PS60

PERFORMANCE SYNTHESIZER

EDS-i Enhanced Definition
Synthesis – integrated

REMS

KORG

E 1

Thank you for purchasing the Korg PS60 Performance Synthesizer. To ensure trouble-free enjoyment of this product, please read this manual carefully and use the product as directed.

Precautions

Location
Using the unit in the following locations can result in a malfunction.
- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration
- Close to magnetic fields

Power supply
Please connect the designated AC adapter to an AC outlet of the correct voltage. Do not connect it to an AC outlet of voltage other than that for which your unit is intended.

Interference with other electrical devices
Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Handling
To avoid breakage, do not apply excessive force to the switches or controls.

Care
If the exterior becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Keep this manual
After reading this manual, please keep it for later reference.

Keeping foreign matter out of your equipment
Never set any container with liquid in it near this equipment. If liquid gets into the equipment, it could cause a breakdown, fire, or electrical shock.
Be careful not to let metal objects get into the equipment. If something does slip into the equipment, unplug the AC adapter from the wall outlet. Then contact your nearest Korg dealer or the store where the equipment was purchased.

Data handling

Incorrect operation or malfunction may cause the contents of memory to be lost. Please use the included Editor to back up your important data to your computer or media. Please be aware that Korg will accept no responsibility for any damages which may result from loss of data.

Conventions in this manual

Abbreviations for the manuals: OM, PG
In the documentation, references to the manuals are abbreviated as follows.

OM: PS60 Owner's Manual

PG: PS60 Parameter Guide

Symbols ⚠, *Note*, *Tips*
These symbols respectively indicate a caution, a supplementary note, or a tip.

Example screen displays
The parameter values shown in the example screens of this manual are only for explanatory purposes, and may not necessary match the values that appear in the Display of your instrument.

Main features of the PS60

The PS60 is a lightweight and compact performance synthesizer that features high-quality sounds and easy operation, making it a perfect choice for live playing.

High-quality sounds that stand out in live or band playing

- EDS-i (Enhanced Definition Synthesis - integrated) sound engine delivers high-quality sounds inherited from Korg's professional synthesizers.
- A great selection of 440 sounds centered on acoustic piano, electric piano, organ, strings, brass, and synth. The sounds provided will blend perfectly with any band while at the same time giving you a distinctive and powerful sound. (Up to 512 programs can be saved.)

Easy sound selection, and layer/split settings

- The sounds are organized into six categories, acoustic piano (A.PIANO) through synth (SYNTH), each with dedicated buttons that make it quick and easy to choose the sounds you need. You can easily make "Layer" settings to play multiple sounds simultaneously, or "Split" settings to play different sounds in high and low regions of the keyboard.

Performances let you instantly recall your favorite settings

- The performance control section which occupies the center and right of the front panel, provides buttons and knobs for you to adjust the sound and effects. The performance section to the left lets you save twenty of these setups as "performances" (4 banks x 5 performances). Your saved performances can be quickly recalled anytime.

Richly expressive keyboard and controllers

- The PS60 features a semi-weighted 61-note natural touch keyboard that lets you play everything from piano sounds to synthesizer sounds with a natural touch.
- With a joystick to vary the sound and a button to lock the joystick's position, a dedicated button to switch the speed of the rotary speaker simulator and buttons to shift the octave or transpose the keyboard, you have a wealth of controllers available for performance.
- Two jacks allow you to connect a damper pedal, foot switch or foot pedal. These can be used to adjust the volume, control effect modulation or to switch performances.

Lightweight and compact design

- The PS60's lightweight and compact design allows you to easily transport it between stage, practice studio or home.

Editor and plug-in editor

- By using the included "PS60 Editor" or "PS60 Plug-In Editor" software, you can edit the finer details of the sounds in the same way as professional synthesizers.

Table of Contents

Getting ready to play

Connecting the AC adaptor

1 Make sure that the PS60's power switch is in the STANDBY position.

2 Connect the included AC adapter's DC plug to the PS60's rear panel DC 9V jack.

⚠ Use only the included AC adapter. Using any other AC adaptor may cause malfunctions.

3 Connect the AC adapter's plug to an electrical outlet.

⚠ Make sure that the electrical outlet is the correct voltage for your product.

4 To prevent the plug from being accidentally disconnected, wrap the AC adapter cable around the PS60's cable hook.

Connecting speakers or headphones

The PS60 does not contain speakers. In order to hear the sounds, you'll need to connect audio equipment such as powered monitor speakers, a stereo set or use headphones.

Connecting powered monitor speakers or a mixer

▲ The PS60's audio output is designed to produce a higher signal level than typical home audio equipment such as a CD player. This means that performing at an excessive volume may damage your speakers or other equipment. Please be careful of the volume.

1 Minimize the volume of all connected equipment and turn off the power.

2 Connect the PS60's L/MONO and R OUTPUT jacks to the input jacks of your powered monitor speakers or mixer etc.

Connecting headphones

• Connect the stereo mini-plug of your headphones to the PS60's PHONES jack.

The PS60's PHONES jack outputs the same signal as the OUTPUT L/MONO and R jacks.
Even if headphones are connected to the PHONES jack, the output from the OUTPUT jacks will not be turned off.

Turning the power on

1 Turn the PS60's VOLUME knob all the way to the left, minimizing the volume.

Make sure that you have minimized the volume of your powered monitor speakers or other connected external equipment, and that they are powered-off.

2 Turn the PS60's rear panel power switch ON.

The display will indicate the model name and software version.

3 Power-on the powered monitor speakers or other equipment connected to the PS60's L/MONO and R OUTPUT jacks.

4 Using the PS60's VOLUME knob and the controls of your external equipment, adjust the volume to an appropriate level.

About the PS60's panel

Sounds

Performance

The sound, effect, and split settings you make using the **performance controls** can be saved for one-touch recall when desired.

You can save a total of 20 performances (4 banks x 5 performances in each bank).

Store

Volume adjustment
This knob adjusts the volume that's output from the L/MONO and R OUTPUT jacks, and from the headphone jack.

Performance control

EASY SETUP
Here you can adjust the volume, octave and effect send settings for each timbre.

Use the EASY SETUP button to the left to choose the function you'll be adjusting, and then use the knobs to the right to adjust the setting for each timbre.

SPLIT SETTING
Here you can make "split" settings that divide the PS60's keyboard into lower and upper regions.

Playing

Controllers and keyboard

Joystick and Lock function
You can control the sound by moving the joystick up/down/left/right while you play. Moving the joystick toward or away from yourself will apply modulation or filter, and moving it to the left or right will bend the pitch as often done by guitarists.
The LOCK button allows you to hold the effect applied with the joystick.
* This is the factory setting. You can use Global settings to change the region that can be locked.

Rotary speaker simulator
This button switches the rotary speaker simulator between slow and fast speeds. When an Organ program is selected, this button will flash in time with the rotary effect speed.

Keyboard
This is a 61-note natural touch keyboard. (Velocity sensitive, aftertouch not supported.)

The PS60's controls are organized into three sections; sounds, performance, and other settings.

Timbre selector

Here you can select the timbre(s) that you want to play. Use the **timbre ON** buttons of the lower row to select the timbre(s) you want to play, and use the **variation ▲▼** buttons to switch programs. By holding down a timbre ON button and pressing another, you can make "layer" settings in which multiple timbres are heard simultaneously. By pressing the LOWER or UPPER button in the SPILT SETTING section and then selecting a timbre, you can make "split" settings in which different timbres are played in the lower and upper ranges of the keyboard.

MODULATION

Here you can adjust the modulation effect which adds rich spaciousness or movement to the sound. Choose one of four types of effect, and use the knobs to make adjustments.

REVERB/DELAY

Here you can adjust the reverb/delay effect which adds a sensation of space and depth, adding echo or reverberation. Choose one of four types of effect, and use the knobs to make adjustments.

Equalizer (EQ)

This is a three-band parametric equalizer. The knobs adjust the low, mid and high-frequency ranges respectively.
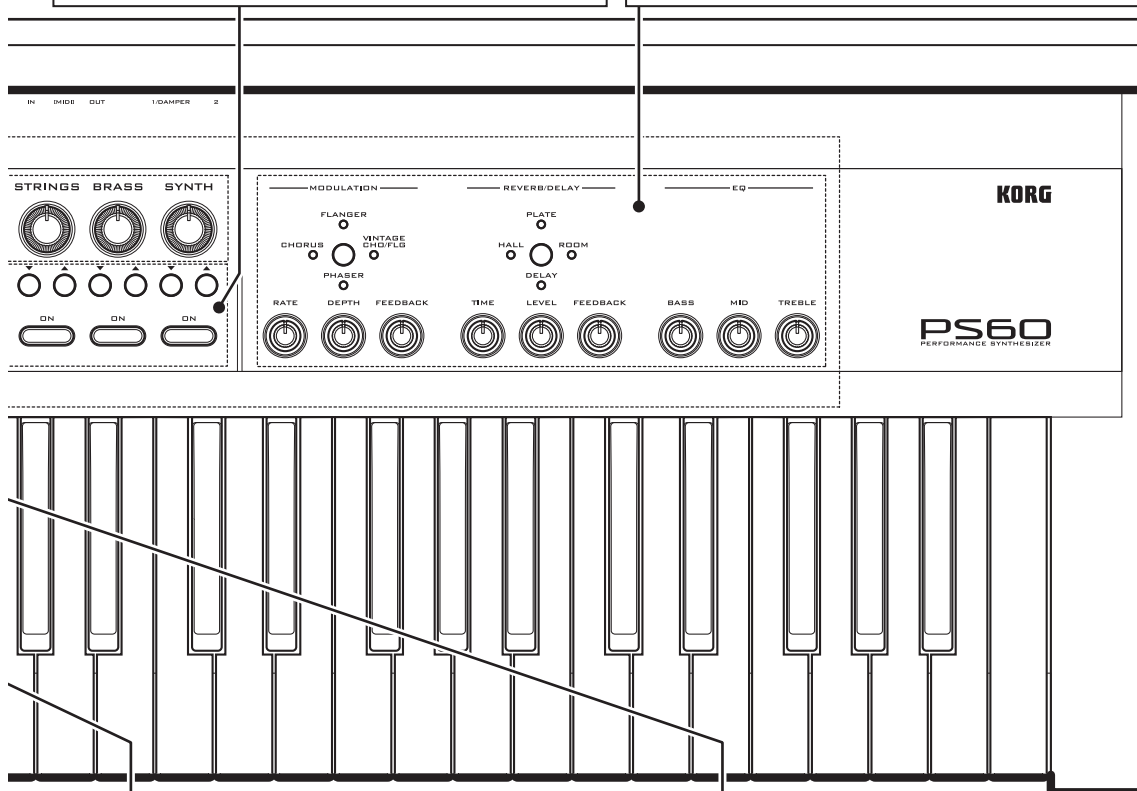
Keyboard settings

OCTAVE DOWN, UP

These buttons shift the keyboard's pitch in one octave steps. You can shift the pitch in a range of –3 to +3 octaves.

TRANSPOSE ♭,♯

These buttons shift the keyboard's pitch in semitone steps over a range of –1 to +1 octave.

Main operations

Here you can make detailed adjustments to the sound of the performance or program and make overall settings for the PS60.

Press the EDIT buttons or GLOBAL button to enter the corresponding mode. Use the CURSOR/VALUE ▲▼◄► buttons to select a page, and use the VALUE knob or ▲▼ buttons to edit the value shown in the display. When you're not in an Edit mode, you'll use these to switch the performance or program number.
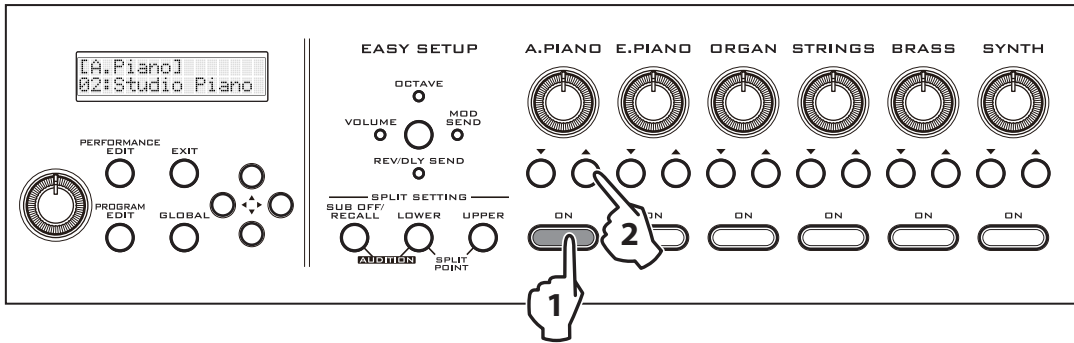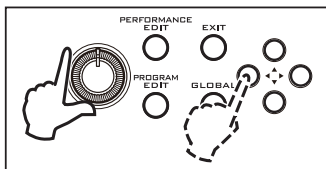
Settings

Selecting a timbre (sound)

Using one timbre (Single)

1 Press the ON button of the timbre (A.PIANO–SYNTH) that you want to play. (The button will light.)

2 Use the variation ▲▼ buttons to select a program.
Effect and equalizer settings will also be changed as appropriate for the sound you select.

Other ways to select

When the program (name) is shown in the lower line of the display, you can also use the VALUE knob to make a selection. In addition, you can use the CURSOR/VALUE ▲▼ buttons to change the selection in steps of one, or the ◀▶ buttons to change it in steps of ten.

Note: When the upper line of the display shows the performance (name), the VALUE knob or CURSOR/VALUE ▲▼ buttons will switch performances.

With the factory settings, each timbre category contains the number of programs shown in the table at right.

Note: In order to produce piano sounds that are as natural as possible, the A.Piano preload programs 13:SoloStretch Grand–15:SoloStretch Classic use a different tuning than other programs. This means that if you play these programs together with other programs as part of a layer, you might notice a slight modulation due to the pitch discrepancy in the high or low ranges.

| Timbre category	Abbreviation	Index number (bank number)
A.Piano	A	01–29 (A000–A028)
E.Piano	E	01–73 (A029–A101)
Organ	O	01–52 (A102–B025)
Strings	S	01–59 (B026–B084)
Brass	B	01–60 (B085–C016)
Synth	Y	01–167 (C017–D055)

About the display
When you press a timbre ON button or a variation button, the display will show information about the performance or timbre.

Performance information
Performance (number: name)

Timbre information
Timbre category

Single

Timbre on/off status
In this case, only A.PIANO will sound.

Program (index number: name)

Layer

A.PIANO, STRINGS, and BRASS timbres will sound simultaneously.

Split

The A.PIANO timbre will sound in the lower region, and the E.PIANO and STRINGS timbres will sound together in the upper region. Timbres enclosed by [ ] are the main timbres; when the Split setting is cancelled, the settings of these timbres will be preserved.

Note: When you switch timbres or programs or operate the performance controls, the left side of the upper line of the display will show an "▤" symbol to indicate that the settings have been edited.

Layering multiple sounds (Layer)
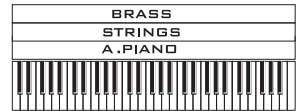
You can play multiple sounds simultaneously. This type of setting is called a "layer."

1 Press and hold down the ON button of one of the timbres you want to layer, and then press the other ON buttons(s) to make their indicators light. The sounds will be recalled when you take your finger off all of the buttons.

The master effect and EQ settings of the program whose timbre you turned on first will be used.
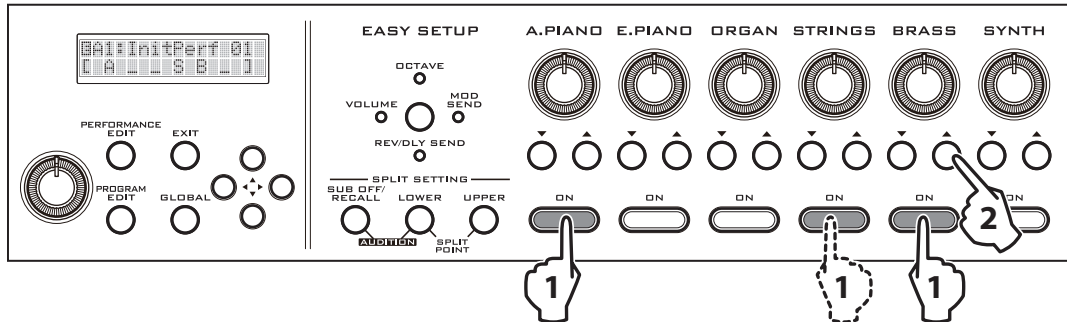
For example, suppose you hold down A.PIANO, then press STRINGS, BRASS, and then release your hand, the lower line of the display shows the timbre on/off status as "A, S, B," indicating that these timbres are on. When you play the keyboard, these three sounds will be layered. This lets you play richer sounds than would be possible using a single program. The master effect and EQ settings of the A.PIANO program will be used.

Tip: When using layer settings, you can switch a timbre on/off by holding down the EXIT button and pressing the timbre's ON button.

2 Use each timbre's variation ▲▼ buttons to select the program for each timbre.

The master effect and EQ settings of the program whose timbre you turned on first in step 1 will be used; these settings will not change even if you switch variations. The settings will be preserved until you go back to Single mode, but you are free to adjust the master effect and EQ by using the buttons and knobs in the right side of the front panel (☞p. 15).

The insert effect specified by each program will be loaded each time you switch variations.

Use the convenient Audition function when selecting sounds

Each of the PS60's programs has an associated riff (phrase) that's appropriate for the sound. You can make this riff play automatically, so that it will be easy to hear the character of each sound as you make your selection.

Make sure that Single timbre settings are selected. The Audition function is available only if the Layer and Split settings are off.

1 In the SPLIT SETTING section, hold down the SUB OFF/RECALL button and press the LOWER button. (The indicators of both buttons will light.)

The riff assigned to the program will play.
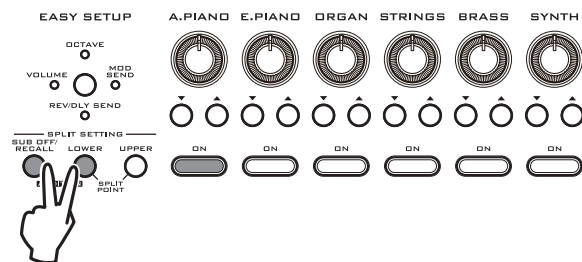
2 When you switch programs by pressing a timbre's ON button to switch timbres, or by using the variation ▲▼ buttons, the riff will also change accordingly.
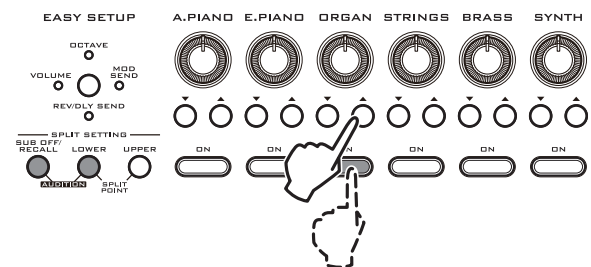
3 Turn off the Audition function by doing any of the following.
- Press the SUB OFF/RECALL, LOWER, or UPPER button.
- Choose Layer settings.
- Choose a layer or split performance.
- Move to Global mode.
- Save the performance or program.

# Splitting the keyboard and assigning sounds (Split)
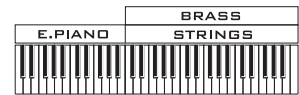
You can divide the PS60's keyboard into two regions, and assign different sounds to each region. This is called "split" settings.

The region at the left-hand side of the keyboard is called "Lower" and the region at the right-hand side is called "Upper." The point that divides the regions is called the "split point." The key that is the split point will be the bottom note of the upper region.

1 As described in Single or Layer settings (☞p. 8), select the sound that you want to use for one of the regions.

This will be the main timbre and the master effect and EQ settings you select here will be used. You are free to edit the sound, master effect and EQ settings even after you make Split settings.

When you cancel the Split (by pressing the SUB OFF/RECALL button), only this main timbre will play across the entire keyboard (☞p. 11).
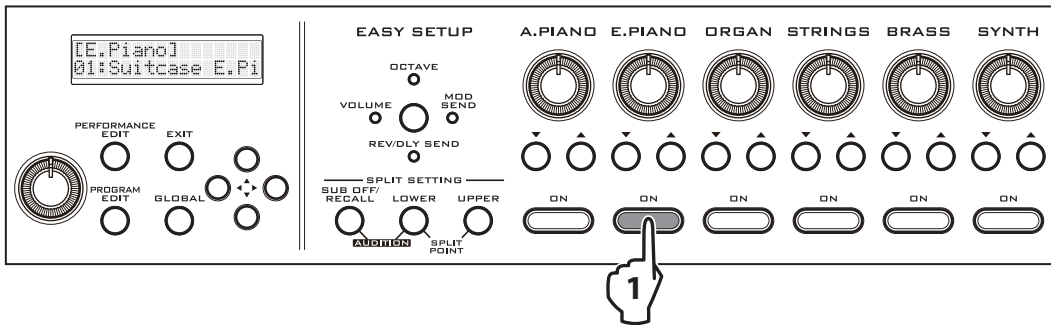
2 Press either the LOWER or UPPER button to choose the region (lower or upper) where you want to assign the other sound.

The button of the region you pressed and the ON buttons will blink, waiting for you to select a sound.
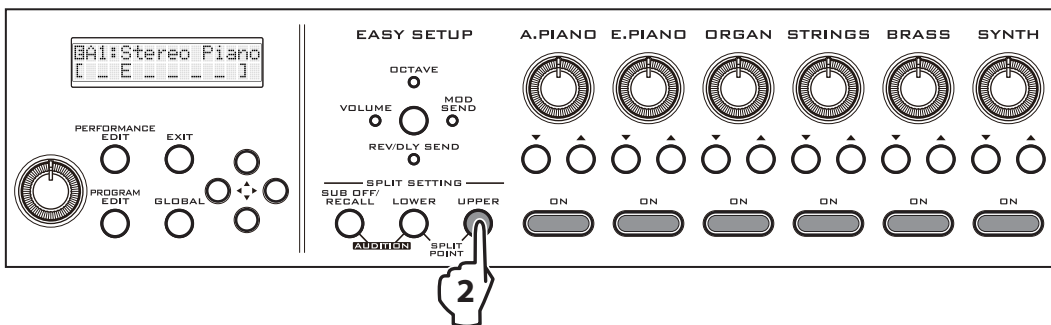
3 Select the other sound as described in Single or Layer settings (☞p. 8).

This is the sub timbre.
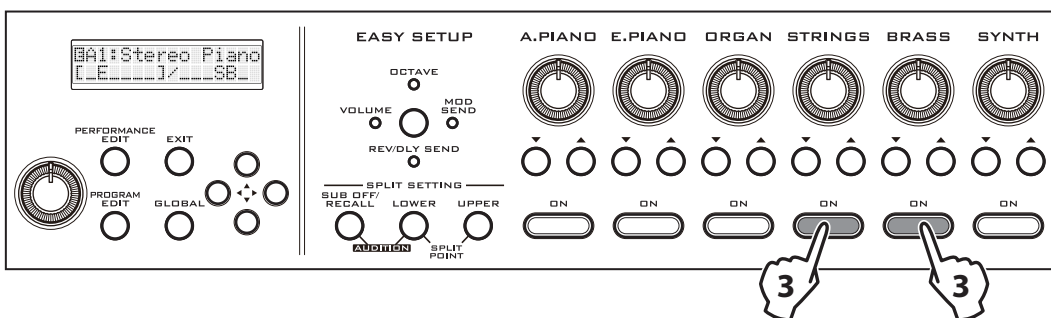
The lower line of the display shows the timbres assigned to each region. The main timbres are enclosed in [ ].

Note: If you decide to cancel during this procedure, press the EXIT button.

Changing the sound for Split settings

1 Press the LOWER or UPPER button to select the region whose sound you want to change.

When you press the LOWER or UPPER button, the ON buttons will light to indicate the on/off status of each timbre for the region you selected.

**2** Use the timbre ON buttons and the variation ▲▼ buttons to switch sounds.
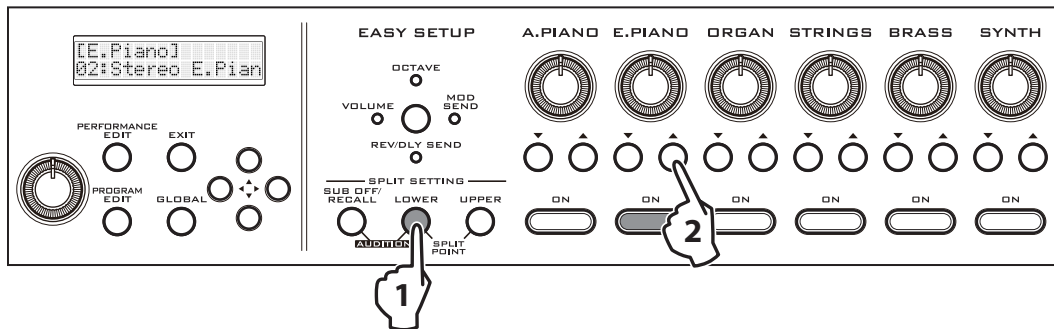
Setting the split point

1 Hold down the LOWER button and press the UPPER button.

Both indicators will blink and the display will show a note number.
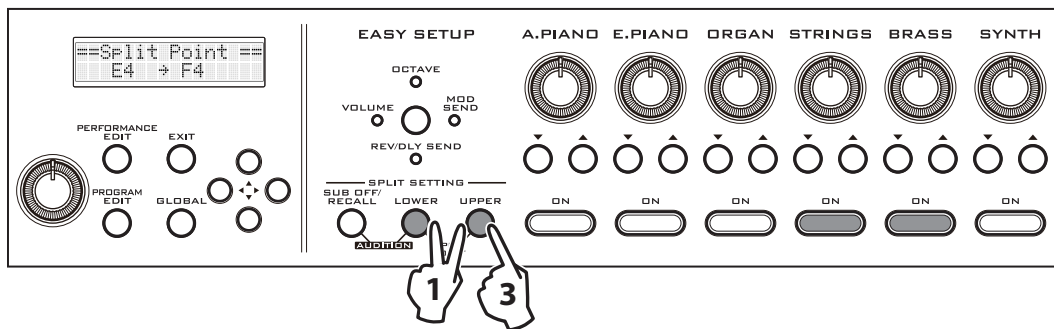
2 Press the key that you want to specify as the split point.

The split point will be the lowest note of the upper region.

3 Press the LOWER, UPPER or EXIT button to complete the split point setting.
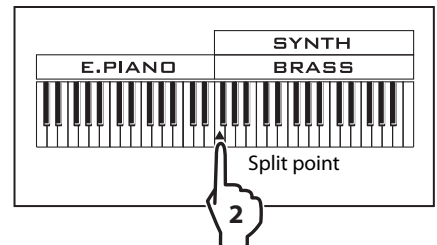
Cancelling the Split settings

• When using split settings, you can press the SUB OFF/RECALL button to cancel the split. (The LOWER and UPPER button will go dark and the SUB OFF/RECALL button will light.) The entire keyboard will play the sound settings (Single or Layer) that had been specified for the main timbre before you specified the split settings.

Split settings such as the choice of timbres or split point are preserved while the SUB OFF/RECALL button indicator remains lit. By pressing the lit SUB OFF/RECALL button, you can return to the split settings.

Tip: When you're playing a performance with split settings, you can use this to temporarily cancel the split and play just the sounds of the main timbres.
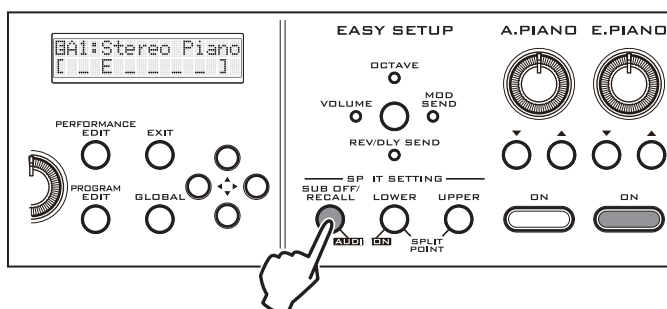
Using controllers

In addition to its keyboard, the PS60 lets you control the sound using various controllers such as the joystick and button, or an optional damper pedal, foot switch or foot pedal.

Keyboard and keyboard settings

Example: How velocity affects the volume

Velocity, keyboard tracking, and portamento

The sound can be affected by the strength or speed (velocity) at which you strike a key, and can also change depending on the keyboard position (keyboard tracking).

For example, changing the speed (i.e., force) at which you strike a key will affect the sound's loudness and brightness. Notes played higher on the keyboard will typically be brighter and will decay more quickly. This is the same response of an acoustic piano which you may already be familiar with. Since the PS60 lets you reverse these settings or combine them in various ways, you are free to create entirely different effects.

Portamento is an effect you have probably heard when listening to the sound of a monophonic analog synthesizer; it makes the pitch change smoothly from one note to the next, and is highly distinctive of synthesizers (☞ OM p. 30).

In addition to these, the PS60's front panel provides octave and transpose buttons that let you instantly shift the pitch in steps of one octave or transpose it by semitones.
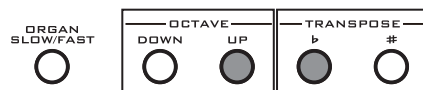
Octave

The pitch that is actually played when you strike a note can be shifted in one-octave steps by pressing these buttons. Use them when you run out of range on the keyboard.

The octave buttons let you shift the pitch in a range of +/–3 octaves.

Note: This will change the settings of the PS60's keyboard. Even if you switch performances or timbre programs, the Octave setting will remain unchanged.

Transpose

The pitch that is actually played when you strike a note can be shifted in semitone steps by pressing these buttons.

The transpose buttons let you shift the pitch in a range of +/–1 octave (12 semitones).

By using these buttons to transpose the keyboard, you can play a song at a pitch that's more comfortable for a vocalist or another instrument, while using the fingering that's familiar to you.

Note: This will change the settings of the PS60's keyboard. Even if you switch performances or timbre programs, the Transpose setting will remain unchanged.
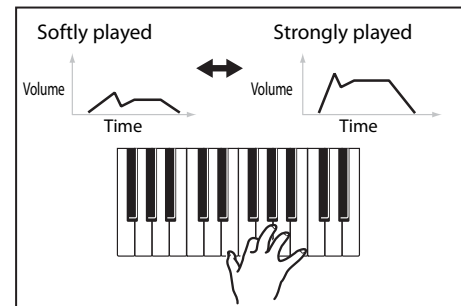
Joystick

You can modify the sound by moving the joystick up/down/left/right. For many of the preload programs, left/right movement will change the pitch, upward movement will apply vibrato, and downward movement will apply a wah effect. However, there are many other programs that have different assignments of their own.

Joystick Lock function

When you release the joystick, it will automatically return to the center position, and the effect will disappear. However by pressing the LOCK button (making the indicator light) while the effect is being applied, you can make the effect continue even after you release the joystick.

Note: You can use the Global mode Controllers - JS Lock setting to specify the direction (X or Y) for which the Lock function will apply. (Default: +/–Y) (☞ OM p. 47)
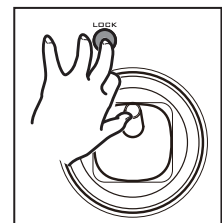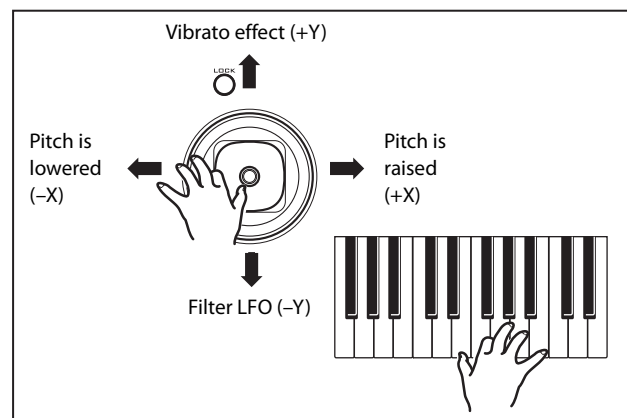
Switching the rotary speaker simulator between slow/fast

As you select programs for the ORGAN timbre, you'll notice that the ORGAN SLOW/FAST button blinks for some of the programs. These sounds are assigned an insert effect that simulates the rotary speaker typically used for organs (63: Rotary SP).

You can create additional drama in your performance by pressing the ORGAN SLOW/FAST button to switch between slow/fast speeds at the right moment in your song.
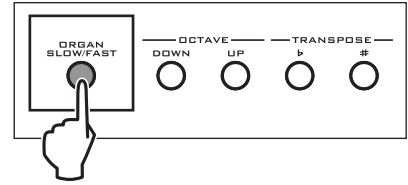
Damper pedal and foot switch/pedal

If you connect an optional damper pedal, foot switch, or foot pedal to the PS60, you can use your foot to control the PS60's sounds or functions (☞ OM p. 10, 51, 52).

Damper pedal
When you press the damper pedal, the notes you're playing will be sustained even after you take your hands off the keyboard.

The PS60 supports "half damper" functionality that smoothly varies the damper amount according to the depth to which you press the pedal. This functionality is available if the optional DS-1H damper pedal is connected. If a switch-type pedal is connected, it will function only as an on/off damper switch.

With the factory settings, the ASSIGNABLE PEDAL/SW1/DAMPER jack is assigned for use with a damper pedal.

Foot switch
You can use a foot switch to control sounds or effect modulation while you play, to turn portamento on/off, or to switch performances.

With the factory settings, the ASSIGNABLE PEDAL/SW2 jack is assigned for use with a foot switch.

Foot pedal
You can use a foot pedal to control the volume, modulation, portamento time, pan, or effect send levels while you play.

PEDAL or SWITCH   DAMPER, SWITCH or PEDAL
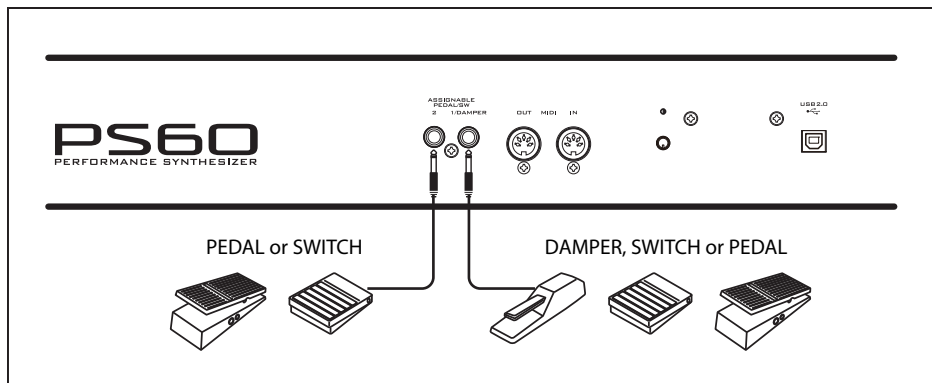
Using the performance controls to adjust the sound

In addition to the sections described earlier, where you select sounds and make split settings, the PS60 provides various other "performance controls." These consist of the "easy setup" section where you can adjust the volume, octave and effect send for each timbre, the modulation and reverb/delay "master effects" section and the "EQ (equalizer)" section that adjusts the overall brightness and depth of the sound.

You can use these controls to create your sound, and then save the settings as a "performance" for instant recall when desired.

Easy setup

Here's how to use the easy setup knob for each timbre to adjust each timbre's volume, octave and effect send amount.

1 For each timbre, select the program whose sound you want to adjust (☞ "Selecting a timbre (sound)," p. 8).

2 Press the EASY SETUP button to select the function that you want to adjust using the knobs.

Each time you press the EASY SETUP button, a different indicator will light and the selected function will change as follows.

VOLUME: Each knob will adjust the volume of the corresponding timbre. This is a convenient way to adjust the volume balance between the sounds in a layer or split setup.

OCTAVE: Each knob will shift the pitch of the corresponding timbre in steps of one octave. You can shift the pitch in a range of +/–5 octaves.

Unlike the keyboard setting OCTAVE (☞p. 12), this OCTAVE setting affects only the timbre whose setting you adjust.

MOD SEND: Each knob will adjust the amount of sound sent to the modulation effect. Use the MODULATION section to change the type of effect or to edit its settings (☞p. 15).

REV/DLY SEND: Each knob will adjust the amount of sound sent to the reverb/delay effect. Use the REVERB/DELAY section to change the type of effect or to edit its settings (☞p. 15).

OFF: (all indicators unlit)

3 Turn each timbre's knob to adjust its setting.

When you turn a knob, the upper line of the display shows the abbreviated name of the timbre and the easy setup name, and the lower line shows the value.
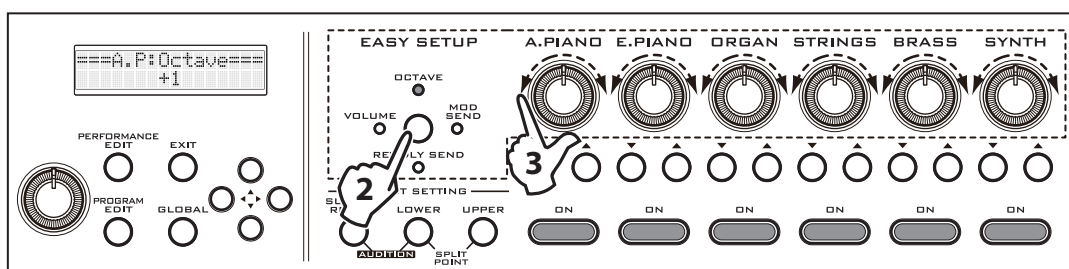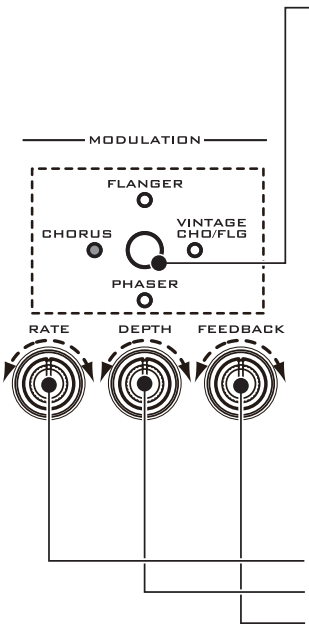
Master effect and equalizer (EQ)

By applying effects to the sound you can add depth, movement, or reverberation. The equalizer applies an overall adjustment to the final sound by adjusting the tonal character of the low, mid and high frequency ranges.

To apply a master effect, adjust each timbre's MOD SEND and REV/DLY SEND in the EASY SETUP section, to set the amount of sound that will be sent to the corresponding effect (☞ "Easy setup," p. 14).

Modulation effect (MODULATION)
This effect adds depth, warmth and motion to the sound.

1 Press the MODULATION button to select the desired effect type. Each time you press the button, you'll cycle through the different types. (The indicator will light to show the selected effect type.)

CHORUS: This effect adds depth and warmth to the sound by modulating the delay time of the input signal.

FLANGER: This effect gives an intense sense of modulation and pitch movement to the sound. It is effective when applied to sounds that contain a large number of overtones.

VINTAGE CHO/FLG: This effect models the sound of a vintage analog chorus or analog flanger. It produces the distinctively warm and rich sound of an analog effect.

PHASER: This effect produces modulation by shifting the phase of the sound. It is effective when applied to sounds such as electric piano.

EFFECT OFF (indicator unlit)

Note: When you switch effects, the default settings of each effect will be used.

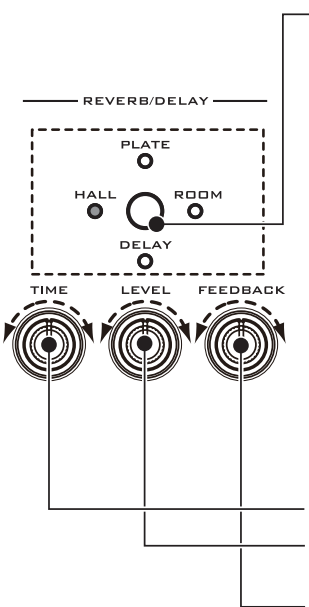**2** Use the RATE, LEVEL, and FEEDBACK knobs to adjust the sound.

RATE: Adjusts the speed of LFO modulation.

DEPTH: Adjusts the depth of LFO modulation.

FEEDBACK: Adjusts the amount of feedback.

Reverb/delay effect (REVERB/DELAY)
This effect adds reverberation to the sound, or delays the sound to create an echo.

1 Press the REVERB/DELAY button to select the desired effect type. Each time you press the button, you'll cycle through the different types. (The indicator will light to show the selected effect type.)

HALL: This is a hall-type reverb that produces the reverberation typical of a mid- to large-sized concert hall or ensemble hall.

PLATE: This is a plate reverb that produces a warm-sounding (dense) reverberation.

ROOM: This is a room-type reverb that emphasizes tight-feeling early reflections.

DELAY: This is a simple and easy-to-use monaural delay with a maximum delay time of 549 ms.

EFFECT OFF (indicator unlit)

Note: When you switch effects, the default settings of each effect will be used.

**2** Use the TIME, LEVEL and FEEDBACK knobs to adjust the sound.

TIME: Adjusts the reverberation time. / Adjusts the delay time.

LEVEL: Adjusts the output level of the reverb. / Adjusts the output level of the delay sound.

FEEDBACK: Adjusts the decay of the high-frequency range. / Adjusts the amount of feedback for the delay sound.

Equalizer (EQ)

This is a parametric equalizer that lets you adjust the overall sound of the performance. The low, mid and high-frequency bands can be adjusted independently.
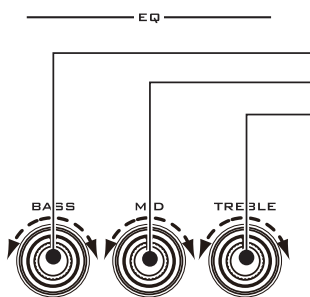

- Use the BASS, MID and TREBLE knobs to make adjustments.
  BASS: Adjusts the gain of the low-frequency range.
  MID: Adjusts the gain of the mid-frequency range.
  TREBLE: Adjusts the gain of the high-frequency range.
Note: In the edit page, you can adjust the frequency (Freq) of each band and specify the bandwidth (Q), as well as editing the gain (☞OM p.29, 38).

Tip: The PS60's EQ provides an EQ offset function that lets you adjust the tonal character of the overall audio output as appropriate for the acoustical character of a live concert venue or for the response of your speaker system (☞ "EQ Offset:," OM p. 49).

Storing a performance
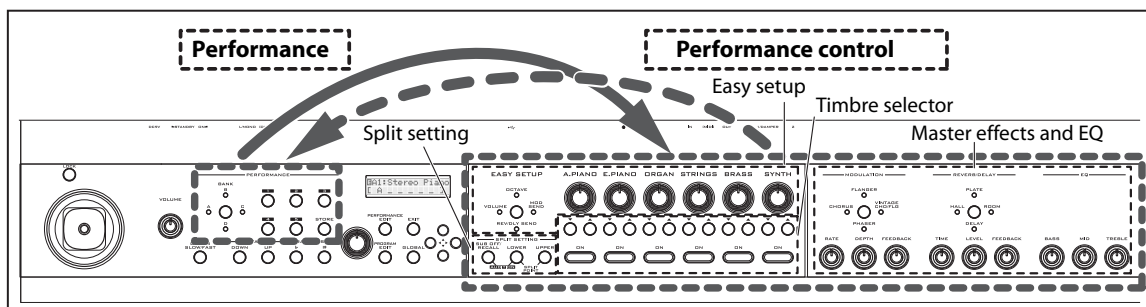
The sound, effect, and split settings you've made using the performance controls, as well as the performance edit settings (☞p. 18), can be stored as a "performance." You can store a total of twenty performances (four banks, each containing five performances).

Note: JOYSTICK LOCK, keyboard settings such as octave and transpose, and the SUB OFF/RECALL button status cannot be stored in the performance.

1 Press the STORE button.

The upper line of the display will indicate "=== Store ===", and the lower line will indicate the store-destination.

The indicators of the STORE button and of the bank and number buttons for the currently selected performance will blink.
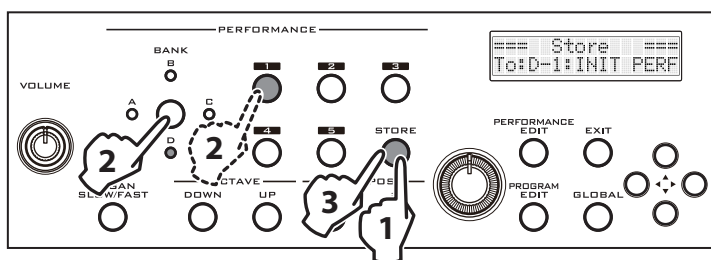
2 Choose the store-destination bank and number. If you want to store to the currently selected (i.e., same) bank and number, simply proceed to step 3.

3 Press the STORE button to write the settings into internal memory.

When the button blinks rapidly, storing is complete.

✍ Turning the power off while the store operation is being executed might damage the internal data. Never turn off the power while data is being stored.

Note: If you decide to cancel during this procedure, press the EXIT button.

Recalling a performance

Here's how to recall a performance so that you can play it. If you've stored your sounds in the order in which you'll play them during your live set, you'll be able to conveniently recall them at a touch.

*1* Press the BANK button to choose the desired performance bank. Pressing the button will cycle through banks A–D.

The BANK button and the button 1–5 indicators will blink.

Note: If you decide to cancel, press the EXIT button.

2 Press the button (1–5) of the performance you want to play.

If the upper line of the display shows the performance (name), you can use the VALUE knob or the CURSOR/VALUE ▲▼ buttons to select a performance (☞p. 8).

The performance also stores the number of the variation that's selected for timbres that are turned off. You can play those sounds immediately simply by using the ON buttons to turn those timbres on/off.
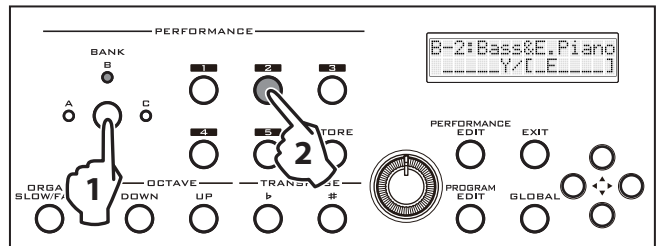
Detailed sound editing and settings (Edit)

If you want to edit the sound in greater detail than the performance controls (☞p. 14), you can use the Edit functions. The PS60 provides the following three Edit modes.

PERFORMANCE EDIT: This lets you edit the sound of the performance.

PROGRAM EDIT: This lets you edit the sound of the timbre's program. You can select the insert effect, and edit settings such as oscillator, filter, EG and LFO.

GLOBAL: This lets you edit the overall pitch of the PS60, the keyboard touch sensitivity (velocity curve) and the pedal assignments.

Basic editing procedure

Each of the edit modes is organized into various edit pages that are shown in the display. Here's how to move to the desired edit page and modify the value.
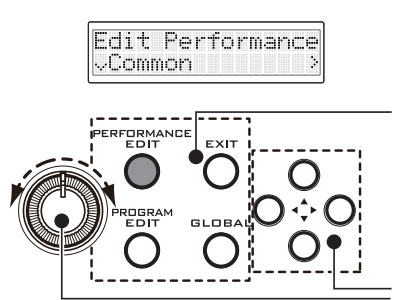

1 Select the performance or program that you want to edit.
This is not necessary in the case of Global mode.

2 Press one of the front panel edit buttons to enter the desired edit mode.
Note: If you're using PROGRAM EDIT, and Split or Layer settings are currently selected, you must choose one of the timbres to specify the program you'll be editing. Depending on the current settings, press the LOWER or UPPER button, or press one of the lit ON buttons to select the program that you want to edit.

3 To move between pages or parameters, use the CURSOR/VALUE ▲▼◄► buttons. Use the ▲▼ buttons or the VALUE knob to modify a value.

4 When you're finished editing, press the **EXIT** button to return to the main performance page.

Using Performance Edit to edit tone parameters

As an example, here's how you can modify the sound by editing the tone parameters of the E.PIANO timbre in performance edit mode.

The tone parameters simultaneously modify multiple parameters of the program. For example, this applies an overall increase or decrease to multiple filter or amp parameters, making it a broad but effective way to make adjustments. The changes you make in this way are saved only in the performance and will not affect the original performance, so you can feel free to make changes.

1 Select the performance that you want to edit.
Press the E.PIANO timbre's ON button, and select a program.

2 Press the PERFORMANCE EDIT button to enter the performance edit page.
The lower line of the display indicates "Common." (If you don't see this, press the ▲ button several times.)

3 Referring to the tree diagram shown on the right, select the Filter/Amp "Cutoff."
Press the ▼ (▲) button to access "Main Timbres."
Press the ► button. Press the ▼ (▲) button to select "E.PIANO."
Press the ► button. Press the ▼ (▲) button to select "Filter/Amp."
Press the ► button. Press the ▼ or ▲ button to select "Cutoff."
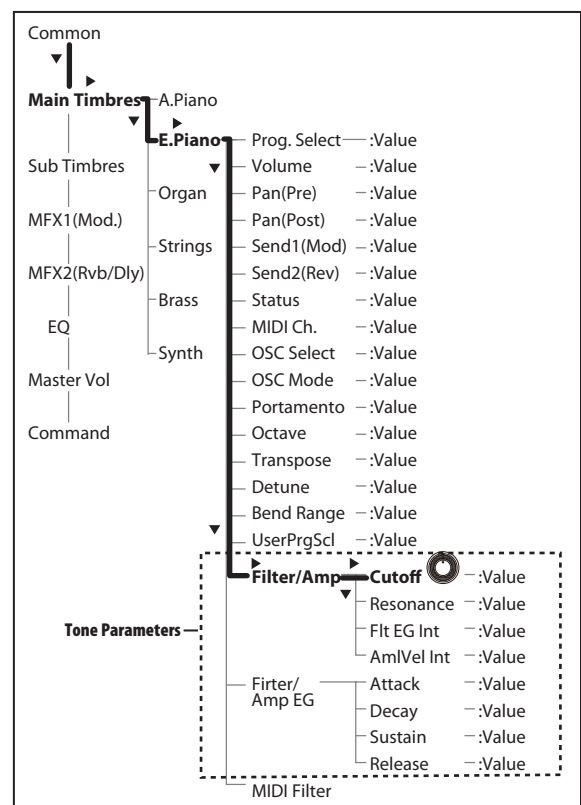
Note: While the PS60 remains powered-on, it will remember the last-selected edit page. Depending on the previously-performed operation, use the ▲▼ buttons as necessary to select the desired item.

4 Turn the VALUE knob to adjust the value. You'll hear the sound change as the cutoff frequency value changes.

5 Press the ▼ button to select "Resonance." Turn the VALUE knob, and you'll notice the sound change as the region around the cutoff frequency is emphasized.

6 Go ahead and select other tone parameters and edit them to hear the result.

Note: The way in which the sound changes when you edit these parameters will depend on each program. For some programs, you might not notice much difference.

7 Store the performance (☞p. 16).

Note: The changes you made will disappear when you turn off the power. If you want to keep your changes, you must store them.

Filter/Amp:

These settings adjust the filter and amp parameters of the program used by the timbre.

Cutoff (Filter Cutoff): This specifies the frequency at which the filter will begin cutting the high or low portion of the sound.

For example if a low-pass filter is selected, the filter cutoff will change the brightness of the sound. Normally, decreasing the cutoff will make the sound darker, and increasing it will make the sound brighter.
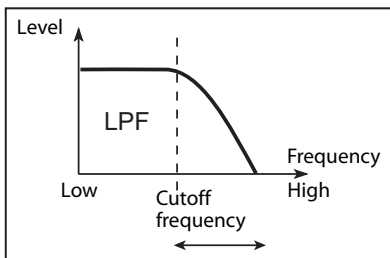
**Resonance** (Filter Resonance): This boosts the region around the cutoff frequency.

If the resonance value is 0, this region will not be boosted; the region beyond the cutoff frequency will decay smoothly.

A moderate setting of the resonance value will change the filter's tonal character, producing a nasal sound, or possible a more radical sound. Extremely high resonance settings will produce an oscillation that sounds like a whistle.
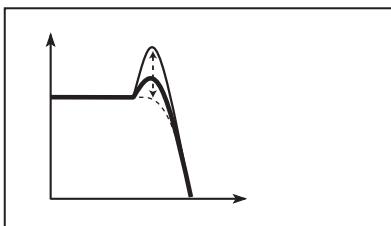
Filt EG Int (Filter EQ Intensity): This adjusts the depth of the envelope (EG) that applies time-varying change to the filter.

Lowering this value will lessen the effect of the filter EG; raising it will make the filter EG apply more deeply. Since the filter EG operates relative to the filter's cutoff frequency, the tonal change produced by the filter can be controlled by adjusting both the Cutoff setting and this Filt EG Int setting.
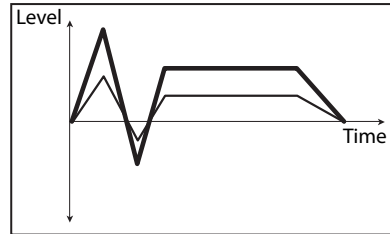
AmpVel Int (Amp Velocity Intensity): This adjusts the extent to which velocity will affect the amp level that determines the volume.

Filter/Amp EG:

These settings simultaneously adjust the parameters of the filter EG and amp EG for the program used by the timbre. They affect the way in which the sound's brightness and volume will change over time.
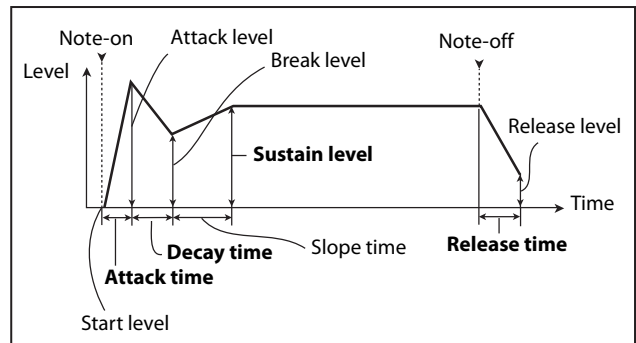
Attack (Filter/Amp EG Attack Time):
This adjusts the time over which the sound will increase to its maximum volume after you press the key

Decay (Filter/Amp EG Decay Time):
This adjusts the decay/slope times that follow the attack time.

Sustain (Filter/Amp EG Sustain Level):
This adjusts the level that is sustained following the slope time as long as you continue holding down the key.

Release (Filter/Amp EG Release Time):
This adjusts the time over which the sound will decay after you release the key.

Specifications (condensed)

Operating temperature:
0 – +40 °C (non-condensing conditions)

Keyboard:
61-note natural touch keyboard (velocity sensitive; aftertouch not supported)

Power:
AC adapter power supply connector (DC 9V 1.7A ◇–⊖–◇)

Dimensions (W × D × H):
925 × 291 × 90 (mm) / 36.41"× 11.45" × 3.54"

Weight: 4.6 kg / 10.14 lbs

Power Consumption: 6 W

Accessories:
AC adapter, Easy start guide, Accessory disc (PS60 Editor/Plug-In Editor, KORG USB-MIDI driver, PS60 Owner's Manual (PDF), PS60 Parameter Guide (PDF), PS60 USB-MIDI Setup Guide (PDF) etc.)

Options:
XVP-10: Expression/Volume Pedal
EXP-2: Foot Controller
DS-1H: Damper Pedal
PS-1: Pedal Switch

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