

KORG

DP-3000C

Digital Piano

OWNER'S MANUAL

Thank you for purchasing the KORG DP-3000C DIGITAL PIANO.

Designed for professional as well as home use, the DP-3000C features an 88 note Piano touch sensitive Keyboard, Full MIDI capabilities and 30 INTERNAL VOICES. Using optional DP-3000C VOICE CARDS you may access up to 60 voices at a time, any of which can be stored in 10 Combination Programs either singly, layered, or with the keyboard split into two voices at a point of your choice. The LCD DISPLAY lets you know "right where you are" at all times.

The DP-3000C two-track SEQUENCER allows you to record your music in real time. Sequencer features include OVERDUB, MERGE, and REPEAT functions, and, via optional RAM Card external storage capabilities.

As well as piano sustain and damp pedal functions, the DP-3000C allows you to control program changes and the sequencer with foot pedals. A 3 BAND equalizer and 2 chorus settings provide a variety of sound possibilities, all of which can be outputted through two BUILT-IN SPEAKERS, headphones, or via the Stereo Line Out jacks to external amplification. All these features and many more are packaged in an elegantly designed and solidly constructed housing. So whether you make your music at home, on stage, or in the studio, you always SOUND GREAT with KORG!

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FEATURES

1. 88 NOTE TOUCH SENSITIVE PIANO KEYBOARD FEATURING KEYBOARD SPLIT AND VOICE "LAYER" FUNCTIONS
2. 30 INTERNAL VOICES PLUS EXTENDED VOICE CAPABILITIES (VIA OPTIONAL ROM VOICE CARDS)
3. 2 TRACK REAL TIME RECORDING SEQUENCER CAPABLE OF STORING UP TO 5,200 NOTES (FEATURING OVERDUB AND MERGE FUNCTIONS)
4. SEQUENCE STORAGE VIA OPTIONAL RAM CARD
5. LCD DISPLAY PANEL
6. 3 BAND EQUALIZER (BASS \pm 6 dB, MIDDLE AND TREBLE \pm 12 dB)
7. DAMPER, SOFT, START/STOP, AND PROGRAM UP PEDAL FUNCTIONS (USING OPTIONAL PEDAL SWITCHES)
8. STEREO LINE OUT AND MONO LINE IN JACKS
9. 2 BUILT-IN SPEAKERS
10. HEADPHONE JACK
11. BUILT-IN CHORUS WITH 2 SETTINGS
12. ELEGANT DESIGN AND STURDY CONSTRUCTION

SAFETY NOTE

■ **Location**

Do not leave this unit exposed to:

- **direct sunlight**
- **extremes of temperature or humidity**
- **sand or dust**

■ **Power Supply**

- Use only with rated AC voltage. If you will be using this unit in a country with a different voltage, be sure to obtain the proper transformer to convert to rated voltage.
- To help prevent noise and poor sound quality, avoid plugging this unit into the same outlet with other equipment, or branching off extensions shared by other equipment.

■ **Input/Output Jacks and Connection Cords**

Be sure to use standard cables (phone plug and MIDI) for input and output connections to the rear panel of the DP-3000C. Never insert any other kind of plug into these jacks.

■ **Handle Gently**

Knobs and switches are designed to provide positive operation with a gentle touch. Do not use force.

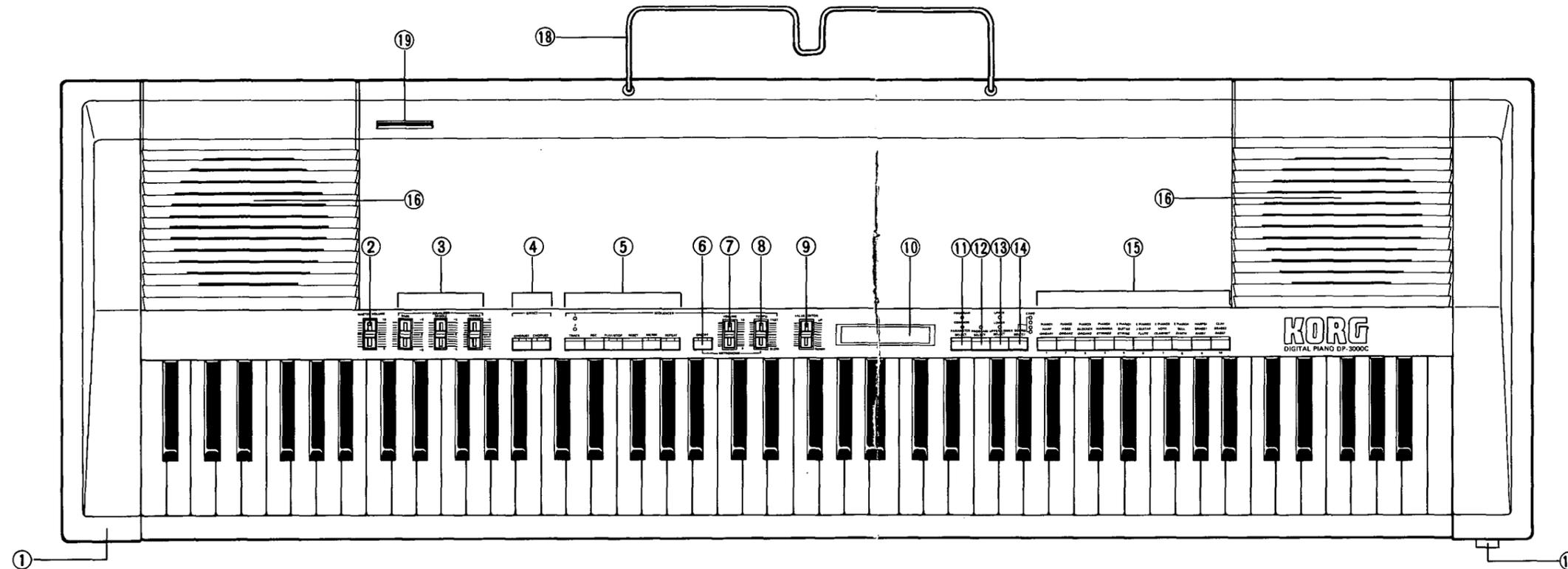
■ **Maintenance**

Wipe the exterior with a soft, dry cloth. Never use paint thinner, benzene or other solvents.

■ **Keep This Manual**

Store this manual in a safe place for future reference.

FRONT PANEL DESCRIPTION...



1. HEADPHONE INPUT jack (When headphones are plugged in, DP-3000C speakers automatically cut out.)
2. VOLUME CONTROL (Controls speaker, headphone, and L.O. volume.)
3. BASS, MIDRANGE, and HIGH EQ Controls
4. CHORUS ON/OFF Switches (Only one chorus setting may be selected at a time.)
5. SEQUENCER Controls
6. METRONOME ON/OFF Control
7. METRONOME VOLUME Control (METRONOME is outputted through speakers and headphones.)
8. METRONOME TEMPO Control
9. VALUE EDITOR

9. VALUE EDITOR
10. LCD DISPLAY
11. PARAMETER SELECT switch
12. PROGRAM SELECT switch
13. UPPER/LOWER SELECT switch
14. SOUND SELECT switch
15. VOICE/PARAMETER SELECT switches
16. BUILT-IN SPEAKERS
17. POWER ON/OFF switch
18. MUSIC SCORE STAND (Detachable)
19. VOICE, RAM CARD SLOT

REAR PANEL DESCRIPTION...



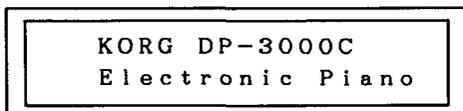
1. AC POWER CORD CONNECTION
2. LCD CONTRAST CONTROL (Use to adjust LCD visibility.)
3. MIDI THRU, OUT, IN (Use standard MIDI cables only.)
4. DAMPER PEDAL CONNECTION (With pedal connected, works like a piano sustain pedal.)
5. SOFT PEDAL CONNECTION (With pedal connected, works like a piano soft pedal.)
6. START/STOP PEDAL CONNECTION
7. PROGRAM UP PEDAL CONNECTION

8. LINE IN (Use to play another instrument, i.e. guitar, drum machine, etc., through DP-3000C SPEAKERS or LINE OUT.)
9. OUTPUT R(right)
10. OUTPUT L/MONO (Use this output when sending signal to a single external amplifier.)
11. SPEAKER ON/OFF switch (Use to switch off DP-3000C speakers when using an external amplification system. This will prevent DP-3000C speaker feedback.)

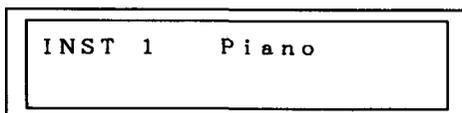
PARAMETER SELECT/PROGRAM.

● INITIAL SOUND SELECT

At Power On the DP-3000C LCD will display:

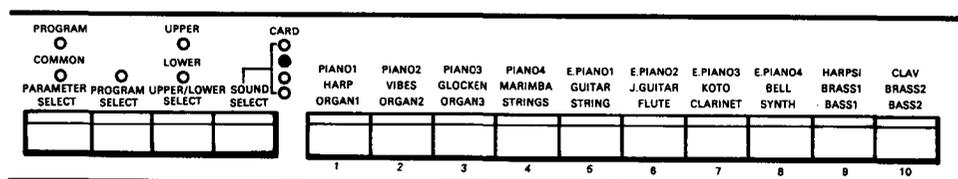


for about 2 seconds. Then the display will read:



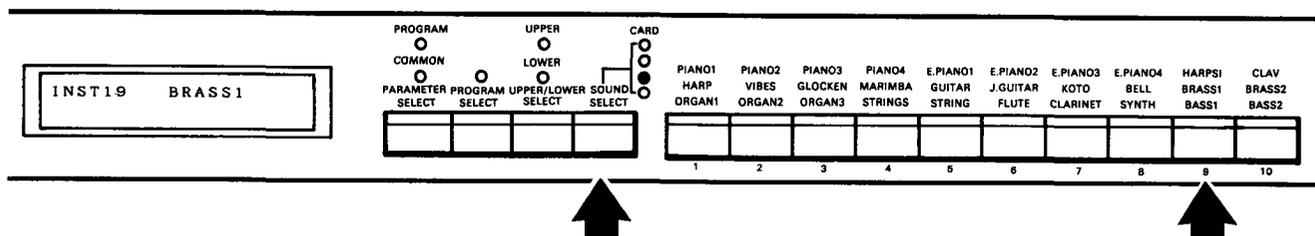
and the red SOUND SELECT LED will light.

The DP-3000C is now in the SOUND SELECT Mode. Any of the 30 Internal Voices may be selected using the SOUND SELECT Switch and switches 1-10.



For example, select BRASS 1 (Voice no. 19), by pressing SOUND SELECT switch once, and switch no. 9.

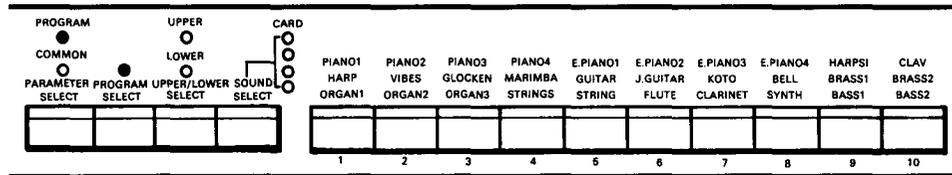
The Display will read:



● PROGRAM STORAGE

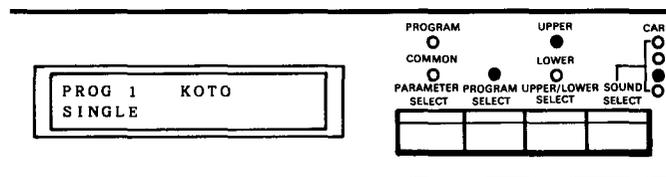
Let's store the KOTO in program 1.

First Press PROGRAM SELECT. (The LED will light RED). Now press Parameter SELECT until program LED lights.



To store the KOTO, press SOUND SELECT, and switch no. 7.

The LCD Displays:



(LED indicating UPPER is also lit. Disregard for now.)

KOTO is now stored as a single voice in Prog. 1 and is protected in memory.

NOTE:

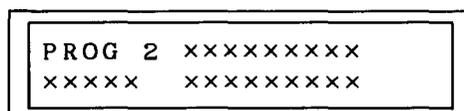
A footswitch, connected to PROGRAM UP on the rear panel, may be used to cycle through the ten programs. Make sure that PROGRAM SELECT LED is lit.

● LAYER

Now let's move to Program 2 and the LAYER function.

Remaining in PARAMETER SELECT/PROGRAM, select switch no. 2.

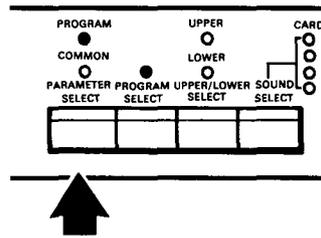
The LCD reads:



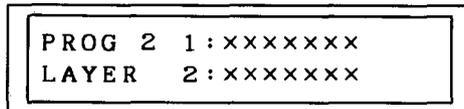
Throughout this manual X = whatever was previously stored, either at the factory or at the music store where you purchased your DP-3000C.

This time 2 voices will be stored in LAYER mode. First, select PROG no. 2 by pressing switch no. 2 from PROGRAM SELECT.

Then press PARAMETER SELECT so that PROGRAM LED lights.



Now press switch no. 2 so that the LCD reads:



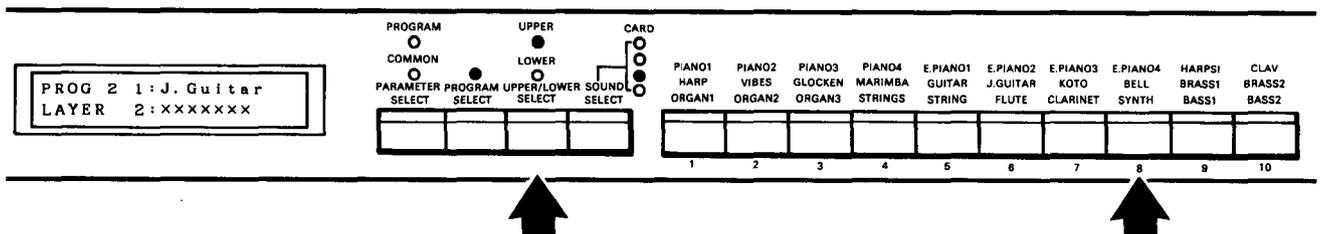
Switch 2 = LAYER when in PARAMETER SELECT/PROGRAM

To store voices into Program 2; select UPPER/LOWER SELECT.

For now, select UPPER (LED Lights)

Let's put J.Guitar (VOICE no. 18) in UPPER. Press SOUND SELECT (until the correct LED lights) and switch no. 8.

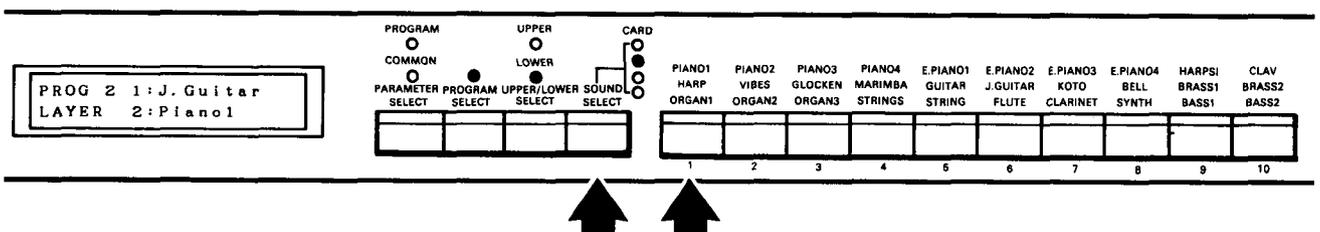
The LCD reads:



Now, to store a voice in 2 (Lower) press UPPER/LOWER SELECT so that the LOWER LED lights.

For now, let's put Piano 1 (VOICE no. 1) in LOWER. Press SOUND SELECT and switch no. 1.

The LCD now reads:



J.Guitar and Piano 1 are now stored as a combined VOICE in Prog. 2.

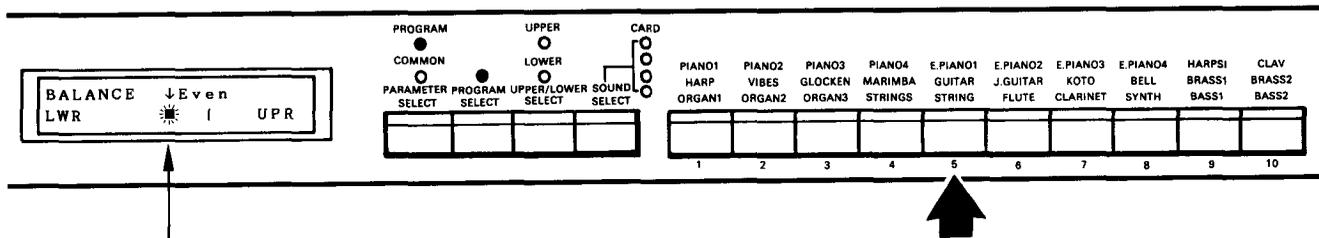
● BALANCE/DETUNE

In LAYER mode, switch nos. 5 and 6 affect balance and tuning of the two stored voices.

BALANCE

To adjust the BALANCE (volume level) between J.Guitar and Piano 1, first press PARAMETER SELECT/PROGRAM then press switch 5.

The LCD reads:



Possibly blinking
(again depending on what was previously stored)

UPR = J.Guitar in this case
LWR = Piano 1 in this case

Adjust the Balance with the VALUE EDITOR

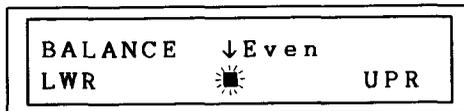


UP = (UPR)

DOWN = (LWR)

When the Balance is equal between UPR and LWR,

The LCD reads:

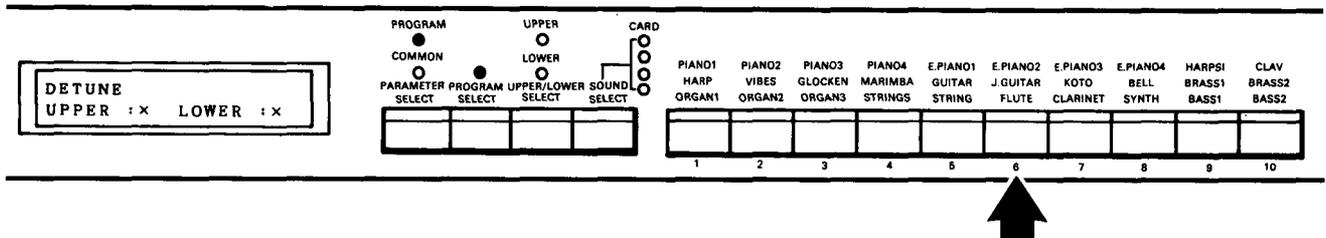


Slide the VALUE EDITOR UP & J.Guitar voice becomes louder.
Slide it DOWN and Piano 1 becomes louder. For now, adjust Balance to Even.
Balance information is now stored in Prog. 2.

DETUNE

The tuning of both J.Guitar and Piano 1 can be altered with the VALUE EDITOR. Press switch no. 6.

The LCD reads:



Let's detune the J.Guitar. Press switch no. 6 until the UPPER portion of the LCD is blinking. Now adjust the value EDITOR to detune J.Guitar (to a maximum of 38 cents).

When VALUE EDITOR is all the way down, UPPER = 0, or in tune.

When VALUE EDITOR is all the way up, UPPER = 7, or MAX. Detune.

Let's detune the J.Guitar to 5.

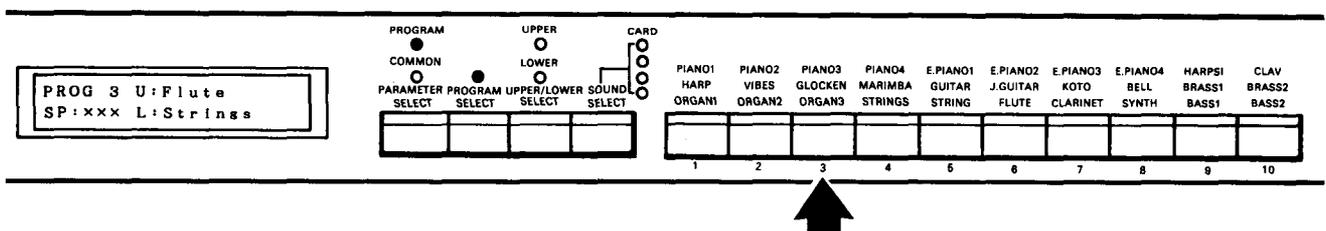
After adjusting the J.Guitar, press switch no. 6 once to access Piano 1. Let's set Piano 1 (LOWER) at 0, or in tune by pressing switch no. 6 again and using the VALUE EDITOR. Program 2 is now complete and can be accessed via PROGRAM SELECT switch and switch no. 2.

● SPLIT POINT

With SPLIT POINT, you can divide the DP-3000C keyboard in two with one Voice sounding from the upper portion of the keyboard, and another Voice sounding from the lower portion. You may choose any point on the DP-3000C to make the Split, but first let's store two voices (to be split) in Program 3. Via Program Select, Sound Select, and UPPER/LOWER put Flute (voice no. 26) in UPPER, and STRINGS (VOICE no. 24) in LOWER.

Now to select a SPLIT POINT, first press Parameter select (to Program) then press Switch no. 3.

The LCD reads:

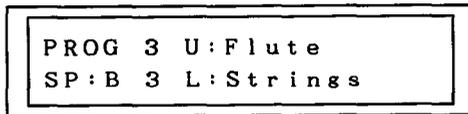


Press switch no. 4 and SP : ✖ is blinking.

To choose a split point, simply press the DP-3000C keyboard key at the position you want the Split to occur.

The note you press will be the highest note of the LOWER VOICE (strings in this case), so if you wish the flute to start from C4 (fourth C key from the bottom), press the B key directly below C4.

Now the flute sounds from C4 and the LCD reads:



If you wish to change this setting, press switch no. 4 again and choose a new split point.

NOTE:

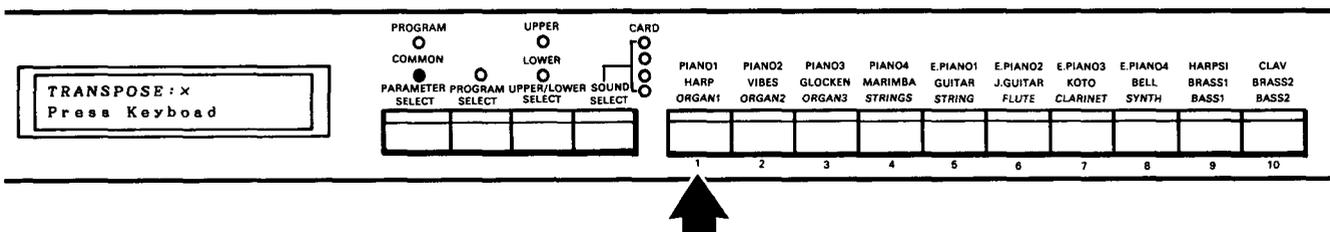
BALANCE and DETUNE are accessed and adjusted in SPLIT POINT as they are in LAYER Mode.

PARAMETER SELECT/COMMON

● TRANSPOSE

Up to this point we have been using the PROGRAM function in PARAMETER SELECT. By switching to COMMON, a new set of functions are available using the numbered switches (1-10). The first function available, via switch no. 1, is TRANSPOSE. To access TRANSPOSE, first press PARAMETER SELECT until the COMMON LED is lit, then press switch no. 1.

The LCD reads:



X = the last key transposed to. Transpose information is stored in memory. When power is turned On, the LCD will display the current key of the DP-3000C.

To TRANSPOSE, use the VALUE EDITOR (shift UP to change pitch), or simply press a keyboard key corresponding to the key you wish to transpose to. For example if you wish to transpose up one whole step (to D), either use the VALUE EDITOR or press any D on the keyboard. The LCD reads:

TRANSPOSE : D Press Keyboard

and D is the pitch now heard when a C key is played. This is very handy in situations where, for example, you wish to play C fingerings but sing in the key of D. The DP-3000C transposes (from C) Up in pitch until reaching F#, at which point it transposes Down in pitch.

Other PARAMETER SELECT/COMMON functions are explained in SEQUENCER and MIDI sections.

NOTE:

No sound is outputted when in TRANSPOSE mode. Transpose may be done repeatedly but remember to switch out of TRANSPOSE before playing (either to PROGRAM SELECT or SOUND SELECT).

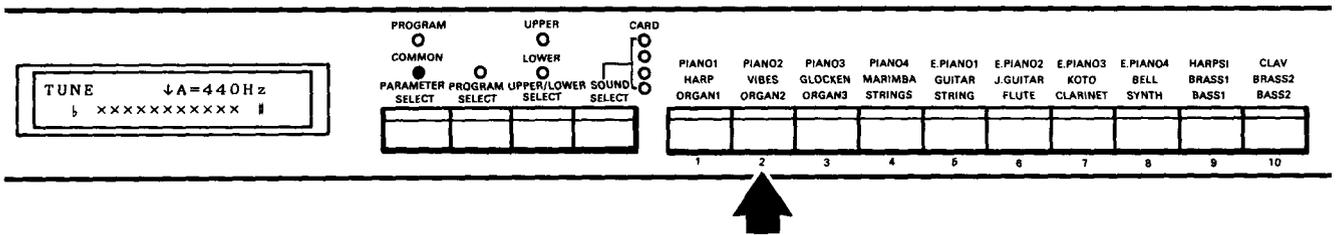
ALSO:

TRANSPOSE affects the DP-3000C keyboard and MIDI OUT data, but does not affect MIDI IN or DP-3000C SEQUENCER data.

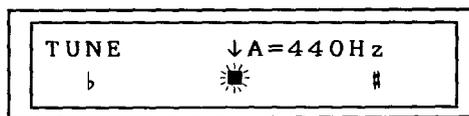
● TUNING

From COMMON you can change the DP-3000C keyboard pitch. First press switch no. 2.

The LCD reads:



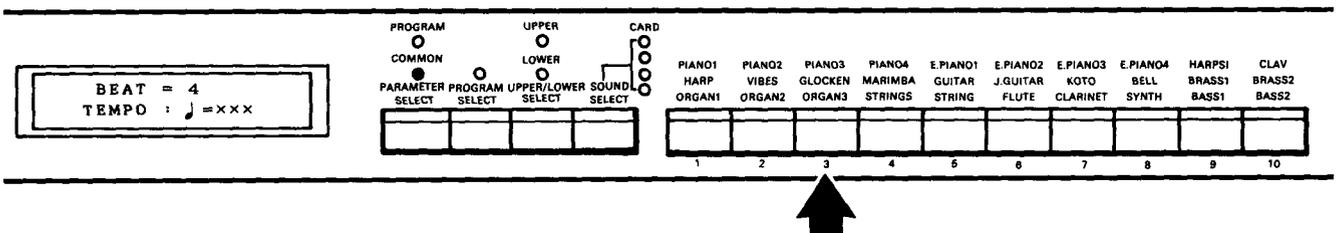
Use the VALUE EDITOR to adjust the tuning (DOWN = ♭ and UP = ♯.) The range is approximately one half-step in either direction and sound is outputted while tuning is being done. Tune information is stored in memory. When power is turned On the DP-3000C pitch will correspond to the TUNING function LCD display. To tune to A = 440Hz, use the VALUE EDITOR to locate the cursor in the center of display. The cursor will blink at A = 440Hz.



● METRONOME, BEAT/TEMPO

From COMMON, use switch no. 3 to access BEAT.

The LCD reads:



Change the BEAT (0, and 2 to 8 beats per measure) using the VALUE EDITOR. Beat information is not stored in memory (Beat = 4 at Power On). TEMPO is changed using the METRONOME TEMPO fader. When power is turned On, the LCD displays the last tempo used.

NOTE:

Other COMMON functions are explained in the SEQUENCER and MIDI sections.

DP-3000C SEQUENCER...

The DP-3000C comes with a built-in two track sequencer that allows you to record two polyphonic parts in real time. You can record approximately 2600 notes on each track. Sequences may be recorded either by the DP-3000C keyboard or by another MIDI instrument connected to MIDI IN.

The sequencer records the following types of information:

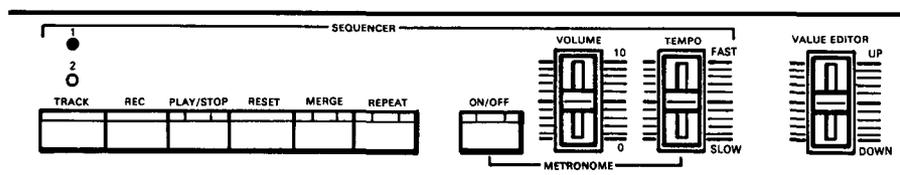
- (1) Key Data (notes played)
- (2) Program/Instrument Change
- (3) Damper Pedal
- (4) Soft Pedal

Program Changes include Split Point, Balance, Detune, and Chorus settings. You can change the instrument/program settings manually during playback. This does not, however, affect the recorded change data (i.e., the modification is only temporary).

● SINGLE TRACK RECORDING

Select the sound/programs that you think are suited for the music you will be recording (see SOUND SELECT/PROGRAM STORAGE).

For now, select track 1 by pressing the TRACK switch. The LED will light (green).



Now press RESET and REC (TRACK LED is now red). To cancel the RECORD mode without recording, simply press REC once more (TRACK LED is again green).

Pressing the metronome ON/OFF switch will start/stop the built-in metronome. If the metronome is running, that does not necessarily mean that the sequencer is recording.

RECORDING

The sequence recorder is activated either by pressing PLAY/STOP or by the first note or chord you play. If you press PLAY/STOP there will be a 1 measure countdown, according to the beat setting, before the sequencer starts recording. The LED of PLAY/STOP will light to indicate that you are recording. Remember to carry out all desired program changes while recording. As soon as you want to stop recording, press PLAY/STOP again. The sequencer will continue until the end of the current bar and then stop. The LED of the

recorded track turns to green and the LED of the PLAY/STOP switch goes out. Switch the metronome off because it will not stop automatically.

● PLAYBACK

Press the PLAY/STOP switch to start playback. Pressing this switch again to stop playback before reaching the end of the sequence is similar to pressing "Pause" on a Tape Recorder, i.e., if you press this switch a third time, the sequencer continues from where it left off. If you want to play back from the beginning of the song, either wait until the end and simply press PLAY/STOP or, from the middle of a sequence, first press PLAY/STOP then press RESET. Now, press PLAY/STOP again and your sequence will start from the beginning. If you want your sequence to repeat automatically, press the REPEAT switch (LED lights). To cancel the REPEAT function, press the REPEAT switch again and sequence will stop when the end is reached. The 0 BEAT setting is useful here because it allows you to create an odd time repeating phrase which can be repeated in playback.

● PUNCH IN

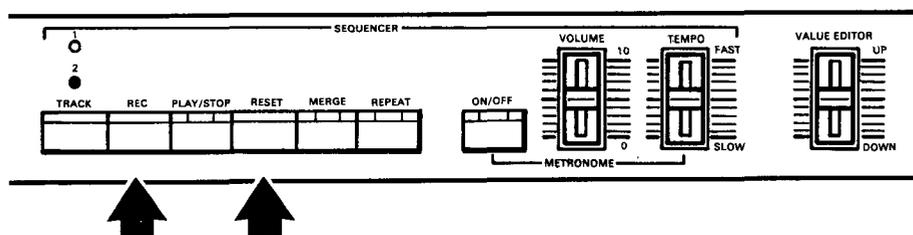
The DP-3000C allows you to correct your recordings without having to re-record an entire track. This function works within certain limits: you can punch in, but you cannot punch out. This means that you must re-play (or lose) everything after the measure where you punch in. An alternate method is to record bar by bar.

If you only want to correct a few notes, bear in mind that the PUNCH IN function affects a whole bar. All the notes of that particular bar have to be played again. (Use the 0 BEAT setting if you wish to punch in beat by beat.)

To punch in, play back the sequence until reaching the bar where you wish to punch in. Press PLAY/STOP. Making sure the desired TRACK LED is red, press the REC switch. Do not press RESET before punching in because that will take you back to the beginning of the track, erasing parts you may want to keep. Start the metronome and continue recording (see the FOOTSWITCH section).

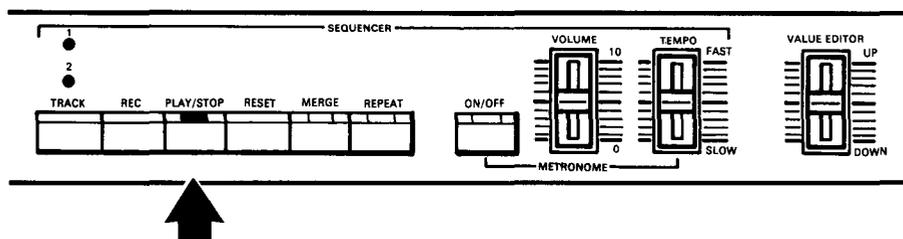
● OVERDUBBING

Select track 2 by pressing the TRACK switch (press it until TRACK 2 LED lights). Then press RESET and REC. To monitor the sequence on track 1, press TRACK again (TRACK 1 LED lights green).



Activate the metronome and start recording.

To playback both sequences, you first have to press TRACK again so that the LED of track 1 lights. Then press PLAY/STOP. You can also carry out PUNCH IN operations while overdubbing.



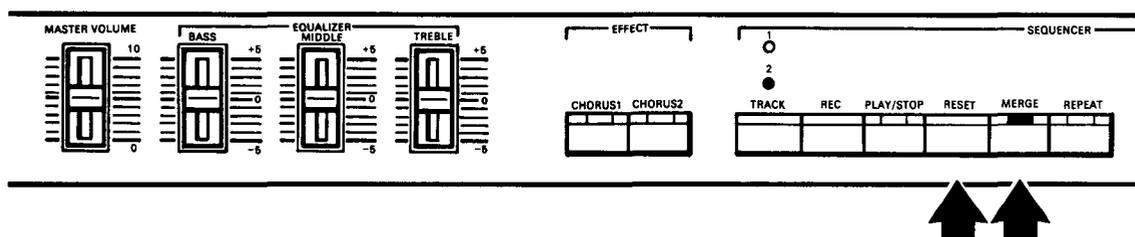
NOTE:

If, after playback of track 1, you switch to the recording mode for track 2 without pressing RESET, the sequencer simply continues; it will not start from bar 1.

● MERGE

Let's use an example. Say you recorded chords on track 1. What you need now is a bass line. But you also intend to record a solo line afterwards. That would make three tracks, but there are only two at your disposal. This is where the MERGE function comes in.

Select track 2 (so the LED is green), press RESET then MERGE. The MERGE LED lights. Start the metronome and begin recording.



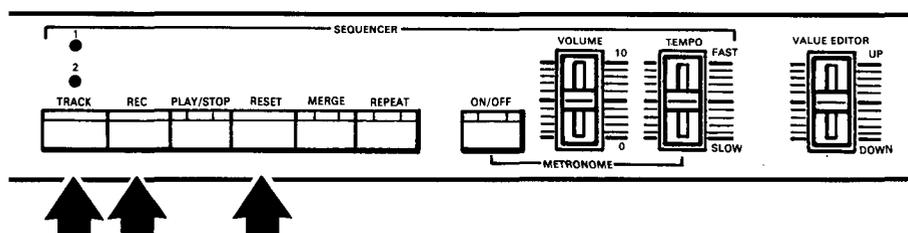
Now, as soon as you start playing, both the chords and the bass line are recorded on track 2. Punch in is also possible.

If, for example, the chords start before the bass line, press PLAY/STOP. This way, after a one measure countdown, the chords start without your playing a note. You can now begin playing at any point in the recording. MERGE can be used repeatedly until memory is full.

● LINK

If you want to record a song that is likely to exceed the available memory space of one track, you can link tracks 1 and 2 into a single track approximately twice as long as either track 1 or track 2.

First press the TRACK switch until both TRACK LEDs are green. Next, press RESET and REC (so both track LEDs light red). Activate the metronome and start playing. Here, too, you can perform punch ins.



NOTE:

Once the LINK mode is selected you have to continue in LINK; you cannot split tracks 1 and 2 without cancelling your sequence.

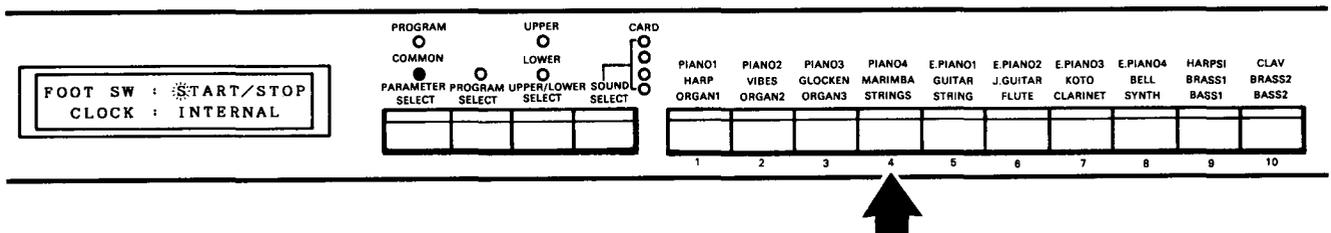
● FOOTSWITCH START/STOP/RECORD

A footswitch connected to the S/S jack can be used to trigger the PLAY/STOP function (bypassing the PLAY/STOP key). Step on the footswitch once to begin playback. Playback may be stopped at any point by stepping on the footswitch once more. When playback is stopped before the end of a track is reached, press RESET to return to the beginning.

FOOTSWITCH RECORDING

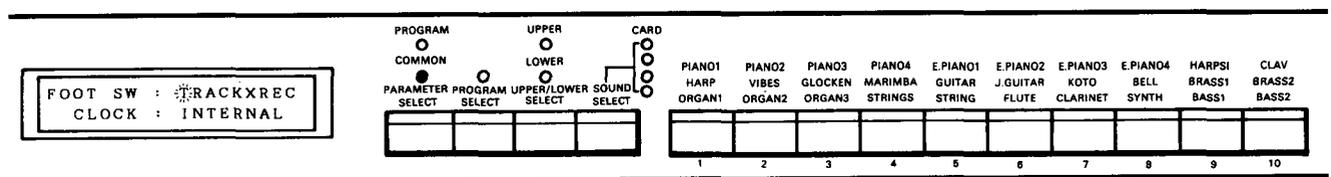
The footswitch can also be used to control sequencer recording. In COMMON mode, press switch 4.

The LCD displays:



(For clock information, see CLOCK, page 20 in MIDI section.)

First, use the VALUE EDITOR to change the display to:



Then use the VALUE EDITOR to select which track you wish to record on. (TRACK, REC, and RESET keys are bypassed when using footswitch.)

Hold down the footswitch. Recording starts as soon as you begin playing. Recording is cancelled whenever footswitch is released. The sequence just recorded will automatically repeat (REPEAT LED is on).

To cancel REPEAT press the REPEAT switch. To re-record your sequence, simply press the footswitch again (selected track LED lights red). Pressing the footswitch again cancels ALL PREVIOUS RECORDING.

NOTES:

1. Footswitch function does not affect whole bars: recording stops whenever you release the footswitch.
2. When in MERGE, REPEAT is not effective. Repeating phrases must be played manually.

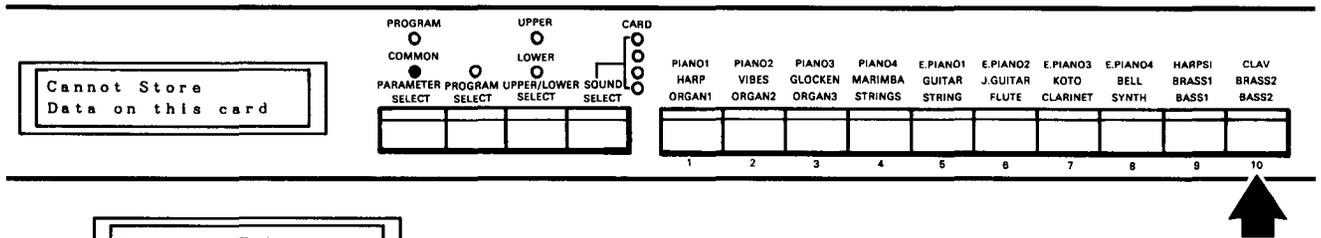
● SAVING AND LOADING VIA RAM CARD

You can save your sequences via optional RAM Card. This way, the internal memory may be used for other sequences. First insert RAM card face up into the card slot then, from COMMON press switch no. 10 to access CARD SAVE function.

The data on RAM card are protected in two ways:

1. by means of the DATA PROTECT switch on the card.
2. by means of the MEMORY PROTECT function (switch no. 8).

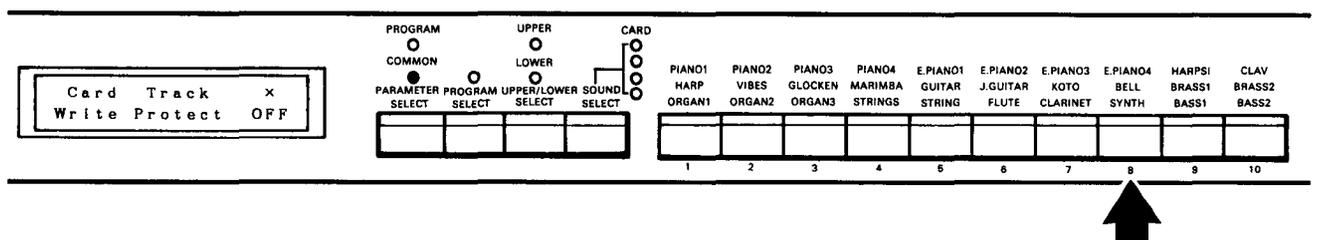
If either one or both of the above are activated, the display will either read:



or: Internal Write Protect on

To be able to save your sequences, you have to:

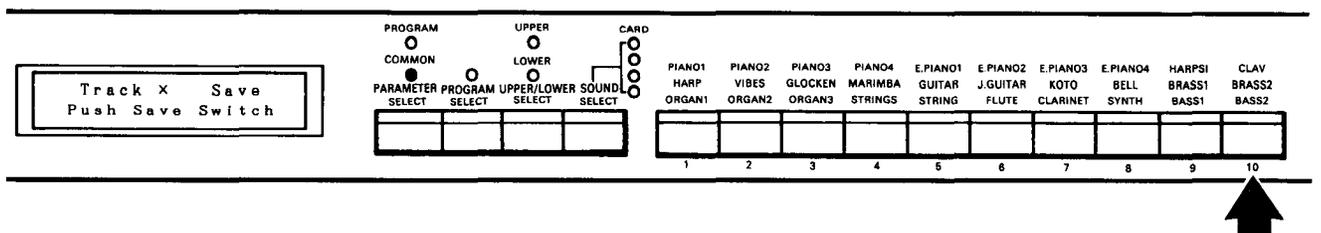
1. Flip the card's switch to DATA PROTECT OFF
2. Press switch 8 and use the VALUE EDITOR to make the display read:



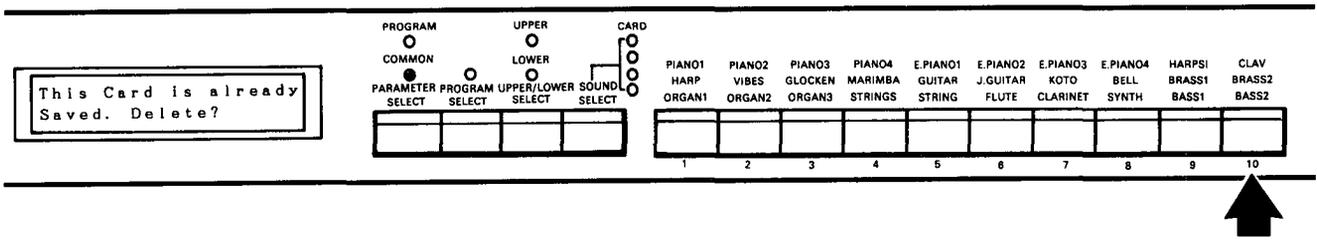
Use switch no. 8 to choose either track 1, 2, or 1+2.

● SAVING SEQUENCES

Press switch no. 10. The display now reads:



Use the VALUE EDITOR to select the track you wish to save. Then press 10 again. The display now reads:



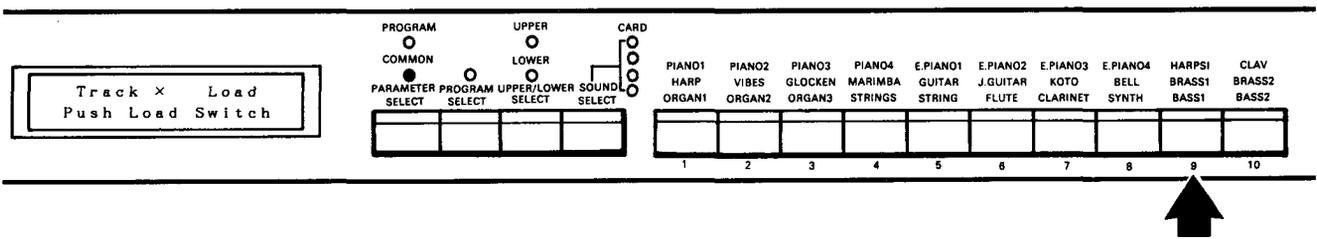
To delete, press 10 again. LCD reads: Track X Save completed.

NOTES:

1. If you do not wish to save, simply press any other switch.
2. When saving a sequence recorded in LINK MODE, the track setting (Record 1+2) is carried out automatically.

● LOADING SEQUENCES

Press switch no. 9. The display now reads:



Use the VALUE EDITOR to select the track(s) you want to load. Press switch no. 9 again. The desired sequence will load (LCD READS: Track X Load completed).

NOTE:

When loading a LINK MODE sequence, the track setting (Load 1+2) is carried out automatically.

SAVE/LOAD ERROR message list (with explanations)

No card Inserted

Self explanatory

No Data

No data in seq.

Not Sequence Data

Data to be loaded in not seq. data

Write Impossible

Wrong card is inserted

Memory Size Error
256 Kbit Only

Not enough memory left on card

No Data

No data on card

This Card is Protected

Flip card protect switch

Sequencer is Running

Turn seq. off

Verify Error

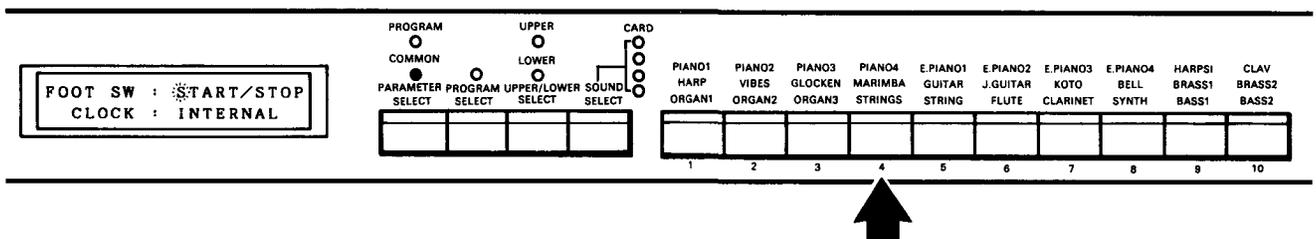
Save procedure was incorrectly carried out

This manual assumes that you understand MIDI functions. If more information concerning MIDI is needed, please consult an appropriate source.

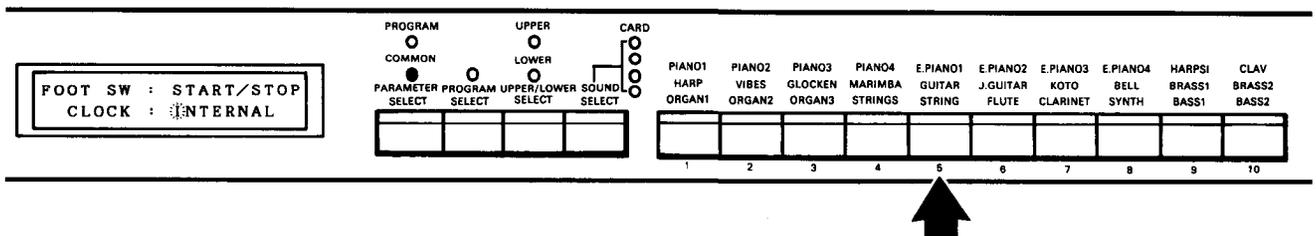
● CLOCK

From COMMON, press switch no. 4.

The LCD displays:



Press switch no. 5 to move the flashing cursor to CLOCK:



Use the VALUE EDITOR if you wish to change the CLOCK setting from INTERNAL to MIDI. When set to INTERNAL (the standard setting when the DP-3000C is turned on), START, CONTINUE, and STOP messages are sent through the MIDI OUT and will be received by any MIDI device connected to MIDI OUT. When set to MIDI:



The DP-3000C will receive START, CONTINUE, and STOP messages from any external MIDI device connected to the DP-3000C MIDI IN.

NOTE:

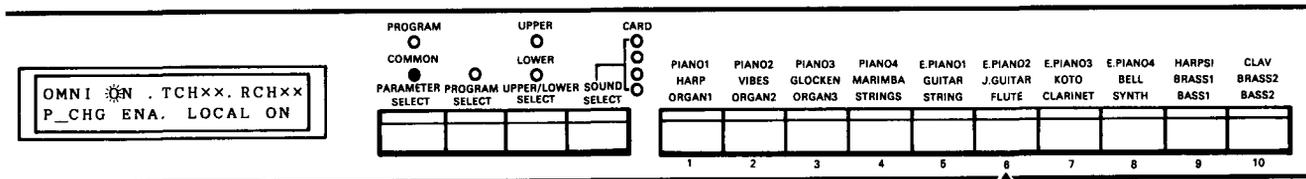
In CLOCK: MIDI setting, only a STOP message can be accessed via the DP-3000C control panel. You can, however, record by playing the keyboard. Also, when a STOP message is sent to the DP-3000C MIDI IN, play stops instantly instead of continuing to the end of the bar.

If, in CLOCK: MIDI setting, you press PLAY/STOP and the sequencer continues playing, switch CLOCK setting to CLOCK: INTERNAL and press PLAY/STOP again.

● OMNI, RECEPTION, TRANSMISSION, PROGRAM CHANGE, LOCAL

From COMMON, select switch no. 6.

The LCD reads:

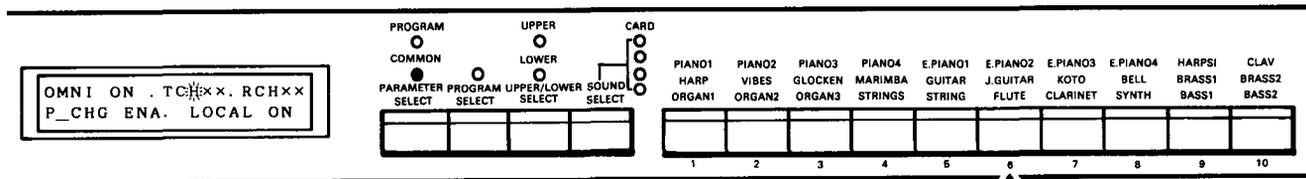


1 OMNI:

When On, all MIDI data (excepting pitch bend and velocity) is received. When OMNI OFF is selected, (using the VALUE EDITOR), only NOTE ON/OFF messages are received.

2 TCH (TRANSMIT CHANNEL):

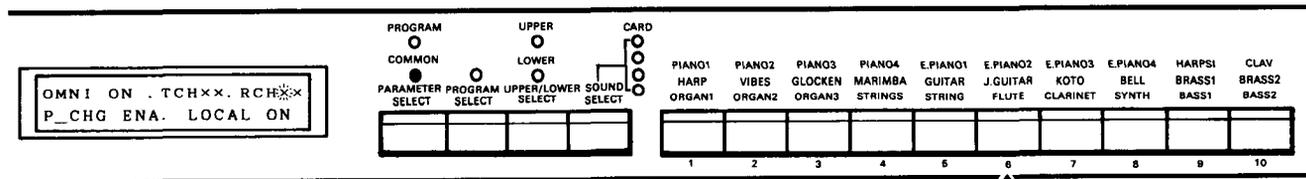
Press switch no. 6 to move the flashing cursor to TCH:



Use the VALUE EDITOR to select desired transmission channel (MIDI OUT). Channels 1-16 are available and are stored in memory.

3 RCH (RECEIVE CHANNEL):

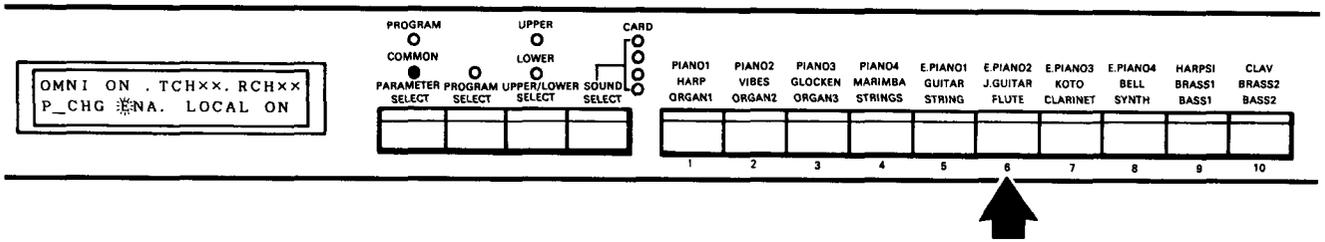
Press switch no. 6 again to move the cursor to RCH:



Use the VALUE EDITOR to select desired reception channel (MIDI IN). Channels 1-16 are available and are stored in memory.

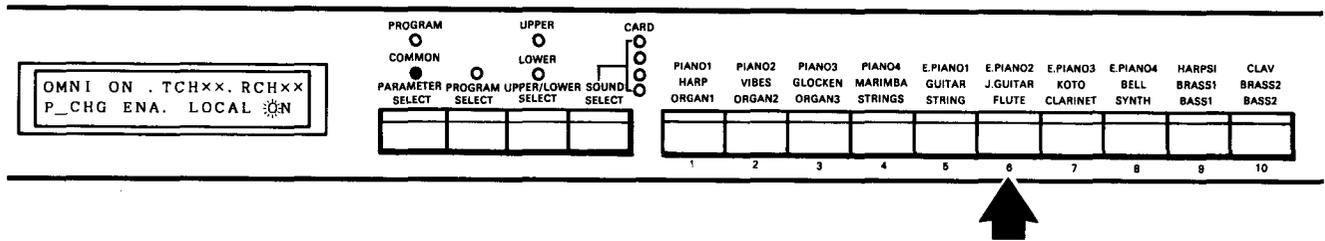
4 P-CHG ENA (Program change enable)

Press switch no. 6 to move the cursor to:



USE the VALUE EDITOR to select DISABLE if you wish the DP-3000C to ignore any program changes received via MIDI IN.

- 5 LOCAL ON:
 - PRESS SWITCH no. 6 to move the cursor to LOCAL:



Use the VALUE EDITOR to choose LOCAL OFF. When in LOCAL OFF, the DP-3000C keyboard is bypassed and internal voices will be triggered only by an external device connected to the DP-3000C MIDI IN.

MIDI IMPLEMENTATION

1. TRANSMITTED DATA

1-1 CHANNEL MESSAGES

STATUS	SECOND	THIRD	DESCRIPTION	
1000 nnnn	0kkk kkkk	0000 0000	Note Off	NOTE1
1001 nnnn	0kkk kkkk	0vvv vvvv	Note On (0vvv vvvv > 0)	NOTE1
1101 nnnn	0kkk kkkk	0000 0000	Note Off	NOTE1
1011 nnnn	0000 0111	0vvv vvvv	Volume	
	0100 0000	0000 0000	Damper Pedal Off	
		0111 1111	Damper Pedal On	
	0100 0011	0000 0000	Soft Pedal Off	
		0111 1111	Soft Pedal On	
1100 nnnn	0ppp pppp		Program Change	

NOTES

1. DP-3000C : 14 =< 0kkk kkkk =< 113
2. DP-3000C : 0ppp pppp < 10 (Program Mode)
 0ppp pppp < 30 (Inst Mode, No Sound Card)
 0ppp pppp < 60 (Inst Mode, Sound Card Inserted)

1-2 SYSTEM REALTIME MESSAGE

STATUS	DESCRIPTION
1111 1000	Timing Clock
1111 1010	Start
1111 1011	Continue
1111 1100	Stop
1111 1110	Active Sensing

2. RECOGNIZED RECEIVE DATA

2-1 CHANNEL MESSAGES

STATUS	SECOND	THIRD	DESCRIPTION	
1000 nnnn	0kkk kkkk	0000 0000	Note Off	NOTE1
1001 nnnn	0kkk kkkk	0vvv vvvv	Note On (0vvv vvvv > 0)	NOTE1
1001 nnnn	0kkk kkkk	0000 0000	Note Off	NOTE1
1011 nnnn	0000 0111	0vvv vvvv	Volume	
	0100 0000	0000 0000	Damper Pedal Off	
		0111 1111	Damper Pedal On	
	0100 0011	0000 0000	Soft Pedal Off	
		0111 1111	Soft Pedal On	
1011 nnnn	0111 1010	0000 0000	Local Off	
	0111 1010	0111 1111	Local On	
	0111 1011	0000 0000	All Notes Off	
	0111 1100	0000 0000	Omni Mode Off	
	0111 1101	0000 0000	Omni Mode On	
	0111 1110	0000 0000	All Notes Off	
	0111 1111	0000 0000	All Notes Off	
1100 nnnn	0ppp pppp	-----	Program Change	NOTE2

NOTES

1. DP-3000C : 14 =< 0kkk kkkk =< 113
2. DP-3000C : 0ppp pppp < 10 (Program Mode)
 0ppp pppp < 30 (Inst Mode, No Sound Card)
 0ppp pppp < 60 (Inst Mode, Sound Card Inserted)

2-2 SYSTEM REALTIME MESSAGES

STATUS	DESCRIPTION
1111 1000	Timing Clock
1111 1010	Start
1111 1011	Continue
1111 1100	Stop
1111 1110	Active Sensing

Function	Transmitted	Recognized	Remarks
Basic Default	1-16	1-16	
Channel Changed	1-16	1-16	Memorized
Mode Default	1	1	
Messages	X	OMNI ON/OFF	
Altered	*****		
Note Number	14-113	0-127	
: True voice	*****	14-113	
Velocity Note ON	1-127	1-127	
Note OFF	X	X	
After Key's	X	X	
Touch Ch's	X	X	
Pitch Bender	X	O	12 Semitones
Control	7 O 64 O 67 O	O O O	Volume Damper Pedal Soft Pedal
Change			
Prog Change	O 0-29, 0-59 0-9	O 0-127 0-29, 0-59, 0-9	*1
System Exclusive	X	X	
System : Song Pos	X	X	
: Song Sel	X	X	
Common : Tune	X	X	
System : Clock	O	O	
Real Time : Commands	O	O	
Aux : Local ON/OFF	X	O	
: All Notes OFF	O	O	123-127
Mes- : Active sense	O	O	
sages : Reset	X	X	
1: Inst Mode, No Sound Card: 0 to 29 ; 0=1, 1=2..30=1 Inst Mode, Sound Card Inserted: 0 to 59 ; 0=1, 1=2...(Internal) 30=31, 31=32...(Card), 60=1...(Internal) Program Mode: 0 to 9 ; 0=1, 1=2..10=1			
Mode 1	OMNI ON, POLY	Mode 2: OMNI ON, MONO	O: YES
Mode 3	OMNI OFF, POLY	Mode 4: OMNI OFF, MONO	X: NO

SPECIFICATIONS

Keyboard	: 88 keys
Output	: Polyphonic, 16 notes (Normal) : 8 notes x 2 (Layer or Split)
Preset Voices	: 30
Effect	: Chorus, 2 settings
Display Panel	: 20 digit, 2 line LCD
Sequencer	: 2 tracks, 2600 notes/track
Speaker	: 16 cm x 2 (Full range)
Power Amp.	: Max. 20W x 2
Foot Switch	: DAMPER : SOFT : START/STOP : PROG. UP
Equalizer	: Bass, Middle, Treble Control slider
MIDI terminal	: IN, OUT, THRU
Power	: U.S. & CANADA 120V 50/60 Hz : GENERAL 110-120/220-240V 50/60 Hz
Power Consumption	: 60W
Dimensions (W x D x H)	: 1391(W) x 456(D) x 118(H)
Weight	: 35.1 kg
Standard Accessories	: Music score stand (Detach.)
Optional Accessories	: ROM VOICE Card, RAM I.C. Card (32 Kbyte) : Foot pedal

(Specifications subject to change without notice)

NOTICE

Korg products are manufactured under strict specifications and voltages required by each country. These products are warranted by the Korg distributor only in each country. Any Korg product not sold with a warranty card or carrying a serial number disqualifies the product sold from the manufacturer's/distributor's warranty and liability. This requirement is for your own protection and safety.

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