

DDD-1 ROM CARD SOUND LIBRARY Digital PCM recordings of real instrument sounds

A. DRUM SETS	ROCK 1, ROCK 2, JAZZ 1, FUSION 1, E. DRUM 1, E. DRUM 2, GATE REVERB 1, BRUSHING 1
B. PERCUSSION	LATIN 1, LATIN 2, LATIN 3, LATIN 4, JAPANESE 1, ETC 1
C. SOUND EFFECTS	ORCHESTRA 1, VARIATION 1, VARIATION 2, VARIATION 3
D. CYMBALS	CYMBAL 1, CYMBAL 2, CYMBAL 3

DDD-1 SPECIFICATIONS

●INSTRUMENTS: Bass Drum × 2, Snare Drum × 2, Tom 1, Tom 2, Tom 3, Rim shot, Closed Hi-hat × 2, Open Hi-hat × 2, Ride, Crash, Claps, Cowbell, Tambourine, Cabasa (Total 18 Sounds Provided). Up to four ROM cards installable at once* Can also use SAMPLING BOARD ●MEMORY: 100 patterns, 10 Songs (0-9) ●INSTRUMENT SETTINGS: Setting Select (0-5), Touch Sens (0-9), Total Tune (0-127), Total Decay (0-15), Output Level (0-15), Output Assign (L3, L2, L1, C, R1, R2, R3, 1, 2, 3, 4, 5, 6) Inst Assign ●PATTERN MODE: Pattern Select, Time Signature (1/4-8/4, 1/8-16/8, 1/16-32/16, 1/32-64/32), Number of Bars (1-99), Resolution (1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, HIGH), Roll (1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T), Flam (0, 10, 20, 30, 40, 50, 60, 70, 80, 90ms), Sequence Parameters (TUNE, DECAY, DYNAMICS), Tempo (J = 40-250), Erase, Swing, Copy, Append, Available Memory, Clear ●SONG MODE: Song Select, Create, Repeat (Up to 99 Times), Tempo Change (UP/DOWN), Insert, Delete, Tempo (J = 40-250), Clear ●SYSTEM SETTING MODE: Metronome (1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T), Trigger Assign, Clock (INT, MIDI, TAPE), MIDI Receive (1-16), MIDI Transmit (1-16), Sampling Set ●DATA TRANSFER MODE: RAM card, Tape, MIDI ●CONTROLS: Inst key, Start key, STOP/RESET key, REC/ENTER key, Tap Tempo key, Roll key, Flam key, Number keys, +1/YES key, -1/NO key, ◀▶ Cursor keys, Function keys (F1-F8), Mode Select keys (1-6), Data Slider, Volume Slider, Audio in Volume Slider ●INDICATORS: 16 character × 2 LINE LCD, REC LED, RUN LED, TRIG LED, PEAK LED, MODE LED's ●REAR PANEL: Output (L, R/MONO), Multi-Outputs (1-6), SAMPLING OUT, TRIGGER OUT, AUDIO IN, PHONES, METRONOME OUT, TAPE (IN/OUT), FOOT Switch (TAP TEMPO, S/S), MIDI (IN, OUT), SAMPLING BOARD Slot, Power Switch, DIP Switches ●POWER CONSUMPTION: 7W ●DIMENSIONS: 411(W) × 263(D) × 65(H)mm ●WEIGHT: 3.2kg ●SUPPLIED ACCESSORIES: Demo Pattern Data Cassette Tape × 1

OPTIONS

MEMORY CARD ROM

MEMORY CARD RAM

SAMPLING BOARD

KH-1000 DYNAMIC STEREO HEADPHONES

PS-1 PEDAL SWITCH

PS-2 PEDAL SWITCH

TWC-030 TWIN CABLE (3m)

SYNC/MIDI CABLE (1.5m/3m/5m)

HC-DDD HARD CASE

MEMORY CARD ROM



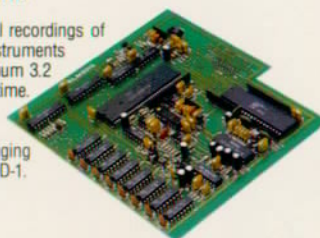
MEMORY CARD RAM

Each card can store all DDD-1 internal memory data including instrument settings. Valuable for studio and stage.



SAMPLING BOARD

Lets you make digital recordings of sounds for use as instruments in the DDD-1. Maximum 3.2 seconds sampling time. Single and double sampling modes. Easily installs by plugging in slot inside the DDD-1.



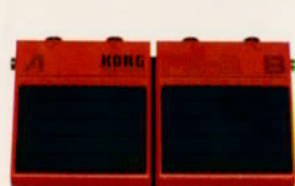
KH-1000 DYNAMIC STEREO HEADPHONES



PS-1 PEDAL SWITCH



PS-2 PEDAL SWITCH



HC-DDD HARD CASE



*Specifications and features are subject to change without notice for further improvement

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DDD.1

DYNAMIC DIGITAL DRUMS

People and Technology in Harmony

KORG



Naturally Musical Rhythm with State-of-the-Art Features. The Drum Machine that Works like a Drum Kit. ●

A breakthrough called "dynamics" is what really puts the DDD-1 ahead of the pack. The loudness of each drum sound depends on how hard you strike the key—like on real drums. Or you can preset the dynamics, tuning and decay of individual drums and sequence them for automatic play. Eighteen drum and percussion sounds are built in. You can add many more with ROM cards. Or create your own with the sampling board option. Fully supports MIDI—playable from another keyboard or sequencer. Professional throughout, with the specs to prove it. At last, a drum machine with the versatility of real drums.

DDD-1

DYNAMIC DIGITAL DRUMS

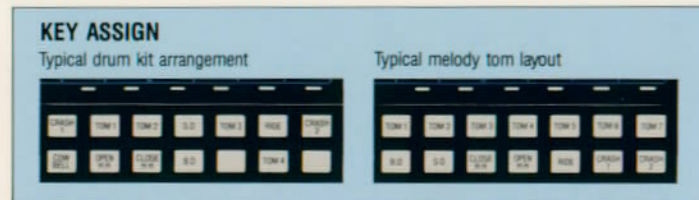
Dynamics, Tuning, and Decay Control for Naturally Realistic Response

Touch sensitive keys give you the same kind of control as with real drums. The harder you tap, the louder the volume. Key sensitivity is individually adjustable in ten steps for each instrument. You can also set each instrument's pitch, decay, and output level. For custom pitch control, each instrument is tunable in 128 steps over the space of an octave. Decay is adjustable in 16-steps per instrument to allow muting and other effects. Whether you program a sequence in real time or a step at a time, you can still change the tuning, decay and dynamics afterward. You can make the toms sound like congas or even bongos.



Arrange Your Drums Any Way You Like with New "Key Assign" function

Each of the fourteen instrument keys can be assigned to any sound. You choose from not only the eighteen supplied sounds but also from up to 4 optional ROM cards in the DDD-1 at one time, and even sampled sounds that you record yourself. You can put your drums in any arrangement that you like.



By putting the same sound on different keys and adjusting the tuning, you can produce a melody tom arrangement or make agogo bells from cowbells. The DDD-1 can adjust to what you want to play and how you want to play it. Each sound can be assigned to any of the eight output jacks (six multi-outputs, L, R/MONO). Any number of sounds may be sent to a particular jack. When using the L and R/MONO jacks, you can pan each sound to any of seven positions (L3, L2, L1, C, R1, R2, R3) in the stereo array. Six full sets of these key assignments together with tuning and decay settings can be stored in internal memory for instant recall.

MODES:

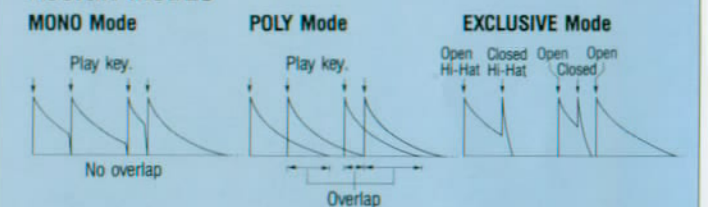
- A Pattern Play/Record Mode: For playing and recording rhythm patterns.
- B Pattern Edit Mode: For editing patterns.
- C Song Play/Edit Mode: For playing, creating and editing songs.
- D Instrument Setting Mode: For instrument key and sound assignments.
- E System Setting Mode: For setting DDD-1 MIDI, clock, and sampling parameters.
- F Data Transfer Mode: For transferring data between the DDD-1 and other equipment.

Rear Panel



1. MIDI: For connecting of MIDI synthesizers, sequencers, drum pads, etc.
2. FOOT SWITCH: For foot switch control over start/stop and tempo.
3. AUDIO IN: For sampling external sounds or triggering internal sounds.
4. TRIG OUT: For triggering a delay, sampler, synth or other equipment. Handy for control of trigger overdub timing. Polarity is selectable using the DIP switches.
5. SAMPLING OUT: Provides sampled sound only.
6. MULTI OUT: Six jacks for output of selected single or combined sounds. Handy for effects processing.
7. OUTPUT: For mixed output and/or output of sounds not routed through MULTI OUT. Each sound can be panned to any of seven positions: L3, L2, L1, C, R1, R2, R3.
8. PHONES: Headphone jack.
9. TAPE: For sync with a tape recorder or data storage on tape.
10. METRONOME OUT: Provides metronome sound only.

ASSIGN MODES



The DDD-1 uses a 12-channel digital-to-analog converter to retrieve its digitally recorded sounds. This means that up to twelve sounds can be voiced at once. The assign modes let you specify how different sounds will interact with each other on these channels. You have a choice of three "assign modes" for each instrument.

MONO: The sound starts anew no matter how often you press the key of an instrument set to this mode. Any remaining decay is cut off.

POLY: Sounds overlap each other if you repeatedly press the key of an instrument set to this mode.

EXCLUSIVE: Allows mutually exclusive use of the same channel by different instrument sounds. A typical use of this is to prevent closed and open hi-hat from sounding at the same time.

Expand Your Sonic Vocabulary with ROM Card and Sampling Board Options

Digital PCM recordings give you the impact of real drums with acoustically accurate attack and decay. The built-in 18 drum sounds include two different bass drums, snare drums, open hi-hats and closed hi-hats. For percussion variety you get tambourine, cowbell, and cabasa. To supplement these supplied instruments you can insert up to four ROM cards internally, mixing and matching as you choose. Even add your own completely original sounds with the optional sampling board. MONO, POLY or EXCLUSIVE modes may be assigned to each instrument to determine how different sounds work together. MONO means that each sound starts anew, cutting off any existing decay. POLY allows up to twelve sounds to overlap each other, like in a real drum set. The EXCLUSIVE mode prevents interference between particular sounds—an easy way to ensure against simultaneous open and closed hi-hat.

RAM Cards for Programmed Song Sequences

There are two ways you can program the DDD-1. Play the keys in "real time" as you would a drum set. Or program your patterns one step at a time. The beat can be set for anything from 1/4 to 64/32 per pattern so you can easily change time signatures in the middle of a song. Shortest note resolution is settable over a range of 1/4 ~ 1/96. Independent roll and flam keys have adjustable parameters for fine control. "Swing" can be set in ten steps from 50% to 80% to help get the rhythm

in the groove. For pattern editing you have copy, append, clear and other functions. For song creation and editing you can repeat patterns up to 99 times, change the tempo with each pattern, and take advantage of powerful commands like insert, delete, and clear. Large memory capacity holds up to 100 patterns and ten songs of up to 9999 bars. A song is made up of a maximum of 255 "parts." Both a pattern and a song can be used as a part, so it's very easy to chain songs together. Store your songs on tape, on fast and dependable RAM cards, or via MIDI to the Korg SQD-1 Sequencer or other external devices. Operation is simplified by an interactive programming system with large LCD readout.

Advanced MIDI System Applications

Use any of MIDI's sixteen channels for transmission and reception. You can program DDD-1 sequences from any MIDI keyboard. You can even control tuning, decay and dynamics by playing the keyboard itself. The DDD-1 responds to MIDI program change messages so you can change the instrument sounds by remote MIDI control from another unit. With the SQD-1 sequencer's quick disk you can store the entire contents of DDD-1 memory. Tempo is adjustable by tapping a front panel button or foot switch, and is a programmable parameter for each song as well. Audio input can be used not only for sampling but also to trigger DDD-1 sounds in response to the input signal's envelope. The tape jacks can be used for sync with a multi-track recorder. Plentiful inputs and outputs ease interfacing with other equipment.