

# DRV-3000 PROGRAM CHART

## DUAL DIGITAL EFFECT PROCESSOR

■このプログラムチャートは、出荷時にユーザーエリア (No. 1 ~ 32) にセットされているプログラムの内容を表記したものです。プログラムを作る際やエディットにお役立てください。

■ As an aid to programming and editing, this program chart displays the USER AREA (No. 1 ~ 32) programs made by KORG prior to shipment of the DRV-3000.

# KORG

このプログラムチャートは本機のPro-OUT 1（プロセッシングアウト1）を、ミキサー等に接続して使用する場合に最大の効果が得られるようにあらかじめ各プログラムのレベル/バランスが設定されています。従ってPro-OUT 2を出力端子にしたり、他の機材（ギターアンプなど）と接続する場合は取扱説明書「プログラム作成」の項を参考にして、レベル/バランスを適正な値に再設定してください。プログラムは2つのベーシックエフェクトのシリアル接続、又はパラレル接続により構成されています。接続方法によってミキサー側の使用方法が異なります。

#### ■プログラム 1, 2, 4～10, 12（パラレル接続）

エフェクト1、2のバランスが全て100%に設定されているため、エフェクト音のみが出力されることとなります。従ってミキサー側にダイレクト音（初期入力信号）を希望するレベルまでMIXする必要があります。

#### ■プログラム 3, 11, 13～16（シリアル接続）

あらかじめダイレクト音とエフェクト音のバランスが適正な値に設定されていますので、初期入力信号がミキサー側でMIXされるとプログラム本来の効果が薄れてしまいます。従って、プリフェーダーを持たないミキサーでは、本機を前段に接続するなどして外部からのダイレクト音がMIXされないようにしてください。

The Factory Program Chart shows the setup of the levels and balances of the programs, which have been adjusted so that optimum effects are obtained when this unit's PRO OUT 1 (processing output 1) jacks are connected to a mixer or similar audio equipment. Therefore, when the PRO OUT 2 jacks are used or when the destination of connection is a guitar amplifier or similar equipment, it may be necessary to optimize the level and balance values referring to "Creation of Programs" in the Owner's Manual.

Each program is composed either of the serial connection of parallel connection of two basic effects. As a result, the mixer should be operated applying different operation methods depending on the program as shown below.

#### ■ Programs 1, 2, 4 to 10, 12 (parallel connection programs)

The Effects 1 and 2 balances are both set to 100%, so only the effect sound is output. In consequence, the direct sound (initial input) at a desired level should be mixed at the mixer.

#### ■ Programs 3, 11, 13 to 16 (serial connection programs)

The balance between the direct sound and Effects sounds have been adjusted to the optimum value with each program. This effect appropriate to each program will be attenuated if the direct sound (initial input) is mixed at the mixer.

Therefore, if your mixer is not equipped with a prefader, take measure to prevent the mixing of external direct sound by connecting this unit to its former stage, etc.

<b>PROG. NO.</b>	<b>PROGRAM TITLE</b>	<b>EFFECT 1</b>	<b>EFFECT 2</b>	<b>CONNECT</b>
1 (17)	CONCERT HALL	HALL 1	HALL 2	P
2 (18)	NATURAL REVERB	HALL 1	ENSEMBLE	P
3 (19)	SPACE REVERB	PITCH SHIFT 1	HALL 1	S
4 (20)	SPACE ECHO	GARAGE	STEREO ECHO 1	P
5 (21)	FAT ECHO	STEREO ECHO 2	PITCH SHIFT 2	P
6 (22)	CHORUS & ECHO	STEREO ECHO 1	STEREO CHORUS	P
7 (23)	VOCAL PLATE	HALL 1	PLATE	P
8 (24)	INST PLATE	PLATE	EARLY REF 1	P
9 (25)	GATE REVERB	HALL 3	EARLY REF 2	P
10 (26)	REVERSE GATE	EARLY REF 1	EARLY REF 2	P
11 (27)	REVERB & FLANGE	PLATE	STEREO FLANGE	S
12 (28)	12 STRING GUITAR	HALL 1	PITCH SHIFT 2	P
13 (29)	GUITAR ROOM	P-EQ/DRIVER	EARLY REF 1	S
14 (30)	ALPINE REVERB	HALL 1	PAN	S
15 (31)	REVERB FX	PITCH SHIFT 1	GARAGE	S
16 (32)	PSYCO PAN	EARLY REF 2	PAN	S

PROG. NO.	PROG. TITLE		CONNECT	
1	CONCERT HALL		PARALLEL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
HALL 1		HALL 2		
PARAMETER	VALUE	PARAMETER	VALUE	
REV TIME	2.4s	REV TIME	3.1s	
H. DAMP	2	H. DAMP	10	
PRE DLY	38.0 ms	PRE DLY	58.0 ms	
HPF	1.0 kHz	HPF	THRU	
LPF	14 kHz	LPF	1.0 kHz	
REV TIME 2	8.0s	REV TIME 2	10.0s	
BALANCE	LEVEL	BALANCE	LEVEL	
100%	95%	100%	100%	
			<b>TOTAL LEVEL</b>	
			100%	

HALL 1 と HALL 2 をパラレルで組み合わせたコンサートホールのシミュレーションです。  
クラシック系のピアノ、アコースティックギター等の音に適しています。

Two reverb type effects in parallel give a rich and resonant reproduction of the acoustics of a concert hall, ideal for instruments such as piano or acoustic guitar. Effect 1 processes the medium and high frequencies of the input signal. Effect 2 processes the lower frequencies of the input signal, so a typically longer pre delay and reverb time are used.

PROG. NO.	PROG. TITLE		CONNECT	
2	NATURAL REVERB		PARALLEL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
HALL 1		ENSEMBLE		
PARAMETER	VALUE	PARAMETER	VALUE	
REV TIME	2.6s	MOD FREQ	0.4 Hz	
H. DAMP	4	MOD DEPTH	50%	
PRE DLY	24.0 ms			
HPF	80 Hz			
LPF	9.0 kHz			
REV TIME 2	10.0s			
BALANCE	LEVEL	BALANCE	LEVEL	
100%	100%	100%	80%	
			<b>TOTAL LEVEL</b>	
			100%	

HALL 1 とやや押さえ気味のENSEMBLEをパラレルに接続した自然な感じのリバーブです。  
音に豊かな余韻を持たせることができます。

A rich, warm reverb program. The ensemble effect adds a subtle flange-type modulation to enhance and expand the sound. The EQ on the Hall 1 reverb effect is set for a soft, slightly muted effect.

PROG. NO.	PROG. TITLE		CONNECT	
3	SPACE REVERB		SERIAL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
PITCH SHIFT 1		HALL 1		
PARAMETER	VALUE	PARAMETER	VALUE	
PITCH	+0	REV TIME	3.1s	
FINE	+3	H. DAMP	1	
DELAY	90.0 ms	PRE DLY	38.0 ms	
F.B GAIN	80%	HPF	80 Hz	
BASE KEY	C3	LPF	9.0 kHz	
		REV TIME 2	10.0s	
<b>BALANCE</b>	<b>LEVEL</b>	<b>BALANCE</b>	<b>LEVEL</b>	
50%	100%	100%	100%	
			<b>TOTAL LEVEL</b>	
			100%	

PITCH SHIFT 1 で音が微妙にディチューンされてゆき、さらにシリアル接続されたHALL系のリバーブが幻想的な響きを与えます。  
ストリングス、コーラス等の持続音に適しています。

The use of the pitch shift effect (with a high feedback gain setting) in serial with the Hall 1 effect creates a spaciousness that is ideal for use with sustained sounds such as strings, vocal chorus or organ.

PROG. NO.	PROG. TITLE		CONNECT	
4	SPACE ECHO		PARALLEL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
GARAGE		STEREO ECHO 1		
PARAMETER	VALUE	PARAMETER	VALUE	
REV TIME	2.4s	Lch DLY	666.6 ms	
H. DAMP	2	Lch F.B	+26%	
PRE DLY	50.0 ms	Rch DLY	500.0 ms	
HPF	50 Hz	Rch F.B	-24%	
LPF	16 kHz	H. DAMP	1	
REV TIME 2	8.5s			
<b>BALANCE</b>	<b>LEVEL</b>	<b>BALANCE</b>	<b>LEVEL</b>	
100%	100%	100%	40%	
			<b>TOTAL LEVEL</b>	
			100%	

REV TIMEを長めにとったGARAGEに、パラレル接続したSTEREO ECHO 1のフィードバック効果を重ねることによって、エレピやブラス等に奥行きのある空間を演出します。

A powerful, deep echo-plus-reverb program, ideal for electric guitar or synthesizer. The left and right delays are out of phase with each other (positive and negative settings, respectively) to enhance to the spacious, open feeling. The echo delay time can be varied to suit the tempo of your music.

PROG. NO.	PROG. TITLE		CONNECT	
5	FAT ECHO		PARALLEL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
STEREO ECHO 2		PITCH SHIFT 2		
PARAMETER	VALUE	PARAMETER	VALUE	
Lch DLY	255.0 ms	L PITCH	+0	
Lch F.B	+60%	L FINE	+10	
Rch DLY	333.3 ms	L DLY	8.8 ms	
Rch F.B	+55%	R PITCH	+0	
H. DAMP	9	R FINE	-11	
		R DLY	11.1 ms	
		BASE KEY	C3	
BALANCE	LEVEL	BALANCE	LEVEL	
100%	90%	100%	100%	
			<b>TOTAL LEVEL</b>	
			100%	

STEREO ECHOとPITCH SHIFTをパラレルに接続し音に厚みを持たせます。ストリングス、コーラス、木管楽器等柔らかくリリースの長い音に適しています。

Stereo echo and detuning to add thickness and vibrancy to any input. The high values of the delay times and echo feedback parameters create a long decay, making this program ideal for strings, vocal chorus or wind instruments such as clarinet.

PROG. NO.	PROG. TITLE		CONNECT	
6	CHORUS & ECHO		PARALLEL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
STEREO ECHO 1		STEREO CHORUS		
PARAMETER	VALUE	PARAMETER	VALUE	
Lch DLY	110.1 ms	MOD FREQ	0.3 Hz	
Lch F.B	+13%	DLY MOD	72%	
Rch DLY	126.0 ms	AMP MOD	79%	
Rch F.B	-19%			
H. DAMP	1			
BALANCE	LEVEL	BALANCE	LEVEL	
100%	20%	100%	100%	
			<b>TOTAL LEVEL</b>	
			100%	

STEREO ECHO I によるショートディレイ (ダブルング) と、STEREO CHORUSとのコンビネーションがサラウンド的な効果を演出します。

The use of different left and right short delay times expands any input to create a broad stereo sound. The medium-speed chorus, with high modulation settings, adds brightness and liveness. Useful for guitar or keyboard sounds.

PROG. NO.	PROG. TITLE		CONNECT
7	VOCAL PLATE		PARALLEL
<b>EFFECT 1</b>		<b>EFFECT 2</b>	
HALL 1		PLATE	
PARAMETER	VALUE	PARAMETER	VALUE
REV TIME	2.2s	REV TIME	2.1s
H. DAMP	10	H. DAMP	1
PRE DLY	50.0 ms	PRE DLY	75.0 ms
HPF	THRU	HPF	1.0 kHz
LPF	1.0 kHz	LPF	THRU
REV TIME 2	7.5s	REV TIME 2	8.0 ms
BALANCE	LEVEL	BALANCE	LEVEL
100%	30%	100%	100%
			TOTAL LEVEL
			100%

2種類のリバーブパターンを用いたプレート系のリバーブ効果です。  
ボーカル等に包み込むような美しい響きを与えます。

Two reverb type effects, one affecting the lower frequencies (Hall 1) and one affecting the middle and high frequencies (Plate) combine to create a warm reverb sound characteristic of a studio-type plate reverb unit, Perfect for adding richness and depth to vocals.

PROG. NO.	PROG. TITLE		CONNECT
8	INST PLATE		PARALLEL
<b>EFFECT 1</b>		<b>EFFECT 2</b>	
PLATE		EARLY REF 1	
PARAMETER	VALUE	PARAMETER	VALUE
REV TIME	1.9s	TYPE	HALL
H. DAMP	4	ROOM SIZE	2.9
PRE DLY	65.0 ms	LIVENESS	6
HPF	560 Hz	PRE DLY	20.0 ms
LPF	THRU	LPF	14 kHz
REV TIME 2	0.6s		
BALANCE	LEVEL	BALANCE	LEVEL
100%	100%	100%	49%
			TOTAL LEVEL
			100%

EARLY REF I を組み合わせたプレート系のシミュレーションです。音のアタック感が強調されるため、プラス、パーカッション、リードシンセ等の音に明るさと張りを持たせることができます。

A plate reverb-type program with a bright, punchy sound, highly suitable for instruments such as brass, percussion or lead synthesizer. The Plate effect processes the higher frequencies, using a fairly short reverb time, while the Early Reflection effect adds bite and power.

PROG. NO.	PROG. TITLE		CONNECT	
9	GATE REVERB		PARALLEL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
HALL 3		EARLY REF 2		
<b>PARAMETER</b>	<b>VALUE</b>	<b>PARAMETER</b>	<b>VALUE</b>	
REV TIME	0.6s	TYPE	REVERSE	
H. DAMP	10	ROOM SIZE	5.0	
PRE DLY	10.0 ms	LIVENESS	4	
HPF	32 Hz	PRE DLY	0.1 ms	
LPF	10 kHz	LPF	THRU	
REV TIME 2	10.0s			
<b>BALANCE</b>	<b>LEVEL</b>	<b>BALANCE</b>	<b>LEVEL</b>	
100%	98%	100%	100%	
			<b>TOTAL LEVEL</b>	
			100%	

初期反射の細かなEARLY REF 2 とHALL系のリバーブをバラレル接続したゲートリバーブです。打楽器及びブラス、マリンバ等の音に幅広く応用できるアンビエンス効果が得られます。

Gate Reverb adds power to attack-type sounds such as snare drum, percussion, brass an marimba, yet avoids the gradual decay of hall-type reverbs which can “muddy” the sound. The overall effect is intense but short, accurately reproducing the effect of a long reverb cut short by a noise gate.

PROG. NO.	PROG. TITLE		CONNECT	
10	REVERSE GATE		PARALLEL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
EARLY REF 1		EARLY REF 2		
<b>PARAMETER</b>	<b>VALUE</b>	<b>PARAMETER</b>	<b>VALUE</b>	
TYPE	REVERSE	TYPE	REVERSE	
ROOM SIZE	2.9	ROOM SIZE	2.9	
LIVENESS	7	LIVENESS	5	
PRE DLY	8.0 ms	PRE DLY	6.0 ms	
LPF	THRU	LPF	THRU	
<b>BALANCE</b>	<b>LEVEL</b>	<b>BALANCE</b>	<b>LEVEL</b>	
100%	74%	100%	100%	
			<b>TOTAL LEVEL</b>	
			100%	

余韻の短いゲートリバーブです。ドラムサウンドをよりアグレッシブにします。

Combining two similar effects can create programs that are far more powerful than a single effect. This program makes use of the DRV-3000's two Early Reflection effects, both set to the Reverse mode. Slightly different liveness and pre delay settings result in an intense, aggressive Reverse Gate program, ideal for drums.



PROG. NO.	PROG. TITLE		CONNECT	
11	REVERB & FLANGE		SERIAL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
PLATE		STEREO FLANGE		
<b>PARAMETER</b>	<b>VALUE</b>	<b>PARAMETER</b>	<b>VALUE</b>	
REV TIME	3.2s	MOD FREQ	0.4 Hz	
H. DAMP	1	MOD DEPTH	92%	
PRE DLY	20.0 ms	MOD DLY	11.0 ms	
HPF	100 Hz	F.B GAIN	68%	
LPF	THRU			
REV TIME 2	0.3s			
<b>BALANCE</b>	<b>LEVEL</b>	<b>BALANCE</b>	<b>LEVEL</b>	
50%	100%	85%	100%	
			<b>TOTAL LEVEL</b>	
			100%	

PLATE系のリバーブとSTEREO FLANGEのシリアル接続により、うねる様な残響が得られます。

Great for electric guitar, this program creates an impressive, deep flanging effect (whose speed can be varied over a wide range) then adds a reverb-type effect to expand the sound. Note that the optional second reverb time is a short 0.3 seconds, ideal for fast musical passages.

PROG. NO.	PROG. TITLE		CONNECT	
12	12 STRING GUITAR		PARALLEL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
HALL 1		PITCH SHIFT 2		
<b>PARAMETER</b>	<b>VALUE</b>	<b>PARAMETER</b>	<b>VALUE</b>	
REV TIME	1.8s	L PITCH	+0	
H. DAMP	3	L FINE	+10	
PRE DLY	30.0 ms	L DLY	7.7 ms	
HPF	80 Hz	R PITCH	+0	
LPF	8.0 kHz	R FINE	-10	
REV TIME 2	10.0s	R DLY	9.9 ms	
		BASE KEY	C3	
<b>BALANCE</b>	<b>LEVEL</b>	<b>BALANCE</b>	<b>LEVEL</b>	
100%	60%	100%	100%	
			<b>TOTAL LEVEL</b>	
			100%	

PITCH SHIFT 2によるディチューン効果とHALL系のリバーブで複音感を作り出し、12弦ギター的な響きを持たせます。  
ストリングス、コーラス等に用いても効果的です。

This allows you to use the DRV-3000 to create a 12-string guitar effect from a 6-string guitar, by using the Pitch Shift 2 effect to both sharpen and flatten the pitch of the input. The addition of a hall-type reverb adds resonance, making this program also useful for adding richness to strings and vocal chorus.

PROG. NO.	PROG. TITLE		CONNECT	
13	GUITAR ROOM		SERIAL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
P-EQ/DRIVER		EARLY REF 1		
PARAMETER	VALUE	PARAMETER	VALUE	
HPF	THRU	TYPE	HALL	
FREQ 1	630 Hz	ROOM SIZE	2.2	
GAIN 1	+11 dB	LIVENESS	9	
WIDTH 1	2.4	PRE DLY	12.0 ms	
FREQ 2	1.8 kHz	LPF	THRU	
GAIN 2	+8 dB			
WIDTH 2	2.6			
LPF	THRU			
BALANCE	LEVEL	BALANCE	LEVEL	
100%	100%	42%	100%	
			TOTAL LEVEL	
			100%	

中域を持ち上げたP-EQ/DRIVERとEARLY REF 1のシリアル接続により、サウンドに厚みと張りを持たせました。ギターの声等にエネルギッシュな存在感を与えます。

Ideal for bringing out the best in the tone of an electric guitar, without modulating its timbre. The Parametric EQ/Driver boosts the sound at low-middle and high-middle frequencies, and the Early Reflection effect uses a hall-type setting, with a high Liveness parameter, to further expand the sound.

PROG. NO.	PROG. TITLE		CONNECT	
14	ALPINE REVERB		SERIAL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
HALL 1		PAN		
PARAMETER	VALUE	PARAMETER	VALUE	
REV TIME	7.5s	PAN SPEED	0.5 Hz	
H. DAMP	4	PAN MODE	L ↔ R	
PRE DLY	25.0 ms	PAN DEPTH	100%	
HPF	80 Hz			
LPF	10 kHz			
REV TIME 2	99.0s			
BALANCE	LEVEL	BALANCE	LEVEL	
53%	100%	100%	100%	
			TOTAL LEVEL	
			100%	

広がりのあるリバース効果に加え、さらにパンで音像を左右に移動させています。効果音に適しています。

A long reverb effect, combined with a slow, deep panning effect, makes for an enormously spacious reverb program, ideal for synth, piano, vocals, or any solo instrument. The second optional reverb time allows you to make use of the DRV-3000's maximum reverb time of 99 seconds.

PROG. NO.	PROG. TITLE		CONNECT	
15	REVERB FX		SERIAL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
PITCH SHIFT 1		GARAGE		
<b>PARAMETER</b>	<b>VALUE</b>	<b>PARAMETER</b>	<b>VALUE</b>	
PITCH	-7	REV TIME	1.2s	
FINE	+0	H. DAMP	4	
DELAY	55.1 ms	PRE DLY	5.0 ms	
F.B GAIN	81%	HPF	THRU	
BASE KEY	C3	LPF	7.0 kHz	
		REV TIME 2	20.0s	
<b>BALANCE</b>	<b>LEVEL</b>	<b>BALANCE</b>	<b>LEVEL</b>	
100%	100%	63%	100%	
			<b>TOTAL LEVEL</b>	
			82%	

音の減衰とともに音程の下がる独特の効果です。打楽器、効果音に適しています。  
また、ストリングス等の持続音に使用する事により、深いアンサンブル効果を得る事もできます。

A "special effect" program, for use on percussion or sound-effect type synth or sampled voices. The Pitch effect lowers the input frequency by a fifth, and the frequency shift is rapidly repeated as the sound decays. The Garage effect adds a powerful room ambience to the sound.

PROG. NO.	PROG. TITLE		CONNECT	
16	PSYCO PAN		SERIAL	
<b>EFFECT 1</b>		<b>EFFECT 2</b>		
EARLY REF 2		PAN		
<b>PARAMETER</b>	<b>VALUE</b>	<b>PARAMETER</b>	<b>VALUE</b>	
TYPE	RANDOM	PAN SPEED	0.5 Hz	
ROOM SIZE	19.3	PAN MODE	L ↔ R	
LIVENESS	10	PAN DEPTH	100%	
PRE DLY	10.0ms			
LPF	THRU			
<b>BALANCE</b>	<b>LEVEL</b>	<b>BALANCE</b>	<b>LEVEL</b>	
65%	100%	100%	100%	
			<b>TOTAL LEVEL</b>	
			100%	

ランダムに出てくるディレイ音が左右に移動するユニークな効果です。

A really impressive artificial reverb program, created by the use of a random Early Reflection effect, with a high room size setting, plus a Pan effect to move the sound continuously between the speakers.

**KORG<sup>®</sup> KORG INC.**

15-12, Shimotakaido 1-chome, Suginami-ku, Tokyo, Japan.

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