

ENGLISH

KORG WAVEDRUM

Global Edition

Quick Start Guide

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Thank you for purchasing the Korg WAVEDRUM Global Edition dynamic percussion synthesizer.

This owner's manual contains a great deal of information that will help you understand the WAVEDRUM and play it to its fullest potential. In order to ensure that you are taking complete advantage of your WAVEDRUM, 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.

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.

Cautions for use

Each individual WAVEDRUM unit will differ slightly depending on the type of head used, how it is tuned or played, and how it has been maintained. Please take note of the following points as well as the preceding “Cautions for safety.”

Do not place heavy objects on the head for long periods

If pressure is applied to the surface of the head for a long period, the rubber cushion and sensor under the head will become deformed, and this can harm the playability of the instrument.

Avoid placing heavy objects on the head or placing the WAVEDRUM upside down for long periods.

Feedback

The sensors in the WAVEDRUM detect the vibrations that occur in the head and body when you strike the WAVEDRUM with your hand or a drum stick. In some situations, the WAVEDRUM may also act as a microphone and pick up loud sounds from nearby high output speakers in addition to vibrations produced by directly striking the WAVEDRUM.

Especially when monitoring the WAVEDRUM with a large PA setup, the WAVEDRUM sounds emitted by the speakers can be transmitted through the floor or stand (or directly through the air) and be picked up once again by the WAVEDRUM.

When such vibrations are detected by the WAVEDRUM and sent back through the speakers, feedback will occur, and an uncontrollable and continuous sound will result. Feedback places severe stress on amps and speakers, and can cause serious damage to equipment. Thus, when a powerful monitoring system is used, the equalizers and limiters of the PA system should be adjusted to prevent the WAVEDRUM from producing feedback, similar to preventing feedback for vocal and acoustic instrument mics.

Data handling

Unexpected malfunctions can result in the loss of memory contents. Korg cannot accept any responsibility for any loss or damage which you may incur as a result of data loss.

About the documentation

How the documentation is organized

The WAVEDRUM Global Edition comes with the following documentation.

- Quick Start Guide (printed, PDF) (this document)
- Parameter Guide (PDF)

The Quick Start Guide provides a concise explanation of the WAVEDRUM’s main functions. Read this first.

The Parameter Guide explains all of the WAVEDRUM’s parameters and algorithms. Refer to this guide when you want to learn more about a specific parameter.

These guides are provided as PDF files on the included accessory disc.

Abbreviations for the manuals

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

QS: Quick Start Guide

PG: Parameter Guide

* This product was developed under license of physical modeling tone generator patents (<http://www.sondius-xg.com>) owned by Stanford University USA and Yamaha Corporation.

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

Introduction

Main features

Revolutionary synthesis technology

The WAVEDRUM generates sound by detecting the sound of your strike via the head and rim sensors, and processing this audio source by DSP (Digital Signal Processing) sound synthesis technology to create unique sounds. At the same time, a PCM sound source is also played using your strike as the trigger.

Using this combination of methods, the WAVEDRUM produces a rich variety of percussion sounds that give you an extremely wide range of freedom for performance expression. By using subtle motions of your fingers or hand to strike, rub, or scratch the WAVEDRUM, or by playing it using sticks, mallets, or brushes, you can obtain a high degree of expressive and dynamic range that rivals that of acoustic drums or percussion instruments.

Unique sounds generated by 60 different algorithms

The WAVEDRUM uses DSP technology to carry out a variety of software synthesis methods including analog, additive, non-linear, and physical modeling, and combines these sounds to create the final output sound. Such combinations are called “algorithms,” and the WAVEDRUM contains 60 different single-size and double-size algorithms. The WAVEDRUM Global Edition gives you the 36 algorithms of the WAVEDRUM (WD-X) as well as the 9 algorithms for Middle Eastern percussion instruments from the WAVEDRUM ORIENTAL, plus 15 highly versatile drum/percussion algorithms such as Snare, Conga, Djembe, and Cajon. By specifying different algorithms you can create completely new sounds that can be produced only by the WAVEDRUM, as well as a variety of instrumental sounds or sounds of nature.

400 different PCM instruments for the head and rim

The PCM instruments (PCM sound sources) produce a rich variety of sounds in addition to the algorithms. Programs that use a single-size algorithm allow you to freely assign a different algorithm and PCM instrument to the head and the rim, giving you a very broad array of sounds. Programs that use a double-size algorithm are optimized for simulating acoustic instruments such as a snare, djembe, or cajon; within the algorithm, these programs analyze your performance in realtime, and based on this analysis, they control the PCM instrument to create natural response that cannot be obtained from a conventional PCM sound generator.

200 preset programs, 200 user programs

There are 200 built-in preset programs that combine percussion, drums, and sound effects in complex ways that can produce completely different sounds according to your playing technique. Programs that you edit can be saved in the 200 user programs.

Live mode

You can register twelve frequently-used programs (four programs x three banks) in buttons 1–4 for immediate recall. This is convenient for live performances.

140 loop phrases

The built-in 140 loop phrases cover a broad range of genres and tempos, allowing you to play along for a one-person jam session.

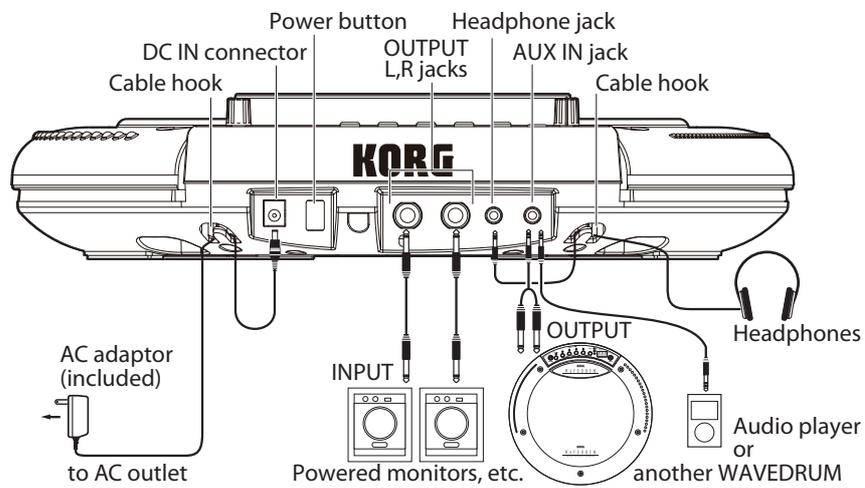
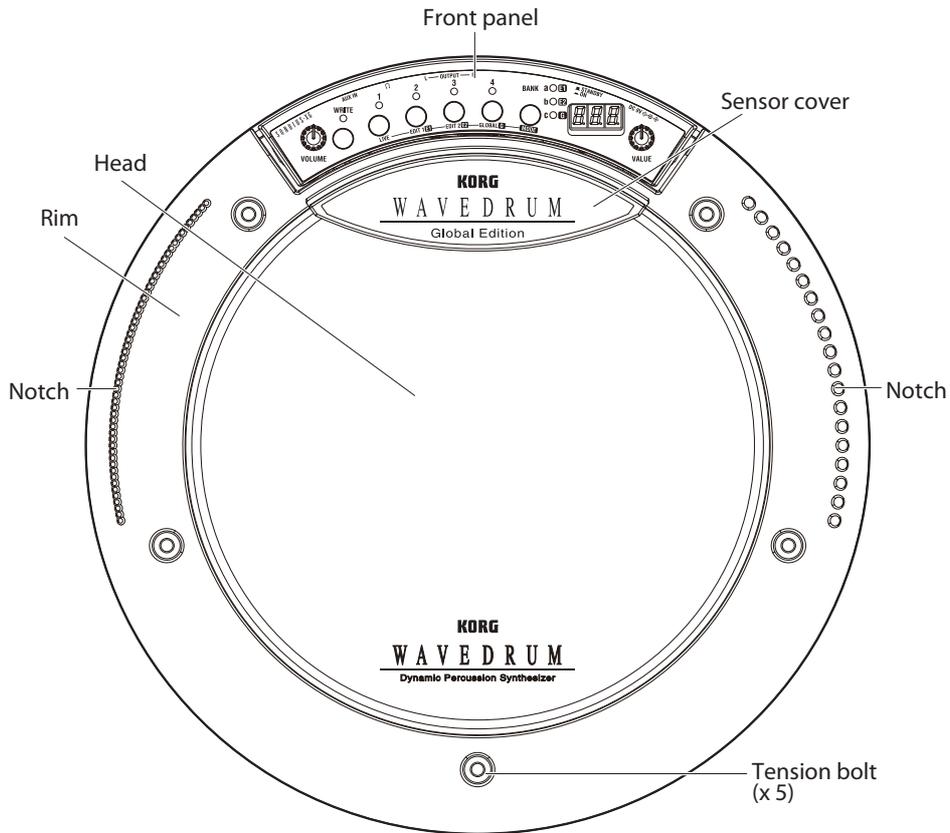
AUX IN connector

The AUX IN connector lets you connect another WAVEDRUM unit, an audio device, or an external sound module, and play along with that audio source.

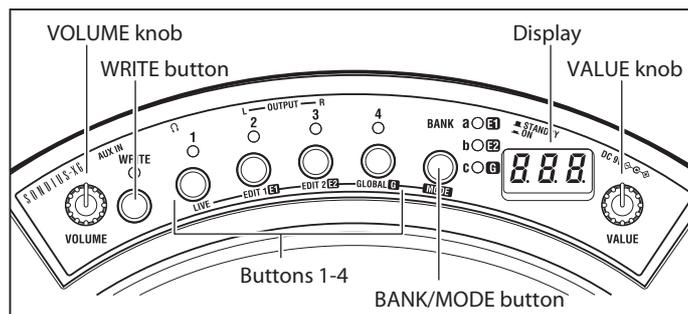
Lightweight and compact design

The WAVEDRUM features a lightweight and compact design for comfortable playing on your lap as well as easy portability. You can also perform with it attached to a stand (sold separately) for stand-up performance (Percussion Stand ST-WD) or a commercially-available snare stand.

Parts of the WAVEDRUM



Front panel



Preparations

Connecting audio devices

- ⚠ Before you connect the Wavedrum Global to other equipment, you must turn down the volume of all equipment and turn off the power. Careless operation may damage your speaker system or cause malfunctions.

Please refer to the preceding page for a diagram of connections.

Connecting the output jacks to powered monitors or a mixer

- Connect the WAVEDRUM's OUTPUT L, R jacks to the input jacks of your powered monitors or mixer. If you're monitoring through headphones, connect your headphones to the WAVEDRUM's headphone jack. The VOLUME knob adjusts the L & R OUTPUT as well as the headphone volume.

Connecting an audio device to the input jack

- You can connect the OUTPUT L, R jacks of a second WAVEDRUM unit or the output jacks of other audio devices or to the WAVEDRUM's AUX IN jack. The sound that is input via this jack will be output from the OUTPUT L, R jacks and the headphone jack.

note: To input sound from a device that's connected to the AUX IN jack, you must go to Global mode and raise the AUX IN jack mix level appropriately. The mix level is 0 by default (See PG page 7).

- ⚠ Sudden transient peaks in volume produced by the WAVEDRUM can damage your monitoring equipment, or your hearing if you're monitoring through headphones. Please be sure to set the volume appropriately.

Turning the power on

Connecting the AC adapter

1. **Connect the included AC adapter to the WAVEDRUM's rear panel DC IN jack.**
 - ⚠ Use only the included AC adapter. Using any other AC adapter may cause malfunctions.
2. **Plug the AC adapter into an AC outlet.**
 - ⚠ Be sure to use an AC outlet that is the correct voltage for the adapter.
3. **To prevent the plug from being accidentally disconnected, secure the power cable by wrapping it around the WAVEDRUM's cable hook.**

Turning the power on

1. **Make sure that the WAVEDRUM and any connected equipment is powered off, and that all volume controls are set to 0.**

2. **Power-on the equipment that's connected to the AUX IN jack.**
3. **Press the WAVEDRUM's power button to turn it on.**
 - ⚠ When powering-on the WAVEDRUM, do not rest your hand or any other object on the head. The WAVEDRUM may malfunction if this is the case.
4. **Turn on your powered monitors or other equipment connected to the OUTPUT L, R jacks.**
5. **Adjust the volume of each device. Adjust the WAVEDRUM's volume by turning its VOLUME knob. If you're using the AUX IN jack, use the mix level setting to adjust its volume (See PG page 7).**

Turning the power off

When you've completed any necessary steps such as saving a program that you were editing, turn off the power by following the procedure below (See QS page 9).

- ⚠ Never turn off the power while data is being saved. Internal data may be destroyed if you do so.
1. **Minimize the volume and then power off your powered monitors or other equipment that is connected to the OUTPUT L, R jacks.**
 2. **Turn the WAVEDRUM's VOLUME knob all the way to the left, and hold down the power button until the display goes blank (approximately one second).**
 3. **Power off the power to any equipment connected to the AUX IN jack.**

Auto-Off function

The WAVEDRUM Global Edition provides an auto power-off function.

The auto power-off function will automatically turn off the power when there has been no user input (except for the Volume control) for approximately four hours. If desired, you can disable the auto power-off function. See PG page 6 for the procedure. By default, auto power-off is enabled.

Attaching the WAVEDRUM to a stand

The WAVEDRUM can be used with any commercially-available 14-inch three-arm snare stand.

If you want to play the WAVEDRUM in a standing position, like a conga, you can use the optional Percussion Stand ST-WD (sold separately).

- ⚠ Place the stand on a flat and stable location. Bundle the power adapter and all connection cables neatly so that no one trips over them.

For details on attaching the WAVEDRUM to your stand, carefully read the owner's manual included with the stand that and as described.

Performing

Performance techniques

The sound of the WAVEDRUM will respond to the subtle nuances in the way that you strike, rub, or scratch it with your fingers or hand, or the way that you strike it with a stick, mallet, or brush. It will also respond differently depending on whether you strike the center of the head, the edge, or the rim. The WAVEDRUM produces expressive and dynamic range that rivals that of an acoustic drum or percussion instrument, covering the full spectrum of performance gestures from a light brush across the head to a hard rimshot.

Some of the programs simulate conventional percussion instruments, while others produce a different pitch each time you strike; some allow you to play a phrase in a specified scale. You can use a variety of techniques; after striking the surface of the head with your hand or mallet, you can apply additional pressure to control the pitch or tone of the decay, or you can produce sustaining sounds simply by applying pressure without striking the drum.

For details on each program, refer to the “Voice Name List” and to *PG page 8* and following of this manual.

 Do not strike below the sensor cover or on the front panel area.

Selecting programs

1. Hold down the BANK/MODE button and press button 1.

This selects Live mode, which is the mode you’ll use when playing the WAVEDRUM. The display will indicate *L ! U*, and will then indicate the program number (000–199, P. 00–P. 99–9, 00–9, 99).

note: Immediately after you turn on the power, the program stored in button 1 of bank a will be selected.

2. Press the BANK/MODE button to switch banks.

Each time you press the button, you’ll switch banks in the order of a→b→c→a... The indicators at the right of the button will light up consecutively. The display will indicate the bank name, or the program number for the bank of the program that is currently selected.

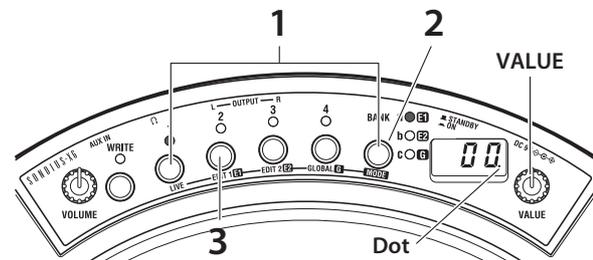
3. Press a button 1–4 to select the program that you want to play.

The indicator above the selected button will light up, and the display will indicate the program number.

Strike the head or rim to hear the selected program.

4. If you want to select a program from a different bank, repeat steps 2 and 3 to select the desired program.

note: The WAVEDRUM contains loop phrases, such as drum phrases. You can play along with these loop phrases (See *PG page 7*).



Playing all programs consecutively

- When the display shows the program number, turning the VALUE knob will cycle through the programs consecutively (000–199, P. 00–P. 99–9, 00–9, 99).

If a program number has been changed, the decimal point to the right of the program number in the display will light up. If you want to return to the original program that was assigned, press the button whose indicator is lit.

About the programs

The WAVEDRUM contains two hundred user programs (000–199) and two hundred preset programs (P. 00–P. 99–9, 00–9, 99). User programs, on the other hand, can be used to save a program that you’ve edited. You cannot rewrite preset programs. By default the user programs contain the same programs as the preset programs.

Assigning programs to buttons 1–4

You can assign your favorite programs to buttons 1–4, which are assignable locations. You can assign a total of 12 programs (1–4 for banks a, b and c) for quick access.

1. Select the bank and button that you want to assign.

As an example, here’s how to assign bank a button 1. Press the BANK/MODE button to select bank a, and then press button 1.

2. Turn the VALUE knob to select the program that you want to assign.

3. Press the WRITE button. The indicator above the button will blink, and the display will blink to indicate the newly assigned bank and button number *a-1* and the program number.

4. Press the WRITE button once again to complete the assignment.

If you decide not to assign the program, press any button other than the WRITE button.

Editing

By editing a program you can adjust it to suit your playing style, or transform it into a completely new sound. For example, you can adjust the pitch or the decay time to match your song or your playing method, or you can select the way that different strikes will affect the volume or tone. You can also adjust reverb and delay effects.

By adjusting the algorithm parameters you can make more detailed changes to the sound or even transform the sound radically. For example, even with the same algorithm, it's possible to create a range of variation not possible with a typical percussion instrument, such as changing the head of a drum from skin to metal.

You can also switch the algorithm itself or choose a different PCM instrument, and create sounds from scratch.

The process of making these changes is called "editing." On the WAVEDRUM, you can edit using the Edit modes described below.

Basic editing procedure

note: In order to edit a program, you must first select the program that you want to edit in Live mode (See *QS page 7*).

1. Select the desired Edit mode.

Edit 1: Hold down the BANK/MODE button and press button 2. The display will indicate $E d 1$ for several seconds.

In Edit 1 mode you can adjust parameters such as Tune, Decay, Level, Curve, and Effect (reverb, delay), and select the algorithm and PCM instrument (See *PG page 3*).

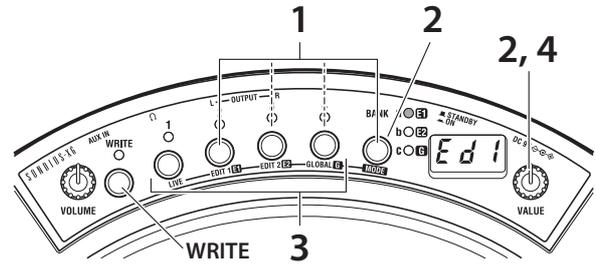
Edit 2: Hold down the BANK/MODE button and press button 3. The display will indicate $E d 2$ for several seconds.

In Edit 2 mode you can adjust the algorithm (See *PG page 5*).

Global: Hold down the BANK/MODE button and press button 4. The display will indicate $G l b$ for several seconds.

In Global mode you can adjust the final panning, play back looped phrases, and adjust the WAVEDRUM's calibration (See *PG page 6*).

note: In Edit 1 and 2 modes you'll be editing the sound of an individual program. In contrast, the settings in Global mode are common to the entire WAVEDRUM; they are not specific to an individual program.



For details on each mode, please refer to the respective reference pages.

The [E1], [E2], or [G] indicator at the right of the BANK/MODE button will blink.

If you select Edit mode 1 or 2, the display will indicate $E d 1$ or $E d 2$, and will then indicate the current page.

In Global mode, the display will indicate $G l b$, and will then indicate the parameter that was last selected. (The unit will be in this state following step 3. Immediately after you turn on the power, Pan will be selected.)

2. Select the page that you want to edit. Press the BANK/MODE button. Press the button until the desired page appears. Alternatively, you can turn the VALUE knob to select a page.

For example if you press the BANK/MODE button in Edit 1 mode, the page will change in the order of Tune ($T u n$) → Decay ($d c y$) → Level ($L e v$) → ... (See *PG page 3*).

3. Press one of the buttons 1–4 to select the parameter that you want to edit.

The indicator above the button will light up. The display will indicate the parameter name, and then the value.

note: If a button other than the selected button (1–4) is blinking, this indicates that the corresponding parameter value has been edited.

4. Turn the VALUE knob to edit the value.

The value indicated in the display will change, and the decimal point to the right of the value will light up. (The decimal point will go dark if you return the value to its original setting.)

5. If you want to edit a parameter located on another page, press the BANK/MODE button to switch pages (see step 2). Then edit the value as described in steps 3 and 4.

6. If you want to keep the changes that you've made, you must save them. Please see next page.

note: If you return to Live mode without saving the program that you've edited (See "Selecting programs" on *QS page 7*), the indicator of the selected button (1–4) will blink, and the decimal point at the right edge of the display will light up. This indicates that the program has not been saved.

Saving your edited settings

If you would like to use your edited program again later, you'll need to save it. If you've edited a program and then power-off or switch to a different program without saving it, the changes that you made will be lost.

Changes you make to the settings of Global mode will also be lost if you power-off without saving. After editing, be sure to save your changes if you want to keep them.

 Never turn off the power while data is being saved. Doing so may harm the memory.

Saving a program

This operation will save all of the Edit 1 and Edit 2 mode parameters of the program that is currently selected.

1. In Edit 1 or Edit 2 mode, press the WRITE button.

The WRITE button will blink, and the save-destination program number 000-199, P. 00-P. 99-9. 00-9. 99 will blink in the display. You can't save to P. 00-P. 99-9. 00-9. 99.

2. Turn the VALUE knob to select the program number for the desired save location.

note: When you save a program, the contents of the destination program will be lost.

3. Press the WRITE button once again; the program will be saved, and you'll return to Live mode.

If you decide not to save, press any button other than the WRITE button.

When you save, the button where the edited program had been assigned will be reassigned to the newly saved program (number).

Saving global settings

This operation will save all Global mode parameters other than the loop phrase start/stop setting. When you turn on the power, the loop phrase will be stopped.

1. In Global mode, press the WRITE button. The WRITE button will blink, and the display will blink 5 L B.

2. Press the WRITE button once again; the settings will be saved.

If you decide not to save, press any button other than the WRITE button.

Important editing parameters

Tune and decay

Edit 1 – Tune (E U N): This adjusts the pitch.

Depending on the algorithm, the pitch may change smoothly or in semitone steps. Also depending on the pitch, this may affect the vibration of the skin, or the body resonances.

For algorithms where the Tune parameter has a special role, its specific function is described separately for each algorithm (*See PG pages 8, 18*).

For PCM instruments, you can adjust the pitch in semitone steps in a range of four octaves up or down.

Edit 1 – Decay (d e Y): This adjusts the time it takes for the sound to decay.

Like the Tune parameter, there are cases where the Decay parameter will affect only the vibration of the skin, or the body resonance.

For algorithms where the Decay parameter has a special role, its specific function is described separately for each algorithm (*See PG pages 8, 18*).

Head and rim volume and pan

Edit 1 – Level (L E U): This adjusts the volume balance between the head and rim.

Edit 1 – Pan (P a N): This adjusts the panning of the head and rim.

Edit 2 – Pre EQ (E Q): Use this to select the EQ/amp type that will be most appropriate, depending on whether you're using your hand or a stick to strike the drum.

Reverb and delay

Edit 1 – Reverb (r e b): This adjusts the reverberation added to the sound. You can adjust the reverb type and depth.

Edit 1 – Delay (d e Y): This adjusts the delay that is added to the sound. You can adjust the delay time and depth.

Algorithm

The WAVEDRUM implements a variety of synthesis methods in software, including analog, additive, non-linear, and physical modeling. These methods are then combined, and the result is processed. These combinations are called “algorithms,” and the WAVEDRUM contains 36 different algorithms. An algorithm collects the elements that determine the sound of an instrument or other sound-producing object, and combines these elements in a wide variety of ways. This means that when a source sound (such as the sound of a drum head being struck) is passed through an algorithm, it will be output as a sound that is uniquely transformed by the characteristics of that algorithm, for example becoming the sound of a snare drum, the ringing of a bell, or the sound of a metal pipe being struck.

Each algorithm consists of different elements that determine the sound in various ways, and each element is expressed as an “amount” (large/small, long/short, positive/negative) such as the size of a guitar's body, the

depth of a snare's shell, the length of a pipe, or the density of a metal object. These amounts can be varied to synthesize the sound of instruments or other sound-producing objects that could not exist in reality.

The WAVEDRUM's algorithms differ in structure depending on whether they are "single-size" or "double-size."

Program structure for single-size algorithms

(See *QS page v*)

Single-size algorithms use two algorithms for each program. These algorithms are used for the head and the rim.

Programs that use a single-size algorithm also allow you to use *PCM instruments* (PCM sound sources) for the head and the rim.

You can freely assign these four sound sources and edit their parameters to create an extremely broad range of sounds ranging from traditional percussion instruments to non-conventional ones; even non-percussive sounds.

The signal flow starts when you strike the head; the audio signal of this strike is input to the head algorithm, processed by DSP, and sent to the mixer section. At the same time, the strike's audio signal is also used to trigger the PCM instrument, and is itself also sent to the mixer section. An EQ is located immediately before this audio signal is input to the algorithm, allowing you to select the most appropriate setting depending on whether you're using your hand or a stick to strike the WAVEDRUM. You can adjust the velocity curve immediately before the signal is input to the PCM instrument, allowing you to choose the way that the force of your strike will vary the volume or tone. For example, you might set this so that a soft strike will produce only the sound processed by the DSP, and the sound of the PCM instrument will be added as you gradually increase the force of your strike.

When you strike the rim, the signal flow is similar to when you strike the head; the audio signal is processed by the rim algorithm and the PCM instrument, and sent to the mixer section.

In addition, you can control the head and rim algorithms and PCM instruments by applying pressure to the head. The curve can be adjusted for this pressure as well, allowing you to specify how the pressure will affect the volume and tone. This can be used to make the instrument behave differently depending on whether pressure is being applied. For example, you might set this so that pressure on the head will mute the DSP-processed sound while allowing the PCM instrument sound to be produced.

The level and pan of the various audio signals sent to the mixer section are adjusted, sent through reverb and delay, and then sent out of the instrument.

Program structure for double-size algorithms

(See *QS page v*)

Double-size algorithms are more highly specialized for simulating acoustic instruments.

For this reason, two separate PCM instruments for the head and rim are combined into one, allowing a larger amount of PCM data to be handled.

Within the algorithm, your performance is analyzed in realtime, and the result of this analysis is used to control the PCM instrument, allowing a natural response that reflects your performance in a way that is impossible for a conventional PCM sound module.

Programs that use a double-size algorithm contain only one algorithm.

This algorithm contains inputs for both the head and rim, but this does not mean that they have separate sound sources for each; rather, the head and rim input signals are mixed and input to the single algorithm.

Since the PCM instrument is linked with the algorithm, it cannot be specified independently.

The signal flow starts when you strike the head or rim; these audio signals are input to the algorithm.

The signal that is input to the algorithm is DSP-processed and sent to the mixer. At the same time, the signal is analyzed to generate a trigger that sounds the appropriate PCM instrument.

The PCM instrument produces sound in response to this trigger, and the sound is sent to the mixer section.

For the head, you can use an EQ to adjust the signal immediately before it is input to the algorithm. You can also use pressure on the head to control the volume or tone of the algorithm and the PCM instrument. The pressure curve can also be adjusted.

The level and pan of the audio signals sent to the mixer section are adjusted, sent through reverb and delay, and then sent out of the instrument.

Edit 1 – Algorithm Select (ALG): This selects the algorithm.

Edit 2 – Head Algorithm 1, 2 (H. 1 4, H. 5 8),

Edit 2 – Rim Algorithm 1, 2 (r. 1 4, r. 5 8): Adjusts the parameters of the algorithm.

Audio input and loop phrase playback

The stereo audio signal of the program, the stereo audio signal from the AUX IN jack, and the loop phrase audio are finally combined and sent out of the WAVEDRUM.

Global – Common (EQ): Here you can set the pan following the delay effect, and the volume for the AUX IN jack. You can also select the loop phrase, start and stop it, and control its level.

Voice Name List

Programs

No.	Program	Head		Rim	
		Algo.	Inst.	Algo.	Inst.
Real Instrument					
0	Snare 1 (Double-size)	29	-	-	-
1	Snare 2 (Double-size)	30	-	-	-
2	Snare 3 (Double-size)	31	-	-	-
3	Velo Ambi Snare	19	17	2	12
4	Multi Powerful Tom	5	22	24	21
5	Krupa Abroad	2	26	7	10
6	Pitched Toms w/Cowbell	19	24	4	22
7	Ambi Taiko	9	23	19	12
8	Viking War Machine	12	34	9	20
9	Vintage Electronic Toms	26	31	2	14
10	Okonkolo → Iya Dynamics	10	60	18	21
11	Iya Boca/Slap Dynamics	10	58	14	29
12	Itotele Boca	10	59	18	29
13	Talk Drum	17	29	24	31
14	Apocalypse Now	25	28	7	26
15	Djembe (Double-size)	34	-	-	-
16	Djembe	19	52	2	34
17	BigHand Cowbell	10	7	2	41
18	Bongo (Double-size)	28	-	-	-
19	Conga (Double-size)	27	-	-	-
20	Tricky Lo Conga / Shaker	3	44	18	54
21	Conga Circle	19	42	22	25
22	Congo Bells & Rattle	19	43	18	35
23	Timbales Lo/Hi + Paila (Rim)	19	66	10	38
24	Timbale + Paila (Double-size)	32	-	-	-
25	Samba Snare & Agogo (Rim)	22	18	18	36
26	Guero, Mambo Set	19	68	18	53
27	Reco Reco, Mambo Set	19	69	18	39
28	Hot Salsa Combo	22	39	19	27
29	Shaker & Triangle	8	41	18	55
30	Surdo	3	70	17	62
31	Pandeiro	22	71	18	76
32	Rek	10	73	22	59
33	Metal Dumbek	10	74	6	30
34	Darabuka WD Dynamics	17	63	22	61
35	Tabla Drone	14	77	13	75
36	Shaken Udus	1	75	1	52
37	Udu Udu	1	7	1	51
38	Cajon (Double-size)	33	-	-	-
39	Flamenco Castanet & Tap	22	67	18	67
40	Taiko & Tsuzumi (Pressure)	10	78	6	68
41	Wa-Daiko	12	80	2	64
42	Eastern Velo Cym Drum	9	82	21	12
43	Timpani Lo/Hi Orch Cymbal	17	81	18	71
44	China/Splash Set for Drummer	15	83	18	69
45	Mini TamTam/Gong for Drummer	9	84	15	73
Pitched Instrument					
46	Jews Harp	16	100	9	65
47	Berimbau	18	40	11	83
48	Pressure Wah Drum	24	32	16	87
49	Steel Drum (F-A-B ⁺ -C-F)	10	36	10	50
50	Broken Kalimba	7	50	22	32

No.	Program	Head		Rim	
		Algo.	Inst.	Algo.	Inst.
51	Balafon	7	51	25	81
52	Gamelan	9	76	18	63
53	EthnoOpera	7	61	15	72
54	Koto Suite	20	79	20	66
55	Compton Kalling	20	5	22	15
56	Wind Bonga	7	8	19	28
57	Personality Split	7	10	16	78
Bass Drum/Snare Drum split					
58	Snare/Kick 1 (Double-size)	35	-	-	-
59	Snare/Kick 2 (Double-size)	36	-	-	-
60	Kick The Synth	4	11	4	1
61	D&B Synth	4	16	23	85
62	Voice Perc. BD/SD/HH	7	13	18	74
63	Harmonic Kikodus	1	9	1	16
64	Powerful Udu & Snare	1	38	10	6
65	Kick & Snare Combo: Orchestral	26	14	22	9
66	Orky Perky Duet	7	19	7	84
67	Kenya Street Rap	9	5	22	8
68	Drum Whistler	25	3	16	2
69	Kick & Snare Combo: Pop	26	15	22	5
70	Movin'Air Club Beat	11	2	11	17
71	AlienCommunication	4	12	4	79
72	Drums and Keys	2	10	4	78
Synth					
73	The Thinking Man	25	98	5	7
74	Club India 120bpm	13	92	21	60
75	Dance Hit Drone (Key of F)	2	37	14	86
76	The Serengeti	5	53	10	11
Original Wavedrum Taste					
77	Water SE	9	45	15	94
78	Angry Gods	17	62	25	82
79	Dancing with Tigers	3	4	14	13
80	Yoga Breathing Drum	17	35	21	40
81	Bass Canyon	19	1	10	17
82	DDL Mystic Jam	10	30	3	23
83	Epic Film Toms	9	33	10	19
84	DonHya And	23	7	23	93
85	Suikin '09	23	85	2	95
86	3624	26	6	1	90
SE					
87	Cold Wind	4	7	2	77
88	Always a Mystery	4	99	3	26
89	Aliens in the Basement	15	91	23	24
90	When the Clock Strikes 12	15	97	23	4
91	Tom the Robot	19	25	9	37
92	Night Market	10	96	15	36
93	Industrial Perc	10	93	18	91
94	Industrial BD/SD/HH/Cym	10	94	18	92
95	Vinyl Drummer	7	89	23	18
96	Creepin'	17	88	24	58
97	Rainy Day Drum (Rim Velo SW)	10	90	18	80
98	The Forest Drum	10	27	19	48
99	MAYA	13	95	23	3
Real Simulation of Middle East Instrument					
100	Darabuka Ensemble (Double-size)	38	-	-	-
101	Darabuka (Double-size)	37	-	-	-
102	Darabuka Tarkish (Double-size)	39	-	-	-
103	Daf (Double-size)	41	-	-	-
104	Daf Iranian (Double-size)	44	-	-	-
105	Daf Egyptian	22	110	18	119
106	Iranian Hard Daf - Lo	10	109	18	121

No.	Program	Head		Rim	
		Algo.	Inst.	Algo.	Inst.
107	Tar (Double-size)	40	-	-	-
108	Bendir (Double-size)	45	-	-	-
109	Dark Bendir	12	112	10	106
110	Big Bendir	1	111	15	124
111	Doyra (Double-size)	42	-	-	-
112	Req (Double-size)	43	-	-	-
113	Req-Clap Set	19	130	18	133
114	Big Req	10	129	1	120
115	Sagat Egyptian	18	131	8	125
116	Bells and Sagat	18	132	8	128
117	Tabil	12	108	2	111
118	Katim	10	117	10	110
119	Nakrazan	19	118	1	113
120	Bongos Hi/Lo	19	114	19	136
121	Zeer & Tweasat	19	115	18	129
122	Zeer Pitched	19	116	18	121
123	Khishbah	25	123	19	115
124	Sagool Combination	22	120	5	118
Creative Sound of Middle East Instrument					
125	Katim Gated	10	107	7	108
126	Tantan-Katim	10	128	19	109
127	Group Percussion	12	127	19	135
128	Asma Davul Electronic	26	121	15	116
129	Mix Doholla-Drum	26	106	22	104
130	Daf Pitched	7	119	10	105
131	Ceramic Mini Dbk	1	101	1	124
132	Egyptian String	13	135	13	132
133	Egyptian Playground	13	126	19	112
Real Simulation of Non Middle East Instrument					
134	Ghatam	1	125	1	117
135	Shekele	22	136	18	137
Synthy Simulation of Middle East Instrument					
136	Voice Percussion	25	148	18	150
137	White Blocks	22	143	22	130
138	Minimal Logs	23	137	17	131
139	Tar Drum Kit	12	146	19	107
140	Unhappy Camels	14	124	10	127
141	Suspicious Eyes	19	122	18	122
142	Darabuka Roll	10	104	7	102
143	World DnB K/H/S	6	134	19	122
144	The Price of Oil	10	113	5	114
SFX					
145	Breathe in the Amber	4	141	2	141
146	Wind Chimes	23	144	18	140
147	Bottle Synth	5	142	1	142
148	Rain Stick	18	140	18	134
149	Border Crossing	10	105	21	123
Real Instrument					
150	Snare 4 Piccolo (Double-size)	50	-	-	-
151	Snare 5 12" (Double-size)	49	-	-	-
152	Snare 6 Acryl (Double-size)	47	-	-	-
153	Snare 7 Z (Double-size)	46	-	-	-
154	Snare 8 Deep Shell (Double-size)	48	-	-	-
155	Djembe Cowskin Hi (Double-size)	55	-	-	-
156	Djembe Cowskin Lo (Double-size)	56	-	-	-
157	Djembe Fiber (Double-size)	54	-	-	-
158	Dundunba	12	176	2	190
159	Bata Drums	19	174	19	174
160	Shekere 2	7	156	19	157
161	Quinto Wood (Double-size)	51	-	-	-
162	Conga Wood (Double-size)	52	-	-	-

No.	Program	Head		Rim	
		Algo.	Inst.	Algo.	Inst.
163	Tumba Wood (Double-size)	53	-	-	-
164	Timbale 2 Hi	10	177	2	177
165	Timbale 2 Lo	12	178	2	188
166	Pandeiro 2	17	164	18	165
167	Samba Suite	26	163	19	189
168	Surdo 2	12	160	2	161
169	Hiradaiko	12	180	10	179
170	Okedaiko	17	182	10	181
171	Shimedaiko	19	181	19	180
172	Taiko & Chappa	12	183	8	191
173	Snake Drum	26	184	22	166
174	Octave'n Tom	17	154	2	184
175	Wild Rotate Tom	7	155	22	151
176	Cajon 2 (Double-size)	57	-	-	-
177	Acoustic Kit (Double-size)	58	-	-	-
178	Djembe Lo-Fi	10	173	10	173
179	Flange Hi Timbal	19	179	9	178
180	Portamento Tambourine	9	162	9	187
181	Talking Frame Drum	12	161	12	156
Pitched Instrument					
182	Mill-Tn Finger Random	5	168	9	171
183	Clicket Log Drum	10	170	23	160
184	Balafon 2	21	167	21	158
185	Jegog	21	166	24	167
186	Berimbau 2	11	172	18	159
187	Thunder Theater	7	193	18	192
188	Sneaky Pursuit	21	171	21	200
Bass Drum/Snare Drum split					
189	Dub Step Kit	15	151	7	199
190	Angry Man (K+S Dub)	18	199	18	153
191	World Party (K+S Moombahton)	14	152	19	154
192	Piggy (DubStep K/S/Hats)	21	153	10	155
Bass					
193	Bass 1 (Reso Bass)	5	197	10	183
194	Bass 2 (Analog Bass)	10	198	10	183
SFX					
195	Spacy SFX	10	195	14	196
196	The Night of the Storm	2	191	2	193
197	Praying for Rain	17	192	18	195
198	Meditation Ball	2	187	2	186
199	Terminator 2048	10	196	15	198

Live mode

Button	Program
Bank-a	
1	157 Djembe Fiber (Double-size)
2	152 Snare 6 Acryl (Double-size)
3	182 Mill-Tn Finger Random
4	190 Angry Man (K+S Dub)
Bank-b	
1	100 Darabuka Ensemble (Double-size)
2	175 Wild Rotate Tom
3	197 Praying for Rain
4	164 Timbale 2 Hi
Bank-c	
1	74 Club India 120bpm
2	162 Conga Wood (Double-size)
3	106 Iranian Hard Daf - Lo
4	199 Terminator 2048

Algorithms

PCM Instruments

No.	Algorithm
1	Udu
2	Temple
3	WoodDrum
4	Analog
5	Arimbao
6	Sawari-A
7	WindDrum
8	Triangle
9	Water
10	BigHand
11	Steel ST
12	Mo'Daiko
13	Sawari-B
14	Tabla
15	Gong
16	Wah Harp
17	TalkDrum
18	Jingle
19	Bonga
20	Koto
21	Bamboo
22	JingDrum
23	Don-Hya
24	Mariko
25	Upo
26	1812
27	Conga
28	Bongo
29	Snare Drum 1
30	Snare Drum 2
31	Snare Drum 3
32	Timbales
33	Cajon
34	Djembe
35	BassDrum+SnareDrum 1
36	BassDrum+SnareDrum 2
37	Darabuka
38	Darabuka ensemble
39	Darabuka Turkish
40	Tar
41	Daf
42	Doyra
43	Req
44	Daf Iranian
45	Bendir
46	Snare (Z) 14"x6.5"
47	Snare (Acrylic) 14"x6.5"
48	Snare (Wood) 14"x7.5"
49	Snare (Wood) 12"x6"
50	Piccolo Snare (Brass) 13"x4"
51	Quinto (Wood)
52	Conga (Wood)
53	Tumba (Wood)
54	Djembe (Fiber)
55	Djembe (CowSkin Hi)
56	Djembe (CowSkin Lo)
57	Cajon 2
58	Bass Drum+Snare Drum 3
59	Bass Drum+Snare Drum 4
60	Bass Drum+Snare Drum 5

No.	Head PCM Instrument
1	Multi Tubb Kick
2	Dance Kicks w/reverse
3	Whistle Kick
4	Tubby Kick /TOM
5	88 Hat/Kick
6	Kick 99
7	BD Ambi
8	BD Dry
9	Kick & Snare
10	Dance Kick & Snare 2
11	Kick, Snare & Hat
12	Dance BD & 99 SD
13	Voice BD/SD/HH
14	Orch SD to Orchestra BD
15	SD to BD
16	Dance BD & SD
17	Velo Ambi Snare
18	Samba Snare
19	Orch Snare w/ Cym
20	Hand Claps
21	Kompton Klaps
22	Multi Powerful Tom
23	Ambi Drum
24	Two Pitched Tom
25	Rock Toms
26	Brushes 3 Toms
27	Low Tom/ velo Forest
28	Tom Vintage Hi
29	Tom Soul
30	Mark Tree Chord w/Thump
31	E.Tom Velo Set
32	Tiki Tiki Tom Tom
33	Epic Hi-Toms Head
34	Low War Tom Rim
35	Guitar and Ghost
36	Steel Drum (F-A-Bb-C-F)
37	Mouth Harp C Drone
38	Shaker/Kick
39	Shaker to Clave
40	Caxixi
41	Triangle
42	Conga Clap
43	Conga Hi-Close/Open
44	Bassish Lo Conga
45	Conga Lo-Basstone
46	Conga Gliss
47	Low Conga
48	Super Conga
49	Tumba Open
50	Broken Kalimba
51	Balafon
52	Djembe
53	Dynamic Djembe
54	Djembe Closed Slap
55	Iya Boca Choke
56	Boca Open
57	Iya Chacha UP
58	Iya Boca Open+Slap
59	Itotele Boca Open
60	Okonkolo -> Iya (Open)

No.	Head PCM Instrument
61	Tom/Iya Drum Corps
62	Itotele/Iya Mix
63	Darbuka Head
64	Paila Lo
65	Paila Hi
66	Lo Hi Timbales
67	Castanet
68	Guiro
69	RecoReco 4 Velo
70	Surdo Open
71	Pandeiro
72	Tambourine
73	Rek Head
74	Rek
75	Udu/ Shaker
76	Gamelan
77	Tabla"Tele"
78	Japanese Tsuzumi
79	Tsuzumi 2
80	Oodaiko
81	Timpani Lo/Hi
82	Velo Splash Cym
83	New China Cymbal
84	Mini TamTam
85	Bells
86	Jingle
87	Metal tree
88	Fly in Jungle
89	Vinyl Crash
90	Rainy Day Bird
91	Low Bull Roar Loop
92	Synth Stab (Key of C)
93	Industry
94	Industrial BD/SD/HH
95	Industs
96	Industry Hit
97	Shaker & Church Bell
98	Synthy G Melody
99	Velo Vocoder
100	Berimbau Attack
101	Tiny Darabuka
102	Darabuka Bend
103	Darabuka Grace Hit
104	Egypt Drb Roll Center
105	Darabuka Tek to Vox Kick
106	Doholla Center
107	Katim Center
108	Tabil Open
109	Daf 21" Hard Bak
110	Daf Tek Egypt
111	Big Bendir 14"
112	Bendir Dum
113	Low Pitch ADDum 3VS
114	Bongos Low
115	Zeer
116	Zeer Pitch Head
117	Katim
118	Nakrazan
119	Tar Snip
120	Sagool Head
121	Asma Davul Head
122	Gulf Jam Set 3VS
123	Khishbah

No.	Head PCM Instrument
124	Wacky 3VS Khishbah
125	Yahal Dum
126	World DnB 2A
127	Group Drums
128	Tantan
129	Req Center
130	Req Egypt
131	Sagat Egypt
132	Sagat Bells
133	Sagat Dynamic Head
134	World DnB 1A
135	Ghost Note
136	Rattle Maracas
137	Caxixi Off Beat
138	Angklung
139	Steel Drum 2
140	Rain Stick 1
141	Heart Beat Breath
142	Synth Perc
143	Noise Scale
144	Bell Tree
145	SD-HH
146	Two Brushed Toms
147	Tom Mid
148	Tuunn
149	Hey! Zil
150	SFX - Rim
151	Dub Step Kit
152	Moombah Snare&Hits
153	Dub Step Snare&Bass
154	Octave'n Tom
155	Rotate Tom
156	Shekere 2
157	Shekere 2
158	Shaker2
159	Caxixi2
160	Surdo
161	Frame Drum Tek
162	Frame Drum/w jingle
163	Pande-Tambo-Surdo
164	Pandeiro 2 Open
165	Wood blocks
166	Log drum
167	Balafon 2
168	Mill-Tn Finger Random
169	Mill-Tn Rute
170	Clicket Log Drum
171	VibraMarimba VS Chordplay
172	Berimbau 2
173	Djembe Lo-Fi
174	Bata Left
175	Bata Right
176	Dundunba
177	Timbale 2 Hi
178	Timbale 2 Lo
179	Natural Hi Timbal
180	Hiradaiko
181	Shimedaiko
182	Okedaiko
183	Nagadoudaiko
184	H-Eccs Crash
185	HH for Basses
186	Stacked Cymbal

No.	Head PCM Instrument
187	Finger Cymbal
188	Wind Chime
189	Jingle Roll
190	Chappa
191	Ocean Wave
192	Thunder
193	Rain&Thunder Drum VS
194	Rain
195	Spacy SFX
196	Seq Computer 7xVS
197	Bass 1 (Reso Bass)
198	Bass 2 (Analog Bass)
199	Dub Step Snare&Hits
200	Synth Hit +SD

No.	Rim PCM Instrument
1	Multi Pitched BDs
2	2 Tone Dance Kick
3	Kick 99
4	Snare 3 Velo
5	SD Dance
6	Velo 99 SD
7	Hat/Dance Snare
8	Cybernetik SD
9	Orchestra SD
10	Brush Swirls
11	Deep Tom Tom (Key of C)
12	Ambi Rim
13	Dance Clap
14	Hand Claps
15	Kompton Klaps
16	Kick & Snare
17	Dance Kick & Snare 1
18	Dance Kick & Snare 2
19	Epic Lo-Toms Rim
20	War Toms Head
21	Jazz Tom
22	Cowbell
23	Bongoish
24	Hi Bongoish
25	Conga Gliss
26	Low Conga
27	Super Conga
28	Tumba Open
29	Iya Boca Choke
30	Boca Open
31	Iya Chacha UP
32	Broken Kalimba
33	Log drum
34	Djembe Closed Slap
35	Agogo/Cuica
36	Agogo
37	Tambourine
38	Paila Lo
39	Paila Hi
40	Timbale Attack
41	Timbales Lo-Paila
42	Lo Hi Timbales
43	Castanet
44	Guiro
45	RecoReco 4 Velo
46	Pandeiro

1-26: Single-size, 27-60: Double-size

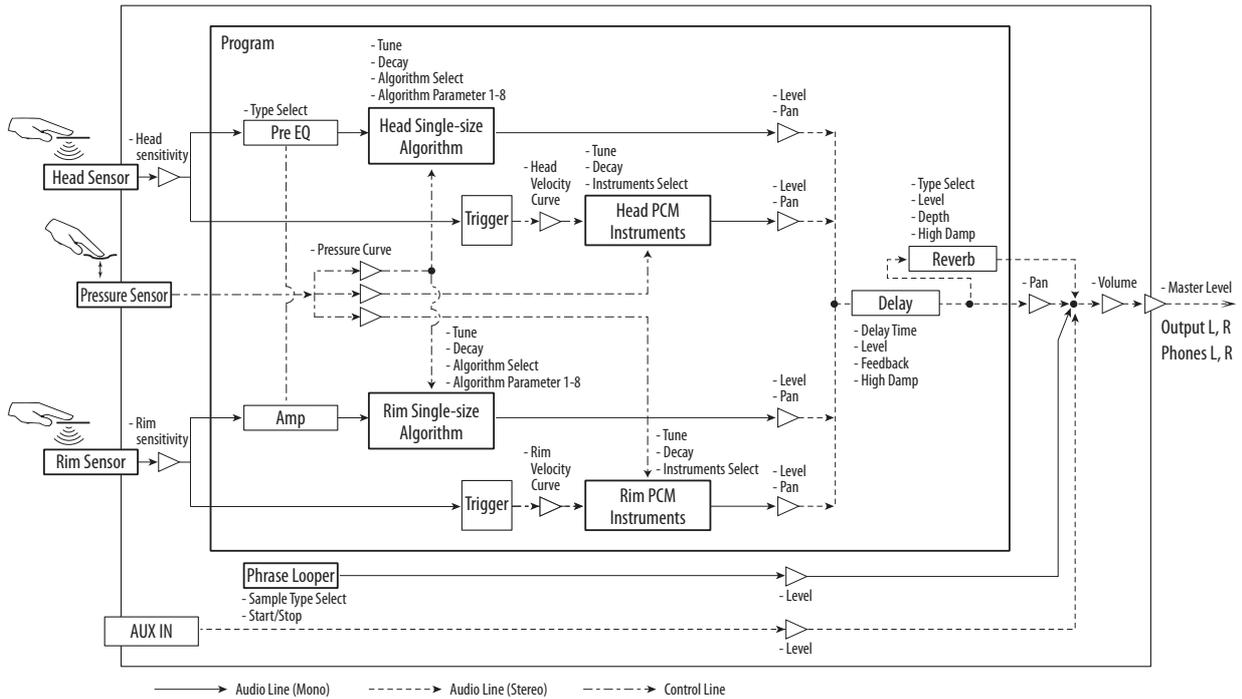
No.	Rim PCM Instrument	No.	Rim PCM Instrument	No.	Rim PCM Instrument	No.	Loop Phrase [bpm]	No.	Loop Phrase [bpm]
47	Rek Head	111	Tabil Rim	175	Timbale 2 Hi	33	Reggae [129]	97	Bossa 1 [65]
48	Rek	112	World DnB 2B	176	Timbale 2 Lo	34	Rhumba [109]	98	Bossa 2 [168]
49	Gamelan	113	Nakrazan Mute	177	Paila Hi	35	Salsa 1 [97]	99	Percussion 1 [90]
50	Steel Drum (Low F)	114	Tricky Tek Mix 6VS	178	Natural Hi Timbal Paila	36	Salsa 2 [97]	100	Percussion 2 [90]
51	Udu	115	Kasur Rim	179	Hiradaiko Fuchi	37	SambaDeSol [113]	101	7/8 [96]
52	Udus/ Shaker Accent	116	Asma Davul Tek Rim	180	Shimedaiko Fuchi	38	Sambalegre. [112]	102	Arabic Rumba [96]
53	Shaker 1	117	Yahal Tek	181	Okedaiko Fuchi	39	Turkish Pop 1 [128]	103	Ayoub [94]
54	Shaker 2	118	Sagool Rim	182	H-Eccs Crash	40	Turkish Pop 2 [128]	104	Baladi 1 [112]
55	Velo Accent Shaker	119	TD Jingle	183	HH for Basses	41	Vahde [80]	105	Baladi 2 [130]
56	Shaker/Kick	120	Req Edge	184	Stacked Cymbal	42	2/4 Oyun 1 [113]	106	Baladi 3 [130]
57	Shaker to Clave	121	Req - Tik	185	Finger Cymbal	43	2/4 Oyun 2 [113]	107	Benderi [174]
58	Caxixi	122	World DnB 1B	186	Wind Chime	44	5/8 [91]	108	Eskandarani [140]
59	Rek Rim	123	Ragaf Riqq to Vox Snare	187	Jingle Roll	45	9/8 [136]	109	Fallahi [220]
60	Multi-Tabla	124	Lo Pitch Req Open	188	Cowbell 2	46	Rock 1 [105]	110	Gorgina 10/8 [170]
61	Darbuka Rim	125	Sagat Egypt Open	189	Samba Rim	47	Rock 2 [110]	111	Hajaa Soudasi 6/8 [124]
62	Surdo Hand&Rim	126	Sagat Dynamic Head	190	Dundunba Metal	48	Rock 3 [112]	112	Karatchi [110]
63	Gamelan Celesta	127	Sagat Silver Cl->Opn 5VS	191	Chappa	49	Rock 4 [112]	113	Katakofiti 1 [113]
64	Taiko Rim	128	Sagat Roll	192	Orch SD->Timp 6x VS	50	Rock 5 [150]	114	Katakofiti 2 [110]
65	Tsuzumi 1	129	Tweasat	193	Wave Attack	51	Rock 6 [Swing, 95]	115	Katakofiti Modern [113]
66	Tsuzumi 2	130	Splash Jingle	194	Thunder	52	Rock 7 [Swing, 95]	116	Khbeti 6/8 [152]
67	Foot Step	131	Snake Drum	195	Rain	53	Rock 8 [Swing, 90]	117	Laf 1 [112]
68	Short Finger Cymbal	132	Ghost Note	196	Piano Harp SFX	54	Rock 9 [Triplet, 130]	118	Laf 2 [110]
69	Velo Splash Cym	133	Clap	197	Spacy SFX	55	Heavy Rock 1 [75]	119	Maksoum 1 [127]
70	New China Cymbal	134	Rain Stick 2	198	Bass Computer 4xVS	56	Heavy Rock 2 [85]	120	Maksoum 2 [130]
71	Orchestra Cymbal	135	Chacha OpenSlap	199	Dub Step Bass Velo SW	57	Heavy Rock 3 [115]	121	Maksoum Sarih [160]
72	Deep Orch Crash	136	Bongos High Open	200	Vocoder Vox 9xVS	58	Pop 1 [130]	122	Mallaya [220]
73	Chinese Gong	137	Caxixi 2			59	Pop 2 [110]	123	Masmoudi [126]
74	Voice HH/Cym	138	Angklung			60	Pop 3 [125]	124	Nobi [95]
75	Bells	139	Steel Drum 2			61	Pop 4 [128]	125	Rumba [138]
76	Jingle	140	Wind Chime			62	Pop 5 [Swing, 104]	126	Saidi 1 [109]
77	Metal tree	141	Whistle			63	Pop 6 [124]	127	Saidi 2 [120]
78	Synth Hits	142	Synth Perc			64	Pop 7 [100]	128	Saidi 3 [120]
79	PC Voice	143	Guitar Chord			65	Pop 8 [100]	129	Saidi 4 [120]
80	Rain -> Thunder Velo SW	144	Tom Mid			66	Pop 10 [124]	130	Saidi 5 [120]
81	Gop Pitch Up	145	Hi Toms Pitch			67	Pop 11 [120]	131	Saidi 6 [120]
82	Angry Gods RIM	146	Stick Cymbal			68	Pop 12 [Triplet, 120]	132	Saidi 7 [120]
83	Berimbau Attack	147	SD-HH			69	Pop 13 [90]	133	Saidi Modern [130]
84	Timpani w/Orch Hits	148	SFX - Rim			70	Ballad 1 [77]	134	Samai [120]
85	Code	149	Hey! Zil			71	Ballad 2 [100]	135	Shabi [160]
86	Synth Switch	150	Uuh			72	Ballad 3 [70]	136	Soudasi 6/8 [122]
87	WaveDrum Splat	151	BD + Splash			73	Ballad 4 [123]	137	Wehda 1 [120]
88	Industry	152	Hat->Kick 3xVS			74	Ballad 5 [75]	138	Wehda 2 [120]
89	Industs	153	Dub Step Hats->Kick 4xVS			75	Ballad 6 [3beat, 128]	139	Wehda 3 [120]
90	Industrial 1	154	Moombah Pandier/Kik			76	Ballad 7 [Swing, 75]	140	Zaffa [96]
91	Industrial 2	155	Dub Step Kick&Hats			77	Funk 1 [120]		
92	Industrial Cym	156	Sidestick			78	Funk 2 [84]		
93	Industry Hit	157	Shekere 2			79	Funk 3 [Swing, 90]		
94	Bubble	158	Shaker2			80	Funk 4 [Swing, 100]		
95	Rain Stick	159	Caxixi			81	Funk 5 [100]		
96	Fly in Jungle	160	African Shaker			82	Funk 6 [100]		
97	Vinyl Crash	161	Surdo Rim			83	Funk 7 [95]		
98	Rainy Day Bird	162	Frame Drum/w jingle			84	Soul 1 [Triplet, 124]		
99	Low Bull Roar Loop	163	Pande-Tambo-Surdo			85	Soul 2 [80]		
100	Synth Stab (Key of C)	164	Pandeiro 2 Open			86	16beat 1 [90]		
101	Darbuka Bend	165	Pandeiro 2 Jingle			87	16beat 2 [120]		
102	Egybt Drb Grace Edge	166	Doyra Edge			88	16beat 3 [104]		
103	Darbuka Grace Hit	167	Wood blocks			89	16beat 4 [120]		
104	Doholla Edge	168	Log drum			90	16beat 5 [92]		
105	Daf Tek Mute	169	Balafon 2			91	16beat 6 [122]		
106	Bendir Tek Mute	170	Mill-Tn Finger Random			92	Jazz 1 [Swing, 120]		
107	Tar Tek Mute	171	Mill-Tn Rute			93	Jazz 2 [Swing, 92]		
108	Katim Edge	172	Clicket Log Drum			94	Jazz 3 [Swing, 92]		
109	Katim Tak	173	Djembe Lo-Fi Mute			95	Latin 1 [108]		
110	Katim Mute	174	Bata Right			96	Latin 2 [130]		

Loop Phrases

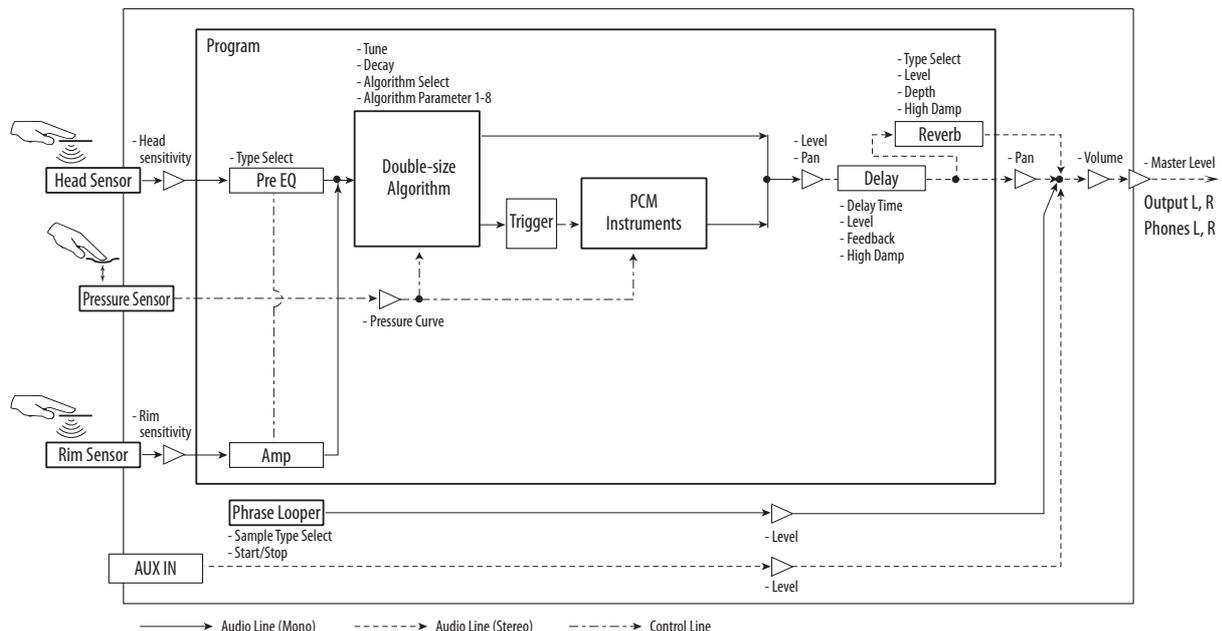
No.	Loop Phrase [bpm]
1	ClubLatin [120]
2	Andean [110]
3	Bachata [123]
4	Beguine [112]
5	Brazilian Samba1 [102]
6	Brazilian Samba2 [101]
7	Calypso [84]
8	ChaCha 1 [122]
9	ChaCha 2 [142]
10	Giffetelli [154]
11	Cool Bossa 1 [148]
12	Cool Bossa 2 [148]
13	Cuban ChaCha [140]
14	DiscoSamba [118]
15	Fast Bossa 1 [105]
16	Fast Bossa 2 [105]
17	Fast Bossa 3 [105]
18	Gipsy Dance [114]
19	Groove Bossa [95]
20	Halay 1 [115]
21	Halay 2 [115]
22	Lambada 1 [109]
23	Lambada 2 [109]
24	LatinBigBand 1 [111]
25	LatinBigBand 2 [124]
26	LatinBigBand 3 [102]
27	Macarena [108]
28	Mambo Party [105]
29	Mariachi [106]
30	Meditation Bossa [120]
31	Merengue [131]
32	Orch.Bossa [136]

Program structure for Single-size/ Double-size Algorithms

Single-size Algorithm Type



Double-size Algorithm Type



IMPORTANT NOTICE TO CONSUMERS

This product has been manufactured according to strict specifications and voltage requirements that are applicable in the country in which it is intended that this product should be used. If you have purchased this product via the internet, through mail order, and/or via a telephone sale, you must verify that this product is intended to be used in the country in which you reside.

WARNING: Use of this product in any country other than that for which it is intended could be dangerous and could invalidate the manufacturer's or distributor's warranty.

Please also retain your receipt as proof of purchase otherwise your product may be disqualified from the manufacturer's or distributor's warranty.

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