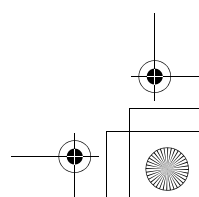
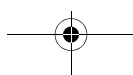
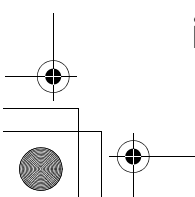


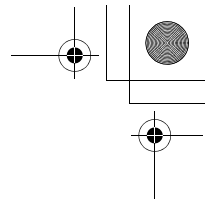
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English

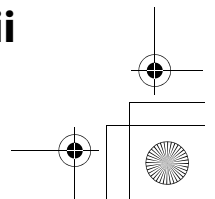
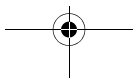
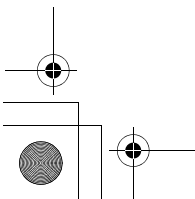
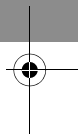
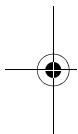
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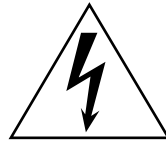
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Thank you for purchasing the Korg NAUTILUS. To help you get the most out of your new instrument, please read this manual carefully.

IMPORTANT SAFETY INSTRUCTIONS

- 1) Read these instructions.
- 2) Keep these instructions.
- 3) Heed all warnings.
- 4) Follow all instructions.
- 5) Do not use this apparatus near water.
- 6) Clean only with dry cloth.
- 7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- 8) Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10) Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11) Only use attachments/accessories specified by the manufacturer.
- 12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- 13) Unplug this apparatus during lightning storms or when unused for long periods of time.
- 14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
 - **WARNING**—This apparatus shall be connected to a mains socket outlet with a protective earthing connection.
 - Mains powered apparatus shall not be exposed to dripping or splashing. No objects filled with liquids, such as vases or drinking glasses, shall be placed on the apparatus.
 - Turning off the power switch does not completely isolate this product from the power line.
 - Keep the power plug easily accessible. Do not install this equipment far from a power outlet and/or power strip.
 - Do not install this equipment in a confined space such as a box for the conveyance or similar unit.
 - Excessive sound pressure from earphones and headphones can cause hearing loss.
 - This apparatus is for moderate climates areas use, not suitable for use in tropical climates countries.
 - The ventilation should not be impeded by covering the ventilation openings with items, such as newspapers, table-cloths, curtains, etc.
 - No naked flame sources, such as lighted candles, should be placed on the apparatus.



The lightning flash with arrowhead symbol within an equilateral triangle, is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

THE FCC REGULATION WARNING (for USA)

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

If items such as cables are included with this equipment, you must use those included items.

Unauthorized changes or modification to this system can void the user’s authority to operate this equipment.

Notice regarding disposal (EU only)



When this “crossed-out wheeled bin” symbol is displayed on the product, owner’s manual, battery, or battery package, it signifies that when you wish to dispose of this product, manual, package or battery you must do so in an approved manner.



Do not discard this product, manual, package or battery along with ordinary household waste. Disposing in the correct manner will prevent harm to human health and potential damage to the environment. Since the correct method of disposal will depend on the applicable laws and regulations in your locality, please contact your local administrative body for details. If the battery contains heavy metals in excess of the regulated amount, a chemical symbol is displayed below the “crossed-out wheeled bin” symbol on the battery or battery package.

SUPPLIER’S DECLARATION OF CONFORMITY (for USA)

Responsible Party: KORG USA INC.
 Address: 316 SOUTH SERVICE ROAD, MELVILLE, NY
 Telephone: 1-631-390-6500
 Equipment Type: Music Workstation
 Model: NAUTILUS-61/NAUTILUS-73/NAUTILUS-88

This device complies with Part 15 of FCC Rules.

Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

* All product names and company names are the trademarks or registered trademarks of their respective owners.

WARNING:
 TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK DO NOT
 EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

| | | |
|-------------------------------------------------------------------------------------|---------------------------------------------------------|-------------------------------------------------------------------------------------|
|  | CAUTION RISK OF ELECTRIC SHOCK DO NOT OPEN |  |
| ATTENTION: RISQUE DE CHOC ÉLECTRIQUE—NE PAS OUVRIR. | | |
| 注意 感電の恐れあり、キャビネットをあけるな | | |

Handling of the internal drive

- When this device is moved to a location where the temperature is radically different, water droplets may condense on the internal drive. If the device is used in this condition, it may malfunction, so please allow several hours to pass before operating the device.
- Do not turn the power on and off repeatedly. This may damage the NAUTILUS.
- This device begins to access the internal drive immediately after the power is turned on. Never turn off the power while the internal drive is being accessed. Doing so can cause data on the drive to be lost, so that the next time the NAUTILUS is turned on, it may fail to start up normally.
- After turning the NAUTILUS off, wait about 10 seconds before turning it on again.

Regarding the LCD screen

The NAUTILUS LCD screen is a precision device, and careful attention has been paid to its product quality. Although you may notice some of the issues listed below, please be aware that these are due to the characteristics of LCD screens, and are not malfunctions.

- There may be pixels in the screen that are always dark (unlit) or always bright (lit).
- Depending on the displayed content, the brightness of the screen may appear uneven.
- Depending on the displayed content, horizontal stripes of shading may be visible.
- Depending on the displayed content, flickering or moire patterns may be visible.

Data handling

Incorrect operation or malfunction may cause the contents of memory to be lost, so we recommend that you save important data on USB storage devices or other media. Please be aware that Korg will accept no responsibility for any damages which may result from loss of data.

Also, when digitally recording copyrighted audio material from a DAT or CD etc., you must obtain permission for use. Please be aware that Korg will accept no responsibility for any copyright violations which may occur through your use of this product.

About this manual

The NAUTILUS comes with the following manuals.

- Quick Start Guide (this document, printed and PDF)
- Operation Guide (PDF)
- Parameter Guide (PDF)
- Voice Name List (PDF)

A printed copy is included only for the Quick Start Guide.

You can download these PDF manuals from the Korg website (www.korg.com).

About the Owner's Manual, PDF version

The NAUTILUS PDF manuals are designed for easy navigation and searching. They include extensive PDF contents information, which generally appears on the side of the window in your PDF reader and lets you jump quickly to a specific section. All cross-references are hyper-links, so that clicking on them automatically takes you to the source of the reference.

Conventions in this manual

The front panel and rear panel illustrations show the NAUTILUS-61, but they apply identically to the other models.

Abbreviations for the manuals: OG, PG, VNL

In the documentation, references to the manuals are abbreviated as follows.

OG: Operation Guide

PG: Parameter Guide

VNL: Voice Name List

Symbols , , Note, Tips

These symbols respectively indicate a caution, a MIDI-related explanation, 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 LCD screen of your instrument.

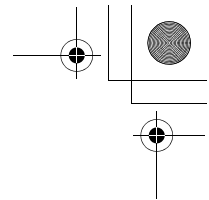
MIDI-related explanations

CC# is an abbreviation for Control Change Number.

In explanations of MIDI messages, numbers in square brackets [] indicate hexadecimal numbers.

COPYRIGHT WARNING

- This professional device is intended only for use with works for which you yourself own the copyright, for which you have received permission from the copyright holder to publicly perform, record, broadcast, sell, and duplicate, or in connection with activities which constitute "fair use" under copyright law. If you are not the copyright holder, have not received permission from the copyright holder, or have not engaged in fair use of the works, you may be violating copyright law, and may be liable for damages and penalties. **KORG TAKES NO RESPONSIBILITY FOR ANY INFRINGEMENT COMMITTED THROUGH USE OF KORG PRODUCTS.**
- The content that is built into this product or included with it may not be extracted, recorded, or stored in a form similar to its original state, and distributed or made publicly available on the internet. The content of this product (such as sound programs, style data, accompaniment patterns, MIDI data, PCM sample data, audio data, operating system etc.) is the copyrighted property of KORG Inc. or is copyrighted material used by KORG Inc. under license from a third party. You do not need permission from KORG Inc. to use the above content to produce or perform musical works, or to record and distribute such works.



Main Features

Main Features

Nine World-Class Synthesis Engines

The NAUTILUS features nine completely different synthesis engines:

- Three types of keyboard sound generators: SGX-2 (acoustic piano), EP-1 (electric piano), CX-3 (tonewheel organ)
- Three types of virtual analog synthesizer sound generators: AL-1, MS-20EX, PolysixEX
- PCM synthesizer sound generator with advanced functionality: HD-1
- Physical modeling synthesizer for string hammering/plucking sounds: STR-1
- VPM/FM synthesizer sound generator with advanced functionality: MOD-7

Each synthesis engine has enough functionality to operate as a standalone synthesizer... and with the NAUTILUS, you get all of these engines integrated into a single unit.

Optimized for live performance

Set Lists provide easy on-screen selection of Programs, Combinations, and Songs from a single screen. Smooth Sound Transitions (SST) provide overlapping effects and voices when you change sounds, with no special mode necessary.

Effects

The NAUTILUS comes with 197 types of professional-grade effects that offer a stunning range of freedom, including chorus, delay, reverb, amp models, vocoders and more.

Arpeggiator

To support your playing and songwriting, there's an arpeggiator that can automatically generate rhythmical or broken chords (arpeggios), a drum track for quickly playing drum patterns in a variety of styles, and a step sequencer that lets you intuitively create and play back original drum patterns.

Sampling

Audio signals coming through the analog inputs can be sampled in stereo. You can also add the built-in effects when sampling, or even resample the programs or combinations. The NAUTILUS can also import sound files in various formats.

Audio and MIDI sequencer

The sequencer provides 16 MIDI tracks and 16 audio tracks (24-bit, 48 kHz) for composing and producing your own music. You can import and export SMF and WAVE files when working with other platforms.

USB functionality

The NAUTILUS can connect to your computer with a single cable, as it features a USB B port that supports USB 2.0 for transmitting and receiving MIDI and audio data.

The NAUTILUS features a USB A port for easy connection to an external storage device.

Specifications (abbreviated)

Operating conditions

+5 – +40 °C (no condensation)

Keyboard

61-note (NAUTILUS-61) or 73-note (NAUTILUS-73)
Natural touch, semi-weighted keys (velocity sensitive, aftertouch not supported)
88-note (NAUTILUS-88)
RH-3 keyboard (real weighted hammer action 3, velocity sensitive, aftertouch not supported)

Power

AC Power Supply terminal, Power On/Off button

Power consumption

40 W

Dimensions (W × D × H)

NAUTILUS-61:
1,062 × 386 × 116 (mm) / 41.81" × 15.20" × 4.57"
NAUTILUS-73:
1,227 × 386 × 116 (mm) / 48.31" × 15.20" × 4.57"
NAUTILUS-88:
1,437 × 387 × 139 (mm) / 56.57" × 15.24" × 5.47"

Weight

NAUTILUS-61: 13.0 kg / 28.66 lbs
NAUTILUS-73: 14.6 kg / 32.19 lbs
NAUTILUS-88: 23.1 kg / 50.93 lbs

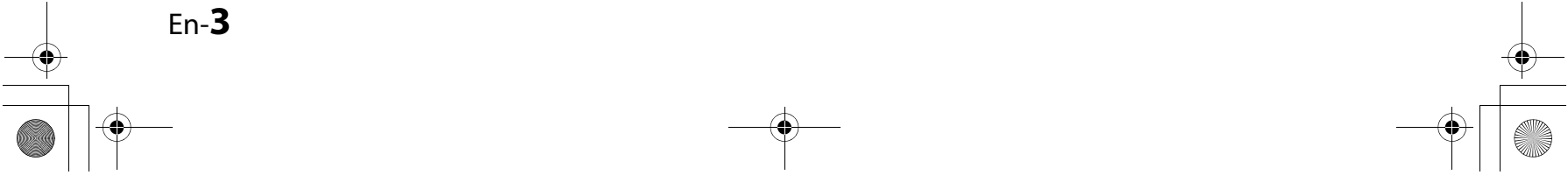
Included items

Power cord
NAUTILUS Quick Start Guide (this document)

Options

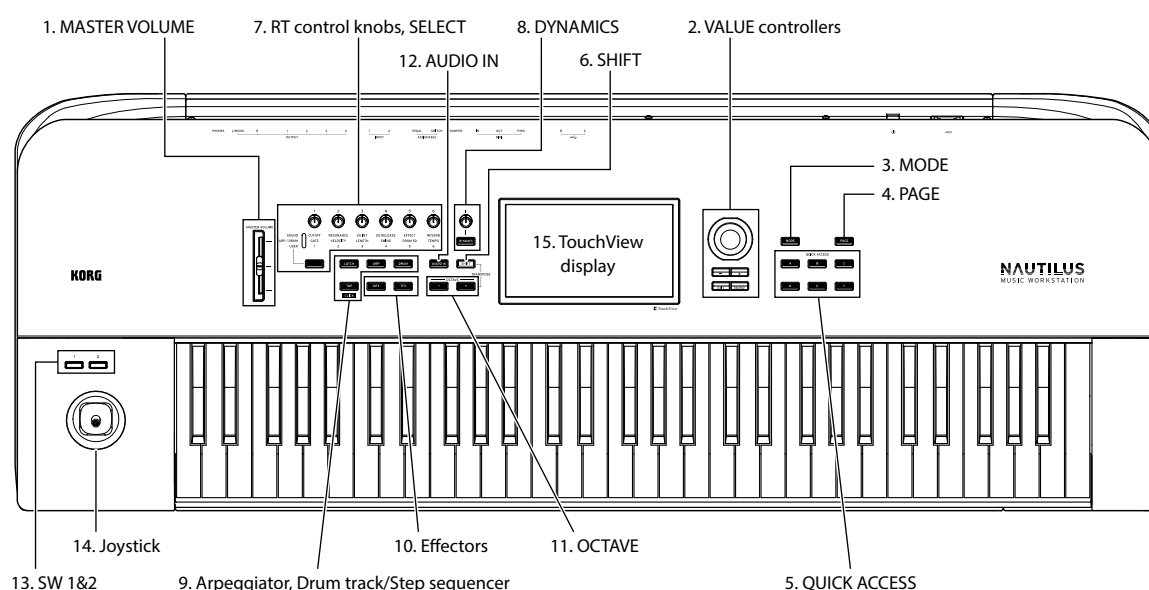
XVP-20 VOL/EXP PEDAL
EXP-2 foot controller
DS-1H damper pedal
PS-1 or PS-3 pedal switch

* Appearance and specifications of this product are subject to change without notice.



Panel description and functions

Front Panel



1. MASTER VOLUME slider

This adjusts the volume of the main L/MONO and R audio outputs, as well as the volume of the headphone jack.

2. VALUE controllers

Use the VALUE controllers (the + and – buttons, and the VALUE dial) to edit parameters selected on the display.

ENTER button

Press the ENTER button to confirm the values you input or to execute a page menu command.

EXIT button

Returns to the main page of the current mode. When a dialog box is open, this button cancels the settings that were made in the dialog box and closes the dialog box. If a pop-up menu for the Page menu is open, pressing EXIT button closes the menu.

3. MODE button

The NAUTILUS uses seven modes. To select each mode, press the MODE button, and choose using the Mode Select that is displayed. For more information, see “Playing Programs and Combinations” on page 9.

4. PAGE button

When you press this button, a list of the pages (Page Select) within the selected mode will appear in the display. Press the button of the page you want to bring up.

5. QUICK ACCESS buttons

Select a combination of button functions that corresponds to how you will operate the NAUTILUS. These buttons can be used to jump to the pages you set. You can also create user types for assigning functions to the buttons that you frequently use, or use these buttons as playback, stop, record and other buttons in SEQUENCER mode. Change the settings on the Basic Setup– Quick Access page in GLOBAL mode.

6. SHIFT button

By using the SHIFT button together with another button, you can access alternate functions assigned to that button.

7. RT control knobs, SELECT button

Use the RT (realtime) control knobs by selecting a knob’s function using the SELECT button, and then making changes to the sound or effect with that knob. Pressing these knobs will set them flush into the panel so that they cannot be touched accidentally. This way, only the knobs you will use will remain sticking out, which makes them easier to operate.

8. DYNAMICS

Press the DYNAMICS button on the NAUTILUS to turn it on (the button will light). Then, use the knob to adjust how the volume and tone will change in response to how soft or hard you play the keyboard (velocity). Turning the knob to the left will make the sound play softer in response to the strength of the keys played, and turning the knob to the right will make the sound play louder.

9. Arpeggiator, Drum track/Step sequencer

ARP button

Turns the arpeggiator function on/off. The button will light if the arpeggiator is on. Press the ARP button while holding the SHIFT button down to show the ARP DRUM page for the current mode.

LATCH button

When latch is turned on, the arpeggiator will keep playing patterns and phrases, even after you stop playing the keyboard and take your hands off, or after a MIDI note on/off message is received.

DRUM button

Turns the drum function on/off. The drums operate as either a drum track or as a step sequencer, depending on the current scene selected. The button will light if the drums are on.

Panel description and functions

TAP button

You can input the tempo by tapping this button several times to the beat of the tempo you want to set. The “♪” symbol at the upper right of the display shows the tempo you entered. Press the TAP button while holding down the SHIFT button to hear the click sound, which plays at the tempo you set.

Note: You cannot use this operation to turn the click on/off when you are in SEQUENCER mode.

10. Effectors

These buttons turn the master effect and total effect on/off. When the buttons are on (LED lit), the effect settings for the program, combination, or song will be enabled. When the buttons are off (LED unlit), the corresponding effects will be off. Press the MFX or TFX button while holding down the SHIFT button to show the MFX1 or TFX1 page for the current mode.

11. OCTAVE buttons

The range of pitches assigned to the keys can be changed in one-octave steps, up or down. Press the OCTAVE – and + buttons together to return to the standard pitch. Hold down the SHIFT button and press the OCTAVE – or + button to transpose the keyboard.

12. AUDIO IN button

Enables the input from the INPUT 1, 2 jacks on the rear panel. Press the AUDIO IN button while holding down SHIFT button to display the Analog Input Setup dialog box, where you can configure the input level and so on.

13. SW1 and SW2

These on/off buttons can perform a number of different functions, such as modulating sounds or locking the modulation values of the joystick. Each has an LED which lights up when the button is on.

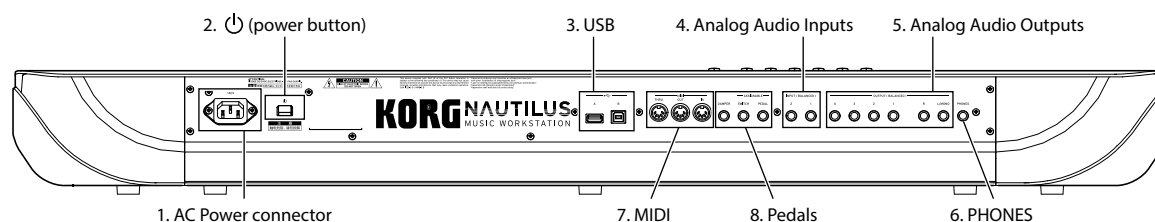
14. Joystick

The joystick moves in four directions: left, right, forwards (away from yourself), and backwards (towards yourself). Each of the four directions can be used to control different program or effects parameters.

15. TouchView display

The NAUTILUS features Korg’s exclusive TouchView graphic interface, based on a touch-panel LCD screen. You can press an object on the display to select a page, tab or parameter, set a value or execute a command.

Rear Panel



1. AC Power connector

Connect the included power cord here. We recommend that you first connect the power cord to the NAUTILUS, and then connect the other end of the cable to an AC outlet. (See “Connecting the power cord and external output devices” on page 6)

2. Power button

This switch turns the power on and off.

3. USB

USB A port, USB B port

You can connect a USB storage device such as a hard disk, CD-R/RW drive, a USB flash drive and so on to the USB A port. You can also connect a USB-MIDI controller or a USB QWERTY keyboard.

To send and receive MIDI and audio data, connect the USB B port on the NAUTILUS to your Mac or Windows PC.

4. Analog Audio Inputs

INPUT 1 & 2

These are balanced TRS 1/4” connectors. Use these connectors for inputting mic-level or line-level signals.

You can use the audio inputs for recording, sampling, and real-time mixing through the built-in effects. The MIC/LINE 1 and 2 jacks offer the same functionality.

5. Analog Audio Outputs

All of the analog audio outputs use balanced TRS 1/4” connectors, and are referenced to a +4dBu signal level.

(Main) L/MONO, R

These are the main stereo outputs; their volume is controlled by the MASTER VOLUME slider.

If no cable is connected to the R output, L/MONO will carry a mono summation of the stereo signal.

(Individual) 1...4

There are four individual (separate) outputs. This lets you output the sound generated by the NAUTILUS, the audio input signals and audio tracks separately. Note that these outputs are not affected by the MASTER VOLUME slider.

6. Headphone jack

This stereo 1/4” headphone jack carries the same signal as the main L/MONO and R outputs. The volume is controlled by the MASTER VOLUME slider.

Getting Ready to Play

7. MIDI

THRU, OUT, IN connectors

MIDI lets you connect NAUTILUS to computers or other MIDI devices, for sending and receiving notes, controller gestures, sound settings, and so on.

8. Pedals

DAMPER jack

For the damper—also known as the sustain pedal— you can connect either a standard footswitch, or Korg's special half-damper pedal, the optional DS-1H.

The DS-1H is a continuous pedal designed specifically for piano-style damper control, with the look and feel of an acoustic piano's sustain pedal. It allows more subtle control

of the damper than a simple switch; the further down you press the pedal, the more that the sound sustains. Set the pedal polarity so that the half-damper pedal will function correctly. (See "DAMPER jack" of the OG.)

ASSIGNABLE SWITCH jack

This lets you connect a simple on/off footswitch, such as the optional Korg PS-1. (See "Setting up the Assignable Switch and Pedal" of the OG.)


ASSIGNABLE PEDAL jack

This lets you connect a continuous controller pedal, such as the Korg EXP-2 foot controller or Korg XVP-20 EXP/VOL pedal, to use as an assignable modulation source. (See "Setting up the Assignable Switch and Pedal" of the OG.)

Getting Ready to Play

Turning the power on

Before you make any connections, check the following.

- Be sure you're using an AC power outlet of the correct voltage for your unit.
- Use only the included power cord.
- Move the MASTER VOLUME slider all the way down.
- Make sure that the  (power button) is turned off.
- When connecting an external output device such as a mixer or powered monitor speakers, turn the volume all the way down on these devices before turning off the power.

Connecting the power cord and external output devices

1. Connect the power cord.


First connect the included power cord to the NAUTILUS' power input, and then to the power outlet.

2. Move the NAUTILUS' front-panel MASTER VOLUME slider all the way down, to the minimum position.

3. Connect the NAUTILUS to your mixer or monitor system.


Connect the NAUTILUS's audio outputs (main) L/MONO and R jacks to your mixer or amplified monitor speakers. If you're monitoring through headphones, connect them to the headphone jack on the left rear of the NAUTILUS. The headphones carry the main stereo outputs, just like analog outputs L/MONO and R, and USB.

4. Press on the (power button).

Press the rear panel  (power button) to turn on the power. Wait until the startup screen has finished being displayed.

5. Turn on your stereo amp or powered monitors.


6. Play the keyboard, and gradually move the MASTER VOLUME slider up until the volume is at an appropriate level.

-  In some cases, the NAUTILUS will not start up properly if certain USB devices are connected. In this case, disconnect the USB devices, wait 10 seconds, and then turn on the power again. Formatting the device on the NAUTILUS may solve the problem. (See "Formatting media" of the OG)

Auto Power-Off


The NAUTILUS has an auto power-off function that automatically turns off the power when the keyboard or front panel buttons are not used for a certain length of time (the time is set to four hours by default).

- "Activity" excludes using the MASTER VOLUME slider.


-  When the power turns off, any un-saved edits will be lost. Make sure to save your data before this occurs.


You can change the time it takes for the NAUTILUS to turn off automatically, or disable the auto power-off feature entirely. (See "Auto Power-Off" of the OG.)

Turning off the NAUTILUS


When you've finished working with the NAUTILUS, set the front panel MASTER VOLUME slider and the volume of your powered monitor or stereo amp to zero, and then press the rear panel  (power button) to turn off the power.


After you press the power button, you can let go once all of the LEDs on the panel buttons have gone dark.


-  When you turn off the power, the Programs, Combinations, Global settings, etc. will revert to their unedited state. If you want to keep your edits, you'll need to Write them. For more information, see "Saving your edits" on page 12.

-  User Multisamples and Samples will disappear when you turn off the power. If you want to use these user multisamples and samples the next time you turn on the power, you'll need to save the data, and load them in again after powering up the NAUTILUS.

Note: Samples and Multisamples can be set to load automatically at startup. For more information, see "Automatically loading sample data" of the OG.

-  Never turn off the power while data is being written into internal memory. The display will show the message "Now writing into internal memory" when this is in progress.

-  Never turn off the power while media such as the internal drive is being accessed. Turning off the power while disk access is occurring may render the media unusable.

-  After turning the power off, please wait for at least ten seconds before you turn the power on again.

Getting Ready to Play

Operating the Display (TouchView user interface)

The NAUTILUS uses Korg's TouchView graphical user interface. By touching objects displayed in the LCD screen, you can select pages, set parameter values, move sliders and knobs, enter text, connect virtual patch cables, control X-Y control, and more.

a: Current page

From the left, the top of the display shows the current mode, the number and name of the page group, and finally the name of the individual page.

b: Category popup button

When you press this button, a tabbed popup menu will appear, allowing you to select Programs, or Combinations, organized by category.

c: Popup button & menu

When this button is pressed, a popup menu will appear, showing a list of options. In some cases, these will be parameter values. In others, they may be lists of items, such as Multisamples or FX Presets.

d: Buttons (checkboxes, radio buttons, toggle buttons)

Check-boxes turn functions or options on and off, and radio buttons select between a small set of options. Use the toggle buttons to display part of the current page.

e & f: Sliders and knobs on the display

When editing the parameters of the sliders and knobs on the display, first press the slider or knob you want to edit, and then use the VALUE controllers (see p.4) to change the value. You can also press and drag (touch drag) the sliders and knobs on the display to change their values.

g: Page tabs (Sub page tabs)

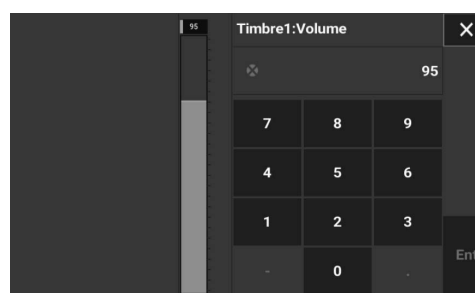
Press the page tab or the sub-page tab to select a page.

h: Edit cell

When you touch a parameter in the display, a green line may display to the left of the parameter or parameter value. This is called the "edit cell." The item for which a green line is displayed is active for editing.

Numeric keypad

On some cells you can press the selected edit cell a number of times to display the numeric keypad and input a numerical value.



i: Page menu button

When this button is pressed, a list of menu commands will appear. The available commands will vary depending on the current page. To select a command, just touch it.

The page menu will close when you press the LCD screen at a location other than the page menu, or when you press the EXIT button.

Dialog box

Many menu commands use dialog boxes to make additional settings. The dialog box that appears will depend on the currently selected menu command.

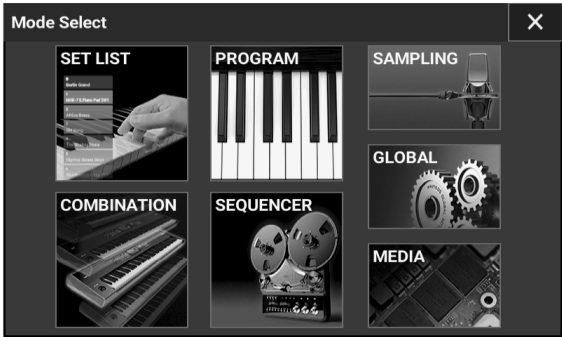
To confirm settings in a dialog box, press the OK button. To exit without making changes, press the Cancel button. After pressing either OK or Cancel button, the dialog box will close.



Playing the NAUTILUS

Selecting modes

There are seven operating modes on the NAUTILUS, each used for different purposes. To enter each mode, press the MODE button to display the mode selections and choose the mode.



We'll introduce each of the modes below.

SET LIST mode

Set Lists make it simple to play and organize any of the sounds loaded into the NAUTILUS, without regard for whether they're Programs, Combinations, or even Songs.

PROGRAM mode

Programs are the basic sounds of NAUTILUS.

In this mode you can select and play programs, and edit the parameters used by the programs when you play.

COMBINATION mode

Combinations are sets of up to 16 Programs that can be played simultaneously, letting you create sounds more complex than a single Program.

In this mode you can select and play combinations, and edit the parameters used by the combinations when you play.

SEQUENCER mode

SEQUENCER mode lets you record, play back, and edit 16 MIDI tracks and 16 audio tracks.

SAMPLING mode

SAMPLING mode lets you record and edit user Samples and Multisamples.

GLOBAL mode

GLOBAL mode lets you make overall settings for the entire NAUTILUS, and edit Wave Sequences and Drum Kits.

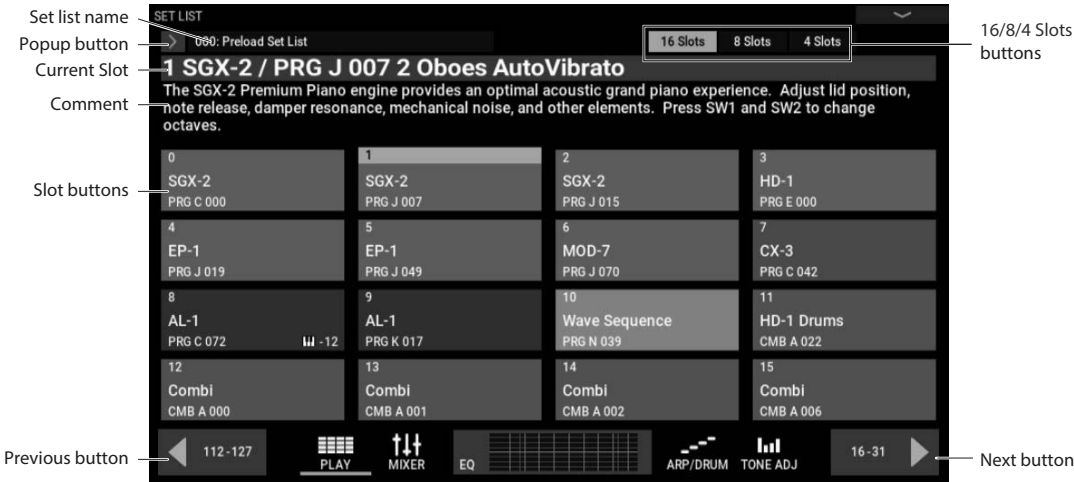
MEDIA mode

MEDIA mode lets you save, load, and manage data using the internal SSD drive and external USB 2.0 storage devices.

Playing sounds in Set Lists

Set lists can be used to list the sounds loaded into the NAUTILUS (programs, combinations, and songs) in a certain order, regardless of the mode or bank.

There are 128 set lists, and each set list has 128 slots. Further, you can put one program, combination and song into each slot.



Selecting Set Lists

1. Press the MODE button to select SET LIST mode.
2. Press the set list pop-up button to the left of the set list name to display the "Set List Select" dialog box.
3. Press one of the names in the list to select a Set List.
The keyboard will immediately switch to the first Slot in the Set List.
4. When you are satisfied with the selected Set List, press the OK button to close the popup menu.

Alternately, you can press the Cancel button to return to the previously selected Set List.

Selecting Slots

- Select from the 16 slots shown on the display.
- You can set the number of slots that are displayed using the "16/8/4 Slots" buttons at the top of the display.
- Press the button of the slot you want to select.
The currently selected slot will not change until you finally select the slot, even if you switch to a different group using the left and right arrow buttons.

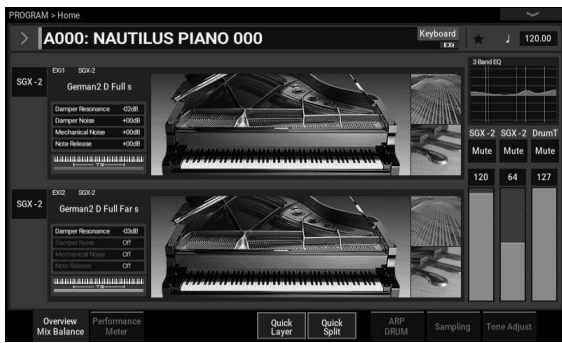
Playing the NAUTILUS

Playing Programs and Combinations

Selecting Programs

Programs are the basic sounds of the NAUTILUS.

1. Press the **MODE** button to select **PROGRAM** mode.
2. The large text at the top of the display is the name and number of the currently selected program. When this part is selected (a green line will appear to the left), you can use the **+** and **–** buttons to select the next or previous program number. You can also turn the **VALUE** dial to select a program number that is further away.



Program Bank Contents

NAUTILUS ships from the factory with over 2,000 Programs. All of the factory Programs can be over-written with your own edits, if desired—except for the GM banks.

HD-1 and EXi Bank Types

EXi Programs are used for all synth engines except for the HD-1, including the AL-1, CX-3, STR-1, MS-20EX, PolysixEX, MOD-7, SGX-2, and EP-1. Banks can contain either HD-1 Programs or EXi Programs, but not both.

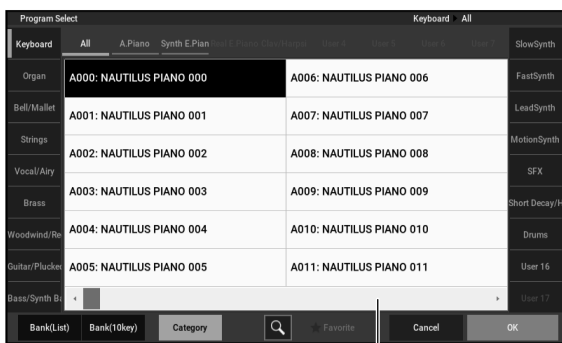
Selecting a program from the list

Here, we will explain how to select a program using categories like keyboard, organ, bass or drums. For details on other methods, see “Selecting Programs” of the OG.

1. Press the pop-up button to the left of the program on the display.

For more information, see “b: Category popup button,” on page 7.

The Category/Program Select category pop-up menu appears.



Scroll bar

2. Press the tabs on the left and right sides of the menu to select a category.

When you select a category, all of the programs available in that category are shown in the list.

3. You can also press the subcategories on the upper part of the screen to filter the selection range.

4. Select a program from the list.

Press a program name in the list to select it. When doing so, you can play the selected program using the keyboard, even if the pop-up window is not closed.

5. If there are no programs that you want to use in the list displayed, you can use the scroll bar to scroll through the list.

6. When you have selected a program, press the **OK** button to close the menu and play.

Selecting Combinations

A combination uses up to 16 programs, combining them using splits or layers to create more complex sounds than programs alone can make.

Press the **MODE** button to select **COMBINATION** mode.

Once you enter **COMBINATION** mode, you can select a combination from banks and categories in the same way as **PROGRAM** mode, or you can select a combination using the **+** and **–** buttons as well as the **VALUE** dial.

Using the arpeggiator, drum track or step sequencer

Turning the arpeggiator on/off

1. Press the ARP button to turn the arpeggiator function on.
2. The arpeggiator will start when you play a key.

The LATCH button is used to set whether the arpeggiator will continue to play when you take your hands off the keyboard.

Note: There are some sounds that the arpeggiator cannot use when playing, and other sounds that are set to play only under certain conditions.

Playing the drum track and step sequencer

Press the DRUM button to start or stop the preset drum tracks or the phrases created with the step sequencer.

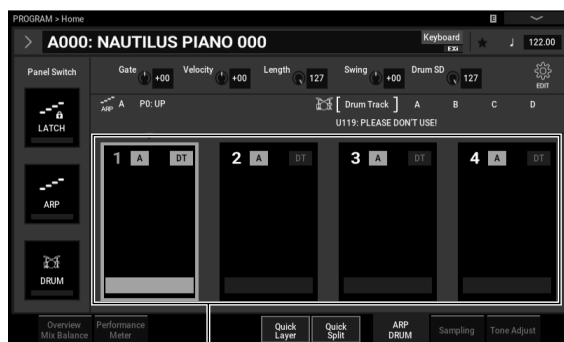
Note: To play the arpeggiator, drum track or step sequencer, you must first set them in a scene for each program or combination.

Selecting the scene

The settings for the arpeggiator and drum track or step sequencer can be saved for each program or combination as four scenes.

Scenes that can be played are already set for many of the preset programs and combinations. You can switch the scenes to instantly change the phrase that is playing, or the arpeggiator settings.

1. Display the ARP DRUM tab on the Home page in PROGRAM mode.
2. Select the scene button on the display.



Scene button

3. Turn the arpeggiator function on. The arpeggiator that you set in the scene you selected will start playing when you start playing the keys.

Press the DRUM button to play the drum track or step sequencer that has been set.

Playing the NAUTILUS

Using the sequencer

Playing the demo songs

The NAUTILUS comes preloaded with demo songs by factory default. Start off by playing these demo songs back and giving them a listen.

1. Press the **MODE** button to select **SEQUENCER mode**.

At this time, if you have not done anything since turning on the power while in **SEQUENCER** mode, the display will show the Home—Mixer page.

If this page is not shown, press the **EXIT** button several times.



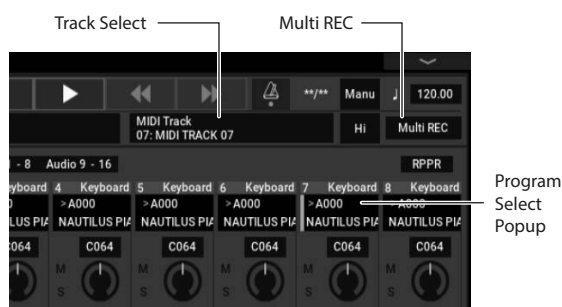
Let's start by listening to song S000.

2. Verify that song S000 is selected.
3. Press the **SEQUENCER START/STOP** button.
4. If you want to stop playback mid-way through the song, press the **START/STOP** button once again.

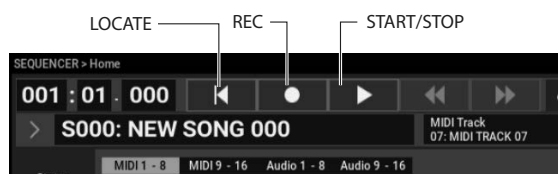
Adding MIDI track

The NAUTILUS can record what you play as both MIDI tracks and audio tracks. First, we'll show you how to record a MIDI track.

1. Turn off the **Multi REC** check-box, in the upper right of the display.



2. Select "MIDI Track 07" using "Track Select," which is to the right of the song name. This parameter selects the track to play on the keyboard and the track that will be recorded (when "Multi REC" is off).
3. In "Program Select," select the program for track 7.
4. Press **SEQUENCER LOCATE** button to go back to the start of the Song.



5. Press **SEQUENCER REC** button to enable recording, and then press **SEQUENCER START/STOP** button to start.

With the default settings, there will be a two measure countdown before recording starts.

6. Play what you'd like to record, and then press **SEQUENCER START/STOP** button when you're done.

Editing MIDI

You can modify your performance after recording, if you wish. For instance, you can erase misplayed notes, or correct their pitch and timing.

For details, refer to "Detailed Program Editing" of the OG.

Adding an audio track

Continuing from above, let's record an audio overdub.

1. Connect a dynamic microphone, guitar, bass, other synth, etc. to analog audio **INPUT 1**.

For more details on connecting different types of mics and guitars, see "Examples of audio track recording" of the OG.

2. When the mic is connected, press the **AUDIO IN** button while holding down the **SHIFT** button to display the Analog Input Setup dialog box, and set the "Input Select" parameter to "Mic." If a device other than a mic is connected, select "Line."
3. Press the **AUDIO IN** button.
4. While watching the meter, set the Analog Input Gain slider to the maximum level range that the volume will reach before clipping. If the signal clips, the message "ADC OVERLOAD!" will appear on the meter.
5. Go to the **Mixer** tab of the **SEQUENCER > Home** page. Press **Audio 1-8**.
6. Turn the **Multi REC** check-box on again.
7. Press the **Status Play/Mute** tab on the left side of the display. Press **Track 1's Mute** button once, so that it turns red and says **REC**.

Note that the Input is already set to 1 by default.

Next, we need to set the level.

8. Press the **Recording Setup** tab to enter **Recording Setup**. This page contains a level meter for the audio tracks that can be recorded.
9. While watching the meter, set the **LEVEL** slider to the maximum level range that the volume will reach before clipping. If the signal clips, the message "CLIP!" will appear on the meter.
10. Press **LOCATE** button to go back to the start of the Song.
11. Press **SEQUENCER REC** button to enable recording, and then press **SEQUENCER START/STOP** button to start.
12. Play what you'd like to record, and then press **SEQUENCER START/STOP** button when you're done.

For details on how to save a song, see "Saving data" on page 12.

Un-saved audio files

After recording an audio track, the song will automatically be saved when you power down the NAUTILUS. However, if you turn off the power while recording or do not turn off the power correctly, only the audio file may be left on the internal drive. You can restore the remaining audio file (WAVE file) and use it in a new song.

Saving and writing data

Saving your edits

Understanding Write and Save

“Writing” refers to saving data aside from song, sample and multisample data, including programs, combinations, set lists, wave sequences, drum kits, arpeggio patterns, effect presets and so on. Writing data will save it to internal memory. These settings will remain in the NAUTILUS even after you turn off the power.

“Saving” refers to saving data as a file to the internal drive or to an external USB storage device. The save operation applies to songs, samples, multisamples and the like. Also, saving is a convenient function, since you can use it for all types of data.

For details, refer to “Loading & saving data” of the OG.

Writing Programs

Here, we’ll show you how to write (save) a program to internal memory.

1. **Select the Write Program command from the page menu, at the upper right-hand corner of the screen.**

This brings up a dialog box which allows you to save the Program. Optionally, you can also select a new location, change the Program’s name, and assign it to a sound category (such as keyboard, guitar, etc.).

2. **Press the program name to call up the Rename dialog box and use the keyboard on the display to name your program.**

3. **After entering the name, press OK button.**

The Rename dialog will disappear, returning you to the main Write dialog.

4. **Press the pop-up button below “To” in the dialog box to specify the save destination. A dialog box will open.**

5. **Select a location to save the edited Program.**

Initialized programs come preloaded in banks M and P–T by factory default. You can save your data in these banks.

Important: HD-1 Programs can only be written to HD-1 Banks, and EXi Programs can only be written to EXi Banks. For more information on the default Bank types, and on how to change them, please see “HD-1 and EXi Bank Types” on page 9.

Note that you cannot overwrite GM programs that you have edited. Write this data in an HD-1 bank.

6. **Press the OK button if you want to write the data, or press the Cancel button to quit.**

The display will show the message “Are You Sure ?” after you press the OK button.

Press OK button once more to write the data. The program will be saved.

Saving data

Anything that you create or edit in the NAUTILUS can be saved to drive.

You can store all of this data together in a single step.

1. **Press the MODE button to select MEDIA mode.**
2. **Press the “Save” tab to enter the Save page.**
3. **Optionally, press Drive Select to select the drive to which to save.**
4. **Select the directory in which you want to save the data.**

Press the Open button to move to a lower level, or press the Up button to move to an upper level.

When creating a new directory to save to, use the “Create Directory” page menu command in the Utility page in MEDIA mode to create the directory for saving.

5. **On the Save page, press the page menu button to open the page menu, and select the Save All command.**

This command will save a set of .PCG, .SNG, and .KSC files all at once.

6. **To change the filename, press the filename, and input a new filename using the keyboard displayed.**

When you’ve finished inputting the name, press OK button.

Note: All of the files will share the same name, with different suffixes to show the data type (.PCG, .SNG, .KSC).

Note: If the Songs include audio tracks, the audio data will be saved as WAVE files. These are stored in a directory named after the .SNG plus “_A” (for Audio) at the end, in the same directory as the .SNG file itself.

7. **Press the Program section’s Selection button to note the banks being saved.**

Let’s leave all of the boxes checked, so that all of the internal data is saved.

8. **Press the OK button to exit the dialog box.**

The display returns to the main Save dialog.

9. **Press the OK button to save the data to drive.**

Note: When saving Combinations, remember to also save the Programs it uses, as well as the Drum Kits, Wave Sequences and Arpeggio patterns used by the Programs. Similarly, when saving Programs, remember to save the Drum Kits, Wave Sequences and Arpeggio patterns used by the programs. Use the “Load selected” command to load the .KSC file with the same name as the .PCG file. This will correctly load the corresponding multisamples and samples.