WAVEDRUM

ORIENTAL

Owner's Manual Supplement

Thank you for purchasing the Korg WAVEDRUM ORIENTAL dynamic percussion synthesizer.

To ensure that you get the most out of your WAVEDRUM, please carefully read this Owner's Manual Supplement as well as the separate "WAVEDRUM Owner's Manual," and use the product as directed.

Main features of the WAVEDRUM ORIENTAL

In addition to the functions of the standard WAVEDRUM, the WAVEDRUM ORIENTAL also provides Middle Eastern sounds such as Darabuka, Req (tambourine), and Bendir.

Nine added algorithms

Nine new double-size algorithms have been added in order to reproduce percussion instruments used in Middle Eastern music.
Many Middle Eastern percussion instruments are capable of producing subtle tonal changes when played by the fingers in slightly different ways, and the added algorithms allow you to use such performance techniques for even greater expressive power.

Fifty added PCM instruments

Fifty new types of head and rim PCM instruments have been added, centered mainly on Middle Eastern percussion instruments.
These include extremely rare sound sources that allow you to create highly personalized sounds.

Fifty added programs

The additional fifty preset programs and fifty user programs take advantage of the nine new algorithms and fifty PCM instruments, and are suitable for Middle Eastern music.
Of course, these sounds can also be used in styles other than Middle Eastern, and will bring fresh new atmosphere to your rhythm tracks.
* The preset programs and user programs have the same content.

Forty added loop phrases

Forty different Middle Eastern rhythms have been added. You can play along with these extremely realistic loop phrases to enjoy a new flavor of session.

Using the WAVEDRUM ORIENTAL

This owner's manual supplement explains the algorithms and other features that have been added on the WAVEDRUM ORIENTAL.
For information such as cautions, connections, performance methods, and editing, please refer to the separate "WAVEDRUM Owner's Manual."

Double-size algorithms

This section explains the double-size algorithms that have been added on the WAVEDRUM ORIENTAL. Three algorithm types and a total of nine algorithms have been added.

These algorithms have particularly high settings for sensor sensitivity. In some cases, the WAVEDRUM ORIENTAL might sympathetically resonate with another instrument, causing feedback or unintentionally triggering the drum sound. You may be able to mitigate such problems by adjusting the hd8: Sensitivity parameter, or by moving the WAVEDRUM to another location in the room.

Parameter#: Parameter Name **Value Min...Max**

Type 4: 37 Darabuka, 38 Darabuka ensemble, 39 Darabuka Turkish, 40 Tar, 41 Daf, 42 Doyra

These algorithms are appropriate for hand percussion such as the Darabuka that has a single relatively thin skin, producing significant tonal change between the center and the edge.

hd1: Switching **000...100**
This parameter specifies the mix between the two PCM instruments that are switched according to the tone or position of your strike. With a setting of 100, the two are completely separated.

hd2: PCM Balance **–50...50**
This parameter specifies the volume balance between the two PCM instruments. With a setting of 0, they will have the same volume. Negative (-) settings make PCM1 louder, and positive (+) settings make PCM2 louder.

hd3: Alg-PCM Balance **–50...50**
This parameter adjusts the volume balance between the algorithm and the PCM instrument. With a setting of 0, they will have the same volume. Negative (-) settings make the PCM louder, and positive (+) settings make the algorithm louder.

hd4: Drum Type **000...100**
This parameter varies the pitch and overtones in a complex way.

hd5: Slap Level **000...100**
This parameter adjusts the volume level of the slap sound.

hd6: Slap Decay **000...100**
This parameter adjusts the decay time of the slap sound.

hd7: Slap Color **000...100**
This parameter adjusts the tone color of the slap sound. Increasing this value will produce a strongly accented sound like a snare drum.

hd8: Sensitivity **000...100**
This parameter adjusts the input sensitivity of the striking surface. Increasing this value will make the striking surface more sensitive.

Type 5: 43 Req

This algorithm is appropriate for single-skinned hand percussion with attached jingles, such as the Req (tambourine).

hd1: Switching **000...100**
This parameter specifies the mix between the two PCM instruments that are switched according to the tone or position of your strike. With a setting of 100, the two are completely separated.

hd2: PCM Balance **–50...50**
This parameter specifies the volume balance between the two PCM instruments. With a setting of 0, they will have the same volume. Negative (-) settings make PCM1 louder, and positive (+) settings make PCM2 louder.

hd3: Alg-PCM Balance **–50...50**
This parameter adjusts the volume balance between the algorithm and the PCM instrument. With a setting of 0, they will have the same volume. Negative (-) settings make the PCM louder, and positive (+) settings make the algorithm louder.

hd4: Drum Width **000...100**
Increasing this value will lower the pitch of the drum sound, and will also modify the overtones to produce a rougher sound. This effect is similar to drastically loosening the head of the drum.

hd5: Jingle Pitch **000...100**
This parameter adjusts the pitch of the algorithm jingles.

hd6: Jingle Decay **000...100**
This parameter adjusts the decay time of the algorithm jingles.

hd7: Brightness 2 **000...100**
Decreasing this value will remove the metallic resonance from the sound of the jingles, producing a sound like a shaker or cabasa.

hd8: Sensitivity **000...100**
This parameter adjusts the input sensitivity of the striking surface. Increasing this value will make the striking surface more sensitive.

Type 6: 44 Daf Iranian, 45 Bendir

These algorithms are appropriate for two-skinned percussion with a snare on the back of the skin, such as the Bendir.

hd1: Switching **000...100**
This parameter specifies the mix between the two PCM instruments that are switched according to the tone or position of your strike. With a setting of 100, the two are completely separated.

hd2: PCM Balance **–50...50**
This parameter specifies the volume balance between the two PCM instruments. With a setting of 0, they will have the same volume. Negative (-) settings make PCM1 louder, and positive (+) settings make PCM2 louder.

hd3: Alg-PCM Balance **–50...50**
This parameter adjusts the volume balance between the algorithm and the PCM instrument. With a setting of 0, they will have the same volume. Negative (-) settings make the PCM louder, and positive (+) settings make the algorithm louder.

hd4: Curve **000...100**
This parameter adjusts the way that the strike resonates in the shell and the way that the shell resonates.

hd5: Brightness **000...100**
Increasing this value will give the shell and snare more high-frequency overtones.

hd6: Snappy Decay **000...100**
This parameter adjusts the decay time of the snare sound.

hd7: Snappy Level **000...100**
This parameter adjusts the volume of the snare sound.

hd8: Sensitivity **000...100**
This parameter adjusts the input sensitivity of the striking surface. Increasing this value will make the striking surface more sensitive.

Default Value

No.	Tune	Decay	hd1	hd2	hd3	hd4	hd5	hd6	hd7	hd8
37	50	82	62	-4	-20	90	28	39	44	90
38	50	83	45	-11	-24	63	28	50	48	82
39	53	86	62	-3	-18	85	28	50	48	90
40	60	88	40	0	-18	86	8	50	50	90
41	40	84	40	-5	-32	79	8	50	50	90
42	50	86	40	-8	-26	83	8	50	50	90
43	59	74	36	0	-28	34	35	50	100	90
44	30	85	42	-4	-34	86	28	87	42	90
45	50	54	34	-8	-37	82	33	78	63	90

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WAVEDRUM ORIENTAL Specifications

Dynamic Percussion Synthesizer

Algorithms: Single-size 26, Double-size 19

PCM instruments: Head 150, Rim 150

Programs: 300 (User 150, Preset 150)

Loop phrase: 140

Effect: Reverb, Delay

Controls: VOLUME knob, WRITE button, Buttons 1–4, BANK/MODE button, VALUE knob

Input/Output jacks: Output L, R (Monaural phone jack), Phones (Stereo mini phone jack), AUX IN (Stereo mini phone jack)

Display: 3-character 7-segment LED

Sampling frequency: 48 kHz

A/D, D/A conversion: 24 bit

Power supply: DC9V 1.7A

Dimensions (WxDxH): 344×349×75 mm / 13.54"x13.74"x2.95"

Weight: 2.0 kg / 4.41 lbs.

Included items: AC Adapter, Tuning key, Allen wrench, WAVEDRUM ORIENTAL Owner's Manual Supplement, WAVEDRUM Owner's Manual, WAVEDRUM Voice Name List

Options: Percussion Stand ST-WD

* Specifications and appearance are subject to change without notice for improvement.

Comparison of the WAVEDRUM ORIENTAL and the WAVEDRUM

The following table shows the ways in which the sounds of the WAVEDRUM ORIENTAL differ from the sounds of the standard WAVEDRUM.

	WAVEDRUM ORIENTAL	WAVEDRUM
Programs*	150 user: 000–149 (000 – 149) 150 preset: 000–149 (P.00–9.49)	100 user: 000–99 (00 – 99) 100 preset: 000–99 (P00 – P99)
Double-size algorithms	19	10
PCM instruments	150 head 150 rim	100 head 100 rim
Loop phrases	140	100

* WAVEDRUM ORIENTAL programs 000–099 (user 000–099 and preset P.00–P.99) are the same as those of the WAVEDRUM.
Programs 100–149 (user 100–149 and preset 9.00–9.49) are unique to the WAVEDRUM ORIENTAL.

Corrections to the WAVEDRUM Owner's Manual and Voice Name List

Due to the algorithms and programs that have been added on the WAVEDRUM ORIENTAL, please make the following corrections to the included "WAVEDRUM Owner's Manual" and "WAVEDRUM Voice Name List."

WAVEDRUM Owner's Manual

Page 4 left column, lines 19 and 25;
page 9 right column, line 41
36 different algorithms ..., 36 different ...
→ 45 different algorithms ..., 45 different ...

Page 4 left column, line 30
200 different PCM instruments for head and rim
→ 300 different PCM instruments for head and rim

Page 4 right column, lines 1, 2 and 6
100 preset programs, 100 User programs, 100 ...
→ 150 preset programs, 150 User programs, 150 ...

Page 4 right column, lines 11 and 12
100 loop phrases
→ 140 loop phrases

Page 7 left column, lines 31; right column, lines 7 and 15;
page 9 left column, line 18
00–99, P00–P99
→ 000–149, P.00–P.99–9.00–9.49

Page 12, 5. Algorithm Select (ALG)
hd.A 01...36
→ hd.A 01...45
27...36 : Double-size algorithms
→ 27...45 : Double-size algorithms
hd.P 001...100
→ hd.P 001...150
rim.P 001...100
→ rim.P 001...150

Page 15, 1. Common (Com)
LoP 001...100
→ LoP 001...140
(Default Value: 1)
→ (Default Value: 117)

Page 26 left column, line 2
Double-sized algorithms are organized into three types, ...
→ Double-sized algorithms are organized into six types, ...

Page 27
The WAVEDRUM ORIENTAL adds nine algorithms. Refer to "Double-size algorithms" on the preceding page.

Page 30 Specifications
Refer to "WAVEDRUM ORIENTAL Specifications".

WAVEDRUM Voice Name List

To the "WAVEDRUM Voice Name List," add the following "Programs," "PCM Instruments," "Algorithms," and "Loop Phrases."

Replace "Live mode" with the content of the following section.

WAVEDRUM ORIENTAL
Voice Name List

Programs

No.	Program	Head		Rim	
		Algo.	Inst.	Algo.	Inst.
	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
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	Breath 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	Boarder Crossing	10	105	21	123

PCM Instruments

No.	Head PCM Instrument	Rim PCM Instrument
101	Tiny Darabuka	Darabuka Bend
102	Darabuka Bend	Egybt Drb Grace Edge
103	Darabuka Grace Hit	Darabuka Grace Hit
104	Egypt Drb Roll Center	Doholla Edge
105	Darabuka Tek to Vox Kick	Daf Tek Mute
106	Doholla Center	Bendir Tek Mute
107	Katim Center	Tar Tek Mute
108	Tabil Open	Katim Edge
109	Daf 21" Hard Bak	Katim Tak
110	Daf Tek Egypt	Katim Mute
111	Big Bendir 14"	Tabil Rim
112	Bendir Dum	World DnB 2B
113	Low Pitch ADDum 3VS	Nakrazan Mute
114	Bongos Low	Tricky Tek Mix 6VS
115	Zeer	Kasur Rim
116	Zeer Pitch Head	Asma Davul Tek Rim
117	Katim	Yahal Tek
118	Nakrazan	Sagool Rim
119	Tar Snip	TD Jingle
120	Sagool Head	Req Edge
121	Asma Davul Head	Req - Tik
122	Gulf Jam Set 3VS	World DnB 1B
123	Khishbah	Ragaf Riqq to Vox Snare
124	Wacky 3VS Khishbah	Lo Pitch Req Open
125	Yahal Dum	Sagat Egypt Open
126	World DnB 2A	Sagat Dynamic Head
127	Group Drums	Sagat Silver Cl→Opn 5VS
128	Tantan	Sagat Roll
129	Req Center	Tweasat
130	Req Egypt	Splash Jingle
131	Sagat Egypt	Snake Drum
132	Sagat Bells	Ghost Note
133	Sagat Dynamic Head	Clap
134	World DnB 1A	Rain Stick 2
135	Ghost Note	Chacha OpenSlap
136	Rattle Maracas	Bongos High Open
137	Caxixi Off Beat	Caxixi 2
138	Angklung	Angklung
139	Steel Drum 2	Steel Drum 2
140	Rain Stick 1	Wind Chime
141	Heart Beat Breath	Whistle
142	Synth Perc	Synth Perc
143	Noise Scale	Guitar Chord
144	Bell Tree	Tom Mid
145	SD-HH	Hi Toms Pitch
146	Two Brushed Toms	Stick Cymbal
147	Tom Mid	SD-HH
148	Tuunn	SFX
149	Hey! Zil	Hey! Zil
150	SFX	Uuh

Live mode

Button	Program
	Bank-a
1	100 Darabuka Ensemble (Double-size)
2	103 Daf (Double-size)
3	123 Khishbah
4	108 Bendir (Double-size)
	Bank-b
1	101 Darabuka (Double-size)
2	104 Daf Iranian (Double-size)
3	113 Req-Clap Set
4	122 Zeer Pitched
	Bank-c
1	132 Egyptian String
2	140 Unhappy Camels
3	139 Tar Drum Kit
4	149 Boarder Crossing

Algorithms

No.	Algorithm
37	Darabuka (Double-size)
38	Darabuka ensemble (Double-size)
39	Darabuka Turkish (Double-size)
40	Tar (Double-size)
41	Daf (Double-size)
42	Doyra (Double-size)
43	Req (Double-size)
44	Daf Iranian (Double-size)
45	Bendir (Double-size)

Loop Phrases

No.	Loop Phrase [bpm]	No.	Loop Phrase [bpm]
101	7/8 [96]	121	Maksoum Sarih [160]
102	Arabic Rumba [96]	122	Mallaya [220]
103	Ayoub [94]	123	Masmoudi [126]
104	Baladi 1 [112]	124	Nobi [95]
105	Baladi 2 [130]	125	Rumba [138]
106	Baladi 3 [130]	126	Saidi 1 [109]
107	Benderi [174]	127	Saidi 2 [120]
108	Eskandarani [140]	128	Saidi 3 [120]
109	Fallahi [220]	129	Saidi 4 [120]
110	Gorgina 10/8 [170]	130	Saidi 5 [120]
111	Hajaa Soudasi 6/8 [124]	131	Saidi 6 [120]
112	Karatchi [110]	132	Saidi 7 [120]
113	Katakofti 1 [113]	133	Saidi Modern [130]
114	Katakofti 2 [110]	134	Samai [120]
115	Katakofti Modern [113]	135	Shabi [160]
116	Khbeti 6/8 [152]	136	Soudasi 6/8 [122]
117	Laf 1 [112]	137	Wehda 1 [120]
118	Laf 2 [110]	138	Wehda 2 [120]
119	Maksoum 1 [127]	139	Wehda 3 [120]
120	Maksoum 2 [130]	140	Zaffa [96]