



Installation guide: Korg microKORG 2: "Spectrum" Sound Pack"

In order to transfer this sound pack, you'll need a computer, a USB cable and your microKORG 2

1 IMPORTANT: Installing these patches will overwrite the existing patches in the User Bank. Be sure

to back up any important data before proceeding.

- 1. Connect your Korg microKORG 2 via USB to your Mac or PC
- 2. While powering on the microKORG 2, press and hold the FUNCTION 1 button (the leftmost button under the display). Your microKORG 2 will boot into USB mass storage mode.
- 3. The "microkorg2" USB drive is shown on your computer. This drive contains two folders: Programs and Global.
- 4. Open the "Programs" folder, locate and delete all programs from the User Bank. User programs are indicated by a "U" at the beginning of the file name.

< → Back/Forward	Programs		88	i≡ Ш View	ese →	Ĵ Share	🖉 Edit Tags	⊙ ∨ Action	Q Search Search
🚞 Global		M_H8_Robotic_Arp_Vox_KBD.mk2	rog						
Programs		U_A1_Init_Program.mk2prog						4	
		U_A2_Init_Program.mk2prog							
		U_A3_Init_Program.mk2prog							
		U_A4_Init_Program.mk2prog							
		U_A5_Init_Program.mk2prog							
		U_A6_Init_Program.mk2prog							
		U_A7_Init_Program.mk2prog							
		U_A8_Init_Program.mk2prog							
		U_B1_Init_Program.mk2prog							
		U_B2_Init_Program.mk2prog							
		U_B3_Init_Program.mk2prog							
		U_B4_Init_Program.mk2prog			64 ite	ems			
		U_B5_Init_Program.mk2prog			64 do	cuments	s - 86 KB		
		U_B6_Init_Program.mk2prog			Inform	ation			

5. Now, select and copy all the program data (*.mk2prog) included in the Spectrum sound pack folder into the Programs folder on your microKORG2 drive. ...



 Once the files are copied, safely eject the USB drive and restart your microKORG 2. Press the FUNCTION 5 button to exit USB mass storage mode. The microKORG2 restarts automatically. Now you can use the presets you've copied.

License Conditions - Limbic Bits Sound Packs and Samples

Please read the following agreement before using these Sound Sets.

All Sounds and Samples herein are licensed, not sold to you (collectively, "Licensee"), by Limbic Bits. The original manufacturer of the sounds (collectively, "Licensor") will always remain the owner of the sounds. All rights not expressly granted herein are reserved exclusively by Licensor.

We may, at our discretion, make changes to these Conditions at any time. Any changes will be posted on this page. In some instances, we may send an email to registered users notifying them of a change to the Conditions. You should, however, check this page from time to time to take notice of any changes.

1. The Licensee may use the Sounds in combination with other sounds in music productions (which include soundtracks of films, video productions, radio/TV programs or commercials, computer games and multimedia presentations, library music), public performances, and other reasonable musical purposes within musical compositions.

2. The licensee may modify the Sounds and may use the Sounds for commercial purposes as part of a musical composition with other Sounds.

3. The Licensee MAY NOT use the Sounds in isolation within any competitive product that is sold, redistributed or relicensed to third parties. That includes i.e. sound effects, sampled sound libraries or loops based on our Presets or Sample Banks.

4. A right to use the sounds is granted only to the Licensee and is NOT transferable.

5. This license expressly forbids resale, rental, gift, relicensing or other distribution of the Sounds, either as they exist or any modification thereof. Samples or sampled Sounds based on our Presets may not be included, whether unmodified or as part of a derivative work, in any sample library or virtual instrument product. You are not allowed to sell, loan, rent, lease, assign, upload to or download from any server, or transfer all or any of the enclosed sounds to another user, or for use in any competitive product.

6. This license is granted for a single user only (and is given on a worldwide basis). The license is nonexclusive and is granted for the full period of copyright protection and sound samples. Opening or using this product constitutes your acceptance of these terms.

7. Licensor will not be responsible if the sounds does not fit the particular purpose of the Licensee.

Thank you for your agreement to and understanding of these Conditions which are designed to protect the artists and content creators so we can continue bringing you great sounds.

Contact

Mail: contact@limbicbits.com // URL: https://www.limbicbits.com