Filename: RAM1test.WSq
Make: Korg WaveStatn
Data: Wave Sequence RAM 1
Notes:
Keys:

```
00000: F0 42 3B 28 54 00 00 00 06 00 00 00 05 00 00 00   .B;(T..........
00010: 05 00 0F 07 01 00 00 08 00 00 00 00 00 00 00 00   ...............
00020: 09 00 00 00 00 03 00 00 0D 00 00 00 0D 00 00 00   ...............
00030: 06 00 0F 07 00 00 00 08 00 00 00 00 00 00 00 00   ...............
00040: 00 00 00 00 00 05 00 00 02 01 00 00 02 01 00 00   ...............
00050: 04 00 0F 07 00 00 00 08 00 00 00 00 00 00 00 00   ...............
00060: 00 00 00 00 04 0D 00 00 02 02 00 00 02 02 00 00   ...............
00070: 0F 00 0F 0F 00 00 03 08 00 00 00 00 00 00 00 00   ...............
003E0: 00 00 00 00 00 0A 01 00 00 0B 01 00 00 0B 00 00   ...............
003F0: 06 01 0F 07 00 00 00 00 00 00 00 00 00 00 00 00   ...............
.........................................................................
.........................................................................
00400: 00 00 00 00 00 0A 0F 0F 0F 0F 00 00 00 00 0F 0F   .....What are these 32 bytes for ?...
00410: 0F 0F 00 00 01 07 00 00 00 04 00 00 01 00 00 00   ...............
00420: 05 00 00 00 0B 07 00 00 00 00 00 00 02 00 00 00   .....Seq#0 step 6..........
00430: 06 00 00 08 08 03 04 0F 00 00 00 00 00 00 00 00   ...............
00440: 05 00 03 06 0F 07 00 00 01 00 00 00 03 00 0F 0F   .....Seq#0 step 5..........
00450: 0F 0F 00 08 04 09 00 00 00 00 00 00 01 00 00 00   ...............
00460: 0A 00 03 06 0F 07 00 00 02 00 00 00 04 00 0F 0F   .....Seq#0 step 4.........
00470: 0F 0F 00 08 03 03 0C 00 00 00 00 00 01 00 00 00   ...............
00480: 05 00 0C 03 0F 07 00 00 03 00 00 00 05 00 0F 0F   ......Seq#0 step 3.........
00490: 0F 0F 00 08 02 09 00 00 00 00 00 00 01 00 00 00   ...............
004A0: 0A 00 02 03 0F 07 00 00 04 00 00 00 06 00 0F 0F   ..... Seq#0 step 2........
004B0: 0F 0F 00 0C 01 06 09 0F 00 00 00 00 00 00 00 00   ..(CARD Wave#97) Coarse Tune = -7
004C0: 09 00 03 06 0F 07 00 00 05 00 00 00 00 00 0F 0F   ......Seq#0 step 1.........
004D0: 0E 0F 00 08 00 03 0C 00 00 00 00 00 02 00 00 00   ...............
004E0: 09 00 03 06 0F 07 00 00 00 00 00 00 08 00 00 00   ......Seq#1 step 7........
004F0: 0D 00 00 08 01 07 0C 0E 00 00 00 00 00 00 00 00   ...............
00500: 04 01 03 06 0F 07 00 00 07 00 00 00 09 00 0F 0F   .......Seq#1 step 6........
00510: 0F 0F 00 08 0E 06 04 0F 00 00 00 00 01 00 00 00   ...............
00520: 05 00 03 06 0F 07 00 00 08 00 00 00 0A 00 0F 0F   ......Seq#1 step 5.........
00530: 0F 0F 00 08 0E 06 04 0F 00 00 00 00 01 00 00 00   ...............
00540: 05 00 03 06 0F 07 00 00 09 00 00 00 0B 00 0F 0F   .......Seq#1 step 4........
00550: 0F 0F 00 08 0E 06 04 0F 00 00 00 00 01 00 00 00   ...............
00560: 05 00 03 06 0F 07 00 00 0A 00 00 00 0C 00 0F 0F   ......Seq#1 step 3..........
00570: 0F 0F 00 08 0E 06 0C 00 00 00 00 00 01 00 00 00   ...............
00580: 05 00 03 06 0F 07 00 00 0B 00 00 00 0D 00 0F 0F   ......Seq#1 step 2........
00590: 0F 0F 00 08 0F 06 00 00 00 00 00 00 01 00 00 00   ...............
005A0: 04 01 03 06 0F 07 00 00 0C 00 00 00 00 00 0F 0F   .......Seq#1 step 1........
005B0: 0E 0F 00 08 0F 06 04 0F 00 00 00 00 01 00 00 00   ...............
005C0: 04 01 03 06 0F 07 00 00 00 00 00 00 00 00 0F 00 00 00   ...............
005D0: 02 01 00 08 00 02 0D 0F 00 00 00 00 0E 01 00 00   ...............
005E0: 01 00 01 00 0F 07 00 00 0E 00 00 00 00 01 0F 0F   ...............
005F0: 0F 0F 00 08 09 07 0F 0F 00 00 00 00 0E 01 00 00   ............... etc....
```

<u>WAVE SEQUENCE # 0 STEP 3 DELETE</u>

1) What your editor does :
```
00000: F0 42 3B 28 54 00 00 00 06 00 00 00 05 00 00 00   .B;(T..........
00010: 05 00 0F 07 01 00 00 08 00 00 00 00 00 00 00 00   ....WS_Loop Start NOT updated
00020: 09 00 00 00 0C 01 00 00 0D 00 00 00 0D 00 00 00   ...WS_Time incorrectly updated
.........................................................................
00420: 05 00 00 00 0B 07 00 00 00 00 00 00 02 00 00 00   .....Seq#0 step 6..........
00430: 06 00 00 08 08 03 04 0F 00 00 00 00 00 00 00 00   ...............
00440: 05 00 03 06 0F 07 00 00 01 00 00 00 03 00 0F 0F   .....Seq#0 step 5..........
```

00450: 0F 0F 00 08 04 09 00 00 00 00 00 00 01 00 00 00   ....
00460: 0A 00 03 06 0F 07 00 00 02 00 00 00 04 00 0F 0F   .....Seq#0 step 4.........
00470: 0F 0F 00 08 03 03 0C 00 00 00 00 00 01 00 00 00   ....
00480: 05 00 0C 03 0F 07 0F 0F 0F 0F 0F 0F 0F 0F 0F 0F   ......Seq#0 step 3 This step is deleted
00490: 0F 0F 00 08 02 09 00 00 00 00 00 00 01 00 00 00   ....
004A0: 0A 00 02 03 0F 07 00 00 04 00 00 00 06 00 0F 0F   ..... Seq#0 step 2........
004B0: 0F 0F 00 0C 01 06 09 0F 00 00 00 00 00 00 00 00   ..(CARD Wave#97) Coarse Tune = -7
004C0: 09 00 03 06 0F 07 00 00 05 00 00 00 00 00 0F 0F   ......Seq#0 step 1.........
004D0: 0E 0F 00 08 00 03 0C 00 00 00 00 00 02 00 00 00   ....
004E0: 09 00 03 06 0F 07 00 00 00 00 00 00 08 00 00 00   ......Seq#1 step 7........

1) What the instrument does :
00000: F0 42 3B 28 54 00 00 00 06 00 00 00 05 00 00 00   .B;(T...........
00010: 04 00 0F 07 01 00 00 08 00 00 00 00 00 00 00 00   ....WS_Loop_Start updated
00020: 09 00 00 00 06 02 00 00 0D 00 00 00 0D 00 00 00   ...WS_Time correctly updated
....
00420: 05 00 00 00 0B 07 00 00 00 00 00 00 02 00 00 00   .....Seq#0 step 6...........
00430: 06 00 00 08 08 03 04 0F 00 00 00 00 00 00 00 00   ....
00440: 05 00 03 06 0F 07 00 00 01 00 00 00 03 00 0F 0F   .....Seq#0 step 5..........
00450: 0F 0F 00 08 04 09 00 00 00 00 00 00 01 00 00 00   ....
00460: 0A 00 03 06 0F 07 00 00 02 00 00 00 05 00 0F 0F   .....Seq#0 step 4...WS_Blink updated
00470: 0F 0F 00 08 03 03 0C 00 00 00 00 00 01 00 00 00   ....
00480: 05 00 0C 03 0F 07 0F 0F 0F 0F 00 00 05 00 0F 0F   ......Seq#0 step 3 This step is deleted
00490: 0F 0F 00 08 02 09 00 00 00 00 00 00 01 00 00 00   ....
004A0: 0A 00 02 03 0F 07 00 00 03 00 00 00 06 00 0F 0F   ..... Seq#0 step 2...WS_Flink updated
004B0: 0F 0F 00 0C 01 06 09 0F 00 00 00 00 00 00 00 00   ..(CARD Wave#97) Coarse Tune = -7
004C0: 09 00 03 06 0F 07 00 00 05 00 00 00 00 00 0F 0F   ......Seq#0 step 1.........
004D0: 0E 0F 00 08 00 03 0C 00 00 00 00 00 02 00 00 00   ....
004E0: 09 00 03 06 0F 07 00 00 00 00 00 00 08 00 00 00   ......Seq#1 step 7........

Hope this can assist you in fixing the problem. Happy macro rewriting !
Sebastian.