

How to load the KROME_M1 data into your Korg KROME Music Workstation

Note: You'll need to prepare a formatted SD/SDHC Card with more than 18 Mb of free space.

Before you begin - Make sure that you backup important data onto an SD/SDHC card before you begin this procedure. If you load this data, existing data on your KROME will be overwritten. Data in this collection will be loaded into the following locations:

- Program: F Bank
- Combination: D bank
- Drum Kit: 032-047 (USER) Bank
- Song S000-S0005
- Cue List C00

1. Using your computer, unzip the "KROME_M1.zip" file which you downloaded. Once unzipped, you'll see a folder named "KROME_M1." There will be four files in this folder
2. Copy all four of these files into the root directory of your SD/SDHC Card while it is connected to your computer

Note: If you copy the folder itself, this process may not work correctly, so be sure to only copy the four files.

"KROME_M1.PCG", "KROME_M1.SNG", "META.IMG", "SAMPLE.IMG"

3. Insert the SD/SDHC Card into the appropriate slot on the rear panel of your KROME
4. Turn on the power to your KROME

When the KROME finishes its boot procedure, the optional PCM data will be loaded automatically. During the loading process a message will be displayed indicating "Optional PCM Bank Now Updating."

5. Press the MEDIA Button to go to MEDIA mode
6. Select the LOAD tab on the display

The display will show file names for the SD/SDHC card in the display.

7. Load the following files in your KROME:

- a) *KROME_M1.PCG
- b) *KROME_M1.SNG

When you press "KROME_M1.PCG" on the TouchView display, the display will invert. The "Load" button will be placed on the lower right side of the display, **press the "Load" button again**, and "Load KROME_M1.PCG" will be shown on the display.

Make sure that "Load KROME_M1.SNG too" is also checked on the display, which will make sure that the .SNG file will also be loaded along with the .PCG file.

8. Select "Clear" at "SNG Allocation"
9. Press "OK" on the TouchView display

At this point the loading process will begin.

- During the loading process the following message will be shown: "Now writing into internal memory"
- When the loading process has completed, you will be returned to MEDIA mode.

At this point you can return to any other mode on the keyboard and start enjoying these bonus sounds!

Note: Some Programs and Multisamples may have an upper limit to their keyboard range, over which they may not produce any sound.