

A quick primer for importing and converting M3 V1 data to V2 using the Editor.

There are a couple types of data that may need to be adjusted for the transition from V1 to V2. They are:

- Programs that need their Drum Track assignments set to the new order of sounds/drumkits
- Combinations that need their “pointers” to Programs adjusted
- Sequence data that needs its “pointers” to Programs adjusted

For Programs and Combinations

Note: because of the design of the Editor, when you import a PCG file to fix/convert, the contents of the PCG file will be merged into the whole state of the Editor’s memory and immediately sent to your M3. So before importing a .PCG file make sure that the new data it contains is already set to be sent to the desired bank you want.

This is best done by loading it directly into the M3, and choosing the target Bank manually to load it into. To do this OPEN the PCG file in Media Mode, OPEN the Program or Combi folder and highlight a single bank and then press LOAD. This way you can “reroute” the file to a desired bank. Then resave the PCG file.

Given that your previous edits/creations and certain “shareware” and commercial PCG files may have been made before the 512 campaign this is important, as they may use INT-E, or User-A-D banks which now contain more sounds in the V2 Xpanded preload that you don’t want to overwrite. We suggest you use Bank User-G as a scratch bank for this work. Only the newly released EX-PCM04 file uses this bank, and that contains 9 piano Programs that can easily be reloaded. OK? Read on...

1. Boot up your M3 and the Editor and make sure that they both are synchronized (i.e. have the same data loaded). You can either receive all the data from your M3 or have preloaded an .M3all file that you have your editor pre-configured to use. If you haven’t changed anything in your M3 you can use the preload.M3all file that was installed with this Editor. Look in your applications folder for the Korg folder.
2. Confirm that at this point the Editor has the same data loaded in it as your unit does.
3. Go to the Utility Menu of the Editor and select the Import command. Confirm that at the top of the screen it says “Enable: All Files (*.PCG)”
4. Navigate to and highlight the PCG file that contains the data you want to convert. Again, be sure the file only contains the Banks you wanted. Then press Open.
5. At this point the Editor will load and transmit the entire contents of its memory to your M3 again. Don’t be surprised, we already told you this would happen earlier, remember?

6. Now use the Browser to select the Bank you wish to convert from V1 to V2. This command works on one Bank at a time, not the entire memory of the M3. So for this example let's say we're working with Program User bank G (U-G). Select that bank in the Browser and highlight location U-G000 and press OK.
7. From the Utility Menu select "Convert Preload Program Order V1->V2 (Current Prog Bank).
8. You'll get the obligatory "Are You Sure" warning, click Yes. Now it will rapidly convert the data as needed and transmit the fixed single Bank to your M3.
9. That's it! If you need to do other banks use the Browser to select the next bank and repeat the above procedure. When finished we recommend that you save this new file as an .M3all file as another form of back-up.

For Songs/Sequence Data

The Editor does not load or import .SNG data, so you must load the data into the M3 and receive it.

1. In the Editor you go to SEQ Mode, go to Utility and select "Receive All SEQ".
2. Now go back to Utility and select "Convert Preload Program Order V1->V2 (All SEQ)"
3. You'll get the obligatory "Are You Sure" warning, click Yes. Now it will rapidly convert the data and transmit the fixed Songs to your M3.
4. That's it! We recommend that you save this new file as an All SEQ .M3allSEQ file as another form of back-up.