M3 can sense when the Korg USB MIDI Driver is being used, and control the packet delay time accordingly for sending MIDI Data; also the labels that say how long it takes to send/receive.
- KL#1090 - Added some tweaks to the plist upon the advice of someone on the carbon dev list, to handle icon issues better.

Updated Tutorials:

- Importing PCG Data
Added info about the Korg USB MIDI Driver, and background processing.
- Editing and Merging a Combi
Fixed reference to OASYS.
- Mirroring KM3 and M3
Updated to reference Korg USB MIDI Driver

=====

KARMA M3 2.2.0 (133)

=====

27 Sep 2008

Known issues:

- In the Real-Time Controls Editor, the Drum Track settings in the lower right corner do not accurately reflect the state of the settings in the Performance when it is loaded. They do work however, changing the parameters in the M3 remotely using SysEx. This shall be fixed in a later version. Note that the Drum Track settings are not actually part of KARMA, so somewhat fall out of the scope of this application; however, when working with the two of them together it's useful to be able to control them remotely.

- Help File is not complete. PDF Help File included is KARMA Oasys version.

Bug Fixes:

- KL#1088 - Made it so when you receive a Performance from the M3, all 24 of the other 32 scenes have the DT button turned on.

Then fixed the KDF data to turn all 24 of those on in all Performances.

- KL#1087 - Writing a Performance with PCG on the M3 didn't work correctly.
- KL#1086 - Individual Performance Merge via sysex was not properly implemented for M3.
- Fixed problem with kKarmaTooltip_1117 - Table of Contents in help file.
- Fixed the default waveform list to be the correct one for V2.
- Fixed typos and errors in the First Time Setup - KARMA M3 Chapter of the online help file. Completed one of the M3 Appendices chapters.

=====
KARMA M3 2.2.0 (132)

=====
16 Sep 2008
=====

Initial release.