

# ME

MUSIC WORKSTATION/SAMPLER

## Editor / Plug-In Editor Manual



# KORG

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# Introduction

Thank you for purchasing the M3. To help you get the most out of your new instrument, please read this manual carefully.

## Main features

The M3 Editor and the M3 Plug-In Editor are applications for Macintosh or Windows that allow you to edit the M3's EDS programs, RADIUS programs (if the EXB-RADIUS is installed), combinations, songs, KARMA settings, effects, and global settings.

The M3 Editor is a stand-alone editor.

The M3 Plug-In Editor is an editor that is compatible with the VST, Audio Units, or RTAS formats. It lets you use the M3 just like a plug-in instrument from within your DAW (Digital Audio Workstation) software or other host application.

By installing the EXB-FW FireWire option (sold separately), audio and MIDI data can be sent to and from your computer via a single FireWire cable. This will also allow the M3 to function as a true "plug-in" inside another audio recording/sequencing application.

## Please note before use

- Copyright to all software included in this product is the property of Korg Inc.
- The license agreement for this software is provided separately. You must read this license agreement before you install this software. Your installation of this software will be taken to indicate your acceptance of this agreement.

## M3 Editor and M3 Plug-In Editor operating requirements

### With audio capabilities (EXB-FW installed, and connected via FireWire cable)

*Note:* It is not possible to open and run multiple instances of the M3 Editor or M3 Plug-In Editor; this means that it is not possible to edit more than one M3 synthesizer simultaneously.

#### Windows:

- Computer
  - CPU: Pentium 4/ 2.4 GHz or better (Pentium D or Core Duo more is recommended)
  - Memory: 1 GB or more (2 GB or more is recommended)
  - Monitor: 1,024 x 768 pixels, 16-bit color or better
  - A computer with a IEEE 1394 (FireWire) port, that satisfies the requirements of Windows XP
- Operating system
  - Microsoft Windows XP Home Edition or Professional, Service Pack 2 or later

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## **Macintosh:**

- Computer  
CPU: PowerPC G4 1.4 GHz or better (Intel Mac is supported), G5 or Core Duo or better is recommended  
Memory: 1 GB or more (2 GB or more is recommended)  
Monitor: 1,024 x 768 pixels, 32,000 colors or better  
An Apple Macintosh with a FireWire port that satisfies the requirements of Mac OS X
- Operating system  
Mac OS X version 10.4.9 or later

## **Without audio capabilities (EXB-FW not installed or not in use)**

*Note:* It is not possible to open and run multiple instances of the M3 Editor or M3 Plug-In Editor; this means that it is not possible to edit more than one M3 synthesizer simultaneously.

## **Windows:**

- Computer  
CPU: Pentium III/1 GHz or better (Pentium D or Core Duo more is recommended)  
Memory: 512 MB or more (1 GB or more is recommended)  
Monitor: 1,024 x 768 pixels, 16-bit color or better  
A computer with a USB port, that satisfies the requirements of Windows XP
- Operating system  
Microsoft Windows XP Home Edition or Professional, Service Pack 2 or later

## **Macintosh:**

- Computer  
CPU: PowerPC G4 800 MHz or better (Intel Mac is supported), G5 or Core Duo or better is recommended  
Memory: 512 MB or more (1 GB or more is recommended)  
Monitor: 1,024 x 768 pixels, 32,000 colors or better  
An Apple Macintosh with a USB port that satisfies the requirements of Mac OS X
- Operating system  
Mac OS X version 10.4.9 or later

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# Installation

## Installation in Windows XP

To install M3 Editor and M3 Plug-In Editor into Windows XP, proceed as follows.

- ▲ If you want to connect the M3 to your computer via USB and use M3 Editor and M3 Plug-In Editor, you must install the Korg USB-MIDI Driver.
- ▲ If you've installed the EXB-FW in your M3 and want to connect it to your computer via FireWire and use the M3 Editor and M3 Plug-In Editor, you'll need to install the Korg EXB-FW Audio/MIDI Drive.

1 Insert the included CD-ROM into your computer's CD-ROM drive.  
Normally the "M3 Application Installer" will start up automatically.  
If your computer is set so the installer does not run automatically, double-click "KorgSetup.exe" on the CD-ROM.

2 From the list, select the applications that you want to install, and click [Install].



The applications you selected will be successively installed.

3 Follow the on-screen directions to install the desired applications such as M3 Editor.

- ▲ If you're using an M3 in which the EXB-FW is installed, installing the Korg EXB-USB Audio/MIDI Driver will allow you to use FireWire. Download the Korg EXB-USB Audio/MIDI Driver from the Korg website, and then install it.

4 When you've finished installing all the selected software, close the installer.

**Note:** For details on installing the Korg EXB-FW Audio/MIDI Driver, refer to "Installing the Korg EXB-FW Audio/MIDI Driver" in the section that follows.

**Note:** For details on installing the M3 Editor/Plug-In Editor, refer to "Installing the M3 Editor/Plug-In Editor" in the section that follows.

## Installing the Korg USB-MIDI driver

Refer to the operation guide for details on how to install the Korg USB-MIDI driver.

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## Installing the Korg EXB-FW Audio/MIDI Driver

- 1 Follow the on-screen directions for installing the Korg EXB-FW Audio/MIDI Driver. During the installation, there will be a dialog box regarding digital signatures, saying that "... has not passed Windows logo testing," but you should simply click [Continue].
  - ⚠ If you're using an M3 in which the EXB-FW is installed, installing the Korg EXB-USB Audio/MIDI Driver will allow you to use FireWire. Download the Korg EXB-USB Audio/MIDI Driver from the Korg website, and then install it.
  - ⚠ If you are unable to complete the installation, your computer may be set to prohibit the installation of digitally unsigned drivers. Check the settings of your computer as described below in "Allowing installation of digitally unsigned drivers."
- 2 When a screen like the following appears during installation of the Korg EXB-FW Audio/MIDI Driver, connect the FireWire cable and power-on the M3. When the M3 starts up, a dialog box regarding digital signing may appear; simply click [Continue] to proceed.

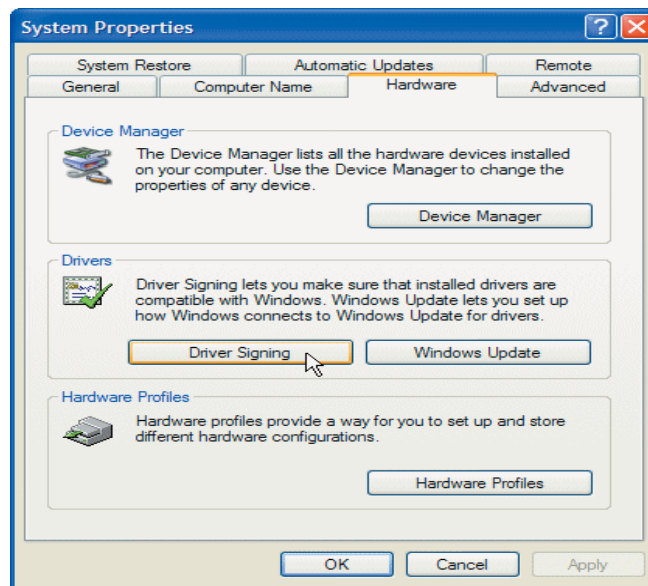


- 3 When the Korg EXB-FW Audio/MIDI Driver has been installed, close the installer.

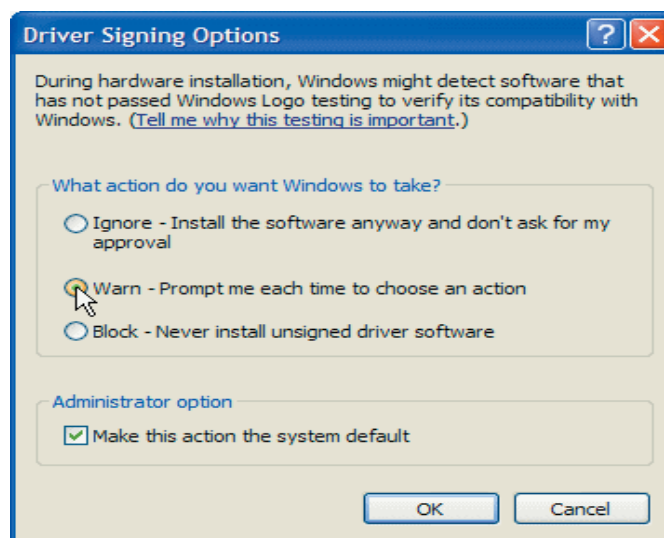
## Allowing installation of digitally unsigned drivers

If your computer is set to prohibit installation of digitally unsigned drivers, you won't be able to install the Korg EXB-FW Audio/MIDI Driver. Proceed as follows to change the setting so that the driver can be installed.

- 1 From the taskbar, click [Start] -> [Control Panel] to access the Control Panel.
- 2 In the Control Panel, double-click [System] and then click the [Hardware] tab.
- 3 In "Drivers," click [Driver Signing].



- 4 For “What action do you want Windows to take?”, choose either [Ignore] or [Warn], and click [OK].



*Note:* If necessary, return this setting to its previous state after you’ve finished installing the Korg EXB-FireWire Audio/MIDI Driver.

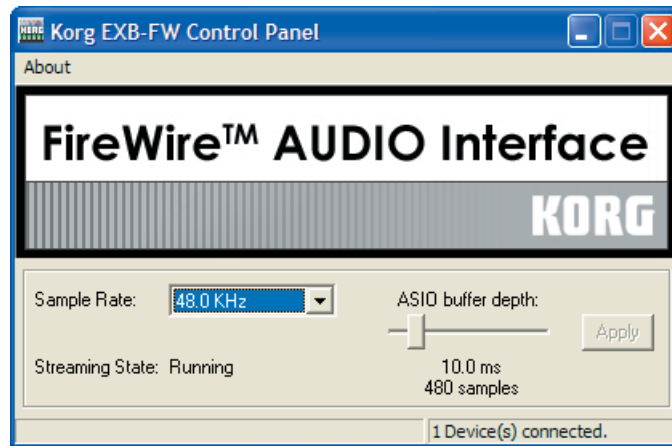
## Korg FireWire Audio Interface control panel

Here you can make ASIO/WDM driver settings for the FireWire-connected device.

To access this setting screen, you can either open the Windows Control Panel and double-click “KORG EXB-FireWire 1394 Audio,” or choose the Start menu item KORG EXB-FW FireWire Audio > KORG EXB-FireWire Control Panel to open the ASIO driver settings control panel.

- 🖱 Mac OS X does not have this control panel. You can make settings from your DAW software, or from “Audio MIDI Settings” which is located in Applications > Utilities.



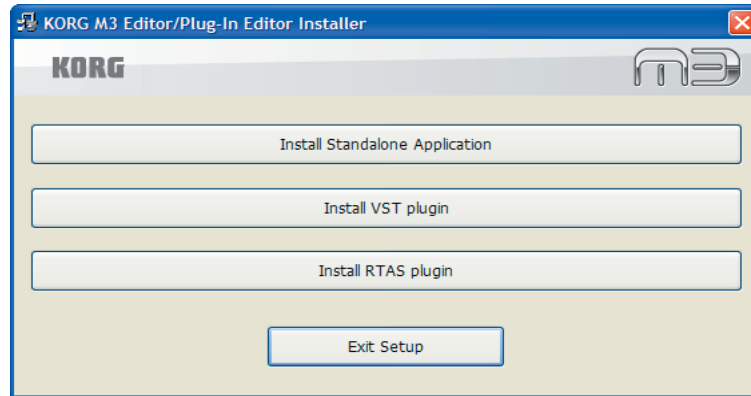


- 1 Select the sampling rate.
  - 2 Note the connection status.
  - 3 Specify the buffer size for the ASIO driver.
- ⚠ Larger buffer sizes will produce more stable operation, but will also increase the latency.
  - ⚠ You can't connect two or more M3 units to a single computer and use them simultaneously.

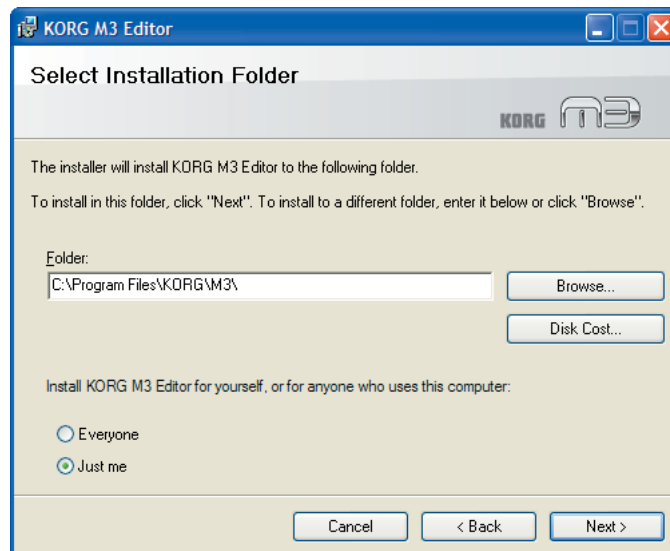
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# Installing the M3 Editor/Plug-In Editor

- 1 “M3 Editor/Plug-In Editor Installer” will appear.  
Successively select and install the Editor (Standalone), Plug-In Editor (VST), and/or Plug-In Editor (RTAS) as desired.  
For example if you want to install the stand-alone version, click [Install Standalone Application].



- 2 The M3 Editor screen will appear. Click [Next>].
- 3 The “Welcome to the M3 Editor setup wizard” screen will appear. Click [Next>].
- 4 “M3 Editor information” will appear. Read the displayed content, and click [Next>].
- 5 The “License agreement” will appear. Carefully read the contents, and if you agree, check “I accept the terms of the license agreement” and click [Next>].
- 6 The “Select installation folder” screen will appear. Choose the location and user(s) for which you want to install the software, and click [Next>].



- 7 “Verify installation” will appear. To proceed with the installation, click [Next>].  
Installation will begin.
- 8 If the installation was successful, click [Close].  
“M3 Editor/Plug-In Editor Installer” will appear.

---

**9** Next you will install the plug-in version(s) that you want to use. Using the procedure described above, begin with step 1 and install the plug-in version(s) that you want to use.

If you don't want to install the VST plug-in version or RTAS plug-in version, click [Exit Setup] to end the installation.


When you've finished installing the application(s) you want, click [Exit Setup] to exit the installer.

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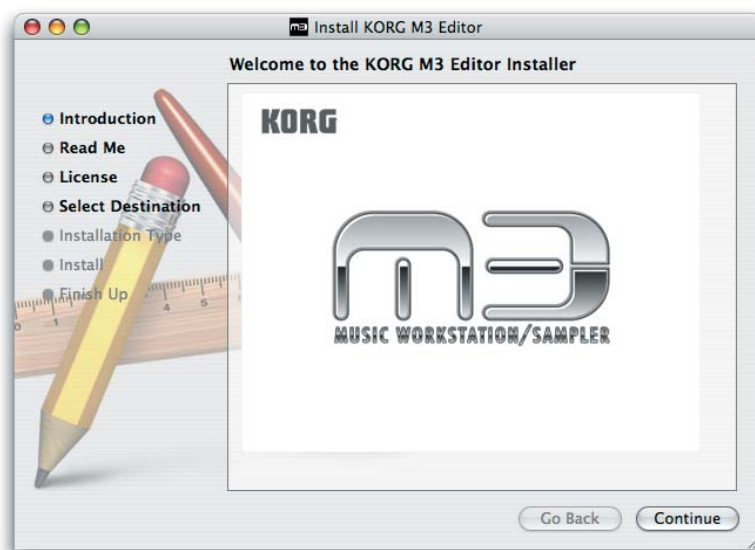
## Installation in Mac OS X

On Mac OS X, you only need to install the M3 Editor and the M3 Plug-In Editor. There is no need to install a driver in order to use FireWire Audio/MIDI.

To install the M3 Editor and M3 Plug-In Editor into Mac OS X, use the following procedure.

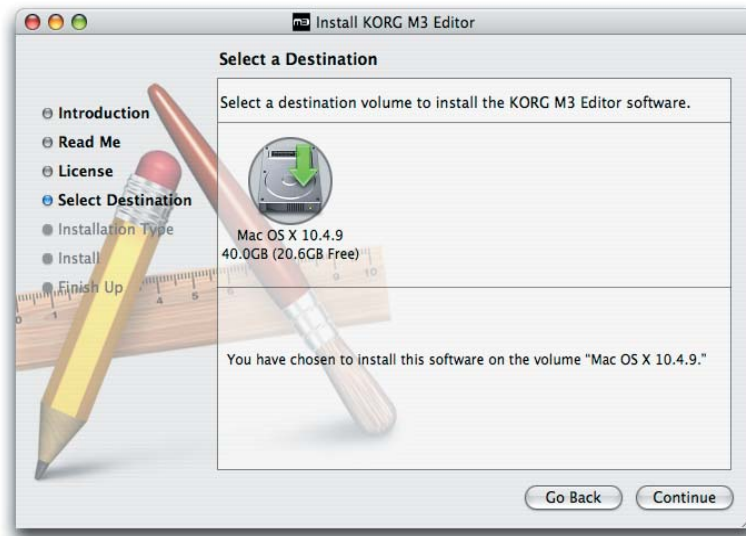
 You must install the KORG USB-MIDI Driver if you want to connect the M3 to your computer via USB and use the M3 Editor or M3 Plug-In Editor. (For details on installing the KORG USB-MIDI Driver, refer to the Operation Guide.)


- 1 Insert the included CD-ROM into your CD-ROM drive.
- 2 Start up the installer by double-clicking “M3 Editor Installer.pkg” located in the “M3 Editor” folder of the CD-ROM.
- 3 Depending on the version of your Mac’s operating system, a confirmation dialog box may appear at this point. If so, enter your password and click [OK].  
When the installer starts up, the following screen will appear. Click [Continue].



- 4 “Important information” will appear. Read the contents, and click [Continue].
- 5 The “License agreement” will appear. Carefully read the contents, and click [Continue].  
A dialog box will ask whether you accept the terms of the license agreement. If you accept, click [Agree].

- 
- 6 A screen where you can choose the “Installation destination” will appear. Choose the installation destination and click [Continue].



- 7 The “Easy Installation” dialog box will appear. Click [Install].
- 8 Depending on the version of your Mac’s operating system, a confirmation dialog box may appear at this point. If so, enter your password and click [OK].
- 9 When the installation has been successfully completed, click [Restart] to exit the installer.
-  You can’t connect two or more M3 units to a single computer and use them simultaneously.

*Note:* Under Mac OS X, the plug-in version will also be installed in the appropriate folder.

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# Setup

## Connection using a FireWire cable

### MIDI and audio settings on your computer

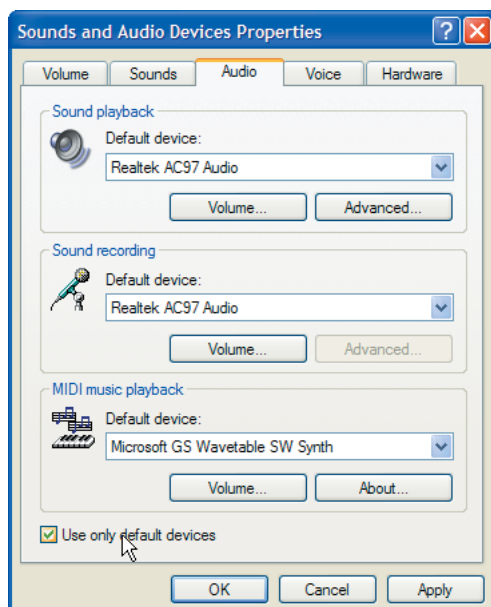
If you want to use the M3 Editor / Plug-In Editor to handle MIDI and audio data from an M3 equipped with the EXB-FW option (sold separately) and connected to your computer via a FireWire cable, you'll need to make system settings on your computer so that the computer system does not occupy those ports. You must also make audio input/output device settings for your host application to avoid damaging the speakers etc. that are connected to your computer. (p.19)

### Windows

- 1 Disconnect the FireWire cable between your M3 and computer.
- 2 From the Control Panel, start up "Sounds and Audio Devices." The Sounds and Audio Devices Properties dialog box will appear.
- 3 Click the Audio tab.
- 4 The current sound playback device is selected as the default device for sound playback. The current sound recording device is selected as the default device for sound recording.

The current MIDI playback device is selected as the default device for MIDI music playback.

In this state, select the "Use only default devices" check box located at the very bottom, and click the [Apply] button to save these settings. The "Use only default devices" setting is enabled, and the M3 port will not be selected as a "default device."



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## Mac

Use a FireWire cable to connect the M3 to your Mac, and start up Audio MIDI Setup.

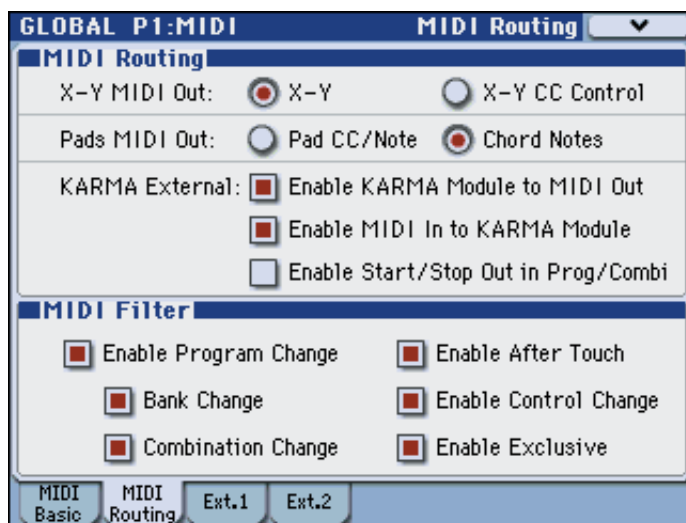
In system settings, make sure that the M3 is not selected as the “default input” (normally the internal mic), “default output” (normally the internal output), or “system output” (normally the internal output). If the M3 is selected here, the M3 Editor will not operate correctly.

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## M3 setup

Make sure that you've finished installing the KORG EXB-FW Audio/MIDI Driver.

- Make sure that the M3's Global mode MIDI Filter "Enable Exclusive" setting is on (the check box is selected). (With the factory settings, it will be on.)



## M3 Editor (stand-alone version) setup

- 1 Use a FireWire cable to connect the M3's FireWire connector to the FireWire (IEEE 1394) connector of your computer.
- 2 Start up the M3 Editor and verify that it's operating correctly.

### Windows

#### Starting up the M3 Editor

Navigate to the "KORG" folder -> "M3" folder, and double-click the "M3 Editor.exe" icon.

The "KORG" folder is in the location you selected during installation. By default it's in the "Program Files" folder.

Alternatively, you can start up the editor by clicking the taskbar [Start] button -> [All Programs] and then pointing to "KORG"-"M3"-"M3 Editor."

### Mac OS X

#### Starting up the M3 Editor

Navigate to the "Applications" folder - "KORG" folder - "M3" folder, and double-click the "M3 Editor" icon.

- 3 From the system menu, choose "Preferences."  
The preferences dialog box will show "Audio settings."

**Note:** The preference settings dialog box be displayed automatically at start-up the first time you start up, or if for some reason the preference settings have been cleared or the computer's system settings have changed.



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# Audio settings

- 1 Select the audio driver in “device type” or “device.”

## Windows

**ASIO:** The ASIO driver will be used. Since the ASIO driver allows the latency to be minimized, it will provide the best performance. If an ASIO driver is installed, we recommend that you use this setting.

**DirectSound:** DirectSound will be used. If no ASIO driver is installed in your computer, we recommend that you use this setting.

**MME:** MME (Multi Media Extension) will be used.



MME has greater latency than other settings, so we recommend that you use a setting other than MME.

## Mac

If an audio interface is installed in your computer, you'll be able to select the driver of that audio interface. If no audio interface is installed, “internal audio” will be your only choice.

- 2 Make audio output settings.

## Windows

**If you've selected ASIO as the “device type.”**

- “Driver name:” Selects the driver (device).
- “Sampling rate”: Specifies the sampling rate. The range will depend on the device you selected in “Driver name.”
- “Output channels”: Specifies the output channels. This will always be a pair such as 1-2 or 3-4. The settings will depend on the device you selected in “Driver name.”
- “Input channels”: Specifies the input channels. This will always be a pair such as 1-2 or 3-4. The settings will depend on the device you selected in “Driver name.”
- “Clock source”: Selects the clock source for the audio. The settings will depend on the device you selected in “Driver name.”
- “ASIO settings panel”: You can click this to open the settings panel for the ASIO driver. The specifications and operation will depend on the driver you use. For details, refer to the owner's manual for the audio interface you're using.



You won't be able to select this if an ASIO driver has not been installed in your computer. It will be unavailable.

**If you've selected DirectSound or MME as the “device type”**

- “Output driver name”: Selects the driver (device) that will be used for output. In some cases, the same driver will be displayed multiple times. Select one of them.
- “Input driver name”: Selects the driver (device) that will be used for input. In some cases, the same driver will be displayed multiple times. Select one of them.
- “Bit depth / Rate / Channels”: Selects the audio format. The range will depend on the device you selected in “Input driver name.”
- “Number of buffers”: Specifies the number of buffers used for audio processing. A higher number will make operation more stable, but will also increase the latency.
- “Number of samples”: Specifies the number of samples in each buffer. A higher number will make operation more stable, but will also increase the latency.

**Note:** Latency is the time from when the computer receives the note-on message until sound is produced. Latency is determined by the number of samples per buffer multiplied by the number of buffers. Set the “Number of buffers” and the “Number of samples” to the lowest

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value that will still allow stable operation.

**Note:** Refer to the owner's manual of your audio interface for details on audio interface settings.

## Mac

- "Bit depth / Rate / Channels": Selects the audio format. The range will depend on the device you selected in "Device."
- "Input channels": This selection will be available if the device has inputs. This will always be a pair such as 1-2 or 3-4. The settings will depend on the device you selected in "Driver name."
- "Output channels": If you've selected "Internal audio," the only available setting will be Output1/Output2.  
If an audio interface is installed in your computer, other choices will also be available.
- "Clock source": Selects the clock source. The indication will depend on the device you selected in Driver Name. This selection will be unavailable for internal audio and other devices that do not have a clock source.
- "Buffer size": Specifies the buffer size for audio processing. Higher settings will produce more stable operation, but will also increase the latency.
- "Latency": This displays the latency. The latency will depend on the "Buffer size" setting.

**Note:** Latency is the time from when the computer receives the note-on message until sound is produced. Latency is determined by the buffer size. Set the "Buffer size" to produce the lowest latency that will still allow stable operation.

**Note:** Refer to the owner's manual of your audio interface for details on audio interface settings.

## Other settings

- 1 Click the "Other" tab.  
The "Auto stop" settings will appear.
- 2 In "Auto stop," make the desired setting for the automatic stop function.  
The auto stop function can automatically stop the audio depending on the CPU load of the computer. (This is the same operation as when you execute "Stop audio" from the "System menu.") If you want to use the auto stop function, select "Enable auto stop," and specify the load threshold in "Specify load percentage." Audio will stop if the CPU load exceeds this threshold during operation. If the audio has been stopped by the auto stop function, choose "Play audio" from the "System" menu. Audio playback will resume.
  - 🔊 If the audio stops frequently, lighten the CPU load by reducing the sampling rate, etc.
  - 🔊 If you don't use the auto stop function, the computer will attempt to continue playing audio as far as possible, but depending on the hardware you're using, you may experience problems such as the mouse becoming unresponsive when the audio processing load is high.
- 3 Click "OK" to complete the preference settings.

---

## M3 Editor settings

Make sure that the M3 is connected to your computer via a FireWire cable.

The first time you start up the M3 Editor, you will see a message of “M3 Hardware not found. Rescan all the MIDI devices?” Click [OK] to begin scanning your system. MIDI and audio settings will be automatically made to allow the M3’s data to be received and transmitted, and these settings will be saved. In the GLOBAL mode Software Setup page, check the MIDI and audio settings in the MIDI Settings and Audio Settings areas (ⓘp.53). If you change these settings, save your changes, and they will take effect the next time you start up.

**Note:** the M3 Editor (standalone version) can also be used as an effect processor (with the same functionality as a Plug-In Fx). For details, refer to the plug-in effect (ⓘp.17).

## M3 Plug-In Editor setup

If you use a FireWire cable to connect your computer to an M3 equipped with the EXB-FW option, the M3 Plug-In Editor will be able to directly handle the M3’s audio data, meaning that your host application will be able to handle the M3’s audio data. This lets you use the M3 just like a plug-in synthesizer inside your host application.

### About the plug-in instrument and plug-in effect

In addition to the M3 Plug-In Editor which operates as a plug-in instrument within your host application, there is also an M3 Plug-In Fx which operates as a plug-in effect, letting you use the M3 as an effect processor that can be used as an insert or a master effect within your host application.

**Note:** You can’t run the M3 Plug-In Editor and M3 Plug-In Fx simultaneously. Like the M3 itself, the M3 Plug-In Editor provides both L/R audio output and Individual 1/2/3/4 audio outputs (provided that you use a host application that can support this).

The M3 Plug-In Fx has two audio input channels and two audio output channels. For the audio outputs, you have three choices: L/R, Individual 1/2, or 3/4 (ⓘp.55).

The M3 Plug-In Editor supports the following six plug-in formats.

VST and VSTi

AudioUnit Effect and AudioUnit Instrument (both Mac only)

RTAS and RTAS Instrument

The operation of the M3 Plug-In Editor will differ slightly depending on the plug-in format and on limitations of your host application.

### Plug-In Instrument

In all formats, this will be named “M3 Plug-In Editor.” It will be a plug-in that supports multi-channel audio output.

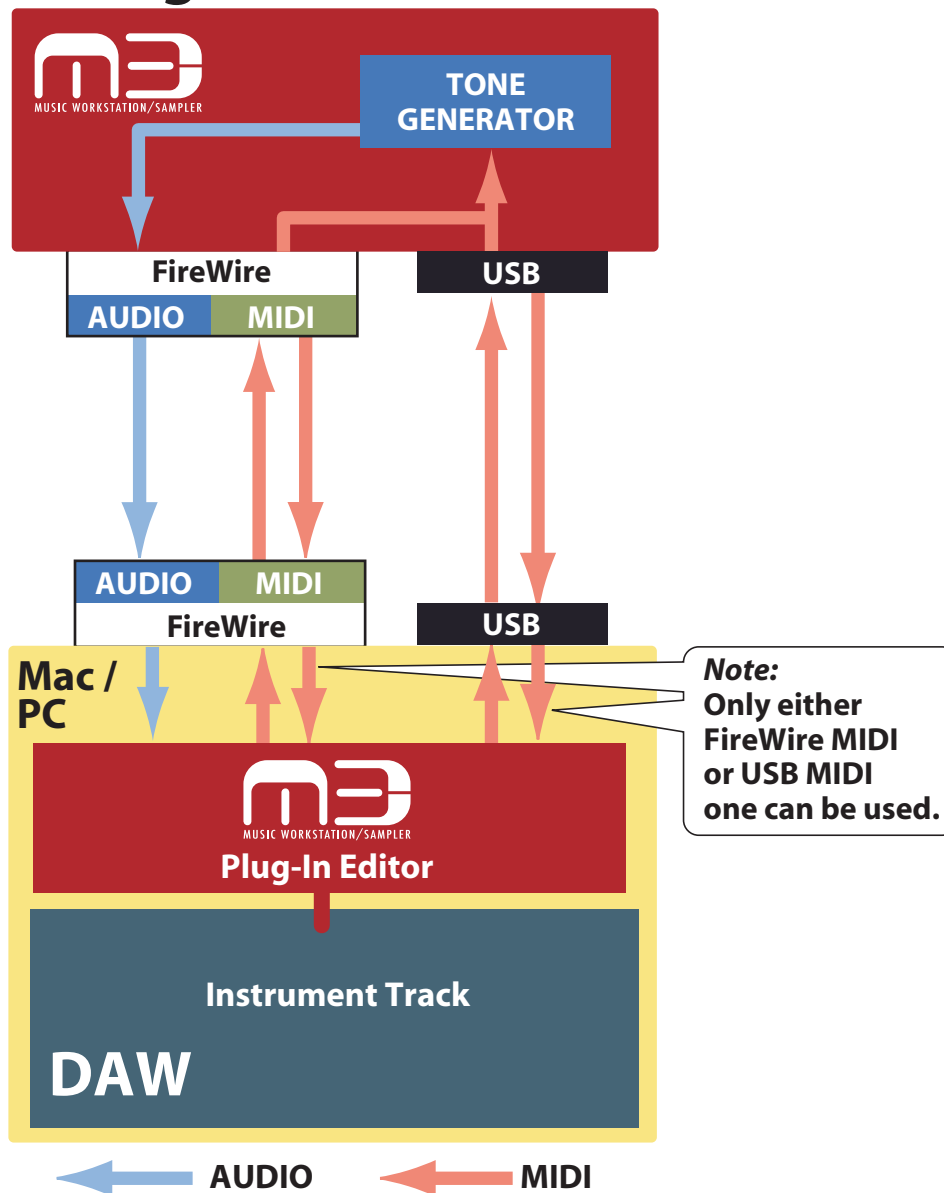
VSTi .....Audio In 0 ch. / Out 6 ch., MIDI IN & MIDI OUT

AudioUnit Instrument (Mac only) .....Audio In 0 ch. / Out 6ch, MIDI IN

RTAS Instrument .....Audio in 0 ch. / Out 6 ch., MIDI IN

**Note:** For details on multi-channel audio output settings, refer to the owner’s manual of your DAW.

## Plug-In Instrument



## Plug-In Effect

In all formats, this will be named “M3 Plug-In Fx.” It will operate as a stereo-in/stereo-out effect according to the specifications for a track insert effect in your DAW.

VST .....Audio In 2 ch. / Out 2 ch., MIDI IN & MIDI OUT


AudioUnit (Mac only) .....Audio In 2 ch. / Out 2 ch., MIDI IN

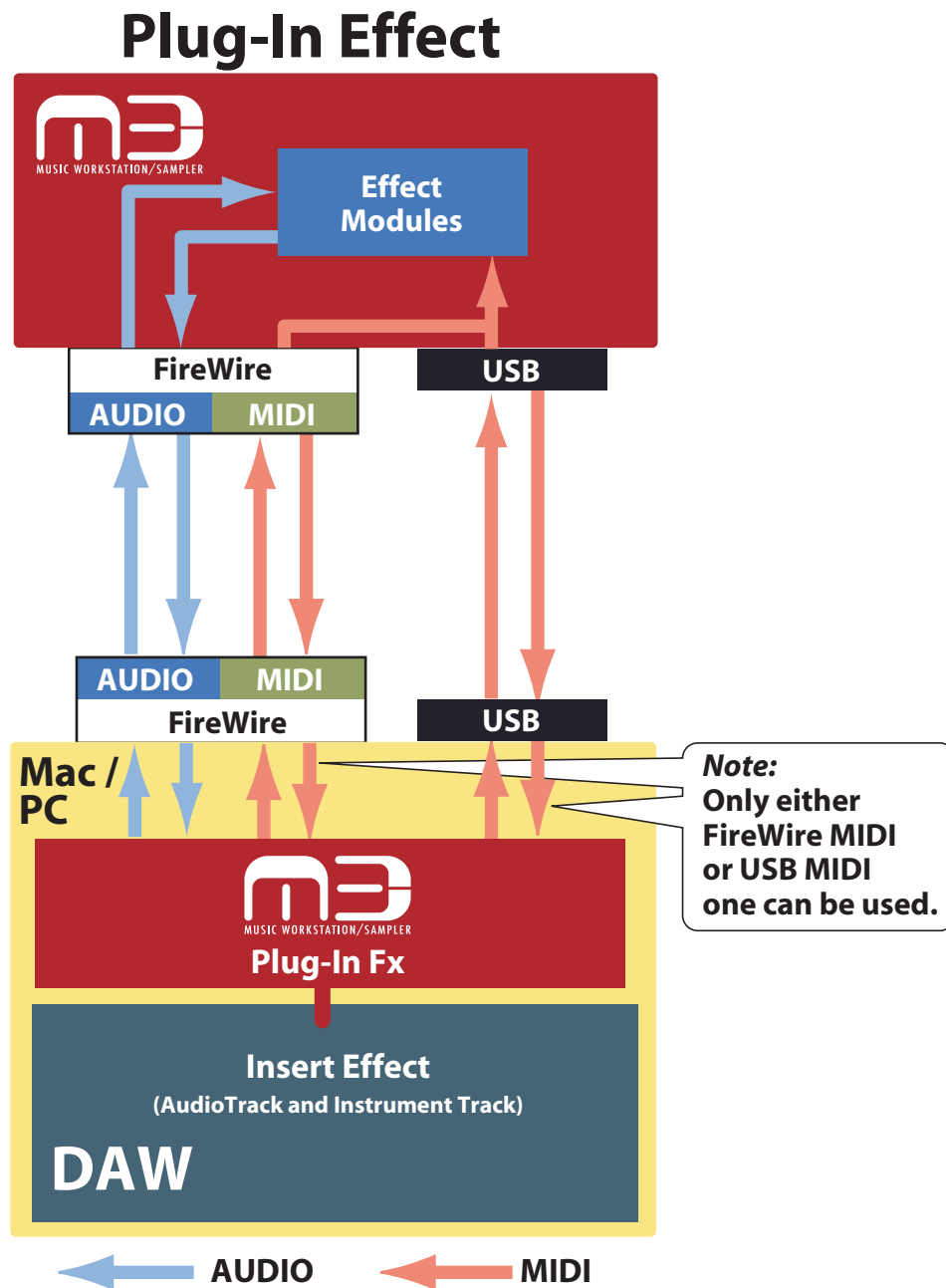
RTAS.....Audio In 2 ch. / Out 2 ch., MIDI IN

**Note:** The GLOBAL mode Software Setup parameter “Audio Output” specifies which of the M3’s outputs will be assigned to the 2 channel audio output of the plug-in effect (p.55).

**Note:** The MIDI OUT of the VST or VSTi is determined by the “Send M3’s MIDI Out data to the host application” setting located in GLOBAL mode Software Setup (p.54).

**Note:** The Plug-In Fx settings are also used when you sample in the digital domain by sending audio to the M3 via FireWire and using the M3’s sampling function.

 You cannot run the M3 Plug-In Editor and the M3 Plug-In Fx at the same time.



If you're using the M3 Plug-In Fx or M3 Editor (stand-alone version) as an effect processor, you must not only assign the audio data to the M3 Plug-In Fx (in your DAW or in the Audio Device settings of the stand-alone version), but must also enable FireWire for the M3's audio input.

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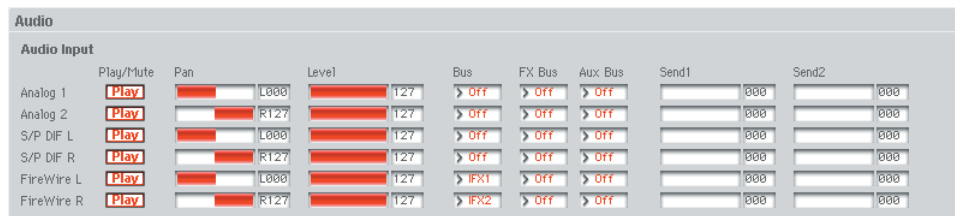
## Connecting FireWire to the M3's effect input

- Input Mixer settings

These settings are made individually for Program, Combination, and Sequencer mode.

If the "Use Global Setting" parameter is Off in the Play/Audio Input tab of each mode, make these settings in the Audio Input tab.

If "Use Global Setting" is On, make these settings in the Audio Input section of the Basic/System tab in Global mode.



In this example, we will assign the FireWire L/FireWire R signal to the M3's internal buses.

Bus Select: The FireWire signal will be directly mixed to the internal bus.

FX Bus: The FireWire signal will be input to the FX Bus 1/2 of the effect. Choose this setting for the modulator input of the 156:Vocoder effect program, etc.

Send1/Send2: The FireWire signal will be input to the Send bus of MFX1/MFX2.

## Connecting FireWire to the M3's EXB-RADIAS option

If you want to use the FireWire input as the Audio In oscillator or as the vocoder input, make the following settings.

Turn off the FireWire input in the Input Mixer.

Set the Audio In Source parameter Audio Inputs to FireWire L/R.



For details on enabling the FireWire audio input, refer to the M3 owner's manual.

## Host application settings

**The settings of your host application include settings for the audio input/output device used by the host application. Do not assign the M3 audio to these settings.** The M3 Plug-In Editor will use the M3 audio, so if you set the host application to use the M3 audio at the same time, the audio signal will be looped, possibly damaging the speakers etc. that are connected to your computer. Never use the M3 audio as the audio setting for your host application. Also, it's a good idea to make audio settings for your host application before you start up the M3 Plug-In Editor. (An exception to this is Pro Tools LE, which uses its own dedicated audio device.)

The following material explains how to start up the M3 Plug-In Editor in your host application and make the appropriate settings for it to operate properly. Please proceed to the specific explanation for the system you're using.

---

## Apple - Logic Pro 7

### Using the M3 as a plug-in instrument

- 1 Start up Logic Pro.
- 2 Open the mixer window, and click Input in the I/O settings of an instrument track. From the list, choose Stereo>AU Instruments>KORG>M3 Plug-In Editor. L/R will be output to this track.



Audio Instrument Track

- 3 If you want to use multi-channel output, click Input in the I/O settings of the instrument track, and from the list, choose Multi-channel >AU Instruments>KORG>M3 Plug-In Editor. L/R will be output to this track.  
Next open the Environment window. If you're using the Individual outputs, create an AUX track in the Environment window, click Input in the I/O settings, and select the Individual channels for Instrument>M3 Plug-In.  
If you've specified the AUX track as mono, you'll be able to choose from M3 Plug-In 3/4/5/6.  
If you've specified the AUX track as stereo, you'll be able to choose M3 Plug-In 3-4 or M3 Plug-In 5-6.



---


## Using the M3 as a plug-in effect

- 1 Start up Logic Pro.
- 2 Open the window that shows the desired track, click the Inserts box for that track, and from the list choose Stereo (or Monaural -> Stereo) >Audio Units>KORG>M3 Plug-In Ex.

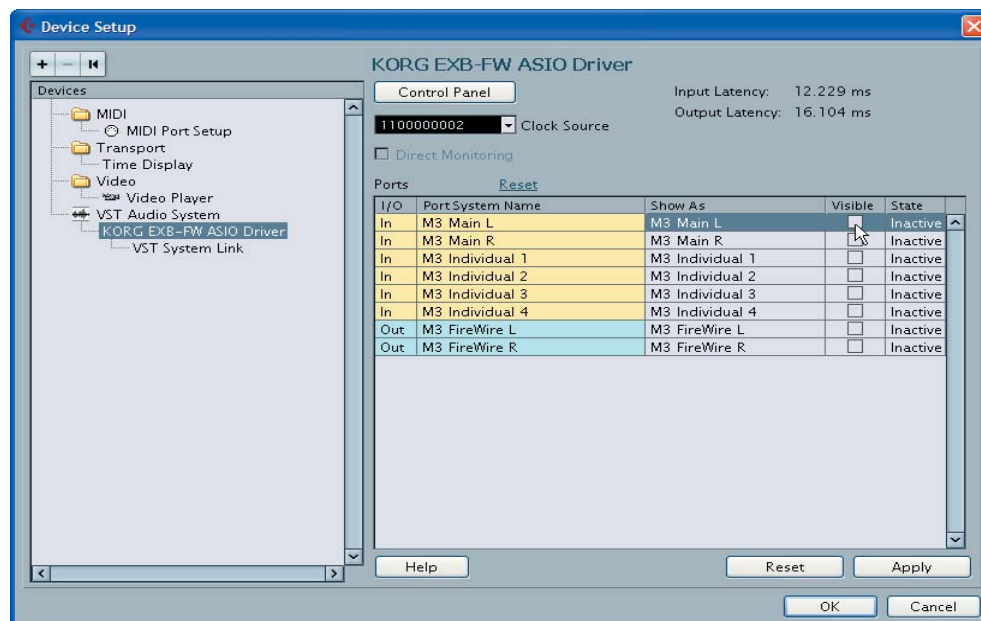




## Steinberg - Cubase 4

-  Start up Cubase 4, and from the menu choose “Devices” -> “Device Setup.” In VST Audio System, make sure that M3 (KORG EXB-FW ASIO Driver) is not selected as the audio device, regardless of the driver type.  
If you’re using only the ASIO driver, you can make the following settings to prevent the M3 from being accidentally specified.

- 1 Start up Cubase 4.
- 2 From the Devices menu, choose Device Setup. In VST Audio System, select the KORG EXB-FW ASIO Driver as the ASIO Driver. Then clear the Visible checkmarks for all of the M3 I/O ports shown in the KORG EXB-FW ASIO Driver setting.

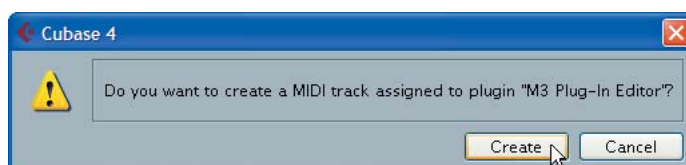


### Using the M3 as a plug-in instrument

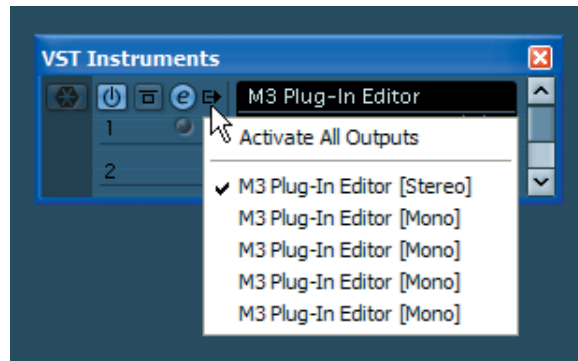
- 1 Start up Cubase 4 and open a session.
- 2 In the VST instrument window, start up “M3 Plug-In Editor.”



- 3 You can also create a MIDI track at this time. Press the [Create] button to create a MIDI track and automatically assign the M3 Plug-In Editor to that MIDI track.



- 4 If you want to use multi-channel output, click the input channel icon in the VST Instruments window and check the output channels that you want to use, or click “Activate All Outputs” to activate all output channels. The [Stereo] at the top corresponds to Main L/R, and the following four [Mono] items correspond respectively to Individual 1/2/3/4.



- 5 These settings will create a track for each channel.



- 6 In the Mixer window, specify the output destination, level, and pan for each track.



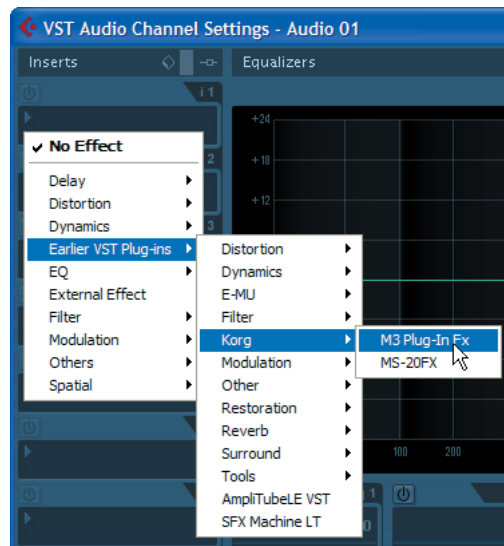
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## Using the M3 as a plug-in effect

- 1 Start up Cubase 4 and open a session.
- 2 Create an audio track.  
Click the “Edit Channel Settings” button of the desired track to open the Audio Channel Settings dialog box.



- 3 In the Inserts settings box, choose “M3 Plug-In Fx.”



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## Ableton - Live 6

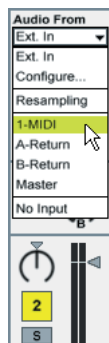
- 🔊 Start up Live, and from the menu choose “Option” -> “Preferences” -> Audio,” and verify that M3 (KORG EXB-FW ASIO Driver) is not selected as the audio device, regardless of the driver type.

### Using the M3 as a plug-in instrument

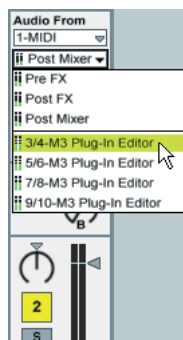
- 1 Start up Live 6 and open a Live set. Choose View -> Session.
- 2 Open the Plug-in Devices browser. From the KORG folder, drag “M3 Plug-In Editor” and drop it onto the MIDI track you’re using. The editor will start up. Audio outputs L/R will be input to Master. In the MIDI track view, verify that “M3 Plug-In Editor” is running.



- 3 If you want to use multi-channel output, create an audio track. In the Audio From field of the audio track, select the MIDI track for which “M3 Plug-In Editor” started up.



- 4 As the audio track’s routing point, you’ll be able to select Individual output. Select the “M3 Plug-In Editor” output that you want to input to the audio track. From top to bottom, the choices will be Individual 1/2/3/4 (each is a mono output).



- 5 Turn each Monitor “In” setting ON, and you’ll be able to hear the M3’s audio signal.



### Using the M3 as a plug-in effect

- 1 Start up Live 6 and open a Live set. Choose View -> Session.
  - 2 Open the Plug-In Devices browser. From the KORG folder, drag “M3 Plug-In Fx” and drop it onto the track in which you want to use it as an audio effect.
- To use the M3 Plug-In Fx in an audio track  
Drop M3 Plug-In Fx onto the audio track in which you want to use it.



Turn the Monitor “In” ON, and you’ll hear the M3’s effect signal.



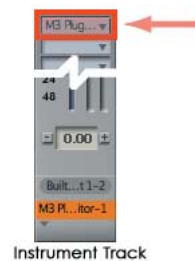
- To use the M3 Plug-In Fx in a MIDI track to which a VSTi is assigned  
Drop M3 Plug-In Fx onto the MIDI track.  
This lets you apply the M3 Plug-In Fx effect to the audio signal of the VSTi.



## MOTU - Digital Performer 5

### Using the M3 as a plug-in instrument

- 1 Start up Digital Performer 5.
- 2 Create an instrument track. Add M3 Plug-In Editor (stereo).  
The audio output L/R will be input to this track.

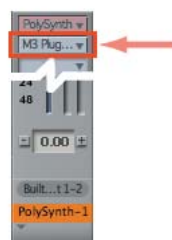


- 3 Create a MIDI track. Select "M3 Plug-In Editor" as the OUT for the MIDI track.



### Using the M3 as a plug-in effect

- 1 Start up Digital Performer 5.
- 2 Click the insert effect box of the track into which you want to insert the effect, and select the M3 Plug-In Fx (stereo or mono to stereo) from the list.



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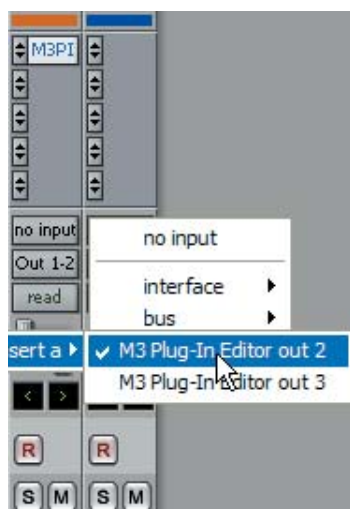
## Digidesign - Pro Tools LE 7

### Using the M3 as a plug-in instrument

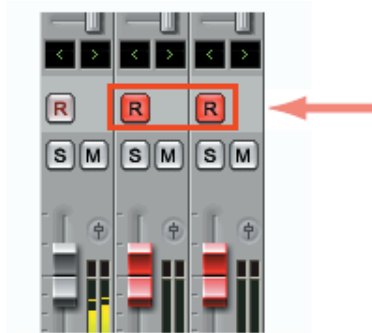
- 1 Start up Pro Tools LE 7, and open a session.
- 2 Create an instrument track, and choose "M3 Plug-In Editor" from the multi-channel plug-in Instruments list. It will start up.  
Audio output L/R will be input to Output 1-2.



- 3 If you want to use multi-channel output, create an audio track. For the audio track's IN, choose "plug-in" -> "M3 Plug-In Editor Insert a" -> "M3 Plug-In Editor out 2." The Individual output 1/2 will be input to this track.

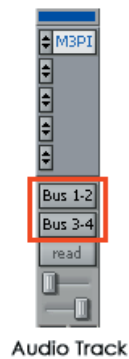


- 4 Create another audio track in the same way. For the audio track's IN, choose "plug-in" -> "M3 Plug-In Editor Insert a" -> "M3 Plug-In Editor out 3." The Individual output 3/4 will be input to this track.
- 5 If you want the Individual output to be input to the audio track, turn the REC button ON so that you can hear the M3's audio signal.

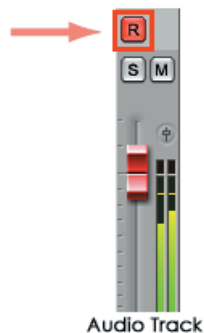


### Using the M3 as a plug-in effect

- 1 Start up Pro Tools 7 LE, and open a session.
- 2 Create an audio track, and start up “M3 Plug-In Fx” from the multi-channel plug-in Others list. Then select the source that will be input to that track’s IN, and select the output bus etc. that will be the output destination for that track’s OUT. Make routing settings within the M3 so that the FireWire audio input will be input to the M3’s effect.



- 3 Turn the REC button ON so that you can hear the M3’s effect signal.





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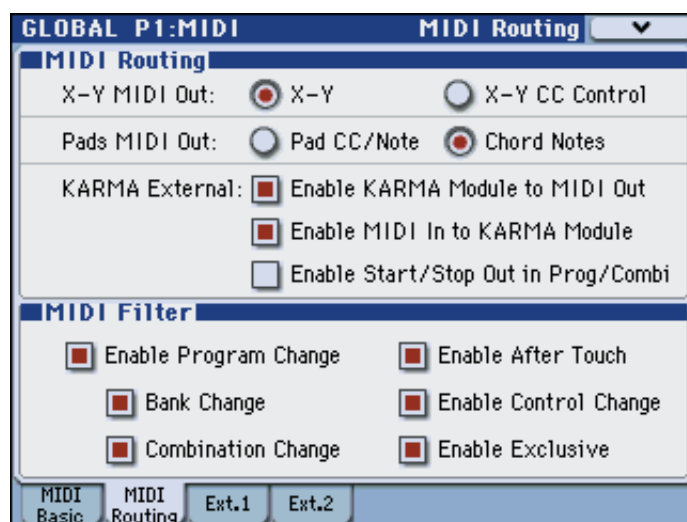
## Connections without using a FireWire cable (connection via USB cable)

### M3 setup

If you want to use the M3 Editor with the M3 connected to your computer via USB, you must make sure that you have finished installing and setting-up the KORG USB-MIDI Driver before you start up the M3 Editor.

 For details on installing the KORG USB-MIDI Driver, refer to the Operation Guide.

- 1 Use a USB cable to connect the M3's USB B connector to the USB port of your computer.
- 2 In the M3's Global mode, make sure that MIDI Filter "Enable Exclusive" is on (the check box should be checked). (The factory setting is on.)



### M3 Editor (stand-alone version) setup

Start up the M3 Editor and verify that it's operating correctly.

#### Windows

##### Starting up the M3 Editor

Navigate to the "KORG" folder -> "M3" folder, and double-click the "M3 Editor.exe" icon.

The "KORG" folder is in the location you selected during installation. By default it's in the "Program Files" folder.

Alternatively, you can start up the editor by clicking the taskbar [Start] button -> [All Programs] and then pointing to "KORG"->"M3"->"M3 Editor."

#### Mac OS X

##### Starting up the M3 Editor

Navigate to the "Applications" folder - "KORG" folder - "M3" folder, and double-click the "M3 Editor" icon.

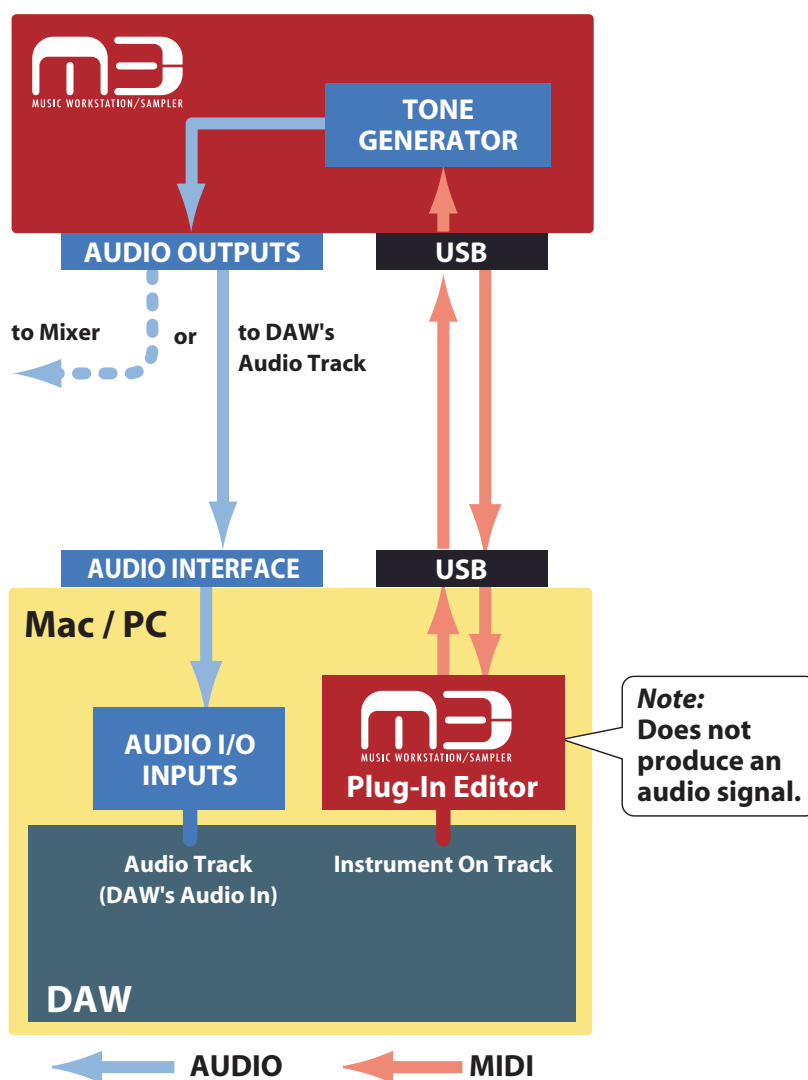
## Setting up the M3 Plug-In Editor

This section explains how to set up the M3 Plug-In Editor in your host application and make settings so that it will operate correctly. Make settings as appropriate for your system and setup.

### About the M3 Plug-In Editor

The M3 Plug-In Editor sends and receives only parameter data to and from the M3. Unlike typical plug-in instruments, the M3 Plug-In Editor does not produce an audio signal. Your M3 will output audio signals when the M3 Plug-In Editor sends it MIDI messages.

If you want to send the M3's audio signal to an audio track of your host application and use it in conjunction with a plug-in effect etc., refer to "Using your host application to control the M3's audio signal" (p.32)

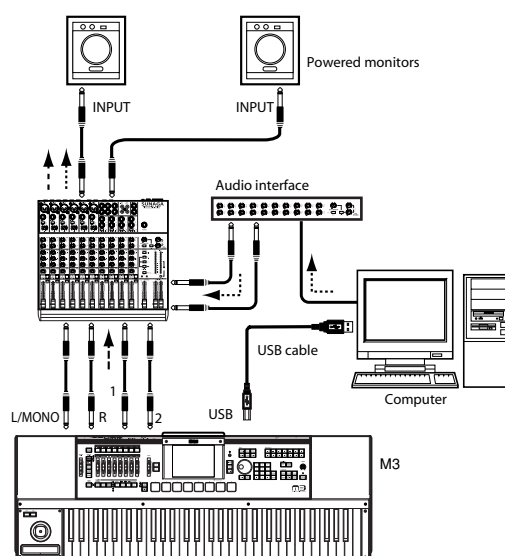


**Note:** Because the M3 Plug-In Editor does not handle audio signals, you can't insert a plug-in effect into the channel of the track in which the M3 Plug-In Editor is inserted, or send its audio signal via a send or bus.

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## Using an external mixer to control the M3's audio signal

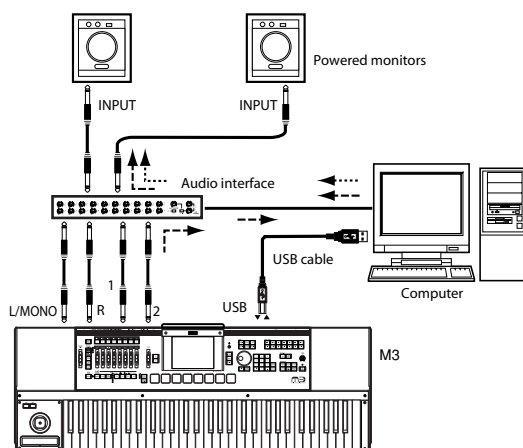
If you want to mix the M3's audio signals with the audio signals sent from your host application via your audio interface, or with audio signals from another sound module, make connections as shown below.



**Note:** If you're using only the module portion of the M3 (M3-M) as a sound module, you'll need to connect a master keyboard (master keyboard → M3)

## Using your host application to control the M3's audio signal

If you want to apply a plug-in effect to the M3's audio signal, or to control the M3's audio signal in your host application along with other audio tracks, connect the M3 to your audio interface and route the audio signal into your host application. Refer to the example explanations for various popular host applications on the following pages.



**Note:** For details on creating audio tracks, MIDI tracks, and plug-in instrument tracks, and on how to perform operations and make settings in your host application, refer to the host application's owner's manual.

**Note:** If you're using only the module portion of the M3 as a sound module, you'll need to connect a master keyboard (master keyboard → M3)

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## Host application settings

The following material explains how to start up the M3 Plug-In Editor in your host application and make the appropriate settings for it to operate properly. Please proceed to the specific explanation for the system you're using.

### Apple - Logic Pro 7

- 1 Start up Logic Pro 7.
- 2 Create an audio instrument track, and start up "M3 Plug-In Editor."



- 3 To route the M3's audio signal into Logic Pro 7, create an audio track or an audio AUX track. As the I/O source for that track, select the audio interface input to which you've connected the M3's audio signal.

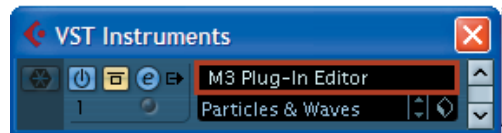


- 
- 4 If you're routing the M3's audio signal to an audio track, turn the REC button on so that you can hear the audio signal.  
If you are routing the M3's audio signal to an audio AUX track, this setting is not necessary.



## Steinberg - Cubase 4

- 1 Start up Cubase 4 and create a project.
- 2 In the VST Instruments window, start up "M3 Plug-In Editor."



- 3 Create a MIDI track. As the output of that MIDI track, choose "M3 Plug-In Editor" which you started up in the VST Instruments window.



- 4 To route the M3's audio signal to Cubase 4, create an audio track. As the input of the track, select the audio interface input to which you've connected the M3's audio signal.

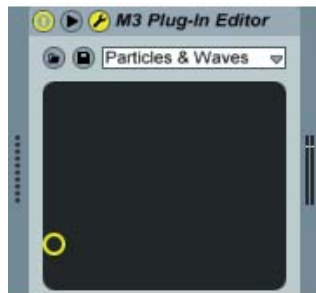


- 5 Turn the Monitor button on so that you can hear the audio signal.

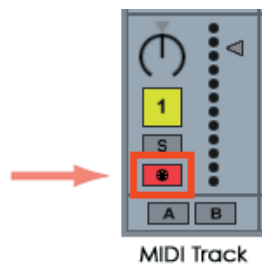


## Ableton - Live 6

- 1 Start up Live 6, and choose "View"->"Session View."
- 2 From the plug-in device browser, drag and drop "M3 Plug-In Editor" onto the session view. This will create a MIDI track with "M3 Plug-In Editor" started up. Verify that "M3 Plug-In Editor" is running in the MIDI track view.

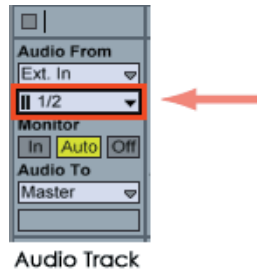


- 3 Press the arm button so that the MIDI input from the external source will be sent to "M3 Plug-In Editor."

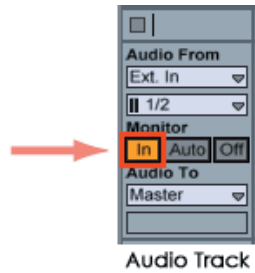


- 4 To route the M3's audio signal to Live 6, create an audio track. As the input of the audio input/output section, select the audio interface input to which you've

connected the M3's audio signal.

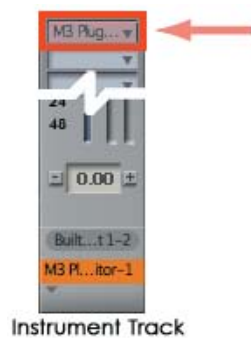


- 5 Set the Monitor setting to “In” so that you can hear the audio signal of the M3.



## MOTU - Digital Performer 5

- 1 Start up Digital Performer 5
- 2 Create an instrument track. Start up “M3 Plug-In Editor.”



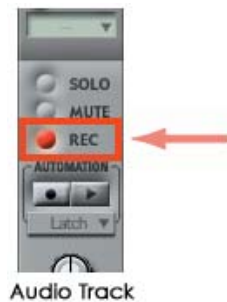
- 3 Create a MIDI track. Choose “M3 Plug-In Editor” as the output of that MIDI track.



- 4 To route the M3's audio signal to Digital Performer 5, create an audio track or an AUX track. As the input of that track, select the audio interface input to which you've connected the M3's audio signal.

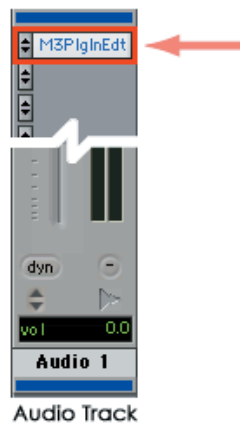


- 5 If you're routing the M3's audio signal to an audio track, turn the REC button on so that you can hear the audio signal.  
If you are routing the M3's audio signal to an AUX track, this step is not necessary.



## Digidesign - Pro Tools LE 7

- 1 Start up Pro Tools LE 7, and open a session.
- 2 Create an audio track (stereo), and start up "M3 Plug-In Editor."





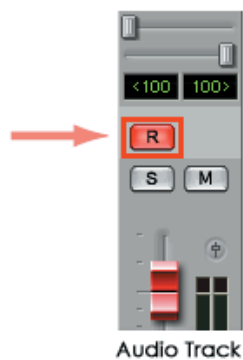
- 
- 3 Create a MIDI track. Choose “M3 Plug-In Editor” as the output of that MIDI track.



- 4 To route the M3’s audio signal to Pro Tools LE 7, create an audio track or an AUX input track. As the input, select the audio interface input to which you’ve connected the M3’s audio signal.



- 5 If you’re routing the M3’s audio signal to an audio track, turn the REC button on so that you can hear the audio signal.  
If you are routing the M3’s audio signal to an AUX input track, this setting is not necessary.



## Other host applications.

Please refer to the instructions for a host application that has a similar structure to the host application you’re using, and also refer to the owner’s manual for the specific host application that you are using.

---

## About MIDI timing

If you experience irregularities in MIDI timing, make settings so that MIDI messages are sent directly to the M3 rather than being routed through the M3 Plug-In Editor. In this case, choose the M3's SOUND port as the MIDI OUT destination of the MIDI track in your host application, so that the MIDI messages will be sent directly to the M3.

*Note:* For details on how to create a MIDI track and specify the MIDI OUT destination for that MIDI track, refer to the host application's owner's manual.

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# Basic functions and operation

## Start-up

### M3 Editor

- From the “KORG”-“M3” folder, start up “M3 Editor.”

*Note:* When you start up the editor, the M3 programs and other settings can be loaded automatically. (See p.27 “Preferences”)

 Don't touch the keyboard or the mouse of your computer while data is being sent or received.

### Windows

Access the “KORG” folder from the taskbar via [Start]-[All Programs].


### Mac OS X

The “KORG” folder is located in the “Applications” folder.

### M3 Plug-In Editor

For details on starting-up the M3 Plug-In Editor, refer to the section for your host application in “Setting up the M3 Plug-In Editor” (p.31).

*Note:* When you start up the editor, the M3 programs and other settings can be loaded automatically. (p.53 “Preferences”)

 Don't touch the keyboard or the mouse of your computer while data is being sent or received.

### About the Preload data

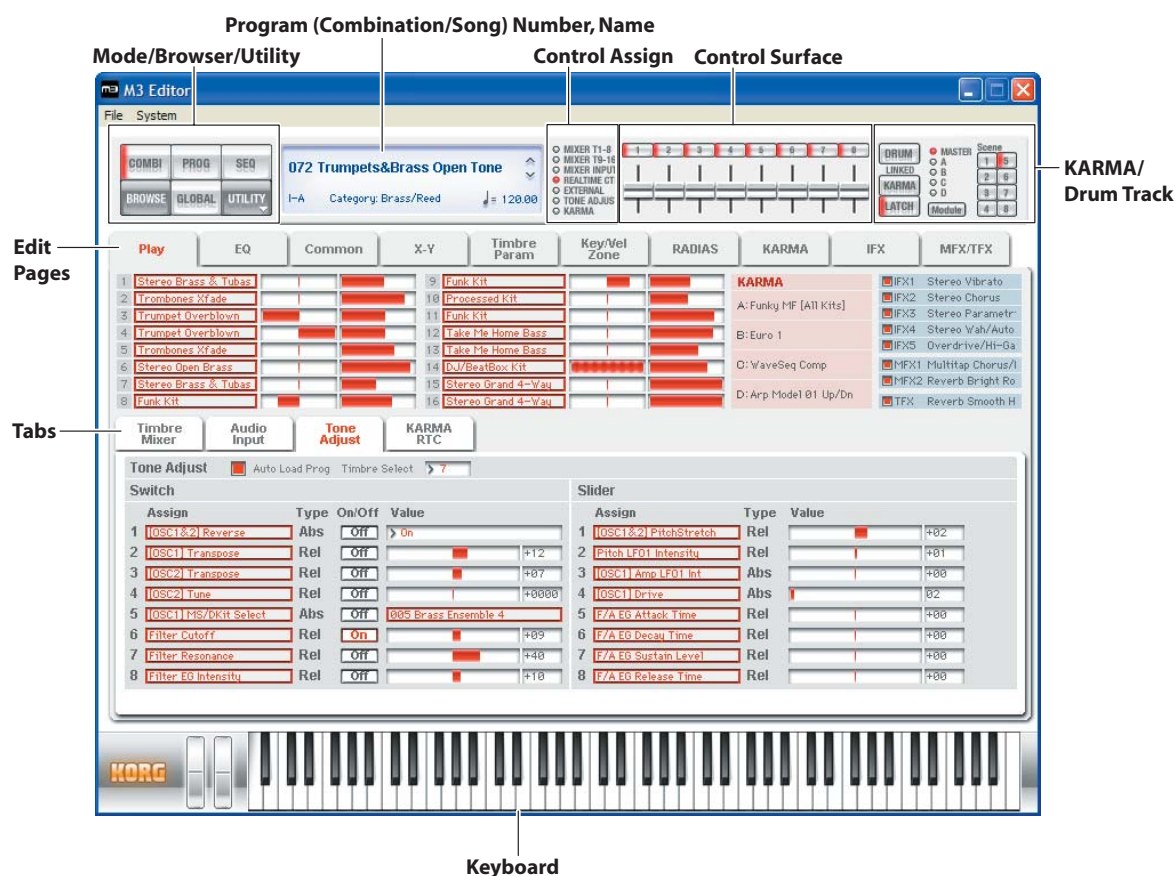
When you install the M3 Editor, the factory preload data “PRELOAD.M3all” will be copied to the “My Documents” folder (Windows version) or the “Applications”-“KORG”-“M3” folder (Mac version). This is the sound data that is saved in the M3 when it is shipped from the factory.

If you have the M3-M/61/73, use the PRELOAD.M3all preload data. If you have the M3-88, use the PRELOAD88.M3all preload data.

To shorten the startup time, you can make settings so that this data file is loaded automatically when the M3 Editor starts up, so that you won't need to read the data from the M3. Refer to p.27 “Software Setup (Initial settings for M3 Editor).”

# Items in the screen

A screen like the following will appear when you start up the editor. (This illustration here shows the Combination mode screen.)



## Connection indicator (KORG logo):

This indicates the connection status between the M3 Editor/M3 Plug-In Editor and the M3.

- Red



The M3 Editor/M3 Plug-In Editor and the M3 are connected via MIDI/USB.

This is the status shown when using an M3 not equipped with the EXB-FW option; or an M3 that is equipped with the EXB-FW option, but connected only via a USB cable and without using the FireWire cable.

- Yellow



The M3 Editor/M3 Plug-In Editor and the M3 are connected via FireWire. This is the status shown when using an M3 equipped with the EXB-FW option connected for audio and MIDI to the M3 Editor/M3 Plug-In Editor via a FireWire cable.

In this case you can use audio input/output via FireWire.

The connection is via only the FireWire cable, or via both the FireWire cable and the USB cable.

- No color



The M3 Editor/M3 Plug-In Editor is not connected to the M3.

---

**Mode (COMBI, PROG, SEQ, GLOBAL)/Browser (BROWSE)/Utility (UTILITY):**

Here you can select program, combination, sequencer, or global mode. The browser will display the names of the programs, combinations, and songs that are in the M3. UTILITY lets you view and execute the utility commands that are available for the page you've selected. This is where you write (save) data.

**Program (Combination/Song) Number, Name:**

This area shows the number and name of the program, combination, or song. Use the up/down arrows at the right side to change programs, combinations, or songs.

**Edit Pages, Tabs:**

Use these to select the page that you want to edit.

**Control Assign:**

Here you can change the function of the eight control surface sliders and switches.

**Control Surface:**

Here you can control the tone, volume, or KARMA settings depending on the currently selected control assign functions.

**KARMA/Drum Track:**

Here you can make settings for the KARMA function and the drum track, and select the KARMA module and scene that will be controlled from the control surface when the control assign setting is KARMA.

**Keyboard:**

This section consists of an 88-note keyboard, a pitch bend wheel, and a modulation wheel. You can click the keyboard to play notes, and even play a glissando by dragging over the keyboard to the left or right. Operate the pitch bend wheel and modulation wheel by dragging them upward or downward.

---

# Operating procedure

## Selecting a mode

- Click the button to select the corresponding mode.
  - COMBI:** Select, play, and edit combinations.
  - PROG:** Select, play, and edit programs.
  - SEQ:** Select, play, and edit sequencer songs.
  - GLOBAL:** Edit the software setup, global settings, MIDI settings, controller CC assignments, scale, category names, drum kits, and RADIAS formant motions.

## Selecting programs, combinations, and songs

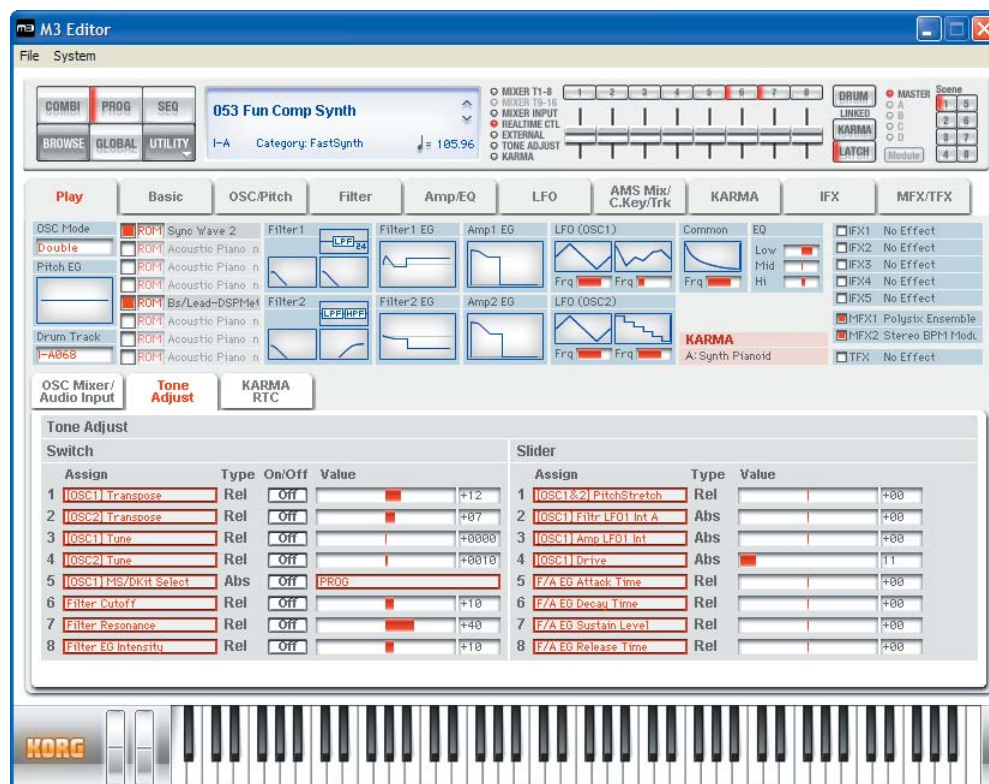
- Click the [BROWSE] button to display the sound list, and then select a program (or combination or song). The items you can select will depend on the mode.
- Depending on whether you choose Category Select or Bank Select, the programs (or combinations) in the sound list will be arranged by category or by bank.

## Auditioning programs, and selecting a program to edit

- 1 Click the [PROG] mode button to enter Program mode.
- 2 Click the [BROWSE] button to view the program list.
- 3 Click any program to select it. Play the keyboard of the M3 and you will hear that program.
- 4 When you've decided on a program to edit, click the [OK] button to load that program.

## Simple program editing

- 1 In the Edit Pages area, click the [Play] button to view the Play page.
- 2 In the upper line of the screen, choose [TONE ADJUST] in the selector located at the left of the control surface.
- 3 In the set of tabs located in the center of the screen, choose [Tone Adjust].



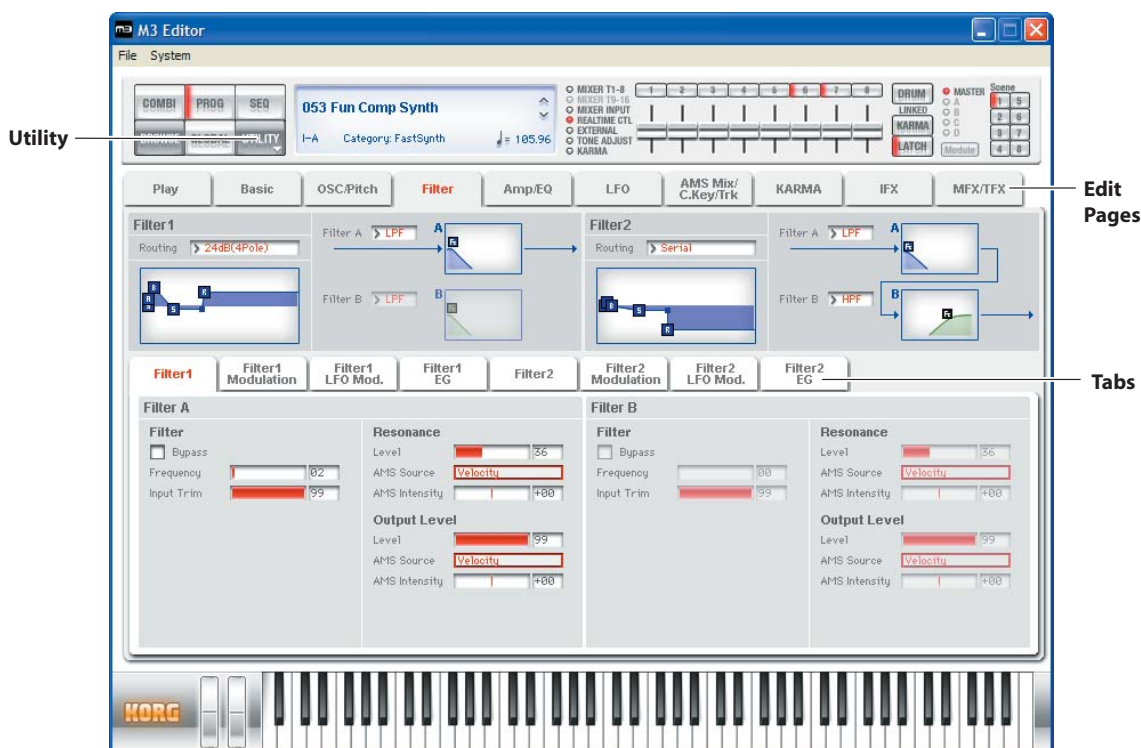
- 4 Use the eight sliders and switches of the control surface to modify the sound. The parameters are shown in the Tone Adjust tab in the lower half of the screen. For an explanation of these parameters, refer to the M3 parameter guide (PDF).
- 5 At the right of the control surface sliders, turn on the KARMA button and DRUM button, and play the keyboard or pads on the M3 itself; a performance generated by the KARMA function and the drum track will begin playing. To change the drum pattern that is playing, change the Pattern No. in the Basic/Drum Track page. To change the GE program used by KARMA, change the GE in the KARMA page.

## Selecting pages and tabs

When you want to perform detailed editing, you can switch to other pages and tabs to access the desired parameters.

Global mode is divided into separate pages where you can edit drum kits, arpeggio patterns, and scales (temperaments). Select the desired page (or tab), and edit the settings.

- To select a page, click the tab for the desired edit page.
- To move between tabs within a page, select one of the tabs located in the center of the window.



## Selecting a parameter and editing the value

- Use the mouse to edit the items in the display  
For example you can change the shape of the EG by using the mouse to drag the rectangles shown in the EG graphic.

**Note:** For details on the parameters, refer to the included “Parameter guide” (PDF version).

## Selecting and executing utility functions

The utility functions are various commands available in each page. The available utility commands will differ depending on the page. These commands also let you save or load the edited or created data on your computer, and to import system exclusive data. Click the [UTILITY] button and choose a command from the menu that appears.


**Note:** For details on utility commands that are specific to the editor, refer to “Special functions provided on the M3” (p.48).

- 1 From the [UTILITY] button, choose the command that you want to execute.
- 2 Make the necessary settings, and click OK to execute.



## Writing (saving)

If you want to keep any of the edits you have made, you must write (save) them.

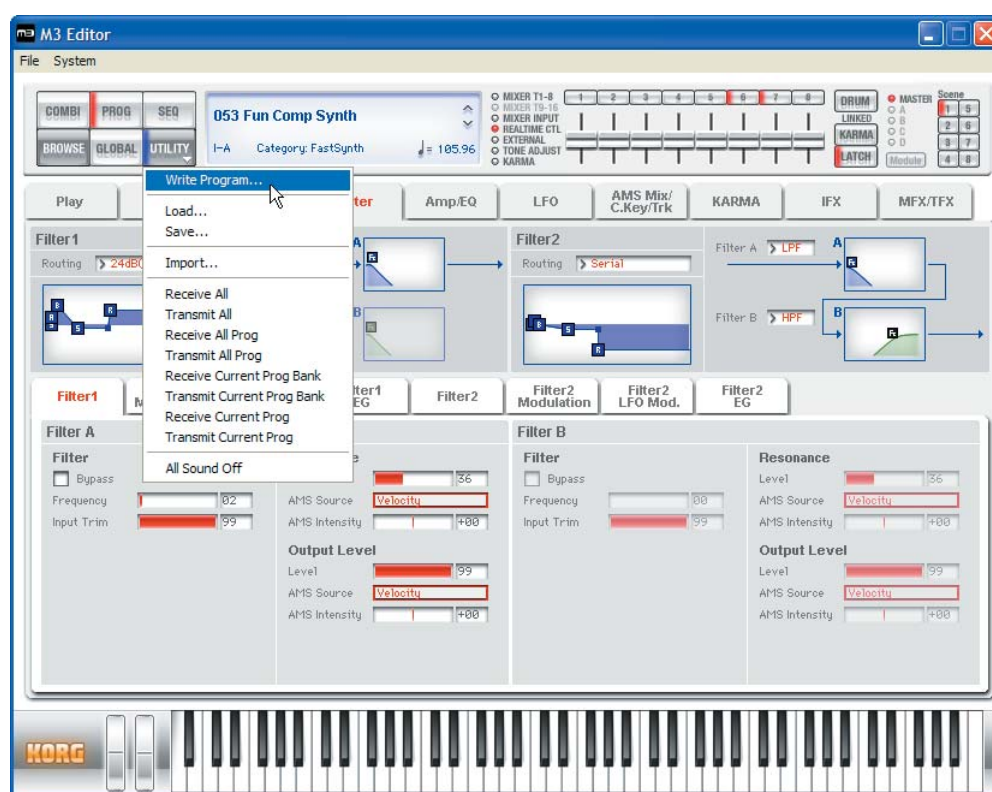
 This Write operation will save the edited settings on the M3.

If you select another program or close the application before you execute the Write operation, the content you had been editing will be lost. The same applies to combinations or songs.

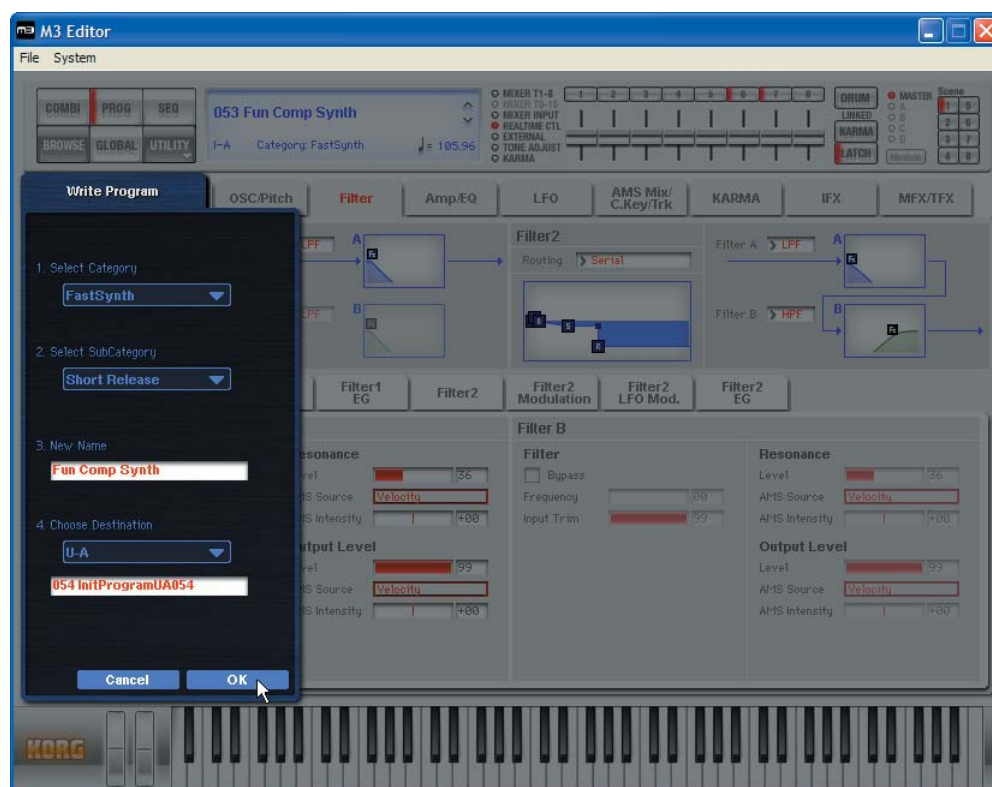
Global mode settings are maintained until you close the application, but your changes will be lost when you close the application. If you click the [DUMP] button located in the upper right of each page in Global mode, the current settings will be saved in the M3. (Some pages do not have the [DUMP] button.)

As an example, here's how to write a program that you've edited in Program mode.

- 1 Click [UTILITY] to access the utility menu.
- 2 From the menu list, choose [Write Program].



### 3 Specify the program name, category, and save destination, and click the [OK] button.



**Note:** If you execute a menu command (such as Swap Oscillator) on the M3 itself, the data in the Editor and the data in the M3 may lose synchronization. In this case, execute a UTILITY menu command (such as Receive Current Combi) in the Editor to receive a data dump for the current data.

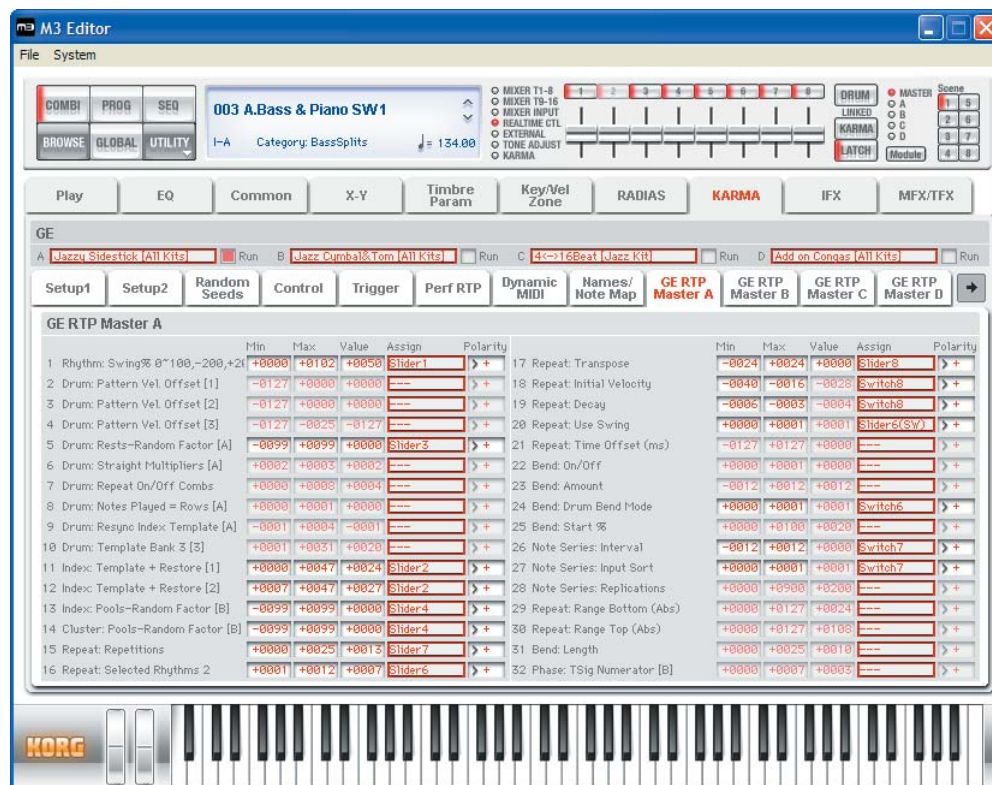
# Special functions provided on the M3

## 1 Tone Adjust

This function provides an easy way to edit the sound of programs, the programs used within a combination, or the programs used by song tracks.

## 2 KARMA

In the M3 Editor window, you can perform essentially all editing operations that can be performed on the M3 itself, including turning the KARMA function on/off, scene changes, editing the realtime parameters, and editing the GE parameters.



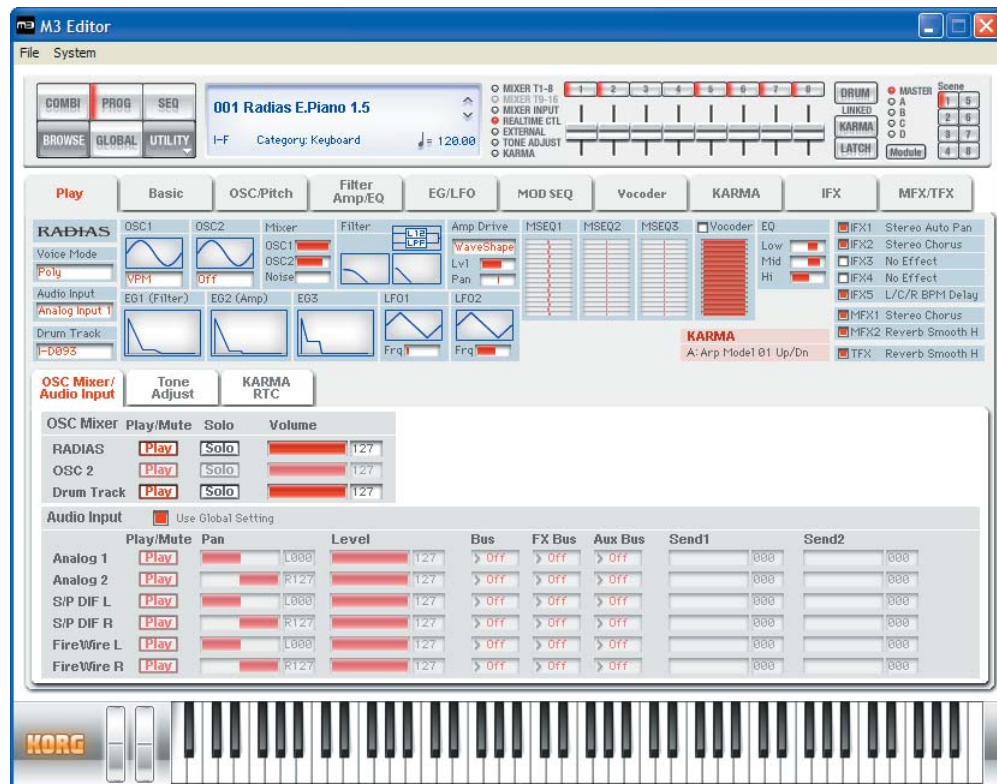
## 3 Drum Track

The Drum Track is a pattern sequencer dedicated to playing drum patterns. You can use it in any mode: Program, Combination, or Sequencer. In the M3 Editor you can turn the drum performance on/off, select drum patterns, select drum programs, and edit the settings of the assigned timbre – all in realtime.

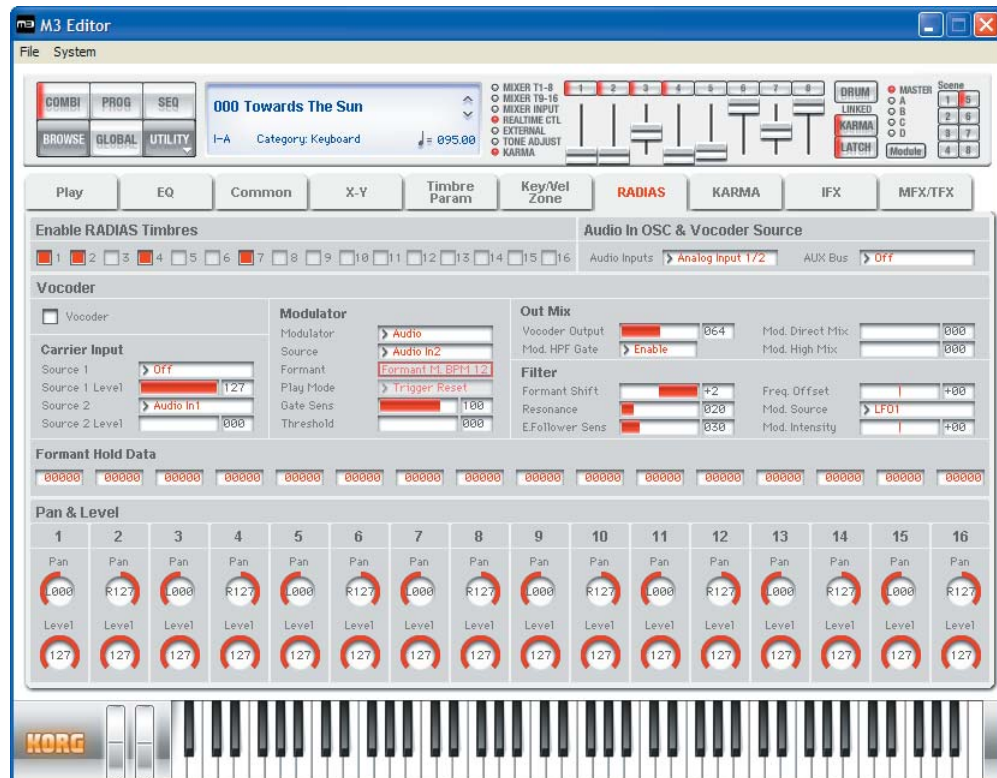
## 4

**RADIAS (when the EXB-RADIAS is installed)**

If the EXB-RADIAS option is installed in the M3, you'll be able to edit RADIAS programs using the M3 Editor. Bank INT-F is dedicated to RADIAS programs. You can also assign desired user banks to be dedicated to storing RADIAS programs.

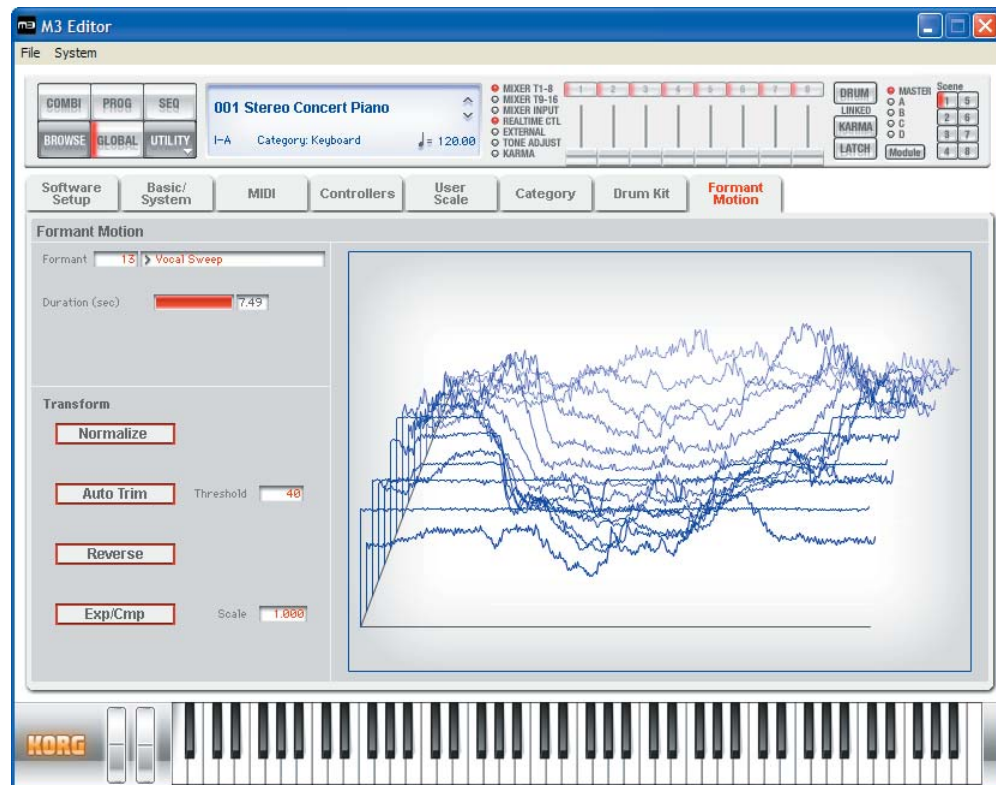


In Combination mode and Sequencer mode, you will also be able to use a special screen to edit the vocoder section separately from the sound generator.





In Global mode, you can edit formant motion data for the RADIAS vocoder and save it in the M3's internal memory. (This cannot be done using the M3 itself.)



---

# Functions specific to the editor

These are functions that are not found on the M3, and are available only from the editor (M3 Editor, M3 Plug-In Editor).

## Utility commands

### **Load**

Loads editor data that was previously saved on the computer.

### **Save**

Saves data from the editor to your computer as a file.

*Note:* These functions load or save the data as dedicated files for the editor application.

### **Receive All**

Receives all data from the M3 data into the editor.

*Note:* The sample data of Sample mode and the sequencer performance data of Sequencer mode are excepted.

### **Transmit All**

Transmits all data in the editor to the M3 and writes it into internal memory.

### **Receive All Combi/Current Combi Bank**

### **Receive All Prog/Current Prog Bank**

### **Receive SEQ**

### **Receive Global Data/Drum Kit/Formant Motion/Current Formant Motion**

Receive the corresponding data from the M3 into the editor.

*Note:* Receive Formant Motion/Current Formant Motion can be used only if the EXB-RADIAS is installed.

### **Transmit All Combi/Current Combi Bank**

### **Transmit All Prog/Current Prog Bank**

### **Transmit SEQ**

### **Transmit Global Data/Drum Kit/Formant Motion/Current Formant Motion**

Transmit the corresponding data from the editor to the M3 and writes it.

*Note:* Receive Formant Motion/Current Formant Motion can be used only if the EXB-RADIAS is installed.

### **Receive Current Combi/Current Prog/1 SEQ**


Receive the respective data from the M3 into the editor.

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## Transmit Current Combi/Current Prog/1 SEQ

Transmit the respective data from the editor to the M3. This operation does not write the data into the M3's internal memory. You'll need to write (save) it if necessary.

*Note:* These Receive and Transmit commands use KORG SysEx MIDI Dump to send or receive data, or to synchronize the data between the M3 and the software.

 Don't touch the keyboard or the mouse of your computer while data is being sent or received. Also, don't touch the panel switches or the keyboard of the M3.

## Import

Loads PCG data from the M3 into the editor.

## Save as Default

Writes (saves) the global mode Software Setup settings of the editor as the default settings that will be used when you start up the editor.

*Note:* These utilities can be selected only in the editor's global mode Software Setup page.

## Select Auto Load File

In the Software Setup tab, use "Load data file automatically" to select the desired file.

*Note:* Refer to "Load data file automatically."

## All Sound Off

Depending on the host application, "hung" notes may have sometime occurred while operating the host's functions.

If this symptom occurs, please execute the "All Sound Off" command.

---

# Preferences

Global mode Software Setup lets you specify the default settings that the M3 Editor will use when it starts up. This setting is saved when you execute the UTILITY command Save as Default, and will be remembered the next time you start up.

## Total Recall & Data Sync Setting

**Total Recall & Data Sync Setting**

☐ ALL

☒ PROG

☐ I-A ☒ U-A

☐ I-B ☒ U-B

☐ I-C ☐ U-C

☐ I-D ☒ U-D

☐ I-E ☐ U-E

☐ I-F (RADIAS) ☐ U-F

☐ U-G

☒ COMBI

☐ I-A ☒ U-A

☐ I-B ☒ U-B

☐ I-C ☒ U-C

☐ I-D ☐ U-D

☐ I-E ☐ U-E

☐ I-F ☐ U-F

☐ I-G ☐ U-G

☒ SEQ

☒ Drum Kit

☐ Formant Motion

Here you can specify the editor data that will be saved and loaded as part of the song data by your DAW software. This setting lets you save only the data you need. When the M3 Editor starts up, the types of data that you've checked here will also be loaded automatically from the M3 that's connected to your computer. (In other words, this data will be synchronized.) Since a data dump requires a certain amount of time, you may wish to shorten the startup time by using the Load Data File Automatically function instead of this function, or by using the UTILITY command Load to load a previously-saved data file into the M3 Editor.

**Note:** The Total Recall & Data Sync Setting function is available only with the M3 Plug-In Editor.

## Load data file automatically

**Auto Load File**

☒ Load data file automatically at starting up

Data file: C:\Program Files\KORG\M3\MyData\M3all

When the M3 Editor starts up, the data file you specify here will automatically be loaded into the editor. After this process is completed, the data you checked in Total Recall & Data Sync Setting will be loaded via data dump.

## Auto Local Control

**Others**

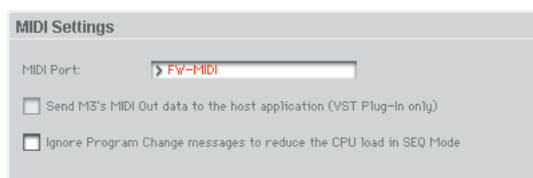
☒ Auto Local Control

This setting automatically sets the M3's Local Control setting to the appropriate state when you start up the editor. We recommend that you normally leave this parameter on. The M3's Local Control setting will be reset to its original state when you close the editor.

## MIDI Settings

Here you can make settings for MIDI connections between the M3 Editor and the M3.





## MIDI Port

This selects the connection port for the M3 and M3 Editor. Depending on how the M3 is connected to your computer, the list will show USB-MIDI, FW-MIDI, or both. For either connection, you'll need to have installed the driver. (On the Mac, there's no need to install a FireWire driver.)

- USB-MIDI This is shown if the M3 is connected to your computer via a USB cable. This is a USB 2.0 high speed connection using the KORG USB-MIDI driver.
- FW-MIDI This is shown if the M3 is connected to your computer via a FireWire cable. A single FireWire cable can carry both audio and MIDI. The communication speed is the same 31.25 kbps as a conventional MIDI cable.

## Send M3's MIDI Out data to the host application (VST Plug-In Only)

If you turn this option on, the MIDI OUT data of the M3 itself will be sent to the host application as the output of the plug-in instrument.

Short messages are the only type of MIDI messages that can be output. If you're using a host application that is able to receive the MIDI data sent by a plug-in instrument, the MIDI messages generated by the M3's KARMA function can be sent to the MIDI track of a different software synthesizer.

## Ignore Program Change messages to reduce the CPU load in SEQ Mode

When you play back a song on the M3 itself in SEQ mode, the MIDI data transmitted from the M3 will be received by the M3 Editor, and the M3 Editor panel display will be updated according to the received data. However since a program change will cause complex internal processing to be performed within the M3 Editor, this may cause noise to be heard in the audio output if your computer is a relatively low-powered model. In such cases, turn this option on. The M3 Editor will ignore the received program changes only while the M3 itself is playing a song, thus reducing the CPU load.

## Audio Settings



Here you can make settings for the audio connection between the M3 Editor and the M3.

### Audio Driver

This shows the name of the audio driver that is currently connected between the M3 and the computer.

This will appear only if a FireWire cable is connected between the computer and an M3 that has an EXB-FW installed.

If you don't want to use the audio functionality, you can select "None" to turn off the audio functionality.

- Windows "KORG EXB-FW ASIO Driver" is shown.
- Mac "M3 (\*\*\*\*)" is shown (the last four digits of the EXB-FW serial number are shown in the parentheses).

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## Audio Output

The standalone version and the plug-in effect version (VST) of the M3 Plug-In Fx have a two-channel audio output. This setting lets you choose which of the M3's six output channels will be sent to the two-channel output. You can choose from three choices: Main L/R, Individual 1/2, or Individual 3/4.

This setting is not available in the plug-in instrument version (VSTi) of the M3 Plug-In Editor. (It is fixed at six-channel multi out.)

Main L/R. . . . . Outputs the audio signals assigned to the M3's L/R outputs.

Individual 1/2. . . . . Outputs the audio signals assigned to the M3's  
Individual 1/2 outputs.

Individual 3/4. . . . . Outputs the audio signals assigned to the M3's  
Individual 3/4 outputs.

---

# Cautions

## USB connection

### If you lose data synchronization with the M3 when starting-up the editor, please check the following points.

If you're using a USB hub, try connecting the M3 directly to a USB port on the computer itself to see whether it will work. You can also try removing all other connected USB devices except for the M3 itself.

When you lose data synchronization, please perform the "Receive All" or "Transmit All" function in the Editor's "UTILITY" menu in order to synchronize the data between the editor and the hardware.

### The M3's USB ports support USB 2.0.

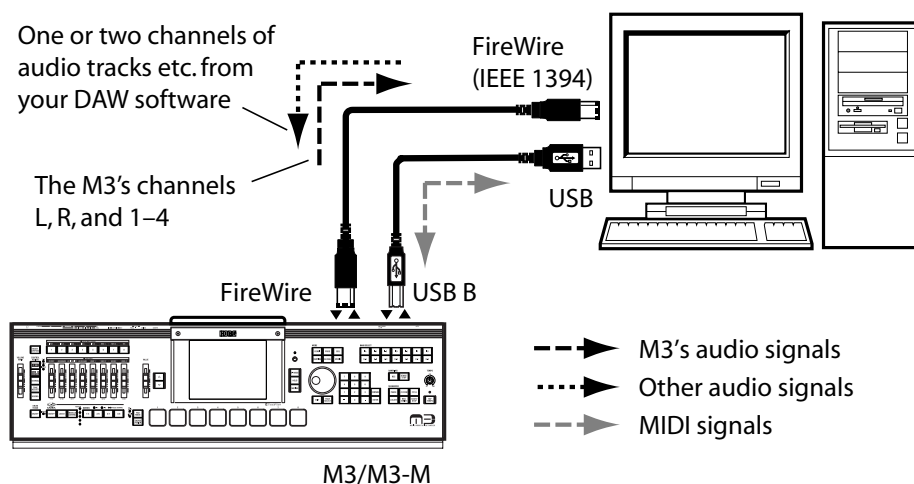
Since the M3 supports USB 2.0, we recommend that you connect it to a USB port on your computer that supports USB 2.0, in order to allow high-speed data transfer.

## FW-MIDI (FireWire MIDI)

### FW-MIDI baud rate

The baud rate of FW-MIDI (a MIDI connection via the FireWire cable) is the same 31.25 kbps as when using a conventional MIDI cable. Since the dump data used by the M3 is large, performing a data dump via FW-MIDI will take a long time if you execute an "all dump."

If you're using FW-MIDI, we recommend that you minimize the settings in Total Recall & Data Sync Settings.



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## Audio

### Sampling frequencies supported by the M3 Editor / Plug-In Editor

- The M3 Editor / Plug-In Editor support sampling frequencies of 44.1 kHz, 48 kHz, 88.2 kHz, 96 kHz, 176.4 kHz, and 192 kHz.
- If a sampling frequency lower than 44.1 kHz (such as 8k–32 kHz) is specified by the external host application, the output of the M3 Editor will be silent.

### Sampling frequency setting (sampling rate converter)

The M3 itself operates at an internal sampling rate of 48 kHz. If you've specified a sampling rate other than 48 kHz, the sampling rate converter built into the M3 Editor will operate, converting the data to the appropriate 48 kHz audio data so that audio data can be transferred between the M3 and the computer.

Both the standalone version and the plug-in version will operate at supported sampling frequencies, but at high sampling frequencies, the M3 Editor will consume a significant amount of realtime CPU processing in order to perform the rate conversion. Unless you are using a sufficiently fast computer, we recommend that you use 48 kHz if your application allows 48 kHz recording and playback, since this will minimize the processing load.

### Latency (buffer size) setting (Windows only)

In the case of the Windows version, you'll need to make the appropriate setting for the ASIO buffer depth in the Korg EXB-FW Control Panel.

Lower values will minimize the delay at which sound will be produced, but will increase the processing load on your computer, making it more likely that noise will occur. You'll need to find the ideal point at which noise does not occur.

- ▲ If you're using an ASIO audio interface, you'll also need to specify the appropriate buffer size there as well. For details, refer to the owner's manual for your audio interface.

## Multiple instances of the plug-in

### Multiple instances cannot be used

You cannot run multiple instances of M3 Plug-In Editor or multiple instances of M3 Plug-In Fx, or run M3 Plug-In Editor and M3 Plug-In Fx simultaneously. Do not attempt to use multiple instances or run this software simultaneously; depending on the host application, this may cause unexpected behavior.

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# Troubleshooting

If you experience difficulty, please check the following items.

## Stand-alone version

### No sound (audio output) from the PC

- In the M3 Editor, is the KORG logo yellow (FireWire Audio/MIDI is connected)?
- Can you play back conventional audio on your computer?
- Is the FireWire cable connected between the M3 and your PC?
- Has the M3 detected the EXB-FW? (Refer to the M3 owner's manual.)
- Windows: Is the KORG EXB-FW Driver installed correctly?
- Windows: Is the M3 detected in the KORG EXB-FW Control Panel.
- Macintosh: Is the Mac OS version 10.4.9 or later?
- Macintosh: Is the M3 detected in the Audio/MIDI settings (Audio setting page)?
- Have you made audio settings on your computer?
- Have you specified the appropriate buffer size in the audio settings?

### Can't input audio to the M3

- In the M3 Editor, is the KORG logo yellow (FireWire Audio/MIDI is connected)?
- Can you record audio on your computer?
- Is the M3's input mixer set so that FireWire can be input? (Refer to the M3 owner's manual.)
- EXB-RADIAS: Is the Audio Input of each PROG/COMBI/SEQ set to FireWire?

## Plug-in version

### No sound from the PC

- Is your host application set so that audio will be output?
- After you start up the M3 Plug-In Editor, is the KORG logo yellow (FireWire Audio/MIDI is connected)?
- Is your host application set to use the EXB-FW audio device?

### M3 Plug-In Editor does not appear in the menu

- Windows: Have you installed the M3 Plug-In Editor (either the VST version or the RTAS version, as appropriate for your host application)? (On the Mac, all software will be installed at the same time.)
- Windows: If you're using the VST version, has your host application detected the directory in which you installed the M3 Plug-In Editor VST?

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## All versions

### You hear crackling noise in the sound

- Have you set the buffer size appropriately?
- Windows: If you're using a notebook PC, could the power management functionality be reducing the CPU speed?

