

The following items describe the functional improvements and bug fixes included in this operating system.

Program Mode

[Improvement of function]

512 EDS Programs have been added to the Preload data in locations U-A, U-B, U-C and U-D banks. See "How to Load the new Program Banks" section below for instructions to load these new sounds.

[Bug fix]

At the Poly Legato function in EDS Programs, the system did not use the proper start offset address if a Multisample has three or more valid Start Offset points. This has now been fixed.

[Bug fix]

In EDS Programs, depending on the setting of Oscillator Velocity Zones, the Oscillator occasionally did not sound. This has now been fixed.

How to Load the new Program Banks

[Important]

TO ensure that you can always restore these new Programs they have been added to the System software as part of the Preload data.

To load the new sound data you will need to execute the "Update System Software" procedure twice. Please see the file [HowToUpdate_M3.pdf](#) for info on how to do this.

The first execution will load the system software V1.2.

The second execution will load the 512 new EDS programs so they can be readily recalled using the "Load Preload/Demo Data" menu command.

After finishing the "Update System Software" process for the second time, please carry out the following steps:

[Note]

If Banks U-A, U-B, U-C and U-D are set to RADIUS Bank Type, please change this to EDS Bank Type using the Global mode "Set User-Bank Type" menu command before loading the new programs in the following process.

[Load only new additional Preload Program Banks]

1. Go to Global mode P0
2. Select the "Load Preload/Demo Data" menu command
3. Set Kind=Program, Bank option, U-A to U-A as the selection.
4. Press "OK".
5. Load banks U-B, U-C and U-D in the same manner.

Note: This will overwrite any Programs currently loaded in the U-A, B, C and D banks. Be sure to back-up any custom sounds you might have loaded there first!

[Load all Preload Program Banks]

1. Go to Global mode P0
2. Select the "Load Preload/Demo Data" menu command
3. Set Kind=Program, All option.

4. Press OK.

Note: This will overwrite any Programs currently loaded in the I-A, B, C, D, E, U-A, B, C and D banks. Be sure to back-up any custom sounds you might have loaded there first!

System Version 1.1.1 December 11,2007

General

[Improvement of function]

32 Vocoder Programs have been added to the Preload data in locations I-E000 and 031.

How to Load the new Vocoder Programs

After finishing the "Update System Software" process, please do the following steps:

1. Go to Global mode P0
2. Select execute "Load Preload/Demo Data" menu command
3. Set Kind Program, Bank option, I-E to I-E as the selection.
4. Press OK.

Note: This will overwrite any Programs currently loaded in the I-E000 to I-E031. Be sure to back-up any custom sounds you might have loaded there first!

Global Mode

[Bug fix]

At the After Touch Curve parameter, an invalid value of 9 was visible. This has now been removed.

System Version 1.0.4 August 3, 2007

General

[Bug fix]

With Programs whose Voice Assign Mode is set to Mono Legato Unison, when the number of active voices reached 120 (the maximum limit) it might have caused an operation error. This has now been fixed.

Effect

[Bug fix]

When the M3 was receiving MIDI clock from an external source (Global MIDI Clock =External MIDI or USB) certain BPM-based Delay Effects would generate click/tick noises. This has now been fixed.

KARMA

[Bug fix]

When the KARMA GE parameter "Force Mono" is On, GE generated phrases might not always play properly. This has now been fixed.

Media Mode

[Bug fix]

Only up to five USB devices could be recognized at once. This has now been fixed so the full specification of up to eight USB devices (maximum) can be recognized.

System Version 1.0.3 June 4, 2007

Combination Mode

[Bug fix]

Depending on the setting of KARMA Scene Matrix parameters, the Write Combination or some other operations might have caused an operation error. This has now been fixed.

Sequencer Mode

[Bug fix]

Using the In-Track Sampling function might have caused an operation error. This has now been fixed.

[Bug fix]

Depending on track data, the Pattern Edit - Get from Track command might have caused an operation error. This has now been fixed.

System Version 1.0.1 April 9, 2007

General

[Improvement of function]

In the M3-M, the keyboard graphic for RPPR in Sequencer mode and Sampling mode has been improved. It has been expanded to display the full 88-key range instead of graying out the range outside of 61 keys.

[Bug fix]

XY mode was not always set up appropriately using the Auto Song Setup function. This has now been fixed.

KARMA

[Improvement of function]

The Copy function of KARMA parameters from Programs to Combinations and Songs has been improved in the Copy from Program, Auto Song Setup function, and Copy KARMA Module commands.

[Bug fix]

When receiving SysEx parameter change messages for KARMA Scenes which are not selected from an external MIDI device such as M3 editor, the currently selected KARMA Scene had been temporarily edited. This has now been fixed.

[Bug fix]

When SysEx Mode Change messages were transmitted from an external MIDI device such as the M3 editor, stuck notes might have occurred. This has now been fixed.

Drum Track

[Bug fix]

When the Drum Track is On and a MIDI SysEx message for Drum Track On was received, the status would change to Drum Track Off. This has been fixed. It now stays On.

[Bug fix]

The Drum Track On/Off button would not always function when SysEx Mode Change messages between Global mode and Program mode were received from an external MIDI device such as the M3 editor. This has now been fixed.

MIDI

[Improvement of function]

MIDI messaging from/to the M3 Editor has been improved. When the M3 would receive CurrentProgDump for a different Osc type program bank from the M3 Editor (EDS to EXB-RADIAS), the M3 would change to the selected bank. This would cause a condition error between

the M3 and M3 Editor, since the current Program type in the Editor was still EDS, but the M3 was now on a RADIUS Program. But now it stays at the current bank, and transmits bank type error messages.

Program Mode – EDS

[Bug fix]

Oscillator sounds wrong when OSC mode is set to Key + Damper. This has now been fixed.

[Bug fix]

Grayed out processing of Graphics and parameters was not always done correctly in real time when SysEx parameter change messages were received from an external MIDI device such as the M3 editor. This has now been fixed.

Program Mode – RADIUS

[Bug fix]

When a current Program was stored by "Write Program" or "Update Program" commands, sound modulation by MIDI CC#70-79 - Sound Control Messages could not be reflected to stored program parameters. This has now been fixed.

[Bug fix]

In the Virtual Patch function, SW1/2 On status could not be stored with a program. This has now been fixed.

[Bug fix]

In the Virtual Patch function, the reset of Source Controllers might have been done imperfectly during program change and mode change operations, so some RADIUS programs might not have sounded correctly. This has now been fixed.

Combination Mode

[Bug fix]

When a RADIUS program has been selected at a Combination's Timbre or Song's Track, the Timbre/Track EQ setup might have been temporarily incorrect when changing modes or locating in the Sequencer. This has now been fixed.

[Bug fix]

When SysEx parameter change messages for "RADIUS Vocoder/Carrier Input/In Source1 Select" were received from external MIDI device such as the M3 editor, display parameter values and actual functions were not always the same. This has now been fixed.

Sequencer Mode

[Improvement of function]

In Cue List play, the timing of step changes has been improved.

[Improvement of function]

In Cue List play, the red triangle indication for the current step is now updated in realtime.

[Improvement of function]

XY mode control is now available in RPPR pattern playback.

[Improvement of function]

When playing back a Pad On CC message, the Pad's notes are fed into KARMA modules and the generated notes from the KARMA modules can now be recorded to other multiple tracks using Multi REC. (In Global mode assign CC to Pad, then set "Pads MIDI Out" to "Pad CC/Note")

[Bug fix]

When playing back parameter change events for Track Play/Mute, the Play/Mute parameter display was updated correctly, but the actual function wasn't. This has now been fixed.

[Bug fix]

During recording, if Pitch Bend movements were held while stopping the Sequencer, the pitch of recorded notes might have gotten out of tune during playback and/or locate operations. This has now been fixed.

[Bug fix]

When switching between Songs, Play/Mute and Solo settings might not have been setup correctly. This has now been fixed.

[Bug fix]

When the Global MIDI Clock was set to External MIDI or External USB, Cue list playback sometimes would stop at a step change. This has now been fixed.

Sampling Mode (and Sampling function in other modes)

[Bug fix]

Stereo MS/Sample names had been managed incorrectly. The 23rd and 24th characters of the name must be -L and -R in order to be recognized as a Stereo MS/Sample. But it had been the last two characters instead of the 23rd and 24th. This has now been fixed.

M3 OS History 4

[Bug fix]

There was an error during In-Track Sampling with Auto Optimize RAM set to Off (Global Mode). When Sampling stops while the Sequencer is running, the Sequencer should continue playing without an audio jump. This had not been functioning, and has now been fixed.

Global Mode

[Improvement of function]

Post IFX send1/2 can now be controlled by MIDI - SEQ Mode Param, MIDI Out setup, as well as the Track's Send 1/2 parameters.

[Bug fix]

USER-F and USER-G banks could not be selected at Dump Combination menu command. This has now been fixed.

Media Mode

[Improvement of function]

During SoundFont format file loading, when the number of Samples in a MS has reached the limit, "Not enough relative parameter memory" is now shown at the same time as when the data stops loading.

[Improvement of function]

When loading PCG - Drum Track User Pattern, improvements have been made so that the memory image of the Drum Track User Pattern becomes exactly same as what was saved. In V1.0.0, only valid patterns were overridden in the current memory. Now all patterns are the same, including InitDrumPattern mapping.