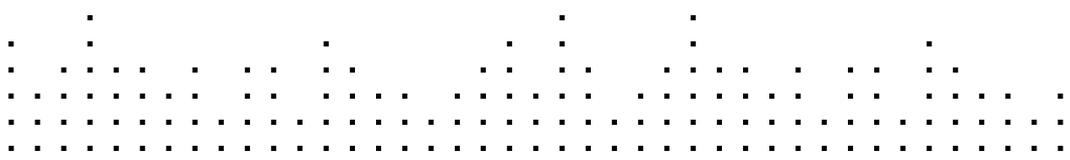


○ KORE 2

MANUAL ADDENDUM



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1. What's new in KORE 2 version 2.0.4?

Welcome to KORE 2! This manual addendum provides information about the new features in version 2.0.4 of KORE 2:

- ▶ You can now have the KORE 2 Controller emulated by a MIDI controller device capable of sending MIDI CC messages. Read more about this in [chapter 5 “Global MIDI Control Mode”](#)
- ▶ If you need to move the Kore 2 Sample Content folder to another location on the hard disk, you can now easily keep your sample-based KORE SOUNDS working by guiding KORE 2 to the Sample Content folder’s new location. Read more about this in [chapter 7 “Relocating the Sample Content folder.”](#)

Furthermore, this manual addendum covers all feature changes and additions made to KORE 2 since version 2.0.0.

Bug fixes and latest changes of this update are documented in the README.TXT file which was copied to your hard disk along with this document. For all other questions regarding KORE 2, please refer to the main manual. This addendum assumes that you have a basic understanding of what is explained there.

2. Performance Presets

A Performance Preset recalls the settings of all Control Pages of a Performance file in KORE 2. These Presets allow you to change the settings of your Performance on a large scale. For instance, you can create Performance Presets for different songs in your live stage setup, or for switching between different parts of one song. The next section will introduce you to the concept and usage of Performance Presets in greater detail.

2.1 What are Performance Presets?

This chapter will give you an idea of how Performance Presets fit into KORE 2's internal structure and how they relate to other methods of storing sound settings.

2.1.1 Performance and KORE SOUND

Let's start with the term Performance: In KORE 2, a Performance is the top-level KORE SOUND. A KORE SOUND always contains at least one Channel with each Channel containing one to several Inserts. Each Insert can contain a plug-in or another KORE SOUND.

This “nested” KORE SOUND can itself be built up of several Channels, Inserts, and KORE SOUNDS. While this chain can virtually be extended to infinity, it all begins at the top-level. This top-level KORE SOUND is called a Performance.



Note that there were Performance Presets in KORE 1 as well. However, the implementation has changed significantly. Please read the following paragraphs to learn about the changes introduced with KORE 2. Refer to the documents appendix that offers specific information regarding KORE 1 import.



To learn more about nested Sounds, please refer to section 3.4.3 of the KORE 2 Operation Manual.

A Performance is not only a KORE SOUND with Channels and Inserts. It also connects to the world outside KORE – to the physical audio and MIDI ports, for instance. A Performance stores routing information as well as the clock's speed. You can always load exactly one Performance, which itself can hold any number of sub-ordered KORE SOUNDS within its structure.

From the above explanation, you can see that a Performance saves all settings of all KORE SOUNDS of a Performance. This allows you to easily change between setups Preset by recalling another Performance.



In the following chapters we will occasionally refer to the Performance Presets simply as "Presets".

2.1.2 Performance structure, Performance settings, and Control Pages

There is an important difference between the structure of a Performance and the Performance's settings. The structure defines which KORE SOUNDS are used in which Channels, and how those Channels are routed to each other. This way, you can easily set up a signal flow that fits your needs: You could, for example, start with a sound generating device like a synthesizer plug-in, then let some effects modify the signal. After that, the signal could be routed within your sequencer software (or, in stand-alone mode, sent to your audio interfaces outputs). You can compare this way of setting up a signal flow with a recording studio's hardware devices and cables. The structure specifies which devices are used and the wires that connect them. As with hardware, you probably won't be changing your basic setup too often and will be more interested in tweaking the parameters of the equipment in use: You can slightly adjust the synthesizer's filter cutoff or increase the guitar's input level a bit, and so on.



As a Performance is something else – a bit more – than a KORE SOUND, there are no Presets for KORE SOUNDS.

The same applies to KORE 2: A Performance Preset only affects device settings (e.g. a synthesizer plug-in's filter cutoff or the KORE 2 Mixer's Send levels) while leaving the Performance's structure untouched. In other words, all Presets of a Performance use exactly the same KORE SOUNDS. You cannot load additional KORE SOUNDS for a different Preset. (However, you can bypass KORE SOUNDS in specific Presets and thus reduce the CPU load.) This ensures that Performance Presets can be recalled quickly, as KORE 2 only needs to adjust some settings instead of loading and wiring several KORE SOUNDS.

So, which KORE 2 settings are actually saved with the Performance Presets? The answer is rather simple – the settings of all Control Pages of all KORE SOUNDS within the Performance. This means that not all parameters of KORE 2 are saved with a Performance Preset.

In most cases, you will not need to think about this difference. When you create a Channel, its relevant parameters (like Volume, Pan and the Send levels) are automatically assigned to a new Channel Page. When you load a KORE SOUND from the Browser, it already provides a variety of User Pages. Finally, when you load a plug-in, KORE 2 will automatically create Plug-in Pages that contain the most relevant plug-in parameters.

Some parameters cannot be assigned to Control Pages, specifically those that imply structural changes. The most important limitation is that you cannot assign the input and output routing of a Channel to a Control Page; also, you cannot assign the Aux PRE switch of a Channel's Send. Consequently, these settings cannot be changed with a Performance Preset.

The following sections explain how to save and load (recall) Performance Presets. You can save and recall either by using the KORE 2 software or the KORE Controller. You can also use generic MIDI messages to switch between Performance Presets.



Refer to section [2.2.5](#) to learn how to exclude a specific Control Page from the Performance Preset system.



Sound Variations use a similar system: They operate on all Control Pages of a specific KORE SOUND. Therefore, you can also think of the Performance Presets as of the Performance's Variations. However, Presets cannot be morphed like the Sound Variations.



Note that it was possible to change a channel's output routing with a Performance Preset in KORE 1. This option is discontinued in order to increase the speed and stability when changing Performance Presets. You can achieve the same result more conveniently using several parallel send channels, each one routing to another output. The Performance Presets then need to change the send levels in a way that the signal is routed as required.

2.2 The Performance Preset Interface

In the following paragraphs you will learn how to save and recall Performance Presets from the KORE 2 software.

To view the Performance Presets Area, press the corresponding icon found next to the BROWSER BUTTON.



As you can see, the Performance Presets are located in the Lower Pane of the KORE 2 interface, just like the Browser. As with the Sound Matrix and Sound Manager in the Upper Pane, you can display either the Performance Presets area or Browser.

2.2.1 Loading Performance Presets and using Banks



Performance Presets		Store	Append	Delete	Program Change	Channel
Bank						
Bank 01	Bank 09				001	Preset 1
Bank 02	Bank 10				002	Preset 2
Bank 03	Bank 11				003	Preset 3
Bank 04	Bank 12				004	
Bank 05	Bank 13				005	
Bank 06	Bank 14				006	
Bank 07	Bank 15				007	
Bank 08	Bank 16				008	

Every Performance can contain up to 128 Presets. The Presets are numbered from 1 to 128 (which will become important when talking about MIDI Program Change messages below). The Preset List is shown in the center of the Lower Pane.

Load any Preset from the list by simply clicking its entry with the mouse. If you click an empty slot of the list, nothing will happen.

Left of the Preset List, 16 Banks are shown in two columns. Each Bank is linked to eight subsequent Presets: The first Bank refers to the Presets 01 to 08, the second Bank is assigned to Presets 09 to 16, and so forth.

When clicking an entry in the Bank List, the Preset List display will jump to the corresponding position within the list of Presets for fast access. You can therefore think of the Banks as of a “quick jump” shortcut.

You can use the Banks to organize your Performance Presets in any way you want. For instance, the first Bank can contain all Presets of the first song in a live stage setup, the second Bank could be dedicated to the next song, and the third Bank to the third song.

This usage is further enhanced by the possibility to change Bank names. To change a Bank name, double-click a Bank and enter the new name.

2.2.2 Saving Performance Presets

In this section you will learn how to save Performance Presets using the KORE 2 software’s saving options.



The Append option

Click on APPEND to add a new Performance Preset to the first empty slot in the list, using the current Performance settings. If there is no empty slot available within the currently shown Bank, the next Bank with empty slots is displayed, and the Preset is created there.

 The timing options influence the way a Preset is recalled. This is explained in detail in section [2.2.4](#).

 Note that changing the Preset List display in this fashion does not recall any Performance Preset.

 You need to save the Performance file itself after editing the Presets in order to make the changes persistent. All actions described below, specifically the Store and Append commands, don’t save Presets to your disk.

To name the new Preset now, type in a name with your computer keyboard. To rename a Preset later on, simply double-click the entry to select it's name for editing.



Section [2.1.2](#) explains which settings are saved within a Performance Preset.

The Store option

Click on STORE to save the current Performance settings to the selected Preset List entry, overwriting the Preset that was stored there before. Use STORE to save changes to an already existing Preset. When no Preset is selected, STORE works like the APPEND button.

Please note that KORE 2 cannot store information for Control Pages that have not yet been created. This is obvious but has some important consequences: If you add new Channels, KORE SOUNDS or User Pages after saving Performance Presets, the new Control Pages are not affected by the Presets. It is therefore recommended to create Performance Presets after all Channels, KORE SOUNDS and User Pages are loaded up. However, you can always rework your old Preset: Simply load them from the PRESET LIST, adjust the new Control Pages' settings, and use STORE to overwrite the original Preset.

Commenting Performance Presets

When storing a Preset with either command, any comment you added to the COMMENT box right of the PRESET LIST will also be saved. To add any note to this Comment Box, click into the box and type in the desired text using your computer keyboard. The comment will be recalled and displayed with the Preset it was stored with. Use comments to store any information you would like to be reminded of like say, a keychange within a performance, or some tweaking you need to do manually before switching to the next Preset.

2.2.3 Deleting, Copying and Moving Performance Presets

There are some more actions that you may need to perform when organizing your Performance Presets. You will learn more about these in the following paragraphs.

Deleting Performance Presets

To delete a Preset, simply click the `DELETE` button next to the `STORE` and `APPEND` buttons. Note that, if the Preset you are deleting is currently loaded in KORE 2, its settings will remain active within the Performance until you tweak a single setting manually or load another Preset.

Copying Performance Presets

Copying Presets does not require a dedicated button: Simply load a Preset by clicking the corresponding entry in the Preset List, and press `APPEND`. This will save the Preset to the next empty entry of the Preset List. Alternatively, you can select an empty entry with the mouse and click `STORE` to copy the Preset to this specific slot. You can also switch to another Bank before if desired.

Moving Performance Presets

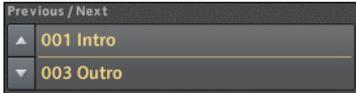
If you want to move a Preset to another location in the list instead of copying it to another slot, click the entry with the mouse and drag it to the desired position. To move the Preset to another Bank, drag it over the target Bank, which will open automatically. You can then place the Preset in the desired position.

2.2.4 Switching between Performance Presets

Using the mouse, you can easily load any Preset from the list. The Bank structure supports this non-linear approach by allowing fast access to any area of the Preset List, without needing to scroll up or down the list. See section [2.3](#) below to learn how the hardware provides further ways of loading Presets directly.

On the other hand, sometimes you might want to go step by step through a Performance's Presets. Read on to learn how to move through a list of Performance Presets in a linear way.

Loading the previous or next Performance Preset



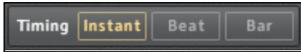
To switch between Presets, click on the PREVIOUS / NEXT ARROWS in the software, located below the COMMENT BOX. Clicking on the arrows will load the previous (down arrow) or next (up arrow) Preset in the list, relative to the Preset currently selected. A name field to the right of the PREVIOUS / NEXT ARROWS displays the names of the Presets which will be loaded after clicking one of the arrows.

The PREVIOUS / NEXT ARROWS also provide an additional feature: They collapse the gaps within the list, so that you can ignore the empty list entries between two Presets. For instance, if the entries 1, 2 and 9 of your Performance's Preset List are occupied with Presets and Preset 2 is active, pressing the PREVIOUS ARROW will load Preset 1. However, the NEXT ARROW will directly jump to Preset 9 and skip the empty entries in the list. This shows that the PREVIOUS / NEXT ARROWS work across Bank boundaries.

You will find the same behavior within the hardware navigation, which is explained in the following section.

Synchronizing a Preset switch to the clock

When switching through Presets during a performance, the TIMING BUTTONS specify when the next selected Preset is actually activated. You can choose between INSTANT, BEAT or BAR.



If INSTANT is active, a Performance Preset will immediately be loaded when you click its entry in the PRESET LIST or click the PREVIOUS / NEXT ARROWS.

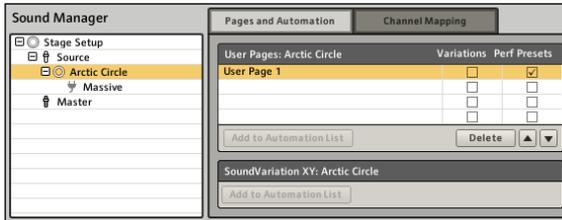
If BEAT or BAR is active, KORE 2 differs between your recall command and the actual Preset switch. After you click an entry of the PRESET LIST (or click the PREVIOUS / NEXT ARROWS), KORE 2 waits until the next beat or bar begins and switches the Preset only then. The timing is derived from KORE 2's global clock (if KORE 2 is used as standalone application) or the host's clock (if KORE 2 is used as plug-in).

This functionality is particularly useful in live situations, where you might want to synchronize a Preset switch to the song's time structure.

 Note that the clock needs to be running in order to switch the Preset using the Timing options. If the option is set to Beat or Bar and the clock is stopped, no new beat or bar will begin – and consequently no Preset will be switched.

2.2.5 Excluding Control Pages from Performance Presets

In some situations you might want to load a Performance Preset without altering a specific Control Page. For instance, your live setup has a transition from one track to another. The new track's settings are conveniently stored in a Performance Preset and can be recalled instantly. However, the transition requires some manual tweaking on one of the Performances's Control Pages, and when recalling the new track's Preset, this Control Page should not be altered.



To exclude a Control Page from the Performance Presets, open the Sound Manager in the UPPER PANE. Within the PAGES AND AUTOMATION tab, you can access all Control Pages of your Performance. For each Control Page, two options are available, displayed as check boxes in two columns. Using these options, you can define whether a specific Control Page is affected by the Sound Variations and the Performance Presets, respectively. By default, all boxes are checked, and consequently all Control Pages are able to be stored as Performance Presets and Sound Variations. Uncheck a Control Page's Performance Preset option to exclude it from the Preset system.

2.2.6 Performance Presets and MIDI Program Change messages

You can recall any Preset of KORE 2 with a common MIDI Program Change message from outside the application. For instance, you can send messages with your master keyboard or a host application (that uses KORE 2 as plug-in). KORE 2 will behave like any other MIDI instrument: If a Preset is connected to the received Program Change number, it will be loaded. If there is no Preset with that number, the message is ignored. A Preset's Program Change number is identical with its number in the central PRESET LIST.

 Technically, this option specifies whether a Control Pages is recalled with the Performance Presets or not. This implies that, when storing a Preset, literally all Control Page settings are saved, independently of this option. This detail allows to switch the option after storing the Presets: The Preset will always contain all necessary information for all Control Pages, but you can make some of it irrelevant for the actual usage.

 Refer to the main manual for more information about the Sound Manager and the Pages and Automation tab. Note that the Performance Presets are handled in parallel to the Sound Variations here.

Please consult your keyboard's or host's manual to learn how to send MIDI Program Change messages to another application or plug-in. Also note that the VST and AU protocols allow changing of a plug-in's presets similar to the MIDI protocol. When you use KORE 2 as a plug-in, you will see its Presets as program names within the host. Refer to your host's manual for more information about switching a plug-in's programs.

Recalling Presets with Program Change messages

Within KORE 2, you can enable and disable this functionality by checking the PROGRAM CHANGE box. Left to that box is the CHANNEL menu, which allows you to define on which MIDI channel KORE 2 receives Program Change messages.



If the Program Change option of the Performance Presets is switched off, MIDI Program Change messages enter KORE 2's internal MIDI routing like any other MIDI messages. According to your Performance's structure, they can change the programs of plug-in's used within KORE 2, like in any other host. You can also use the MIDI Filter component to prevent Program Change messages from being sent to the next insert of your Sound Matrix. (The MIDI Filter component is explained in more detail in section 3.8.33 of the main manual.)

If the Preset's Program Change option is activated, all MIDI Program Change messages that arrive at KORE 2's input ports are automatically blocked. This prevents unwanted interferences between the different message targets. Note that Program Change messages generated within KORE 2, like those of the Program Change component, are not affected by this filter – but they don't affect the Performance Presets as well.

Triggering Program Change messages with Performance Presets

When talking about Program Change messages, it is helpful to remember that Performance Presets work completely independent of the MIDI system within KORE 2: They adjust Control Page settings. They do explicitly not send Program Change messages to a KORE SOUND or plug-in. Note, however, that you can use the MIDI PROGRAM CHANGE component to send Program Change messages from a Control Page. The MIDI PROGRAM CHANGE component is explained in detail in [chapter 3](#).

2.3 Using Performance Presets with the KORE 2 Controller

In the following sections you will learn how to use the KORE 2 Controller to load Performance Presets. This assumes that you have read sections [2.1](#) and [2.2](#), which explain the general usage of Performance Presets.

The hardware interface for accessing the Performance Presets has been optimized for fast access and easy loading of Presets, which is most convenient for live situations.

Press the hardware's F2 button twice to enter the Performance Presets Mode. Pressing it once opens the Browser's Search Result List within the hardware's display. The Performance Preset Mode of the KORE 2 Controller can be used in two ways: List Mode – which is the default view – and Bank Mode.

2.3.1 The List Mode

The List Mode is an easy-to-use way to step from Preset to Preset. In the center of the controller's display you always see the currently active Preset name in a bold font. Above you can see the list's previous Preset name, below the next Preset from the list.

Switch to the previous or next Preset by pressing the Up or Down buttons on the KORE 2 Controller, respectively.

There is a close connection between the List Mode and the PREVIOUS/NEXT ARROWS of the software interface, explained in section [2.2.4](#). Basically, the hardware's Up and Down buttons are shortcuts to the corresponding commands in the software and have the same functionality and behavior. Consequently, also the hardware buttons skip gaps within the main Preset List and disregard Bank boundaries.

The List Mode is suitable for a linear stage performance approach, where you want to use your Presets one after another. Switch to the Bank Mode to shift the focus to improvisation and non-linear performance structures.

2.3.2 The Bank Mode

To reach the Bank Mode, press and hold F1 on the hardware when in List Mode. With the Left and Right buttons on the Controller you can now toggle between List Mode and Bank Mode. Release F1 when Bank Mode is selected. You can switch back to List Mode in the same way.

In Bank Mode, you can directly access all eight Performance Presets of a Bank with the eight Controller Buttons on the left of the hardware: The leftmost button of the top row recalls the first Preset of the currently active Bank, the button at its right loads the second Preset, and so on. This mode allows for switching between completely different sounding setups with the press of a button. This can be used for advanced rhythmical sound changes, improvised live on stage, for instance. (Note that the Timing Options again control when a selected Preset actually becomes active.)



Note that the Timing option, as adjusted in the software, specifies whether a preset is activated immediately or only at the next beat's or bar's beginning. See section [2.2.4](#) for details.



This is similar to recalling one of the eight Sound Variation in the hardware's Sound Mode. Access to Sound Variations with the KORE 2 Controller is explained in section 3.9.2 of the main manual.

While the Controller Buttons recall any Preset of the currently selected Bank, use the hardware's cursor buttons Up, Down, Left and Right to switch to another Bank. The navigation follows the table-like display of the Banks within the software's graphical user interface, which groups the 16 Banks into two columns of eight Banks each. For instance, if Bank 3 is selected (because Preset 19 has been loaded last), you can switch to Bank 2 with the Up button, to Bank 4 with the Down button and to Bank 11 with the Right button.

Any Bank change will immediately be reflected by the Controller Buttons. Pressing one of them will promptly load the corresponding Bank's Preset. You can thus navigate quickly to any Preset of your Performance, unlike List Mode skipping all Presets on the list in between.

3. MIDI Program Change Component

The MIDI Program Change component is a new MIDI component in KORE 2. Add it to your Performance like any other MIDI component, for instance the Step Sequencer or the MIDI Filter. Learn more about MIDI components in general in chapter 3.8 of the main KORE 2 manual.

The MIDI Program Change component is used to generate MIDI Program Change messages, as the name suggests. Like any other MIDI message, these Program Change messages are generated to the next insert of the Channel and to other Channels, according to the MIDI routing. MIDI routing is explained in chapter 3.4.2 of the main manual.

Most plug-ins load a specific Preset when receiving a Program Change message via MIDI. However, which Preset is loaded and how fast this takes place is controlled within the plug-in and cannot be modified by KORE 2. Refer to the specific plug-in's manual for more information about its handling of Program Change messages.

Generating Program Change messages



The PROGRAM control specifies which Preset is recalled by the resulting Program Change message. The value ranges from 0 to 127, according to the MIDI protocol standard. Click the control and drag the mouse upwards or downwards to change the value.

A MIDI Program Change message is created each time the PROGRAM control is changed. You can assign the parameters of the MIDI Program Change component to a Control Page and trigger messages from the Global Controller. This way, you can connect the Program Change component to the Performance Presets system.

The PREVIOUS / NEXT PROGRAM buttons decrease or increase the PROGRAM control by 1, respectively, each time they are clicked.

The CHANNEL menu specifies the MIDI channel used to send the Program Change message. The plug-in you want to control with the message needs to receive MIDI data on this channel. Refer to the plug-in's manual for more information on how to adjust its MIDI properties.

Using the Program Change component with Performance Presets

When loading the Program Change component, a User Page is created automatically. It contains all four controls of the component.



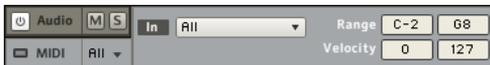
As all Control Pages are subject to change when a Performance Preset is switched, loading a Performance Preset can set the PROGRAM control of the component to a new value. This will trigger a MIDI Program Change messages.

By this, you can recall any program of your plug-ins with the Performance Presets of KORE 2.

4. Multiple MIDI Input Ports

In the **AUDIO AND MIDI SETUP**, which you can access from the **FILE** menu, the physical audio and MIDI ports available in your computer are connected to KORE 2's internal system. Please refer to the separate Setup Guide for a detailed explanation of these options.

In the **MIDI** part of the setup dialog, you can activate any combination of MIDI devices available in your computer system. Due to the MIDI standard, one MIDI device can only handle up to 16 channels. Therefore, advanced setups might require a variety of devices to increase the number of channels. Activate a device in the setup dialog to connect it to KORE 2's internal MIDI routing.



Before version 2.0.1, KORE 2 merged all incoming messages, regardless of the device they originated from. Now you can access all activated devices separately. To do so, open a Channel's **MIDI TAB** and select one of the available devices from the **MIDI INPUT** menu at the left. If you select the entry *All*, which is the default, KORE 2 will ignore the new functionality and operate as before the update.

5. Global MIDI Control Mode

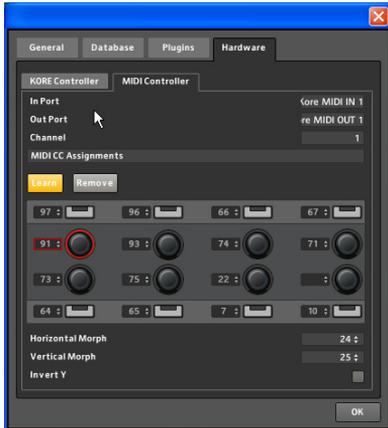
KORE 2 has been designed to provide immediate hardware access to any loaded sound, with the KORE 2 Controller being the tailor-made tactile frontend. If you want to operate KORE 2 without the KORE 2 Controller connected, you can now conveniently control it utilizing any MIDI device capable of sending MIDI Continuous Controller (MIDI CC) messages.

Starting with KORE 2 version 2.0.4, you can have the KORE 2 Controller's eight buttons and eight knobs emulated by MIDI CC messages. This lets you access the parameters mapped to the KORE SOUND's Control Pages from your MIDI controller device's knobs and switches. Note, however, that only a small part of the KORE 2 Controller is being emulated (e.g., it is not possible to browse the database via MIDI messages). Furthermore, features specific to the KORE 2 Controller hardware like touch sensitivity and high-resolution knobs are not available in MIDI Control Mode.

While this extended MIDI control functionality is available in the stand-alone application and plug-in version alike, it is most useful for the stand-alone application. When KORE 2 is used as a plug-in, host automation should be preferred to MIDI where possible, as this allows higher resolution and flexibility. For more details about host automation, refer to your host software's manual.

5.1 The new hardware settings explained

For KORE 2 version 2.0.4, the Options dialog of KORE 2 (called Preferences on Mac) has been extended with additional hardware settings. You can find these settings in the "MIDI Controller" sub-tab of the Hardware tab:



The MIDI Controller sub-tab displays a graphical representation of KORE 2's Global Controller.

While the KORE Controller sub-tab still grants access to all options known from the Hardware tab in previous versions of KORE 2, the MIDI Controller sub-tab holds the new options related to the advanced MIDI assignment features:

- ▶ In the upper section (labeled MIDI Connection), the IN PORT and OUT PORT menus let you define the MIDI input and output ports that you want KORE 2 to use for communicating with the MIDI controller device. Thus, you can select a specific MIDI device for emulating the KORE 2 Controller. All MIDI messages will be transmitted on the channel selected with the CHANNEL menu.



If you select an entry different from *None* in the OUT PORT menu, changes to the Global Controller within the software's GUI are sent to the selected MIDI device. You can use this feature for bi-directional MIDI communication. Your MIDI equipment's manual should contain more information about sending and receiving MIDI messages.

- ▶ The MIDI Controller sub-tab's lower section, holding an image of KORE 2's Global Controller, is dedicated to the MIDI CC Assignments: here you can assign a MIDI Continuous Controller to each of the eight buttons and knobs; you will learn how to do this in the next section of this manual addendum.
- ▶ The HORIZONTAL MORPHING and VERTICAL MORPHING menus, located below the knobs and buttons, allow for assigning CC messages to the vertical and horizontal Sound Variation morphing: Thus, you can move the Morph Square horizontally from left (low CC values) to right (high CC values) as well as vertically from the upper row (low CC values) to the lower row (high CC values).
- ▶ Checking the INVERT Y checkbox inverts the vertical assignment, so that the upper row is connected to high CC values, while the lower row is connected to low CC values. This option is convenient for specific MIDI equipment.

5.2 Setting up a MIDI controller device for Global MIDI Control Mode

1. Connect your MIDI hardware.
2. Launch the KORE 2 stand-alone application.
3. In KORE 2's Audio and MIDI Settings dialog, activate the MIDI hardware you want to use with KORE 2; refer to the main manual for details.
4. Make sure that KORE 2 is set up to MIDI messages from this hardware unit by sending MIDI to KORE – you should see a visualization of these events within the global MIDI Activity indicator.
5. Open the Options/Preferences dialog and switch to the Hardware tab's MIDI Controller sub-tab. Adjust the In Port and Channel, so that KORE 2 receives messages from your MIDI controller hardware. Adjusting the Out Port is optional.

6. Click the `LEARN` button (which will start to blink) to enable Learn Mode.
7. In the Global Controller visualization, select a button or knob by clicking it with the mouse.
8. Move your MIDI controller's fader or knob, so that KORE 2 receives MIDI CC messages from that source: in the Global Controller visualization, the corresponding MIDI CC number will show up beside the selected knob or button. Repeat these steps until you have assigned all controls.
9. To exit Learn Mode, click the Learn button again.
10. Click OK to exit the Options/Preferences dialog.

Manually adjusting CC numbers

Note that you can also manually adjust the CC numbers when Learn Mode is off: Click one of the CC numbers with the mouse and drag the mouse up or down.

Deleting MIDI Controller assignments

To delete a knob or button's assignment, click the `REMOVE` button, then click the control you want to free from its assignment. The displayed CC number will then vanish to show that the assignment was successfully removed.

MIDI Controller assignments and Control Page access

Note that the assignments made in the MIDI Controller sub-tab do not interfere with MIDI CCs directly assigned to parameters on a Control Page. For instance, you could assign CC 7 to Knob 1 (upper row, left-most knob) of the first Control Page of a loaded KORE SOUND, labeled "Cutoff", by using the Global Controller's `LEARN` button. At the same time, you could assign CC 7 to Knob 8 (lower row, right-most knob) within the Options/Preferences. An incoming MIDI CC 7 message will now always change the "Cutoff" control, independent of the focus. At the same time, it will also alter the value of the parameter currently mapped onto Knob 8 (depending on the currently focused sound and Control Page) if it passes the MIDI filter, i.e. if it comes from the specified port and channel.

6. Page-To-Page Learn Mode

The Page-To-Page Learn Mode adds a way to assign a Control Page's knob or button to another Control Page's knob or button. This goes along with fundamental changes to KORE 2's Learn mode, which is used to assign any parameter to a Control Page. Since version 2.0.1, KORE 2 provides new possibilities for Control Page assignments.

The following sections explain the new function in detail. Note, however, that they are closely linked to the concept of “nested” sounds. If you are not familiar with nesting, you might want to refer to chapter 3.1 of the main manual, in particular to section 3.1.2: There, the nesting concept is explained.

The Focus System

In KORE 2, only one KORE SOUND is in focus at one time. You can focus a sound by clicking it with the mouse, or by using the hardware's navigation (which is explained in chapter 3.9.1 of the main manual).

The Control Pages of the focused KORE SOUND are accessible with the software's Global Controller, which is directly mapped to the hardware's Controller Knobs and Buttons.

You can lock the current focus with the `CONTROLLER LOCK` button, located in the lower left corner of the Global Controller. The currently selected KORE SOUND is marked red. You can now click any other KORE SOUND (which will be marked in yellow) to edit it, while the Global Controller and the hardware remain focused to the locked KORE SOUND and its Control Pages.

The Learn mode



To assign any parameter to a focused KORE SOUND's Control Page, click the **LEARN** button in the Global Controller. If the KORE SOUND in focus did not have a User Page before, a new one is created automatically. Now, click the Global Controller's knob or button you want to assign a parameter to (or touch the corresponding hardware control): It will start to blink red. Then, change the value of the parameter you want to assign to the Control Page's knob or button. You can repeat the last two steps until all assignments are done; then click the **LEARN** button again to exit Learn mode.

New to this version is that the Learn mode automatically activates the focus lock. Thus, the Control Page you assign parameters to will always remain visible within the Global Controller. At the same time, you are able to navigate to another KORE SOUND and tweak one of its parameters for assignment.

When deactivating Learn mode, the **CONTROLLER LOCK** button is also automatically disabled. Unlocking the Global Controller during Learn mode will end Learn mode.

The Page-to-Page Learn Mode

When using nested Sounds, it is often necessary to assign a Control Page's parameter of a lower level to a Control Page of a higher level.

However, when activating Learn mode for the higher level's Control Page, you cannot access any other Control Page, due to the focus lock. The Page-To-Page Learn Mode provides a solution for this situation.



For instance, you might want to consolidate parameters of several KORE SOUNDS within a new Control Page at a higher level. Another use case are KORE SOUNDS based on Integrated Engines: Their parameters can only be accessed from a Control Page and require Page-To-Page Learn Mode in order to be assigned to another Control Page.

To assign a Control Page parameter of a lower level to a higher level's knob or button, focus the higher level's KORE SOUND and activate Learn mode by clicking the LEARN button. The Control Page will be locked to the Global Controller. Within the SOUND MATRIX, right-click the KORE SOUND whose Control Page you want to access for assignment. A context menu will open, listing all Control Pages of this KORE SOUND. Move the mouse over a page's entry to open a sub-menu where all its parameters are listed. Click any parameter of this lower level Control Page to assign it to the higher level Control Page. Obviously, Range Assign is not possible in Page-To-Page Learn mode. In all other aspects, however, it can be used like normal Learn mode. To exit Learn mode, click the Global Controller's LEARN button again.



7. Relocating the Sample Content folder

KORE 2 stores all samples for all KORE SOUNDS that utilize the KONTAKT Integrated Engine and come with KORE 2, KORE PLAYER or any KORE SOUNDPACK in a single folder. This folder is named “Kore 2 Sample Content.” When you install KORE 2, this folder’s location is being queried, and afterwards KORE 2 relies on this folder to be present at the specified location.

However, sometimes you may want to move the whole folder, e.g. if you have added a new hard disc to your computer system. After you have moved the Kore 2 Sample Content folder, you need to point KORE 2 to its new location in order to keep the sample-based KORE SOUNDS working. While this was not possible in former KORE 2 versions, KORE 2.0.4 provides a way to conveniently relocate the Kore 2 Sample Content folder.

Setting a new location fo KORE 2’s Sample Content

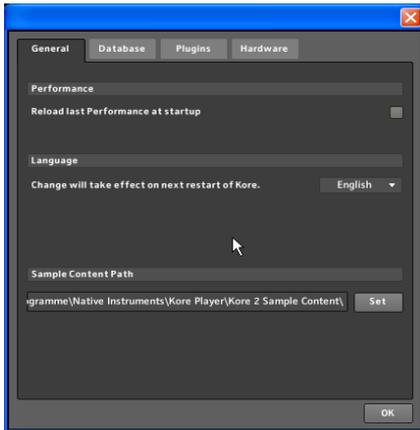
1. Move the Kore 2 Sample Content folder on your hard disc utilizing the operating system’s tools (i.e., the Windows Explorer or the Mac OS X Finder, respectively). Neither change the folder’s name nor its internal folder structure and naming!
2. Launch the KORE 2 stand-alone application.
3. From the File Menu, select the *Options...* (Windows) or *Preferences...* entry (Mac OS X), respectively. The Options/Preferences window will open:



Never change the name of the “Kore 2 Sample Content” folder . Also, do not change or move the folders located inside this folder! If you move or rename any of the folders and files located within the KORE 2 Sample Content folder, KORE 2 will be unable play the affected KORE SOUNDS correctly because of missing samples.



Please only move your sample content if necessary, and if you know exactly what you are doing.



The Options/Preferences window's General tab holds an option that allows you to point KORE 2 to its Sample Content folder again after this has been moved.

4. In the Options/Preferences window's General tab, click the SET button.
5. A standard "folder selection" dialog will open. In this dialog, navigate to the Kore 2 Sample Content folder's new location, then select the folder by clicking it. Click OK to confirm your selection.
6. Depending on the operating system you are using, a dialog asking you to enter an administrator's user name and password to authorize your operation may come up. Enter the requested account data, then click OK to proceed
7. Click OK to close the folder selection dialog and return to the Options/Preferences window.
8. In the Options/Preferences window, click OK to apply the changes you have made and close the window.
9. Restart KORE PLAYER to accept the changes you have made.

Appendix A: Import of KORE 1 Performance Presets

If you have been using KORE 1, you can load your old Performance files into KORE 2. However, as the Performance Presets system has been re-worked on a large scale, some specific settings will not be imported into KORE 2 or are working differently:

- ▶ **AUTO NEXT:** This option is discontinued. You can use the **TIMING** options to synchronize Preset changes to the clock.
- ▶ **FADE IN** and **FADE OUT:** These options are discontinued. You can morph Control Page settings more flexibly with the new Sound Variations .
- ▶ **TIMING** options are no longer saved per Preset, but globally for all Presets.

Some settings cannot be assigned to a Control Page in KORE 2 but were affected by KORE 1 Presets:

- ▶ **Audio Routings:** In KORE 1, a Performance Preset could change a Channel's input and output routing. In KORE 2, this is a structural change and cannot be assigned to a Control Page. Therefore, it cannot be changed by a Performance Preset. Instead, you can use an additional Send Channel and control the audio routing with different Send levels per Preset. This solution is more transparent.
- ▶ **Settings of the MIDI Tab in general:** This includes MIDI signal routings (which can be handled with Send Channels like Audio Routings) as well as transposition, note range and velocity range settings. These values are now handled more flexibly with the MIDI Filter and MIDI Transformer components, which are explained in detail in the main manual (chapters 3.8.33 and 3.8.35, respectively). The components' settings can be assigned to Control Pages and are therefore accessible for Performance Presets.

Appendix B: KORE 1's Live View in KORE 2

KORE 1 featured a separate Live View which is discontinued in KORE 2. It is replaced by KORE 2's more flexible screen arrangement system. Use the Global Headers buttons to show and hide parts of the KORE 2 interface according to your requirements. Hide all parts except for the Global Controller and the Performance Presets for a functional equivalent to KORE 1's Live View. As the KORE 2 main window can now be maximized, you can also use this setup in a full-screen view. You can also show the Sound Matrix in its Channel View as another option, which will provide an additional overview of the currently active Channels and their signals, which is useful for live situations.